

## The golden rule

While the Storyteller staff of *Whispers of Atlanta* will always strive for consistency, Storytellers reserve the right to use their best judgment in any scene in order to facilitate its expediency or the overall narrative. Any call made by an Assistant Storyteller may be politely (and discretely) appealed to the Head Storyteller—their decision is considered final and binding. Disruptive, frivolous, excessive, or repetitive appeals will be grounds for disciplinary actions.

## Alcohol policy

*Whispers of Atlanta* does not prohibit the consumption of alcoholic beverages during events, insofar as the laws of the State of Georgia and local ordinances are observed. This includes the minimum drinking age and laws regarding public intoxication. Furthermore, *Whispers of Atlanta* assumes the duty to inform law enforcement of violations of the law during sanctioned events.

Players are cautioned that scenes will *not* be modified or amended to account for intoxication on the part of a player. You should know your limits in this respect and be prepared to accept responsibility for your in-character actions.

Storytellers do not consume alcohol during game events as a standing matter of policy.

## Abilities

Ability specializations cannot be overly broad; consult a Storyteller if clarification is required. Your character may have an Ability specialization in a single Discipline power but not the entire Discipline. For example, you could take an Ability specialization in *Leadership: Entrancement* but not *Leadership: Presence*.

Several Abilities require special consideration in *Whispers of Atlanta*. Notes about specific Abilities are outlined here.

**Alertness:** You may spend a Trait of *Alertness* to negate any penalties of surprise in one given instance.

**Awareness:** The retest for Awareness is Awareness.

**Crafts:** You are required to select a focus for this Ability when you gain the first Trait of it.

**Demolitions:** Your character may not have this Ability without direct approval from a Storyteller.

**Hobby/ Professional/ Expert Ability:** You are required to select a focus for this Ability when you gain the first Trait of it.

**Hunting:** This Ability allows retest for challenges involving feeding.

**Linguistics:** You must purchase specific Languages individually.

**Malkavian Time:** This Ability is available only to Malkavian vampires (this specifically excludes ghouls with Malkavian vitae in their systems and Caitiff with Malkavians in their lineage). This Ability represents your attunement to the Malkavian Madness Network, with more Traits representing a stronger connection.

**Performance:** You are required to select a focus for this Ability when you gain the first Trait of it.

**Sniping:** This Ability is available only to Ghouls.

**Tactics:** The character with the most *Tactics* Traits in a particular group may expend as many Traits as desired while devising a mission plan. Each *Tactics* Trait expended in this fashion allows a single retest during the mission for which that particular plan was devised. These retests must be distributed immediately after the initial Test and before the plan is executed and are available only for a single scene.

## conversational familiarity

Many abilities require a "conversational action." Abilities based around evaluation the habits of others (Psychology, *et cetera*) requires the user to be "conversationally familiar" with the target—this requires that your character and the target character have at least ten minutes of conversation before using such abilities.

## Damage limitations

The Kindred's undead bodies are remarkably difficult to destroy, requiring deliberate and extreme effort to permanently extinguish the creature. Despite their best efforts, no witch-hunter, enraged lupine, or vampire of the Sabbat has discovered a reliable method of destroying a vampire in a single blow.

No single source of damage can inflict more than five Health Levels of damage in one round. Note that a single source of damage can inflict damage continuously, once per round, and is quite capable of destroying a vampire. The Kindred that is set aflame or exposed to sunlight will burn to ash unless they extinguish the fire or get out of the sunlight.

## effects of attacks

A successful attack generally inflicts damage but can also impose an additional effect, such as many *Quietus* or *Thaumaturgy* powers. Generally speaking, a single attack can only inflict one non-damaging effect (although a character might suffer several effects from different attacks). For example, if you had both *Withering* (Intermediate Thanatosis) and *Quell the Beast* (Intermediate Animalism) available, you could use either power on a given target with a single touch. You could not use both powers on the same target unless you made a second attack.



## frenzy

Kindred that enter a state of frenzy are no longer in control of their own actions—the Beast is manifest and unshackled by notions of Humanity. Kindred have only a vague, detached memory of a sense of fear or anger once a frenzy ends and will not recall the specifics of what transpired.

While players are encouraged to play a frenzy to the hilt, it's important to remember that a Kindred in frenzy is unfettered by notions of ethics or consequences. Players may wish to turn control of their character's actions over to a Storyteller in order to better evoke the savage nature of the Kindred in frenzy regardless (or because of) whom the character normally loves or hates. Storytellers also reserve the right to determine the actions of any character in frenzy, both for dramatic purposes and to maintain a clear divide between the normal personality of the character and the inchoate urges of the Beast.

## healing

Healing occurs instantaneously as the blood for it is spent. Healing does not require an action, although the vampire must be conscious and willing to do so. Note that the amount of healing a vampire can accomplish in a single turn is limited by the amount of blood a vampire can spend in a turn, dependent on their generation.

**Bashing Damage:** Spending one Blood Trait immediately heals two levels of bashing damage.

**Lethal Damage:** Spending one Blood Trait immediately heals one level of lethal damage.

**Aggravated Damage:** Healing aggravated damage requires more blood and time than less serious injuries. A vampire must expend three Blood Traits over the course of a day's rest to heal a single aggravated wound. Vampires may opt to spend a temporary Willpower Trait and three Blood Traits to heal additional aggravated wounds but must still rest at least one day to do so. (Aggravated wounds can be healed *only* while resting during the daylight hours, not during an active game.)

## mob scenes

The Mob Scene rules (*Laws of the Night*, revised, c. 1999) are designed to facilitate and speed play. They should be used whenever possible in order to manage the pace of the game and keep it manageable. In a scene where five or more players are participating, the Mob Scene rules are always assumed to be in effect unless *all* players present agree to waive them.

## new background: occult library

*Occult Library* is a new background available in *Whispers of Atlanta*. (This Background replaces the Merit of the same name.) *Occult Library* represents an impressive store of anecdotes, legends, historical accounts, and research regarding the various unseen forces and creatures of the World of Darkness. While any Kindred can peruse the local

university library or use a search engine, your Traits in *Occult Library* represents an information resource that is the envy of Kindred that know of it. You might even be able to parley access to your *Occult Library* for valuable boons or other considerations.

When conducting research during which you have access to your *Occult Library* you may make a test for each Trait you have in this background. Each win or tie counts as one Trait of a specific lore in regards to a specific topic. Your Storyteller will determine when a given line of enquiry counts as "one topic." It's important to note that there are only general *Occult Libraries*, not topical ones. A given *Occult Library* will be equally beneficial when researching faeries or ghosts as when researching the Sabbat's origins.

An *Occult Library* is traditionally an assortment of papers, tomes, notebooks, and other rare documents that record nuggets of arcane truth. With your Storytellers' permission it might take another form, which offers no mechanical benefit but might have narrative implications. For example, you could have a series of old VHS tapes of interviews of several Tremere elders recorded decades ago. An enterprising thief might not recognize your collection of "home movies" for what it is... but if they got a hold of the tapes they could easily duplicate your entire library.

The value of this background is contingent on a few distinct elements.

For one, your *Occult Library* has factual, accurate information (a goodly portion of it, anyway). Most of the folklore and blatant falsehoods have been filtered out. Your reference materials may be comprehensive or sparse but they're unlikely to lead you to the wrong conclusions—Traits in this Background represent some facility for sifting the genuine article from the dross.

Your *Occult Library* is also generally secure or otherwise unavailable to others. Other characters generally can't use it unless you specifically grant them access to it. (They might be able to sneak in or steal your materials, however, depending on what form they take.) Your Storyteller will adjudicate attempts to access your materials without your permission.

*Example: The Sheriff asks Nadia the Tremere to identify a curious rune found scrawled in ashes and blood, sending her a photo of it via phone. Nadia has an Occult Library of three Traits—a collection of texts that she's "borrowed" from the Chantry and never quite gotten around to returning. She makes three tests, succeeds at one, and ties on another. With a two-Trait result, the Storyteller informs Nadia's player that she recognizes the rune from an old newspaper clipping dating back to the '60s about a serial killer that was never caught. Nadia passes this information along to the Sheriff and collects a minor boon for her efforts.*

## new background: safe houses

*Safe Houses* is a new background available in *Whispers of Atlanta*. While every Kindred must seek shelter from the sun and many maintain sumptuous or defensible havens, the locales provided by *Safe Houses* differ from basic havens in



several ways and offer substantial benefits. Such a place might be an abandoned office building in the Barrrens, a morbidly appointed crypt in a Victorian cemetery, a bolt-hole in the basement of a liquor store, or even a luxurious presidential suite that doesn't appear on official records and is hidden deep within the staff-only areas of a historic downtown hotel.

First, it's assumed that a *Safe House* is relatively innocuous, in a remote or inaccessible location, or otherwise unknown to the general populace and unlikely to draw much attention (from the Kine, anyway). Whatever its exact form, it's assumed that other Kindred know nothing of its location or amenities (unless you choose to share this information, were unwittingly followed there, had your mind probed by *Auspex* or *Dominate*, et cetera). Not even your Retainers know about your *Safe Houses* unless you specifically tell them about it—it's a comparatively easy matter for witch-hunters or the Prince's agents to get that information out of ghouls and servants, after all.

Second, every *Safe House* is assumed to be serviceable as a haven. (A *Safe House* can even be an auxiliary haven, assuming you have the means to support multiple havens). It may or may not have the basic amenities of home—running water, changes of clothes, internet service—but it will keep you out of the sun and make it difficult for Kine to find you.

Third, you may cache goods in a *Safe House* with a reasonable expectation that they will remain safe there. Smart Kindred stock their *Safe Houses* with emergency supplies for hard nights: weapons, some amount of cash or other valuables, extra clothing, vehicles, and even a limited supply of vitae. You may specify emergency supplies for each *Safe House*, limited only by your *Resources* and available *Influences*. Because these places are unknown to the Kindred population they can also make handy places to hide valuables or conduct covert operations (such as conducting interrogations or holding hostages).

Each Trait in this background represents one safe house the character has access to. Consult the storyteller to determine the specific amenities and advantages of a particular *Safe House*.

Example: *Simon King the Brujah has purchased a bar in his Domain. He might have to spend the day here at some point, so it's a haven, but it's also an obvious location for the Kindred who are aware of it. It's not really a Safe House. Realizing that he might get into sticky situations in the coming nights, Simon spends a few weeks looking around the neighborhood for a secluded area that the Kine ignore. Simon discovers an abandoned basement shop area beneath a nearby apartment complex. The Storyteller agrees that the shop areas count as a Safe House and allows Simon's player to purchase the background. Simon immediately stockpiles a few guns and zip-loc bags of cash in the basement, along with making sure that it's sealed against sunlight from the inside.*

## order of actions

A single round might encompass several actions, each governed by its own rules and the circumstances of the scene. It's important for players to understand the order in which specific actions occur during a round.

**1. Declaration of Additional Actions:** Before any actions are initiated or resolved, all characters wishing to employ additional actions this round (typically with *Celerity* or *Temporis* powers) must declare their intention to do so.

**2. Alacrity Actions:** The first action in a round is always the extra action granted by *Alacrity*. See the house rules for *Alacrity*, described below, for details.

**3. Mental Challenges:** Actions that require Mental Challenges occur next. This includes powers from Disciplines such as *Auspex* and *Dominate*.

*Thaumaturgy* powers designed for investigative or enhancement purposes (such as *a Taste for Blood* or *Blood of Potency*) are activated and take effect during this stage.

**4. Social Challenges:** Actions that require Social Challenges occur next. This includes powers from Disciplines such as *Animalism* and *Presence*.

**5. Physical Challenges:** Actions that require Physical Challenges occur next, including those actions that could potentially include a Static Challenge or Simple Test. This stage also covers "normal" actions that are not attacks but involve some physical activity, such as starting a car or locking a door.

Actions that typically do not require Tests also occur during this stage, such as spending Blood Traits to augment your Physical Traits or heal injuries.

*Thaumaturgy* effects that function as outright attacks (such as *Cauldron of Blood* and most applications of *the Lure of Flames*) are resolved during this stage.

It's important to note that the results of a Physical Challenge can benefit from Discipline powers (such as *Celerity* or *Potency*), but that Physical Challenges themselves are rarely required to actually initiate the powers. Such Discipline use occurs during this stage immediately before resolving the actions they enhance.

**6. Swiftess Actions:** Characters that have activated the *Swiftess* power can take an additional action.

**7. Legerity Actions:** Characters that have activated the *Legerity* power can take an additional action.

**8. Other Actions:** Actions that are not governed under another category occur during the final stage of the round. This includes actions that may require you to expend Traits but do not require Challenges. For example, *Arms of the Abyss* requires you to expend Social Traits but does not require an outright Challenge to activate; therefore it takes effect at this stage.



## order of retests

A Test might qualify for retests under a number of different circumstances. It's important for players to understand the order in which specific retests occur on a given Test.

Note that it's generally not possible to gain the benefit of more than a single retest from any one category. For example, you cannot gain a retest by expending an Ability Trait more than once, even if you have five unexpended Traits of the ability in question.

**1. Environmental or Situational Retests:** Any retests merited by conditions of the environment (darkness, range, etc.) or by the situation (surprise, etc.) occur first.

**2. Ability Retests:** Characters may expend a single Ability Trait to retest a failed Challenge. Note that an opposing character may choose to expend an Ability Trait as well to cancel the retest—expending a *Firearms* Trait to cancel your expenditure of *Dodge* to retest against being shot, for example.

**3. Discipline Retests:** Retests granted by Discipline powers occur next, such as the Social retest granted by *Awe* or the Physical retest granted by *Might*.

**4. Merit Retests:** Retests granted by Merits occur next, such as the free retests granted by *Code of Honor* or *Lucky*.

**5. Willpower Retests:** If all prior options have failed, at this point a character may expend a temporary Willpower Trait to gain a retest in most situations. This is usually viewed as a tactic of desperation, however, since Willpower Traits are limited and difficult to refresh during play.

**6. Overbid Retests:** If a character wishes to call for a retest based on an Overbid they do so at this point.

## two-handed combat

The use of two weapons functions as described on page 71 of *Dark Epics* (c. 2001).

## virtue tests

In order to facilitate expedient play, characters may choose to automatically succeed at certain Self-Control Tests. If a character has twice the number of Traits at a given level of stimulus they may choose to automatically succeed on the Self-Control Test and move on with the narrative.

**Instinct:** A character with the *Instinct* Virtue must only test once per given stimulus, not at repeating intervals. Based on the situation and characters involved, a Storyteller may decide to allow a Kindred "riding the wave" limited access to their Mental and Social Disciplines while in frenzy.

**Spending Willpower:** A character with the *Self-Control* Virtue may opt to spend a Willpower Trait to stave off frenzy but must do so *before* the Self-Control Test. If the Self-Control Test fails, the character frenzies ten minutes later. The character can avoid frenzy by either removing themselves from the inciting stimulus (usually requiring the character to exit the scene completely) or by spending a Willpower Trait (which offsets the frenzy for another ten minutes).

Example: *Genevieve the Ventrue has been tasked by the Prince with delivering a generous offer of amnesty to a local Anarch. The Anarch's mortal Retainers make catcalls and obscene gestures, enough so that the Storyteller rules that it counts as "harassment," a two-Trait Self-Control Test. Genevieve has five Self-Control Traits. Responding to the mortals' comments would be beneath Genevieve's dignity—she decides to ignore them outright. Once she meets with the Anarch, however, Genevieve decides that she wants to play hardball. When the Anarch makes similar comments, Genevieve chooses to make the Self-Control Tests, reflecting her character's not-so-thinly-veiled lack of patience with him. She spends a point of Willpower to tersely deliver the Prince's edict and hastily departs before the situation goes sideways.*

## disciplines

Unless otherwise noted here, Disciplines function as described in *Laws of the Night* (revised, c. 1999). Discipline powers that appear in other sources function as described in their source of origin.

**Combination Disciplines:** The only Combination Disciplines available are those that appear in the Mind's Eye Theatre format in a published source (either from White Wolf or in a One World by Night packet). As a condition of purchasing the power or using it in play, the player agrees to maintain an up-to-date citation and copy of the power for staff review at all times, even during active play. It's a good idea to have it ready to pull up on your phone or even print a few hard copies you can turn over for immediate review.

**Custom Powers:** It's possible for you to purchase and use powers not described in this text or even published sources, assuming that you're willing to submit them for Storyteller review and abide by their provisions.

Generally speaking, any power not described in an approved source (White Wolf publications or One World by Night packets) must be submitted in writing well in advance and reviewed by a Storyteller before entering play. Players with access to such powers agree to maintain a physical hard copy of the power's rules text for immediate review on demand by a staff member. This hard copy must include the approving Storyteller's signature. Failure to produce this document on demand results in the power being unavailable until it is produced.

Note that this policy does not strictly apply only to Discipline powers (although that's the most likely application). The same policy applies for other custom content, such as Rituals, Merits and Flaws, any form of blood magic, objects with supernatural properties, and the like.

**Availability of Other Disciplines:** Several Disciplines exist in the World of Darkness that are not described in this text. It's possible that you may encounter a vampire with more exotic Disciplines or even entirely new ones that are unheard of even in Kindred legend.

Any Discipline not described in this text requires the presence of a Storyteller before they may be employed. All effects are subject to their discretion and may be immediately



amended, modified, or nullified based on circumstances and events in the chronicle. This includes both published Disciplines that are not covered here (such as *Mytherceria* or *Visceratika*) in addition to those invented wholesale by the Storytellers (such as a new path of *Dark Thaumaturgy* invented by an Infernalist antagonist).

**Identification:** Generally speaking, a character can recognize only the Discipline powers that character currently possesses. Players are expected to portray this level of unfamiliarity in their planning and character's reactions. At the Storyteller's discretion, characters might be able to identify Discipline powers based on in-character knowledge or the appropriate Lores.

Example: *Simon the Brujah, Melissa the Toreador, and Nadia the Tremere see an unknown Kindred use Alacrity to escape a hostile situation. Simon possesses Celerity himself and immediately recognizes the Discipline for what it is. Melissa's sire deliberately kept things from her and did not explain the full range of Kindred potential during her Accounting. Although Celerity is a clan Discipline for the Toreador, Melissa herself focused on Auspex and Presence and doesn't have a Celerity power. She doesn't recognize the Discipline use, and furthermore, might not even realize that something supernatural just happened since Alacrity is a relatively subtle Celerity power. Nadia's elders have warned her about a Brujah rival, coaching her on what to expect during a potential confrontation. The Storyteller on the scene rules that Nadia has a basic knowledge of what Celerity is and what it does—supernatural speed and reflexes—but that she doesn't know enough to allow the player to reference the actual text of the rules for it.*

## animalism

**Feral Whispers:** This power allows communication with characters under the effects of Subsume the Spirit or Shape of the Beast. Both characters must have this power in order to communicate in this fashion.

**Quell the Beast:** While under the effects of this power, a target can still expend permanent Willpower Traits as desired or required. A character could expend a permanent Willpower Trait to invoke *Aegis*, for example, but not a temporary Willpower Trait to activate a *Thaumaturgy* power.

If used on a character not currently under the effects of a frenzy, Quell the Beast renders that character incapable of entering frenzy for the duration of the power.

Quell the Beast lasts for one scene or one hour, whichever comes first.

**Subsume the Spirit:** *Aura Perception* reveals facts about your aura, not the vessel creature. See the house rules for *Aura Perception* for details.

**Drawing out the Beast:** The effects of this power terminate at the next sunset, allowing your Beast to return automatically. You must use this power again if you want to keep your Beast transferred.

## Auspex

Characters gain one bonus Trait in Tests related to defeat *Chimerstry* and *Obfuscate* powers for each *Auspex* power they possess.

**Heightened Senses:** This power is active only when specifically displayed on a worn card or identified by hand signal. Seeing through *Obfuscate* powers requires the character to specifically initiate a challenge to do so and does not count as an action.

**Aura Perception:** This power can possibly detect the presence of spiritual possession, magic, mental conditions, or other effects not specifically outlined in the text. Such use is subject to the judgment of a Storyteller.

In the event that a Test to use this power fails the character receives one of the following "default auras" in response: Calm, Sane, Human, Not Possessed, Not Magical, No Diablerie, Truthful."

This power may only be used on sentient beings with distinct personalities (i.e., with any sort of Mental Traits). This power has no effect on inanimate objects, which are the purview of the *Spirit's Touch*.

When *Aura Perception* is used against a vessel for *Possession* or *Subsume the Spirit*, this power reveals the aura of the possessing entity and not the aura of the vessel creature. (The vessel's normal spirit is suppressed in these instances, generally undetectable while a possessing spirit is displacing it.) The only exception to this provision is creature type—if you attempt to determine the true nature of the target it will appear to be the vessel creature.

Example: *Sherman the Nosferatu wants to spy on Melissa the Toreador, gathering intelligence before breaking into her haven. He finds an alley cat and uses Subsume the Spirit to directly observe Melissa's comings and goings. After about a week, Melissa notices the strange cat that always seems to be in the alley outside her haven and successfully uses Aura Perception on it. Melissa's player asks Sherman's player if the cat is specifically there to watch her and gets an affirmative response. When she asks about the creature's type, however, it appears to be nothing more than an ordinary animal despite the vampiric spirit inside it.*

**The Spirit's Touch:** Use of this power always requires the adjudication of a Storyteller. This power can also identify whether or not a given item possesses supernatural properties but not necessarily their specific nature, which may require narrative events or Lores to determine.

Example: *Melissa the Toreador discovers an antique pocket watch in a mausoleum. Use of the Spirit's Touch reveals several flashes of it's owner past and also reveals that the watch has some sort of psychic power to it. The watch could be a Fetish sacred to the lupines, the Fetter of a ghost, a Wonder coveted by magi, or any number of other possibilities. She has a strong impression that the watch has some special power, but Melissa has no way of knowing anything specific since she has never encountered any of these creatures (to her knowledge) and has limited understanding of the supernatural.*



**Telepathy:** Potential targets must be in your immediate presence to affect them with this power. Generally, you need to be able to see them clearly enough to identify them. This limits the effective range of *Telepathy* to perhaps a few hundred feet or so outdoors across level ground and within the same room indoors.

**Psychic Projection:** You cannot spend Blood Traits to activate any Discipline powers while projecting. Expend a single Mental Trait allows you to manifest visually for up to ten minutes.

## celerity

Unless you specifically state otherwise, you always use the highest degree of *Celerity* available to your character. You may voluntarily restrict the *Celerity* powers that you use by declaring your intention to do so, each time you activate the Discipline.

Additional actions granted by *Swiftess* and *Legerity* may only be physical in nature (i.e., only actions that you can accomplish by bidding or expending Physical Traits). You can repeatedly fire a rifle in a round, for instance, but not make multiple attempts to *Dominate* a target.

**Alacrity:** Use of this power allows two different options. The character may use their combat action during the *Alacrity* phase, entirely preempting characters without *Celerity* powers. The character can alternately choose to take a simple, uncontested action during the *Alacrity* phase and their combat action as normal.

**Rapidity:** Players do not need to declare their access the Bomb before using it. The benefits of this power cannot be applied to attacks made at range.

**Rapidity:** Players do not need to declare their ability to win on ties. The benefits of this power cannot be applied to attacks made at range.

## chimerstry

Any and all uses of *Chimerstry* powers require the presence and adjudication of a Storyteller.

**Horrid Reality:** Targets that are familiar with the illusory nature of *Chimerstry* may attempt to pierce the illusion and see reality for what it is, utterly negating the effects of this power. Such targets may expend a Willpower Trait in order to make the attempt, bidding their Mental Traits against the initiator's Social Traits. Multiple attempts can be made, once per round, requiring the expenditure of a Willpower Trait for each separate attempt.

## dementation

**Eyes of Chaos:** Narrators and Storytellers may adjudicate benefits and effects of this power not described in the source text in order to advance the narrative. Such benefits are discretionary and subjective, based on the narrative situation and not necessarily the character or power itself.

**Total Insanity:** This power lasts for one scene or one hour, whichever ends first. Characters with access to this power may create their own deck of random derangements as

described in *Laws of the Night* (revised, c. 1999). Such decks require the review and approval of a Storyteller before they can be used in play.

## dominate

Players with access to *Dominate* powers are expected to be judicious and reasonable when employing them. Because the powers of this Discipline can literally allow you to directly control someone else's character they require special care and attention. Storytellers reserve the right to adjudicate the use of all *Dominate* powers, taking care to reduce potential abuses while also respecting the Discipline's power and nature. Players should feel free to request Storyteller adjudication whenever their character is targeted by a *Dominate* power, while keeping in mind that the Storyteller may well enforce its full effect on their characters.

**Conditioning:** *Conditioned* vampires cannot instruct others in Disciplines. Note that *conditioned* mortals are not "mental zombies," they can perform tasks that do not require genuine creativity or initiative and they can hold normal (albeit dull) conversations. Keep in mind that *conditioned* minds take orders very literally, and are unlikely to interpret your orders in a way that is favorable to you. Unclear or ambiguous directives will confuse and possibly frustrate them. Wise vampires phrase their instructions to these servants very clearly with no decision points on their part.

**Possession:** *Aura Perception* reveals facts about your aura, not the vessel creature. See the house rules for *Aura Perception* for details.

## fortitude

Characters gain the benefit of any *Fortitude* powers they possess against the Simple Tests required for staking. The player must specifically declare such uses of Fortitude before the Simple Tests are made, however.

**Resilience:** Characters are not required to expend a Stamina-based Physical Trait to win on ties when using this power.

**Resistance:** Characters are not required to expend a Stamina-based Physical Trait to win on ties when using this power.

**Aegis:** Characters cannot expend a permanent Trait if the corresponding temporary Trait has already been expended. (It's a good idea to keep three Physical Traits or a Willpower Trait in reserve if you have access to this power.) Like other *Fortitude* powers, the benefits of *Aegis* must be declared before the Simple Tests involved in staking.

## necromancy

*Necromancy* is a powerful and complex Discipline that requires careful adjudication. A Storyteller must be present before a character can employ any *Necromancy* power (including Rituals). Storytellers may use their discretion to amend or modify any uses of a *Necromancy* power or Ritual.



## obfuscate

Characters gain one bonus Trait in Tests related to thwart *Auspex* powers and equivalent detection abilities for each *Obfuscate* power they possess.

**Cloak the Gathering:** Unconscious creatures can be targeted and gain the benefit of this power.

## obtenebration

**Arms of the Abyss:** Characters may summon and control one *Arm* for each *Obtenebration* power they possess. Individual *Arms* cannot be used on the turn they are summoned.

## potence

Unless you specifically state otherwise, you always use the highest degree of *Potence* available to your character. You may voluntarily restrict the *Potence* powers that you use by declaring your intention to do so, each time you activate the Discipline.

Unless specifically noted otherwise, ranged attacks gain no benefit from *Potence* powers (even thrown weapons such as throwing axes or throwing knives, improvised weapons such as hurled grates, shoved cars, and the like).

**Vigor:** Players do not need to declare their access the Bomb before using it.

**Puissance:** Players do not need to declare their ability to win on ties.

## presence

**Summon:** Creatures cannot be *Summoned* into a location or situation that is obviously and immediately dangerous. You couldn't *Summon* a rival into a dark alley where your coterie is waiting with weapons drawn, but you could *Summon* them into that same dark alley if your allies had no obvious weapons and appear relaxed.

Creatures cannot be targeted by this power unless they can reasonably arrive at your location by sunrise. (This might be a very long distance or an extremely limited one, depending on the resources available to your target).

Player characters cannot be targeted by this power unless their player is physically present and signed in at the current game event. This restriction can be waived at the discretion of a Storyteller—if an absent player gives their direct consent, for example, or the character's presence is immediately required to satisfy a narrative purpose.

A Storyteller will provide requirements when there is question about any of these conditions. You should consult a Storyteller before using this power in order to ensure that these requirements are satisfied.

**Majesty:** All creatures that can clearly see and hear the invoking character are affected by this power. This includes anyone who can hear your voice or see you clearly enough to identify you with their normal, non-augmented senses.

A creature may be able to negate the effects of *Majesty* on themselves while others remain affected. You may attempt to invoke the power repeatedly if you like, but each

time you do so, you must Test against all potential targets again—even if they were fully affected by your *Majesty* earlier in the same scene. Because you're effectively turning it off and on again, a new application of the power ends the previous one and gives everyone another chance to resist.

## protean

**Feral Claws:** All damage you inflict with *Feral Claws* is Aggravated damage, including any bonus damage you might gain from *Potence* or other sources.

**Shape of the Beast:** The variant options presented in *Clanbook: Gangrel* (revised, c. 2000) are available in this Chronicle. Players of Gangrel characters can alter the default animal form options to better represent the personalities and backgrounds of the character.

Because the "flight" form is designed to be defensive and evasive in nature you are limited in its offensive options. When in "flight" form, you can bid up to three Traits whenever making a physical attack but you gain three bonus Traits on Tests related to dodging or evading an attack. The ability to declare Fair Escape in a "flight" form can be subjective; a Storyteller may use their discretion to determine when a "flight" form can use Fair Escape.

## serpentis

Unlike other Disciplines, *Serpentis* in this chronicle uses the rules as found in *Faith and Fire* (c. 2003).

**Tongue of the Asp:** Activating this power requires the character to spend one Blood Trait.

## temporis

*Temporis* is a powerful and complex Discipline that requires careful adjudication. A Storyteller must be present before a character can employ any *Temporis* power.

**Clotho's Gift:** The additional actions granted by this power is strictly limited to three per use.

## thanatosis

**Ashes to Ashes:** Deliberately separating your pile of ashes does not extend your senses. Your sense of the surrounding area is limited to the largest pile of ashes—the one that will reform into your body once this power ends.

**Withering:** In this chronicle, *Withering* limits your Discipline options to the strictly physical. A vampire who has been struck in the head by this power can *only* employ the powers of *Celerity*, *Fortitude*, and *Potence*.

## thaumaturgy

*Thaumaturgy* is a powerful and complex Discipline that requires careful adjudication. A Storyteller must be present before a character can employ any *Thaumaturgy* power (including Rituals). Storytellers may use their discretion to amend or modify any uses of a *Thaumaturgy* power or Ritual.



## vicissitude

Creative applications of *Vicissitude* are mostly cosmetic and are expressed through description and narrative. Use of this Discipline in combat is strictly limited to the options as presented in *Laws of the Night* (revised, c. 1999).

*Vicissitude*-based attacks are capable of inflicting Lethal damage. Body modification suffered from applications this Discipline can be healed as Aggravated damage, whether expressed in the form of damage or as Negative Traits (i.e., *Repugnant*). There is no limitation based on Generation in this chronicle; higher-generation vampires can heal *Vicissitude* injuries inflicted by vampires of lower generation.

It's possible to cause debilitating and painful body modifications with *Vicissitude*, such as fusing a victim's limbs or removing their eyes. These endeavors require time, attention, and an appropriate environment. In other words, such processes are torture and not combat options.

