

La Sangre de Los Angeles



**A One World by Night Chronicle
VTM: Camarilla/Anarch
House Rules June 2023**

At a Glance Information

La Sangre de Los Angeles is a 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, safe 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 to 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.

General Information & Expectations

The purpose of this document is to clarify portions of the Mind's Eye Theater rules as designed by White Wolf, and to assist the Storyteller (ST) Staff with both In Character (IC) and Out of Character (OOC) resources and adjudications. Because of the nature of the game, and the evolution of the game throughout the last 20 years, the rules need to be adjusted, modified, changed, or kept in order to facilitate a positive role-playing pastime.

To achieve this, the following rules, clarifications and guidelines are listed.

All players in La Sangre De Los Angeles, and visitors must abide by the OWbN Code of Conduct, AND La Sangre De Los Angeles Code of Conduct. It is assumed you have read the OWbN Charter, and at least skimmed the Bylaws.

All characters require HST approval before entering play and must always abide by the OWbN Bylaws and La Sange De Los Angeles House Rules.

The storytelling staff may make exceptions for approval, or disallow any concept if they do not feel it is conducive to an interesting or positive gaming environment.

The in-character setting for OWbN is a shared history based on player, Storyteller, and Coordinator activity. Since the inception of the organization, OWbN has never reset its chronicle, so our history is organic, it's not exactly what you will find written in the books. If you're expecting BNS continuity, you will not find it here. Please consult the Sect and Clan packets for further details.

This was created from the minds of many former HST's for La Sangre, the Current HST from La Sangre, the OWbN Bylaws, Code of Conduct and a healthy borrowing of other house rules from other org games with permission.

La Sangre's Code of Conduct

A wide variety of abhorrent behavior around consent, gender, LGBT rights, civil rights and a score of other human rights is now, and has always been highly problematic. Recently this behavior is more commonly being recognized by our culture as objectionable. This Code of Conduct will attempt to set a standard of what is considered acceptable behavior while participating in this chronicle. It does not address every scenario, nor provide specific guidance for every action, rather a few guidelines, and is a call for respect and civility, when interacting with your fellow OWbN members. Before you take action, ask yourself, if this same action were being done to me, or my loved ones how would I feel? If the answer is I would object, don't do it.

Common Expected Courtesy: Please do not contact the ST Staff about official La Sangre De Los Angeles business through any other channel other than the La Sangre De Los Angeles email account, or Discord. Social media accounts are a fast way to contact a person, but anything official needs to be done via the email account to be valid. Respect people's time away from the game. Nobody is required to "play 24/7". We encourage everyone to set their own limits for what they are comfortable with. Before you send private messages via Discord/FB/Gmail/Etc to other players, please respect their wishes regarding outside contact. Anything in character must be recorded/ or acknowledged or it didn't happen. *This includes texts between characters privately sent, meetings between characters that weren't emailed to staff after the fact, etc.

The Code of Conduct for La Sangre De Los Angeles

1. **Follow the Rules.** Follow all real world Laws and conform to the OWbN Code of Conduct while participating in La Sangre De Los Angeles.
2. **Real life comes first.** VTM is a hobby and should not take priority over real life issues. Simply let us know about any issues you are having and we will work with you to make appropriate accommodations so your character will hopefully not be affected.
3. **Be respectful to all those participating.** This includes your fellow players, storytelling staff, and anyone else participating in the game. This means several things, such as not deliberately misgendering someone, yelling at, OOC manipulating, and intimidating another person.
4. **Harassment will not be tolerated.** Verbal and/or written harassment of a Player or Staff Member will not be tolerated under any circumstances. Any participant may be asked to leave immediately for harassment, followed by consideration for a game ban and OWbN Org disciplinary action. This includes internet trolling and any email/chat correspondence while portraying your Chronicle PC as well.
5. **Know your limits.** If you find you are getting too worked up or if the game is becoming too difficult to manage for your well being, don't be afraid to take a break.
6. **Mind/Mood Altering Substances.** We encouraged players to take prescribed medication as directed by their Doctors. However possession of or being under the influence of illegal drugs is not permitted during game or at the game site. If you are over legal drinking age and like to enjoy an alcoholic beverage, we don't have a problem with that so long as you do so responsibly. Please note that you may be asked to leave by the Chronicle staff if you are inebriated. Any IC actions taken while inebriated are considered valid IC actions.
7. **No touching.** No touching of another player or staff member is allowed on-site during gameplay, unless each participant involved has given direct consent and Staff is made aware. Any participant may be asked to leave immediately for inappropriate touching, followed by consideration for a game ban and OWbN Org disciplinary action.
8. **Respect the game space.** Weapons are strictly forbidden on site. When playing in a public space, props cannot in any way, shape or form take the appearance of anything that could be

mistaken for a weapon. Check with the Staff about any physical prop before bringing it into the game space, especially when playing at a private residence. We strive to leave the public space in a better condition than when we found it. Stunting, or “Freaking the Mundanes” will not be permitted.

9. **No Metagaming.** Metagaming is the use of information gathered out of character (or as an alternate character) or referencing information your character wouldn't know. This includes reading someone's character sheet, picking it up if it's been dropped or lost, and keeping it. This is considered meta-gaming and is classified as cheating. There are only a few exceptions that are intended to induce a positive role-playing environment, such as looking out for new players and helping them with faux pas or offering to help with combat if they consent. If you are at all unsure, seek out a storyteller before speaking about a subject.
10. **No cheating.** Cheating will not be tolerated. Depending on the severity of the cheating, the Staff may take disciplinary action; including but not limited to the ejection of the PC from the La Sangre De Los Angeles, the character being banned from the game or destroying the PC of the guilty party(s). For repeat offenders, Players will be banned from participation in La Sangre De Los Angeles, and OWbN Org disciplinary action will be considered.
11. **Exercise good taste.** Do not portray a character that overtly emphasises hate crimes, crimes against humanity, or wanton atrocity. If another Player becomes uncomfortable with their interaction with your character please change the subject or tone. Repeated or intentional violations of this may result in being asked to leave or other Disciplinary Actions taken by Staff.
12. **Sexual Scenes and Situations.** Any explicitly sexual content must have written consent from all parties involved, and be logged with the Player Rep and Staff of La Sangre De Los Angeles. Fade to Black will be used for any scenes that take place during regular gameplay. That said, if you choose to continue these scenes after game, consent for this must be given by all parties prior to the acts done and logged with the Player Rep and Staff. This must be sent in a separate email to the staff giving the date start of the scene. All Sexual Assault scenes are banned from La Sangre De Los Angeles. You may not run them even in a “Fade to Black” setting. Sexual Assault in Character backgrounds is allowed but only with prior approval from Staff. Characters under the age 18 (physically or otherwise) are not allowed to take part in any sexual scenario or played in a sexual manner. Any party involved in one of these scenes can revoke consent at any time. A simple email with everyone CC'ed or reply to the scene stating that they no longer wish to take part is all that is needed. Staff will discuss with those involved and decide if there are any IC consequences that would result from the scene or if the scene will be redlined.
13. **Black Card Rule.** The moment any Player feels they can no longer participate in a scene, they may ask for a small pause or for a Staff Member to take control of their character for the rest of the scene. Staff Members will do their best to play the character appropriately but will not be trying to get them out of trouble.
14. **Approved Characters Only.** All character sheets and item cards must be approved by a member of Staff in order to be used in our game space. Any item cards that are checked into La Sangre De Los Angeles may be transferred or destroyed at ST discretion while you are signed into the game. La Sangre De Los Angeles reserves the right to not allow item cards into the game. Any unapproved item cards either do not work or are left safely somewhere else.
15. **Conflicts of Interest.** Conflicts of Interest will be avoided, meaning, Storytellers will not act as the ST for their own characters, or run scenes for their characters. Utilize discretion and include another ST for oversight.
16. **Respect Storyteller Fiat.** Not every member of staff has every rule in the books memorized nor is every scenario covered. They may need to make a judgement call to keep the scene moving along that you do not agree with. If a situation arises where you disagree with a ruling, please continue with the scene and speak to either another Staff Member or the Player Representative

afterwards. Once they have a moment, they will review the scene and discuss the ruling. This helps keep the flow of game moving for everyone and allows for Staff to gather the appropriate information with cool heads.

Any violations of the Code of Conduct may result in Disciplinary actions taken by Staff.

*Please note the OWbN Code of Conduct also still applies and that includes the ability for a staff member, player or other member of the game to walk away from a situation for 15 minutes without harassment. Any active scene can be paused -or- the player/staff can hand sheets over to other staff members to portray the character in the situation. This doesn't mean if your character was in the middle of a fight it will survive, but it will be given every opportunity to do so.

Game Information

Chronicle Territories in One World By Night (OWbN): La Sangre de Los Angeles holds and operates in the following Counties.

- Los Angeles County | Shared w/ Dark Side of the Moon
- Kern County | Shared w/ Dark Side of the Moon and Secretos de Sangre
- Orange County
- Riverside County | Shared with Secretos de La Sangre

The in-character game space for La Sangre De Los Angeles mainly occurs in Los Angeles County above the 10 freeway where a court of Camarillia vampires holds Court. Below the 10 freeway, and extending into Orange County, is Anarch Territory. Disneyland is known to be held by Mages.

Physical Game Site: Live games take place at 613 E Broadway, Glendale, CA 91206-4307. Check-in begins at 10 minutes before the start of game. This is a public location so please be mindful of other people in and around the area. At our game site, there is also 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.

Digital Game Site: When Live Gameplay at our Physical Site is unavailable Staff may elect to hold gameplay using a digital game space. Staff will do their best to keep updated about the weather, local events, and any other information that may affect our game so that we can give proper notice to our players.

When do we play: La Sangre De Los Angeles plays twice a month on the second and fourth Saturdays at 8:00 PM PST. Check in begins at 7:30 pm PST.

How to Play: Simply show up at the usual game site at the predesignated time. Visitors should show up early so that we can review your sheet and item cards before we start. If a live session is not possible or safe, Staff may choose to use our Discord server to host the game. Please see a staff member or check our Facebook group for details and a link.

Email Scenes

Email scenes must establish where the scene is taking place, and thus, which Staff is in charge of the scene. All scenes that take place in any of La Sangre's Territories is under the staff of La Sangre, unless you have signed-in to another game that shares the territory (i.e. Dark Side of the Moon in LA or Secretos for Riverside). When this happens, their Staff(s) respectively will be the ones in charge of the scene, assuming they accept your character sheets.

Unless this is specifically agreed upon ahead of time, email Scenes take place on the date they end and not when they begin. Characters involved in any email scene taking place on a specified date/time become scene locked until the completion of the scene. Emails/ Messages that are not scenes are considered sent/arrived on the night they were sent. These include text messages, actual emails, messages sent by a ghoul or other minion.

****Please see "Downtimes" for more information on playing via email****

Holding Positions of Local Authority In La Sangre

All Local Sect, Clan and any other positions of authority may only be held by characters who are housed under La Sangre De Los Angeles.

Books used in Our Game: La Sangre de Los Angeles Staff utilizes Laws of the Night Revised and Dark Epics as the primary source material for the game. Other books such as The Camarilla Guide, the Anarch Guide, The Sabbat Guide, and The Storyteller's Guide can be referenced but players will be required to source the page number for the material they wish to access. Do not assume the ST Staff has every book printed by White Wolf, or has every packet memorized. It is up to the player to provide the cited source for their powers, and the write up on request. Note that purposely providing an inaccurate writeup or a writeup with different words is considered cheating. If you aren't sure about the page number, providing the book or packet it's out of will be enough.

Signing In/Out of La Sangre De Los Angeles

Signing 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.

Any scenes or actions taken within La Sangre De Los Angeles's territory will be treated with the same level of IC/OOC consequences as if you are signed into an in-person SC game.

Online scenes, not on the official La Sangre De Los Angeles Server, occurring within La Sangre de Los Angeles' territory must include the following address on all correspondence for it to be considered valid. la-sangre-sts@googlegroups.com

Item Cards

All Item Cards must be approved by Staff. We request that any item cards that a visiting player wishes to use 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 the game.

We accept item cards on character sheets that are listed out- it's assumed they are approved by the home staff (La Sangre or others) as they are on the approved character sheet.

Item cards not on a character sheet must include a date, ST approval and name of the Chronicle that it came from. Item cards can be denied for any reason by La Sangre Staff. Please note that Items can be broken or destroyed in La Sangre resulting in the Item Card being collected by Staff and/or an e-mail being sent to the character's Home Chronicle informing them of what happened and asking that it be removed from the character sheet.

Changing Characters Mid-Game

If you know in advance that you may want to play multiple characters in a single session, ST approval must be obtained before the 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.

Declarations

Characters must have any and all declarations approved by La Sangre De Los Angeles Storytelling Staff. This includes rituals, haven accommodations, retainers on standby, items on one's person, etc. You can do your declarations for these at live games or Via Email.

Soft and Hard Roleplay

"Soft Roleplay" or "Soft RP" is where a scene takes place where no challenges are required. This style of roleplay is used mostly for conversations, training scenes or other general light roleplaying. "Hard Roleplay" or "Hard RP" is when a scene takes place where challenges can and usually do happen. This is the standard style of roleplay that takes place between PC's and NPC's. While Soft RP scenes can be done with minimal oversight of Storytellers, with the permission of the overseeing Chronicle's Staff, Hard RP scenes always require direct oversight by the overseeing Chronicle's Staff.

As there shouldn't be any challenges during Soft RP character injury, death and/or corruption doesn't generally happen during these scenes. This most often occurs during e-mail scenes but can happen under different circumstances. As for Hard RP players are allowed to use any and all powers, abilities and items at their disposal during the scene which means just about anything can happen. Because of this, a Storyteller from the overseeing Chronicle must be present when a Hard RP scene takes place.

If at any point during a Soft RP scene a challenge must be made, a player has an interaction with a character/environmental element that causes a challenge or goes beyond what was permitted by Staff then the scene becomes Hard RP and is considered paused until a Staff member is able to oversee the scene. Please note that at any time a scene may also switch from Soft RP to Hard RP as a result of PC actions, plots or plans that are logged with Staff. At that point, all parties will be informed and all parties will need to work with the ST staff to schedule time to resolve the scene. As La Sangre de Los Angeles is not a 24/7 Chronicle we do not guarantee that we will be able to run Hard RP scenes during the week or outside scheduled games, and all parties may be in Time Freeze till the scene resolves.

Please note that Staff will not intentionally interject ST driven plot that changes a scene from Soft RP to Hard RP unless a player takes actions or logs an action that would cause those involved to be involved in said plot. Please remember to have the Chronicle Staffs of the players involved CC'ed and clearly identifying where the scene is happening before beginning e-mail scenes. This helps us determine which Chronicle's Staff is responsible for overseeing the scene.

Proxying a Character

Proxying a character is where you give control of your character to the Storyteller to adjudicate challenges on your behalf. You may request an ST to act on your behalf if you are not able to be present for a scene or feel unable to continue an ongoing scene. The Staff member will portray your character for the scene in your stead to the best of their ability using any previously logged and agreed upon actions. During the scene, your proxied character runs all the same risks it would as if you were portraying your character. Once the scene is finished, our Staff will contact you and inform you of what happened during the scene.

Consequences

Actions have consequences for the person performing them, their intended target(s) and others outside of that scope. As a result, characters may suffer good and bad consequences based on the decisions their player makes or based on the actions of other characters and/or NPC's. This may not always work out in a way that you as the player may think is best for your character (i.e. PC injury, torpor, condemnation, scandal, corruption or death). In the World of Darkness these consequences are bound to happen. When you sign in to the game, you understand that consequences may happen during gameplay and is part of the risk of the game.

If your character participates in a scene when the player is under the influence of alcohol or medication and it doesn't work out for the character, please see La Sangre De Los Angeles' Code of Conduct under Know your limits. We will not ret-con scenes where you had bad judgement while impaired. Please know that no matter the scene, you have the option to opt out any time during the scene as it happens, please refer to the OWBN Code of Conduct about these types of scenes.

NSFW Scenes

The World of Darkness is a scary and dangerous place where terrible and traumatic events take place far more often than our world. As such, many canon characters from the books and other sources have backstories or interactions that have left their bodies, minds and souls scarred. Now although our games take place in such a world we understand that there are those who are uncomfortable discussing or hearing about such subjects, let alone taking part in these sorts of scenes. In order to ensure that our players feel safe playing in our Chronicle and in keeping with the bylaws set by OWBN we have the following rules here in La Sangre de Los Angeles:

1. No violent acts scenes that involve PC's or NPC's under the age of 18 are allowed.
2. No sexual acts or scenes that involve PC's or NPC's under the age of 18 are allowed.
3. There will be no scenes run or authorized by the Staff that involve sexual abuse, non consensual sex, and/or violence.
4. Character backstories include sexual abuse, non consensual sex, and/or violence are not allowed.
5. Any backstory that may involve extreme or gratuitous violence must be discussed with and approved by Staff prior to the approval of the character. This agreement must be recorded and kept on file with Staff and our Player Representative.
6. Any scenes that involve sexual acts or tones must have the expressed written consent of all parties involved and be filed with Staff and the Player Representative prior to any PC or NPC involved taking part. This consent may be revoked at any time by any party involved.
7. Any scenes that involve violent acts or tones must have the expressed written consent of all parties involved and be filed with Staff and the Player Representative prior to any PC or NPC involved taking part. This consent may be revoked at any time by any party involved.
8. Players may always opt to "Fade to Black" in place of any intimate or sexual scenes. All parties involved must still give their expressed written consent prior to this taking place.
9. When consent has been revoked, the scene immediately ends. It does not mean that any information given to another PC or NPC was not given out or that any actions did not take place. The scene still stands and is not Ret-Con'ed.
10. There will be absolutely NO consequences for opting out of a scene or deciding to fade to black in any of these scenes. Staff will discuss with Players the IC actions that would have likely taken place before going forward and continuing on.
11. At no point does anybody need to give specific and graphic details of what happened, ever.
12. At no point should a Player be punished by another Player or Staff member, IC or OOC, for choosing to Fade to Black or opt out of a scene.
13. Harassment of another Player or Storyteller will not be tolerated!

Please understand these rules were put in place to protect our players and Staff. Not everyone has the same views, preferences and tolerance for such things. If a Player, Staff or the Player Representative feels these rules are intentionally violated, the offending party will be asked to leave the game site and Disciplinary Actions will be taken.

Signing Out

Signing out of La Sangre De Los Angeles does not equate to fair escape. If your character is signed out of the game early, you are signalling to the Storytellers and other Players that you are done playing for the night but that does not remove your character from being placed into contention from other circumstances. Nor does this remove you from personal responsibility of adhering to the La Sangre De Los Angeles' Code of Conduct. When you are signed in, you are considered signed in until at least 4 hours after the game is called officially off. Visitors to La Sangre are considered returned to their games after this point in time unless the otherwise indicate their characters remain in Los Angeles and sign into Downtimes.

Visitors

Visitors are required to submit character sheets and item cards with an email from their home staff acknowledging they are ok to travel to La Sangre up to 3 days prior to game day.

Every game requires a new email/consent from the staff of the player to make sure the most updated sheet is provided and both staffs are aware of who currently controls the PC. This is because there may potentially be reasons why a character might not be able to travel to our game space.

When a player signs out of La Sangre - see Sign out above- and unless otherwise stated in email- the character is assumed to leave the territory of Los Angeles within 1 day/night of the game day. Likewise downtimes only cover actions up to a point. A player may have a character stay across many games, but their staff must approve this via email so the character is not being played in multiple places. If a visiting character is involved in something that would keep them here, then until that issue is resolved the character can't return to their normal game space. Please see Sign In / Sign Out Rules.

La Sangre will provide information to the staff of the visiting character of all changes or plot information pertinent to the player's home game after they have signed out of our game space and we have relinquished control over their character sheet.

Please note that Submitting a character via Hallergames without notifying our staff and an email from the visitor's staff will not be accepted. OWbN's By Laws state that the home game must approve the visit. We will send an email back to the other staff within three days after the game to confirm attendance and any relevant information for them.

At Live Games, Visitors are welcome to take a pre-made character to play if they do not have a character that can travel.

Travel Rules

Prior to traveling to another chronicle or event for play, players must inform the La Sangre staff by email at least 3 days before their game's need-by-date in order to allow staff time to review and transfer sheets to the hosting chronicle. This ensures that both games staff have time to ask any questions and get approvals for items and powers from the chronicle(s) involved.

We also require an email with the staff of the chronicle being visited CC'ed for proof of Sign In for travel XP for the character. This e-mail also serves to confirm that your character is approved to return to our gamespace.

Players are expected to read through and agree with the House Rules for the Chronicle in which they are signing into. Players are also asked to provide La Sangre de Los Angeles Staff of any major character developments or potential new plot-hooks (i.e. I got blood bound to Character A!!) so that the La Sangre staff is not caught unaware when the following game you show up with new changes to your character that come up in play. Players are also cautioned that, when they sign in to any other chronicle they are approving the hosting chronicle permission to make changes to their characters such as blood bonds, weird taints or even Death.

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 Maximum XP allotted per month set by OWBN.

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 on the character 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, these may be marked "for travel only" prohibiting use in La Sangre but allowed to be used when visiting other games.

Character Creation Rules

Character Creation for our game follows the following rules. Please note our game is mainly the Camarilla and Anarch genres. As such, that's where the plotlines tend to go.

Available Clans:

The following Clans are available to play in our Chronicle:

- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Toreador
- Ventrue
- Giovanni (Requires ST Approval)
- Ravnos (Requires ST Approval)
- Follower of Set/Setite (Requires ST/Coord Approval)
- La Sombra (Requires ST/Coord Approval)
- Tremere (Requires ST/Coord Approval)

All Characters Require ST approval prior to being played. Characters that require additional approvals require HST approval before getting additional approvals. Staff reserves the right to decline any concept that they feel doesn't fit the Chronicle, Genre or is in poor taste. Players wishing to play a Rare and Unusual (R&U) character must first play a non R&U character for a minimum of four (4) months. You may not play two characters of the same clan in a row.

Sect

Character Sect must be clearly defined at creation. Your choices are Camarilla, Anarch or Independent. Caitiff may not begin as Independents.

Humanity

All new characters must begin on Humanity. La Sangre plays with a Morality Path scale from 1-10, instead of 1-5 that is listed in Laws of the Night. 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.

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. A character of lower generation can be submitted with Storyteller approval, a submitted background and an established PC or NPC sire. 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 up to the first Intermediate Disciplines of an In Clan Discipline 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.

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 7 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 one of the following 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. Inceptor
10. Iron Will
11. Lucky
12. Natural Leader
13. Nine Lives
14. Medium
15. Paragon
16. Oracular Ability
17. Sanctity
18. Sympathetic Bond
19. True Love
20. 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.

No more than one merit that is not published in *Laws of the Night: Revised* or in the corresponding Clan Book for your character can be purchased at character creation.

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.

Out of Genre Merits, Flaws or Powers

Merits, Abilities, Flaws or powers associated with creature types that are not Vampires will not be allowed for Vampires. Kuei-Jin, Fae, Mages, Garou etc. operate differently. Their powers, Merits, Flaws and abilities are not accessible to Vampires. You cannot activate any item or power that requires Quintessence, Rage, Pathos, Glamour, etc. unless you are the appropriate creature type. Some Merits/Flaws that are found in other places don't always fit the genre for Vampire the Masquerade. If there is ever a question in regards to something on your sheet the Storyteller has final say. If one of these is on a visitor sheet these powers simply will not work in our Chronicle. If these are on a sheet for transfer, we will review these and offer to refund the Experience Points as they will not work here.

Ghouls and Mortals

Players who want to try something different can opt to play a Ghoul or Mortal. Please note that doing so does limit your character's ability to interact with other characters. Below are the rules for creating a Ghoul or Mortal.

- PC Humans and Ghouls follow character creation in the book *Liber des Goules* (The Book of Ghouls). Anyone who wants to deviate from this falls under the approvals for special characters.
- No normal human can have over 9 in Attributes or 5 in Abilities unless they have an approved special thing that gets them over.
- Ghouls are considered Partial Supernatural beings, which puts their Attribute cap at 10 and their Ability cap at 5.
- Ghouls cannot take the Merits Faerie Blood or Gnosis.
- If at any point your character is embraced as a full fledged Vampire, you lose access to all powers granted by Numinae, True Faith, Magic Spheres, Rituals, Merits that grant access to other Supernatural Powers (i.e. Gnosis or Glamours) and any other Supernatural Powers that are not in keeping with the Vampire Genres. Depending on the Powers and circumstances these Experience Points may or may not be refunded.

Freebies and Starting Experience Points

A new character in La Sangre de Los Angeles will be created using the standard character creation rules presented in Laws of the Night Revised along with the following:

- New Characters for Existing Players will receive an additional 20 Experience Points at creation.
- The First New Character for New Players will receive an additional 30 instead of the 20 of the experienced players.
- Players can receive 5-10 points for a haven write up (where you sleep during the day).
- Players can receive up to 30 points for a well thought out, deep background. (5 for a few paragraphs, 15 for something more detailed but still brief at a page or so, and 30 for those overachieving types who give the staff a novel or something of up to 2+ pages of text)
- Players can obtain Good Death EXP from the previous character's demise at Storyteller discretion.
- Extra XP can be awarded by Staff for other reasons such as playing a higher generation character, creating a character that fills a need for the game, playing a Ghoul or even just a well thought out concept that hasn't been tried in some time.
- At no time can a character, new or old, begin the game with more than 60 EXP.

Transferring a Character into La Sangre

Characters transferring to La Sangre must adhere to these House Rules. In the event that someone wishes to transfer with items on their sheet that Staff feels is not in keeping with this Chronicle, they offer to refund the Experience Points to re-spend on their sheet or swap out the items for equivalent Abilities, Traits, Merits, etc. before considering declining the transfer.

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 Refresh

Your PC's Attributes naturally refresh at Sunset every night. You may also use 1 temporary Willpower to refresh either your Physical, Social, or Mental Attributes. This can be done once per night, per Attribute Type. (As noted in LotNR)

Ability Refresh

Your PC's Abilities naturally refresh at Sunset every night.

Primary & Secondary Abilities

Primary Abilities are those found in the primary sourcebook for the Camarilla Genre of the WOD (LotNR), other official supplemental books for the Genre (Clan Books, LotN Camarilla Guide, etc) and OWbN Packets. These are considered Primary Abilities and should be considered first for challenges and downtime purchases.

Secondary Abilities are those found in other WOD books and sources (Laws of the Hunt, Werewolf the Apocalypse, other tabletop books, etc.). Although these may be great to help further describe your character's Abilities they tend to have more specific uses and applications. Also, although some of these do transfer over well (i.e. Gestures from the Uktena Tribe Book) some of them are very specific to their original Genre. If you are considering using or purchasing one of these Secondary Abilities, please ask a storyteller first if it is applicable and functions the same as it does in its original source.

Staff reserves the right to allow storytellers and narrators to make judgment calls if they are unsure whether or not a Secondary Ability applies during scenes/game. These calls will remain in effect until the scene/game has ended and Staff can properly review the call. If you have questions on calls made by a storyteller or narrator you can send an e-mail to staff and CC our Player Representative or speak the a Staff Member or Player Representative directly and we will review the scene or call.

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 the following Abilities.

1. Academics
2. Area Knowledge
3. Crafts
4. Expert Knowledge
5. Hobby Talent
6. Lores
7. Performance
8. Profession
9. Technology
10. Science

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**.

Specific Ability Rules

1. **Alertness:** Alertness is your attentiveness and ability to react to threats from **physical** space around your character using your physical senses. A mental challenge may be made to notice surprise actions/changes in the environment. The information the staff will give you will be different than if your character uses Awareness. You cannot use both Awareness and Alertness in the same challenge. Alertness is used for retests. Stealth may be used to cancel an Alertness retest.
2. **Awareness:** Awareness is your intuitive gut instinct and sensitivity to supernatural forces (sixth sense) alerting you to things around you. One of the things this ability allows you to do is detect if there are supernatural elements actively around you or a supernatural ability was used against your character. A mental challenge may be used to get a vague "gut feeling" about supernatural elements affecting or going on around 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. The information the staff will give you will be different than if your character uses Alertness. You cannot use both Awareness and Alertness in the same challenge. Awareness is used for the retest. Occult may be used to cancel an Awareness retest.
3. **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.
4. **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).

5. **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. Editing your post in Discord should include **(*Etiquette)** at the end of the post. Simple Typos for clarification can be edited without Etiquette.
6. **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:
 - **Rank 1:** 1 additional language known
 - **Rank 2:** 2 additional languages known
 - **Rank 3:** 4 additional languages known
 - **Rank 4:** 8 additional languages known
 - **Rank 5:** 16 additional languages known
 - A character with the Natural Linguist merit learns double the languages for each point of linguistics purchased. (2, 4, 8, 16, 32)
7. **Lores:** Lores are specific information (usually about Supernatural creatures or societies) that has been categorized into various categories with regards to the in game world. Some Lore examples are Kindred, Camarilla, Sabbat, Lupine, Garou, etc. Lores are very important to old creatures as knowledge is very much power. This is why most supernatural creatures and societies keep this information well guarded. There are write ups in OWbN's Clan and Sect packets of the various Lore Levels and what your character knows at those levels. Most clan lores require coordinator approval after level 3 or 4. (Please check the OWbN Character Bylaws for the most recent updated info.)
 - 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.
 - This is also so Staff can confirm the person who said it has the appropriate lore to back it up.
 - Information on the requirements and time required to learn Lores can be found in the Experience & Downtimes section.
8. **Martial Arts, Brawl and Wrestling:** La Sangre de Los Angeles does not currently use the Martial Arts Ability presented in the Laws of the East.
 - Instead, "Hard" and "Soft" Martial Arts are represented by the Brawl and Wrestling Abilities respectively.
 - The Brawl Ability encompasses unarmed fighting styles that are intended to do physical harm and/or to kill the intended target.
 - The Wrestling Ability encompasses unarmed fighting styles using non lethal grapples, holds, and/or take downs designed to restrain or hinder the target.
 - A single **appropriate** fighting style (Sumo, Boxing, Gung Fu, Krav Maga, etc) can be purchased as a specialization for each.

- Maneuvers can be performed by declaring the desired outcome and succeeding on a Physical Challenge against the target.
- 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.

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. This may also require the Coordinator Approval of the Sect you're trying to infiltrate.

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.

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 and approved by our staff and recorded on your character sheet.

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.

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.

Occult Library: Instead of the Occult Library Merit, La Sangre de Los Angeles will be using the following system for the Occult Library background. 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 your 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.

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 upto 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 ghould 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, ghould 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.

Influence

The rules presented in LotN Revised and Dark Epics are our base rule set, along with a 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. Every level of influence costs an XP as well as a growth or subsequent action. Influences can be burned for actions and that XP is lost.

If a character goes inactive per our house rules their influences will begin to drop as their mortal influences begin to wane. This XP is refunded to the character sheet. This is 1 influence point per area every month until it reaches 1.

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.

Disciplines

The following house rules over right what is written in the books or clarifies discipline rules. To assist in giving players an idea of powers without conversions this is provided as a courtesy. The HST has the final call on any powers.

General Table top Conversion of Disciplines/Powers

Standard Conversions for Tabletop to MET: (Storytellers may rule upon reviewing in a different conversion and it will be listed here in the future. This is our "standard" conversion for people to keep it simple. ST Gets final call and it will be added to the list above if needed.

V20 is the most recent / updated version of powers but is tabletop.

- If the Tabletop System says Attribute + Ability. The Attribute tells us if it's Physical/Social/Mental - Ability is the retest for MET.
- If it does not give an ability standard retest for disciplines most of the disciplines in their opening description list a default retest in the MET books.
- If the power states the outcome is based on success then the conversion is 1 for the success and players can add appropriate traits to add additional successes (up to 3 unless the power states otherwise). (IE: Rule of 3, Extended Challenge)
- Flavor text is VERY important and will be used to help make calls as needed.
- If there is a MET Conversion of a power in Laws of the Night Revised / Clan books/ etc we use that.

Non Magical 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 Spirit:** 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 the presence of an ST or Narrator.

Dementation

- All levels of Dementation require the presence of an ST or Narrator to use.
- 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 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.

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.

Obfuscate

- 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.
- **Mask of 1,000 Faces:** You may spend a mental trait to mask your clothing and items carried as well as features.

Potence

- Please note that players do not need to declare that they have the Bomb or that they Win Ties.
- **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 Retest:** Might is **YOUR** last retest (except Luck or Nine Lives). Opponents may still use their applicable retests after you have used Might.

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.
- Unless otherwise stated in the description of a power, expenditures for scaling powers are limited to a maximum of three.
- **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 take place during the caster's action unless otherwise specified.
- 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 other 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 the game, without expending Blood. These must be logged with and approved by Staff prior to the start of the game.

Necromancy

- **Haunting:** Vampires turned to Wraiths via Soul Stealing cannot be bound to locations or items for a longer duration than Soul Stealing.

- **Ex Nihilo:** Please note the following for Ex Nihilo
 - The drawing of the door is a part of the activation of the power; this power cannot be activated without drawing it.
 - The door cannot be drawn ahead of time.
 - The door must be drawn on a wall or other vertical surface.
 - It cannot be drawn on clothing or life forms.
 - You cannot bring people, Vampires, Ghosts or other beings back with you.
 - You may only bring the objects you brought with you back when you return to the Skinlands.
- **Soul Stealing:** Please note the following for Soul Stealing
 - A Storyteller must be present for all uses of this power.
 - As a Wraith, the victim can still use their Mental and Social Traits in challenges.
 - Although victims turned into a Wraith can be affected by Necromancy, all effects wear off when this power ends.
 - If someone using any form of possession is affected by Soul Steal, the soul of the possessor, not the possessed, is removed.
 - The soul of a Wraith created from someone possessing another's body returns to its original body at the end of this power.
 - All damage sustained by the victim for the duration of this power is carried over to their body when the soul returns.
 - If the damage sustained when reentering the body is enough to kill a target, they die. Vampires cannot be killed, only torpored by this damage.
- **Call On the Shadow's Grace:** This ritual may only be used on a target once per night.

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.
- **Movement of the Mind:** 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 Rituals

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.

Ritual 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:

- All crafted Rituals are Custom Content and require Coordinator Approval.
- 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

Ritual Creation 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.

Occult influence: To research and 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 it's 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 Custom Content and will require 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

Fetish 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 tends 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.

Fetish 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.

Humanity (10 Steps) / Morality Paths

House Rules for Morality: All Vampires in the World of Darkness have a Beast inside of them. Every night is filled with the struggle to resist succumbing to its influence and losing all sense of who they are. Many try their best to cling to their Humanity to stave off the beast, some learn to keep it under control using their Conviction or following their Instincts. The internal, very personal, horror story of the vampire's change from human to monster is at the heart of many Vampire the Masquerade stories. Please take note of the following about Path Ratings in our Chronicle:

- La Sangre plays with a Morality Path scale from 1-10, instead of 1-5 that is listed in Laws of the Night.
- Visitors who come in with traits of 5 double their score for our game.
- Local PC's who lose humanity while visiting Chronicles outside of ours are reviewed for fairness when they return. (i.e. If you lost 1 humanity away, you might only lose 1 humanity when you return, not the equivalent 2 you lost while under the "5" path.)
- All characters must start on Humanity unless they are approved by the Head Storyteller.

Hierarchy of Sins (Humanity)

- 10 - Selfish Thoughts
- 09 - Minor Selfish Acts
- 08 - Injury to Another (Accidental or Otherwise)
- 07 - Theft
- 06 - Accidental Violation (Drinking a vessel dry out of starvation)
- 05 - Intentional Property Damage
- 04 - Impassioned Violation (Manslaughter, killing a vessel in frenzy)
- 03 - Planned Violation (Outright Murder, Savored Exsanguination)
- 02 - Casual Violation (Thoughtless killing, feeding past satiation)
- 01 - Utter perversion, heinous acts

Why it Matters: On a scale of 10, being at Humanity Rating 5 and lower your character begins to be more recognizably inhumane. That is when normal people start noticing you're not "quite right." When reaching a Humanity Rating of 1 there is little left that's human about you, not just a corpse-like pallor, but your character's mental state has become so destabilized that aggression and thoughtless killing is... normal. As VTM is all about this internal struggle and the loss of humanity, the closer to 0 you become the more monstrous you are. A Humanity Rating 5 is the line in the tabletop books where you start not being normal to humans and hunting goes up in difficulty. Obviously this makes hunting and blending in with Mortals more difficult.

Mortality Trait 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. If you fail, you lose both the path rating and the risked trait.

Morality Trait 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 Mortality 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.

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 and 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.
- **Inceptor (5- Trait Supernatural Merit):** Requires Staff approval and Coordinator oversight. A PC with this Merit must have a full character background and an idea/theme for their Inceptor Discipline in mind when submitting it to Staff for approval. PC's may only start with an Inceptor Discipline as one of your In Clan Disciplines with Storyteller Approval. A player may have no more than one level of an Inceptor at creation. A character with this Merit may only create a single Inceptor Discipline. Inceptor Disciplines are Custom Content and must follow the Character Bylaws for Custom Content. Characters must be either 14th or 15th Generation to take this Merit. Each rank requires Storyteller approval and takes at least 6 months to create/master. If at any point during the creation/mastery of an Inceptor Discipline a Character becomes lower than 14th Generation, they can no longer continue to develop their Inceptor Discipline. Players should remember that Storytellers in La Sangre and other OWBN Chronicles do not have to allow Inceptor Disciplines into their Chronicle.
- **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.
- **Thin Blood (4-Trait Physical Flaw):** You are one of the growing number of thin-blooded vampires whose coming was foretold in the Book of Nod. The Curse of Caine is weak in you: while you suffer all the ill effects of your vampiric condition, you do not receive all its benefits. You may expend Blood Traits to heal wounds, fuel Disciplines or raise your Physical Attributes, but all costs for these actions are doubled. Your vitae is so weak that it cannot create blood bonds, nor can it create or sustain ghouls. Should you attempt to create progeny, the Embrace has little chance of succeeding. Make a Simple Test when you try to sire a new vampire: If you win, the Embrace succeeds normally. If you tie or lose, however, the Embrace fails, and your would-be child is just an inconvenient mortal corpse.
- **14th Generation (2-Trait Physical Flaw):** You were sired just a few years ago by a member of the thirteenth generation. Although your Blood Pool is the same as that of a thirteenth-generation vampire, you can use only eight of your Blood Traits to heal wounds, raise Physical Attributes or fuel Disciplines that require vitae. You can still use the remaining two Blood Traits normally for other purposes, including rising each night, creating and sustaining ghouls, creating progeny and creating Blood Bonds, though your attempts to bond another may not always succeed. Make a Simple Test when you try to bond another individual or sire a new vampire: If you win, the attempt succeeds normally. If you tie or lose, however, the attempt fails. You take aggravated damage from sunlight and suffer a normal chance of Rotschreck when exposed to it. You are not required to take the Flaw *Thin Blood*.
- **15 Generation (4-Trait Physical Flaw):** You are among the last in the long line of Caine's descendants. Your vitae is so weak that you may use only six of your ten Blood Traits to heal wounds, fuel Disciplines or raise your Physical Attributes, but the cost for all these actions is doubled. For example, raising your Physical Attributes by one Trait requires you to expend two Blood Traits rather than one. Rising each night still requires you to spend only one Blood Trait, however. You can use your remaining four Blood Traits to survive through the day and rise each night, but nothing more. You cannot sire progeny, nor can your blood create ghouls or a blood bond, although it is possible for you to have children in the normal fashion (albeit very rarely). Sunlight inflicts only lethal damage on you, instead of aggravated damage as it does to other vampires. You can consume normal food and drink and hold it down for about an hour or so before vomiting it up.

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.

The Last Generations: When playing a character of either 14th or 15th Generation; you receive the normal amount of Traits for the Flaw, although they also count toward the total seven Traits' worth of Flaws that you may take at character creation. Taking either of these two Generational Flaws prohibits you from also taking the Generation Background. If you take the Fourteenth Generation Flaw, you may also take the Thin Blood Flaw if you wish. Many, but not all, 14th Generation vampires are also thin-blooded. If you take the 15th Generation Flaw, on the other hand, you MAY NOT also take the Thin Blood Flaw. The cost and effects of the Thin Blood Flaw are already figured into the cost of the Fifteenth

Generation Flaw, though take care to read its wording precisely, as it differs slightly from the standard Thin Blood Flaw.

Crafting Items

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

Combat

A Storyteller or assigned Narrator should always be present for a combat scene. Combat shall be run per Laws of the Night Revised, including damage, mob scene rules, and fair escape, with the following exceptions and rules clarifications.

- **Negative Traits in Combat:** No person may have more than 4 negative traits delivered to them in combat, per scene.
- **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. Any other ability or power that alters your form/shape may be included at Storyteller discretion.
- **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.
- **Movement:** 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. Per LotNR, your character takes a 1 trait penalty on challenges this round if they move more than 1 step. This negative to Traits applies only once if you take more than 3 steps.
- **Surprise Attacks:** A Storyteller should be notified and present prior to any planned surprise attack or ambush. If it happens during an ongoing scene, the scene should be paused and a Storyteller notified. When performing a surprise attack, the attacker must engage their target in a Physical Challenge, bidding a Dexterity Trait (retest Stealth), vs the target's Mentals, bidding a Perception Trait (retest Alertness). Upon Success, combat begins and only the attacker may act this round. The defender is also not allowed to use Dodge retests for this round.
- **Shield Block:** Characters with a shield equipped may choose to bid a Stamina Trait in combat to attempt to Block an attack instead of risking a Dexterity Trait to Dodge. If they successfully block, they take no damage but the shield is subject to any effects that could damage it (i.e. Destroy Shield).
- **Inner Beast 1:** A Vampire's Inner Beast is one of instinct. The Beast will always attempt to take control when a Vampire's existence is in danger. The first time a Vampire takes damage in a scene, they must make a Frenzy Challenge.
- **Inner Beast 2:** Vampires may only relent to an attack that would destroy/torpor them by succeeding on a Frenzy Challenge or spending a permanent Willpower trait.
- **Black Card Rule:** If at any time a player feels overwhelmed or cannot continue, they may hand their sheet to a Storyteller or Narrator to play their character while they leave the scene. The Storyteller/Narrator will do their best to play the character per their Nature, Demeanor and how they think the character would act. This does not guarantee the character's safety or grant them any special protections. Once the combat/scene is complete, the Storyteller/Narrator will check in with the Player and (when the Player is ready) give them a summary of what happened.

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 the 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.

Experience Points

How much XP can I earn a Month?

Players can earn a maximum amount of XP a month based on their character's current EXP at the beginning of the month, per OWBN bylaws.

All characters, except Wraith characters, may receive more experience points per month depending on the total point value of the character as presented below:

1. **0 - 200 XP:** twelve (12) experience points in a single calendar month
2. **201 - 400 XP:** ten (10) experience points in a single calendar month
3. **401+ XP:** eight (8) experience points in a single calendar month

Earning Experience Points

Players may earn XP a number of different ways but it cannot exceed their monthly maximum for their character. Most Characters will typically earn 2-5 XP a game.

- Attending a Live or Discord Game for La Sangre earns 3EXP
- Attending another OWBN Chronicle earns 3 XP but requires notification of attendance from the player and confirmation by the Staff of the Chronicle attended.
- 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 6 xp in a game, not to exceed the monthly max).
- Online Activity/ Role-Play / Downtime Scenes can earn up to 4 XP per character, per month at the Storytellers' discretion. (Everything must be logged or emailed at least a summary of what happened/occurred)
- 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."
- Additional XP may be earned by performing special projects for the game, based on ST discretion.
- The Player Representatives and CM earn 4 XP per month for duties performed.
- The Sheet Admin earns 2 XP per month for duties performed
- Sub Coordinators and Coordinators may register a single character to gain 4 XP per month.
- Storytellers earn 8 EXP a month.

Spending Experience Points

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

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 point of 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 Assasmities), 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 1 Downtimes to learn & an IC Teacher
- **Advanced:** Requires 2 Downtimes to learn & an IC Teacher

In a single Downtime up to 2 different Basics and an Intermediate may be learned along with work on a single Advanced Ability. 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.

Learning Lores: Learning Lores 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.

- Common in-genre Lores of Level 1-2 can be researched, learned through RP or from an IC Teacher equal to or at least one Rank higher than the Rank being learned.
- Ranks 3-4 require at least one IC Teacher that is at least one Rank higher than the Rank being learned.
- Rank 5 requires at least 2 IC Teachers with the Lore at Level 5 to learn.
- 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 and requires appropriate role play and ST approval.

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 submit an XP action on Hallergames **after** the game day (or the action will be lost in haller). The staff will begin reviewing downtime submissions the Wednesday before the game. XP spends can also be written on your character sheet and then submitted to Staff at the end of game. Please note multiple "submissions" will overwrite the previous until they are approved by staff. If you have additional spends you can email or leave a note in haller's XP section and we'll review it.

How Much Can You Do In ONE XP Downtime? You generally can learn/get/do in 1 Downtime:

- 1 Attribute per category (Physical/Social/Mental)
- 2 Abilities Rank 1-2, 1 Ability Ranks 3-4 and progress on 1 Rank 5
- 1 Lore
- 1 Background
- Influence (see 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 usually requires a scene first.

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 then a Rank 1. It also comes down to the ST deciding if you've had enough time to do everything

Because sometimes players miss a downtime, or don't do downtimes for a while, ACTIVE players can submit downtimes to encompass previous downtimes up to 3 games worth. They can use the above information and denote the "downtime" session they are applying it to. This is as a courtesy for players- if it's abused it'll be taken away.

Downtimes, Influences and / Character Growth

The XP section above is pretty cut and dry- you have the XP you spend it. Great!

But there's more to a vampire's life than what happens on the 2nd and 4th Saturdays of a month. In these "downtime" periods your character can do things like: explain why or how they worked out learning that cool new melee move, drive a car (look that wall totally had it coming...), bake a cake (ghouls have to eat too!), read a book (did you know a kindred hates sunlight- and definately do not sparkle with glitter effects?- et. al.)

Your character can also "investigate a mystery".. meet up with a mentor.. explore a part of the city we call home... go to the Zoo after hours- go to the Aquarium after hours (woo that's exciting!) The sky- er and the "safe" territories to visit are up to you.

It's also a good idea to include stuff like... Managing your day to day businesses, or how you eat to keep your strength up! All these opportunities for growth and character development behind the scenes and give you something to talk about at game with other people! Downtimes are also a way to have a private conversation with the ST on what you want to do with your character. This part also includes any influence actions you want to do.

ALL Downtimes/Character Growth spends must be approved by STs.

You may Email Downtimes/Character Growth spends to: la-sangre-sts@googlegroups.com or submit an action on Hallergames **after** the game day (or the action will be lost in haller) and the staff will action it the Wednesday before game. We do this to allow all influences/actions to occur in order as people do things and we have a larger picture of what is happening. Thus all downtimes and XP spends must be in by 6 pm on the Wednesday before the game. Any downtimes turned in after may or may not be processed by game time.

Miscellaneous House Rules

Stay Active during the day: 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.

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, ghouls delivering information, etc.) such declarations must be fully and clearly defined the logged with the STs, including what triggers the release, prior to the triggering event occurring. 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 attempt to contact the player to help 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.

Sect and Clan Positions: A local Sect/Clan 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 within a Sect or Clan. Those transferring out must relinquish their position within three games of their transfer being approved by both chronicles.

Influences in La Sangre De Los Angeles: You must be in our area or territory to have influences in our game. If a visitor wishes to use Fame to influence our area, you must submit a downtime and CC both the visitor's staff and our staff for approvals. Further, we share almost every territory with another game and influences cross through those games. While you can access your influences.

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. A storyteller must be notified when using this.

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.

Cross Genre Rules

Changing Breeds

When possible, a storyteller from our local Changing Breeds Chronicle will be on hand to help oversee scenes involving Changing Breeds characters. Please note that La Sangre de Los Angeles tries to follow their House Rules for Changing Breeds characters but with the following changes and clarifications:

- Gnosis and Rage are bid along with Traits and Blood.
- After a successful Physical Attack, a follow up Physical Action can be attempted against the target. A Rage Trait is risked instead of a Physical Trait for this Attack. Cannot be attempted if Gnosis was spent previously in the round. (per Dark Epics)
- When facing a Vampire or Ghoul that uses Celerity to gain extra actions, a Changing Breeds Character may reflexively spend a point of Rage to act during any extra rounds granted by Celerity. Cannot be used if Gnosis was spent previously in the round. (per Dark Epics)
- Lupus Form has a Bite attack that does 2 damage and a Claw attack that does 1 damage. This Damage is aggravated if your breed is Homid or Metis but Lethal if your breed form is Lupus.
- Changing Breed Characters do not gain levels of Potence equal to their Rank while in War Form (Crinos). Instead, all ranks deal 1 extra point of damage when making a Physical Attack using their Claws or a Melee Weapon while in Crinos. Per Laws of the Wild Revised, any weapon not specifically crafted to handle their increased strength in this form runs the risk of breaking when used.
- Crinos form also grants Changing Breed characters a Might retest. (Per LotNR)
- Per Laws of the Wild Revised, Garou and most of the other Changing Breeds can attempt to reduce damage from fire by 1 with a successful Physical Challenge vs a number of traits equal to the fire's intensity. 3 traits for something that would cause a first degree burn (candles), 5 traits for something that would cause second degree burns (torches), 7 traits for third degree burns (bonfires), 9 traits for chemical burns and 10 traits for molten metal. In combat, this takes an Action.
- When using powers that determine if a creature is Wyrms tainted, only Vampires with a Humanity of 6 or lower ring as Wyrms tainted. Gangrel are considered as being one point higher for these powers.
- Vampires on a Path other than Humanity automatically register as Wyrms tainted, except Gangrel on Path of Feral Heart. This Path is treated as Humanity for this purpose.
- Powers that compare Tempers or other components not present in both Genres (i.e. Self Control, Humanity, Gnosis, Rage) instead become Willpower Challenges.
- All Changing Breed characters have a natural regeneration that allows them to attempt to soak damage from an attack, as referenced in LotW Revised. They may choose to bid a Stamina Trait in combat to attempt to Soak an attack instead of a Dexterity Trait to Dodge. This is only effective against Bashing or Lethal damage from non-silver sources.
- While the Vampire condition does make them immune to the Delirium, it does not make them immune to the effects of Rage. A Vampire with less Willpower than a Changing Breed character's permanent Rage must succeed on a Courage Challenge or spend one temporary Willpower to be in the same scene with the shifter.

La Sangre Staff Members Duties and Responsibilities

All Staff positions are purely voluntary and unpaid positions. Please remember to show staff members respect and understanding. They have families and jobs outside of our chronicle. There may be occasional delays or something missed as real life issues take priority.

Storytellers

La Sangre Storytellers get 8 EXP a month for doing the following tasks which will be broken up in the team. Storytellers may only have a single character that gains this XP and must log which of their character's does. The head story teller is chosen by appointment from the previous HST. The AST's are volunteers who are chosen by the HST to assist. The HST can be removed from position either by a Vote of No Confidence performed by the Player Representative and having 2/3 majority vote of ALL Active Players or with a 2/3 council vote from OWbN's Council. (Per the OWBN Bylaws) AST's may be removed by the HST at any time.

Storyteller Duties

- Character Sheet database management.
- Processing Downtime actions
- Experience points management
- Teaching new players the ins and outs of the game system
- Assisting experienced players with the ins and outs of the game system
- Plotlines for National, City, Clan, Sect and Personal.
- Making sure all players have an opportunity to be involved and included.
- Hosting games at least once a month or posting notifications of cancelled games
- Discord Server Management
- Completing all ORG duties, such as R & U Approvals, Archivist reports and communicating to the org as needed.
- Time management during a game to ensure it ends in a timely manner so we don't stay up all night like real vampires.
- Ask for Donations for org fees, printing fees, etc. and maintain that for the game.
- Keeping confidentiality of records, complaints and other sensitive information private and speaking with the player rep who took down the information, unless legally required by law to be shared with local law enforcement. Notice will be given prior to any information being shared outside of the individual(s) who brought it to the Player Rep.

Storyteller Fiat

Storytellers work hard to prepare for and run game sessions. Sometimes in the heat of the moment, a situation arises where a rule is either forgotten or doesn't exist. At times like this, Storytellers are expected to be able to improvise to keep things moving. We know it can be difficult at times but we ask players to please go with it and after the scene is done we can review the rule call when it would not slow down the game. If revisions need to be made, the staff will discuss them and inform the affected parties.

Approvals

Chronicle staff reserves the right to approve, ban, disallow, request for review, remove, destroy, and confiscate any character sheet, item on the character sheet, or item card within La Sangre De Los Angeles in accordance with the Bylaws. Not complying with this request equates to cheating.

Custom Content

The staff reserves the right to restrict or disallow any player created stuff/any custom content. That includes player created combo powers, fetishes, thaumaturgical paths, or anything else not directly in a Mind's Eye Theater book or OWbN packet. Your PC may learn custom content through a legitimate source who can teach (or provide teaching materials) for the custom power but that does not guarantee that they will be allowed to use it in La Sangre de Los Angeles. Learning custom content requires Storyteller approval.

G.N.C.

Generate New Character is colloquialism used in OWbN to signify an administrative death of a character. ST's reserve the right to GNC any characters signed into their game but will only be done in the most severe of cases.

Source Material

La Sangre de Los Angeles Staff utilizes Laws of the Night Revised and Dark Epics as the primary source material for the game. Other books such as The Camarilla Guide, the Anarch Guide, The Sabbat Guide, and The Storyteller's Guide can be referenced but players will be required to source the page number for the material they wish to access. Do not assume the ST Staff has every book printed by White Wolf, or has every packet memorized. It is up to the player to provide the cited source for their powers, and the write up on request.

Council Member Duties and Responsibilities

CM's get 4 EXP a month for doing the following tasks. CMs may continue to play their active characters but must choose which character receives their CM bonus up to the max monthly allowed. CMs are volunteers and are picked by the HST for their duties. A CM may be replaced if they don't do their duties as outlined below. It is critical that a CM speak to the HST about what happens on Council and that our Game has its votes counted in the org.

Due to the nature of this position a Council Member Must be:

- An Active member of the Chronicle
- Does not have any previous strikes or disciplinary actions against them at time of taking the position.
- Have been an active part of La Sangre for at least 6 months.

Council members are responsible for:

- Being the voice of the players as a unit and as individuals
- Reading all Council Based Emails on a weekly basis
- Keeping the HST/AST's informed of all relevant information on the council being passed through, including, but not limited to plotlines and bans
- Assisting with ensuring that the HST/AST follow the bylaws and codes of conduct at all times
- Voting on Org Wide propositions as they come up in the org.
- Letting players know when something affects them and allows them to vote for the majority on what is not private (IE: National Plotlines are frequently not shared with the player base, but by-laws changes are.)
- Inform the player base when public announcements from Council are required (IE: Bylaws changes that affect our game)
- Conflict Mediation between players and/or staff members
- Keeps confidentiality of records, complaints and other sensitive information private and with the player rep who took down the information, unless legally required by law to be shared with local

law enforcement. Notice will be given prior to any information being shared outside of the individual(s) who brought it to the Player Rep.

- Keep accurate logs and emails of consent forms that must be logged with staff and the chronicle per the bylaws.
- Keep a record of concerns and conflicts and their resolutions without extreme detail (just bare bones facts as needed).
- Council Members are allowed the same courtesy of the code of conduct and may choose to reference concerns to other conflict resolution opportunities, such as another CM in another game, Exec Team, etc.

Player Representative duties

Player Representative's get 3 EXP a month for doing the following tasks. PRs do have active characters but can choose which character receives their PR bonus up to the max monthly allowed. Player Reps do not have insight on storylines, plotlines or other information unless it has to do with a concern investigation.

Due to the nature of this position a Player Rep Must be:

- An Active member of the Chronicle
- Does not have any previous strikes or disciplinary actions against them at time of taking the position.
- Have been an active part of La Sangre for at least 6 months.

Player representatives members are responsible for:

- Assisting the CM with keeping updated on the mood game. .
- Being the voice of the player as individuals
- Conflict Mediation between players and/or staff members.
- Keeps confidentiality of records, complaints and other sensitive
- information private and with the player rep who took down the information, unless legally required by law to be shared with local law enforcement. Notice will be given prior to any information being shared outside of the individual(s) who brought it to the Player Rep.
- Keep accurate logs and emails of consent forms that must be logged with staff and the chronicle per the bylaws.
- Keep a record of concerns and conflicts and their resolutions without extreme detail - just bare bones facts as needed.
- Player Representatives are allowed the same courtesy of the code of conduct and may choose to reference concerns to other conflict resolution opportunities, such as another CM in another game, Exec Team, etc.
- The Player Representative does not have the power to overturn scenes nor to give out disciplinary actions. However, the Player Representative may suggest such actions if they feel it is appropriate for the situation.

Sheet Admin duties

The Sheet Admin gets 2 EXP a month for doing the following tasks. Sheet Admins do have active characters but can choose which character receives their Sheet Admin bonus up to the max monthly allowed. Sheet Admins do not have insight on storylines, plotlines, or concerns between players/staff.

Due to the nature of this position a Sheet Admins must not have any previous strikes or disciplinary actions against them at time of taking the position.

Sheet Admins are responsible for:

- Assisting the HST/ASTs with the EXP spends of characters
- Assisting the HST/ASTs with downtimes and influences.
- Assisting the current in character Harpy with updating boons in
- Haller Games (this currently is not a function of “Harpy” setting in Haller Games.
- Keeps confidentiality of records, and other sensitive information private, unless legally required by law to be shared with local law enforcement.

Disciplinary Policy

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 or the Player Representative. 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 disciplinary actions may be taken.

Cheating and being disrespectful to Staff Members will also not be tolerated either. If a Storyteller makes you feel uncomfortable, you may approach another Staff Member or the Player Representative and request for them not to oversee your character for the evening. Please note that this may result in some delay in your character's participation in scenes if we are short staffed. After the game, either Staff and/or the Player Representative will reach out to you to discuss the incident.

Repercussions: Repercussions could include but are not limited to:

- Invoking a cool down period for the offending party
- Revocation of participation Experience for the Night
- A Chronicle Strike (Warning)
- Administrative PC death
- Chronicle Ban (temporary or permanent)
- Proposal for One World by Night disciplinary action.

Aggravating Factors: If you violate the Code of Conduct, are subjected to disciplinary action and then violate the Code of Conduct again, that shall be considered an aggravating factor in determining the resulting disciplinary action.

3 Strikes Rule: If at any point a player gains 3 strikes in La Sangre for suspected cheating or other misconduct, you will risk an OWBN strike and be banned from La Sangre.

Additionally, it is at the discretion of the Storytelling 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.

Anytime a member of La Sangre or someone signed in to La Sangre (either for game, e-mail scenes or downtimes) breaks a bylaw, the OWbN code of Conduct, the La Sangre Code of Conduct or a House Rule they can be disciplined per this policy. This can include, but is not limited to being affected by other games in the org.

The disciplinary policy is handled by the HST, Player Representative and CM. Formal complaints can be sent to the Storyteller e-mail address and the Player Representative for logging.

Questions, Complaints and Feedback

Complaints/Feedback: We are always trying to find better ways to run scenes and make games more enjoyable for our participants. If you have a complaint about how a scene is run, a particular rules call or feedback that can help us to improve the game the Storytelling Staff will be more than happy to listen and address your concern.

- If a situation arises where you disagree with a ruling, please continue with the scene and speak to either another Staff Member or the Player Representative afterwards. If you do not submit an email to our Storytelling Staff, we will contact you via email to confirm what happened so that we can properly review the scene and discuss it, along with our Player Rep and any other necessary parties. Once complete, you will receive a response from us and our Player Rep.
- If you have general questions about why a rules call went a certain way or would like us to elaborate/explain a ruling in detail, please send us an email afterwards and we will be more than happy to send you an email explaining things from our end.
- If you have feedback about a scene, rule or way we do things that you think will help improve the game please send us an email so that we can review this and consider testing it out.

Please remember that mistakes happen and our Staff does not have every rule in the books memorized nor is every scenario covered. Most of our House Rules come from experimentation and suggestions from our Players and visitors. We try our best to keep things both fun and fair while also trying not to slow down the flow of the game. We take all complaints and feedback seriously and invest as much time as can to make sure people are enjoying their experience.

OOO Check In System: During live play the Staff and Players of La Sangre De Los Angeles often use an Out of Character check in system to ensure player comfort during particularly tough or stressful scenes. Any Player may use the “ok” hand signal to ask another player if they are feeling comfortable with the scene they are in. If the player gives any other response other than the thumbs up, attention by Storytellers is needed.

For Other Issues: For any other issues please email the Staff, CM or Player Rep at their requested email address and someone will get back to you to try to assist with your issue.