

House Rules: Lakeland: Fear Never Sleeps

Feeding & Check-In

- The only time allowed for feeding while in this game is right before and at the start of game-play, for the first hour.
- There will be no feeding run after this cutoff, or, on off-game nights.
- This rule is in support of Territory-Based influence dependent feeding system.
- If you arrive by normal feeding time, you may be allowed to cast rituals without a chop, up to your Occult ability level.
- Starting Blood is equal to 3+ Survival – Flaws xp Value
 - Applicable flaws
 -

Fair Play Doctrine

- You must be checked into game in order to interact. IC, during the normal game-time(s). For example, if you are calling someone on the phone, you must let them know of this rule, and they must consent before any exchange of information or interaction is allowed.
- You must sign-in to game to be eligible to play, and to earn XP. Signing in acknowledges that your character has physically entered the game-area, and signing-out will indicate that your character has safely exited the game-area.
- At check-in, you will receive a blood/will card which is required in order to spend blood and/or willpower. The back of this card will specify which rituals you have cast
- In-character emails should be CC'd to a Storyteller so that the flow of information can be verified at a later time. Emails to an OWbN Coordinator or Sub-Coordinator should be CC'd to both your Storyteller, and to the HST.

Disciplinary Policy

- 1. Strike Policy: By playing in this game, you agree to abide by all rules posted, and all decisions made by the staff. This game is a privilege, not a right. The staff operates on a three-strike policy, but may assign any punishment for any offense, as the staff sees fit.
- 2. Too Bad, So Sad: The Staff's job is NOT to remind you how to play your sheet, or how powers are used. If you fail to call something, or forget about a power, ability, etc; that's too bad. Know your capabilities... for everything else, write it down, or use a smart-phone.

- 3. Storytellers are constantly under pressure at a game. Sometimes they make bad rules calls, or forget what the house rules say. In a case where a Storyteller makes a call which is contradictory to these printed rules, you may politely point out the discrepancy arguing with staff is strictly forbidden.

Character Creation

- All Character requires a minimum one paragraph character concept!!!!
- Character build will be from the Sect corresponding met book revised edition!!!

Combat

- No willpower refreshes in the middle of an action or discipline activation.
- No Celerity in the Surprise round
- Only one “Carrier Attack” per challenge
 - “Carrier Attacks” only happen on normal actions
- Combat healing is allowed
- No more than 5 characters may attack individual during the same action at once (including Arms of the Abyss)
- Order of operations is Initiative Based
 - Initiative is Base traits for your challenge + anything that increases Initiative
 - Celerity gives 4 initiative per level
 - If a PC of slower Initiative is targeted they may choose to bring their action up and contested the challenge.
 - Contested actions must be of the same type
 - This may only be done if the player has an action
 - If you don’t have an action you must bid a stamina related trait.
 - End of round actions
 - Players may defend themselves as though they had an action.
- Two Weapon combat
 - (Melee, Firearms, brawl) Is run out of Dark Epics.
 - To get the extra traits you must bid an extra trait unless you have the Ambidextrous Merit
- Effects of Frenzy and Rotschreck
 - [Faith and Fire: p. 245] When in frenzy, a Cainite has the following advantages and disadvantages:
 - He ignores all wound penalties until he reaches torpor or Final Death.
 - He cannot initiate Social Challenges unless it is related to intimidation.
 - He does not need to risk any Social Traits if a Social Challenge is called against him.
 - He is immune to further checks for frenzy or Rotschreck.

Abilities

Academics

- Characters with this ability gain Latin as a free language
- At 3 dots Italian
- At 5 dots Greek.

Awareness

- This ability works exactly as stated in Dark Epics [p. 72].

Linguistics

- Work off of the optional tiered level system of bonus languages (plus native language): 1 (3 total), 2 (5 total), 3 (9 total), 4 (17 total), 5 (33 total).
 - Natural Linguist merit doubles these totals.

Crafts

- Must choose a craft like painting and buy dots in it we don't use the generic crafts ability in our game.
- The required time for crafting an object of art will be 1 week per level of the Crafts skill employed in its creation.
- A Crafting Static Test must be made each week, as listed under Weapons & Armor Crafting.
- Weapons & Armor Crafting
 - A system of Crafting Points shall be employed in the creation of an item, determined by the number of crafts that the character has, and how many they are investing in an item.
 - 1) Crafts 1 – 1 Crafting Point
 - 2) Crafts 2 – 2 Crafting Points
 - 3) Crafts 3 – 4 Crafting Points
 - 4) Crafts 4 – 6 Crafting Points
 - 5) Crafts 5 – 8 Crafting Points
 - 6) Crafts 6 – 12 Crafting Points
 - 7) Crafts 7 – 16 Crafting Points
 - 8) Crafts 8 – 20 Crafting Points
 - 9) Crafts 9 – 25 Crafting Points
 - 10) Crafts 10 – 30 Crafting Points
 - Each Crafting Point invested in an item requires one week of work,
 - More than one craft maybe applied to a single work of art.
 - An Item craft appearance is equal to the lowest craft employed
 - You may reduce an items crafted appearance for 1 crafting point per level you wish to reduce the appearance. This cost is additive 1=1 2=3 3=6 ...
- Listed below are the special abilities that may be applied to custom made or modified Firearms, Melee Weapons, and Armor. No special ability may be selected more than once for a given item.
 - (a) Armor
 - 1) 1 Crafting Point: Remove Negative Trait.
 - 2) 2 Crafting Points: Remove Second Negative Trait.

- 3) 3 Crafting Points: Increase Concealability.
- 4) 4 Crafting Points: Cancel Armor Piercing special ability.
- 5) 5 Crafting Points: Add one Health level to armor.
 - Maybe taken more than once
 - An Armors health levels can't exceed it craft level
- (b) Melee
 - 1) 1-10 Crafting Points: Potence Resistance equal to the number of Crafting Points invested.
 - 2) 2 Crafting Points: Remove a Negative Trait
 - 3) 3 Crafting Points: Remove a second Negative Trait
 - 4) 4 Crafting Points: Increase Concealability
 - 5) 5 Crafting Points: Customize a melee weapon for a single user
 - add one bonus trait for that user
 - 6) 6 Crafting Points: Increase damage one level
 - 7) 6 Crafting Points: Remove a third Negative trait
 - 8) 6 Crafting Points: Increase Bonus Traits by one
 - 9) 8 Crafting Points: Add a Special Ability
 - 10) 9 Crafting Points: Increase damage a Second level
 - 11) 9 Crafting Points: Increase Bonus Traits by one more
 - 12) 12 Crafting Points: Add a Special Ability
- (c) Firearms (these are in addition to the melee modifications)
 - 1) 1 Crafting Point: Increase the firearms Ammo Capacity by 2.
 - Maybe taken more than once at ST Discretion
 - 2) 2 Crafting Points: Modify a semi-automatic weapon to fire Bursts and/or Full Auto (ST approval)
 - 3) 3 Crafting Points: Custom sights, giving the user 1 additional Trait on aimed shots.
 - 4) 4 Crafting Points: Increase the firearms Rate of Fire by 1
 - Maybe taken more than once
 - Rate of fire can't be increased above 5
 - 5) Remove the loud negative trait by adding a silencer
 - Loud may only be removed this way and only at St discretion
- Crafts: Potence Resistant Weapons
 - A Potence resistant melee weapon is resistant to breakage, even when the wielder possesses supernatural strength.
 - Any such weapon will have a Potence Resistance rating (1-10). This number is the level of Potence (1-10) that may be employed in combat against normal foes by the weapon's wielder without any chance of breaking the weapon.
 - If the weapon strikes an unyielding target, such as a concrete wall, normal chances for breakage will apply, at the ST's discretion.
 - In addition, if Potence is employed to use the weapon to strike a target possessing Fortitude, and the target's Fortitude level (1-10) is higher than the Potence Resistance rating of the weapon, normal breakage rules apply

- If 10 Crafting points are spent on Potence resistance an additional 10 may be spent to make a melee weapon indestructible

Disciplines

Animalism

- Feral Whispers
 - Kindred cannot communicate with each other using Feral Whispers, even if they are in Subsume.
- Levels 1, 2, and 4
 - Only work on natural creatures (not supernatural ones).
- Subsume
 - Aura Perceiving an Animal under the effect of Subsume (4) reveals only the animal's aura.

Auspex

- Aura Perception
 - Takes a full round to use, without a pause it makes it hard to detect lies when conversing with the individual you intend to Aura Perceive.
 - Therefore, AP may not be used inside of casual conversation to detect lies.
 - Someone outside of the conversation, however, may use it for this purpose.
 - On that same note, AP may be used to detect lies in an interrogation situation.
 - Aura Perceiving an Animal under the effect of Subsume (4) reveals only the animal's aura.
 - When attempting to “read” other types of beings, the character must have at least one level of the appropriate lore to recognize the creature type.
- Astral Projection
 - While a character is in Astral Projection, that character may not spend blood.

Celerity

- +4 Initiative per level.
- Rapidity
 - You may use the bomb in most challenges with the exception of attacking with firearms and/or archery weapons.
- Fleetness
 - Ties gained with Fleetness may not be used when attacking with firearms, thrown, or archery weapons.

Dominate

- Forgetful Mind & Conditioning
 - All uses of Forgetful Mind and Conditioning on a PC
 - require a signed card
- Mesmerism
 - requires a card only when the effects are not immediate
- Possession

- If another kindred tries to possess a body already in use it comes down to a mental challenge, Generation checks still apply.
- Reading the aura of someone in Possession reveals the aura of the one using Possession, not the one being possessed.

Fortitude

- Sources of Damage
 - For the purposes of testing down damage with Fortitude, if you make one physical challenge and hit it is considered one source of damage
- Aegis
 - First use ever of this power is free
 - If a character has Aegis, the damage test downs of level 3 and 4 automatic and require no test but must still be declared

Obfuscate

- Mask of 1000 Faces
 - Only affects you, not clothes or personal effects.
- Movement in Obfuscate
 - With levels 2 and 3 you can move at the rate of two steps per combat round (one if taking an action).
 - Level 4: four steps (two if taking an action).
 - Level 5: six steps, as per full movement (three if taking an action).
 - Celerity may not be used without breaking Obfuscate.

Obtenebration

- Arms of the Abyss
 - Can only be summoned from inanimate shadows.
 - Your arms may use your abilities.
 - You may only have as many arms as your Obtenebration rating.
- Black Metamorphosis
 - While in this form gain the effects of Shadow Play

Presence

- Awe
 - You must be in an individual's presence to use
- Dread Gaze & Entrancement
 - Do not have to be directly looking at the user's face, but must be aware of the user's presence for those powers to take effect.
- Summoning
 - The target will know who they are being summoned by should they be defeated in the challenge.
 - The target will then try to evade anyone who would stop them from reaching their target, as per the write up.
 - If you are unlucky enough to be summoned to a boot party bring a character sheet.
- Majesty
 - Everyone who is aware of your presence will be affected no matter the distance.

- Everyone in close proximity a small room will automatically become aware of your presence
- The attacker must defeat the wielder each round they wishes to attack them.
- All powers of presence maybe used without breaking

Protean

- Feral Claws
 - Will not stack when using weapons.
- Shape of the Beast
 - Does not stack with any out-of-body or possession powers (Auspex 5, Animalism 4, Dominate 5, etc...) for bonus traits.
 - For Non-Gangrel trats are as follows
 - Bat: 5 mentals 1 physical (includes sharp trait)
 - Wolf 5 physicals 1 mental (includes sharp trait)
- Mist Form
 - When used, causes you to lose access to all blood-fueled powers

Quietus

- Levels 2 & 4
 - Allow a maximum number of coated “charges” equal to the bonus traits of the weapon.
 - These coatings lose their potency when the sun rises.

Serpentis

- Form of the Cobra
 - Is run from its write-up in Faith & Fire.

Blood Magic

- Takes the whole turn, meaning no other actions in the round, unless otherwise stated.
 - However, you still get steps, but not all out movement.
- Thaumaturgy rituals may not be cast while in Astral Projection.
- Rituals with material component requirements also do not operate while the user is in Astral Projection.
- Rituals cast on you must be cast on the current body of the caster; they do not transfer (and will not work if you go into Possession for example).

Thaumaturgy:

- Neptune’s Might
 - Blood to Water
 - No more than 5 blood traits may be transformed per use.
- Path of the Levin bolt
 - Stuns the target for an action not the round.
- Transmutation
 - Gaol
 - Requires the individual to spend their traits, and then initiate a mental versus physical challenge if it is used on a person.

Tremere Rituals:

- Pavis of the Foul Presence

- Only works against basic and intermediate presence powers.
- Rend the Mind
 - Has a maximum damage of 3.

Koldunic Sorcery:

Doesn't work in the Dead Lands as living spirits have no power there.

- Way of Spirit
 - Is ran like Astral Projection but you exploration isn't limited to the astral plane.
 - you can use Koldunic Sorcery through it
 - you may spend a willpower to get focus witch realm you are looking at to avoid penalties
 - You may only look into realms that you have the lore to know about.
 - May be used to explore the dead lands but can't use other Koldunic Sorcery through way of spirit in the Dead Lands.

Necromancy:

- Soul Stealing
 - As per the Giovanni Clanbook 3rd Ed. (Victim is up one trait).
 - While out of your body, you may still use Disciplines that do not require blood.
 - Should your body take damage you soul will return back to your body.
 - You are a Vampiric Soul not a Wraith in the Material Plane and not in the Dead Lands
- Daemonic Possession
 - May only be used on a willing target as per LotN:R.

Vicissitude

- Fleshcraft
 - May be used in combat to give opponent the negative trait Repugnant
 - Maximum of 3 such traits
 - This is the only way Vicissitude may be used in combat
- Bonecraft
 - May spend a blood to grow bone spurs increasing brawl damage by 1
- Horrid Form
 - + 1 step in combat
- Blood Form
 - May be used to turn heart to blood making you immune to staking.

Influence, Background, & Territory Manifesto

Backgrounds: that effect influence & how they work

- Allies: give 1 for 1 influence actions as any influence, endeavor, combinations of influences, or endeavors, you may only use influence actions at the level you possess no higher.

- Contacts: give 1 for 1 influence actions for one or more of the following Endeavors Follow, Trace, and Watch. You need not possess the influence you are using contacts for.
- Fame: allows you to extend your influence beyond feeding territories you control.
 - **Fame 1**: Territories touching feeding territory you control
 - **Fame 2**: City that you control feeding territory you control in
 - **Fame 3**: Cities touching a City that you control feeding territory in
 - **Fame 4**: County you control a feeding territory in
 - **Fame 5**: Country you control a feeding territory in
 - ❖ Required to affect our game if you are not based in it
 - ❖ All such actions are halved
 - **Fame 6**: Continent you control a feeding territory in
 - ❖ Required to affect our game if your game isn't based in USA.
 - ❖ All such actions are reduced to a third
 - **Fame 7**: The World
 - ❖ Required to affect our game if your game isn't based in North America
 - ❖ All such actions are quartered
- Mentor: Can loan you influence actions as if it was allies except you are not restricted to the influence level you possess; however, you may owe your mentor a favor. Favors from influence are always due after this month's actions never before.
- Retainers: For each dot in this background gain one additional total influence you may have.
 - Normally you may only have a number of dots of influence equal to your total Attribute Traits Physical, Social, and Mental.

In-depth look at Backgrounds: How they work.

- Cult
 - You get 5 cultists for each dot
 - They are a base human sheet
 - May only be used for Haven defense and Siege Events
 - +1 trait for each dot when casting rituals in haven
- Military force
 - You 20 military trained guys per dot
 - May only be used for Haven defense and Siege Events
 - +1 Block for each dot against attacks against your haven
- Spies

- Can be used to perform watch actions on influence as well as individuals
- Retainers
 - Spirit Slaves, Animal Retainers, Wraith Retainers, and revenant retainers will be explained in retainers section.
- Mentor
 - can be used to gain
 - lore, abilities, powers, as well as influence
 - higher the dots the higher what they can teach
 - exactly what a mentor can teach is determined by the storyteller
 - only way to learn out of clan disciplines in our game
 - Mentor Chop
 - Win they tech you for free
 - Tie you must do a favor for them after
 - Lose must do a favor for them first
 - There are no retest for this chop
- Resources
 - Add a 0 to all cash amounts
 - Gained monthly
- Herd
 - 1 blood per dot per game session
 - May be used during check in with no risk
 - After check in they may be attacked
- Haven
 - Should be written up and turned into staff
 - Traits called in challenges by dot in haven
 - Zero dot haven 4
 - 8
 - 12
 - 16
 - 20
 - 24
 - 28 ...
 - Haven gain a number of retest equal to the rating
 - Challenges against Havens include things like.
 - Locating them
 - breaking their walls or doors down
 - Picking locks
 - Hacking security systems...
- Holdings

- You have up to 2 additional havens per dot
 - They are equal in dots to your haven background
 - They may also have the same amount of other backgrounds used for haven defense.
- Generation
 - As per laws of the night revised edition

Clan influence & Background Advantages:

- Brujah
 - May grow the free influence they choose at character creation to 6
 - Contacts can Attack, and Defend
 - May buy contacts up to 6
- Malkavian
 - Contacts grant one follow, trace, and watch for each used
 - May buy contacts up to 6
 - Contacts gain a free boost of 2
- Nosferatu
 - Contacts may Conceal & Stealth
 - May buy contacts up to 6
 - Follow, Conceal, & Stealth actions gain boost of 2
- Toreador
 - May grow the High Society influence to 6
 - High Society actions gain boost of 2
 - High Society action fame requirements are reduced by 2
- Tremere
 - May grow the Occult influence to 6
 - Occult actions gain boost of 2
 - Occult action fame requirements are reduced by 2
- Ventrue
 - May grow the free influence they choose at character creation to 6
 - Fame and combine action are never reduced
 - Influence borrowed from Ventrue mentors are always favor free
 - Ventrue are not limited on the amount of influence they may have
- Lasombra
 - May grow the free influence chosen at character creation to 6
 - Growth of free influence chosen at character creation can't be blocked
 - fame requirements of free influence chosen at character creation reduced by 2

- Tzimisce
 - Revenant retainer gain you 2 additional influence cap instead of 1
 - May grow occult influence to 6
 - Influence used to acquire lore can't be blocked
- Assamite
 - May gain military influence
 - May gain the espionage influence
 - Influence action to acquire weapons, equipment, ammunition may not be blocked
- Setites
 - May grow the free influence chosen at character creation to 6
 - Fame requirements for the free influence chosen at character creation are reduced by 2
 - Actions for the free influence chosen at character creation gain boost 2
- Gangrel
 - May use animal retainers as contacts
 - Animal retainer increases influence cap like retainers
 - Influences have plus 2 defend
- Giovanni
 - May grow the free influence chosen at character creation to 6
 - May buy retainers to 6 if retainers was chosen at character creation
 - Wraith retainers may be used as contacts
- Ravnos
 - May grow the free influence they choose at character creation to 6
 - Action to live without fear in the underside of society may not be blocked
 - Actions to travel safely may not be blocked
- Salubri
 - Contacts may Conceal & Stealth
 - Occult actions gain a boost of 2
 - Action to get lore on kindred may not be blocked
- Daughters of Cacophony
 - Same as Clan Toreador
- Samedi
 - Wraith retainers may be used as contacts
 - Wraith retainer being used as contacts gain a stealth of 2
 - Wraith retainer being used as contacts gain a conceal of 2
- Blood Brothers
 - Combine action are not halved amongst the circle

- Combine actions are not halved with master
- Harbingers of Skulls
 - May grow the free influence they choose at character creation to 6
 - May use wraith retainers as contacts
- Kiasyd
 - Action used to obtain lore may not be blocked
- Panders/ Caitiff
 - Gain 1 additional action on growth actions
 - Growth actions gain boost of 2
- Serpents of the light
 - May grow the free influence chosen at character creation to 6
 - May use Spirit slaves as Contacts
 - When spirit slaves are used as contacts the gain a boost of 2

Territories: how they work and affect influence

- Influence must be based in a feeding territory
- You must control that territory to use fame with said influence
- You must be based in our game to control a territory
- You must invest 15 influence actions of the primary influence and 9 influence actions of the secondary to take control of a territories
- Influences you are able to strategically move your influence between territories you control.
- There will be advantages to having them where they match the primary and secondary influence of the territory.
 - 5 defended on major influences
 - 3 defended on minor influences
- You will be able to get the blood there without fear of breaking masquerade or running into hunters. In territories you control
- When the masquerade is broken in a territory you control you will be informed.

Merits: That affects influence and backgrounds

- Paragon
 - Ventrue only
 - May grow selected influence or buy selected background 1 higher
 - May never lose the first dot of said influence or background
 - If resources they may not lose the first 2 dots
 - There is no limit to the number of time this merit may be purchased
- Dynamic Personality

- Brujah only

Rituals: That affects influence and backgrounds

- Bureaucratic Condemnation
 - May be used to put a block of 3 on a single influence action each week
- Expedient Paperwork
 - Maybe used to put a boost of 3 on a single influence action each week

Influence actions

- 1-5 as per laws of the night
- 6&7 as per laws of the night camarilla guide
- Add a 0 to all cash amounts
- Endeavors dark epics
- Get actions weekly turn in monthly
- there are always only 4 weeks in a month
 - Espionage
 1. Know about various agencies, arrange a tour of facility, know the name of some public intelligence employees
 2. Get someone's police records, arrange a "black mark" on someone's federal records, know some less than public intelligence employees
 3. Get copies of investigation reports, get bureau information about policies and procedures, access minor espionage equipment, hand guns, or petty cash \$2500, perform minor alterations to federal records
 4. Sell minor intelligence secrets get \$50k if you can avoid execution, know some secret intelligence employees, access secret files or equipment, clean up federal records or arrange to put someone on a wanted list
 5. Access top secret files or equipment, arrange a sanction, know rumors about projects beyond top secret clearance
 - Military
 1. Know about local military operations, dig up minor weapons on the black market knives pistols, meet some local paramilitary individuals survivalists gun magazine publishers psychopathic killers
 2. Know about special military hardware, reprimand a local military individual, find out which mail-orders and suppliers have "the real

- deal” and gain access to rifles specialized ammunition, and some body armor
3. Get information about military ops that aren't public knowledge, find out who really runs things in military groups, access minor military equipment communication headsets extra ammunition uniforms or petty cash \$2500
 4. Alter or create a service record, “barrow” a military weapon or piece of squad gear Assault rifle submachine gun sniper rifle heavy body armor hum-vee, arrange for a small military operation
 5. Learn about secret military squads, arrange or clear a court martial, “Barrow” heavy military gear machine gun, combat shotguns, engineering explosives, flamethrower

Influence factions

GMA Guild of the Master Artisan

- DC-Diomoto Corporation- Is the Yakuza with KOEs.
- BF- The Bonelli Family- is the Italian Mafia with Giovanni's.
- PF-The Petrov Family- is the Russian mob with Lasombra.
- TE Thaddeus Enterprises newest member of the mob with serpents of the light
- DI-Dresden's Investigations-P. I. that helps good people deal with the supernatural.
- FOT-Finder of Truth dedicated to relieving evil to those who can deal with it without alerting the masses.
- OBF-Order of the Blue Flame- a holy order of Mages and hunters dedicated to the protection of the innocent.
- TCA- Transportation City Alliance: Anarch Couriers that assure the safe transportations of goods

SGWTM – Society for Good Will Toward Men

- DWC-Doctor's Who Care-Dr. Who themed charity made up of doctors and surgeons. They throw parties for the wealthy to raise money.
- SC-Saintly Causes are angel investors that raise capital for charities and other organizations with humanitarian agendas.
- HH-Homeless Hospitality- charity dedicated to ending homelessness.
- WU-Workers United- protects the rights of civilian workers.
- WG-Writer's Guild protects the rights of intellectual property and artists.
- PPU-Pencil Pushers Union- protects the rights of government employees.
- NC-Nines Club- are an exclusive nightclub for the elite. Privately they are a sex club with occult undertones.

SDA Supernatural Defense Agency

- APO-Authorized Personnel Only-Protects the Masquerade at all costs.
- DOJ-Defenders of Justice- See that supernatural beings are punished for breaking mortal law.
- BSS-Bureau of Supernatural Security- Is the overseeing branch of the SDA.
- NW-Neighborhood Watch- promotes neighborhood surveillance systems for the protection of citizens.
- PSI-Private Security Inc- promotes internal and external surveillance of homes and businesses.
- TP-The Party- is a political lobbyist group that supports bills like the patriot act.
- NS-The Night Sisters- are attempting to raise a dhampire with the belief that one may be the savior of the world.
- BON-Brotherhood of Night- are mages attempting to gain immortality with the use of dhampires.

Almost extinct Factions

- BFA - Baht Fern Alliance: a infernal cab al that has been all but eliminated...
- TKF - The King Family: a group of heretical Setites that have been all but eliminated...

Turing in influence actions

- When you turn in influence action you must select a group to work with.
- You may choose to work with individual factions or the larger groupings
 - Larger factions are the MGA, SGWTM, SDA
 - Smaller factions are the ones listed under the larger factions
 - Almost Extinct Factions are defunct groups that have been all but eliminated through player action.
 - Faction can be created or eliminated through player action but this will be difficult and will most likely require a siege event
- Influence actions are weekly but turned in once a month there are always only 4 weeks in a month.
- DTIABartowBL@gmail.com is the email for turning in such things
- The fate and future of the game will be determined by the factions players align themselves with.

Retainers, Ghouls, and Revenants....

The Retainers Background

1. 4% unspent xp, Influence Cap+1 Starting blood -1
2. 8% unspent xp, Influence Cap+2 Starting blood -1

3. 12% unspent xp, Influence Cap+3 Starting blood -2
4. 16% unspent xp, Influence Cap+4 Starting blood -2
5. 20% unspent xp, Influence Cap+5 Starting blood -3
 - ❖ The number of retainers granted by this background is 1 per dot you have in the background.
 - ❖ The xp is divided among them however the player decides.
 - ❖ All retainers require sheets approved by the ST.
 - ❖ When your retainer dies you will have the option to grow it back like influence.
 - ❖ High Clans Starting blood Penalty is one less.
 - ❖ Unspent xp maybe increased by applying a merit to the retainer.
 - ❖ No more than one merit may be applied to a retainer. The xp increase by 4% per point of xp the merit costs.
 - Powerful ghoul 5xp +20% xp (Toreador only)
 - Reptile Buddy 3xp +12% xp (Nosferatu only)
 - Loyal Child 3xp +12% xp
 - You get the idea

The Animal Retainers Background

1. 4% unspent xp, Starting blood -1
2. 8% unspent xp, Starting blood -1
3. 12% unspent xp, Starting blood -2
4. 16% unspent xp, Starting blood -3
5. 20% unspent xp, Starting blood -3
 - ❖ The number of retainers is 1 per dot you have in the background.
 - ❖ The xp is divided among them however the player decides.
 - ❖ All retainers require sheets approved by the ST.
 - ❖ When your retainer dies you will have to option to grow it back like influence.
 - ❖ This background can never be combined with Retainers for more xp.
 - ❖ Low Clans Starting blood Penalty is one less.
 - ❖ No more than one merit may be applied to a retainer. The xp increase by 4% per point of xp the merit costs.
 - Powerful ghoul 5xp +20% xp (Toreador only)
 - Reptile Buddy 3xp +12% xp (Nosferatu only)
 - Loyal Child 3xp +12% xp
 - You get the idea

Animal Retainers Health Levels

- Small
 - Healthy, Bruised, Wounded, Incapacitated
- Medium
 - Same as Kindred
- Large
 - healthy +1 bruised +1
- Huge
 - Healthy + 2 bruised +2

Animal Retainer Damage

- Animal retainers do lethal or bashing
- Claws will generally be 1
- Bites will generally be 2

Age - This is the only background that Retainers may possess!!!

- Humans/Revenants
 - 100 years of age
 - 200 years of age
 - 300 years of age
 - 400 years of age
 - 500 years of age
- Animals
 - 1 years of age
 - increase one size category

- 5 years of age
 - +1 physical trait cap
- 10 years of age
 - + 2 physical trait cap
- 20 years of age
 - + 3 physical trait cap
 - - 1 Social trait cap
 - - 1 Mental trait cap
- 40 years of age
 - + 4 physical trait cap
 - - 2 Social trait cap
 - - 2 Mental trait cap

Blood_Pool

- Retainers
 - Base 5
 - +1 per dot in age
 - You can also increase this by five by feeding them every night it takes one month to achieve this and they must feed every 3 nights to maintain this state. (Blood penalties will be multiplied by 4)
- Revenants
 - Base 10
 - +1 per dot in age
 - You can also increase this by five by feeding them every night it takes one month to achieve this and they must feed every 3 nights to maintain this state. (Blood penalties will be multiplied by 4)
- Animal Retainers

- Base Blood Pool
 - Small(mouse/cat) 3
 - Medium (dog/ pig/Hellhounds)5
 - Large (Horse/Bear) 8
 - Huge (Elephant/Whale)12
- + 1 Per dot in age
- You can also Double this by feeding them every night it takes one month to achieve this and they must feed every 3 nights to maintain this state. (Blood penalties will be multiplied by 4)

Disciplines

- Human Retainers
 - Can learn up to second basics + 1 for every dot their Domitor has in generation above 2
 - They may learn the physical disciplines at out of clan cost.
 - They may learn their Domitor's in-clans at out of clan cost.
 - Any other disciplines are double out of clan cost and require drinking blood from kindred that possesses the discipline as an in-clan. (changing your Domitor takes 1 year)
- Revenants
 - Can learn up to first basics + 1 for every dot in Age they possesses.(max Advanced)
 - They may learn their in-clan disciplines at out of clan cost.
 - Any other disciplines are double out of clan cost.
 - They may gain the advantages of human retainers by being ghoulded
- Animal Retainers
 - They may learn the physical disciplines at out of clan cost

Trait Caps

- Willpower
 - Humans
 - Starting 2
 - Max 8
 - Revenants
 - Starting 2
 - Max 10
 - Animals
 - Starting 2
 - Max 6
- Physical Traits
 - Humans/Revenants 10
 - Animals
 - Small 5
 - Medium 8
 - Large 11
 - huge 14
- Mental/Social
 - Humans/Revenants 10
 - Animals 8

Creation

- Traits

- 6/4/3
- Willpower
 - 2
- Abilities
 - 5
- Freebies
 - Ghouls 15 (PCs 12(10 an Association) and 3 backgrounds)
 - Revenants 10 (PCs 5 And 5 Backgrounds)
- Disciplines
 - Ghouls 1 in Potence or in a physical discipline their Domitor possess)
 - Revenants 3 1 in each of their in-clan Disciplines
- Virtues
 - one in each then 7 distributed among them (5 for Revenants)

Hellhounds

- Traits
 - Physical
 - 10
 - Mental
 - 10
 - Immune to Mental Powers
 - Social
 - N/A
 - Immune to Social Power
 - Willpower

- 6

- Heath Levels

- Same as Kindred

- Disciplines

- Starting
 - Swiftmess, might, metal

- Abilities

- Alertness 4
- Athletics 2
- Brawl 4
- Dodge 4
- Intimidation 4
- Stealth 2
- Survival 4

- Damage

- Bite
 - Aggravated Damage : 2
- Claw
 - Aggravated Damage : 1

- Size

- Medium

Spirit/Wraith Slaves, Wraith Retainers, and other Unusual Retainers...

- These Retainers will mostly only be usable as spies!!!!
- In the case of ones that have physical forms on this plain their power level will be similar to that of animal retainers or human retainers.
- All others will only be able to be used as spies however; they will still have a sheet and it will function fully on their plain of existents.

The Spirit/Wraith Slaves/Retainers, Background

- 4% unspent xp, Starting blood, willpower, or mental trait - 1
- 8% unspent xp, Starting blood, willpower, or mental trait - 1
- 12% unspent xp, Starting blood willpower, or mental trait - 2
- 16% unspent xp, Starting blood willpower, or mental trait - 2
- 20% unspent xp, Starting blood willpower, or mental trait - 3
- The number of retainers is 1 per dot you have in the background. The xp is divided among them however the player decides.
- All retainers require sheets approved by the ST.
- When your retainer dies you will have to option to grow it back like influence.

Creation

- Traits
 - Starting
 - 6/4/3
 - Physical
 - Max 10
 - Social
 - Max 10
 - Mental
 - Max 10

- Age
 - 50 years
 - Trait Cap + 1
 - 100 years
 - Trait Cap + 2
 - 150 years
 - Trait Cap + 3
 - 200 years
 - Trait Cap + 4
 - 250 years
 - Trait Cap + 5
- Powers
 - In most cases will start with three basics

ST APPROVAL REQUIRED SOME POWERS MY NOT BE ALLOWED DO TO
GAME BALANCE!!!!