

One World by Night (OWbN) is a network of international Live Action Role Play (LARP) chronicles. These chronicles are brought together for the purpose of sharing a broad and colorful story that extends past each city's borders. We believe in the sovereignty of each chronicle, so far as it does not impugn upon the cohesiveness of the organization as a whole. We further believe that treating each chronicle, and by extension each player, with respect is the bedrock upon which sound cooperative Storytelling takes place.

Character Regulation Bylaws of One World By Night

Last Revised: April 10, 2024

1. Home Chronicle

- a. A player character (PC) must be based in one, and only one, OWbN member chronicle.
- b. Changing a PC's home chronicle requires the approval of the Head Storyteller or the majority of the Storytelling Staff of both the chronicle being left and the chronicle being joined.
 - i. A PC cannot be transferred to a different home chronicle for the purposes of evading the authority of a storyteller crew or avoiding the consequences of their IC actions.
 - ii. Players that wish to transfer their characters but are unable to obtain their home chronicle's approval can ask the OWbN Executive Team to mediate their dispute, should the denial be given in bad faith. To that end, evidence of the unfair treatment needs to be provided to the Executive Team for evaluation, who can refuse any case based on lack of proof.
 1. For the duration of the dispute the Executive Team gains administrative control of the character and the character cannot be played without permission of the Executive Team.
 2. The dispute shall be solved within 30 days of it being accepted by the Executive team.
 3. Any extension of that period must be agreed upon by the player in question or brought before Council.
 4. The Executive Team's decision on the matter will be final and notified to all the involved parties.
- c. A PC may not claim any Location/City based position within Coordinator Territory
- d. A PC may not in character claim residency within Coordinator Territory
 - i. Residency is defined as the character's home they live within. i.e. A Camarilla PC cannot claim to be under the authority of an NPC Prince in Coordinator Territory.
- e. A PC may in character shelve in Coordinator Territory, but remain under the authority of their home game.

2. Character Creation

- a. Every character must be designated as a PC (portrayed by players) or NPC (portrayed by Storytellers/Narrators).
 - i. A PC can be turned into an NPC at any time by its home chronicle Storytelling Staff.
 - ii. A NPC can be turned into a PC with a proposal for a Council Simple Majority Vote as long as the character meets all of the creation guidelines for a new character.
- b. Every character must be designated with one, and only one, of the following Statuses, to be determined by its home chronicle Storytelling staff:
 - i. Active – These characters are portrayed regularly within OWbN
 - ii. Inactive / Shelved – These characters are not being regularly portrayed within OWbN
 - iii. Retired – These characters had their stories ended and their players committed to never play it again. They are considered to be NPCs under the property of the Chronicle they were retired in (unless otherwise specified via Binding Agreement). They may not re-enter play as PCs without following the guidelines presented above for NPC to PC conversion
 - iv. Dead – These characters have been destroyed and are no longer eligible to be played. A Dead character can be resurrected, as per the guidelines in the Controlled Items Section.
- c. Every PC must be associated with one player, as they cannot be transferred between players
 - i. A PC may only be portrayed by someone other than its original player with ST oversight for up to 3 game sessions
 - ii. PCs taken over by the soul of past diableries are exempt from this rule
- d. No single player may create multiple characters related to, allied with, or otherwise possessing knowledge of each other.
 - i. Players may not investigate the death of their previous character with their new character. Should they become involved involuntarily into such an investigation, they must report this activity to their storytellers, to avoid metagaming.
 - ii. A single player's multiple characters may eventually gain knowledge of each other but may never work together, directly or indirectly.
- e. Vampire Clan Flaw Differences
 - i. The Assamite Clan Flaw that makes their skin darken as they age or Diablerize, commonly known as the Darkening, has been removed and no longer exists in One World by Night Canon.
- f. Vampire Characters cannot be created without the involvement of a Sire for that Character.
 - i. This Sire may be a PC, an established NPC, or an NPC created in the Character's back story for the purposes as serving as the Character's Sire.
 - ii. Vitae stored in any form is not a viable method for enacting the Embrace
 1. Clans who have specific rituals that allows the usage of Stored Vitae for Embracing are exempt to this rule.
- g. Vampire Characters must have a clearly defined Sect at its creation. For the purpose of this regulation, sects are the Camarilla, Sabbat, Anarch, Independent, Ashiraa, Laibon, Jati, and Inconnu. Changing sects requires approval as per the Controlled Items Section. The List below contains all the sects and clan/bloodlines that are allowed at character creation to be chosen from. A character whose clan/bloodline does not appear in the sect in the below list is considered a Sect Defector per those approval rules. Sects:
 - i. Anarch (Anarch Coordinator Controlled)
 1. Assamite (All Castes and Bloodlines)
 2. Brujah (Including Kairos, Dispassionate and Epicene)
 3. Caitiff
 4. Gangrel
 5. Gargoyle
 6. Lasombra (Anarch Lineage Only)
 7. Malkavian (Including Dominate and Tryphosans)
 8. Maeghar
 9. Nosferatu
 10. Ravnos (Including Renascut)
 11. Toreador
 12. Tremere

13. Ventrue
14. Brahmin Ravnos
- ii. Ashiraa (Camarilla Coordinator Controlled)
 1. Al-Amin
 2. Banu Haqim (All Castes and Bloodlines)
 3. Bay't Mainoon
 4. Bay't Muirim
 5. Bay't Mushakis
 6. Bay't Mutashard
 7. Qabilat Al-Khayal
 8. Qabilat Al-Mawt
 9. Ray'een Al-Fen
 10. Wah'Sheen
 11. Walid Set, Hajj
- iii. Camarilla (Camarilla Coordinator Controlled)
 1. Assamites (All Castes and Bloodlines)
 2. Brujah (Including Kairos, Santero/Santos, Dispassionate and Epicene)
 3. Caitiff
 4. Daughters of Cacophony
 5. Gangrel
 6. Gargoyle
 7. Lasombra Antitribu
 8. Malkavians (Including Dominate and Tryphosans)
 9. Maeghar
 10. Nosferatu
 11. Renascut Ravnos
 12. Toreador
 13. Tremere (Including Banshee and Telyavelic Tremere AT)
 14. Ventrue
- iv. Inconnu (Camarilla Coordinator Controlled)
 1. Assamite (All Castes and Bloodlines)
 2. Brujah (Including Kairos, Dispassionate and Epicene)
 3. Cappadocian
 4. Followers of Set
 5. Gangrel
 6. Lasombra
 7. Malkavian
 8. Nosferatu
 9. Ravnos
 10. Salubri
 11. Toreador
 12. Tzimisce
 13. Ventrue
- v. Independent (Clan Coordinator Controlled)
 1. Anda
 2. Angellis Ater/Azaneal
 3. Assamite (All Castes and Bloodlines)
 4. Baali
 5. Brujah (Including Kairos, Dispassionate and Epicene)
 6. Bushi
 7. Cappadocian
 8. Children of Osiris
 9. Daughters of Cacophony
 10. Drakaina
 11. Followers of Set (Including Warriors)
 12. Gaki
 13. Gangrel (Including Greek and Mariner)
 14. Gargoyle
 15. Giovanni
 16. Lamia
 17. Lhiannan
 18. Maeghar
 19. Nagaraja
 20. Nephilim
 21. Niktuku
 22. Noiad
 23. Old Clan Tzimisce
 24. Ravnos
 25. Renascut Ravnos
 26. Salubri (Including Wu Zao)
 27. Samedi
 28. Tlacique
 29. True Brujah
- vi. Jati (Sabbat Coordinator Controlled)
 1. Brahman Ravnos
 2. Daitya

3. Danava
4. Trimira
- vii. Laibon (Anarch Coordinator Controlled)
 1. Akunanse
 2. Bonsam
 3. Guruhi
 4. Impundulu
 5. Ishtari
 6. Kinyonyi
 7. Mla Watu
 8. Naglopers
 9. Nkulu Zao
 10. Osebo
 11. Ramanga
 12. Shango
 13. Xi Dundu

- viii. Sabbat (Sabbat Coordinator Controlled)
 1. Ahrimanes
 2. Assamite Antitribu (All Castes and Bloodlines)
 3. Blood Brothers
 4. Brujah Antitribu (Including Kairos, Santero/Santos, Dispassionate and Epicene)
 5. Gangrel (Including City Gangrel and Country Antitribu)
 6. Harbingers of Skulls
 7. Kiasyd
 8. Koldun
 9. Lasombra
 10. Malkavian Antitribu (Including Ravenous)
 11. Nosferatu Antitribu
 12. Panders
 13. Ravnos Antitribu (Including Renascut)
 14. Salubri Antitribu
 15. Serpents of the Light
 16. Toreador Antitribu
 17. Tremere Antitribu
 18. Tzimisce
 19. Ventrue Antitribu
 20. Drakaina
 21. Telyavelic Tremere

h. Vampire Morality

- i. All Vampire/Ghoul/Revenant characters shall use the ten point Morality Scale for their Humanity and Paths of Enlightenment as presented in the Table Top Books.
 1. A character's starting morality level is equal to their combined Conscience/Conviction and Self-Control/Instinct rating.
 2. At character creation the character may lose one level of their morality to gain 2 freebie points to spend.
 3. The difficulty for all Conscience/Conviction Challenges when a character violates a path sin is equal to half the path sin level rounded up.
- ii. Any Discipline, Combination Discipline or Power that grants bonus traits equal to their character's Morality is instead equal to half their current morality rating rounded up.
- iii. All Vampire/Ghoul/Revenant Characters with True Faith must maintain a morality rating of 9 or above to keep their True Faith.

3. Experience Points

- a. Experience Points (XP) are awarded to the character, not the player, and only by their home-Chronicle. They may only be spent on the character to which it was awarded.
 - i. The reason for any XP Award must be clearly documented on the character sheet or experience history
- b. A new player character is restricted to the points allowed under standard character creation rules in the appropriate Mind's Eye Theater book, plus up to sixty (60) experience points.
 - i. The aforementioned experience points can be given through storytelling awards or as a rollover from the unspent experience points held by a previous character that has been rendered permanently unplayable (Retired or Dead), through whatever reason. Any such awards or rollover must be made within three game sessions of the character entering play.
 1. Points diverted from a previous character as rollover may only be used once and for a single new character.
 2. Points already spent cannot be transferred to another character or refunded to serve as rollover.
 - ii. These points may be spent only as Experience Points, not as creation/bonus points. This spending should follow your Chronicle's House Rules
 - iii. Any awards of traits, abilities, or other character statistics count towards this limit as the amount of experience that the player would have had to spend to purchase that particular statistic.
 - iv. These points cannot be allowed to purchase any power above second Basic in any out of clan Disciplines.
- c. After the character has entered play, the home chronicle can award a character up to a maximum of eight (8) experience points based on the following list:
 - i. All characters, except Wraith characters:
 1. 0-200XP: twelve (12) experience points in a single calendar month
 2. 201-400XP: ten (10) experience points in a single calendar month
 3. 401+: eight (8) experience points in a single calendar month
 - ii. Wraith characters:
 1. Eight (8) experience points in a single calendar month regardless of point total
 - iii. A character's Experience Cap is determined by their total experience points as of the First Day of the month.
- d. The standard baseline for OWbN XP costs are the ones detailed in the most recent printing of the classic MET material published by White Wolf. In general, this means revised classic MET, though in the cases of games that did not get a revised printing (Changeling, Wraith, etc) the previous edition is used.
 - i. Increases to the standard XP costs are allowable for all items.
 - ii. Reductions to the standard XP cost are allowable for the following items:

1. Backgrounds (including Influences)

2. Rotes

3. Investments

4. Morality Traits

iii. Variations must be noted in the game's House Rules.

iv. Rituals purchased by characters possessing Blood Magic of any type, may only receive free rituals for their primary path in a paradigm. All additional rituals must be purchased at the cost of 2/4/6 for Basic/Intermediate/Advanced rituals, they may not be given free of XP charge.

v. Combo Disciplines with no printed or OWbN packet MET conversion shall cost an amount of experience equal to ½ the listed tabletop cost, rounded down.

1. All Costs for Combination Disciplines as presented in the White Wolf book Road of the Beast and Road of Kings for MET shall be half the printed cost rounded down.

e. Retroactive or backdated experience points

i. If a player transfers a character to another chronicle, their new staff may not award them backdated experience points prior to when the PC was transferred to that chronicle, except as outlined below:

1. If all parties involved in the character transfer (former STs, player, new STs) agree that an error was made, it can be corrected without further oversight needed.

4. Interaction with Other Chronicles

a. When visiting another chronicle, a player automatically agrees to abide by all rulings of that chronicle's storytellers and to accept the consequences of playing in that game. Should a player not approve of a chronicle's storytellers or the way a particular game does something, they should not attend that chronicle's game.

i. It is the right of the player to bring grievances to their home chronicle's storyteller(s) in the event of unfair adjudication by the storyteller(s) of another chronicle

ii. When interacting with another chronicle the player is responsible for answering said chronicle's staff the following questions regarding to their identity: Their actual name, which may be a commonly known by name, and the chronicle from which the character they are playing is based. This includes any communication between chronicles, and downtime scenes within chronicles other than the character's home chronicle.

b. OWbN characters may interact with non-member chronicles that are in process of applying to the network in order to investigate how the applying chronicle may best integrate into the shared universe.

i. The Membership Coordinator must verify if an application has been submitted and is under review by the independent chronicle prior to any character interaction with the non-member chronicle.

ii. The Storytelling Staff of the member chronicle interacting with the applicant chronicle must send notification to the Membership Coordinator during each month of interaction.

iii. OWbN characters may not bring the following into the network from non-member chronicle:

1. Item Cards

2. Supernatural powers that requires a teacher to learn.

3. Lore knowledge

4. Merits or Flaws

5. Background

6. History/Plot

5. White Wolf Canon Regulations

a. Locations

i. A chronicle wishing to use a canon location must notify Council two weeks (or more) prior to usage unless that location exists within the territory currently owned by an OWbN member chronicle in which case the member chronicle in whose territory it exists may use the location freely within the following guidelines.

1. If the canon location is currently claimed by another party (Coordinator, Game) and is not part of the status quo, approval must be sought from the party who has registered the location as claimed. This may require the use of a Binding Agreement between parties detailing how the location may be used.

ii. A game or Coordinator using a canon location may not affect that location in such a way as to;

1. Substantially alter the genre as a whole unless the OWbN bylaws otherwise allow such use;

2. Destroy that canon location without a council passed proposal that has received 2/3 of the vote;

iii. Use of a location does not grant use of named canon NPCs associated with that location. Use of named canon NPCs should follow the guidelines found under the heading "Published Canon Characters," (Character bylaw 5.c)

iv. An individual (Game or Coordinator) wishing to claim sole or shared ownership of a canon location that exists within someone else's (Game or Coordinator) claimed territory must demonstrate either;

1. That they have acquired support of the Game or Coordinator who claims the territory;

2. That the individual (Game or Coordinator) the location is claimed by, has used the location in such a way as to violate character bylaw 5.ii.

b. Items

i. The usage of specific unique objects mentioned in the White Wolf books (i.e. True Cross, Siklos, etc) requires a Council Simple Majority Vote.

1. A chronicle wishing for such an object must present a request to the OWbN Council, detailing why and the length of time that the object is required.

a. If approved, the chronicle gets the object for the length of time specified, after which the item is considered out of play.

i. Should the object end up in the hands of a player, the Storytelling staff will inform the player of the object disappearance (when the specified voted length of time ends) or, if deemed unobtrusive to the integrity of OWbN continuity, Council will appoint a liaison (such as a Coordinator) to monitor its usage.

b. It is possible to allow the free usage of said object by the Chronicle, without stipulation of time or its removal, should that be specified in the proposal. This provision allows the possibility of said object being destroyed, harmed, or otherwise altered due to PC and NPC interaction.

c. Published Canon Characters

i. Characters that have been published by White Wolf are to be automatically considered controlled by the appropriate Coordinator and are thusly exempted from voting requirements to use these unique characters.

1. Should there be a conflict of custody of a published canon character, the parties seeking joint control of the character can petition the Executive Team for mediation.

a. If the result of this mediation is a Binding Agreement, it has to be logged with the Archivist.

b. Council can object to the use of a particular published canon character by a Coordinator and propose that it not be used for the remainder of the term of that Coordinator should there be significant concern that the published canon character is not being used

responsibly.

d. Nomenclature

- i. All instances of the racial slur word gypsy are replaced with the correct term: Rom, Roma, or Romani. Any bylaw that uses the correct terms covers regulation under the former term gypsy.
- ii. All instances of the racial slur Kafir/Kaffir/Kuffar - such as in the ritual Kafir's Bane shall be changed. For the Dur-An-Ki ritual, we are changing the name to Ghafлах Bane. Any bylaw or packet that uses a different term for this covers regulation under the former term Kafir/Kaffir.

6. Glass Ceiling

a. Vampire are restricted by the following:

- i. PCs may never permanently be lower than 8th generation. Any PC that permanently lowers their generation below 8th generation will retire to NPC.
- ii. The highest purchasable level of any discipline for a player character shall be advanced.
- iii. While a vampire may be able to acquire disciplines beyond advanced temporarily, such grants may only come from NPCs. A PC cannot utilize any method to grant themselves or another PC a discipline beyond advanced level. Any disciplines beyond advanced can not be used by a PC against other PCs (aka not in CvC). Any effects that are beyond the advanced level that are active before, set to act during or after the start of CvC (Character vs Character) are considered to not be active for the purpose of CvC.
 - a. Items created by the Potence powers Master of the Forge/The Forger's Hammer
 - b. The benefits an item gets via Blood Tempering when the creator has greater than advanced level Fortitude.
 - c. The benefits of Marduk's Throat, up to the 8th generation.

b. Changing Breed PCs are restricted by the following:

- i. Any PC who reaches the 6th rank (the Legend equivalent) must be retired to NPC.
- ii. The highest attainable level of any gift or rite for a player character shall be advanced.

c. Kuei-jin PCs are restricted by the following:

- i. Any PC who attains a Seventh rank of Dharma must be retired to NPC status
- ii. The highest attainable level of any discipline or rite for a player character shall be advanced.
- iii. Any PC who attains the Sixth rank of Dharma must receive approval from the Kuei-jin Coordinator and have a signed Binding Agreement between the Coordinator, their Staff, and the Player

d. Demon Genre PCs are restricted by the following:

- i. Any PC of a different core genre (Changing Breeds, Changeling, Mage, Vampire/Kuei-jin, Wraith) that changes creature type to a Demon becomes an NPC
- ii. Fallen PCs may not gain a Faith above 10, Willpower above 15, or Abilities above 6
- iii. Any Fallen PC who gains the rank of Baron becomes an NPC
- iv. PC may not gain Legend gifts, Elder+ powers/rituals, level 6 Spheres, etc as investments

e. Wraith Genre PCs are restricted by the following:

- i. The highest attainable level of any discipline for a Risen player character shall be advanced

f. All Characters

- i. All player characters are limited to possessing no more than two of the following power sets:
 1. Disciplines (including blood magic, ritae, blood magic rituals, KJ disciplines, powers and rituals, etc.)
 2. Gifts (including rites)
 3. Edges
 4. Hekhu
 5. Spheres
 6. Numina (taken as a whole including hedge magic/sorcery, rituals based in the same, psychic powers and theurgy)
 7. Arts (including Bestowments granted by the Ritual of Parted Mists, Slivers, Hsien Alchemy and all other Changeling-genre powers)
 8. Arcanoi
 9. Qiao (Demon Hunter X)
 10. Affinities (Descendants of Dracian)
 11. Lores (defined as the Fallen power set rather than the ability, including Fallen rituals)
- ii. Player characters in OWbN must belong to one of the following groups:
 1. Creature types stipulated as PCs in Mind's Eye Theater Books (example: Yes to garou or kinfolk no to a PC fetish or celestine)
 2. Creature types defined in OWbN packets
 3. Creature types listed in OWbN rare and unusual listings
 4. Non-supernatural humans
 5. Custom creature types which follow creation guidelines found in one of the above sources (such as custom kiths for changeling)
- iii. All player characters are limited to being only one of the following creature types, except as where noted below:
 1. Bygone
 2. Changeling
 3. Changing Breed/Hengeyokai
 - a. Vampire-Garou Abominations are separately regulated by Character Bylaw 10.f.i.2.a
 4. Dhampyr
 5. Fallen
 6. Imbued Hunter
 7. Kuei-Jin, including Yulan-Jin
 8. Mage
 9. Mummy
 10. Vampire
 - a. Vampire-Garou Abominations are separately regulated by Character Bylaw 10.f.i.2.a
 11. Wraith/Risen
- iv. Sorcery
 1. The highest purchasable level of any path of Sorcery for a player character shall be 6th level.

7. Custom Content

- a. Defined as any sort of power, item or similar listings which has not been printed in a White Wolf/Onyx Path/CCP book.
- b. Creating Custom Content (Notification items apply to Vampire Players and their playable characters (PCs) only. Items designated as Coordinator (coord) Approval apply to both PCs and NPCs)
 - i. Blood Magic, including both Paths and Rituals, requires the previous approval of the appropriate Coordinator for the Blood Magic in accordance

with Coordinator Bylaws (Section 3.C.ii.6.a)

1. Custom Paradigms, defined as player created Paradigms not supported by an official OWBN packet, of Blood Magic - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere
 - ii. Disciplines, Combination Disciplines, Discipline Techniques, and Merits that give access to abilities that mimic supernatural powers (published merits that give mechanical advantages are not considered mimicking powers) requires Notification to the Coordinator responsible for the Clan/Discipline/Genre of the character creating the custom content unless otherwise specified below:
 1. Combination Disciplines and/or Techniques which require a component of either Blood Magic or a clan-specific Discipline also requires Approval from the Coordinator responsible for the Blood Magic paradigm or clan-specific Discipline.
 2. Caitiff and Panders are overseen by the appropriate Sect Coordinator
 3. Custom Combination Discipline or Technique using Protean, Spiritus, and/or Ogham requires Gangrel Coordinator Approval
 4. Custom Combination Discipline or Technique using Chimerstry requires Ravnos Coordinator Approval
 5. Custom Combination Discipline, Technique or other custom content using Temporis requires Brujah Coordinator Approval
 6. Custom Combination Discipline, Technique or other custom content using Dementation requires Malkavian Coordinator Approval for Non-Malkavians
 7. Custom Combination Discipline, Technique, or other custom content using Flight and/or Visceratika requires Tremere Coordinator Approval
 8. Custom Combination Discipline, Technique or other custom content using Quietus, Hematus, Minhit Dume, Cruscitus, or Sorcerer Quietus requires Assamite Coordinator Approval
 9. Custom Combination Discipline, Technique or other custom content using Dur-An-Ki, Assamite Sorcery, or Sihr requires Assamite Coordinator Approval
 10. Custom Combination Disciplines, Technique or other custom content using Daimonion requires Demon Coordinator Approval
 11. Custom Combination Discipline, Technique, or other custom content using Obtenebration requires Lasombra Coordinator Approval
 12. Custom Combination Discipline or Technique using Abombwe requires Anarch Coordinator Approval
 13. Custom Combination Discipline, Technique or other custom content using Valeren or Obeah requires Salubri Coordinator Approval
 14. Custom vampiric content that includes, duplicates, mimics, or acts in a similar fashion to Thaumaturgical Countermagic (or similarly published powers) requires Tremere Coordinator Approval.
 15. Custom Combination Discipline, Technique or other custom content using Serpentinis, Akhu, Nahuollotl, or Seidr requires Setite Coordinator Approval.
 - iii. Custom Infernal Investments requires Demon Coordinator Approval
 - iv. Custom powers or item which allows the detection of Infernalism, or Demons, Fallen, or Earth bound requires Demon Coordinator Approval
 - v. Custom Abyss Mysticism Rituals requires Lasombra Coordinator Approval
 - vi. Salubri Custom Bleeding Rituals requires Salubri Coordinator Approval
 - vii. Paths of Enlightenment, including customized versions of existing/printed Paths of Enlightenment
 1. Notified to the Sect Coordinator appropriate to the character. For members of Independent Clans who are not part of a Sect, notification is to the Coordinator responsible for the character's Clan. These Clans are as follows:
 - a. Assamites
 - b. Baali
 - c. Followers of Set
 - d. Gangrel
 - e. Giovanni
 - f. Ravnos
 - g. Samedi
 - viii. Ritae with Mechanical Advantages - PC: Coordinator Approval - NPC: Coordinator Approval – Coordinator: Sabbat
 - ix. Custom Demon the Fallen Lore, and Fallen Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - x. Custom Content that alters experience point costs - PC: Disallowed - NPC: Disallowed
 1. Custom content that has additional benefits beside experience altering properties may still be purchased, but may not utilize the benefits of the experience point alterations contained in said custom content.
 - xi. Custom Content that alters, affects, interacts with or ignores True Faith - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hunter
- c. Learning Custom Content
- i. PCs learning any Custom Content previously created by another Character needs to Notify the appropriate Coordinator as per the above guidelines and must also have learned the custom content from the character that created it or another character who can accurately trace the instruction to the original creator. This is to exclude any power or mechanic that is contained within a packet or had been in a packet (requiring that Coordinator's Approval). Coordinators may, at their discretion, also exclude a power from this clause if they have sufficient need to do so and a recent packet that would cover the power or mechanic has not been updated within ONE calendar year.
 1. Non-Malkavian PCs learning any Custom Content using Dementation previously created by another Character requires Malkavian Coordinator Approval.
 2. Non-Gargoyle PCs and NPCs learning any Custom Content using Flight or Visceratika previously created requires Tremere Coordinator Approval
 - a. Non-Gargoyle NPC's with Visceratika/Flight based custom content are disallowed
 3. Dur-An-Ki practitioner PCs learning Custom Content paths and rituals of Dur-An-Ki previously created require Assamite Coordinator approval, but do not require a PC "teacher" because Dur-An-Ki is learned via ascending the ladder of heaven, and is not "taught" by a PC.
 4. Learning Custom Combination Discipline, Technique, or Other Custom Content using Quietus, Hematus, Minhit Dume, Cruscitus, or Sorcerer Quietus requires Assamite Coordinator Approval.
 5. Wanga practitioner PC's learning Custom Content paths and rituals of Wanga previously created require Setite or Giovanni Coordinator approval, but do not require a PC "teacher" because Wanga is taught by the Loa, and is not "taught" by a pc.
 - a. Must have Original Creators OOC Approval as well as Coordinator Approval.
 - ii. PCs learning Custom Content which has not been previously Notified will be required to Notify the Custom Content as well as the learning of it.
 1. The Notification of this learning must include the name of the character who is teaching the Custom Content
- d. Duties for Custom Content archival shall be:
- i. All Custom Content will be recorded and compiled by the Archivist into a single document which shall be accessible on the One World by Night website.
 1. This document will include the following information about each item of Custom Content:
 - a. Name of the Custom
 - b. Type (Discipline, Combo, etc)
 - c. For Combination Disciplines, the component requirements
 - d. Cost

- e. The MET Mechanics
 - f. Date of the Archival
 - g. Coordinator office responsible for monitoring the Custom Content
2. HST Name and Chronicle Name (where the Custom Content was Approved) will be recorded, but not listed publicly in the document

8. PCs in service to Coordinator(s) NPC

- a. PCs may have a Binding Agreement if it is decided by any of the parties involved (Coordinator(s), ST(s), or Player(s)) that a Binding Agreement is needed for Approval - signed by the player, its storytellers and the Coordinator(s) in charge of the NPC prior to serving or performing a service for any Coordinator(s) Level NPC at a Sect level that is not specific to internal clan politics. This Binding Agreement will be logged with the Archivist and accessible to the Executive Team in case of disputes that require mediation. The Binding Agreement should outline the following:
 - i. Players rights and responsibilities
 - ii. Storyteller rights and responsibilities
 - iii. Coordinator rights and responsibilities
 - iv. Terms for length of service
 - v. An approximation of duties and responsibilities for the PC
 - vi. Provisions in case there is a change of ST staff, home chronicle or Coordinators
 - vii. Stepping down/removal from the position for IC and/or OOC reasons
 - viii. Rewards for exceptional service or punishment for failure -- perceived or factual.
 - ix. The method each party may trigger an early dissolution of the Binding Agreement if needed and the consequences of such early release.
- b. An incoming Coordinator may choose to review all existing Binding Agreements under the purview of their office after their election period. This review shall take 90 to 120 days (3-4 months) from the time of their election with an additional 60 days (2 months) allowed for having changes logged with the Archivist's Office.
 - i. Within that time period, the Coordinator may propose a revised Binding Agreement to replace the pre-existing Binding Agreement.
 - ii. If the player and staff agree, the old Binding Agreement is replaced with the new one.
 - iii. If the player and staff do not agree, the old Binding Agreement as written by the previous staff remains effective.
 - iv. Either side may request mediation to come to a compromise in the creation of a new Binding Agreement.
 - v. After reviewing a Binding Agreement, if the Coordinator feels that the Agreement is no longer necessary or serving its purpose, they may dissolve the Binding Agreement. This requires notification of the Archivist, Player, and Player's Staff.
 - vi. Binding Agreements that need to be created or edited during the Coordinator's term also follow this procedure if compromise or mediation is required; edits outside of that time period are not considered part of the Incoming Coordinator Review period.
- c. PCs in service to a Coordinator(s) NPC must include their Storytellers and Coordinator(s) of said NPC on all communications relating to their service

9. Vampire Regulations

- a. Disciplines and Combination Disciplines
 - i. Any out-of-Clan Disciplines must be learned from a vampire who possesses that Discipline in-Clan. Exceptions to this include:
 - 1. Samedi who learn Voudoun Necromancy as per their Clan Advantage. This Necromancy is considered to be out-of Clan and as such, has the out-of-Clan XP cost and may not be taught. Samedi who learn Voudoun Necromancy are not considered "Rogue Necromancers" for the purpose of rarity approvals.
 - 2. Blood Magic which may be learned without a teacher who possesses the Blood Magic in-Clan, as deemed appropriate by the Coordinator in charge of approval, as per Coordinator Bylaws, Section 3.C.ii.6.a.
 - 3. Risen may teach Vampire Disciplines under the same rules as Vampire the Masquerade character types. For this purpose Celerity, Fortitude, Obfuscate, and Potence shall be considered "In Clan".
 - 4. Inceptors are considered in-Clan for the purpose of teaching by the creator.
 - ii. Any methods used to increase the number of In-Clan Disciplines a vampire possesses beyond what is published the description of the clan or headline must select the additional Discipline from the following list: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence
 - 1. The Baali Apostate and Revenant Discipline Merits do not add additional In-Clan Disciplines to a vampire character.
 - 2. An Inceptor Discipline gained through the Inceptor Merit is exempt from this Bylaw.
 - iii. Caitiff and Pander must declare the three disciplines they possess as "in-clan" at creation. Should one of these disciplines be a Clan Specific (e.g., Protean, Dementation, Quietus), it requires Coordinator Approval of the appropriate Clan, as per the Unusual Caitiff/Pander guidelines of the Controlled Items section, and cannot duplicate any such existing clan.
 - iv. Temporis
 - 1. Characters possessing both Temporis and Celerity – PC: Disallowed – NPC: Disallowed – Coordinator: Brujah
 - a. To include any method of duplicating either discipline regardless of source.
 - 2. Kairos: A character who changes in play from a "LOtN:R Brujah" into a "Kairos Brujah" will convert their already purchased levels of Celerity into Temporis on a one for one basis.
 - 3. Epicene: A character who changes in play from a "LOtN:R Brujah" into an "Epicene Brujah" will convert their already purchased levels of Celerity into Temporis on a one for one basis
 - 4. Out of Clan: Any character being taught Temporis out of clan receives an immediate refund of all XP spent on Celerity to be spent solely on Temporis. XP refunded in this manner is halved and rounded down.
 - a. A character requires a teacher for each level of Temporis being converted from Celerity.
 - b. Any unspent XP is lost.
 - v. To teach a combination discipline, the teacher must have at least one of the prerequisite disciplines in-clan and the one being taught must have the requisite disciplines at the appropriate level.
- b. Camarilla Regulations
 - i. All Anathema shall be under the joint controlled of the Coordinator of the clan offering Trophy and the Camarilla Coordinator. All Anathema named to the OWbN Red List shall require the name to be put forward by the Camarilla Coordinator and the Clan Coordinator whose clan will offer Trophy. This is a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
 - 1. There are no PC Anathema. If the proposed Anathema is a PC, his or her Storyteller must be consulted prior to the proposal and his stance on the matter be noted in the proposal. If approved, the character becomes an NPC under control of the appropriate Coordinator(s).
 - ii. The reward for slaying an Anathema is a Trophy, which can include but is not limited to immunity to Bloodhunts (whether extant or future), breaking of a Blood Bond, Rite of Progeny, Boons, Monetary Rewards, Grant of Domain, Sanctioned Diablerie, Discipline Education, Indulgence (forgiveness for past transgressions), Sanctioned Slaying (Rite of Destruction over an enemy, granted by the appropriate Coordinator NPC), Clan Friendship and the individual(s) claiming Trophy usually keeps the Anathema's possessions, as well.
 - 1. Characters slaying an Anathema may choose to give credit to an existing Alastor, in which case they are not given Trophy (which includes not becoming an Alastor), though they should be rewarded by the Alastor. These rewards are similar in nature to the Trophy rewards, but

are more limited by nature of the individual giving them. All rewards, Trophy or otherwise, for the slaying of an Anathema will be determined by the appropriate Clan Coordinator and the Camarilla Coordinator.

- iii. All Alastors shall be under the joint control of the Clan Coordinator of the clan they report to and the Camarilla Coordinator. Any future exceptions are subject to a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
 1. There are no PC Alastors. If the proposed Alastor is a PC, his or her Storyteller must be consulted prior to the proposal. and his stance on the matter be noted in the proposal. If approved, the character becomes an NPC under control of the appropriate Coordinator(s).
 2. An Alastor is named through dedication to the Camarilla as determined to be appropriate by the Coordinator proposing the addition of the character to the Alastors, or claiming to have slain an Anathema (subject to in character investigation prior to the proposal).
- iv. The appearance of Anathema and Alastors require Genre Proposals as detailed in the Coordinators Bylaws section 3.C.iii.. Should it be part of an ongoing plot, each specific instance need not be voted on separately, but must be approved by the appropriate Clan Coordinator and the Camarilla Coordinator after the plot proposal has passed.
- c. Sabbat Regulations
 - i. The Ritae of the Sabbat, both Auctoritas and Ignobilis, can only be performed by actual members of the Sabbat (i.e. those that have undergone Creation Rites). Ritae performed by non-Sabbat characters automatically fail. Non-Sabbat characters may not mechanically benefit from Ritae, though non-Sabbat may still participate in the Vaulderie.
- d. Sabbat Regulations
 - i. Sect Infiltration - PC: Coordinator Notify - NPC: None - Coordinator: Varies
 1. Every vampire PC is required to have a sect listed on their character sheet at character creation or changed during a sect defection. A character is considered infiltrating another sect if they have another identity or status in a sect that is not the sect listed on their character sheet. If the sect they are infiltrating is different from the the sect they were created in as per Character Bylaw 2.f, or the sect they have defected to as per Character Bylaw 10.m.x.2; then they will fall under this bylaw. Coordinator Notify is required to be sent to the Sect Coordinator/s the character is infiltrating from and to, or the respective Clan Coordinator in the case of Independent characters, to be allowed to do such.

10. Controlled Items

- a. Definitions and general rules
 - i. This list is to be considered a binding document for all games and coordinators within the network and shall be composed of every item that may require Chronicles, Players and Coordinators to seek approval or notification before entering play.
 1. Blood Magic Paths and Rituals are not required to be part of this document, but should instead be made available in specific binding documents regulating their permission level. Any changes in their rarities will be regulated by the packet and/or its Council Vote.
 - a. Characters may retain paths and rituals that are no longer part of their paradigm due to a regulation change through legacy exemptions
 - i. Characters seeking to learn out of paradigm paths and rituals may attempt to learn them from characters that have them through the aforementioned legacy exemptions with their rarity to be considered "Coordinator Approval" for requirements.
 2. Changes in categories, additions or removals of items listed in this Bylaws are to be considered public proposals and as such, may be shared with the player base. Such proposals can be submitted by the proper genre coordinator, Exec Team or the Archivist Team.
 - a. If those changes further restrict an item, a legacy exemption period of 30 days will be granted to register the item following the proper procedure without needing to submit it through a new approval process, unless specifically stated otherwise in the proposal. Should the item not be registered during this period, it will need to face the new approval process. The legacy exemption period begins with the closing of the vote.
 - ii. Each individual entry has the Controlled Item, what regulation level it is for a PC and for an NPC, and a listing of the controlling Coordinator. If necessary, further definitions will be added.
 1. Disallowed: Not available for play, even with a Bylaw Exception Vote.
 2. 2/3 Majority Vote: Approval requires a 2/3 majority Council Vote.
 3. Majority Vote: Approval requires a simple majority Council Vote.
 4. Coordinator Approval: Approval requires the approval of the listed Coordinator(s).
 5. Coordinator Notify: Approval requires the character be notified to the listed Coordinator(s)
- b. Controlled characters and items may be submitted for approval and/or vote through the OWbN website
 - i. Every R&U character and item are required to be logged in with the Archivists
 1. Backgrounds/merits/and other ways that represent a separate R&U item (Such as a vampire with a R&U NPC ghoul) are logged against the character, and not the chronicle.
 - ii. It is the responsibility of the Storyteller to submit the R&U registration for characters and items based in their chronicle. This power can be delegated to a Council Member.
 - iii. It is the responsibility of a Coordinator to submit the R&U registration for characters and items belonging to his office. This power can be delegated to a sub-coordinator with express permission.
 - iv. The Archivists may allow the R&U to be submitted through e-mail. However, should this happen, it becomes their responsibility to submit the R&U to the website.
- c. Registration time frame
 - i. Items that require a Council vote may be submitted by the chronicle's Council Member or the Archivist and, if passed, be registered in the database by the Archivist no more than 10 days after the closing of the vote.
 - ii. Items that require Coordinator Approval have to be answered by the responsible Coordinator within 14 days of the request being sent to the proper e-mail or contact form as defined by the Coordinator.
 1. If the request is not answered at all in this period of time, the item will be considered approved. For this to happen, the person requesting the item must bump the request at least twice during this time frame.
 2. Should a coordinator need further information to make his decision, the period will be reset from the moment that the requested information is given.
 3. If for some reason the Coordinator is not able to make this decision within the time frame, an extension can be requested to the Executive Team.
 4. The 14 day period is automatically extended for the duration of the below time frames:
 - a. Between the 4th Thursday in November to January 3rd. The 14 day timer restarts on January 4th.
 - b. From the beginning of Genre Coordinator Elections until one week after they have concluded.
 - c. When a Coordinator has posted to Council they will be out of office for periods that do not require an Interim Coordinator, until one week after they have returned to office.
 5. Any time an item passes via this method, the archivist will notify council said action occurred. (Specifics are not required, simply [responsible Coordinator] had an auto-approval processed)
 - iii. Items that require notification to a Coordinator will be fulfilled by submitting the R&U through the website
 - iv. Archivists may allow the R&U to be submitted through e-mail. However, should this happen, it becomes their responsibility to submit the R&U to

the website and notify the proper coordinators.

- d. Chronicles and coordinators that have characters (PC or NPC) or items that are in violation of the Controlled Items Section guidelines must bring themselves in compliance within 30 days
 - i. Characters and items that are found in violation of the Bylaws are not allowed to enter play until their state of non-compliance is solved through any of the methods available below
 - ii. Should the chosen method of compliance be to remove the R&U from play within the aforementioned time frame, any and all short and long term gain to PCs and NPCs such as disciplines, gifts, merits, or any other similar benefit must immediately be removed as well. Stories that involved the unregistered R&U need to be changed or retconned to reflect the absence of the item or character involved. This includes NPCs and items created to supply merits and backgrounds that might require it
 - iii. Should the chosen method of compliance be to register the R&U, the process will be the same as a regular R&U.
 - iv. Storytellers and Coordinators that fails to comply with the requirements of the Controlled Items Section may be subject to Disciplinary Action.
 - v. Players that have lied, cheated or obstructed the truth for the purposes of circumventing the Controlled Items may be subject to Disciplinary Action and/or the administrative death of the character benefited by the misrepresentation.
- e. GENERAL CONTROLLED ITEMS
 - i. Real Unique Characters - PC: Majority Vote - NPC: Majority Vote - Coordinator: Varies
 1. Historical figures (i.e. Loius XIV), Real-life people (i.e. Clinton), Real-world Fictional characters used as character concepts (i.e. Lestat, Sir Lancelot, Thor, Batman)
 - ii. Canonical Unique Characters - PC: Majority Vote - NPC: Majority Vote - Coordinator: Varies
 1. All characters published by White Wolf
 2. This does not apply to Incarna Spirits which are regulated further in character bylaw 10.F.i.8
 - iii. Characters with history involving Coordinator or Canon NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Varies; Coordinator(s) that controls the canonical NPC
 - iv. Character Resurrection - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies.
 1. Defined as bringing back into play any character that has meet its final death or similarly become unplayable
 - a. This does not govern creature type conversions which involve death (example, a Werewolf becoming a Wraith)
 2. Should the death occur in the character's home chronicle (or in a visited Chronicle whose Storytelling Staff grants specific permission) with the same HST being in continuous charge of the chronicle and less than 6 months has passed since the out-of-character date of the death scene, a proposal is not required.
 3. Any dispute to define if a situation is a resurrection or not shall be arbitrated by OWBN Council Vote.
 4. Once defined as Dead, a character may not be changed from PC to NPC in order to lower the restriction-level of its Resurrection
 5. Coordinators proposing Coordinator-controlled-NPC resurrections may do so as part of their Coordinator duties, specified in the Coordinator Bylaws, Section 3.C.iii
 - v. True Faith 1-5 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Hunter
 - vi. True Faith 6+ - PC: Majority Vote - NPC: Coordinator Notify - Coordinator Hunter
 - vii. Supernaturals with Hedge Magic/Numina PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Varies; appropriate genre Coordinator(s)
 1. Unless part of a canon group that specifically allows them, no major supernatural type (Changing Breeds, Changeling, Mages, Vampires, etc) can have Hedge Magic/Numina.
 2. Characters part of a group able to utilize these abilities (Uktena Path Dancers, Bubasti, Rune Wise Gangrel, etc) may do so with the appropriate Coordinator Approval, unless otherwise mentioned in the Controlled Items section.
 - viii. Items/Backgrounds/Objects currently regulated by existing bylaws must be Notified or Approved by appropriate Coordinator when temporary or permanent transfer of such is made between characters even if the item/background/object was previously Notified or Approved. Notification or Approval must also be made if an item/background/object is acquired by a character that makes such fall under current bylaw regulations outside of character to character transfer. This is required before the item/background/object is allowed back in play or the character can benefit from such. - PC: Coordinator Notify or Approval as Appropriate - NPC: Coordinator Notify or Approval as Appropriate - Coordinator: Varies
 1. The currently regulated item/background/object must also be purchased and placed on the character sheet in the manner of the originating genre's rules/standardization.
 - ix. Abilities
 1. Lore
 - a. Genre Lores - Submitted to the Listed Coordinator
 - i. Anarch Coordinator
 - a. Anarch 4+, Non-Anarch - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Anarch 4+, Anarchs - PC: Coordinator Notify - NPC: Coordinator Notify
 - ii. Camarilla Coordinator
 - a. Ashira, Non-Ashira - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Inconnu, Non-Inconnu - PC: Coordinator Approval - NPC: Coordinator Approval
 - iii. Changeling Coordinator
 - a. Fomorians 1 & 2 - PC: Coordinator Notify - NPC: Unregulated
 - b. Fomorians 3+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Each level, 3+, requires Approval
 - iv. Changing Breeds Coordinator
 - a. Wyld Lore 5+, non-Beast Court - PC: Coordinator Approval - NPC: Unregulated
 - b. Wyrn Lore 5+, non-Beast Court - PC: Coordinator Approval - NPC: Unregulated
 - c. Weaver Lore 5+, non-Beast Court - PC: Coordinator Approval - NPC: Unregulated
 - v. Demon Coordinator
 - a. Fallen 4+, Non-Fallen - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Fallen 4+, Demon the Fallen - PC: Coordinator Approval - NPC: Coordinator Approval
 - vi. Hengeyokai Coordinator
 - a. Wyld Lore 5+, Beast Court - PC: Coordinator Approval - NPC: Unregulated
 - b. Wyrn Lore 5+, Beast Court - PC: Coordinator Approval - NPC: Unregulated
 - c. Weaver Lore 5+, Beast Court - PC: Coordinator Approval - NPC: Unregulated
 - vii. Hunter Coordinator
 - a. Imbued Hunter - PC: Disallowed - NPC: Disallowed
 - viii. Kuei Jin Coordinator
 - a. Kuei-Jin 4+ - PC: Coordinator Notify - NPC: Coordinator Notify
 - ix. Mage Coordinator

- a. None
- x. Mummy Coordinator
 - a. None
- xi. Sabbat Coordinator
 - a. Lore: Black Hand/Black Hand Knowledge, Non-Sabbat - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Lore: Black Hand/Black Hand Knowledge 3+, Non-Black Hand Sabbat - PC: Coordinator Approval - NPC: Coordinator Approval
 - c. Tal'Mahe'Ra - PC: Coordinator Approval - NPC: Coordinator Approval
 - d. Non-Bahari with Lore: Bahari 4+ PC: - Coordinator Approval - NPC: - Coordinator Approval
- xii. Wraith Coordinator
 - a. Wraith 4+, Non-Wraiths - PC: Coordinator Notify - NPC: Coordinator Notify
 - b. Wraith 5+, Wraiths - PC: Coordinator Notify - NPC: Coordinator Notify
 - c. Guild Lore for Non-Members
 - i. Lore of the Great / High Guilds 4+ - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Artificers Guild
 - b. Masquers Guild
 - c. Pardoners Guild
 - d. Usurers Guild
 - ii. Lore of the Working Guilds 4+ - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Chanteurs Guild
 - b. Harbingers Guild
 - c. Oracles Guild
 - d. Sandmen Guild
 - iii. Lore of the Criminal Guilds 3+ - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Haunters Guild
 - b. Monitors Guild
 - c. Spooks Guild
 - d. Proctors Guild
 - e. Puppeteers Guild
 - iv. Lore of the Forbidden Guilds 2+ - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Alchemists
 - b. Mnemoid Guild
 - c. Solicitors Guild
 - v. Legion Lore for non-members 4+ - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Iron Legion
 - b. Skeletal Legion
 - c. Grim Legion
 - d. Penitent Legion
 - e. Emerald Legion
 - f. Silent Legion
 - g. Legion of Paupers
- b. Vampire Clan Lores - Submitted to the Listed Coordinator
 - i. Assamite Coordinator
 - a. Non-Assamites with Assamite or Assamite Antitribu Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify
 - b. Non-Assamites with Assamite or Assamite Antitribue Lore 5+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - ii. Baali (Demon) Coordinator
 - a. Baali Lore each level - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Baali lore 1-3 For Baali, Baali Apostates, and Angellis blood line - PC: Coordinator Notify - NPC: Unregulated
 - ii. Baali lore 1-2 For Tzimisce Clan advantage in Laws of the Night, Jocastians, Loyalist Assamites, Schismatic Assamites, Occult Underground lore masters, Sabbat Inquisition, Josians, and Clan Nosferatu lore masters - PC: Coordinator Notify - NPC: Unregulated
 - iii. Brujah Coordinator
 - a. Brujah Lore 5+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Brujah 4, Brujah - PC: Coordinator Notify - NPC: Coordinator Notify
 - c. Brujah 4, Non-Brujah - PC: Coordinator Approval - NPC: Coordinator Approval
 - d. True Brujah, Non-True Bruah - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Each level, 1-5+, requires approval
 - e. True Brujah 4+, True Brujah - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Each level, 4+, requires approval
 - iv. Followers of Set Coordinator
 - a. Daitya 3+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - v. Gangrel Coordinator
 - a. Gangrel 5+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - vi. Giovanni Coordinator
 - a. None
 - vii. Lasombra Coordinator
 - a. Kiasyd 3+, Non-Kiasyd - PC: Coordinator Approval - NPC: Coordinator Notify
 - b. Maeghar 3+, Non-Maeghar - PC: Coordinator Approval - NPC: Coordinator Notify
 - viii. Malkavian Coordinator
 - a. Jocastian - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Mnemosyne - PC: Coordinator Approval - NPC: Coordinator Approval
 - ix. Nosferatu Coordinator
 - a. Nosferatu 3+, Non-Nosferatu - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. SchreckNET, Non-Nosferatu - PC: Coordinator Approval - NPC: Coordinator Approval
 - c. Warrens, Non-Nosferatu - PC: Coordinator Approval - NPC: Coordinator Approval

- x. Ravnos Coordinator
 - a. Rom 4+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Ravnos 4+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - xi. Salubri Coordinator
 - a. Salubri Lore 3+ - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Referring to True Salubri, not Salubri Antitribu
 - 1. Each level 3+, requires approval
 - xii. Tremere Coordinator
 - a. Telyavelic 3+, Telyavelic Tremere - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Talyavelic, Non-Telyavelic Tremere - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Each level 1+, requires approval
 - b. Tremere 4+, Non-Tremere - PC: Coordinator Approval - NPC: Coordinator Approval
 - i. Each level 4+, requires approval
 - xiii. Ventruel Coordinator
 - a. Ventruel 4+, Non-Ventruel - PC: Coordinator Approval - NPC: Coordinator Approval
 - b. Ventruel 4, Ventruel - PC: Coordinator Notify - NPC: Coordinator Notify
 - c. Ventruel Lore 5+, Ventruel - PC: Coordinator Approval - NPC: Coordinator Approval
- f. CHANGING BREEDS CONTROLLED ITEMS
- i. Creature Types
 - 1. Legend Rank - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 2. Garou
 - a. Abominations - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds, Relevant Vampire Clan Coordinator, Relevant Sect Coordinator
 - i. Caitiff Abominations who do not possess a unique discipline will be considered under the purview of the Anarch Coordinator for the purposes of joint approval.
 - b. Former Erebus Resident - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - c. Restricted Tribal Affiliations
 - i. Homid Red Talon - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - ii. Non-Metis Men/Male-Identifying Black Fury - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - d. Restricted Garou Camps - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Bringers of the Light
 - ii. Cyber Dogs 2.0
 - iii. Eaters of the Dead
 - iv. Ivory Priesthood
 - v. Mother's Fundamentalists
 - vi. Path Dancers
 - vii. Sword of Heimdall
 - viii. Temple of Artemis
 - ix. The Dying Cubs
 - e. Skin Dancers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - f. Croatan - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Factions
 - a. Ahadi
 - i. Ahadi Fera Faction Membership The following are considered to be 'genre appropriate' Fera members of the Ahadi
 - a. Ajaba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Bagheera - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - c. Bubasti - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - d. Makunguru - PC: Coordinator Approval - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - e. Mokole-mbembe - PC: Majority Vote - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - f. Simba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - g. Swara - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - ii. Ahadi Garou Faction Membership The following are considered to be 'genre appropriate' Garou members of the Ahadi
 - a. Ahadi Silent Striders - PC: Coordinator Approval - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - b. Kucha Ekundu - PC: Coordinator Approval - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - iii. Ahadi Sect Defection
 - a. Former Ahadi Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Out of Genre Ahadi Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 4. Independent Fera
 - a. Ajaba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Bastet - Geographically Appropriate - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - i. The following are considered to be Geographically Appropriate Bastet for OWBN Changing Breed Games. Locations are to be considered the IC location of a chronicle.
 - a. North America
 - i. Pumonca
 - ii. Qualmi
 - b. Central/South America
 - i. Balam
 - ii. Pumonca
 - c. Bastet - Geographically Inappropriate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. The following are considered to be Geographically Inappropriate Bastet breeds uncommon in North/South American OWBN Games. Locations are to be considered the IC location of a chronicle.
 - a. Bagheera
 - b. Non-Hengeyokai Khan
 - c. Simba

- d. Swara
- d. Gurahl - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - i. The following tribes are considered to be included in the above description
 - a. Forest Walkers
 - b. Ice Stalkers
 - c. Mountain Guardians
 - d. River Keepers
 - e. Extraordinary Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Kitsune
 - ii. Mokole
 - iii. Nagah
 - iv. Nuwisha
 - v. Ananasi
 - vi. Rokea
- 5. Near Extinct / Extinct Changing Breeds
 - a. Near-Extinct and Extinct Garou Tribes - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Bunyip
 - ii. White Howlers (Including Throwbacks)
 - iii. Siberakh
 - b. Near-Extinct and Extinct Fera - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Apis
 - ii. Bubasti
 - iii. Camazotz
 - iv. Ceilican
 - v. Grondr
 - vi. Khara
 - vii. Okuma
- 6. Mockery Breeds
 - a. Canon Mockery Breeds - PC: Approval - NPC: Unregulated - Coordinator: Changing Breeds
 - i. Canon Mockery Breeds are as follows:
 - a. Anurana
 - b. Kerasi
 - c. Samsa
 - d. War Wolves
 - e. Yeren
 - b. Custom Mockery Breeds - PC: Majority Vote - NPC: Unregulated - Coordinator: Changing Breeds
- 7. Kinfolk
 - a. Demi Supernatural Kinfolk - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - i. A true Kinfolk is hereby defined as any character with the Merit: Kinfolk (Loth:RE:p151), Blood of the Wolf (CH20) or any other similar merit that designates them as a kinfolk
 - ii. A Demi Supernatural Kinfolk is defined as any non-gnostic or gnostic kinfolk that possesses a 'half' supernatural template
 - a. Demi Supernatural templates include
 - i. Psychic Powers
 - ii. Hedge Magic Powers
 - iii. Ghouled Kinfolk
 - iv. Theurgy Based Powers
 - v. Shih powers
 - vi. Dhampir
 - b. Full Supernatural Kinfolk PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds and Appropriate Creature Type Coordinator
 - i. A Full Supernatural Kinfolk PC is a true Kinfolk as defined above that also has mechanics for a non-Changing Breeds genre
 - a. Supernatural Kinfolk Templates include
 - i. Changeling
 - ii. Dhampyr
 - iii. Fallen
 - iv. Rom
 - v. Kuei-Jin and Yulan-Jin
 - vi. Mage
 - vii. Mummy
 - viii. Revenant
 - ix. Thralls
 - x. Vampire
 - xi. Wraith
- 8. Extended Play Supernatural Possessed - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - a. Considered to be continued play beyond 6 months from the date the character comes to fall under one of these categories. The vote needs to be proposed before the 6 months mark or be shelved until the vote concludes.
 - b. Any supernatural entity possessed or inhabited by a Triatic or Gaian Spirit or gaining Spirit-based powers, benefits, or taints in a manner consistent with being a Kami, Drone or Fomori. Does not include any creature defined elsewhere in the bylaws as Semi-Supernatural.
 - i. Triatic Spirits are defined as Spirits of the Weaver, Wyld, or Wyrm.
 - ii. Does not apply to supernatural and human Gorgons as they are created exclusively from naturally occurring animals, plants, or minerals.
 - c. Does not include any creature defined elsewhere in the bylaws as Semi-Supernatural except for the following Semi Supernatural Templates:
 - i. Revenant
 - ii. Ghoul

- iii. Kinfolk
- 9. Incarna Spirits - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Varies
 - a. Defined as spirits whom are the pinnacle of their brood or chain. Spirits whom only have underlings and have no superior within their brood or chain.
 - i. This list is not meant to be exclusive, but to give some examples of the spirits which qualify. Most spirits not listed will fall under the Changing Breeds Coordinator, but not all. Due to approval being needed regardless of genre, contact the Changing Breeds Coordinator to determine whose specific approval might be necessary.
 - a. Rulers of the known 13 Near Umbra Realms - Changing Breeds Coordinator
 - b. Tribal Incarna - Changing Breeds Coordinator
 - c. Aspect Incarna - Changing Breeds Coordinator
 - d. Fera Incarna (those fera whom do not have tribes or aspects) - Changing Breeds Coordinator
 - e. Planetary Incarna - Changing Breeds Coordinator
 - f. The Machine Messiah - Changing Breeds Coordinator
 - g. "Wrinkle" - Mage Coordinator
 - h. Kupala - Tzimisce Coordinator
 - i. Tlaloc - Tzimisce Coordinator
 - j. Svarogic - Tzimisce Coordinator
 - k. Veles - Tzimisce Coordinator
 - l. Dazhbog - Tzimisce Coordinator
- ii. Fetishes
 - 1. Custom Fetishes / Weapons with 2 spirits inside them - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. Custom Fetishes / Weapons with 3 or more spirits inside them - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Grand/Great/Bane Klaives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. A Grand Klaive is considered to be a klaive that consists of a war spirit and a secondary spirit
 - b. A Great Klaive is considered to be a klaive that consists of a war spirit and two secondary spirits
 - c. A Bane Klaive is considered to be a klaive of any level that is possessed by banes instead of regular spirits
- iii. Powers
 - 1. Garou
 - a. Stargazer
 - i. Rite of the Beating Heart
 - 1. Learning of Rite of the Beating Heart by a Stargazer - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. Learning of Rite of the Beating Heart by a Non-Stargazer - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Use the Rite of the Beating Heart - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - b. Shadow Lord
 - i. Rite of Conquest
 - 1. Learning of Rite of Conquest by a Shadow Lord PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 2. Learning of Rite of Conquest by a Non-Shadow Lord PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Use of the Rite of Conquest - PC: Coordinator Approval NPC: Coordinator Approval
 - 2. Fera
 - a. Gurahl
 - i. Rite of Fighting the Death Bear
 - 1. Use of the Rite of Fighting the Death Bear by Gurahl or Non-Gurahl on a PC - PC: Majority Vote - NPC: Majority Vote - Coordinator: Changing Breeds
 - 2. Use of the Rite of Fighting the Death Bear by Gurahl or Non-Gurahl on an NPC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Non Near-Extinct and Extraordinary Changing Breed PCs purchasing an exclusive Near-Extinct and Extraordinary Changing Breeds Rites - PC: Coordinator Approval - NPC: Coordinator Notify
 - 4. Near-Extinct and Extraordinary Changing Breed PCs purchasing an exclusive Near-Extinct and Extraordinary Changing Breed Rites not of their Breed - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Nuwisha
 - i. Sing Back the Dead
 - 1. Use of the Rite Sing Back the Dead by Nuwisha on a PC or NPC in the same game session the PC or NPC died - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 2. Use of the Rite Sing Back the Dead by Nuwisha on a PC or NPC at any time after the game session in which the PC or NPC died - PC: Majority Vote - NPC: Majority Vote - Coordinator: Changing Breeds
 - 5. Lost Tribal and Breed Gifts and Rites - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any character who learns or swipes a gift or rite belonging exclusively to one of the extinct or lost Changing breed or Garou tribes (defined for this purpose as the Apis, Bunyip, Camazotz, Grondr, and White Howlers).
 - 6. Using the Mokole gift Steal Shape to create new varna or alter character's changing breed - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 7. Gifts
 - a. General Gift Rules
 - i. Garou Gifts
 - 1. Non Glasswalker / Boli Zousizhe learning Chaos Mechanics - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. Non-Fianna learning Faerie Blood - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - ii. Fera Gifts
 - 1. Non Near-Extinct and Extraordinary Changing Breed PCs purchasing an exclusive Near-Extinct and Extraordinary

Changing Breeds gifts - PC: Coordinator Approval - NPC: Coordinator Notify

2. Near-Extinct and Extraordinary Changing Breed PCs purchasing an exclusive Near-Extinct and Extraordinary Changing Breed gifts not of their Breed - PC: Coordinator Approval - NPC: Coordinator Notify

b. Aetherial Realm Gifts

- i. Learning, Swiping, Mimicking, or otherwise Obtaining Aetherial Realm Gifts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
- ii. Aetherial Gifts are gifts taught by the Deity Incarna and Celestine Spirits. These gifts include:

1. Basic

- a. Aura of Leadership
- b. Battlesense
- c. Earth Sense
- d. Find the Child Within
- e. Find the Heart's Flame
- f. Find the Portent
- g. Fixit
- h. Flame of the Wind Rider
- i. Foetracker
- j. Herb Call
- k. Hidden Depths
- l. Lambent Sight
- m. Mantle of the Land
- n. Moonpool of Sokhta
- o. Peace of the Counselor
- p. Proclamation of Action
- q. Rouse to Anger
- r. Sense Limits
- s. Sense of the Transformation
- t. Shadow of the Ebon Whisperer
- u. Shards of Icy Rage
- v. Shorten the Road
- w. Speed of the Messenger
- x. Sticky Fingers
- y. Threads of the Tapestry
- z. Uncloak the Hidden

2. Intermediate

1. Blank Slate
2. Challenge of Single Combat
3. Deliberate Misinformation
4. Enthronement
5. Hand of the Sun
6. Harmonious Slumber
7. Hidden Heart
8. Hunter's Horn
9. Lore of the Land
10. Mercurial Messenger
11. Mooncat
12. Moonriver
13. Motherly Guardian
14. Nerigal's Call to Arms
15. Oaksong
16. Pall of Despair
17. Ride the Solar Winds
18. Savagery of the Taloned Hunter
19. Shantar's Loom
20. Sleep's Travels
21. Tangling the Skein
22. Undisputed Ruler
23. Unravel
24. Veil of the Mother
25. Whisper in the Dark
26. Wyld Spirits

3. Advanced

- i. Bring Forth The Future
- ii. Burden of Knowledge
- iii. Cleansing Flame
- iv. Diplomatic Immunity
- v. Drown
- vi. Ebon Binding
- vii. Earth Heal
- viii. Essential Transformation
- ix. Grand Gesture
- x. Heart of the Ice Warrior
- xi. Moondream
- xii. Pack Mind

8. Swiping

- a. General Swiping Rules

1. Genre-specific Changeling Backgrounds on non-Changeling/Kinain PCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
 - a. This includes but is not limited to Bardic Gifts, Chimera, Chimerical Companions, Dreamers, Dross, Fae Songs, Holdings, Remembrance, Retinue, Title, Treasure.
 - b. If another genre has a published background of the same name, this does not restrict characters of that Genre from buying their own version of the background.
 2. Genre-specific Changeling genre Merits/Flaws on non-Changeling/Kinain PCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
 - a. This includes but is not limited to Blessing of Atlas, Chimerical Magnet, Faerie Eternity, Iron Allergy, Geas, Gut Instincts, Living Legend, Regeneration, Slipped Seeming.
 - b. If another genre has a published merit/ flaw of the same name, this does not restrict characters of that Genre from taking their own version of the merit/ flaw.
- iii. Other Listings
1. Individuals which are not Changelings possessing long term benefits from Arts exceeding 1 month - PC: Coordinator Approval - NPC: Unregulated – Coordinator: Changeling
 2. Full supernaturals (such as mages or vampires) undergoing the Ritual of the Parted Mists or other similar process - PC: Coordinator Approval - NPC: Unregulated – Coordinator: Changeling
 3. Full supernaturals which are not Changelings having Arts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling
 4. Use of the Spring 5: Renewal targeting a PC or former PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling and Parent Genre Coordinator (in the case of non-changelings)
 5. Characters with Title 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
 6. Characters with Title 6 or Higher - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Changeling
 7. Membership in the following organizations: The Parliament of Dreams, The Cat’s Cradle, the Beltaine Blade, the Red Branch of Ulster, the Shadow Court, the Crystal Circle, the Golden Sickle, the Ranters and the Catacomb Club - PC: Coordinator Notify - NPC: Unregulated
 8. Heralds of the Fomorians - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling
 9. Tuatha de Dannan - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Changeling
 10. Bygone Beasts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling and Mage
 11. Siochain - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changeling
 12. Siochain that are Adhene, Inanimae, and Hsien - PC: Disallowed - NPC: Disallowed - Coordinator: Changeling
- i. DEMON CONTROLLED ITEMS
- i. Abilities and Lore
 1. Demonology level 4 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Demon
 2. Demonology level 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 3. Infernal Lore level 4 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Demon
 4. Infernal Lore level 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 5. Plague Breeding level 4 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Demon
 6. Plague Breeding level 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - ii. Creature Types
 1. Demon: the Fallen Overlord - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
 2. Demon: the Fallen Barons, Dukes and Archdukes - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 3. Rank 5+ Demon - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 4. Earthbound Demon - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 5. Angels - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - a. Angels are to be defined as Time of Judgment based angels from heaven.
 6. Angellis Ater/Azaneal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 7. Veneficti Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 8. D’habi Revenants - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 9. Extended play demonic possession
 - a. Fallen possession of a standard mortal or thrall are exempt from this bylaw unless the mortal vessel falls into one of the following categories
 - b. Extended Play supernatural Possession by a Fallen - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - i. Supernatural genres are defined as; Mage, Kuei-jin, Mummy, Demon, Fae, Spirit, Revenant, Imbued
 - c. Extended play possession of a Supernatural by a Demon - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
 - d. Extended play possession of semi-supernatural characters - PC Coordinator Approval - NPC Coordinator Notify - Coordinator: Demon and Genre Coordinator
 - i. Kinfolk - Coordinator: Demon and Changing Breeds
 - ii. Kinain - Coordinator: Demon and Changeling
 - iii. Hedge Mage, Numina - Coordinator: Demon and Hunter
 - iv. Ghoul Character - Coordinator: Demon
 - e. Extended play possession is guided by the following outlines, with demons are defined as entities controlled by the Demon Coordinator, such as Demonic Spirits, Earth-Bound, and Fallen
 - i. Considered to be continued play beyond 3 months from the date the character comes to fall under one of these categories. The vote needs to be proposed before the 3rd month’s mark, or be shelved until the vote concludes.
 - ii. Any entity possessed or inhabited by a Demon or gaining investment based powers, benefits or traits in a manner consistent with being Thrall, Diabolist, or a Demon.
 - iii. Extended play possession is restricted in the following manner that the Fallen soul replaces the host soul, were the Fallen lose access to the Following items a host may have had, Hedge magic, Spheres, Gnosis, Gifts, Fae Blood, Numen, Spirit Heritage, Ancestors, Avatar, Past life, Arts, and Realms. In the event the possession ends and the host remains alive and the soul intact the host removed items return at the end of the possession.
 10. Demonic possession
 - a. Possession of a Changing Breed or Vampire by a Fallen - PC: Disallowed - NPC: Disallowed - Coordinator: Demon
- iii. Merits and Flaws
1. Demonic Heritage: Laham - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 2. Demonic Tutor - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 3. Demonic Patron - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 4. Unbound Diabolist - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon

5. Blessed (Sins of the Blood, pg 102) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
6. Baali Apostate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
7. Unholy Aura - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
8. Covenant of the old ways - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
9. Blasphemous Pact - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
10. Penitent Merit for Reconcilers - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
11. Penitent Merit for non-Reconcilers - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon
12. True Faith Merit for Fallen - PC: Disallowed - NPC: Disallowed - Coordinator: Demon

iv. Powers

1. Daimonion Based Combination Disciplines possessed by Non-Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
2. Dark Thaumaturgy Combination Disciplines possessed by Non-Infemalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
3. Usage of Investment: Relentless - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
4. Investments 1 - PC: Disallowed - NPC: Unregulated - Coordinator: Demon
5. Investments 2 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - a. Investments not defined in the document OWbN Infemalism: Path of Screams and Blood
6. Out-of-Parent-Genre powers not printed as investments in any White Wolf material for PCs - PC: Disallowed - NPC: Majority Vote - Coordinator: Demon
7. Custom powers as Investments - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
8. Non Baali/Angellis/Baali Apostates with Daimonion - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
9. Use of Lore of Spirit 5: Restore the Dead targeting a Fallen, Semi-Supernatural, Mortal or Wraith PC or former PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
10. Use of Lore of Spirit 5: Restore the Dead targeting a former PC of any Full Supernatural genre but Fallen or Wraith - PC Disallowed - NPC Disallowed - Coordinator: Demon
11. Earthbound Lores for non-Earthbound: PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
12. Earthbound Form Powers for non-Earthbound: PC: Disallowed - NPC: Disallowed - Coordinator: Demon
13. Earthbound Rituals for non-Earthbound: PC: Disallowed - NPC: Disallowed - Coordinator: Demon
14. In House and Common Pinnacle Lores: PC: Disallowed - NPC: ST Approval- Coordinator: Demon
15. Out of House Pinnacle Lores: PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon

v. Infemalism

1. Demonic Interaction for Pacts: Thralls - PC: Disallowed - NPC: Unregulated - Coordinator: Demon
2. Demonic Interaction for Deals: Diabolists - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
3. Removing, Escaping, Redeeming or Undoing Infernal Pacts/infernal nature, including Diabolism, Laham Merit, and any Investments gained from any source - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. This includes any method by which a character is able to break free of his or her Pacts or escape their infernal nature, including Diabolism, Laham Merit, and any Investments gained from any source.
6. Dark Thaumaturgy approval for Associates faction characters - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
7. Dark Thaumaturgy approval for Tremere - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Tremere
8. Characters making pacts with Yama Kings - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Kuei-jin

vi. Backgrounds

1. Wells of Sacrifice lvl 4 - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
2. Wells of Sacrifice lvl 5 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
3. Nest Membership lvl 4 - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
4. Nest Membership lvl 5 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
5. Altar lvl 4 - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
6. Altar lvl 5 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
7. Diabolist Circles lvl 4 - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
8. Diabolist Circles lvl 5 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
9. Infernal Ranking - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
10. Infernal Relic 4-5 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
11. Fallen Rank 3+ PC Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
12. Demon: the Fallen Backgrounds for Non-Demons - PC: Disallowed - NPC: Disallowed - Coordinator: Demon
 - a. Includes but is not limited to Eminence, Followers, Legacy, Pacts, Paragon, Rites, Thralls
13. Demon: The Fallen Background: Cult 5 - PC Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon
14. Earthbound Backgrounds for Non-Earthbound - PC: Disallowed - NPC: Disallowed - Coordinator: Demon
 - a. Includes but is not limited to Codex, Hoard, Mastery
15. Mastery Background for Angels - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon

vii. Other Listings

1. Demon: the Fallen Backgrounds for Non-Demons - PC: Disallowed - NPC: Disallowed - Coordinator: Demon
 - a. Includes but is not limited to Eminence, Followers, Legacy, Pacts, Paragon, Rites, Thralls
2. Membership in select Baali cults is restricted to Coordinator approval.
 - a. Cult of Kupalla - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon, Tzimisce
 - b. Order of the Wyrn - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon, Tremere
3. Non Baali/Baali Apostates on Path of Hive (Clan book Baali, Chaining the Beast, Tal Mahe Ra Guide to the Black Hand versions) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
4. Enchanted Relics with more than one effect or evocation: PC Coordinator Approval - NPC Coordinator Approval - Coordinator: Demon
5. Torment Score below 1 - PC Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

j. MAGE CONTROLLED ITEMS

i. Creature Types

1. Sphere 6+ Mages - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Mage
2. Marauders - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
3. Nephandi - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
4. Bygone Beasts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Mage and Changeling
5. Revenant Mages - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Mage and Tzimisce
6. Disparate/Craft Mages

- a. Hollow Ones - PC: Unregulated - NPC: Unregulated - Coordinator: Mage
- b. Other Disparate/Craft Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
- 7. Orphans - PC: Unregulated - NPC: Unregulated - Coordinator: Mage
- ii. Items
 - 1. Grimoires and Principae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
- iii. Genre-specific Mage Backgrounds on non-Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
 - 1. This includes: Arcane, Artifact, Avatar, Blessing, Chantry, Demense, Dream, Enhancement, Familiar, Guide, Legend, Node, Sanctum, Secret Weapons, Talisman, Totem, Wonder.
 - 2. If another genre has a published background of the same name, this does not restrict characters of that Genre from buying their own version of the background. For example, Werewolf characters have their own version of Totem, and so are not restricted from purchasing it by this bylaw.
- iv. Genre-specific Mage genre Merits/Flaws on non-Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
 - 1. This includes: Immortal, Immunity, Inner Knight, Legendary Attribute, Parlor Trick, Physical Enhancement, Primal Marks, Resistant Pattern, Sleepwalker, and any merit/flux dealing with a Mage's Avatar.
 - 2. If another genre has a published merit/flux of the same name, this does not restrict characters of that Genre from taking their own version of the merit/flux.
- v. Mage Merits
 - 1. Merit: Immunity (standard version) at a rating greater than 6 - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
 - 2. Merit: Immunity ("half damage" version) at a rating greater than 3 - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
 - 3. Merit: Immunity - multiple instances of the merit on the same PC - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Mage
 - 4. Merit: Immortal (7 point version) - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
- k. MUMMY CONTROLLED ITEMS
 - i. Creature Types
 - 1. Non-Standard Mummies – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Mummy
 - a. Non-Standard Mummies are defined as those Mummies not part of the Amenti, Imkhu, or Shemsu-Heru. Examples of non-standard mummies include, but are not limited to;
 - i. Ishmaelites
 - ii. Cabiri
 - iii. Capococoha
 - iv. Wu T'ian
 - 2. Asek-Sen – PC: Disallowed – NPC: Unregulated - Coordinator: Mummy
 - 3. Bane Mummies - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Mummy
 - 4. Canon Mummies - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Mummy
 - ii. Items
 - 1. Hekau: Nomenclature on Amenti or other standard mummies – PC: Coordinator Approval – NPC: Unregulated - Coordinator: Mummy
 - 2. Non-Mummy full supernatural creatures in possession of Mummy-created magic items - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mummy
 - a. Mummy magic item is defined as any item which originates from a Mummy book, intended for Mummies, or is created with Hekau.
 - iii. Genre Specific Mummy Backgrounds on non-Mummies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mummy
 - 1. This includes: Arcane, Ba, Companion, Ka, Legacy, Memory, Tome, Vessel
 - 2. If another genre has a published background of the same name, this does not restrict characters of that Genre from buying their own version of the background. For example, Mage characters have their own version of Arcane, and so are not restricted from purchasing it by this bylaw.
 - iv. Genre-specific Mummy genre Merits/Flaws on non-Mummies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mummy
 - 1. This Includes: Osiris' Gift, Bes' Blessing, Gift of Thoth, Soul's Reflection, Lesser Resurrection, Ba's Rest, and any merit/flux dealing with a Mummy's First Life/Tem-akh
 - 2. If another genre has a published merit/flux of the same name, this does not restrict characters of that Genre from taking their own version of the merit/flux
- l. KUEI-JIN CONTROLLED ITEMS
 - i. Creature Types
 - 1. Dharma 6+ Kuei-Jin - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - 2. Yulan-Jin - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Kuei-Jin
 - 3. Dhampyr - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Kuei-Jin
 - 4. Jin Hai - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Kuei-jin
 - 5. Vampiric Bloodlines Gaki and Bushi - PC: Disallowed - NPC: Disallowed - Coordinator: Kuei-jin
 - ii. Factions, Ranks and Positions
 - 1. Akuma (Political, Lesser, Greater) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - a. Political Akuma is defined as anyone who has been declared Akuma by an Ancestor of the various Kuei-jin courts and holds the flaw "Akuma".
 - b. Lesser Akuma is defined as anyone who has entered into Iris Bulb Commerce with a Yama King to sell their soul in parts to the Yama Kings.
 - c. Greater Akuma is defined as anyone who used the Pact of Ebony and Scarlet Jade (or similar effect) to sell their soul wholesale to the Yama Kings.
 - 2. Ambassador Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - 3. Court Appointment Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - iii. Rare Disciplines
 - 1. Mibasham, non-Face of the Gods possessing Prayer Eating, non-Tempest of the Inward Focus possessing Inward Way or Tempest of Inward Focus - PC: Coord Notify, NPC: Coord Notify – Coordinator: Kuei-jin
 - 2. Bone Flower Powers (Spider's Caress, Bitter Yin Blessing, Bitter Yin Cloud, Taking the Face, Gentle Yielding, Taking what is Given) possessed by non-Bone Flowers, Thrashing Dragon Powers (Animal Form Dragon Dance, Eightfold Yang Barrier, Gender Change, Fur and Fangs, Thousand Lice Spies, Polong), Crane Powers (the Fire which Illuminates) possessed by non-Cranes, Devil Tiger powers (Spit Blood) possessed by non-Tigers, Phoenix powers (Blush of Life Restored, Clothed in Life) possessed by non-Phoenixes - PC: Coord Notify, NPC: Coord Notify – Coordinator: Kuei-jin
 - 3. Hell-Weaving, Bile Shintai - PC: Coord Approval – NPC: Coord Notify – Coordinator: Kuei-jin
 - 4. 4th Age Elemental Shintai - PC: Disallowed – NPC: Coord Approval – Coordinator: Kuei-jin

5. Kuei-jin Custom powers, combos, secret techniques - PC: Coord Notify – NPC: Coord Notify – Coordinator: Kuei-jin
 6. Vampiric Powers of the Gaki and Bushi vampire bloodlines, including Rift and Kiai - PC: Disallowed - NPC: Disallowed - Coordinator: Kuei-jin
- iv. Rare Rites
1. Bakemono Rite, Conciliatory Doorway Ritual, Eating the Scorpion, Inquisition of the Prying Magistrate, Memories of Torments Unexperienced, Mist of the Lotus, Reading the Leaves of Wisdom, Rite of Beseeching Remembrance, Ritual of the Invisible Mask, Shitting Down the Dragon’s Neck, Shroud over Death, Speak with Local Beasts, Stoking the Demon’s Fury, The Ritual of Guarded Alliance, The Ritual of the Black Peony, Tithing to the Ancestor, Wisdom of the Spirit Ways - PC: Coord Approval – NPC : Coord Notify – Coordinator: Kuei-jin
 2. Crowning the Ancestor, Embracing the True Death, Loose the Wandering Spirit, Memorial to the Merciless Ministers, Purifications of Rice and Garlic, Reeds in the Cycle of Seasons, Ritual of Heavenly Defilement, The Breathing Mask, The Inauspicious Gate, The Righteous Hunt, Welcoming the Penanggalan - PC: Banned – NPC: Coord Approval – Coordinator: Kuei-jin
 3. Translated Necromancy Rites - PC: Coordinator Approval, Giovanni and Kuei-jin - NPC: Coordinator Approval - Coordinator: Giovanni and Kuei-jin
 4. Kuei-jin Custom rites - PC: Coord Notify – NPC: Coord Notify – Coordinator: Kuei-jin
- v. Non Kuei-jin with Linguistics: Kaja, except Wu Lung and Akashic Brotherhood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-jin
- m. VAMPIRE CONTROLLED ITEMS
- i. Abilities and Lores
1. Black Hand Sign Language for Non-Black Hand - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 2. True Enochian (Vampire) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. The Language of True Enochian is taken as a slot under the Linguistics ability.
 3. Non-Black Hand with Art of Memory for - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 4. Babel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 5. Rending - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 6. Non-Malkavians with Malkavian Time - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
 - a. Malkavians include: Malkavian, Malkavian Antitribu, Dominate Malkavians, Tryphosans and Ravenous
 7. Kiasyd Alchemy
 - a. Kiasyd Alchemy Levels 1 - 5 for Non-Kiasyd – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Lasombra
 - b. Kiasyd Alchemy for Kiasyd – PC: Coordinator Notify – NPC: Unregulated – Coordinator: Lasombra
 - c. Kiasyd Alchemy Levels 6+ – PC: Disallowed – NPC: Coordinator Approval – Coordinator: Lasombra
 - d. Custom Kiasyd Alchemy Recipes – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Lasombra
 - e. Kiasyd Alchemy Recipes shall be purchased as Rituals at the cost of 2/4/6 for Basic/Intermediate/Advanced.
 8. Lore: Abyss 4 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Lasombra
 9. Lore: Abyss 5 - PC: Coordinator Approval - NPC: Notify - Coordinator: Lasombra
 10. Lore: Lasombra for Non-Lasombra 4 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Lasombra
 11. Lore: Lasombra for Non-Lasombra 5 - PC: Coordinator Approval - NPC: Notify - Coordinator: Lasombra
 12. Ghemalish - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. The Language of Ghemalish is taken as a slot under the Linguistics ability.
 13. Ba’Hara for non Bahari/Cult of Lilith Characters - PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. The Language of Ba’hara is taken a slot under the Linguistics ability.
 14. Bahari for non Bahari/Cult of Lilith Characters - PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. The Language of Bahari is taken a slot under the Linguistics ability.
- ii. Creature Types
1. Unusual Caitiff/Pander - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sect Coordinator
 - a. Any that has clan-specific disciplines as their chosen “in-Clan” disciplines. (Regulated by the respective specific discipline Clan Coordinator)
 2. Dracian's Lineage - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Characters, without the Descendant of Dracian merit, who possess blood affinities, blood arts, or can benefit/wield/use Draba
 3. Assamite Loyalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 4. Assamite Sorcerers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 5. Bedouin Warriors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 6. Byzantine Viziers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 7. Leopards of Zion - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
 8. Sabbat Assamite Viziers - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Assamite
 9. Sisterhood of the Erinyes - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
 10. Web of Knives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. This includes being a Web of Knives member in character backgrounds.
 11. Kairos Brujah - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
 12. Dispassionate Brujah - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
 13. Epicene Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 14. True Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 15. Ahrimanes - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
 16. Anda - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
 17. City Gangrel Embraced before 1870 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 18. City Gangrel Embraced outside of Americas - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 19. Ghost Singers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 20. Greek Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 21. Lhiannon - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
 22. Mariner Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 23. Noiad - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
 24. 7th Generation or lower Samedi NPCs - PC: N/A - NPC: Coordinator Approval - Coordinator: Giovanni
 25. Cappadocians - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
 26. Harbingers of Skulls - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 27. Lamia - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
 28. Nagaraja - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Giovanni

29. Samedy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
30. Kiasyd
 - a. Sabbat Kiasyd - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - b. Sabbat Kiasyd with Necromancy instead of Dominate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra and Giovanni
 - c. Non-Sabbat Kiasyd - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Lasombra
 - d. Non-Sabbat Kiasyd with Necromancy instead of Dominate - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Lasombra and Giovanni
31. Lasombra Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
32. Non-Sabbat Lasombra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
33. Dominate Malkavians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Malkavians (including ATs) with Dominate Discipline in-clan
34. Pre-Week of Nightmares Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Includes Ravnos Antitribu
35. Ravnos NPCs of 8th generation or lower - PC: N/A - NPC: Coordinator Approval - Coordinator: Ravnos
36. Renascut Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
37. Hajj - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
38. Nictuku - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
39. al-Amin - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Healer Caste
 - b. Warrior Caste
40. Salubri - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Healer Caste
 - b. Warrior Caste
 - i. Modern Warriors
 - ii. Non Warrior Salubri to Salubri Warrior
 - iii. Original Warriors
 - c. Watcher Caste
41. Salubri antitribu embraced before 1900 - PC: Disallowed - NPC: Disallowed - Coordinator: Salubri
42. Salubri antitribu embraced from 1900 to 1990 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
43. Wu Zao - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Scholar Caste
 - b. Thief Caste
44. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Setite
45. Setite Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - a. Those who learn Protean from Tlacique Out of Clan, Fight/Flight forms are Panther/Bat
46. Vampiric Children of Osiris - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Setite
47. Warrior Setites (Bloodline) - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Setite
 - a. Setites with Potence in clan as opposed to Obfuscate.
48. Daughters of Cacophany - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
49. Sons of Discord - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Toreador
50. Standard Tremere - PC: Coordinator Notify - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Camarilla Tremere
51. Non-Standard Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Anarch Tremere
 - b. Rogue Tremere
 - i. Tremere with the Embraced Without the Cup Merit
 - ii. Tremere who willingly fled the Pyramid
 - c. Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeren, or Vicissitude as an In-Clan Discipline)
 - i. Also requires the Salubri or Tzimisce Coordinators Approval
 - d. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
 - e. Tremere with a Primary Path other than Path of Blood
 - f. Tremere with the Double Betrayer Merit (also known as having the Betrayer's Mark)
 - g. Banshee
52. Telyavelic Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Telyavelic Tremere are defined as Tremere who have replaced Dominate with Presence and practice Sielanic Thaumaturgy instead of Hermetic Thaumaturgy
 - b. This includes the merit Unmarked Antitribu for Telyavelic Tremere only.
53. Tremere Antitribu - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere
 - a. This includes the merit Unmarked Antitribu only for Tremere Antitribu
54. Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Gargoyle Variations/Bloodlines:
 - i. Scout Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - ii. Sentinel Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - iii. Warrior Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere and Gangrel
 - iv. Simulacra Gargoyles - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Tremere
55. Blood Brothers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
56. Old Clan Tzimisce - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
57. Tzimisce Kolduns - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
58. Vampires Embraced from Extinct Revenant Lines - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 - a. Vampires with Disciplines sets and/or flaws that are a result of their mortal lineage from the following Revenant families:
 - i. Basarab
 - ii. Danislav
 - iii. Vlaszy
 - iv. Khavi
 - v. Krevcheski

59. OWbN Specific Bloodlines - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 - a. OWBN Created Bloodlines are defined as Vampire Bloodlines created specifically for use in One World by Night and do not appear in any White Wolf/Onyx Path printed books.
 - b. OWBN Created Bloodlines may have write ups to better define them for use in OWBN passed packets; however for PCs of these new bloodlines the initial Majority vote for these new owbn created bloodlines must first pass OWBN council.
 - c. Once the vote for an OWBN Created bloodlines for PC is passed, it may be further regulated in the character bylaws under the appropriate clan coordinator for the approval process for PCs of the new bloodline.
 60. Revenant Families
 - a. Creation of New Revenant Families - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 - b. Basarab - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 - c. Danislav - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 - d. D'habi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - e. Ducheski - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere
 - f. Ducheski in service to the Tremere House Arcanum - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - g. Enrathi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - h. Kairouan Brotherhood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - i. Katayama - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - j. Keskinen - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - k. Khavi - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 - l. Krevcheski - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
 - m. Marijava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite for Assamite Loyal; Sabbat for former Tal'Mahe'Ra
 - n. Oprichniki - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
 - o. Rafastio - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - p. Servants of Anushin-Rawan, the Chosen - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
 - q. Talons of Black Rage - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - r. Vlaszy - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 - s. Rossellini - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - t. Buryat Revenant - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - u. Katila Revenant - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos and Giovanni
 61. Mnemosyne Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 62. Drakaina - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Giovanni
 63. Bloodlines of the Jati Brahmin Caste:
 - a. Brahmin Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - b. Daitya - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Setite
 - c. Danava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
 64. Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 65. Angellis Ater/Azaneal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 66. Maeghar with Mytherceria in-clan - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - a. For Maeghar with Necromancy in-clan rather than Mytherceria - Coordinator: Lasombra and Giovanni
 - b. If one of the Maeghar's other two chosen in-clan Disciplines (inherited from the sire's Clan) includes a proprietary Discipline, then the appropriate Coordinator's approval shall be required, in addition to the approvals specified above.
 67. Witches of Echidna - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 68. Follower of Set Priest - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 69. Nephilim - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos and Toreador
 70. Embraced Rossellini - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 71. Tremere Acolyte Ghouls - PC: Coordinator Notify - NPC: Storyteller Approval - Coordinator: Tremere
 72. Nagloper Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Tzimisce
 73. Mla Watu Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Giovanni
 74. Impundulu Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Giovanni
 75. Nkulu Zao Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Salubri
 76. Xi Dundu Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Lasombra
 77. Ramanga Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Lasombra
 78. Yaryan Blood Line - PC: Disallowed - NPC: Disallowed - Coordinator: Brujah
 79. Santero/Santos Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah and Setite
 - a. Santero/Santos Brujah are defined as a bloodline of Clan Brujah that have the same Disciplines, Advantage and Disadvantage as their parent clan.
 - b. Santos Brujah may purchase Wanga at Out of Clan costs without a teacher, as per the Setite Wanga packet.
- iii. Factions, Cults, Ranks and Positions
 1. Sabbat
 - a. General Sabbat Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Nationally Important Sabbat Faction Members leaving their Faction
 - ii. Nationally Important Sabbat Faction Members
 - iii. Sabbat Faction Infiltration
 - iv. Sabbat Faction Leaders
 - v. Sabbat Faction Memberships Background 4+
 - b. Sabbat Faction Regionally Important - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Sabbat
 - c. Sabbat Lower Ranks and Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Paladins
 - ii. Templars to Cardinals, Prisci, Consistory or the Regent
 - d. Sabbat Upper Ranks - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Cardinal
 - ii. Seraphim
 - iii. Grand Inquisitor
 - iv. Regent

- v. Wazir
- e. Black Hand - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Membership into the Faction
 - ii. Leaving the Black Hand
 - iii. Black Hand holding a position above Ductus
 - iv. Black Hand Contracts
 - v. Black Hand Magi
 - vi. Zillah's Tears
- f. Children of the Dracon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Dragon Blooded
- g. Infernal - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Joining the Associates
 - ii. Dark Thaumaturgy approval for Associates faction characters - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
- h. Leaving a Sabbat Faction - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Sabbat
- i. Locally Important Sabbat Faction Member - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Sabbat
- j. Occult Underground - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Ah Nakom School
- k. Order of St. Blaise - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. The Legion Congregation
- l. Sabbat Inquisition Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- m. Tal'Mahe'Ra - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Joining the Tal'Mahe'Ra
 - ii. Leaving the Tal'Mahe'Ra
 - iii. Kashshaptu
 - iv. Guarded Rubics
 - v. Former Tal'Mahe'Ra Chatterlings - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- n. Consistory Membership - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Priscus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- 2. Assamite
 - a. Assamite Factions are defined as Schismatic, Loyalist, Unconquered/Angels of Caine, or Dispossessed. All Assamite characters belong to one Assamite Faction, which by default is the sect listed below.
 - i. Schism/Schismatic: Camarilla
 - ii. Unconquered/Angels of Caine: Sabbat
 - iii. Dispossessed: Anarch, Ashirra, Inconnu, Independent, or Jati
 - iv. Loyalist: Independent
 - b. An Assamite Character belonging to an Assamite Faction outside their listed Sect - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - c. If an Assamite Character sect defects, they also switch Assamite Factions.
 - d. Assamite Loyalist Faction characters switching to Dispossessed - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - e. Assamite PCs advancing to Rank 3 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
 - f. Other PC Assamite Ranks and Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - i. Non-Assamites Converts to Clan Assamite
 - ii. Assamite PCs starting at Rank greater than 1
 - iii. Assamite PCs advancing to Rank 4 and 5
 - iv. Emeritus Title
 - 1. PC's may only have this title if retired or while shelved
 - v. Loyalist Only Titles: Da'i, Ace, and Silsila
 - vi. Schismatic Only Titles: Iktihaam (Storm), Thhul (Shadow), Iasof (Tempest)
 - g. Other NPC Only Assamite Ranks and Factions - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Assamite
 - i. Ranks 6+
 - ii. Titles of Emeritus, the Council of Scrolls, the Du'at, the Eldest, or Haqim
 - h. Assamite Antitribu - Ranks of the Unconquered - Coordinator: Assamite
 - i. Ustad - PC: Coordinator Approval - NPC: Coordinator Notify
 - ii. Shumseea - PC: Coordinator Approval - NPC: Coordinator Approval
 - iii. Shakari - PC: Coordinator Approval - NPC: Coordinator Approval
 - iv. Sultan - PC: Coordinator Approval - NPC: Coordinator Approval
 - v. Hulul - PC: Disallowed - NPC: Coordinator Approval
- 3. Salubri
 - a. Salubri Upper Choir Ranks - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - i. Choir Rank: Ophanim
 - ii. Choir Rank: Cherubim
 - b. Salubri Lower Choir Ranks - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
 - i. Choir Rank: Angel
 - ii. Choir Rank: Archangel
 - c. Voice of Adonai - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - d. Face of Adonai - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
- 4. Setite
 - a. Setite Clan Positions for PCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - i. Hierophant
 - ii. Lieutenant
 - iii. Captain
- 5. Ventrué Societies, Ranks, and Positions
 - a. Ventrué Clan Positions & Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrué
 - i. Directors / Ephors

- ii. Elders / Strategoi
 - iii. Troubleshooters / Lictors
 - iv. Agents at Large / Tribunes
 - v. Managers / Praetors
- b. Ventrue Society and Order Membership (Lowest Tier) - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ventrue
- i. Assembly of Colors
 - ii. White Cross
 - iii. Black Cross
 - iv. Knights of the Blood (Antitribu)
 - v. Sisterhood of Amastris
 - vi. Cult of Mithras
 - 1. This includes each individual level of Status in the Cult
- c. Ventrue Society and Order Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- i. Membership or Rank in Ventrue Societies
 - 1. The Hague
 - 2. Assembly of Colors, membership beyond the first tier
 - 3. Knights of the Blood
 - 4. White Cross, membership beyond the first tier
 - 5. Black Cross, membership beyond the first tier
 - 6. Knights of the Blood (Antitribu), membership beyond the first tier
 - 7. Crimson Sceptre
 - 8. Ermine Robe
 - 9. Hawk Royale
 - 10. Procuratori
 - 11. Sisterhood of Amastris, membership beyond the first tier
- d. Ventrue Clan Prestige (Dignitas) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- i. Clan Prestige: Ventrue at level 4 or higher
 - ii. NPCs with more than 6 Dignitas Recognitions.
 - iii. PCs starting with more than 1 Dignitas Recognition.
 - iv. Earning any of the following Dignitas Recognitions.
 - 1. Alph
 - 2. Laurel Crown
 - 3. Lineage
 - 4. Sovereign's Honor
 - v. PCs starting with any of the following Dignitas Recognitions.
 - 1. Archon
 - 2. Daley Prize
 - 3. Dobrynya's Blade of the 2nd
 - 4. Dobrynya's Blade of the 3rd
 - 5. The Equerry Esteemed
 - 6. Iron Cirlet Devoted
 - 7. Jade Badge
 - 8. Light Bringer
 - 9. Peerage
 - 10. Proctor
 - 11. Procurator
 - 12. Puppet's Hand
 - 13. Surname
 - 14. Sword Renowned
 - 15. Tainted
 - 16. Creation of Custom Dignitas
- e. Ventrue Directorate
- i. Membership for Non-Camarilla Ventrue - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - ii. Membership for non-Ventrue, non-Main-Clan Ventrue, or Bloodlines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - iii. Rejoining the Directorate after Voluntarily Resigning or Being Cast Out - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
6. Lasombra
- a. Courts of Blood - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - b. Friends of the Night - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Lasombra
 - i. Membership in the Faction
 - ii. Leaving the Friends of the Night
 - c. Priestesses of Ereshkigal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - d. Victory Corps - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - e. The Brotherhood of Rafazi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - f. The Order of the Void - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - g. Lasombra Wangateurs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra & Giovanni
 - h. The Crusaders - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - i. The Faithful - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - j. The Black Angels - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra & Demon
 - k. The Abyss's Children - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - l. The Kings and Queens of Shadow - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - m. The Corsairs - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - n. The Transhumanists - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - o. The Fatalists - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - p. The Doomed - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra

7. Mnemosyne Cult Membership for non-Jocastians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
8. Mnemosyne Cult Membership for Jocastians - PC: Disallowed - NPC: Disallowed
9. Jocastians Cult Membership - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Malkavian
10. Camarilla
 - a. Camarilla Organizations, Societies, and Cults Monitored Membership - PC: Coordinator Notify - NPC Coordinator Notify - Coordinator: Camarilla
 - i. E Division Agent
 - ii. M.U.T.E. Newb
 - iii. Ivory Legion Milites
 - iv. Edenic Groundskeepers Rank 1
 - v. Phaniel’s Call Alive (Grade 1)
 - b. Camarilla Organizations, Societies, and Cults Controlled Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - i. Josian Solicitor
 - ii. Josian Magistrate
 - iii. Josian Arbiter
 - iv. E Division Director
 - v. M.U.T.E. Elite
 - vi. Ivory Legion Centurion
 - vii. Ivory Legion Immunes Fumentarii
 - viii. The Eyes
 - ix. Edenic Groundskeepers Rank 3
 - x. Phaniel’s Call Enlightened (Grade 5)
 - c. Use of the Negative Domain Stature: Profane - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Camarilla and Clan Coordinator of the issuing Justicar
11. Giovanni Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Prefect
 - b. Arch Necromancer
 - c. Director
 - d. Anziani
12. Ravnos Sub-Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Sadhu
 - b. Dakini
13. Tremere
 - a. Pyramid Ranks (Lower Tier) - PC: Unregulated - NPC: Coordinator Notify - Coordinator: Tremere
 - i. Acolyte
 - ii. Apprentice
 - iii. Regent
 - b. Tremere Pyramid Ranks (Mid-range Tier) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Magister
 - ii. Lord
 - c. Tremere Pyramid Ranks (Highest Tier) - PC: Disallowed - NPC: Tremere Coordinator Controlled - Coordinator: Tremere
 - i. Pontifex
 - ii. Counselor (Tremere Coordinator Controlled Canon NPCs)
 1. Etrius, Councilor of the 7th; Eastern Europe and Antarctica
 2. Meerlinda, Councilor of the 6th; North America
 3. Xavier de Cincao, Councilor of the 5th; South America
 4. Grimgroth, Councilor of the 4th; Western Europe, Iceland, Greenland, and Oceania
 5. Thomas Wyncham, Councilor of the 3rd; Eastern and Northern Asia
 6. Elaine de Calinot, Councilor of the 2nd; Africa
 7. Abetorius, Councilor of the 1st; Middle East and Western Asia
 - d. Tremere Societies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Additions/Exceptions to these regulations:
 1. Societatis Virtus et Honos - PC: Unregulated - NPC: Coordinator Approval - Coordinator: Tremere
 2. Eyes of the Serpent - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Setite
 3. Order of the Wyrms - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Demon
 4. Horned Society - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Demon
 - e. Tremere Houses - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Additions to these regulations:
 1. Giovanni in High Saturday - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Giovanni
- iv. Items
 1. Rom Samedji - PC: Disallowed - NPC: Disallowed - Coordinator: Ravnos
 - a. See the Ravnos Packet for details on how Samedji/Draba function.
 2. Binding Mechanics of Assamite Poisons
 - a. Assamite Poisons that this Bylaw applies to are:
 - i. Bitter Dust
 - ii. Bloodwater Dust
 - iii. Plague Dust
 - iv. Accursed Dust
 - v. Custom Assamite Poisons
 - b. Assamite Poisons may only be used by Assamites and those who possess Advanced Quietus.
 - c. Assamite Poisons may only be created by Assamites.
 3. Custom Assamite Poisons - PC: Varies (See Below) - NPC: Varies (See Below) - Coordinator: Assamite
 - a. Created by an Assamite - PC: Coordinator Notify - NPC: Coordinator Notify
 - b. Created by a Non-Assamite - PC: Disallowed - NPC: Disallowed

v. Merits and Flaws

1. Reputation Merit - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Sect Genre Coordinator (Camarilla or Anarch)
 - a. Sabbat Characters may purchase this merit with Storyteller Approval only.
2. Anarch Notoriety Flaw - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch
3. Additional Personal Status Merit - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. If the status gained from the Merit Additional Personal Status is lost, so is the Merit Additional Personal Status.
 - b. Within 6 months, to regain Additional Personal Status - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - c. After 6 months, to gain a new Additional Personal Status - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Camarilla
4. Dignitary Merit - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Camarilla
5. Luminary Merit - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Camarilla
6. Prestigious Sire / Lineage Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. Sabbat Characters may purchase this merit with Storyteller Approval only.
7. Sovereign Prince Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
8. Clan Friendship - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies; appropriate genre Coordinator(s)
 - a. Excluding Ravnos, Brujah, Malkavian, Assamite and Giovanni, as they are a higher Rarity
9. Clan Enmity - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies; appropriate genre Coordinator(s)
10. Dual-Blooded - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
11. Extinct Animal Form - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
12. Rune Wise - PC: Disallowed - NPC: Unregulated - Coordinator: Gangrel
13. Clan Friendship: Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
14. Family Allegiance (Ravnos) - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
15. Renascut - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
16. Merits or Flaws that Give Obeah In-Clan - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Adonai's Disgrace
 - b. Healer's Heart
 - c. Any other non-listed
17. Bleeding by the Code - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
18. Agent of Prophecy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
19. Convert (Setite) - PC: Varies (See below) - NPC: Varies (See below) - Coordinator: Setite
 - a. Converts do not gain an additional Discipline, but may be taught them as normal
 - i. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
 - ii. Daitya - PC: Coordinator Approval NPC: Coordinator Notify
 - iii. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
 - iv. Serpent of the Light - PC: Coordinator Approval - NPC: Coordinator Notify
 - v. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
 - vi. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (as you can not be a Convert of "just" the bloodline)
 - vii. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval
20. Circle of Trust - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
21. Initiate (Setite) - PC: Varies (See Below) - NPC: Varies (See Below) - Coordinator: Setite
 - a. Initiates gain an additional out of clan discipline, which is "iconic" to the bloodline which they may learn to the advanced level, with an assumed teacher utilizing Out of Clan XP Costs
 - i. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
 1. Gain Aupex
 - ii. Daitya - PC: Coordinator Approval - NPC: Coordinator Notify
 1. Gain Presence
 - iii. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
 1. Gain Protean
 - a. Initiates may choose their Fight/Flight form as if they had Protean In-clan, however they must be natural to Tlacique/Central America
 - iv. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (as you can not be an Initiate of "just" the bloodline)
 - v. Serpent of the Light - PC: Coordinator approval - NPC: Coordinator Approval
 1. Gain Modern Serpents
 - vi. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
 1. Gain Modern Serpents
 - vii. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval
 1. Gain Modern Serpents
22. Nameless - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
23. Postulate of Echidna - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
24. Marijava Contact - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
25. Shakari Enemy - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
26. Connoisseur Merit for Non-Ventruue - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
27. Blessed by St. Gustav Merit on any character other than Ventruue-Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
28. Assamite Un-Aging Merit - PC: Disallowed - NPC: Disallowed - Coordinator: Assamite
29. Assamite Merits from V20 - PC: Coordinator Approval - NPC: - Coordinator Approval - Coordinator: Assamite
 - a. Sectarian Ally - Merit
 - b. Outcast - Flaw
 - c. Multiple Curses - Flaw
30. Clan Friendship: Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
31. Antitoxin Blood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
32. True Celerity - PC: Disallowed - NPC: Disallowed - Coordinator: Brujah
33. Descendant of Dracian - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
34. Non Ravnos with Dances with Knives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
35. Vitae Mutation V20 Lore of the Bloodlines - PC: Disallowed - NPC: Disallowed - Coordinator: N/A

36. Clan Friendship: Malkavian - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
37. Harbinger of Skulls Merits from V20 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Styx Baptism
 - b. Half Life
38. Clan Friendship: Assamite - PC: Disallowed - NPC: Coordinator Disallowed - Coordinator: Assamite
39. Clan Friendship: Schismatic Assamites - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
40. Clan Friendship: Loyalist Assamites - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
41. Clan Friendship: Assamite Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
42. Dark Bleeding - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
43. Non-Dhampir with the Merit: Perceive Vampires - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
 - a. This includes all Characters that were once Dhampir but at some point were changed to another creature type.
44. Dark Ages Gargoyle Merits/Flaws - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
45. Drabane - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
46. Connection to Dracian - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
47. Any Tremere with Tremere specific Merits/Flaws - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Merits:
 - i. Embraced Without the Cup
 - ii. Natural Vicissitude
 - iii. Secret Society Member
 1. This references the Tremere specific merit from V20, Lore of the Clans p. 218, and excludes the merit of the same name from Vampire by Gaslight.
 - iv. Unmarked Antitribu
 - b. Flaws:
 - i. Double Betrayer
 - ii. False Third Eye
 - iii. Mage Blood
 - c. Exceptions for Standard (Camarilla) Tremere only - PC: Storyteller Approval - NPC: Storyteller Approval - Coordinator: Tremere
 - i. These Merits/Flaws for Non-Standard Tremere are considered Coordinator Approval like the previously listed Merits/Flaws.
 1. Attuned Taste
 2. Bound to the Council
 3. Cloistered
 4. Keys to the Library
 5. Quartermaster
 6. Thaumaturgically Inept
 - d. Other Tremere Merits/Flaws not listed here are to be considered Storyteller approval for Tremere Characters.
48. Non-Tremere with Tremere specific merits/flaws - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
49. Non-Tremere with Tremere Clan Friendship - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Includes the merit Clan Friendship Tremere.
50. Non-Toreador with the Following Merits - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 - a. Blase
 - b. Greater Colors
 - c. Controllable Thirst
 - d. Refined
 - e. Touched by God
51. Clan Friendship: Toreador - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Toreador
52. Totemic Change for non-Gangrel - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Gangrel
53. Gift of Proteus for non-Gangrel - PC: Disallowed - NPC: Disallowed - Coordinator: Gangrel
54. Danava Ally - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue & Ravnos
55. Merit: Seer - PCs of 8th - 13th Generation: Disallowed - NPCs of 1st - 13th Generation: Disallowed
56. Merit: Clan Friendship: Giovanni (2 or 4 point versions) – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
- vi. Paths of Enlightenment
 1. Camarilla Vampires on Sabbat Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Sabbat
 - a. Path of Feral Heart
 - b. Path of Caine
 - c. Path of Cathari
 - d. Path of Death and the Soul
 - e. Path of Honorable Accord
 - f. Path of Lilith
 - g. Path of Metamorphosis
 - h. Path of Night
 - i. Path of Orion
 - j. Path of Power and the Inner Voice
 - k. Path of Redemption
 2. Camarilla Members on Path of Paradox - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Ravnos
 - a. This applies to both Eastern and Western, and any variations of such.
 3. Non-Sabbat Gangrel on Sabbat Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel and Sabbat
 - a. Path of Caine
 - b. Path of Honorable Accord
 - c. Path of Orion
 4. Non-Assamites on Path of Blood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 5. Gangrel Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - i. Path of Via Einherjar

- ii. Path of Via Aesirgard
 - iii. Road of the Yasa
 - b. Non-Gangrel - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Gangrel
 - i. Path of the Grey Hunter
 - ii. Path of the Hunter
 - iii. Path of the Nomad
 - iv. Path of the Savage
- 6. Brujah Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Brujah - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
 - i. Path of Entelechy
 - ii. Path of the Scorched Heart
 - b. Non- Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - i. Path of Entelechy
 - ii. Path of the Scorched Heart
- 7. Follower of Set Paths of Enlightenment - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Setite
 - a. Path of Typhon
 - b. Path of Sutekh
 - c. Path of Ecstasy
 - d. Path of Set's Vengeance
 - e. Path of Set's Honor
- 8. Follower of Set Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Setite
 - a. Road of Set
 - b. Path of Apep
- 9. Characters without in-clan Obtenebration on Path/Road of the Abyss or any variation thereof - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - a. This includes Path of the Abyss, Road of the Abyss, and any Custom Path which is based upon the Abyss.
- 10. Gargoyle Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Road of Service
- 11. Salubri Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. The Code of Samiel (Path of Vindication)
- vii. Perfect Infiltrators
 - 1. Defined as anyone attempting to impersonate/replace/pose as a member of the clan well enough to not arouse suspicion or circumvent Clan Advantages, hierarchy or similar benefits by having a member of a due clan cover for them.
 - 2. Assamite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - 3. Giovanni - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - 4. Nosferatu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - 5. Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - 6. Ventrue (not to include Antitribu) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- viii. Powers
 - 1. Non-Anarchs with Anarch Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Aspect of the Beast
 - b. Badger's Hide
 - c. Call Upon the Blood
 - d. Chaos Fold
 - e. Give 'em Hell
 - f. Guardian Vigil
 - g. Humberside Panic, The
 - h. Internet Famous
 - i. King of the Hill
 - j. Memory Rift
 - k. Quickshift
 - l. Remote Access Buffer
 - m. Retain the Quick Blood (V20 Anarchs Unbound Version)
 - n. Sensory Overload
 - o. Seventh Chinese Brother
 - p. Slenderman
 - q. Smiling Jack's Trick
 - r. Stonesight
 - s. Suck It Up
 - 2. 1st Impulse based Combination Discipline purchase - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch
 - 3. 2nd+ Impulse based Combination Discipline purchase - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 4. Discipline: Anarch Sorcery Combination Disciplines: - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Breach the Veils
 - b. Channeled Fate
 - c. Cleanse the Blight
 - d. Harshing the Vibe
 - e. Purity of Body and Mind
 - f. Self-Actualization
 - g. Unbiased Focus
 - h. Turn the Other Cheek
 - i. Weirderd Wood
 - j. Touch me Twice, Shame on You!
 - k. Decay the Adversary's Boon
 - l. Decay the Fates
 - m. Digital Access
 - n. Digital Disruption

- o. Techno-Vision
- 5. Deimos: The Path of the Four Humors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- 6. Kineticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- 7. Non-Black Hand with Black Hand Combination Disciplines - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - a. Circumspect Revelation
 - b. Lessons in the Steel
 - c. Masque of Judas
 - d. Sympathetic Encryptor
- 8. Sabbat Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. Non-Faction members with Faction Combination Disciplines
 - i. Disregard
 - ii. Resolve to Sustain
 - iii. Strategic Response
 - iv. Uncoil Your Vitae
 - v. Rapid Fire
 - vi. Unassailable Thoughts
 - vii. The Magistrate Coincides
 - viii. Instantaneous Admiration
 - ix. The Banshee's Wail
 - x. Unconquerable Quality
 - xi. Roar of Command
 - xii. Dreadful Assault
 - xiii. Dogs of Vitae
 - xiv. Undiminished Fury
 - xv. Caine's Curse
 - xvi. Eyes of the Enlightened
 - xvii. Relic Sight
 - xviii. Speed Reading
 - xix. Nocturnal Life
 - xx. Envoy's Blessing
 - xxi. Shadow Heart
 - xxii. Vicious Valor
 - xxiii. Void Shielding
 - xxiv. Void Running
 - xxv. Astute Taste
 - xxvi. Fluid Recollection
 - xxvii. Unwavering Judgment
 - xxviii. Divine Will
 - xxix. Religious Devotion
 - xxx. Eye of Ialdabaoth
 - xxxi. Hunt the Heretic
 - xxxii. Reveal the Sin
 - xxxiii. Deny the Adversary
 - xxxiv. Circumspect Revelation
 - xxxv. Lessons In The Steel
 - xxxvi. Masque of Judas
 - xxxvii. Sympathetic Encryptor
 - xxxviii. Infernal Contract
 - xxxix. Quid Pro Quo
 - xl. Technicality
 - xli. Talons of Suffering
 - xlii. Song of Ennui
 - xliii. Sense the Sorrow
 - xliv. Smoky Pace
 - xlv. Shroud of the Mind
 - xlvi. Blessings of the Aralu
 - xlvii. Animus Ligature
 - b. Regionally Important Sabbat Faction Combination Disciplines
 - i. Resolve to Sustain
 - ii. Uncoil Your Vitae
 - iii. Instantaneous Admiration
 - iv. Roar of Command
 - v. Undiminished Fury
 - vi. Relic Sight
 - vii. Speed Reading
 - viii. Envoy's Blessing
 - ix. Void Running
 - x. Fluid Recollection
 - xi. Religious Devotion
 - xii. Reveal the Sin
 - xiii. Circumspect Revelation
 - xiv. Lessons in the Steel
 - xv. Masque of Judas
 - xvi. Sympathetic Encryptor
 - xvii. Quid Pro Quo
 - xviii. Songs of Ennui

- xix. Shroud of the Mind
- c. Nationally Important Sabbat Faction Combination Disciplines
 - i. Strategic Response
 - ii. Unassailable Thoughts
 - iii. The Banshee's Wail
 - iv. Dreadful Assault
 - v. Caine's Curse
 - vi. Shadow Heart
 - vii. Astute Taste
 - viii. Divine Will
 - ix. Deny the Adversary
 - x. Technicality
 - xi. Talons of Suffering
 - xii. Blessings of the Aralu
 - xiii. Animus Ligature
- 9. Non-Faction members with Sabbat Faction Ritae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- 10. Non-Brujah with Brujah Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Burning Wrath
 - b. Command the Wary Beast / Command the Wary Steed
 - c. Esprit de Corps
 - d. Hindsight
 - e. Iron Heart
 - i. Gargoyles with Iron Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Brujah
 - e. Iron Glare
 - f. Leaps and Bounds
 - g. Pulse of Undeath
 - h. Quicksilver Contemplation
 - i. Reluctant Performance Artist
 - j. Old Friend
 - k. Scourge of Alecto
- 11. Brujah Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Jackhammer Punch
- 12. Non-Brujah with Brujah Combination Disciplines - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
 - a. Aura of Accursed Rage - PC: Coordinator Notify - NPC: Coordinatory Notify - Coordinator: Brujah & Gangrel
- 13. Gangrel Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Bear Skin
 - b. Ennoia's Mastery
 - c. Fenris Talons also printed as Fenrir's Talons
 - d. Loki's Gift
 - e. Itugen's Embrace
- 14. Combination Discipline Wild Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Gangrel
- 15. Combination Disciplines requiring Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
- 16. Non-Malkavians with Malkavian Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Catch a Whiff of Madness
 - b. Creepy Clown Coat
 - c. Days of Passions Past
 - d. Do As I Say, Not As I Say
 - e. Ignore Me
 - f. Maddening Halo
 - g. Madman's Quill
 - h. Malkav's Pavlovian Response
 - i. Phobic Affliction
 - j. Prophecy
 - k. Rando
 - l. Respite of Lucidity
 - m. Screams Made Real
 - n. Vanishing
 - o. Whispers of Loathing
 - p. Ze Monkey's Paw
- 17. Non-Nosferatu with Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - a. Animal Magnetism
 - b. Blood Apocrypha
 - c. Feral Imbuing
 - d. Bestial Presence
 - e. Cloak the Beast
 - f. Forbidden Zone
 - g. I Know
 - h. Power Animal
 - i. Wolf in Sheep's Clothing
- 18. Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - a. Haunted Place
- 19. Ravnos Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Scourge of the Thrall
 - b. Nightmare Curse

- c. Craft Ephemera
 - d. Mask of Cathay
 - e. Mediumship
 - f. Blood Scent
 - g. Resist the Old Ways
 - h. Weapons of the Oppressed
 - i. Ravnos Don't Lie!
20. Non-Toreador with Toreador Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 - a. Soul Painting
 - b. Focused Reflexes
 - c. Bliss
 - d. Diplomat's Boon
 - e. Artist's Intent
 - f. Hand of the Master Artisan
 - g. Scalpel Tongue
 - h. Under the Skin
 21. V20 Edition Soul Decoration Combination Discipline - PC: Disallowed - NPC: Disallowed - Coordinator: Tzimisce
 22. Non - Tzimisce with the Combination Discipline Soul Decoration - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
 23. Tzimisce Clan Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 - a. Birth the Vozhd
 - b. Unchain the Wrathful Beast
 - c. Sculpt the Flowing Wound
 - d. Jaws of the Dragon
 - e. Becoming Kupala
 - f. Flaying Touch
 - g. Shape of All Beasts
 - h. Conquering Blood
 24. Non-Ventruer with Ventruer Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruer
 - a. Approximation of Loyalty Absolute
 - b. Aura of Inescapable Truth
 - c. Denial of Aphrodite's Favor
 - d. True Tongue
 - e. Distant Friend
 - f. Lifesong
 - g. Lucinde's Revenge
 - h. Command from Afar
 - i. Divine Aura
 - j. Impeccable Manners
 - k. Rescue Beacon
 - l. Retaliatory Terror
 - m. Telepathic Command
 25. Salubri Blooding Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Pre-Existing
 - b. Creating New Rituals
 26. Watcher Valeren - PC: Coordinator Approval - NPC: Notify - Coordinator: Salubri
 27. Healer Path Valeren - PC: Disallowed - NPC: Disallowed - Coordinator: Salubri
 28. Out of Clan Advanced (or higher) Temporis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 29. Non-Lhiannan learning Ogham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. V20 Ogham Koldunic Sorcery Paradigm - PC: Disallowed - NPC: Coord Approval - Coordinator: Gangrel and Tzimisce
 - b. This includes variants presented in additional White Wolf Material. Specific Paths (Koldunic or other Blood Magic paradigms associated) are considered joint approval with relevant genre Coordinator and disallowed for PC's.
 30. Spiritus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 31. Out-of-Clan Advanced Thanatosis (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Characters/Non-NPCs Teaching Advanced Thanatosis - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Giovanni
 32. Out of Clan Mytherceria - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 33. Out of Clan Obtenebration for Non-Sabbat Members - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - a. Aizina counts as Obtenebration
 34. Non-Sabbat with Out-of-Clan Valeren - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Modern Variant. Dark Ages Variant.
 35. Characters with Dementation without a Derangement - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
 - a. Also applies to Combination Discipline with Dementation as requirement
 36. Out of Clan Advanced Chimerstry (or higher) - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - a. Characters/Non-NPCs Teaching Advanced Chimerstry - PC: Disallowed - NPC: Unregulated - Coordinator Ravnos
 37. Obeah - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Excludes Nkulu Zao, Scholar Caste Wu Zao and Healer Caste Salubri
 38. Non-Salubri Teaching Obeah based Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Salubri antitribu are considered Non-Salubri for this bylaw.
 39. Non Daughters of Cacophony with Melpominee - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 40. Non-Gargoyles with the Discipline: Flight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Also applies to Combination Disciplines with Flight as a prerequisite
 - b. Non-Gargoyle NPCs with Combination Disciplines with Flight as a prerequisite are disallowed
 41. Non-Gargoyles with the Discipline: Visceratika Levels 1-3 - PC: Coordinator Notify - NPC: Coordinator Approval - Coordinator: Tremere

- a. Non-Gargoyles with level 4-5 Visceratika - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- b. Non-Gargoyles with a Combination Disciplines with Visceratika as a prerequisite - PC: Coordinator Approval - NPC: Disallowed - Coordinator: Tremere
- c. Non-Gargoyles with the Visceratika Discipline are subject to have the Negative Social traits Bestial x2 or Repugnant x2 to represent a stone skin appearance that they can not buy off
42. Non-Assamite Antitribu with the following combination disciplines - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
 - a. Draught of the Soul/Drink the Mind (Assamite Version)
 - b. Breath of the Sandstorm
 - c. Blood of Essence
 - d. Trap of Vitae
 - e. Running with Shadows
43. Non-Assamite Antitribu Warriors with the following Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Tattoo of the Unconquered Blood
 - b. Tattoo of the Stolen Life
44. Non-Assamite Antitribu with the following Ritae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Tatarich mee-nel Haabar (The Way of Khabar)
 - b. Les Sem-Maana el Al Faa (Venom of the Snake)
 - c. El Raver mel al Hashishe (Taking of the Hashish)
 - d. La shay haqiqah, koulo shay' moumkin (Nothing is an absolute reality, all is permitted)
 - e. The Mark of Khayyin
 - f. Kali-Ma
 - g. Ealamat Alkayin
45. Tal'Mahe'Ra Combination Discipline and Spells - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - a. Offering the Awakened Soul
 - b. Chain the Enlightened
46. Camarilla Regulated Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. False Death
47. Characters who are not members of the Mnemosyne Cult possessing the Meminisse Discipline - PC: Disallowed - NPC: Disallowed
48. Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Anarch Hactivist with Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tremere
 - b. Ophanim with Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri and Tremere
 - c. Perdo Magica – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Tremere
49. Non Ravnos with the following combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Sympathetic Agony
 - b. Eventide Strength
 - c. Waking Dream
 - d. Mind of the Wilds
 - e. Heart's Desire
50. Non-Assamites with Assamite Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Baal's Sight
 - b. Draught of the Soul/Drink the Mind (Assamite Version)
 - c. Eyes of Alamut
 - d. Eyes of Blades
 - e. Forced March/Long March
 - f. Honeyed Words
 - g. Retain the Quick Blood (Assamite Version)
 - h. Scent of Caine (Assamite Version)
 - i. Shadow Feint
 - j. Truth of Blood
51. Caste Specific Quietus Powers for Non-Assamites and Characters Outside the Caste - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Caste specific is defined as Vizier: Minhit Dume, Vizier: Quietus Hematus, Sorcerer: Sorcerer Quietus, Warrior: Quietus Cruscutus
52. Caste Specific Quietus Powers without the requisite Merit from the OWBN Assamite Packet - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
53. Having multiple Caste Specific Quietus powers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
54. Assamite Sorcerer In clan Disciplines from Dark Ages V20 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Auspex instead of Obfuscate
55. Assamite Combination Discipline for anyone - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Blood Tempering
56. Affinities
 - a. The Evil Eye - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - b. Spirit of the Wolf - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - c. The Sight - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - d. Draba - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - e. Faerie Threads - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - f. Patteran - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - g. Custom and Non Listed Affinities (Affinities are defined as powers derived from the Descendant of Dracain Merit, or Dracian's Lineage Creature Type) - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
57. Necromancy or Necromancy Variant based Regulated Combination Disciplines - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni
 - a. Aegis of Entropy

- b. Eyes of a Thousand Shades
 - c. Sharing the Master's Vigor
58. Necromancy or Necromancy Variant based Regulated Combination Disciplines possessed by non Giovanni / Harbinger of Skulls - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni
 - a. Awakening the Slumbering Curse
 - b. Clarity of Emptiness (Corpse in the Monster Variant)
 - c. Effigy of the Sculpted Tomb
 - d. Fountain of Ill Humors
 59. Non American Ravnos with combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. We're Not Going To Take It!
 - b. Modern Illusions
 60. Non Rom Ravnos with the combination discipline The Sight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 61. Non Ravnos Antitribu with the combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Induce the Nightmare
 - b. The Illusionary Cup
 62. Non-Harbinger of Skulls with Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Bloodied Hands
 - b. Leer of Hades
 - c. Sutekh Fathers Anubis
 63. Non-Jocastians with Jocastian Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Shroud of Ahriman
 - b. The Nectar of Amaranth
 - c. Hunt for History
 64. Non-Anarchs with Tenebrous Veil - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Characters with in-clan Obtenebration Teaching each other Tenebrous Veil - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 65. Vicente de las Navas de Tolosa's Holy Shield - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 66. Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Setite
 - a. Converts may only learn modern Serpentis
 67. Non-Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 68. Gargoyle Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 69. Gargoyle Rituals as Powers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 70. Gargoyle Combination Disciplines using Protean - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere and Gangrel
 71. Dark Ages Obtenebration - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra
 72. Second Edition Mytherceria - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra
 73. Combination Discipline: Typhonic Beast - PC: Varies - NPC: Coordinator Approval - Coordinator: Setite
 - a. Follower of Set, Warrior Bloodline - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Setite
 - b. Follower of Set, Warrior Caste - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Setite
 - i. This includes Converts and Initiates who join the Warrior Caste
 - c. Follower of Set (regardless of Bloodline) who is not Warrior Bloodline or Caste - PC: Coordinator Approval - NPC - Coordinator Approval - Coordinator: Setite
 - d. Non-Follower of Set or Follower of Set Bloodline - PC: Disallowed - NPC: Disallowed - Coordinator: Setite
 74. Sorcerous Suppression: The Broken Rung - PC: Disallowed - NPC: Disallowed
 75. Combination Discipline: Untamable - PC: Disallowed - NPC: Disallowed
 76. Obliterate the Night's Gifts - PC: Disallowed - NPC: Disallowed
 77. Tremere Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Drink the Mind (Tremere Version)
 - ii. Scent of Caine (Tremere Version)
 - iii. Spectral Puppeteer
 - iv. Theft of Will
 78. Obtenebration based Combination Disciplines possessed by Characters without in-clan Obtenebration - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra
 - i. Armory of the Abyss
 - ii. Armor of Darkness
 - iii. Clarity of Emptiness (Obtenebration Variant)
 - iv. Dark Steel
 - v. Eminence of Shade
 - vi. Gazing into the Abyss
 - vii. Shadowed Eyes
 - viii. Shadow Looking Glass
 - ix. Shroud of Absence
 79. I Drink and I Know Things Combination Discipline - PC: Disallowed - NPC: Disallowed
 80. Combination Discipline Ghost Song - PC: Varies - NPC: Unregulated - Coordinator: Gangrel
 - i. Ghost Singer Gangrel - PC: Unregulated - NPC: Unregulated - Coordinator: Gangrel
 - ii. Non-Ghost Singer Gangrel - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Gangrel
 - iii. Non-Gangrel - PC: Disallowed - NPC: Unregulated - Coordinator: Gangrel
 81. Honey Badger Combination Discipline - PC: Disallowed - NPC: Disallowed
 82. Bring Them Back Combination Discipline - PC: Disallowed - NPC: Disallowed
 83. Tellurian, Unique Discipline of Yaryan - PC: Disallowed - NPC: Disallowed - Coordinator: Brujah
 - i. Exemption- Yaryan Brujah Canon NPC
 84. Infernal Disciplines

- i. Malefica - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - ii. Striga - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
85. Non-Camarilla with Camarilla Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Various
- i. The Iron Glare - Camarilla and Brujah
 - ii. Catch a Whiff of Madness - Camarilla and Malkavian
 - iii. Phobic Affliction - Camarilla and Malkavian
 - iv. Animal Magnetism - Camarilla and Nosferatu
 - v. Scalpel Tongue - Camarilla and Toreador
 - vi. Under the Skin - Camarilla and Toreador
 - vii. Mood Shift - Camarilla and Tremere
 - viii. Distant Friend - Camarilla and Ventrue
 - ix. Approximation of Loyalty Absolute - Camarilla and Ventrue
 - x. Alpha Glint - Camarilla and Gangrel
86. Creation of an Inceptor Discipline by a 14th, 15th, or 16th Generation character - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch
87. Creation of an Inceptor Discipline by a 13th Generation or lower character - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
88. Custom Combination Discipline using an Inceptor Discipline - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch
89. Learning a created Inceptor Discipline - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch
- ix. Blood Magic
- 1. Anarch Curses - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 2. New Age Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 3. Old Skool Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 4. Punk Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 5. Hacktivism Anarch Sorcery (Anarch and Tremere Coord Approval) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 6. Hacking Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Originating Paradigm Coordinator
 - 7. Bacaban/Judicium Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - 8. Black Hand Aljursuri - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - 9. Sabbat Inquisition Only Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. Disallowed for those outside the Sabbat Inquisition.
 - 10. Non-Assamite Sorcerers with Assamite Sorcery / Dur-An-Ki - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Successfully Achieving the Gate of Apotheosis or The Apex on The Ladder of Heaven - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Assamite
 - b. Dur-An-Ki Practitioner gaining the mechanical benefits of dedicating to a Pantheon listed in the Ladder of Heaven packet - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Assamite
 - i. No Ritual or Path Rarity may be adjusted except as noted in the Ladder of Heaven packet.
 - ii. Practitioners dedicated to a custom Pantheon or multiple Pantheons use the standard Rarity for Paths and Rituals.
 - iii. Pantheons listed in the Ladder of Heaven packet:
 - 1. Hurrian
 - 2. Ugaritic
 - 3. Hinduism
 - 4. Olympians
 - 5. Egyptian Faith
 - 6. Yoruban
 - 7. Karma
 - 8. Enochians
 - 11. Sihhr - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - 12. Non-Giovanni with Western Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - 13. Abyss Mysticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - 14. Player Created Abyss Mysticism Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - 15. Ravnos Ratka-Sadhus / Sadhana - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - 16. Non Follower of Set Bloodline / Faction / Convert or Initiate with Wanga / Afro-Caribbean Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Children of Damballa / Convert / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - i. Converts require approval for every ritual and each path
 - ii. Initiates use the same approval process as a Child of Damballa
 - iii. Normal (not Convert / Initiate) Children of Damballah follow the most recent applicable Packet
 - b. Serpent of the Light / Convert / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - i. Converts require approval for every ritual and each path
 - ii. Initiates use the same approval process as a Serpent of the Light
 - iii. Normal (not Convert / Initiate) Serpents of the Light follow the most recent Wanga Packet
 - c. Learning Wanga from PC's - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite and Giovanni
 - 17. Non-Setites with Akhu (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - a. Converts require approval for every ritual and each path
 - b. Initiates use the same approval process as a Setite
 - 18. Non-Tlaciue with Nahuallotl (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - a. Converts require approval for every ritual and each path
 - b. Initiates use the same approval process as a Setite
 - 19. Cult of Mithras Dur-An-Ki - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue and Assamite
 - 20. Follower of Set Bloodline / Faction / Converts or Initiate with Voudoun - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - a. Converts require approval for every ritual and each path
 - b. Initiates use the same approval process as a Setite
 - 21. Non-Daitya with or Rakta-Sadhu Ravnos with Sadhana (Ravnos) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

22. Pillars of Dracian - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
23. Non-Tremere with Hermetic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Learning Hermetic Paths of Thaumaturgy out of clan requires a Kindred teacher with it in-clan.
 - i. Hermetic Thaumaturgy may not be learned through diablerie, even if the diablerie is successful.
 - a. Learning Hermetic Thaumaturgy Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Rituals of the same name in other Paradigms are not included as part of this regulation, and will be regulated within their own paradims.
 - ii. Rituals Classified as R1 for Pyramid Tremere may be learned without a kindred teacher.
 - iii. Rituals Classified as R2 or higher for Pyramid Tremere must be taught by a Kindred Teacher with Hermetic Thaumaturgy in-clan.
 - iv. Non-Tremere must already have at least one Path of Hermetic Thaumaturgy to have Hermetic Rituals.
 1. These rituals can not exceed the current highest level of the character's primary path of Hermetic Thaumaturgy.
 - c. Revenants with Hermetic Thaumaturgy in-clan follow the rarities within the appropriate packets.
 - i. Ducheski Revenants in service to Clan Tremere follow the Pyramid Loyal Rarities.
 - ii. Tremere Loyal Ghouls in services to Clan Tremere follow the Pyramid Loyal Rarities.
 - iii. Rafastio Revenants follow the rarities provided by the Sabbat Coordinator.
 - d. This does not include Anarch Hacktivists with Hermetic Thaumaturgy.
 - i. Anarch Hacktivists may only learn magics from this packet with Tremere Coordinator Approval through the Digital Dracula NPCs, or through other Kindred teachers with it in-clan.
 1. Otherwise they follow the availability and rarities of what is printed in the OWBN Anarch Magic packet, not this packet.
24. Sielanic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
25. Tremere with Dark Thaumaturgy - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Tremere
26. Mastery Ways (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
27. Non-Koldunist Tzimisce with Koldunism (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
28. Inconnu Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
29. Voudoun Necromancy for any non Samedi / Follower of Set Bloodline / Faction / Convert - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
30. Voudoun Necromancy for any Follower of Set Bloodline / Faction / Convert - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
31. Aztec Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Tlacique PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - i. Converts require approval for every ritual and each path
 - ii. Initiates use the same approval process as a Tlacique
32. Non-Laibon with African Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
33. Eastern Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
34. Mortis for Non-Harbinger of Skulls - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
35. Dark Thaumaturgy - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
36. Geomancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
37. Seidr - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
38. Printed paradigms of blood magic that do not have their own specific regulation - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- x. Other Listings
 1. Vampires of 6th Generation or better - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Appropriate Clan Coordinator. In cases of a Clanless character, Sect Coordinator.
 - a. This only includes non-canonical / named NPCs. All canonical / named NPCs are controlled as per the Published Canon Characters section.
 2. Sect Defector - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Appropriate Sects Genre Coordinator and Clan Coordinator
 - a. Any Vampire Character that has changed its Sect allegiance, be it in background story or after entering play, is considered a Sect Defector.
 - b. Any Character that changes their Sect allegiance from another Sect, such as the Camarilla or the Sabbat, to the Anarch Movement, after entering play, shall be given the Flaw 'New Kid on the Block' for a time period of no less than one year.
 3. Non-Kuei-Jin vampire becoming Human - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 - a. Vampire Characters may become human or ghoul temporarily for up to 1 month without being restricted by this bylaw. Characters may not be embraced or change to any other supernatural creature other than Ghoul during this time.
 - b. Any creature type turned mortal by the Infernal Investment "Rejuvenation" are exempt and follow the guidelines of said Investment.
 4. Non Kuei-Jin Vampires changing Clan/Bloodline - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 - a. The following exceptions are allowed: characters inhabiting another body for 1 month or less, Assamite Apostates/Converts, Baali Apostates/Converts, Setite Converts, Ravnos Renascut, Children of Osiris, Non Warrior Salubri becoming a Warrior Salubri, anyone who is adopted by another clan but does not actually alter their own Clan/Bloodline and those infiltrating another Clan/Bloodline but still retain their original Clan/Bloodline.
 - b. Characters that change Clan/Bloodline to a Clan/Bloodline that have additional R&U restrictions must follow the approval process for the new Clan/Bloodline as well.
 5. Non-Giovanni adopted into Clan Giovanni - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 6. Malkavian Death Screams - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 7. PC Malkavian to NPC Disembodied Mentor - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Any PC that permanently uploads to the Malkavian Madness Network upon Death
 8. Gangrel Religions
 - a. Einherjar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - b. Neo-Einherjar - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Gangrel
 9. Ashirra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. Characters belonging to the Middle-East based Sect
 10. Inconnu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. Characters belonging to the secretive sect
 11. Blood Purity Background - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 12. Draba Background 4 and 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

13. Background: Wave Mentor 1 - 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Available to Anarchs with Anarch Magic only
 14. Curing Asakku - PC: Disallowed - NPC: Disallowed - Coordinator: Tzimisce
 15. Asakku and the Path of Asakku - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Tzimisce
 16. Non-Schismatic Assamite Viziers with the Web of Influence Background - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. This includes Assamites with the Dual-Blooded Merit where Vizier is not their base caste.
 17. Schismatic Assamite Viziers with the Web of Influence Background higher than their rank in the Schism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 18. Non-Schismatic Assamite Warriors with the Web of Iron Background - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. This includes Assamites with the Dual-Blooded Merit where Warrior is not their base caste.
 19. Schismatic Assamite Warriors with the Web of Iron Background higher than their rank in the Schism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 20. Non-Tremere recognized as swearing the Oath and holding rank in the Pyramid (aka: joining House Tremere) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. This includes those who have been accepted as Acolytes into House Tremere without swearing the Oath.
 - b. Includes the merit House Tremere Loyal (OWBN custom)
 21. Salubri Changing Castes - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Includes al-Amin, Salubri, and Salubri Antitribu.
 22. Wu Zao Changing Castes - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Castes include Scholar and Thief.
 23. Tremere or Telyavelic with Tremere Familiar Background - PC: Unregulated - NPC: Coordinator Notify - Coordinator: Tremere
 - a. Non-Tremere/Non-Telyavelic with Tremere Familiar Background - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere
 24. Background: Insight - PCs of 8th - 13th Generation: Disallowed - NPCs of 1st - 13th Generation: Disallowed
 25. Background: Memento de Morte 4 and 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 26. Background: Honored Dead - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
- n. LAIBON CONTROLLED ITEMS
- i. Creature Types
 1. Laibon Clan (Faith and Fire) - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
 2. Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Characters belonging to the Africa Based Sect
 - b. Including but not limited to:
 - i. Akunanse
 - ii. Bonsam
 - iii. Guruhi
 - iv. Impundulu
 - v. Ishtarri
 - vi. Kinyonyi
 - vii. Mla Watu
 - viii. Naglopers
 - ix. Nkulu Zao
 - x. Osebo
 - xi. Ramanga
 - xii. Shango
 - xiii. Xi Dundu
 - ii. Abilities
 1. Lore: Laibon for Non-Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 2. Laibon Legacy Lore for Non-Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - iii. Genre-Specific Traits for Non-Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 1. If another genre has a published trait of the same name, this does not restrict characters of that Genre from buying their own version of the background. For example, Werewolf characters have their own version of Ancestors, and so are not restricted from purchasing it by this bylaw.
 2. Items listed below may not be replicated via any form which would grant these traits to Non-Laibon characters.
 3. Backgrounds
 - a. Ancestor Spirit
 - b. Reliquary
 4. Merits & Flaws
 - a. Milk-Fed
 - b. Earth Feeder
 - c. Malleable Visage
 - d. Strange Day
 5. Temporary/Virtue Traits
 - a. Orun
 - b. Aye
 - iv. Items
 - v. Powers
 1. Laibon Powers may only be taught by Laibon who possess at least one of the required disciplines in-clan.
 2. Abombwe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. This applies to combination disciplines with Abombwe as a prerequisite.
 3. Laibon Version of Auspex for non-Laibon - PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch
 4. Laibon version of Celerity for non-Laibon - PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch
 4. Laibon version of Vicissitude for non-Laibon - PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch and Tzimisce
 5. Aizina for non-Ramanga PC: Coordinator Approval - PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Lasombra
 - a. See 10.M.viii.33.a
 - b. Additionally - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch

7. Non-Ramanga or Xi Dundu with following Ramanga Combination Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Lasombra
 - a. These Combos may only be taught by Laibon who possess at least one of the required disciplines in-clan.
 - b. PCs who possess Abyss Mysticism may not possess these Combos. Upon learning Abyss Mysticism, approval will be voided, the combos removed from sheet, and XP refunded.
 - i. Compelling Darkness
 - ii. Obscurity of Shadows
 - iii. Shadow Communion
 - iv. Weight of Shadows
 - v. Whispered Passions
8. Laibon with Out of Clan African Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Additionally - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch
- vi. Positions
- vii. Enlightenment
 1. Road of Darkness (V20 Companion)
- o. WRAITH CONTROLLED ITEMS
 - i. Abilities, Arcanoi and Lores
 1. Guild Membership
 - a. Great / High Guilds
 - i. Artificers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Masquers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Pardoners Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iv. Usurers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - b. Working Guilds
 - i. Chanteurs Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Harbingers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Oracles Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iv. Sandmen Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - c. Criminal Guilds
 - i. Haunters Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Monitors Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Spooks Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iv. Proctors Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - v. Puppeteers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - d. Forbidden Guilds
 - i. Alchemists Guild - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Mnemoid Guild - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Solicitors Guild - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Wraith
 2. Wraith with "Forbidden Paths" (Argos 5) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
 3. Wraith with "Shadow Possess" (Puppetry 5) - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Wraith
 4. Vampire PCs or NPC's with the ability Soul Forging - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinators: Giovanni and Wraith
 5. The use of Path of Karma 5 for the purpose of being reborn as a Wraith - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinators: Wraith and Ravnos
 6. The use of Leer of Hades on any PC - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinators: Followers of Set, Giovanni, and Wraith
 7. Non-Ferrymen Wraiths Learning Ferrymen Specific Tempered Arcanoi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
 - a. Long Leap
 - b. Beckon Tools
 - c. Burning Aegis
 - d. Spirit Triage
 - e. Serendipitous Passage
 - f. The Bridge of Thoughts
 - g. Guardian's Filament
 - h. The Shear of Fate
 - i. Concussive Shout
 - j. Messenger of Light
 - k. See With Blind Eyes
 - ii. Creature Types
 1. PC Supernatural to Wraith - PC: Simple Majority Vote - NPC: Coordinator Approval - Coordinator: Wraith
 - a. Quasi-supernatural creatures such as kinfolk or ghouls are not considered to fall into this designation, nor are mortals.
 2. Risen - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
 3. Ferrymen (Wraith Guild) - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith
 4. Pasiphae (Separated Shadows) - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith
 5. Learning the Ritual of Severance - PC: Disallowed - NPC: Disallowed - Coordinator: Wraith
 - a. Wraith Coordinator Controlled NPC Ferrymen may still have access to this item as it is required to be performed upon new Ferrymen.
 6. Benefitting from the Ritual of Severance - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith
- p. HUNTER CONTROLLED ITEMS
 - i. Characters with Corrupt Edges and Divine Edges - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hunter
 - ii. Demi-Supernatural Imbued - PC: Disallowed - NPC: Disallowed - Coordinator: Hunter
 1. Ghoul
 2. Dhampir
 3. Kinfolk
 4. Kinain

5. Hedge-mage
6. Psychics
7. True Faith
8. Thrall
9. Shih
- iii. Imbued Hunters to Supernatural - PC: Disallowed - NPC: Disallowed - Coordinator: Hunter
- iv. Imbued Wayward – PC: Coordinator Approval – NPC: Coordinator Notify – Coordinator: Hunter
- v. Shih – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- vi. Full Supernaturals joining Society of Leopold, Florentine Heresy or any Dark Ages Hunter Organization - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- vii. Supernaturals with membership in the Society of Leopold or Florentine Heresy having Theurgy - PC: Coordinator Notify – NPC: Coordinator Notify – Coordinator: Hunter
 1. Supernaturals without a membership in the Society of Leopold / Florentine heresy having Theurgy - PC: Disallowed – NPC: Coordinator Approval – Coordinator: Hunter
 2. Supernaturals with 2 or more paths of Theurgy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
 3. Supernaturals with Convictions / Blessings / Endowments from membership in an Inquisition Group - PC: Disallowed – NPC: Coordinator Approval – Coordinator: Hunter
- viii. Background: Rank in a Hunter or Inquisition Organization
 1. Background at 2 and 3 - PC: Coordinator Notify – NPC: Coordinator Notify – Coordinator: Hunter
 2. Background at 4 and 5 - PC: Coordinator Approval – NPC: Coordinator Notify – Coordinator: Hunter
- ix. Membership in the Council of Faith or Supreme Council for Society of Leopold or Florentine Heresy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- x. Ability: Imbued Hunter Exposure 3 or more - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- xi. Hunter Organization Membership
 1. Membership in Dark Ages Hunter organization The Order of the Poor Knights of the Passion of the Cross of Acre PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
 2. Membership in Dark Ages Hunter organization The Red Order PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
 3. Membership in Dark Ages Hunter organization The Sisters of St. John PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
 4. Membership in Dark Ages Hunter organization The House of Murnau PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
 5. Membership in Dark Ages Hunter organization Oculi Dei PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
 6. Membership in Enlightened Society of the Weeping Moon PC: Disallowed – NPC: Disallowed – Coordinator: Hunter
 7. Creation of Custom Dark Ages Hunter Organizations PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- xii. Numina, Sorcery, Theurgy
 1. Sorcery Paths: Saturnal Anima and Saturnal Manes PC: Disallowed – NPC: Disallowed – Coordinator: Hunter