

SATX House Rules

General Information: San Antonio: Libertatis Cunabula (referred to as SATX in the rest of this document) is an Anarch Genre Vampire game set in San Antonio, TX. 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 using Discord. Our goal is to provide a fun, and entertaining experience to our players and we expect a level of maturity and professionalism from all those participating. All participants must be at least 18 years old.

The house rules are a living document and can be updated if need by the Head Storyteller. If a situation calls for a ruling that is not in the house rules, the staff member making the call sticks to their ruling and staff will discuss it later, and if needed make additions to the house rules.

If any player at any point feels that rule calls are targeting them, you are encouraged to reach out to the head storyteller or the player rep so it can be discussed. Please be aware that this does not guarantee an overturn of rulings, but gives the chance for communication, explanation, and if needed update to these house rules.

Head Storyteller: Korum Russell – Satxhst@gmail.com

Narrator: Drew O'Hair

Player Rep: David Lightner

Sign-In

- Players Must be signed in via the sign in room before they can join the game, either for Soft RP or during live game. The format for sign in will be [Character Name / Real Name / Home Chronicle / Player Email / ST Email if not based out of SATX]. PC's not signed in via the sign in room cannot interact in the Soft RP or Game Rooms. Players if they wish can reach out to staff if they do not wish to sign in Publicly.
- If players are found role playing without signing in and having sheets confirmed they will be asked to cease role playing immediately and need to check in sheets/item cards, if time is not available at that moment the player will need to wait until time is available. Upon the first time, verbal warnings will be given, second time all RP will be red lined. If continued, then further disciplinary actions will be taken.
- Any scene done in SATX is a hard proxy. You must be approved for play to enter.
- No one may sign in if staff do not know who the player is.
- Free Rituals: At sign-in, before going into game, each blood mage is allowed to cast a number of rituals equal to their occult rating, without hindering their in-game time. Anything beyond those, or anything after going into play, will require the player to wait out of character while rituals are cast. Time unless clearly stated in the ritual will be
 - Basic – 15 minutes
 - Intermediate – 30 Minutes

- Advanced – 1 Hour
- Obvious merits, flaws, appearance related social traits, negative traits and apparent humanity should be noted in the character description room. As well as any obvious equipment, like a sword on your back or obvious vicissitude mods.

Visitors

- All sheets and items must be sent to the Head storyteller before 6:15 day of game. Any sheets sent after that time, will be under a strict – If the staff has the chance to review – If staff does not, we apologize you will not be allowed to check in to game.
- SATX employs the Golden Handcuff rule. If your character sheet has a total point of 850 or higher the below rules are enforced upon said character.
 - You may not initiate CvC (Character vs. Character). If a character attacks you, then all bets are off.
 - If you believe your character has a valid reason to start an attack. Please reach out to staff and we can discuss what's going on. This rule does not save anyone from in character consequences and things can be made for an exception for said rule.

Time

- For the most part, time will be left vague. It will be very rare that an exact IC game start or ending will be specified. This is done for a variety of reasons. The most important reason being that it would just take far too much effort to track every variable, such as the different times that each PC awakens each night, how they go about feeding, traveling times for both local and visiting PCs, etc.
- The only exception to this vague time is the dates for Soft RP. To prevent confusion and scenes dropping off and starting again days later, each RL Day is one Night.

Items

- All items that have the potential to impact or alter game play in any way MUST have an Item Card for that item.
- All Item Cards must be approved by staff.
- Item cards from visitors are subject to the same time restraints as character sheets above.
- If you are attempting to bring something into the game space like – an entire armory, millions of dollars in cash, etc. You will need to tell the staff how. Please be aware the world of darkness can be a rough place and getting robbed is a thing that can take place.

Changing Characters Mid-Game

- If you know in advance that you want to play multiple characters in a single session, please do your best to declare this to STs before game begins.

- 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.
- 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.
- 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 SATX to remain Active, and eligible for earning experience, the PC must be portrayed at least once in a six-month period during a scheduled SATX session. Inactive PCs may not interact with any game while in Inactive status.

Character Creation Vampire

A new character in SATX will be created using the standard character creation rules presented in Laws of the Night Revised. New characters will receive an additional 60 build points. The following Clans are always available to play, all others require ST approval and a backstory.

- Brujah
 - Caitiff
 - Gangrel
 - Malkavian
 - Nosferatu
 - Toreador
 - Ventrue
- Some clans and blood lines may not be allowed and/or capped at ST discretion.

All starting characters must begin on humanity.

For characters without PC sires. Generation will be decided by the following. 5 chops that must be done with an ST, all Characters will start at 13th Generation break down of the chops will be below:

1/Win = You go down 1 generation.

2/Tie = Two ties will equal a single win making you go down a generation.

3/Loss = Nothing happens.

For any wishing to play a Catiff, the minimum starting generation one can enter as a Catiff will be 10th gen. This will be three chops overseen by an ST and will follow the same chop rules of the above.

- Caitiff ‘in-clan’ Disciplines will be chosen as follows:
 - The player chooses a Discipline of their choice
 - Staff will choose the character’s second Discipline.
 - The character’s third Discipline will be chosen at random from one of the Cardinal Eight

Disciplines.

- Caitiff with Additional Discipline Merit still pick the additional Discipline.
- If a player wishes to have a clan specific discipline, the player must provide staff with a backstory and reasoning behind it, so that staff can provide this to the Coordinator.

Players wishing to create a thing blood must be no lower than 14th generation.

- All inceptors per Bylaw are Anarch Coordinator approval.
- If a character gains a permanent gen lower than 14th generation, that character will lose the inceptor power and those points will be refunded.
-

Character Creation Ghoul

Ghoul Creation will be at ST approval at all times and require good reasoning for the Ghoul to be in the Anarch Movement as the blood bond strips freedom from the ghoul.

- All ghouls are capped at 10 traits for all three categories.
- All ghouls are capped at 8 willpower.
- Ghouls will have a total blood pool of 10. ▪ Of the 10 total blood, only 5 of those traits can be Vitae.
 - Vitae within a ghoul does not recoup on its own. If a ghoul uses Vitae to power or activate anything, this vitae must be restored by feeding. Players are responsible for keeping track of this..
-

While ghouls may have abilities such as sniping or haven scouting. If during play the ghoul is embraced these abilities will do one of following below.

- Sniping – Will turn in to Investigation ability
- Haven Scouting – Will turn in to the scrounge ability
 - If those abilities are already maxed, the player will be refunded the points.

Ghouls have several abilities, merits, etc that only ghouls can get those not covered in these house rules will be discussed by staff and player at time of embrace.

Ghouls within SATX for PCs may not be anything else but a ghoul. No mages, kinfolk, etc.

- Visiting ghouls that have additional abilities such as hedge magic, kinfolk etc will lose them when visiting.

Ghouls within SATX will be limited discipline wise in the following ways.

- Ghouls cannot have any disciplines beyond the base 8 powers which are defined as:
 - Animalism
 - Auspex
 - Celerity
 - Dominate
 - Fortitude
 - Potence
 - Presence
 - Obfuscate

Ghouls will be limited to how high they can go per the generation of their domitor. PC ghouls may not have a 7th generation domitor.

- 8th Generation – A ghoul will be allowed to have one discipline up to Advanced. This discipline must be from the domitor's in clans. All other disciplines will be limited to the second intermediate.
- 9th Generation – A ghoul will be allowed to have one discipline up to the second Intermediate. This discipline must be from the domitor's in clans. All other disciplines will be limited to the first Intermediate.
- 10th Generation - A ghoul will be allowed to have one discipline up to the first Intermediate. This discipline must be from the domitor's in clans. All other disciplines will be limited to the second Basic.
- 11th Generation - A ghoul will be allowed to have one discipline up to the second basic. This discipline must be from the domitor's in clans. All other disciplines will be limited to the first Basic.
- 12th Generation and lower - ghouls will be limited to only basic disciplines at any moment.

Merits and Flaws

Merits and Flaws can each hold powerful effects that can influence the game in many many ways. There are hundreds of merits and flaws, and not all are able to be accounted for in a single document. Staff reserve the right to deny or request backstory for any merit and/or flaw even if not listed within the house rules.

- The following Merits are disallowed for vampire PCs:
 - Iron Will 4pt version
 - Quiet Heart
 - Gift of the Beast
 - Incantation
 - Invisible to Kindred
 - Mark of Caine – Disallowed for non Sabbat members
 - Potent Blooded
- The following Merits are disallowed at character creation.
 - Meta Bestial/Mixed Blessing
 - Clan Friendships
 - Vicissitude Mods
 - Supernatural Companion
- The following Merits/Flaws are disallowed.
 - The High Price
 - True Faith
 - Child

At Character creation the following merits require Storyteller approval including the reasoning behind the want for the merit. Backstories are heavily requested to give said reasoning.

- Any merit that is coordinator controlled
- Ambidextrous – This merit will allow an additional follow up action at the end of the round. You must declare you have a follow up action at the top of the round, otherwise you will lose this.
- Luck
- Oracular Ability
- Additional In-Clan: This merit is currently capped at this time. No more will be accepted at this time.
- Higher Purpose
- Nine-Lives
- Sanctity
- True Love
- Gentle Enthrallment
- Sweet Blood
- Innate Magical Ability – This merit is currently capped at this time. No more will be accepted at this time.
- Inceptor
- Destined for Greatness
- Aware of False Love
- Unbondable
- Jack of all Trades
- Paragon – This merit adds an additional dot of background/Influence. If used for influence the extra dot can allow for one over your total trait cap. Only one paragon of each influence can exist in the city at one time. Ventrue can attempt to get as many as they wish, non Ventrue are limited to one and only one. Ventrue are also not limited to simply influences, they also can attempt to obtain paragon in backgrounds but at strict ST approval.
- Strength of Shadows
- Code of Honor
- Prestation Gift/Special Gift
- Totemic Change/Gift of Proteus
- Misplaced Heart
- Spirit Mentor
- Good Right Hook
- Sorcerers Awareness – This merit will be capped at two in the game on active PCs
- Home Field Advantage – Non Toreador will not be able to take this in crafts, performance, expression etc. This must be a PLACE.

At Character creation the following flaws require Storyteller approval including the reasoning behind the want for the merit. Backstories are required to show this reasoning.

- Enemy
- Hunted
- Harbinger of the Abyss
- Prey Exclusion
- Cursed
- Haunted

- Amnesia
- Known Diablerist
- Infamous Sire
- Methuselah's Thirst
- Monstrous
- Obvious Predator
- Mistaken Identity
- Controllable Night Sight (if not Lasombra)
- Dark Secret
- Dark Fate

During Play

Attributes/Traits: When comparing traits the below are the only things that can be added together. Things from the same category will not stack together.

- Magical Items – Fetish, Hedge Magic, etc.
- Rituals
- Thaumaturgy/Necromancy Paths
- Ability Specs
- Merits/Flaws
- Disciplines
- Weapons
- Attributes

The maximum a character can call trait wise is double their generational cap. If a character has a way to lower their generation, the maximum cap will always be 30.

- Please be aware that this is for PC's, NPC Elders or NPC creature types may not be affected by this rule.

Retests: Characters cannot use the same category of retest within the same challenge. Categories are listed below. Staff reserves the right to say yes or no to any possible categories not listed below.

- Abilities
 - Tactics when planned can be used in place of an ability. Tactics cannot cancel an ability retest, however.
- Merits
 - Luck is capped at x3 for the entire night.
 - Items that simulate luck do not give more luck. You are capped at a total of x3 Luck for the night no matter if you have the merit, and multiple items that simulate.
- Disciplines
 - An example of this: One cannot use Might twice in the same challenge. Different disciplines may be possible to be used as retests in the same challenge. This is subject to ST discretion in the scene.
 - Combination Disciplines are subject to ST call in the scene as many can be used for the same challenge but are indeed limited to a set number for the night.

- Rituals
- Item
- Thaumaturgy/Necromancy Paths

Challenges

Players generally have far more knowledge than their characters do at any given time. Please keep in mind that in challenges staff will inform what the retest required for the specific challenge is, and the type of challenge that the character is engaged in (IE. Willpower, Social, Mental, Physical, etc). The staff will not always reveal what the power is that is being used unless something is clearly evident that gives way for the character to know. This is strictly ST discretion if a character would be able to identify the power.

- Lore is the most common way to identify power.
- Magic may be defined simply as the character is clearly casting magic. The character may not know what the path being used is unless they have the lore or the power themselves.

Willpower: Any challenge that calls for your traits vs. a targets willpower is against the targets permanent willpower.

Virtues: Any challenge that calls for your 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.)

Abilities

There are hundreds of different abilities. Staff cannot list all of them in a single document. Staff reserves the right to house rules on any ability not listed below. If a player presents an ability that is well known, it must also be referenced from what book it came from, as well as a write-up.

Specialization: Specialization cannot apply to more than one discipline level; You may, however, take a specialization in a level of a discipline. For instance, you may not take a Leadership specialization in Presence but can take a Leadership specialization in Entrancement. A specialization must be a narrow focus of the ability and cannot incorporate a group of actions. For example, a character cannot buy the Melee Specialty Swords but can buy a specialty in Broadwords.

Awareness: This ability allows you to detect if a supernatural ability was attempted to be used against your character and failed. It does not, however, allow you to know what that ability was or who used the ability. Additionally, if a power has a visible recognizable effect in your vicinity, but is not used against you, you can use Awareness to discern the bend in reality. Occult may be used to cancel an Awareness retest.

- Awareness 1 – A power went off in the city
- Awareness 2 – A power went off within 1 mile
- Awareness 3 – A power went off within the street view (50 feet)
- Awareness 4 – A power went off in the building you are in

- Awareness 5 – A power went off in the scene you are in.

Blind-fighting: This ability is only used to counter darkness 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.

Crafts: A player must specify what type of items their Craft ability can be used to create. For example, Crafts: Painting will allow for creating various paintings. A character can possess multiple different types of Crafts abilities. Please see the crafting rules for what applies to what.

Drive: All Kindred without the Anachronistic or Recently Awakened Flaw have a basic understanding of driving without the Drive ability but cannot perform precision stunts (at least without wrecking their vehicle).

Etiquette: This ability can only be used to correct a faux pas; it cannot be used for obviously rude or insulting actions. In the case of a written message, Etiquette can cover up one mistake per Etiquette spent. One Etiquette may not be spent to fix all mistakes.

Linguistics: Please keep in mind that different games have different rules for how many languages a character can have.

- Linguistics x1 – 2 Additional Languages
- Linguistics x2 – 4 Additional Languages
- Linguistics x3 – 8 Additional Languages
- Linguistics x4 – 16 Additional Languages
- Linguistics x5 – 32 Additional Languages

Lore: If a character does not have a lore ability on their sheet, he or she does not know what that lore lists. If the character hears about something but does not have a high enough level lore, the player may ask an ST to buy that lore. If the ST 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 cannot be utilized in any meaningful way.

Backgrounds

The following backgrounds are disallowed at character creation:

- Military Force
- Arsenal
- Cult

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: Each level corresponds to an increasingly broad geographical area.

- Fame 1 - Surrounding suburbs and cities
- Fame 2 - State: Texas
- Fame 3 - Region: Central Southern

- Fame 4 - Time Zone: Central Standard Time
- Fame 5 - Nation: United States

Mentor: Many things can be obtained from mentors including advanced disciplines. However, things are not just quick and easy. The Mentor background is not meant to be a candy machine per say. Below is how things can be requested and what happens with our mechanics.

- You will roll a 1d3, there is no retest for this.
 - 1/Win – You will get what you want from your mentor however you will owe them something.
 - 2/Tie – You will need to do something for your mentor, and then you will get what you want from them.
 - 3/Loss – You do not get what you want from them at that time.
- You can make a single mentor challenge, once a month regardless of win or loss. The task in which the mentor gives you is up to the ST who ran your mentor challenge.
- Staff recognize that characters can do things for their mentors, and this can come in to play with their mentors later when you ask for things and task may not be requested.

Military Force: This is not a background that can simply be bought. It must be shown through role play and down times that you are actively trying to build this. Growing such a background can prove very difficult, especially without attracting attention if one is not careful at the higher levels.

Cult: This is not a background that can simply be bought. It must be shown through role play and down times that you are actively trying to build this. Growing such a background can prove very difficult, especially without attracting attention if one is not careful at the higher levels.

Arsenal: This is not a background that can simply be bought. It must be shown through role play and down times that you are actively trying to build this. Growing such a background can prove very difficult, especially without attracting attention if one is not careful at the higher levels.

Retainers: Players can only have the background Retainer once. Retainers can be many things; however, it must be stated what the retainer is. An example of this is that a retainer can be a human, and a retainer can be a ghoul.

- Please note that in the sheet building retainers cannot have the following.
 - Clan Specific Powers
 - Certain Abilities such as sniping, and haven scouting.
 - Influences/Backgrounds
 - Vicissitude Mods
- Retainer Creation Rules
 - Merits and Flaws will always be capped at 7 pts for retainers, and the list of possible merits/flaws is extremely limited and at ST discretion.
- Staff must approve of all retainer sheets and may build a retainer sheet with the player.
- Points for the creation of the retainer will be below.
 - Retainer x1 – 1% of the characters total point count with a max of 50 Points.
 - Retainer x2 – 5% of the characters total point count with a max of 70 Points.

- Retainer x3 – 10% of the characters total point count with a max of 100 Points.
- Retainer x4 – 15% of the characters total point count with a max of 150 Points.
- Retainer x5 – 25% of the character Total point count with a max of 200 Points
- If your retainer was to die at any point, the retainer will be removed from the sheet, and you must purchase it back and a new sheet created based off that.

Animal Retainers: Animal retainers will be run how the Nos packet recommends as I believe that it is a very strong and balanced system in comparison to animals.

- Animal Ghouls only receive 10 XP per point in Animal Retainer (10, 20, 30, 40, 50).
- The Regnant of an Animal Ghoul must have Animalism: Feral Whispers (Dot 1) and an Animal Ken level equivalent to the retainer rating or they won't be able to control their "pet."
- Animals are divided into 2 categories: Size [Small (cat), Medium (dog), Large (bear) and Demeanor (Wild vs. Domestic). Many of their traits are dependent upon these categories.
- Starting Traits: Small 9 / Medium 12 / Large 15 to be divided amongst Physical, Social and/or Mental trait categories
- Trait Caps
 - Physical Trait Maxes: Small – 5; Medium – 7; Large – 9.
 - Social and Mental Maxes: All animals have a max of 9 traits in these two categories, regardless of size.
 - All animal ghouls must take the following negative traits. They receive no free points for these.
 - Domestic: Social – Bestial x2; Mental Submissive
 - Wild: Social – Feral x2; Mental Violent
 - Nature/Demeanor: All animals have Nature: Survivor. Their Demeanor is either Wild or Domestic
 - Health Levels: Animal ghouls get health levels based on their size category. Small 3; Medium 6; Large 9.
 - Abilities: Animals start with 7 dots of skills. ○ These are the abilities allowed to be purchased for animal retainers; Alertness, Awareness, Animal Ken, Athletics, Brawl, Dodge, Empathy, Enigmas, Hunting, Intimidation, Investigation, Leadership, Primal Urge, Scrounge, Sniping, Stealth and Survival.
 - Backgrounds: Animal ghouls may NOT take any backgrounds or influences.
 - Blood: Small animals have 2 blood traits (1 "mortal," 1 "kindred"); Medium have 6 (3/3); Large have 10 (5/5). Only the "vampiric" portion of the blood pool may be used to fuel powers.
 - Willpower: All animal ghouls start with 1 WP. Maximum WP is 4.
- Disciplines
 - Animal ghouls start with 1 dot of either Celerity, Fortitude, or Potence.

- Additional levels can be purchased with free traits, but not above 2nd basic during creation.
- After character creation, animal ghouls may purchase Celerity, Fortitude and Potence up to their Regnant's level of the Generation Background 1.
 - The costs are normal out of clan costs. This applies to ALL disciplines, even the one(s) they started with.
- Merits & Flaws: These MUST make sense for an animal to have. All merits and flaws are ST approval.
 - Huge Size: If an animal has the "Huge Size" Merit, it ups their size category by 1. (A cat would become Medium, a Dog would become Large, a bear would become Huge.)
 - Its starting traits, blood, health and willpower should be modified accordingly. Any animal increasing to Huge is a potential masquerade issue.
- Animal Retainers can be modified with Vicissitude Modifications. The mods will cost XP to purchase used by the Animal Retainer.
- Animal Retainer Upkeep: There is no limit to the number of Animal Retainers a character may purchase. Every 2 retainers reduces the starting blood pool by 1 each game.

Allies- Allies can and will at times ask for favors from the character who has this background on the sheet. If your ally dies, it will be removed from the sheet at a dot ratio that will have to be purchased back.

Combat

This game does not have an initiative order as it can take quite some time and slow down an already slow combat in discord.

Order of Combat:

- Alacrity
 - Mental and Social actions are allowed to be used.
- Normals
 - Temporis additional actions will all happen at the end of Normals.
- Swift Action
- Legerity Action
- Offhand Actions
 - These must be declared at the top of the round, or you will not have access to them.
 - Examples of off hands actions are Ambidextrous, Black Met, Mixed Blessing: Tail. Other off hands not mentioned will be discussed at this time.

Carrier Attacks:

- Only one carrier attack is allowed to be used by a character per **round**.

- Carrier attacks will not work if the defender has blown Aegis.

Eye Contact in Combat: Eye Contact is assumed, (ST will adjudicate in cases of positioning).

- This does not apply to effects that break line of sight, such as Shroud

Messaging in Combat:

- Any message sent to or from a combat Time Stop will not be delivered until the Combat has been resolved.
- This communication blackout will be invoked by the ST running the combat. primarily for mass PVP combats rather than ST Plot stuff.
- Log all communications to and from combat with the ST.
- Exceptions will be made on a case-by-case basis. This communication blackout applies to all forms of communication, both low and high tech.

Active Pursuit must be declared to a Storyteller immediately after combat. If time passes and a player has not declared this, then they will have to try a different way of tracking down their target.

- Please keep in mind that active pursuit can vary. If you are on foot and your target is in a car. There is a very low chance you will keep up with them without aid from varying sources such as powers.

Fair Escape must also be declared to a Storyteller. Just because you get away from combat does not mean that you will have the chance to avoid all consequences of situation depending.

Diablerie: All instances of Diablerie must have a Storyteller present. Or it did not happen.

- If the victim is of sufficiently lower generation than the Diablerist (ST discretion) part of the victim's soul may exert some influence over the Kindred. This can manifest as mental and social traits changing to reflect the victim, or the Fugue derangement to reflect the victim occasionally gaining control of the Diablerist's body.
- If the victim is of significantly lower generation than the Diablerist (ST discretion) the victim can completely take over the body of the Diablerist. This will mean significant reworking of the character sheet and may mean the PC becomes an NPC.
- A character on Path of Humanity or a Path of Enlightenment that does not allow diableries will automatically lose one morality trait.
- Chops for diablerie in terms of difficulty will be up to the ST based on the difference in generation at the time of diablerie.
- A character MUST log with the admin any diablerie they have committed. A note will be placed in the characters sheet along with the name of the victim of the diablerie.

Disciplines

- **Animalism**
 - Animalism x3 Quell the Beast: This does not affect the ability to use Aegis
 - Subsume the Beast: The character's body must be somewhere within the territory controlled by SATX There will
 - Animalism x5 Drawing out the Beast: Remember per the power you must be on the verge of Frenzy to use this.

- **Auspex**

- Telepathy: Telepathy requires line of sight, (and expenditure of a mental trait with Supernatural creatures) to initiate. You may relent to a telepathy challenge, and ‘knocking’ is allowed. The mental trait is still spent, however, with supernatural
 - Ghouls are considered Supernatural.
- Astral Projection: A PC is unable to access the blood in his/her body and cannot power disciplines that require vitae. You need not manifest to utilize any other powers of Auspex, but manifestation is required for any other Discipline unless specifically noted in the power’s description.
 - The character’s body must be within the territory claimed SATX.
- Auspex vs. Chimerstry/Obfuscate: When using Auspex vs. Chimerstry and/or obfuscate, you may add your level of Auspex to your traits when comparing ties. Chimerstry/Obfuscate levels are added to oppose

- **Celerity**

- The use of Celerity up to Swiftess (x2) does not break the masquerade.

- **Chimerstry**

- All uses of Chimerstry must have an ST present. You may be given a ‘disbelief’ retest on an illusion created by Chimerstry, but there must be a definite reason, just because there is a Ravnos in the room isn’t a good enough reason. The ST has final call on when the disbelieving retest can be used.
- Permanency: Permanency may not be used with Horrid Reality. Horrid Reality: Effects of this power last for a scene or an hour.

- **Dementation**

- Per the newest Malkavian packet, having a level of this power out-of-clan garners a PC a derangement, with no refund of points for it. If you learn this and you already have a derangement, you will be expected to pick up a NEW derangement that may be chosen by the STs

- **Thanatosis**

- Wither: Two simple challenges- If both are one you can strike the head. If the head is hit the only powers a character can use are: Potence, Celerity, and Fortitude. If not the head, then you strike a limb at random by staff generated 1d4.
- If Aegis is used, the withering does not happen.

- **Dominate**

- Forgetful Mind: If a PC is attempting to break a dominate block, they will face a challenge of the mental traits of the character who placed the block at the time of the block.
 - Generational Checks apply
- Conditioning: A character cannot condition kindred to ‘teach’ a PC their Disciplines. Conditioning a mind to this degree removes free will and the spark of creativity necessary for them to teach anything.

- **Obtenebration**

- Arms of the Abyss: A character may have as many arms as the number of levels of Obtenebration.
- Shadow Form: You move two steps a round regardless of speed powers or items.

- **Potence**

- The use of Potence up to Might (x2) does not break the masquerade.
- Might- Might does not cancel Might P
- Puissance: Some weapons are subject to breaking. Potence resistance weapons in normal

combat will not require a test to remain intact, assuming the weapon is made with Crafts x5, and the character has at least one dot of melee. However, slamming a weapon against a wall or hard surface, can have the chance to break

- **Presence**

- Awe: Awe is not an applicable retest with Summons, unless the summoned is in visible range. You may also use it to supernaturally get a single person's attention (a la Table-top rules).
 - Awe does not cancel Awe Summon:
- Summoning to a 'boot party' constitutes a danger to the person being summoned, & breaks the power. The subject being summoned does not know that they are being summoned.
- Majesty: Majesty's "range" is up to ST's discretion, depending on surroundings. Majesty does not break the masquerade, though if used in a situation with many mortals present, might situationally break the masquerade.

- **Protean**

- Feral Claws: The sharp traits from this power may ONLY be used for challenges involving using them directly offensively. Sharp traits may not be used while shooting a gun, nor for testing down damage for example, only for when the claws themselves are being used in combat.
- Shape of the Beast: This power grants +5 Physical traits and all the Benefits of Feral Claws, including the sharp Trait. Total Physical Traits +6
- Mist Form: This is an advanced mystical vampiric power and cannot be thwarted/dispersed by vacuum cleaners or high-powered fans.
 - Stone of the True Form is made via magic and therefore can affect Mist Form if thrown into it.
 - You cannot spend blood while in Mist Form
 - You can use Obfuscate While in Mist Form, you are not invisible just because you are in Mist Form.
 - You cannot use line of sight powers in mist form, powers being used in Mist Form are all subject to ST discretion
 - You move two steps a round regardless of speed power or item.

- **Mythericeria**

- Riddle
 - To engage a target in this challenge a character must be able to speak and win a social vs. social challenge with the target.
 - If a target uses Aegis for whatever reason, a secondary challenge same as above comes in to play.
 - Players may not just spend aegis to activate this secondary challenge and to do so will be considered cheating OOC.

Thaumaturgy

All Thaumaturgy cannot be included in a single document. Staff can and will house rule things on entering play. House Rules will be adjusted as needed from these calls.

- **Mastery of the Mortal Shell**

- The maximum number of Mental Traits the thaumaturge may spend when casting a power of this path is 5.
- Seizure: Instead of lasting for a scene, the effects of this power last a number of rounds

- equal to the Mental Traits spent during the casting.
- Those under the effects of this power can still throw defensive challenges
- **Spirit Manipulation**
 - Entrap Ephemera: This will always require a chop unless staff says otherwise.
 - The fetishes that can be made will be by book, and all fetishes are up to staff discretion.
- **Elemental Mastery**
 - Players should be aware that spirit abuse will result in spiritual consequences
- **Focused Mind**
 - One-Track Mind: If the target would use aegis this power breaks. If the target takes damage, they may expend a temporary willpower to throw the challenge to try and break it again, this is mental vs mental of the original target and caster
 - You cannot just spend an aegis for no reason to break this. There must be an actual reason to spend aegis, this is at ST discretion
- **Awakening of the Steel**
 - No more than 3 points of damage can be unpreventable.
 - This is usable only once per round
 - This can only be used with slashing weapons, no wood.
 - No other enhancements can be on the blade via powers or rituals.
- **Neptune's Might**
 - Eyes of the Sea: You may not use the eyes of something to view the past. It must be a body of water per write up.
 - Prison of Water: You must have access to water, you cannot pull water out of the air.
 - Blood to Water: Max traits that can be spent on these are three.
 - Flowing Wall: To pass through the wall of water is a static challenge, difficulty 9. You must have access to body water, you cannot pull water out of the air. Max of 3 traits spent for extending the wall's length, each trait is 10 feet.
 - Dehydrate: Max of three mental traits can be spent for this
- **Praabti/Mercury**
 - These powers will not let a character leave the Chronicle

Rituals

All Rituals cannot be included in a single document. Staff can and will house rule things on entering play. House Rules will be adjusted as needed from these calls.

- **Pebble from the Mountain**
 - For this to be in effect the caster of the pebble must be checked in to the game and is considered fully checked in to SATX and all that entails per the house rules
- **Suspend Incantation**
 - Only one suspend can be in effect at any point from a character.
- **Lesser Trigger**
 - Only one suspend can be in effect at any point from a character.
- **Prince Focus of Vitae Infusion**
 - This ritual can only produce blood beads equal to your ability occult x 3. You may only have that max number created at one point even if they are given away. Once used you may make more.
 - These are made with the casters own vitae and therefore can create blood bonds.
 - If used in game, where the blood is coming from must be stated to the ST,

otherwise this is a downtime.

- **Sanguinous Phials**

- This ritual can produce preserved blood equal to your ability occult x3. You may only have that max number created at one point even if they are given away. Once used you may make more.
 - If used in game, where the blood is coming from must be stated to the ST, otherwise this is a downtime.

- **Bloods Cry for Vengeance**

- This ritual has no allowed effects unless added to a character sheet's notes. We do not require a comprehensive list, just that it has been partaken in so staff knows to expect the involvement of the Assamite office. **If it is not on the sheet, all requests for information will be rejected**

- **Pavis of the Foul Presence**

- This ritual only works on targeted presence powers. Those are defined as dread gaze, entrancement, and summons.
 - If the challenge is successful on the target with this ritual up, the power is then reflected. You can only have one instance of this ritual up at any time.
 - This does not work on any elder power.
 - This does not work on Combination Powers.

- **Inscription**

- When this is cast, a trait of the caster's blood is permanently infused into the scroll. The scroll is then a sympathetic item to the caster and the caster is down 1 blood trait, which cannot be regained, until the scroll has been used.

- **Vires Acquirat Eundo**

- This ritual does not have defined rules and is extremely vague. It's supposed to increase some of the effects of another ritual but does not state what those effects are. It is up to ST discretion as to what effects it has on other rituals.
 - This ritual cannot be used with Inscription.

- **Eyes of the Past**

- For this ritual you are viewing must be under a roof with four walls. This does not mean you can construct a building around an area that does not work. Each instance of the eyes of the past is fifteen minutes long of viewing.

- **Warding Baptism**

- This ritual only functions for protection against Thaumaturgy, Necromancy is not the same and therefore will not work

- **Knowing Stone**

- This ritual for some reason does not seem to work in San Antonio. The stone will just spin in one's hand not giving direction.

- **Escape to the True Haven/Friend**

- This will not allow a character to leave the chronicle.

- **Mirror Prison**

- Conscious beings cannot be put into a mirror Prison.

- **Enchant Talisman**

- Satx uses the Dark Ages Version of this ritual
- Only Basic Rituals casting times are shortened

- **Invisible Chains of Binding**

- Initial Challenge is mental vs defenders' physicals.

- Attempt to break out are mental vs defenders' physicals
 - This can happen as many times as a character has physical actions but is the only offensive action they can take until they are free.
 - A character caught with this ritual can still engage in defensive challenges.
- **Iron Mind**
 - This ritual gives a retest for mental defensive powers.
 - Staff will give the call if this retest is appropriate.
- **Whispers in the Dark**
 - This ritual in its very nature is DANGEROUS.
 - Using this ritual there is five chops, each chop lost is how long the character using the ritual is in torpor.
 - 1 Loss – Three Days
 - 2 Losses – One Weeks
 - 3 Losses – One Months
 - 4 losses – One year
 - 5 Losses – Unrecoverable/GNC
 - The only way to awaken from this ritual's torpor, is the time allotted.
 - Staff reserves the right to set the difficulty of a challenge depending on what is being asked.
- **Claiming the Darkness**
 - You cannot benefit from this ritual if already benefiting from Calling the Thing in the Darkness.
- **Calling the Thing in the Darkness**
 - You cannot benefit from this ritual if already benefiting from Claiming the Darkness.
- **Calling the Restless Spirit**
 - This cannot be used to call upon a dead PC unless the 2/3 vote for said coming back has been done.
- **Detect Authority**
 - This ritual can detect if a character has a vinc rating
 - It does not give to who
 - It does not say how strong the Vinc is.
- **Boukephos Gateway**
 - This ritual does not reduce the blood cost of Abyss Mystic rituals.
- **Dead Man's Hand**
 - **Disallowed.**
- **Hand of Glory**
 - This will not work on supernatural mortals

Custom Combos/Content

Custom Content is allowed at ST discretion. Custom content is to be submitted via email, it must have the powers being used to create the combo, and the full mechanics of what you are intending the power to do. Staff will review each combination power and may approve, make changes, or deny the power if we believe the power to be unbalanced for play

ALL CUSTOM CONTENT IN CHARACTER VS. CHARACTER (CVC) IS DISALLOWED.

Staff fully support players wanting to make unique and amazing things for their characters. However custom content has grown rampant in the Org unfortunately. Therefore, this rule is effective immediately.