

CHANGE LOG

1. Home Chronicle changed to be the first character bylaw item

1.1 Cleaned up the text about being based in a home chronicle to change for it being based in a OWBN member chronicle, removing the item below and the "good standing" part of the definition.

1.2 Condensed the wording about absence of HST it being decided by the ST staff.

1.3 Cleaned the wording to be more direct, removing expressions such as "its not acceptable"

1.4 Removed the wording about not being allowed to change to NPC then back to PC, since that is covered elsewhere

1.5 Changed one month to a more generic 30 day expression

1.6 Removed the need for notification to Council, to preserve the involved parties, allowing it to be brought before council if there is a dispute about it taking more than 30 days.

1.7 Removed the wording about Exec team reaching out to parties since that is pretty much already part of the job anyway, but preserving the need to notify the parties of their final decision.

2. Character Creation instead of New Character Creation (Redundant)

2.1 Transferred everything related to experience points to the category experience points.

2.2 Transferred the character status part from Experience points to this category, since the status of PC or NPC needs to be done at character creation

2.3 Cleaned the text of both Retired and Dead Status, removing bylaw numeration and changing to the proper categories

2.4 Added the glass ceiling that forbids PCs to be transferred between players in this part

2.5 Added the Inigo Montoya rule to this section

2.6 Cleaned up the wording on the PC sire need to be involved in the character creation

2.7 Added the Sect definition section from the R&U side to this part, indicating that changing sects are R&U

3 Experience Points

3.1 Cleaned the wording on the XP being awarded to the player, removing the specifications about why, since STs can award for whatever reason they choose anyway.

3.2 Added the character creation xp limitation and rules, with cleaned text removing redundancies and specific reasons for granting ST awards, including the bylaws about xp recommendation

3.3 Removed the limitation to buy in clan specific disciplines at character creation

3.4 Changed the text indicating the source books for the rules, removing the MET requirement since the org also allowed Onyx Path and BNS content.

3.5 Changed the permission to variation of costs to limit it to backgrounds.

4. Interaction with Other Chronicles

4.1 Condensed with the Accepting Consequences category with some minor text cleaning

4.2 Removed the examples of supernatural powers

5. White Wolf Canon Regulations

5.1 New category created by the merger of the Special Cases related to White Wolf Items, Locations and Canon NPCs, removing them from the R&U section and adding to the character regulations general part

5.2 Minor text cleaning in the Location usage part

5.3 Minor text cleaning in Items usage part.

5.4 Remove the "Typical result" sentence of the Published Canon section. Changed the wording to match the other categories

6. Glass ceiling

6.1 Added the R&U Special Case of 6th gen and better to this section.

6.2 Added limitation for Changing Breeds gifts and ritae

7. Custom Content

7.1 New category created that gathers every single reference in the Character bylaws and the R&U category.

7.2 Revision of the text of the bylaws for a more direct approach.

7.3 Added every custom combo approval rule, removing all the references for Coordinator Notification from custom items in the R&U section, as it is covered by the general rule.

8 PCs in service of Coord NPC

8.1 Cleaned up the wording

8.2 Removed item vi about OOC responsibilities since that is covered in previous items

8.3 Removed the provisions about Sect Coordinators requesting to see the communications since they share the NPCs that are under their purview.

9 Vampire Regulations

9.1 New category created with previous Teaching Disciplines, Blood Magic, Red List, Sabbat Ritae and Temporis categories

9.2 Streamlined wording for the Teaching Disciplines section

9.3 Revised the wording in Temporis, removing the mentions to YoF plotline due to other plotlines that also allows the Changed. Added mentions about duplicate powers, items and effects also being applied to Temporis and not just Celerity. Also added a note about needing a teacher prior to the conversion to each Temporis level.

- 9.4 Revised the rules in Anathema and Alastor to remove the reasons and further definitions and leave only the regulations, changed to include a shared aspect with Clan and Cam Coord. Trophies explanation added under Anathema
- 9.5 Created the Sabbat sub category which includes the rules for the previous Sabbat Ritae, cleaning the wording.
- 9.6 Deleted the Methuselah section
- 9.7 Removed Cult of Lilith exception

10 Controlled Items

- 10.1 Former Rare and Unusual category
- 10.2 Condensed the text about the purpose of the list
- 10.3 Added and condensed the text about Blood Magic
- 10.4 Condensed the grandfathering rules and added them to as subtopics
- 10.5 Added the new organization system explanation
- 10.6 Condensed and reworded the submission of new entry and registration process
- 10.7 Condensed the text for unregistered items
- 10.8 Removed the “appropriate coordinator” section as each individual item states the appropriate coordinator
- 10.9 Reworded, condensed and adapted all of the former R&U categories into the new format
- 10.10 Added the 6th gen and below regulation, removing the possibility of a Council Vote to clarify.
- 10.11 Deregulated Mummy Cultist (Removal of Archivist Notification category)
- 10.12 Deregulated Unusual Enlightenment (Path of Harmony and out-of genre paths) due to Removal of Archivist notification category
- 10.13 Readded Lore Tal'Mahe'Ra (is regulated but wasn't on the Bylaws)
- 10.14 Removed the Obeah/Valeren Combination Disciplines regulation
- 10.15 Cleared up the regulations about Sabbat Titles such as Priscus, Cardinals, Regents and etc.
- 10.16 Removed Sabbat Reputation Regulation
- 10.17 Condensed the Salubri Blooding Rituals
- 10.18 Removed Non-Salubri learning Valeren 5 as Notify
- 10.19 Fixed the wording in Supernatural Kinfolk and defined better what a Special Kinfolk is