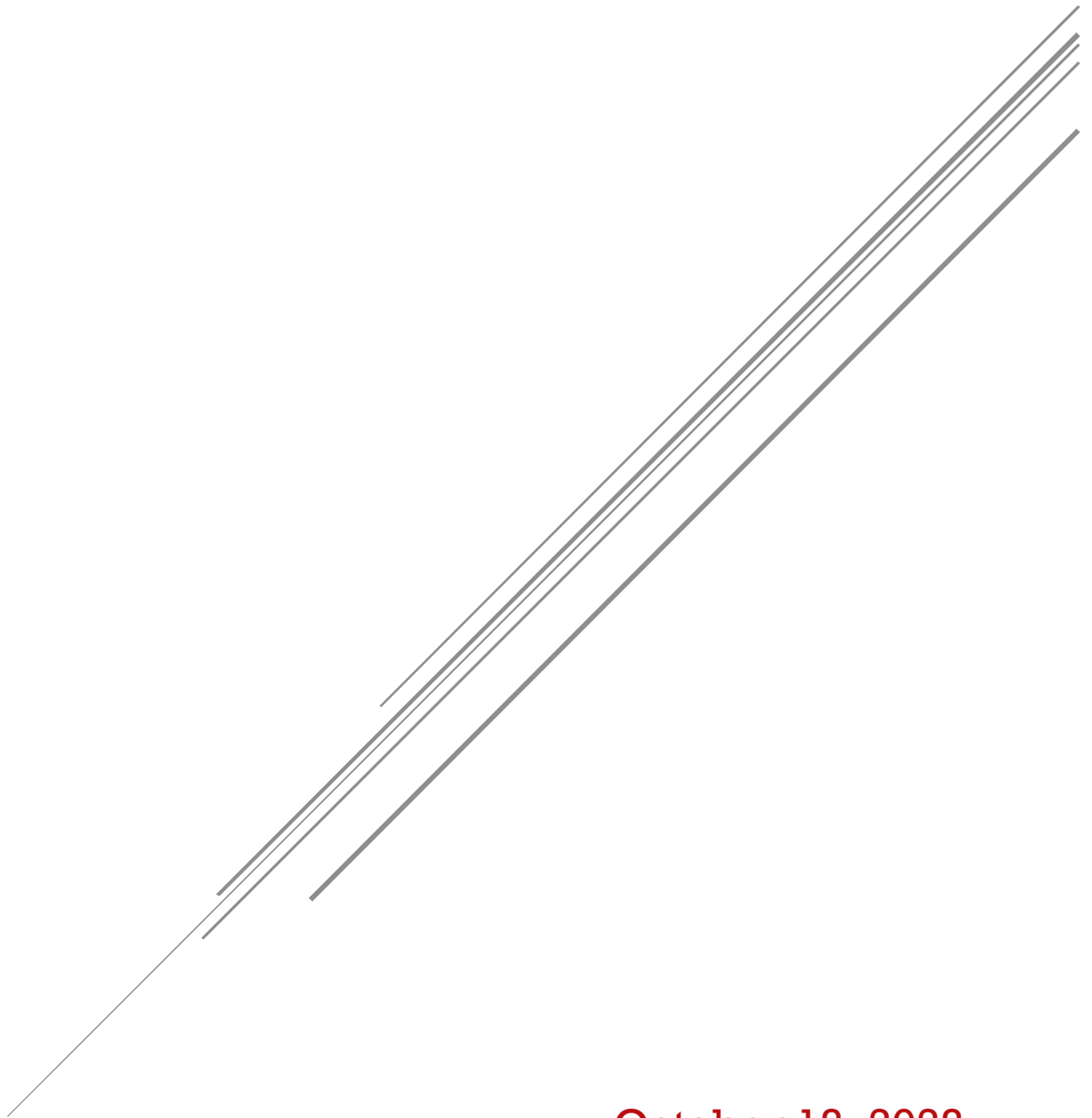


VAMPIRE HOUSE RULES

Gary: Shattered Souls



October 13, 2023

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DISCLAIMER

All rules and clarifications are subject to change at any time per Storyteller discretion. The following is the most current interpretation of rules known to staff and the Storyteller is the final arbiter of decisions during game.

VISITORS

Staff reserves the right to refuse sheets for any reason. Visiting sheets should be sent to vampirest.gary@gmail.com 48 hours in advance to give staff time to process. Any sheet sent after may just be rejected without review.

CHALLENGES

ADDING ABILITIES

Abilities may be added for purposes of declaring traits or determining ties. This does not apply for purposes of an overbid.

BIDDING TRAITS

All challenges require an applicable Trait to be bid. Failure to do so before the initial chop is thrown may, at ST discretion, result in a failure of the challenge. If an appropriate Trait is not possessed (such as the character being out of Dexterity Traits with which to dodge), two Traits of the same category (Physical/Social/Mental) may be bid instead.

OVERBIDS

An overbid grants an additional retest with the expenditure of an appropriate trait (whatever category is being used in the challenge). The one declaring an overbid must have double the traits of the other character. Abilities may not be included by either party in this declaration.

An additional overbid may only occur in the one declaring the overbid has triple or more traits than the other party. Then quadruple the traits, and so on.

POWER NEGATION

Any power which would remove a character from play with a one contested challenge (or without a contested challenge), may be negated with expenditure of two Willpower Traits. This ability is at ST discretion, and cannot be used to negate damage.

RULE OF FIVE

Any game mechanic with a variable effect based on Trait expenditures is limited to an expenditure of five traits, subject to Storyteller discretion, unless otherwise specified in a *Mind's Eye Theater* book.

TRAITS VS. TEMPER

Any challenge which compares a Trait Category to a Temper is versus double the Temper. For example, a Challenge which is listed as "Social Traits versus the Target's Willpower" would be the user's Social Traits + Ability, versus twice the Target's Willpower.

CONCENTRATION

Any power that requires concentration takes up your full round of actions for the first turn and subsequent turns. You may not initiate other challenges and maintain concentration. Powers like Dual Thought allow you to have additional actions while maintaining concentration.

LINE OF SIGHT

You must be present in a scene to engage in challenges that require Line of Sight. Powers that allow for remote viewing do not apply; however, manifesting in Astral Projection does.

CHIMESTRY AND DISBELIEF

In order to disbelieve an illusion created through Chimestry you must have a reasonable justification to do so. Familiarity with the environment, blatant conjuration, grandiose declarations of power all fall under this purview. I know that he is a Ravnos does not qualify.

COMBAT

ACTIONS

A Discipline or Power which requires a test (even a Simple Test) requires an action to use. If no test is required, then it does not utilize an action unless the write-up of the Power says otherwise.

ARMOR LEVELS

Each character may possess a total of 15 Armor or Bonus Health Levels. These may be obtained in three different categories, with a maximum of 5 in each of the categories. These categories are as follows: Bonus Health Levels, Physical Armor, and Mystical Armor. Any levels gained beyond this cap are lost.

DAMAGE CAP

In Gary: Shattered Souls, a single attack from a Vampire may only inflict a maximum amount of seven levels of damage.

DODGING

A character must possess an action in order to dodge. For example, if a character is attacked during Celerity Actions, but does not have a corresponding action, they cannot attempt to dodge the attack. They may still attempt to soak the damage in accordance with all normal rules.

DOUBLE DAMAGE

Any power or ability which states that it "doubles damage" adds the base damage again.

FIGHTING STYLES

In Gary: Shattered Souls, a character may only possess a single fighting style on their sheet innately. Additional fighting styles must be purchased along with a custom Merit: Mixed Martial Artist. Each level of this Merit allows for an additional fighting style to be learned, and each level must be purchased independently – i.e., the first level costs 2 Experience Points, the second level costs 4 Experience Points (in addition to the first level), etc.

GRAPPLES

Grappling a target requires a successful Physical Challenge (retest with Brawl). Once the target is grappled, they may attack and soak as normal, but they may not take steps. Breaking free requires a successful Strength-based Physical Challenge (Retest with Brawl) against the person in control of the grapple; Rank, Potence, or other Strength-based benefits do apply to this challenge.

BACKGROUNDS

The following Backgrounds are available to all characters, regardless of creature type, unless otherwise restricted by the appropriate *Mind's Eye Theater* book.

- Allies
- Contacts
- Fame
- Influence
- Mentor
- Resources

GENERATION

New characters require Storyteller approval to enter play with more than one dot of the Generation Background. All gains in Generation must occur through events such as Diablerie.

HERD

For each level of Herd, a character may remove themselves from play for 10 minutes and gain a level of Blood. This may be done at check-in without paying the time penalty.

INFLUENCE

Storyteller approval is required for any Influence category not covered in *Laws of the Night, Revised*.

MENTOR

Any Mentor must have a sheet available to the Storytelling Team.

RETAINER

A retainer in Gary: Shattered Souls does not consist of a separate sheet. Retainers utilize a simplified system. On any given challenge, a retainer utilizes a number of traits equal to 5 + their level. Additionally, for every level of the background that has been invested into the retainer, they may have one specialization. This may be an ability (which adds +3 to their Trait-pool for that challenge) or an influence (which gives them access to one level of that influence, cumulative).

Each individual Retainer costs the owner one Blood at check-in.

ABILITIES

Abilities add to relevant Trait totals on Ties.

ABILITY SPECIALIZATIONS

In order for an Ability Specialization to have an effect, you must have the ability at 3 levels or higher, though you may spend experience points to purchase an Ability Specialization prior to having the Ability at 3 for role-playing purposes.

ALERTNESS

This ability is used to notice mundane events that your character was not looking for. For example, it may be used if the Storyteller is granting you a chance to hear a twig snapping in the forest, or to see movement from the corner of your eye.

AWARENESS

If you are the target of a Supernatural Power, you may initiate a Static Challenge against the person who initiated the failed power (difficulty at Storyteller discretion, but defaulting to the Mental Traits of the power's initiator) to determine if your character realizes that someone attempted to use a power against them. If successful, your character will be aware that someone attempted to do something to them, but not who or what.

BLIND FIGHTING

This ability may be used to cancel the retest granted by darkness, including Obtenebration: Shroud of Night, if the character possesses 3 or more levels.

DRIVE

Not having this Ability means that you may only perform simple maneuvers with a vehicle, such as driving within a moderate speed (no more than 5-10 miles above the posted speed limit) and parking.

LINGUISTICS

Use the following scale to determine how many languages are known for the appropriate level of the Linguistics Ability:

Linguistics Level	Number of Languages Known
1	1 + 1 (Native Language)
2	2 + 1
3	4 + 1
4	8 + 1
5	16 + 1

The Merit: Natural Linguist doubles the number of additional (not counting Native) languages that the character can possess. All known languages must be denoted on the character sheet.

MERITS AND FLAWS

Gary by Night does allow the use of mortal, non-supernatural Merits and Flaws from appropriate books (such as *Laws of the Reckoning* or *Laws of the Hunt*). Storytellers reserve the right to refuse such Merits or Flaws, however, if not appropriate to the story, character, or setting.

In order to possess a Merit or Flaw from a specific group book, the character who possesses it must belong to the group for whom the corresponding book is found. For example: in order to take a Merit or Flaw located in *Laws of the Night, Revised*, the character must be a Vampire. In order to take a Merit or Flaw from the *Tribe Book: Silver Fangs*, the character must be both a Garou and a Silver Fang.

REPUTATION

Reputation grants you two social traits in all challenges against the specific group you have a reputation with. I.E. you are a Lawyer and Have a rep with other lawyers you are up two traits on all interactions with them.

RESTRICTED

The following items are only permitted in Gary: Shattered Souls with Storyteller permission.

- Code of Honor
 - Your code must be defined on your sheet
- Fist of God
- Ghost-sight
- Good Right/Left Hook
- Haunted
- Home Advantage
- Kinain
- Loyalty
- Prophecy
- Psychic/Sorcerous Awareness
- True Faith
- True Love
- Unbondable
- Auspicious Birth
- Any Merits/Flaws from *Rage Across the Heavens*

BANNED

The following Merits and Flaws are not allowed.

- Bloat
- Clear Sighted
- Dark Fate
- Heart of Bone
- Open Road
- Poisonous Blood

- Potent Blood
- Pure Blood
- Speaker with the Dead
- Without a Trace

CLAN ADVANTAGE AND WEAKNESS

ASSAMITE ANTITRIBU

Advantage: Members of this clan of death-bringers have a legacy of success. Most Sabbat Cainites respect these vampires based on the simple fact that the Assamite antitribu chose to Embrace them: Only the most potent mortals receive such. All Assamite antitribu gain the Sabbat Status of *Feared*. Additionally, like members of their parent clan, Sabbat Assamites often train in the ways of violence even before receiving the Curse of Caine. Assamite antitribu gain either one *Melee* Ability or one *Brawl* Ability at no additional cost during character creation. **The ability may go above 5 for a maximum of 6.**

Weakness: The Sabbat Assamites have the same weakness as their progenitor clan- indeed, they never lost it, for they never succumbed to the Tremere's curse. Members of this clan frequently become addicted to the blood of other vampires. When a Sabbat Assamite tastes vampiric vitae, she must make a *Self-Control/Instinct* Test with a 4 Trait difficulty. If she fails, the taste is not enough, and she takes as much blood as she can, maybe even draining the vessel. Even if the Cainite succeeds in the test, the hunger should be roleplayed to the best of the player's ability.

BRUJAH ANTITRIBU

Advantage: Sabbat Brujah may be vocal firebrands, reasoned intellectuals, or bare-knuckled hooligans, like their Camarilla kin, but they tend to be less involved with the influential side of things. Instead of a bonus Influence Trait, Sabbat Brujah may take a second Ability during character creation, free of cost, to reflect the time they spend "doing things the hard way." Brujah may select two Abilities from the following group: *Politics*, *Academics*, *Brawl* and *Streetwise*, or any combination. **Characters may not select the same ability twice. These abilities may go above 5 for a Maximum of 6.**

Weakness: Brujah antitribu suffer the same short tempers and blind rages of all the others of their clan, as their blood carries the same passion. All Brujah suffer one-Trait penalties on tests of *Self Control/Instinct*

GANGREL ANTITRIBU

Advantage: As they embrace their animalistic natures, the Gangrel of the Sabbat are knowledgeable of the ways of beasts, so they gain one *Animal Ken* Ability at no extra cost during character creation. Gangrel antitribu often feel the same wanderlust as their parent clan. As such, they often spend (or have spent) some period of their unlives alone and away from the comforts of permanent havens. They gain one *Survival* Ability during character creation at no extra cost. **These abilities may go above 5 to a maximum of 6. Gangrel may select/design their Fight/Flight forms, with Storyteller approval, as per their Revised Clan Book (p. 69). These must be noted (with corresponding Trait adjustments) in the Notes section of their Character Sheet. All other PCs are restricted to the wolf and bat forms provided in *Laws of the Night, Revised*.**

Weakness: After frenzies, the Beast leaves a mark of its passage on the Gangrel antitribu. When a Gangrel experiences a frenzy, she acquires an animalistic feature and a Negative Social Trait - *Bestial*, *Feral* or *Repugnant* - in the aftermath. These Traits may not be removed

except by exceptional means (such as powerful magic or Vicissitude, though they may be hidden by certain powers of Obfuscate). The character may gain no more than five Negative Traits in this manner. Indeed, some Sabbat Gangrel barely resemble the human stock from which they came.

LASOMBRA

Advantage: A long heritage of influence and manipulation makes the Lasombra puppeteers *par excellence*. During the Dark Ages, the Lasombra exercised subtle authority within the Church and over secular rulers; in the modern age, these old habits die hard, even among the more rebellious elements of the clan. All Lasombra gain one Trait of *Church*, *Political* or *Underworld* Influence. As founders of the Sabbat, the Lasombra are respected for their destruction of their Antediluvian, and they hold positions of leadership and power. All Lasombra automatically gain one free Status Trait.

Weakness: Mirrors and reflective surfaces do not show any trace of the Lasombra. Some say that this oddity occurs because the Lasombra have no souls; others claim that it is part and parcel of their *Obtenebration* Discipline. Whatever the cause, Lasombra (and their clothes and carried possessions) do not show up in any sort of reflective surface, such as mirrors, pools of water, reflective windows, polished metals, photographs and black-and-white film (which uses a reflecting silver emulsifier). Also, because of the Lasombra clan's ties to darkness, all Lasombra suffer an additional level of damage from exposure to sunlight. **The Lack of Reflection follows the character, even into Possession.**

MALKAVIAN ANTIIRIBU

Advantage: Malkavian insanity is the price of insight, or so the clan maintains. Whether or not this is true, Sabbat Malkavians experience bursts of clarity to which other Cainites seem nigh oblivious. During character creation, Malkavian antitribu gain one extra *Awareness* Ability at no extra cost.

Sabbat Malkavians share the mysterious connection to the network of fractured minds known as the "madness network." Sometimes their insight is the result of their uncommon vision, but it is also the product of the whispered voices that travel ceaselessly through the minds of all Malkavians. **The Ability may go above 5 for a Maximum of 6**

Weakness: Afflicted by the curse of insanity, every Malkavian antitribu suffers from some form of derangement, which the player chooses during character creation. This derangement may never be removed or permanently cured, though Willpower Traits may temporarily overcome it. Additionally, the Sabbat breeds unrest and lessens a Malkavian antitribu's control over the Beast (whether through lack of discipline or too much indulgence in monstrosity). A Sabbat Malkavian may not spend a Willpower Trait to control herself during a frenzy - she must ride it through to the end.

NOSFERATU ANTIIRIBU

Advantage: When one is a hideously disfigured monster, one either dies quickly or adapts to her environment. The Nosferatu antitribu are hale Cainites, tough and determined. Every Sabbat Nosferatu gains one free *Stealth* Ability and one free *Survival* Ability during character creation. **These Abilities may be bought above 5 for a maximum of 6.**

Weakness: The other side of wretched ugliness, and the most significant, is the toll it takes upon one's social capabilities. No Nosferatu antitribu may ever acquire the Traits *Gorgeous*, *Alluring* or *Seductive* unless they use magical means or a Discipline. Additionally, Nosferatu antitribu suffer the Negative Social Traits *Repugnant* x 3 when they show their visage, and these Traits may never be removed without some outstanding circumstance. Sabbat Nosferatu may not call for a Social Challenge (except intimidation), though they may defend against them normally. **Nosferatu may take any of the optional Negative Traits listed in their Revised Clan Book (p. 73) as their Clan Flaw.**

PANDERS

Advantage: Panders have no innate advantage. **No Pander may begin play with a Clan Specific Discipline without ST approval.**

Weakness: The benefit of having no advantage is that the Panders also have no inherent disadvantage - the blood of Caine is so polluted, weak or subverted in them that they carry none of the traditional banes or benefices of the clans. Note that few Panders ever achieve any significant degree of Sabbat Status, however. Also, because their blood is so diluted, no Pander may begin the game lower than Ninth Generation.

RAVNOS ANTIRIBU

Advantage: Sabbat Ravnos know the value of learning the ins and outs of the low life. Whether they travel each night, or they settle down into a comfortable haven, Ravnos antitribu cultivate the contacts and opportunities necessary to keeping their unives safe. During character creation, a Ravnos antitribu may take a *Contacts* Trait or *Street Influence* at no additional cost. Also, their nomadic tendencies instill in them a keen sense for how to survive in less than ideal situations. Sabbat Ravnos also receive an additional *Survival* or *Stealth* Ability at no extra cost. **This Ability may be bought above 5 for a maximum of 6.**

Weakness: Blood is stronger than politics and the Ravnos still suffer the same urges for vice as their parent clan. Each Ravnos Antitribu has a passion for a "signature crime," whether theft, murder, con games or even the blood of inebriated vessels. Any time the Ravnos Antitribu faces his vice of choice, he must indulge it unless he succeeds at a three-Trait Self-Control/Instinct test.

SALUBRI ANTIRIBU

Advantage: In studying their past, the Sabbat Salubri acquire some knowledge of the world's supernatural mysteries. During character creation, each member of the bloodline gains one free *Occult* Ability at no extra cost. The bloodline places great emphasis on accepting one's vampiric nature. If the player chooses to have his character assume a Path of Enlightenment at character creation, he gains one *Morality* Trait, free of charge. This may not take a beginning character above three *Morality* Traits at the beginning of the game, however. **This Ability may be bought above 5 for a maximum of 6.**

Weakness: Angry, impassioned creatures, the Salubri antitribu must take the blood that sustains them from fallen enemies or otherwise by force. Blood that is freely offered to them does not give them any *Blood* Trait benefit - they must take their sustenance in the heat of passion. Additionally, the Salubri antitribu are few in number, and their spectrum of

generations is not very broad. All Salubri antitribu must begin the game between 10th and 12th Generation.

SERPENTS OF THE LIGHT

Advantage: Like their parent clan, the Serpents of the Light involve themselves in the underworld and its vice markets. Of course, they do this for good reason: Their vitality depends upon it. To reflect their connections with the criminal culture and those peripheral to it, each Serpent of the Light gain one extra *Streetwise* Ability at no additional cost during character creation. Also, the Serpent may take one Influence at no extra cost from the following list: *Political*, *Street* or *Underworld*. **This Ability may be bought above 5 for a maximum of 6.**

Weakness: As vampires - especially those who hail from a dark god of the Egyptian underworld - Serpents of the Light are creatures of the night, despite their name. They are overly sensitive to light, even from the dimmest and most artificial source. Exposure to sunlight causes them to suffer an additional health level of damage. Other sources of bright light (such as spotlights, flares, halogen streetlights, etc.) inflict a one-Trait penalty for all actions undertaken in the light.

TOREADOR ANTITRIBU

Advantage: Because they must move through the ranks of Society with ease, Toreador antitribu often learn the concepts and concerns of the people with whom they meet. Every Toreador gains any combination of two Traits from the following: *Academics*, *Crafts*, *Performance*, or *Subterfuge* (she may take two separate traits or the same one twice) at no extra cost. **Characters may not select the same ability twice. These abilities may go above 5 for a Maximum of 6.**

Weakness: While art and beauty mesmerize the Toreador the Toreador antitribu have come to be fascinated by pain and displeasure. Whether their own or that of others, discomfort veritably hypnotizes the Sabbat Toreador. When confronted with a scene of pain or the opportunity to do harm (no matter how inconsequential) the Toreador antitribu must indulge the dark passion, or else spend a Mental Trait to free herself from the temptation. This may be as simple as making a callous remark or as grave as torture or murder.

TZIMISCE

Advantage: Because of their feudal heritage and ancient ways, the Fiends keep secrets long since thought lost by the other clans. All Tzimisce start with one free Ability Trait of *Occult*, and they can also purchase *Lore* Abilities with greater ease than most vampires — at Storyteller discretion, the Fiends may learn the first two levels of any *Lore* Ability without the need for extensive work or specialized resources, since the clan's libraries and holdings usually include such knowledge. **This Ability may be bought above 5 for a maximum of 6.**

Tzimisce may have revenants as *Retainers*. A revenant *Retainer* can be treated like a ghoul, except that the revenant does not require regular upkeep with vitae. More detailed descriptions of revenants and their unusual families and powers can be found in other books, such as **Ghouls: Fatal Addiction** and **Liber des Goules**.

Weakness: The warped Carpathian Fiends exhibit some inexplicable tie to the lands of their birth. Whether this tie is a result of the ancient demonic pacts levied there in the Dark Ages, or a result of their bodies' craving for stability in response to their mutable Discipline of *Vicissitude*, the results are the same. A Tzimisce must sleep within at least two handfuls of soil from his grave or his native homeland. Each day that a Tzimisce fails to get such rest, he suffers a one-Trait penalty on all challenges. These penalty Traits are removed on a one-for-one basis as the Tzimisce regains rest in a haven with the appropriate earth. For this reason, many Tzimisce keep multiple havens, and they are loath to travel. A Tzimisce whose haven is compromised is in dire straits indeed.

VENTRUE ANTITRIBU

Advantage: Their passionate dedication to their cause has given the Ventrue antitribu a powerful reputation among the Sons and Daughters of Caine. At the beginning of the game, Ventrue antitribu gain one Sabbat Status Trait from the following list at no additional cost: *Respected, Righteous, Passionate or Feared*.

Crusaders come from hale stock, with skills necessary for the Great Jyhad. Also, at no additional cost, a Ventrue antitribu player may take one of the following Abilities for her character during character creation: *Academics, Finance, Leadership, Melee or Politics*. **This Ability may be bought above 5 for a maximum of 6.**

Weakness: Like their counterparts in the Camarilla, Sabbat Ventrue suffer selective tastes when it comes to the matter of feeding. Ventrue may take only blood that meets the exacting requirements of their restriction (though they may Embrace as normal). This comes into play not only during the course of the game, in which the character may take sustenance only from his prey group, but also at the beginning of the game - Ventrue antitribu begin play with one less Blood Trait than other vampires of their generation.

CLANS AT CHARACTER CREATION CAPS AND MASS EMBRACE

CLANS AT CHARACTER CREATION

No Player as their first character in genre may have a character restricted by the bylaws of OWBN. After 6 months of play minimum with ST approval they may create said character and may begin play after the relevant Coord grants approval.

CAPPED CLANS

Any Clan that has membership in excess of 3 active PCs is considered **Soft Capped** for play. Any Clan that has membership in excess of 5 active PCs or of a clan that in genre has small numbers (i.e. Ravnos antitribu, Salubri antitribu, Assamite Antitribu, etc.) who has a membership of 2 active PCs is considered **Hard Capped** for play.

Soft Cap: A player may not create a member of this clan unless they play a ghoul for a minimum of 2 months or are Mass Embraced into the Clan.

Hard Cap: A player may not create a member of this clan unless they are Mass Embraced into this clan.

MASS EMBRACE

A group of Players submit 3 slips of paper with their PCs name and one of their in-clan Disciplines into a vessel for a random draw. The Name and Discipline drawn from the hat are counted as a PC sire and the discipline the PC starts with a second dot in as per Laws of the Night Sabbat Guide Character Creation. The player must spend the relevant XP for Generation and may pick-up Clan-specific merits or other limited merits which are present on the sire's sheet at this time.

In the event that the Sire belongs to a capped Clan, a Simple Test is thrown. If the Clan is under a Soft Cap, the character gains that Clan on a Win or Tie. If the Clan is under a Hard Cap, the player must Win the Simple Test in order to be a member of that Clan. Otherwise, the character emerges from the Embrace as a Pander, sharing all of the Sire's non-clan-specific disciplines; any clan-specific disciplines are replaced with one of the common disciplines of the player's choice – pending Storyteller approval.

If the sire is restricted by bylaws a brief discussion is held by staff to determine whether we will allow the PC to be of said group.

MAGIC ITEMS

ITEM LIMITATIONS

A PC may have a number of magic items equal to their levels of the Path of Spirit Manipulation (or equivalent) plus one - for a minimum of one and a maximum of six.

ITEM CREATION

Items created by level four of Spirit Manipulation Entrap Ephemera allow a Thaumaturge to trap a single spirit into an object to affect a single category below. Those categories are Traits Abilities Disciplines Tempers Weapons, Armor and Merits & Flaws. Each category has its own limitations.

Traits: The Creator may make an object that adds three traits for the scene. Such bonuses are may be split amongst any category in whatever manner the creator chooses. Bonus are determined on item creation.

Abilities: The Creator may create an object with a phantom level of any non-combat ability.

Tempers: An object may be imbued to either increase the pool of a temper category by five or spend an additional temper per round for specific purposes determined at an item's creation (i.e. healing, activating specific powers, etc.). The additional pool is not considered to increase your total for the purpose of ties.

Disciplines: An item may be created that grants a free retest for a specific power. Such retest is determined at the item's creation. Such retest may be offensive or defensive, but a character may not benefit from both. You may only use the retest once per round. (i.e. a Character may have an Item that helps them apply targets with Quell the Beast, you may also create an item that defends against challenges that would apply Quell the Beast to me. But you may not have two items that do both.)

Weapon: The Creator may enhance the damage an item deals by either causing the item to deal a max of two more levels of damage or increase the category of damage which an object inflicts: Bashing to Lethal or Lethal to Aggravated. Such changes only affect the base damage of the weapon; any additional effects such as warding, or Potence are still Lethal.

Armor: An item may be created that grants a character up to three levels of Physical Armor or Health Levels, two levels of Magic Armor, or a single level of damage reduction used against the first source of damage of the round.

Merits & Flaws: An object may be created to simulate a single Merit of up to two point of value, or overcome a single Flaw of up to two points of value. **This may not be used to overcome your Clan Flaw.**

BROKEN ITEMS

If a magic item breaks as per the power Entrap Ephemera the spirit emerging from the object is always hostile.

TRANSFORMATION POWERS

LIMITATIONS

All PC's have 3 slots for transformative powers on their bodies. Powers that change a single portion of the Characters body take up 1 slot. Such as Eyes of the Beast, Skin of the Adder, etc... All powers that transform the whole body take up 2 such as Black Metamorphosis, Horrid Form, etc... So, you may for example have Feral claws and Black Met active at the same time but not Horrid form and Black Met.

VICISSITUDE MODS

Each Vicissitude mod grants you a benefit and a draw back. No PC may have more than 3 total Vicissitude Mods on their character. Each Vicissitude mod and its draw back goes away when the PC takes horrid form. All current Visc Mods are replaced by Horrid Form.

Tzimisce players may Customize their Horrid Form allowing them to pick 3 mods from the below. All other players get the by book advantages as stated. Once leaving the form the body reverts to the state it was in before the transformation with all previous mods intact. Unless otherwise stated Mods may only be taken once.

MOD NAME	REQUIRED VICISSITUDE	DESCRIPTION	BENEFIT	DRAWBACK
Bone Spurs	Bonecraft	Spurs of bone protrude from the target's knuckles.	Hand-to-hand attacks inflict an extra level of lethal damage.	Repugnant x1
Enhanced Musculature	Fleshcraft	Your muscles have been enhanced to allow you to be stronger and faster.	You gain the Traits: Brawny Dexterous, Ferocious and Quick.	Feral x1
Sturdy Frame	Bonecraft	Your bones have been made denser allowing you to take more punishment.	You gain the Traits: Enduring and Stalwart	Bestial x1
Extra Arms	Bonecraft	Tentacles/Arms are grafted onto the target's body. These must be obtained/formed prior. (May be taken more than once)	Each arm/tentacle provides +2 Physical Traits for performing & maintaining grapples. This benefit may be sacrificed to enable the user to simultaneously hold a target and attack.	Repugnant x1 (per limb)
Tail	Bonecraft	A tail is formed/grafted onto the target.	Provides 3 bonus Physical Trait for balance related challenges.	Bestial x1 (May not be bought with Prehensile Tail)
Prehensile Tail	Bonecraft	A tail is formed/grafted onto the target and has the functionality of a limb.	Provides 1 bonus Physical Trait for balance related challenges. This benefit may enable the user to simultaneously hold a target and attack.	Bestial x1 (May not Be Bought with Tail)
Horns	Bonecraft	Horns are crafted onto the target's head.	Headbutts deal 1 Lethal Damage	Bestial x1
Quills	Bonecraft	Bone quills protrude from the target's body.	Attackers (hand-to-hand) take 1 Lethal damage each time they attack.	Bestial x1
Health Level	Fleshcraft	The fat and muscle of the target is re-arranged to produce a hardier form.	Converts a single Physical Trait into a health level.	Repugnant x1
Eyes/Antenna/ Whiskers	Fleshcraft	Adds extra sensory organs to the target. (May be added more than once)	Gains the bonus Mental Trait Alert for appropriate challenges.	Bestial x1 (Per organ)
Elongated Legs	Bonecraft	The target's legs are stretched further than normal, providing a longer stride.	Gains an extra step each action.	Delicate x1

Chitinous Skin	Bonecraft	The skin of the target is hardened and calloused into a sort of armor.	Gains a level of Armor	Repugnant x1, Clumsy x1
Ripping Maw	Bonecraft	The target's teeth are filed to form a mouthful of sharp fangs.	Bite attacks deal an extra level of Aggravated Damage.	Repugnant x1, May not Lick the Wounds
Spiked Tail	Bonecraft	Spikes are added to the target's tail.	Enables a "tail attack", which inflicts 1 Lethal Damage from 3 steps away.	Bestial x1, must have a Tail.
Re-enforced Rib Cage	Bonecraft	The ribs protecting the heart have been fused into a protective shield.	Opponents attempting to stake the target cannot retest the simple tests. (Cannot be combined with Moved Heart)	Slow x1
Moved Heart	Fleshcraft	The heart has been re-located within the body of the target.	Enables the target to purchase the Merit: Misplaced Heart. (Cannot be combined with Re-enforced Rib Cage)	Must pay for Merit
Flesh Pockets	Fleshcraft	The body has pouches of flesh added to it, enabling objects to be concealed.	Small objects (conceal pocket) may be carried within the body.	Flabby x1
Blood Reserve	Fleshcraft	Unnecessary organs have been removed, allowing more room for storing blood within the body.	The target may store an extra 4 Blood Traits within their body. (These must be filled in-game and are separate from your blood pool.)	Soft x1
Webbed Fingers and Toes	Fleshcraft	Your hands and feet take are given a more fin like appearance	No Movement penalties while moving in water.	Feral x1
Foot Pads	Fleshcraft	Character moves more quietly due to softer footsteps	+2 bonus to all stealth bonuses	Feral x1
Enhanced appearance	Fleshcraft	Character alters their appearance to appear more attractive. (May be taken more than once)	Adds the Social Traits: Alluring and Gorgeous	Delicate x1
Supple Joints	Bonecraft	You make the targets body more flexible.	+2 traits on all challenges related to flexibility.	Frail x1
Pincer Claw	Bonecraft	One of your hands is replaced with a grasping claw.	May be used to inflict an attack for one lethal with a grapple Carrier attack.	Clumsy x1 Repugnant x1