Redundant Bylaw (bylaws that are the same that were propped multiple times)
 Relocated to Correct location
 Needs clarification

The Bylaws of One World by Night

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

# 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 <u>Storytelling</u> Staff or avoiding the consequences of their <u>in-character</u> 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. A lack of response to a character transfer for thirty days by the Storytelling Staff of the home chronicle is considered a denial of the transfer for the purpose of this bylaw. The Storytelling Staff may request the Executive Team for an extension to this time before it is concluded.
    - 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. APC May not claim any Location/City based position within Coordinator Territory
- d. APC 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 be portrayed by someone other than it's 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 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.
    - 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.
- f. 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

ii.

- 4. Gangrel
- 5. Gargoyle
- 6. Lasombra (Anarch Lineage Only)
- 7. Malkavian (Including Dominate and Tryphosans)

- 8. Nosferatu
- 9. Ravnos (Including Renascut)
- 10. Toreador
- 11. Tremere
- 12. Ventrue
- 13. Maeghar
- 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, Dispassionate, Santero/Santos, and Epicene)
  - 3. Caitiff
  - 4. Daughters of Cacophony
  - 5. Gangrel
  - 6. Gargoyle
  - 7. Lasombra Antitribu
  - 8. Malkavians (Including Dominate and Tryphosans)
  - 9. Nosferatu
  - 10. Renascut Ravnos
  - 11. Toreador
  - 12. Tremere (Including Banshee and Telyavelic Tremere AT)
  - 13. 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. Followers of Set (Including Warriors)
- 11. Gaki
- 12. Gangrel (Including Greek and Mariner)
- 13. Gargoyle
- 14. Giovanni
- 15. Lamia
- 16. Lhiannan
- 17. Nagaraja
- 18. Niktuku
- 19. Noiad
- 20. Old Clan Tzimisce
- 21. Renascut Ravnos
- 22. Salubri (Including Wu Zao)
- 23. Samedi
- 24. Tlacique
- 25. True Brujah
- 26. Drakaina
- 27. Nephilim
- 28. Ravnos
- 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. Ishtarri
  - 6. Kinyonyi
  - 7. Mla Watu
  - 8. Naglopers
  - 9. Nkulu Zao
  - 10. Osebo
  - 11. Ramanga
  - 12. Shaongo
  - 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
- 22. Gargoyles
- g. 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 characters 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. <u>Experience Points</u>

- 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 one hundred and sixty (160) 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. A new player character made after the death or retirement of an existing player character may be awarded a one-time amount of 1/3 of the total XP of the previous character in lieu of unspent rollover XP. This must be reported and logged with the OWbN Archivist for legal character creation with former and current character name/identity and staff.
  - i. STs may narrate/play scenes to close the storyline, but The XP cannot be rewarded until the character is removed from play. The character may never be played again as a PC and the player relinquishes the rights to a NPC to PC conversion, redline, conversions, etc. The player acknowledges that the PC is gone for<u>ever</u> when they accept the rollover XP.
    - 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.
- d. After the character has entered play, the home chronicle can award a character a maximum amount of experience points based on the following list:
  - i. All characters, except Wraith characters, may receive more experience points per month depending on the total point value of the character as presented below:
    - 1. 0-200 XP: 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.
- e. 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. Increase to the standard XP costs are allowable for all items.
  - ii. Variations from the standard XP costs 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. **Ritu**als 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 <sup>1</sup>/<sub>2</sub> 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.

# 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 chronicles 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 then the characters 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.
- c. OWbN characters may not bring the following into the network from non--member chronicle:
  - i. Item Cards
  - ii. Supernatural powers that requires a teacher to learn.
  - iii. Lore knowledge
  - iv. Merits or Flaws
  - v. Background
  - vi. 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.
      - a. A game or Coordinator using a canon location may not affect that location in such a way as to;
        - i. Substantially alter the genre as a whole unless the OWbN bylaws otherwise allow such use;
        - ii. Destroy that canon location without a council passed proposal that has received 2/3 of the vote;

- b. 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," (INSERT NEW ByLAW REFERENCE HERE Currently Character bylaw 5.c)
- c. 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;
  - i. That they have acquired support of the Game or Coordinator who claims the territory;
  - ii. 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.b.
- b. Specific Locations
  - i. Black Cathedrals
    - 1. A Black Cathedral is defined as the Sabbat Building in the Onyx Path book, Rites of the Blood page 39). For a game to possess one of these Buildings within their territory requires Sabbat Coordinator Approval and logged with the Archivist.
- c. 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.
- d. 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 cannon 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 cannon 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.

- e. Storyteller Vault Characters
  - i. Storyteller Vault characters are regulated in the exact same manner as canon White Wolf characters in sections 5.c above.
  - ii. This does not apply to characters created in OWbN prior to the publication of a specific Storyteller Vault product.
- f. 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 Ghaflah 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.
  - 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. Exceptions to this include:
    - 1. Items created by the Potence powers Master of the Forge/The Forger's Hammer
    - 2. The benefits an item gets via Blood Tempering when the creator has greater than advanced level Fortitude.
    - 3. The benefits of Marduk's Throat, up to the 8th generation.
    - 4. **Iron** Reliquaries for the Sabbat Inquisition
  - iv. Vampire PCs may never bid more than 30 Traits on any challenge they enter for purposes of ties.
  - v. A Vampire PC may never take more than 10 Actions in a single round of combat regardless of source or power.
    - 1. This maximum Action rule cap does not apply to any power, discipline, of ability that creates or summons another creature. As that would be the creature's own actions and not the characters. Examples of this include, but are not limited to, Arms of the Abyss, Summon Elemental, Power over Life, etc.
  - vi. **PCs**, who are not Abominations, may never possess, use or have Changing Breed Gifts by any means.
  - vii. PCs may never possess, use or have Changeling Arts by any means.
- 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. 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, ect as investments.
- d. 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.
- e. Wraith Genre PCs are restricted by the following
  - The highest attainable level of any discipline for a Risen player character shall be advanced
- f. All Characters
  - All characters are limited to possessing no more than two of the following power sets:
    - 1. Disciplines (including blood magic, ritae, blood magic rituals, 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 (Descedants of Dracian)
    - 11. **Dore**s (Defined as the Fallen power set rather than the ability, including Fallen Rituals)
    - 12. Kuei-Jin Disciplines
  - ii. 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. Dhmpyr
    - 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
- iii. Sorcery
  - 1. The highest purchasable level of any path of Sorcery for a player character is 6th Level
- g. Player characters in OWbN must belong to one of the following groups
  - Ti. Creature types stipulated as PCs in Mind's Eye Theater Books (example: Yes to garou or kinfolk no to a PC fetish or celestine)
  - ii. Creature types defined in OWbN packets.
  - iii. Creature types listed in OWbN rare and unusual listings
  - iv. Non-supernatural humans.
  - v. Custom creature types which follow creation guidelines found in one of the above sources (such as custom kiths for changeling)

# 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. Custom Content follows the Registration time frame detailed in the Controlled Items section.
- c. 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. Restricted Custom Content overseen by Vampire Genre Coordinators
    - 1. 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)
      - a. Cue om Paradigms of Blood Magic PC: Disallowed NPC: Disallowed
    - 2. Custom 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
    - 3. Disciplines, Combination Disciplines and Discipline Techniques requires Notification to the Coordinator responsible for the Clan/Discipline of the character creating the custom content unless otherwise specified below:
      - a. Caitiff and Panders are overseen by the appropriate Sect Coordinator
        - i. **Pand**ers /Catiff of the Sabbat are overseen by the Sabbat Coordinator.
        - ii. Caitiffs in the Camarilla are overseen by the Camarilla Coordinator .
        - iii. Caitiffs in the Anarch Movement or Independent are overseen by the Anarch Coordinator.
      - b. 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 with the following exceptions:

- i. Custom Combination Discipline, Technique or other custom content using Dementation requires Malkavian Coordinator Approval for Non-Malkavians only
- 4. Any Custom vampiric content that includes, duplicates, mimics, or acts in a similar fashion to Thaumaturgical Countermagic (or similarly published powers) requires Tremere Coordinator Approval.
- 5. Custom Blooding by the Code Rituals requires Salubri Coordinator Approval
- 6. Paths of Enlightenment, including customized versions of existing/printed Paths of Enlightenment
  - a. 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:
    - i. Assamites
    - ii. Baali
    - iii. Followers of Set
    - iv. Gangrel
    - v. Giovanni
    - vi. Ravnos
    - vii. Samedi
- 7. Ritae with Mechanical Advantages PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Sabbat
- ii. Restricted Custom Content overseen by the Demon Coordinator
  - 1. Custom Infernal Investments requires Demon Coordinator Approval
  - 2. Custom powers or item which allows the detection of Infernalism, or Demons, Fallen, or Earthbound requires Demon Coordinator Approval.
  - 3. Custom Demon the Fallen Lores and Fallen Rituals PC: Coordinator
- Approval NPC: Coordinator Approval Coordinator: Demon iii. Restricted Custom Content overseen by the Hunter Coordinator
  - 1. Custom Content that alters, affects, interacts with or ignores True Faith PC: Coordinator Approval NPC: Coordinator Approval Coordinator Hunter
- iv. 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.
- v. Any content from The Storyteller's Vault is considered Custom Content.
  - 1. All Bloodlines and New Clans PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Appropriate Coordinator
  - 2. Combination Powers Requiring a Clan Specific Discipline PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Appropriate
- d. 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 learning any Custom Content using Flight or Visceratika previously created requires Tremere Coordinator Approval.
  - a. Non-Gargoyle NPCs 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 Coordinator approval.
- 6. Non-Samedi PCs learning any Custom Content using Thanatosis previously created by another character requires Giovanni 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
- e. 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. All 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.
- b. The Binding Agreement shall be reviewed annually following Coordinator elections for possible updating, revisions, or additions.
- 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. Inceptors are considered in-Clan for the purpose of teaching by the creator.
  - Any methods used to increase the number of In-Clan Disciplines a vampire possesses beyond what is published the description of the clan or bloodline 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.
  - 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: 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.
    - 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. Sect Regulations
  - i. Sect Infiltration PC: Coordinator Notify NPC: Unregulated Coordinator: Varies
    - 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.**<u>Controlled Items</u>

#### 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 grandfathering
      - i. Characters seeking to learn out of paradigm paths and rituals may attempt to learn them from characters that have them through the aforementioned grandfathering 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 grandfathering 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 grandfathering period begins with the closing of the vote.

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- 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. <u>Controlled characters and items may be submitted for approval and/or vote</u> <u>through the OWbN website</u>

- 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. <u>Registration time frame</u>

- i. Items that require a Council vote may be submitted by the chronicle's Council Member, the Archivist, or the Genre Coordinator who controls the R&U 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. No Position, Rank, or other instances of PC elevation within any Genre which requires Coordinator Approval may be attained via the Auto Approval due to lack of Coordinator response.
  - a. If one of these elevations is sought and the Coordinator fails to respond within the prescribed time, Mediation Team must be consulted to open the lines of communication and ascertain why the request has not been responded to.
- 6. 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. <u>Chronicles and coordinators that have characters (PC or NPC) or items that are in</u> 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 redlined 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. <u>GENERAL CONTROLLED ITEMS</u>

- 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
- Characters with back stories 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 Approval 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. **Frue** Faith 1-5 PC: Coordinator Notify NPC: Unregulated Coordinator: Hunter
- vi. True Faith 6+ PC: Majority Vote NPC: Coordinator Notify Coordinator: Hunter
- vii. Unusual True Faith PC: Majority Vote NPC: Coordinator Notify -Coordinator: Varies
  - 1. Any appearance of True Faith in a religion that is NOT of a major, established, recognized sect. (example: True Faith in Buddha is not Regulated, but True Faith in Cthulu would be.)
- viii. 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.
- ix. 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.
- x. Lore
  - 1. Genre Lores Submitted to the Listed Coordinator

- a. Anarch CoordinatorCoordinator Notify
  - i. Liabon, Non-Laibon PC: Coordinator Approval NPC: Coordinator Approval
  - ii. Anarch 4+, Non Anarch PC: Coordinator Approval -NPC: Coordinator Approval
  - iii. Anarch 4+, Anarchs PC: Coordinator Notify NPC:
  - iv. Laibon, Non-Laibon PC: Coordinator Approval NPC: Coordinator Approval
  - v. Laibon Legacy Lores, Non-Laibon- PC: Coordinator Approval - NPC: Coordinator Approval
- b. Camarilla Coordinator
  - i. Ashira, Non-Ashira PC: Coordinator Approval NPC: Coordinator Approval
  - ii. Inconnu, Non-Inconnu PC: Coordinator Approval -NPC: Coordinator Approval
- c. Changeling Coordinator
  - i. Fomorians 1&2 PC: Coordinator Notify NPC: Unregulated
  - ii. Fomorians 3+ PC Coordinator Approval NPC: Coordinator Approval
    - 1. Each level, 3+, requires approval
- d. Changing Breeds Coordinator
  - i. Wyld Lore 5+, non-Beast Court PC: Coordinator Approval - NPC Unregulated
  - ii. Weaver Lore 5+, non-Beast Court PC: Coordinator Approval - NPC Unregulated
  - iii. Wyrm Lore 5+, non-Beast Court PC: Coordinator Approval - NPC Unregulated
- e. Demon Coordinator
  - i. Fallen 4+, Non-Fallen PC: Coordinator Approval -NPC: Coordinator Approval
  - ii. Fallen 4+, Demon the Fallen PC: Coordinator Approval - NPC: Coordinator Approval
  - iii. Infernal Lore level 4 PC: Coordinator Notify NPC: Unregulated
  - iv. Infernal Lore level 5 PC: Coordinator Approval NPC: Coordinator Approval
  - v. Angel Lore PC: Disallowed NPC: Disallowed -Coordinator: Demon
  - vi.
- f. Hengeyokai Coordinator
  - i. Wyld Lore 5+, Beast Court PC: Coordinator Approval - NPC: Unregulated
  - ii. Weaver Lore 5+, Beast Court PC: Coordinator Approval - NPC: Unregulated
  - iii. Wyrm Lore 5+, Beast Court PC: Coordinator Approval- NPC: Unregulated
- g. Hunder Coordinator
  - i. Imbued Hunter PC: Disallowed NPC: Disallowed
- h. Kuei-Jin Coordinator

- Mage Coordinator i.
  - i. None
- Mummy (Follower of Set) Coordinator j.
  - i. None
- Sabbat Coordinator k.
  - Black Hand/Black Hand Knowledge, Non-Sabat PC: i. Coordinator Approval - NPC: Coordinator Approval
  - ii. Black Hand/Black Hand Knowledge 3+, Non-Black Hand Sabbat - PC: Coordinator Approval - NPC: Coordinator Approval
  - Tal'Mahe'Ra PC: Coordinator Approval NPC: iii. **Coordinator** Approval
  - Non-Bahari with Lore: Bahari 4+ PC Coordinator iv. Approval - NPC - Coordinator Approval
- Wraith 1.
  - Wraith 4+, Non-Wraiths PC: Notify NPC: Notify i.
  - ii. Wraith 5+, Wraiths - PC: Notify - NPC: Notify
  - iii. Guild Lore for Non-Members
    - 1. Lore of the Great / High Guilds 4+ PC:
      - Coordinator Approval NPC: Notify
        - Artificers Guild a.
        - Masquers Guild b.
        - Pardoners Guild c.
        - d. Usurers Guild
    - 2. Lore of the Working Guilds 4+ PC:
      - Coordinator Approval NPC: Notify
        - **Chanteurs Guild** a.
        - Harbingers Guild b.
        - Oracles Guild c.
        - d. Sandmen Guild
    - 3. Lore of the Criminal Guilds 3+ PC: Coordinator Approval - NPC: Notify
      - a. Haunters Guild
      - b. Monitors Guild
      - Spooks Guild
      - c.
      - d. Proctors Guild
      - e. Puppeteers Guild
    - 4. Lore of the Forbidden Guilds 2+ PC: Coordinator Approval - NPC: Notify
      - a. Alchemists
      - b. Mnemoi Guild
      - c. Solicitors Guild
    - 5. Legion Lore for non-members 4+ PC: Coordinator Approval - NPC: Notify
      - Iron Legion a.
      - Skeletal Legion b.
      - c. Grim Legion
      - Penitent Legion d.
      - **Emerald Legion** e.



- f. Silent Legion
- g. Legion of Paupers
- Vampire Clan Lores Submitted to the Listed Coordinator

   Assamite Coordinator
  - i. Non-Assamites with Assamite or Assamite Antitribu Lore 4 - PC: Notify - NPC: Notify
  - Non-Assamites with Assamite or Assamite Antitribue Lore 5+ - PC: Coordinator Approval - NPC: Coordinator Approval
  - b. Baali (Demon) Coordinator
    - i. Baali Lore each level PC: Coordinator Approval -NPC: Coordinator Approval
      - Baali lore 1-3 For Baali, Baali Apostates, and Angellis bloodline - PC: Notify - NPC: Unregulated
      - 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:
      - Notify NPC: Unregulated
  - c. Brujah Coordinator
    - i. Brujah Lore 5+ PC: Coordinator Approval NPC: Coordinator Approval
    - ii. Brujah 4, Brujah PC: Notify NPC: Notify
    - iii. Brujah 4, Non-Brujah PC: Coordinator Approval -NPC: Coordinator Approval
    - iv. True Brujah, Non-True Bruah PC: Coordinator Approval - NPC: Coordinator Approval
       1. Each level, 1-5+, requires approval
    - v. True Brujah 4+, True Brujah PC: Coordinator Approval - NPC: Coordinator Approval
      1. Each level, 4+, requires approval
      - 1. Each level, 4+, require
  - d. Setite Coordinator
    - i. Daitya 3+- PC: Coordinator Approval NPC: Coordinator Approval
  - e. Gangrel Coordinator
    - i. Gangrel 5+ PC: Coordinator Approval NPC: Coordinator Approval
    - Giovanni Coordinator
      - i. None

f.

- 1. None
- g. Lasombra Coordinator
  - i. Kiasyd 3+, Non-Kiasyd PC: Coordinator Approval -NPC: Notify
  - ii. Maeghar 3+, Non-Maeghar PC: Coordinator Approval- NPC: Notify
  - iii. Abyss 4 PC: Coordinator Notify NPC: Unregulated -Coordinator: Lasombra
  - iv. Abyss 5 PC: Coordinator Approval NPC: Notify -Coordinator: Lasombra

- v. Lasombra for Non-Lasombra 4 PC: Coordinator Notify - NPC: Unregulated - Coordinator: Lasombra
- vi. Lasombra for Non-Lasombra 5 PC: Coordinator Approval - NPC: Notify - Coordinator: Lasombra
- h. Malkavian Coordinator
  - i. Jocastian PC: Coordinator Approval NPC: Coordinator Approval
  - ii. Mnemosyne PC: Coordinator Approval NPC: Coordinator Approval
- i. Nosferatu Coordinator
  - i. Nosferatu 3+, Non-Nosferatu PC: Coordinator Approval - NPC: Coordinator Approval
  - ii. SchreckNET, Non-Nosferatu PC: Coordinator Approval - NPC: Coordinator Approval
  - iii. Warrens, Non-Nosferatu PC: Coordinator Approval -NPC: Coordinator Approval
- j. Ravnos Coordinator
  - i. Rom 4+ PC: Coordinator Approval NPC: Coordinator Approval
  - ii. Ravnos 4+ PC: Coordinator Approval NPC: Coordinator Approval \_\_\_\_\_
  - iii. Descendant of Dracian Lore 4 and 5 PC: Coordinator Approval - NPC Coordinator Approval - Coordinator: Ravnos
- k. Salubri Coordinator
  - i. Salubri Lore 3+ PC: Coordinator Approval NPC: Coordinator Approval
    - 1. Referring to True Salubri, not Salubri Antitribu.
      - a. Each level 3+, requires approval.
- 1. Tremere Coordinator
  - i. Telyavelic 3+, Telyavelic Tremere PC: Coordinator Approval - NPC: Coordinator Approval
  - ii. Talyavelic, Non-Telyavelic Tremere PC: Coordinator Approval - NPC: Coordinator Approval
    - 1. Each level 1+, requires approval
  - iii. Tremere 4+, Non-Tremere PC: Coordinator Approval -NPC: Coordinator Approval
    - 1. Each level 4+, requires approval
- m. Ventrue Coordinator
  - i. Ventrue 4+, Non-Ventrue PC: Coordinator Approval -NPC: Coordinator Approval
  - ii. Ventrue 4, Ventrue PC: Notify NPC: Notify
  - iii. Ventrue Lore 5+, Ventrue PC: Coordinator Approval -NPC: Coordinator Approval

# f. <u>CHANGING BREEDS CONTROLLED ITEMS</u>

- i. <u>Creature Types</u>
  - 1. Legend Rank: PC: Disallowed; NPC: Coordinator Approval -Coordinator: Changing Breeds

- Any Changing Breed Abomination PC: Majority Vote NPC: Coordinator Approval - Coordinator: Changing Breeds, Relevant Vampire Clan Coordinator, Relevant Sect Coordinator
  - a. 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.
- 3. Garou
  - a. Former Erebus Resident PC: Coordinator Approval NPC: Coordinator Approval - Coordinator Changing Breeds
  - b. Restricted Tribal Affiliations
    - i. Homid Retalon PC: Disallowed NPC: Disallowed -Coordinator: Changing Breeds
    - Non-Metis Men/Male-Identifying Black Fury PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
    - iii. Non-Ahadi Kucha Ekundu PC: Majority Vote NPC: Coordinator Approval - Coordinator: Changing Breeds
  - c. 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
    - x. The Glorious Fist of Wotan
    - xi. Winter Packs
  - Non-Garou becoming Garou as a result of a Supernatural Effect other than the Standard First Change - PC: Coordinator Approval
     - NPC: Unregulated - Coordinator: Changing Breeds
  - e. Non-Metis Men/Male-Identifying Black Fury PC: Disallowed NPC: Disallowed Coordinator Changing Breeds
  - f. Skin Dancers PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Changing Breeds
  - g. Croatan PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Changing Breeds
  - h. Ghouled Changing Breeds PC: Coordinator Approval NPC: Coordinator Notify - Coordinator: Changing Breeds
- 4. Factions
  - a. <mark>Aha</mark>di

1.

- Ahadi Fera Faction Membership
  - 1. The following are considered to be 'genre appropriate' Fera members of the Ahadi
    - Ajaba PC: Coordinator Approval -NPC: Coordinator Approval -Coordinator: Changing Breeds

- Bagheera PC: Coordinator Approval -NPC: Coordinator Approval -Coordinator: Changing Breeds
- c. Bubasti PC: Majority Vote NPC: Coordinator Approval - Coordinator: Changing Breeds
- d. Makunguru PC: Majority Vote NPC: Coordinator Approval - Coordinator: Changing Breeds
- e. Simba PC: Coordinator Approval -NPC: Coordinator Approval -Coordinator: Changing Breeds
- f. Swara PC: Coordinator Approval -NPC: Coordinator Approval -Coordinator: Changing Breeds
- ii. Ahadi Garou Faction Membership
  - 1. 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
  - 1. Former Ahadi Membership PC: Coordinator Approval - NPC: Coordinator Approval -Coordinator: Changing Breeds
  - Out of Genre Ahadi Membership PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- 5. Independant 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.
      - 1. North America
        - a. Pumonca
        - b. Qualmi

2. Central/South America

- a. Balam
- b. Pumonca
- 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.

- 1. Bagheera
- 2. Non-Hengeyokai Khan
- 3. Simba
- 4. 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
    - 1. Forest Walkers
    - 2. Ice Stalkers
    - 3. Mountain Guardians
    - 4. River Keepers
- e. Non-Fera becoming Fera as a result of a Supernatural Effect other than the Standard First Change - PC: Coordinator Approval
   - NPC: Unregulated - Coordinator: Changing Breeds
- f. Extraordinary Changing Breeds PC: Majority Vote NPC: Coordinator Approval - Coordinator: Changing Breeds
  - i. Kitsune
  - ii. Mokole
  - iii. Nagah
  - iv. Nuwisha
  - v. Ananasi
  - vi. Rokea
- 6. 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 Changing Breeds PC: Majority Vote --NPC: Coordinator Approval - Coordinator: Changing Breeds
  - i. Apis
  - ii. Bubasti
  - iii. Camazotz
  - iv. Ceilican
  - v. Grondr
  - vi. Khara
  - vii. Okuma
- 7. Mockery Breeds
  - a. Canon Mockery Breeds PC: Coordinator Approval; NPC: Unregulated. Coordinator: Changing Breeds
    - i. Canon Mockery Breeds are as follows:
      - 1. Anurana
      - 2. Kerasi
      - 3. Samsa
      - 4. War Wolves
      - 5. Yeren
    - b. Custom Mockery Breeds PC: Majority Vote; NPC: Unregulated. Coordinator: Changing Breeds

- 8. Kinfolk
  - a. Kinfolk possessing gifts above Basic PC: Disallowed NPC: Disallowed Coordinator: Changing Breeds
  - Kinfolk using gifts above Basic PC: Disallowed NPC: Disallowed - Coordinator: Changing Breeds
  - c. 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 nongnostic or gnostic kinfolk that possesses a 'half' supernatural template.
      - 1. Demi Supernatural templates include
        - a. Psychic Powers
        - b. Hedge Magic Powers
        - c. Ghouled Kinfolk
        - d. Theurgy Based Powers
        - e. Shih powers
        - f. Dhampir
  - d. 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
      - 1. Supernatural Kinfolk Templates Include
        - a. Changeling
        - b. Dhampyr
        - c. Fallen
        - d. Gypsy / Rom
        - e. Kuei-Jin and Yulan-Jin
        - f. Mage
        - g. Mummy
        - h. Revenant
        - i. Thralls
        - j. Vampire
        - k. Wraith
  - e. Kinfolk of Bylaw Restricted Tribes PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
  - f. Kinfolk of Bylaw Restricted Breeds PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- 9. Extended Play Spirit Supernatural Possessed PC: Majority Vote NPC: Coordinator Notify - Coordinator: Changing Breeds
  - a. Spirit Possessed is defined as any 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.
    - 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.
- b. Considered to be continued play beyond 6 months from the date the character becomes possessed or inhabited as described above.
  - i. The vote needs to be proposed before the 6 months mark or be shelved until the vote concludes.
- 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
- 10. 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 nessecary.
      - 1. Rulers of the known 13 Near Umbra Realms -Changing Breeds Coordinator
      - 2. Tribal Incarna Changing Breeds Coordinator
      - 3. Aspect Incarna Changing Breeds Coordinator
      - 4. Fera Incarna (those fera whom do not have tribes or aspects) Changing Breeds Coordinator
      - 5. Planetary Incarna Changing Breeds Coordinator
      - 6. The Machine Messiah Changing Breeds Coordinator.
      - 7. "Wrinkle" Mage Coordinator
      - 8. Kupala Tzimisce coordinator
      - 9. Tlaloc Tzimisce coordinator
      - 10. Svarogic Tzimisce Coordinator
      - 11. Veles Tzimisce Coordinator
      - 12. Dazhbog Tzimisce Coordinator

#### ii. <u>Items</u>

1. 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

- 2. Custom Fetishes / Weapons with one spirit in them PC: Unregulated NPC: Unregulated Coordinator: Changing Breeds
- Custom Fetishes / Weapons with two spirits inside them PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
- 4. Custom Fetishes / Weapons with three or more spirits inside them PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- iii. <u>Powers</u>
  - 1. Garou
    - a. Stargazer
      - i. Rite of the Beating Heart
        - Learning of Rite of the Beating Heart by a Stargazer PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
        - Learning of Rite of the Beating Heart by a Non-Stargazer PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
        - Use the Rite of the Beating Heart PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
    - b. Shadow Lord
      - i. Rite of Conquest
        - Learning of Rite of Conquest by a Shadow Lord

           PC: Coordinator Approval NPC: Coordinator
           Approval Coordinator: Changing Breeds
        - 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 the Conquest PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds

# c. Red Talons

- The Rite of Gaia's Rebirth
  - Learning the Rite of Gaia's Rebirth PC: Disallowed - NPC: Coordinator Approval -Coordinator: Changing Breeds
  - Using the Rite of Gaia's Rebirth PC: Disallowed - NPC: Coordinator Approval -Coordinator: Changing Breeds
- 2. Fera

a. Gurahl

- Rite of Fighting the Death Bear
  - 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

- 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
- b. Non Near-Extinct and Extraordinary Changing Breed PCs purchasing an exclusive Near-Extinct and Extraordinary Changing Breeds Rites - PC: Coordinator Approval - NPC: Coordinator Notify
- c. 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
- d. Nuwisha
  - i. Sing Back the Dead
    - 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
    - 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

#### 3. Wyrm Creatures

a. Black Spiral Dancers

- i. Learning of Rite of Severed Strings and Hateful Rebirth by a Black Spiral Dancer - PC: Coordinator Approval -NPC: Unregulated - Coordinator: Changing Breeds
- Learning of Rite of Severed Strings and Hateful Rebirth
   by a non Black Spiral Dancer PC: Coordinator Approval
   NPC: Unregulated Coordinator: Changing Breeds
- Use the Rite of Severed Strings and Hateful Rebirth -PC: Coordinator Approval - NPC: Unregulated -Coordinator: Changing Breeds
- 4. Lost Tribal and Breed Gifts and Rites PC: Majority Vote NPC: Coordinator Approval - Coordinator: Changing Breeds
  - a. Any character who learns 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, and White Howlers).
- 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

#### iv. <u>Other Listings</u>

- 1. Former Erebus Resident -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Changing Breeds
- 2. Restricted Garou Camps -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Changing Breeds
  - a. Cyber Dogs 2.0
  - b. Eaters of the Dead

- c. Ivory Priesthood
- d. Mother's Fundamentalists
- e. Path Dancers
- f. Sword of Hiemdall
- g. Temple of Artemis
- h. The Dying Cubs
- 3. Merits
  - a. Intertribal Fosterage
    - Intertribal Fosterage as a merit taken by Purelander Garou or Kinfolk [Uktena to Wendigo and vice Versa] -PC: Coordinator Notify - NPC: Coordinator Notify -Coordinator: Changing Breeds
    - ii. Intertribal Fosterage as a merit taken by Non-Purelanders or by a Purelander from a Purelander Tribe to a Non-Purelander Tribe - PC: Coordinator Approval -NPC: Coordinator Approval - Coordinator: Changing Breeds
    - iii. Intertribal Fosterage as a merit taken by Fera. PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
- v. <u>Gifts</u>
  - 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
  - 3. Non-Red Talons learning Blessing of the First Pack PC: Disallowed NPC: Disallowed Coordinator: Changing Breeds
  - 4. Learning, Swiping, Mimicking, or otherwise Obtaining Aetherial Realm Gifts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
  - 5. Aetherial Gifts are gifts taught by the Deity Incarna and Celestine Spirits. These gifts include:
    - a. Basic
      - i. Aura of Leadership
      - ii. Battlesense
      - iii. Earth Sense
      - iv. Find the Child Within
      - v. Find the Heart's Flame
      - vi. Find the Portent
      - vii. Fixit
      - viii. Flame of the Wind Rider
      - ix. Foetracker
      - x. Herb Call
      - xi. Hidden Depths
      - xii. Lambent Sight
      - xiii. Mantle of the Land
      - xiv. Moonpool of Sokhta
      - xv. Peace of the Counselor
      - xvi. Proclamation of Action
      - xvii. Rouse to Anger

- xviii. Sense Limits
- xix. Sense of the Transformation
- xx. Shadow of the Ebon Whisperer
- xxi. Shards of Icy Rage
- xxii. Shorten the Road
- xxiii. Speed of the Messenger
- xxiv. Sticky Fingers
- xxv. Threads of the Tapestry
- xxvi. Uncloak the Hidden
- b. Intermediate
  - i. Blank Slate
  - ii. Challenge of Single Combat
  - iii. Deliberate Misinformation
  - iv. Enthronement
  - v. Hand of the Sun
  - vi. Harmonious Slumber
  - vii. Hidden Heart
  - viii. Hunter's Horn
  - ix. Lore of the Land
  - x. Mercurial Messenger
  - xi. Mooncat
  - xii. Moonriver
  - xiii. Motherly Guardian
  - xiv. Nerigal's Call to Arms
  - xv. Oaksong
  - xvi. Pall of Despair
  - xvii. Ride the Solar Winds
  - xviii. Savagery of the Taloned Hunter
  - xix. Shantar's Loom
  - xx. Sleep's Travels
    - xxi. Tangling the Skein
  - xxii. Undisputed Ruler
  - xxiii. Unravel
  - xxiv. Veil of the Mother
  - xxv. Whisper in the Dark
  - xxvi. Wyld Spirits
- c. 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
- 6. Fera Gifts

- Non-Near-Extinct and Extraordinary Changing Breed PCs purchasing an exclusive Near-Extinct and Extraordinary Changing Breeds gifts - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
- b. 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 - Coordinator: Changing Breeds
- 7. Non-Croatan Learning Croatan Tribal Gifts PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- 8. Swiping
  - a. General Swiping Rules
    - The use of 'Swipe" by one who is not a Bastet PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
    - ii. Any gift that may not be learned without Coordinator Approval may not be swiped without Coordinator Approval.
  - b. Swiping Restrictions
    - i. Garou Specifics
      - Swiping a Garou Nation Tribal Specific Gift from a Garou Nation PC - PC: Disallowed -NPC: Disallowed - Coordinator: Changing Breeds
        - a. A Garou Nation Tribal specific gift is a gift that is single sourced to a single tribe and does not appear anywhere else in any other Garou Nation Breed, Tribe or Auspice
      - Swiping a Garou Nation Tribal Camp Gift PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
    - ii. Fera Specifics
      - Swiping of Near-Extinct and Extinct / Extraordinary Changing Breeds gifts - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds.

## g. HENGEYOKAI CONTROLLED ITEMS

#### i. Hengeyokai / Beast Courts

- I. Beast Court Aligned Legend aka "Jade" Rank PC Disallowed NPC: Coordinator Approval - Coordinator: Hengeyokai
- 2. Hengeyokai Fera Faction Membership
  - a. The following are considered to be 'genre appropriate' Fera members of the Hengeyokai
    - i. Khan PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Hengeyokai
    - ii. Kitsune (Hengeyokai Affiliated) PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Hengeyokai

- iii. Kitsune (Non-Hengeyokai Affiliated) PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Hengeyokai
- iv. Kumo PC: Majority Vote NPC: Coordinator Approval - Coordinator: Hengeyokai
- v. Nagah PC: Majority Vote NPC: Coordinator Approval - Coordinator: Hengeyokai
- vi. Nezumi PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Hengeyokai
- vii. Same-bito PC: Coordinator Notify NPC: Coordinator Approval - Coordinator: Hengeyokai
  - Homid Breed Same-bito PC: Majority Vote -NPC: Coordinator Approval - Coordinator: Hengeyokai
- viii. Tengu PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Hengeyokai
- ix. Zhong Lungs PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Hengeyokai
- 3. Hengeyokai Garou Faction Membership
  - a. The following are considered to be 'genre appropriate' Garou members of the Hengeyokai
    - Homid & Metis Breed Hakken (Hengeyokai Affiliated) -PC: Coordinator Notify - NPC: Coordinator Notify -Coordinator: Hengeyokai
      - 1. Lupus Bred Hakken (Hengeyokai Affiliated) -PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
    - Hakken (Non-Hengeyokai Affiliated) PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
    - iii. Hengeyokai-loyal Stargazers PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
- 4. Hengeyokai Sect Defection
  - a. Former Hengeyokai Membership PC: Coordinator Approval -NPC: Coordinator Approval - Coordinator: Hengeyokai
  - Out of Genre Hengeyokai Membership PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
  - c. Hengeyokai Sub-Groupings
    - Nezumi members of Nezumi Schools PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Hengeyokai
    - Non-Nezumi members of Nezumi Schools PC: Disallowed - NPC: Disallowed - Coordinator: Hengeyokai
    - iii. Kitsune membership in Inari's Messengers PC: Coordinator Approval - NPC: Coordinator Notify -Coordinator: Hengeyokai



- iv. Non-Kitsune membership in Inari's Messengers PC: Disallowed - NPC: Disallowed - Coordinator: Hengeyokai
- 5. Kinfolk
  - a. Beast Courts Aligned Special Kinfolk PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Hengeyokai
    - 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
    - Examples of Special Kinfolk include but are not limited to: Gnostic Kinfolk, Hedge Mage Kinfolk, Ghouled Kinfolk
    - Beast Courts Aligned Supernatural Kinfolk PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai and Appropriate Creature Type Coordinator
      - A Supernatural Kinfolk PC is a true Kinfolk that also has mechanics for a non-Changing Breeds genre
        - 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.
        - 2. Examples of Supernatural Kinfolk include but are not limited to: Changeling, Fallen, Mage, Mummy, Vampire, Wraith, Revenant
- 6. Elder/Silver Rank PC: Coordinator Approval NPC: Coordinator Notify Coordinator: Hengeyokai
- ii. <u>Rite</u>s
  - 1. Use of Rite of the Second Face PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Hengeyokai
  - 2. Use of Rite of the Great Burden PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Hengeyokai and Changing Breeds
- iii. <u>Positions</u>
  - Ambassador from the Hengeyokai to Other Groupings (Garou Nation, Ahadi, etc.) - PC: Coordinator Approval - NPC: Coordinator Approval -Coordinator: Hengeyokai

# h. CHANGELING CONTROLLED ITEMS

#### i. <u>Powers</u>

- Chronos Art -- PC: Coordinator Approval -- NPC: Coordinator Approval

   Coordinator: Changeling
- Naming Art -- PC: Coordinator Approval -- NPC: Coordinator Approval
   Coordinator: Changeling
- 3. Spring Art: Level 5 only PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Changeling
- 4. Kinain with non--Changeling supernatural powers or traits other than Numina and Hedge Magic -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Changeling
- 5. Bygone Beasts PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Changeling and Mage

#### ii. Other Listings

- 1. Individuals which are not Changelings possessing long term benefits from Arts exceeding 1 month - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling.
- 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. Coordinator Approval: 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 PC: Coordinator Notify -
  - NPC: None Coordinator: Changeling
    - a. The Parliament of Dreams
    - b. The Cat's Cradle
    - c. The Beltane Blade
    - d. The Red Branch of Ulster
    - e. The Shadow Court
    - f. The Crystal Circle
    - g. The Golden Sickle
    - h. The Ranters
    - i. The Catacomb Club
- 8. PC Heralds of the Fomorians PC: Coordinator Approval NPC: Unrestricted - 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
  - a. Siochain that are Adhene, Inanimae, and Hsien PC: Disallowed NPC: Disallowed Coordinator: Changeling
- iii. Merits, Flaws, and Backgrounds
  - 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.
  - 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.

# i. <u>DEMON CONTROLLED ITEMS</u>

### i. <u>Abilities</u>

- 1. Demonology level 4 PC: Coordinator Notify NPC: Unregulated Coordinator: Demon
- 2. Demonology level 5 PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 3. Plague Breeding level 4 PC: Coordinator Notify NPC: Unregulated Coordinator: Demon
- 4. Plague Breeding level 5 PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon

### ii. <u>Creature Types</u>

8.

- 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: Coordinator Approval NPC: Coordinator Approval -- Coordinator: Demon
- 5. Baali -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Demon
  - a. Including Baali Apostates via the Merit
- Baali Hive Mother creation outside of the Swarm Embrace -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Demon
- 7. Extended play possession by a demon PC: Majority Vote NPC: Coordinator Notify - Coordinator: Demon
  - 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 6th month mark, or be shelved until the vote concludes.
  - b. 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.
    - i. Demons are defined as entities controlled by the Demon Coordinator, such as Spirits, Earth-Bound, and Fallen.
    - ii. Fallen pcs possession of a non-supernatural body are exempt from this.
  - Angels PC: Disallowed NPC Coordinator approval a. Angels are to be defined as Time of judgement based angels from heaven
- 9. Angellis Ater/Azaneal PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon

- 10. Veneficti mages PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 11. D'habi revenants PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 12. Extended play Demonic Possession:
  - a. Fallen possession of a standard mortal or thrall are exempt from this bylaw unless the vessel falls into one of the following categories:
    - i. Extended Play Supernatural Possession by a Fallen PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
      - 1. Supernatural Genres are defined as; Mage, Kuei-Jin, Mummy, Demon, Fae, Spirit, Revenant
    - Extended Play possession of a Supernatural by a Demon
       PC: Disallowed NPC: Coordinator Notify -Coordinator: Demon
    - Extended play possession of Semi-Supernatural characters - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon and Genre Coordinator
      - 1. Kinfolk: Demon and Changing Breeds
      - 2. Kinain: Demon and Changeling
      - 3. Hedge Mage, Numina: Demon and Hunter
      - 4. Ghoul: Demon
  - b. Extended play possession is guided by the following outlines, where 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.
    - 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
  - c. 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.
- 13. 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: Disallowed -- NPC: Coordinator Approval - Coordinator: Demon
  - a. Sabbat Inquisition or Order of St. Blaise also require Sabbat Coordinator Approval
- 6. Apostate [Baali Apostate] PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
- 7. Unholy Aura PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 8. Covenant of the Old Ways PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 9. Blasphemous Pact PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
- 10. Penitent Merit for Reconciler PC: Disallowed NPC: Coordinator Notify
- 11. Penitent Merit for non-Reconcilers PC: Disallowed NPC: Coordinator Notify Coordinator: Demon
- 12. True Faith Merit for Fallen PC: Disallowed NPC: Disallowed Coordinator: Demon
- 13. Nephilim PC: Coordinator Approval NPC: Coordinator Notify -Coordinator: Demon & Mage

#### iv. <u>Powers</u>

- Daimonion Based Combination Disciplines possessed by Non-Baali -PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
- 2. Dark Thaumaturgy Combination Disciplines possessed by Non-Infernalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
- 3. Usage of Investment: Relentless PC: Disallowed- NPC: Coordinator Notify Coordinator: Demon
- 4. Dark Thaumaturgy PC: Disallowed NPC: Unregulated Coordinator: Demon
- Out-of-Parent-Genre powers not printed as investments in any White Wolf material for PCs - PC: Disallowed - NPC: Council Vote -Coordinator: Demon
- 6. Custom powers as Investments PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
- 7. Non-Baali/Angellis/Baali Apostates with Daimonion PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 8. 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
- 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
- 10. Earthbound Lores for non-Earthbound PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon

- 11. Earthbound Form Powers for non-Earthbound PC: Disallowed NPC: Disallowed Coordinator: Demon
- 12. Earthbound Rituals for non-Earthbound PC: Disallowed NPC: Disallowed Coordinator: Demon
- 13. In House and Common Pinnacle Lores PC: Disallowed NPC: Unregulated - Coordinator: Demon
- 14. Out of House Pinnacle Lores PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
- v. <u>Infernalism</u>
  - 1. Infernal Cults including Advantages or Disadvantages -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Demon
  - 2. Investments PC: Disallowed NPC: Unregulated Coordinator: Demon
  - 3. Diabolism -- PC: Coordinator Approval -- NPC: Coordinator Approval --Coordinator: Demon
  - 4. Infernal Ranking -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Demon
  - 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.
    - b. This includes Fallen attempting to escape enslavement by other demons or earthbound.
  - 6. Dark Thaumaturgy approval for associated faction characters. PC Disallowed - NPC Coordinator Approval - Coordinator Sabbat
  - 7. Dark Thaumaturgy approval for Tremere PC: Disallowed NPC: Coordinator Approval
  - 8. Characters making pacts with Yama Kings PC: Disallowed NPC: Coordinator Approval Coordinator: Kuei-jin
  - Non-Fallen gaining mechanical benefits from Fallen, Demons, etc which last longer than 1 month - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Demon
  - 10. Non Kuei-Jin making pacts with Yama Kings PC: Disallowed NPC: Coordinator Approval - Coordinator: Kuei-jin
  - 11. Kuei-Jin making pacts with Yama Kings PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Kuei-Jin

#### vi. **Backgrounds**

- 1. Well of Sacrifice lvl 4 PC: Disallowed NPC: Coordinator Notify Coordinator: Demon
- 2. Well of Sacrifice lvl 5 PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
- 3. Nest Membership Ivl 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
  - a. Includes but is not limited to Codex, Hoard, Mastery
- 15. Mastery Background for Angels PC: Disallowed NPC: Coordinator Approval Coordinator: Demon

#### vii. Other Things

- 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
  - b. Reliquary, Codex, Horde, Mastery for Non-Earthbound PC: Disallowed - NPC Disallowed - Coordinator: Demon
  - c. Ability Recall for Non- Earthbound PC: Disallowed NPC: Disallowed - Coordinator: Demon
  - d. Lores for Earthbound Chaos, Violation,
- 2. Membership in select Baali Cults:
  - a. Cult of Kupala PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon and Tzimisce
  - b. Order of the Wyrm PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Demon and Tremere
- Non-Baali/Baali Apostates on Path of the Hive (Clan Book Baali, Chaining the Beast, Tal Mahe Ra Guide to the Black Hand versions) -PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
- 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. <u>MAGE CONTROLLED ITEMS</u>

## i. <u>Creature Types</u>

- 1. Sphere 6+ Mages -- PC: 2/3 Majority Vote -- NPC: Majority Vote --Coordinator: Mage
  - a. This vote may only approve one sphere level at a time.

- b. This bylaw includes anything that would grant access to a level 6+ Sphere temporarily.
- 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 -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Mage
  - a. Hollow Ones PC: Unregulated NPC: Coordinator Approval Coordinator: Mage
- 7. Orphans PC: Unregulated NPC: Unregulated Coordinator: Mage

### ii. <u>Items</u>

- 1. Grimoires and Principae -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Mage
- 2. Canon Wonders with fewer than 10 existing by book PC: Disallowed NPC: Coordinator Approval Coordinator: Mage
- 3. Genre-specific Mage Backgrounds on non-Mages PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
  - a. This includes: Arcane, Artifact, Avatar, Blessing, Chantry, Demense, Dream, Enhancement, Familiar, Guide, Legend, Node, Sanctum, Secret Weapons, Talisman, Totem, Wonder.
  - 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. For example, Werewolf characters have their own version of Totem, and so are not restricted from purchasing it by this bylaw.
- Genre-specific Mage genre Merits/Flaws on non-Mages PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
  - a. This includes: Immortal, Immunity, Inner Knight, Legendary Attribute, Parlor Trick, Physical Enhancement, Primal Marks, Resistant Pattern, Sleepwalker, and any merit/flaw dealing with a Mage's Avatar the ability to Channel Mana, Sphere Magic/Sorcery Paths, or dealing with a facet unique to being Awakened or Awakened Society. For the purposes of this Bylaw, Sorcerers are considered a part of Awakened Society.
  - 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.
- 5. Mage Merits
  - Merit: Immunity (standard version) at a rating greater than 6 -PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
  - b. Merit: Immunity ("half damage" version) at a rating greater than 3 - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage

 Merit: Immunity - multiple instances of the merit on the same PC - PC: Coordinator Approval - NPC: Coordinator Notify -Coordinator: Mage

# k. MUMMY CONTROLLED ITEMS

### i. <u>Creature Types</u>

- 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 the nonstandard 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. Udja-Sen Mummies PC: Coordinator Approval NPC: Coordinator Approval -- Coordinator: Mummy
- 4. Asek-Sen PC: Disallowed NPC: Unregulated Coordinator: Setite
- 5. Bane Mummies PC: Disallowed NPC: Unregulated Coordinator: Mummy
- 6. Canon Mummies and Bane Mummies PC: Disallowed NPC: Coordinator Approval - Coordinator: Mummy

#### ii. <u>Items</u>

- 1. Hekau: Nomenclature on Amenti or other standard mummies PC: Coordinator Approval - NPC: Unregulated - Coordinator: Setite
- Non-Mummy full Supernatural Creatures benefitting from the products of Amulet or Alchemy Hekau PC: Coordinator Approval NPC: Unregulated 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.
- Genre Specific Mummy Backgrounds on non-Mummys PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mummy
  - a. This includes: Arcane, Ba, Companion, Ka, Legacy, Memory, Tome, Vessel
  - 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. For example, Mage characters have their own version of Arcane, and so are not restricted from purchasing it by this bylaw.
- Genre Specific Mummy genre Merits/Flaws on non-Mummies PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mummy
  - a. This includes: Osiris' Gift, Bes' Blessing, Gift of Thoth, Soul's Reflection, Lesser Resurrection, Ba's Rest, and any merit/flaw dealing with a Mummy's First Life/Tem-akh
  - 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

# I. <u>KUEI--JIN CONTROLLED ITEMS</u>

### Creature Types

i.

- 1. Dharma 6+ Kuei--Jin- PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Kuei-Jin
- 2. Yulan-Jin PC: Coordinator Notify NPC: Unregulated
- 3. Dhampyr PC: Coordinator Notify NPC: Unregulated
- 4. Jin Hai PC: Disallowed NPC: Coordinator Approval Coordinator: Kuei-jin
- 5. Vampiric Bloodlines Gaki and Bushi PC: Disallowed NPC: Disallowed Coordinator: Kuei-jin
- 6. Western Vampires gaining a Hun and/or P'o PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
- 7. Western Vampires learning or possessing Kuei-Jin Disciplines PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
  - a. This bylaw applies, and approval must be gained from the coordinator, for each and every Kindred of the East Discipline being learned or possessed by a Western/Kindred/Cainite Character.

#### 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.

#### iii. Rare Disciplines

- Mibasham, non-Face of the Gods possessing Prayer Eating, non-Tempest of the Inward Focus possessing Inward Way or Tempest of Inward Focus
   PC: Coordinator Notify - NPC: Coordinator 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) possessed by non-Dragons, 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: Coordinator Notify NPC: Coordinator Notify Coordinator: Kueijin
- 3. Hell-Weaving, Bile Shintai PC: Coordinator Approval NPC : Coordinator Notify – Coordinator: Kuei-jin
- 4th Age Elemental Shintai PC: Banned NPC: Coordinator Approval Coordinator: Kuei-jin

- 5. Kuei-jin Custom powers, combos, secret techniques PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-jin
- 6. Vampiric Powers of the Gaki and Bushi vampire bloodlines, including Rift and Kiai - PC: Disallowed NPC - Disallowed - Coordinator: Kueiiin

## iv. <u>Rare Rites</u>

- 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: Coordinator Approval – NPC : Coordinator Notify – Coordinator: Kuei-jin
- 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 Penangallan - PC: Banned – NPC: Coordinator Approval – Coordinator: Kuei-jin
- 3. Translated Necromancy Rites: PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Giovanni and Kuei-jin
- 4. Kuei-jin Custom rites: PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Kuei-jin
- Non-Kuei-jin with Linguistics: Kaja, except Wu Lung and Akashic Brotherhood
   PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Kueijin

# m. VAMPIRE CONTROLLED ITEMS

## i. <u>Abilities</u>

- 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 Dinguistics 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. Non-Gangrel with 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
- Kiasyd Alchemy for Non-Kiasyd or Maeghar PC: Disallowed NPC: Disallowed – Coordinator: Lasombra
- 8. Kiasyd Alchemy

- a. Kiasyd Alchemy Levels 1 5 for Non-Kiasyd or Maeghar PC: Disallowed – NPC: Disallowed – Coordinator: Lasombra
- Kiasyd Alchemy for Maeghar PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Lasombra
- c. Kiasyd Alchemy for Kiasyd PC: Coordinator Notify NPC: Coordinator Notify – Coordinator: Lasombra
- d. Kiasyd Alchemy Levels 6+ PC: Disallowed NPC: Coordinator Approval – Coordinator: Lasombra
- e. Custom Kiasyd Alchemy Recipes PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Lasombra
- f. Kiasyd Alchemy Recipes shall be purchased as Rituals at the cost of 2/4/6 for Basic/Intermediate/Advanced.
- 9. Ghemalish PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Sabbat
  - a. The Language of Ghemalish is taken a slot under the Linguistics ability
- 10. Ba'Hara for non Bahari/Cult of Lilith Characters PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
  - a. The Language of Ba'hara is taken a slot under the Linguistics ability.
- 11. Bahari for non Bahari/Cult of Lilith Characters PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
  - a. The Language of Bahari is taken a slot under the Linguistics ability.

#### ii. <u>Creature Types</u>

1. Unusual Caitiff/Pander -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Appropriate Sect Coordinator for approvals

- a. Any that have clan -specific disciplines as their chosen "in-Clan" disciplines. (Regulated by the respective specific discipline Clan Coordinator)
- b. Appropriate Sect Coordinators:
  - i. Camarilla Coordinator Camarilla Caitiff
  - ii. Sabbat Coordinator Sabbat Pander/Caitiff
  - iii. Anarch Coordinator Anarch and Independent Caitiff
- 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

- 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 Approval -- NPC: Coordinator Approval -- Coordinator: Brujah
- 13. Epicene Brujah -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Brujah
- 14. True Brujah -- PC: 2/3 Majority Vote -- NPC: Majority Vote -- 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

a. Must be descended from a PC Bloodline-Ghost Singer

- 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: 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. Samedi -- PC: Coordinator Approval -- NPC: Coordinator Approval -Coordinator: Giovanni
- 30. Kiasyd
  - a. Sabbat Kiasyd PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Lasombra

- 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
- 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. Renascut Bloodline PC: Coordinator Approval NPC: Coordinator Approval -- Coordinator: Ravnos
- 36. Hajj -- PC: Coordinator Approval -- NPC: Coordinator Approval -Coordinator: Nosferatu
- Nictuku -- PC: Coordinator Approval -- NPC: Coordinator Approval --Coordinator: Nosferatu
- 38. al--Amin PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Salubri
  - a. Healer Caste
  - b. Warrior Caste
- 39. 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
- 40. Salubri antitribu embraced before 1900 PC: Disallowed NPC: Disallowed Coordinator: Salubri
- 41. Salubri antitribu embraced from 1900 to 1990 PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
- 42. Wu Zao Salubri PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Salubri
  - a. Scholar Caste
  - b. Thief Caste
- 43. 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
- 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
- Vampiric Children of Osiris -- PC: 2/3 Majority Vote -- NPC: 2/3 Majority Vote -- Coordinator: Setite
- 47. Warrior Setites PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Setite
  - a. Warrior Setites

i.

- Setites with Potence in clan as opposed to Obfuscate.
- 48. Daughters of Cacophony -- PC: Coordinator Approval -- NPC: Coordinator Approval - Coordinator: Toreador
- Sons of Discord -- PC: 2/3 Majority Vote -- NPC: Majority Vote -Coordinator: Toreador
- 50. 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. Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeran, or Vicissitude as an In--Clan Discipline).
      - i. Also requires the Salubri or Tzimisce Coordinators Approval
    - c. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
    - d. Tremere with a Primary Path other than Path of Blood
    - e. Tremere with Double Betrayer or Betrayer's Mark
    - f. Banshee
- 52. Telyavic Tremere -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Tremere
  - a. <u>Telyavic Tremere are defined as Tremere who have replaced</u> 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
- 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 Created 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. Enrathi -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Sabbat
  - e. Rafastio -- PC: Coordinator Approval -- NPC: Coordinator
  - Approval -- Coordinator: Sabbat
  - f. Ducheski -- PC: 2/3 Majority Vote -- NPC: Majority Vote -Coordinator: Tremere

- g. Ducheski in service to the Tremere House Arcanum -- PC: Coordinator Approval -- NPC: Coordinator Approval -Coordinator: Tremere
- h. Basarab -- PC: 2/3 Majority Vote -- NPC: Majority Vote -Coordinator: Tzimisce
- i. Danislav -- PC: 2/3 Majority Vote -- NPC: Majority Vote -Coordinator: Tzimisce
- j. D'habi -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Demon
- k. Katayama PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Malkavian
- Keskinen PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Malkavian
- m. Khavi -- PC: 2/3 Majority Vote -- NPC: Coordinator Approval -- Coordinator: Tzimisce
- n. Krevcheski -- PC: 2/3 Majority Vote -- NPC: Majority Vote --Coordinator: Tzimisce
- o. Marijava -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Assamite for Assamite loyal, Sabbat for former Tal'Mahe'Ra
- p. Oprichniki -- PC: Coordinator Notify -- NPC: Coordinator Notify - Coordinator: Tzimisce
- q. Servants of Anushin-Rawan, the Chosen PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- r. Vlaszy -- PC: 2/3 Majority Vote -- NPC: Coordinator Approval -Coordinator: Tzimisce
- s. Talons of Black Rage PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Lasombra
- t. Rossellini Revenants PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Giovanni
- u. Kairouan Brotherhood PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Assamite
- v. Buryat Revenant PC: Coordinator Approval NPC: Coordinator Approval- Coordinator: Ravnos
- w. Katila Revenant PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Ravnos and Giovanni
- x. Lilim PC Coordinator Approval NPC: Coordinator Approval Coordinator: Giovanni
- 61. Baali PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 62. Angellis Ater/Azaneal PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Demon
- 63. Bloodlines of the Jati Brahmin Caste:
  - a. Brahmin Ravnos PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ravnos
  - b. Daitya PC: Majority Vote NPC: Coordinator Notify Coordinator: Setite
  - c. Danava PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Ventrue
- 64. Danava Coordinator: Venture and Ravnos

- 65. Witches of Echidna PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Setite
- 66. Follower of Set Priest PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Setite
- 67. Mnemosyne Bloodline PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Malkavian
- 68. Maeghar PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Sabbat and Varies, See Below:
  - a. For Maeghar with Mytherceria rather than Necromancy -Coordinator: Sabbat and Lasombra
  - b. If one of the Maeghar's other two chosen Disciplines (inherited from the sire's Clan) includes a proprietary Discipline, then the appropriate Coordinator's approval shall be required, in addition to the Sabbat Coordinator's Approval or the approvals specified in items a and/or b above.
- 69. Drakaina PC: Coordinator Approval NPC: Coordinator Notify -Coordinator: Giovanni
- 70. Nephilim PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Ravnos and Toreador
- 71. Embraced Rossellini PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Giovanni
- 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. Morelli Ravnos PC: Coordinator Approval NPC Coordinator Approval - Coordinators: Giovanni and Ravnos
- 79. Pishacha PC: Disallowed NPC: Unregulated Coordinator: Ravnos
- Yaryan Blood Line PC: Disallowed NPC: Disallowed Coordinator: Brujah
- 81. Brujah Santos PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Setite & Brujah
  - 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 Follower of Set Wanga packet.

#### iii. <u>Factions, Cults, Ranks and Positions</u>

- 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 and Titles 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
   The Legiser Congregation
  - i. The Legion Congregation
- 1. 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. Khashaptu

- iv. Guarded Rubics
- v. Former Tal'Mahe'Ra Chatterlings PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Sabbat
- n. The Jocastatian Sect will be placed under the custodianship of the Sabbat Coordinator in the OWbN Bylaws
  - i. Membership in the Jocastatian Sect requires Coordinator Approval
  - ii. Defecting to the Jocastatians will follow the "normal" OWbN defined procedure for Defection.
- o. Consistory Membership PC: Disallowed NPC: Coordinator Approval - Coordinator: Sabbat
- p. Pricus PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Sabbat
- 2. Assamite
  - a. The Assamite Factions are defined as Schism/Schismatic, Doyalist, Unconquered/Angels of Caine, or Dispossessed. All Assamite characters belong to one Assamite Faction, which is limited by their sect. Assamite Characters may not belong to an Assamite Faction that doesn't have their sect listed below.
    - i. Schism/Schismatic: Camarilla
    - ii. Unconquered/Angels of Caine: Sabbat
    - iii. Dispossessed: Anarch, Ashirra, Inconnu, Independent, and Jati
    - iv. Loyalist: Independent
  - b. If an Assamite Character sect defects, they also switch Assamite Factions.
  - c. Assamite Loyalist Faction characters switching to Dispossessed -PC: Coordinator Approval - NPC: Coordinator Approval -Coordinator: Assamite
  - d. Assamite PCs advancing to Rank 3 -- PC: Coordinator Notify -- NPC: Coordinator Notify -- Coordinator: Assamite
  - e. Other PCAssamite Ranks and Factions -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Assamite
    - i. Non--Assamites Converts to Clan Assamite
    - ii. Assamite PCs starting at 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)
    - vii. Schismatic to Loyalist, or vice versa.
    - viii. Dispossessed to Loyalist. Registered as "Assamite Loyalists"
  - f. Other NPC Only Assamite Ranks and Factions PC: Disallowed NPC: Coordinator Approval Coordinator: Assamite
    - i. Ranks 6+

- g. Assamite Antitribu Ranks of the Unconquered
  - i. Ustad PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Assamite
  - ii. Shumseea PC: Coordinator Approval, NPC: Coordinator Approval - Coordinator: Assamite
  - iii. Shakari PC: Coordinator Approval, NPC: Coordinator Approval - Coordinator: Assamite
- 3. Salubri

ii.

- 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
  - b. Characters possessing the discipline Bardo PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Setite
- 5. Ventrue Societies, Ranks, and Positions
  - a. Ventrue Clan Positions & Titles -- PC: Coordinator Approval -NPC: Coordinator Approval -- Coordinator: Ventrue
    - i. Directors / Ephors
    - ii. Elders / Strategoi
    - iii. Troubleshooters / Lictors
    - iv. Agents at Large / Tribunes
    - v. Managers / Praetors
  - 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
  - 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
- 12. Cult of Mithras
  - a. This includes each individual level of Status in the Cult
- 13. Cult of Mithras (includes each individual level of status in the cult)
- 14. Knights of the Blood (Antitribu)
- 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 Circlet 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: Venture

- Membership for Non-Ventrue, Non Main-Clan Ventrue, or Bloodlines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- 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. Priestesses of Ereshkighal PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Lasombra
  - c. Victory Corps PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Lasombra
  - d. The Brotherhood of Rafazi PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Lasombra
  - e. The Order of the Void PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Lasombra
  - f. The Crusaders PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Lasombra
  - g. The Faithful PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Lasombra
  - h. The Black Angels PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Lasombra & Demon
  - i. The Abyss's Children PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Lasombra
  - j. The Kings and Queens of Shadow PC: Coordinator Notify -NPC: Coordinator Notify - Coordinator: Lasombra
  - k. The Corsairs PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Lasombra
  - 1. The Transhumanists PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Lasombra
  - m. The Fatalists PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Lasombra
  - n. The Doomed PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Lasombra
  - o. Lasombra Wangatures PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Setite & 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
    - E Division Agent
    - vii. M.U.T.E. Newb
    - iii. Ivory Legion Milites
    - iv. Edenic Groundskeepers Rank 1

- v. Phanuel'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. Phanuel'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
  - c. Ravnos Antitribu Cults PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ravnos
    - i. The Phaedymites
    - ii. Kahlil's Court
    - iii. The Bashirites
- 13. Tremere
  - a. Tremere 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. Councilor (Tremere Coordinator Controlled Canon NPCs)
        - 1. Etrius, Councilor of the 7th; Eastern Europe and Antartica
        - 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. Societatis Virtus et Honos PC: Unregulated NPC: Coordinator Approval - Coordinator: Tremere
    - ii. Eyes of the Serpent PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Tremere & Setite
    - iii. Order of the Wyrm PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Tremere & Demon
    - iv. Horned Society PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Tremere & Demon
- e. Tremere Houses PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Tremere
  - Giovanni in High Saturday PC: Coordinator Approval -NPC: Coordinator Approval - Coordinator: Tremere & Giovanni

#### iv. Items

- Gypsy 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.
  - With in 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, Giovanni, and Assamite 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: 2/3 Majority Vote -- 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. Blooding by the Code -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Salubri
- 18. Agent of Prophecy -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Setite
- 19. Apostate (Setite) -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Setite
  - a. Apostates 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. Warrior Setite (Bloodline) PC: Disallowed NPC: Disallowed (as you cannot be an apostate of "just" the bloodline)
- vi. Walid Set PC: Coordinator Approval NPC: Coordinator Approval
- 20. 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 my choose their Fight/Flight form as if they had Protean Inclan, however they must be natural to Tlacique/Central America.
- 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 Serpentis
- vi. Setite PC: Coordinator Approval NPC: Coordinator Notify
  - 1. Gain Modern Serpentis
- vii. Walid Set PC: Coordinator Approval NPC: Coordinator Approval

1. Gain Modern Serpentis

- 21. Nameless -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Setite
- 22. Postulate of Echidna PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Setite
- 23. Marijava Contact PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
- 24. Shakari Enemy PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite

- 25. Connoisseur Merit for Non-Ventrue PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ventrue
- 26. Blessed by St. Gustav Merit on any character other than Ventrue-Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval -Coordinator: Ventrue
- 27. Assamite Merits from V20 PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Assamite
  - a. Sectarian Ally Merit
  - b. Outcast Flaw
  - c. Multiple Curses Flaw
- 28. Assamite Un-Aging Merit PC: Disallowed NPC: Disallowed Coordinator: Assamite
- 29. Clan Friendship: Brujah PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Brujah
- Merit: Non Ravnos/Ravnos Anti with Antitoxin Blood PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
- 31. True Celerity PC: Disallowed NPC: Disallowed Coordinator: Brujah
- 32. Assamite Alternate Quiet Merits from 2017 Assamite Genre Packet PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
  - a. Hematus
  - b. Cruscitus
  - c. Minhit Dume
  - d. Sorcerer Quietus
- 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
- 36. Circle of Trust PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Ravnos
- 37. Ctan Friendship: Malkavian PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Malkavian
- 38. Anarch Reputation Merits PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch
  - a. Ballsy
  - b. Been Around
  - c. Flying Colors
  - d. I'm the Baron!
  - e. Lifer
  - f. Nobody's Bitch
  - g. Peacemaker
  - h. Prized Patch
  - i. Soapbox
  - j. Stand by Me
  - k. Sugar Daddy
  - 1. True Anarchist
  - m. Warlord's Call

- Anarch Reputation Flaws added to sheet after Character Creation PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
  - a. Punk
  - b. Yellow Belly
  - c. Expiration Date
  - d. Black Sheep
- 40. Harbinger of Skulls Merits from V20 PC Coordinator Approval NPC: Coordinator Approval - Coordinator: Giovanni
  - a. Styx Baptism
  - b. Half Life
- 41. 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.
- 42. Clan Friendship: Assamite PC: Disallowed NPC: Disallowed Coordinator: Assamite
- 43. Clan Friendship: Schismatic Assamites PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
- 44. Clan Friendship: Loyalist Assamites PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Assamite
- 45. Clan Friendship: Assamite Antitribu PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
- 46. Dark Blood PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Salubri
- 47. Drabane PC: Coordinator Approval NPC: Unregulated Coordinator: Ravnos
- Connection to Dracian PC: Coordinator Approval NPC: Unregulated -Coordinator: Ravnos
- 49. Dark Ages Gargoyle Merits/Flaws PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: 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. Gift of Proteus for Non-Gangrel PC: Disallowed NPC: Disallowed Coordinator: Gangrel
- 53. Totemic Change for Non-Gangrel PC: Coordinator Approval NPC: Coordinator Notify - Coordinator: Gangrel
- 54. Danava Ally PC: Coordinator Approval NPC: Coordinator -Coordinator: Ventrue and Ravnos
  - a. Danave Ally Two Point version
  - b. Danave Ally Four Point version
  - c. Danave Ally Six Point version
- 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
- 57. Craft Anarch Poisons for Non Anarchs PC: Disallowed NPC: Disallowed Coordinator: Anarch
- 58. Invoke Anarch Curses for Anarchs PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch
- 59. Invoke Anarch Curses for Non Anarchs PC: Disallowed NPC: Disallowed Coordinator: Anarch
- 60. Incantations PC: Coordinator Approval NPC: Unregulated Coordinator: Varies
  - a. For vampire characters the coordinator in charge of this merit will default to their sect coordinator. Should the player character making the request not fall under a sect, it will instead default to their clan coordinator.
  - b. Mortals and semi supernatural character seeking this merit will require mage coordinator approval
  - c. Child (Vampire version) PC: Disallowed NPC: Coordinator Approval - Coordinator: Varies; Appropriate Vampire Sect Coordinator
- 61. Changed by the East PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Ravnos
- 62. Disciple of Daeva/Chosen of Asura PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ravnos

#### vi. <u>Paths of Enlightenment</u>

- Non-Sabbat Characters on Sabbat Paths of Enlightenment -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Sabbat Coordinator and Appropriate Sect or Clan coordinator for Independent
  - 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. **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
  - a. Brujah Characters PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Brujah
    - i. Path of Entelechy
    - ii. Path of the Scorched Heart
  - b. Non-Brujah Characters 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
  - 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 variant thereof <u>PC</u>: 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. <u>Perfect Infiltrators</u>

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. <u>Powers</u>
  - 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
    - 1. Remote Access Buffer
    - m. Retain the Quick Blood ( $\sqrt{20}$  Anarchs Unbound Version)
    - n. Sensory Overload
    - o. Seventh Chinese Brother
    - p. Slenderman
    - q. Smiling Jack's Trick
    - r. Stonesight
    - s. Suck It Up
  - 2. Ist 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 Notify 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. Weirded Wood
    - j. Touch me Twice, Shame on You!
    - k. Decay the Adversary's Boon

- 1. 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 Notify -- NPC: Coordinator Notify -- Coordinator: Brujah

- a. Pulse of Undeath
- b. Burning Wrath
- c. Iron Heart
  - i. Gargoyles with Iron Heart PC: Disallowed NPC: Disallowed Coordinator: Brujah
- d. Scourge of Alecto
- e. Iron Glare
- f. Command the Wary Beast
- g. Leaps and Bounds
- h. Reluctant Performance Artist
- i. Quicksilver Contemplation
- j. Hindsight
- k. Aura of Accursed Rage PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Brujah and Gangrel
- 1. Old Friend
- m. Esprit de Corps PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Brujah
- 11. Dark Age Brujah Combination Disciplines -- PC: Coordinator Approval
  - -- NPC: Coordinator Approval -- Coordinator: Brujah
    - a. Command the Wary Steed
    - b. Jackhammer Punch
- 12. Gangrel Combination Disciplines PC: Coordinator Approval NPC: Coordinator Approval -- Coordinator: Gangrel
  - a. Bear Skin
  - b. Ennoia's Mastery
  - c. Fenris Talons
    - i. Also printed as Fenrir's Talons
  - d. Loki's Gift
- 13. Combination Discipline Wild Heart -- PC: Disallowed -- NPC: Disallowed -- Coordinator: Gangrel
- 14. Combination Disciplines requiring Mortis -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Giovanni
- 15. 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
  - 1. Respite of Lucidity
  - m. Screams Made Real
  - n. Vanishing
  - o. Whispers of Loathing
  - p. Ze Monkey's Paw

- 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 Presnece
  - e. Cloak the Beast
  - f. Forbidden Zone
  - g. I Know
  - h. Power Animal
  - i. Wolf in Sheep's Clothing
- 17. Nosferatu Combination Disciplines PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Nosferatu
  - a. Haunted Place
- Non Ravnos/Ravnos Anti with 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. **Reading the Fates**
  - h. We're Not Going to Take it!
  - i. Modern Illusions
  - j. Resist the Old Ways
  - k. Weapons of the Oppressed
  - 1. Ravnos Don't Lie
- 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
- 20. V20 Edition Soul Decoration Combination Discipline PC: Disallowed NPC: Disallowed Coordinator: Tzimisce
- 21. Non- Tzimisce with the Combination Discipline Soul Decoration -- PC: Coordinator Notify -- NPC: Coordinator Notify -- Coordinator: Tzimisce
- 22. 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
- 23. Non--Ventrue with Ventrue Combination Disciplines -PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Ventrue
  - 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
  - 1. Retaliatory Terror
  - m. Telepathic Command
- 24. Salubri Blooding Rituals -- PC: Coordinator Approval -- NPC:

Coordinator Approval -- Coordinator: Salubri

- a. Pre-Existing
- b. Creating New Rituals
- 25. Out of Clan Advanced (or higher) Temporis -- PC: Coordinator Approval - NPC: Coordinator Approval -- Coordinator: Brujah
- 26. Non-Lhiannan learning Ogham PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Gangrel
  - a. V20 Ogham Koldunic Sorcery Paradigm PC: Disallowed -NPC: Coordinator 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.
- 27. Non-Ahrimane with Spiritus -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Gangrel
- 28. 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
- 29. Out of Clan Mytherceria -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Lasombra
- 30. Out of Clan Obtenebration for Non--Sabbat Members -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Lasombra

   Aizina counts as Obtenebration
- 31. Characters with Dementation without a Derangement -- PC: Disallowed -- NPC: Disallowed -- Coordinator: Malkavian
  - a. Also applies to Combination Discipline with Dementation as requirement

- 32. Mortis -- PC: Coordinator Approval -- NPC: Coordinator Approval --Coordinator: Giovanni
- 33. Non-Sabbat with Out-of-Clan Valeren PC: Coordinator Approval NPC: Coordinator Notify Coordinator: Salubri
   a. Modern Variant. Dark Ages Variant.
- 34. 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
- 35. Obeah PC: Coordinator Approval NPC: Coordinator Notify Coordinator: Salubri
  - a. Excludes Nkulu Zao, Scholar Caste Wu Zao and Healer Caste Salubri
- 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
- 37. Non-Daughters of Cacophony with Melpominee -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Toreador
- 38. 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
- 39. Non--Gargoyles with the Discipline: Visceratika 1-3 -- PC: Coordinator
  - Approval -- NPC: Coordinator Approval -- Coordinator: Tremere a. Non-Gargoyles with Discipline: Visceratika 4-5- PC:
    - Coordinator Approval NPC: Coordinator Approval -Coordinator - 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 Visceratika Discipline are subject to have the Negative Social traits Bestial x2 OR Repugnant x2 to represent a stone skin appearance that they cannot buy off.
- 40. Camarilla Regulated Combination Disciplines PC Coordinator
- Approval NPC: Coordinator Approval Coordinator: Camarilla a. False Death
- 41. Tal<sup>2</sup>Mahe'Ra Combination Discipline and Spells PC: Disallowed NPC: Disallowed Coordinator: Sabbat
  - a. Offering the Awakened Soul
  - b. Chain the Enlightened
- 42. Characters who are not members of the Mnemosyne Cult possessing the Meminisse Discipline PC: Disallowed NPC: Disallowed
- 43. Affinities
  - a. The Evil Eye PC: Coordinator Approval NPC: Unregulated 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
- h. Non Ravnos Vampires possessing more than one affinity PC: Disallowed NPC: Disallowed Coordinator: Ravnos
- 44. 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
- 45. Non-Ravnos with the following combination disciplines PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
  - a. Sympathetic Agony
  - b. Eventide Strength
  - c. Waking Dream
  - d. Mind of the Wilds
  - e. Heart's Desire
- 46. 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. Scent of Caine (Assamite Version)
  - h. Shadow Feint
  - i. Truth of Blood
- 47. 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 Hemantus, Sorcerer: Sorcerer Quietus, Warrior: Quietus Cruscitus

- Caste Specific Quietus Powers without the requisite Merit from the OWbN Assamite Packet - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
- 49. Having multiple Caste Specific Quietus powers PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
- 50. Assamite Sorcerer In-clan Disciplines from Dark Ages V20 PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

a. Auspex instead of Obfuscate

- 51. Neeromancy 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
  - d. Soul Separation
  - e. Unseen Spirit
- 52. Neeromancy 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 of the Monster Variant)
  - c. Effigy of the Sculpted Tomb
  - d. Fountain of Ill Humors
- 53. Non Rom/Gypsy Ravnos with the combination discipline The Sight PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
- 54. Non Ravnos Antitribu with the combination disciplines PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
  - a. Induce the Nightmare
  - b. The Illusionary Cup
- 55. Non-Assamite Antitribu with the following combination disciplines - PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Assamite
  - a. Draught of the Soul
  - b. Breath of the Sandstorm
  - c. Blood of Essence
  - d. Trap of Vitae
  - e. Running with Shadows
- 56. 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
- 57. Non-Jocastians with the Jocastian Combination Disciplines PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
  - a. Shroud of Ahriman
  - b. The Nectar of Amaranth

- c. Hunt for History
- 58. Non-Anarchs with Tenebrous Veil PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch
  - a. Characters with in-clan Obtenebration Teaching each other Tenebrous Veil Combination Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
- 59. Vicente de las Navas de Tolosa's Holy Shield PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
- 60. Watcher Valeren PC: Coordinator Approval NPC: Coordinator Notify Coordinator: Salubri
- 61. Healer Path Valeren PC: Disallowed NPC: Disallowed Coordinator: Salubri
- 62. Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis - PC: Coordinator Approval - NPC: Coordinator Notify -Coordinator: Setite
  - a. Apostates may only learn modern Serpentis
- 63. Non-Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
- 64. Gargoyle Rituals PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Tremere
- 65. Gargoyle Rituals as Powers PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Tremere
- 66. Gargoyle Combination Disciplines using Protean PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere and Gangrel
- 67. Dark Ages Obtenebration PC: Coordinator Approval NPC: Unregulated - Coordinator: Lasombra
- 68. Second Edition Mytherceria PC: Coordinator Approval NPC: Unregulated - Coordinator: Lasombra
- 69. 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 Apostates and Initiates who join the Warrior Caste
  - 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
- 70. Sorcerous Suppression: The Broken Rung PC: Disallowed NPC: Disallowed
- 71. Untamable (Combination Discipline) PC: Disallowed NPC: Disallowed
- 72. Obliterate the Night's Gifts PC: Disallowed NPC: Disallowed
- Obtenebration based Combination Disciplines possessed by Characters without in-clan Obtenebration - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra

- a. Armory of the Abyss
- b. Armor of Darkness
- c. Clarity of Emptiness (Obtenebration Variant)
- d. Dark Steel
- e. Eminence of Shade
- f. Gazing into the Abyss
- g. Shadowed Eyes
- h. Shadow Looking Glass
- i. Shroud of Absence
- 74. Drink and I Know Things (Combination Discipline) PC: Disallowed NPC: Disallowed
- 75. Honey Badger (Combination Discipline) PC: Disallowed NPC: Disallowed
- 76. Ghost Song (Combination Discipline) PC: Varies NPC: Unregulated Coordinator: Gangrel
  - a. Ghost Singer Gangrel Unregulated
  - b. Non-Ghost Singer Gangrel PC: Coordinator Notify NPC: Unregulated - Coordinator: Gangrel
  - c. Non-Gangrel PC: Disallowed NPC: Unregulated Coordinator: Gangrel
- 77. Tellurian, Unique Discipline of Yaryan PC: Disallowed NPC: Disallowed - Coordinator: Brujah
  - a. Exemption Yaryan Brujah Canon NPC
- 78. Bring Them Back (Combination Discipline) PC: Disallowed NPC: Disallowed
- 79. Infernal Disciplines
  - a. Maleficia PC: Disallowed NPC: Coordinator Approval -Coordinator: Demon
  - b. Striga PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
- Non-Camarilla with Camarilla Combination Disciplines PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Various
  - a. The Iron Glare Camarilla and Brujah
  - b. Catch a Whiff of Madness Camarilla and Malkavian
  - c. Phobic Affliction Camarilla and Malkavian
  - d. Animal Magnetism Camarilla and Nosferatu
  - e. Scalpel Tongue Camarilla and Toreador
  - f. Under the Skin Camarilla and Toreador
  - g. Mood Shift Camarilla and Tremere
  - h. Distant Friend Camarilla and Ventrue
  - i. Approximation of Loyalty Absolute Camarilla and Ventrue
  - j. Alpha Glint Camarilla and Gangrel
- 81. Anarch Curses PC: Varies NPC: Varies Coordinator: Anarch
  - a. Non-Anarch PC: Disallowed NPC: Disallowed Coordinator: Anarch
  - b. Anarch PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch
    - i. You See Dead People
    - ii. Invoke Ashur
    - iii. A Graceless Bane

- iv. Selective Hypersensitivity
- v. The Beaten Path
- vi. Vermin's Blood
- vii. Potent Odium
- viii. Hands of the Fool
- ix. Death Wrath
- x. Scar of Judas
- xi. A Curse Upon Thy House
- xii. Mark of the Beast
- xiii. Caustic Are The Ties That Bind
- xiv. Reclaim That Which Was Taken
- xv. A World So Cold
- xvi. The Flesh Betrays
- xvii. Vermin's Vengeance
- xviii. Retribution of the Threefold Chimera
- xix. Any Custom Anarch Curses
- 82. Anarch Poisons PC: Varies NPC: Varies Coordinator: Anarch
  - a. Non-Anarch PC: Disallowed NPC: Disallowed Coordinator: Anarch
  - b. Anarch PC: Coordinator Approval NPC: Coordinator

Approval - Coordinator: Anarch

- i. Spit it Out
- ii. Ugly on the Outside
- iii. Frenzy Pox
- iv. Grill Marks
- v. STFU
- vi. Zoomies
- vii. Jock itch
- viii. Dude, What?
- ix. Nighty Night
- x. Whammy!
- xi. All Shook Up
- xii. Lead Sails
- xiii. Pillow Hands
- xiv. Creeping Death
- xv. Antithesis
- xvi. Blade Clot
- xvii. Now You See Me
- xviii. Any Custom Anarch Poisons
- 83. Creation of an Inceptor Discipline by a 14th, 15th, or 16th Generation character PC: Coordinator Approval NPC: Unregulated Coordinator: Anarch
- 84. Creation of an Inceptor Discipline by a 13th Generation or lower character - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
- 85. Custom Combination Discipline using an Inceptor Discipline PCs: Coordinator Approval - NPCs: Unregulated - Coordinator: Anarch
- 86. Learning a created Inceptor Discipline PCs: Coordinator Approval NPCs: Unregulated Coordinator: Anarch
- 87. Discipline Path of Enchantment PC: Disallowed NPC: Disallowed Coordinator: Ventrue

- 88. Non-Samedi with Samedi Combination Disciplines PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Giovanni
  - a. Exquisite Corpse
  - b. Grisly Gris-Gris
  - c. Switched at Death
- 89. Non-Sabbat Inquisition with Sabbat Inquisition Combination Disciplines
   PC: Disallowed NPC: Disallowed Coordinator: Sabbat
  - a. Animus Ligature
- 90. Non-Gangrel with Gangrel Combination Disciplines PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
  - a. Blood Thornes
  - b. Revoke the Gift of Adam
  - c. Sanguinary Expulsion (Protean variant only)
  - d. Shatterproof
  - e. Shattered Fog
  - f. Spirit Tracking
  - g. Steal the Terrible Swiftness
  - h. Stone Meld
  - i. Wintering
- 91. The Rite of Becoming
  - a. Rite of Becoming for Disciples of Anubis PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
  - b. Rite of becoming for non-Disciples of Anubis PC: Disallowed NPC: Disallowed Coordinator: Gangrel
- 92. Plot-related Dementation Powers PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Malkavian
  - a. I Opt In
  - b. Feel Our Feelings
- 93. Ravnos Anti Cult Benefits
  - a. Non-Members of the Phaedymites possession the combination power Disgust for Those In Control - PC: Disallowed - NPC: Disallowed - Coordinator: Ravnos
  - b. Non-Members of Khalil's Court possessing the combination power Stolen Dreams - PC: Disallowed - NPC: Disallowed -Coordinator: Ravnos
  - Non Members of Khalil's Court possessing the Ritae Shared Nightmare - PC: Disallowed - NPC: Disallowed - Coordinator: Ravnos
  - Non Members of The Bashirites possessing the Ritae Judas' Revelry- PC: Disallowed - NPC: Disallowed - Coordinator: Ravnos
  - e. Non Members of The Bashirites possessing the combination power Bashir's Lesson - PC: Disallowed - NPC: Disallowed -Coordinator Ravnos

#### ix. Blood Magic

- 1. New Age Anarch Sorcery -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Anarch
- Old Skool Anarch Sorcery -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Anarch
- 3. Punk Anarch Sorcery -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Anarch

- 4. Hacktivism Anarch Sorcery (Anarch and Tremere Coordinator Approval) - PC: Coordinator Approval -- NPC: Coordinator Approval -Coordinator: Anarch and Tremere
- 5. Hacking Rituals PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Anarch and Originating Paradigm Coordinator
- 6. Bacaban/Judicium Thaumaturgy -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Sabbat
- 7. Black Hand Aljusuri PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Sabbat
- 8. Natib Athirat -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Sabbat
- Dur-An-Ki Practitioner changing Pantheons and gaining the mechanical benefits of dedicating to a new Pantheon listed in the Ladder of Heaven packet - PC: Coordinator Approval - NPC: Coordinator Approval -Coordinator: Assamite
- Sabbat Inquisition Only Rituals -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Sabbat
  - a. Disallowed for those outside the Sabbat Inquisition.
- 11. Non-Assamite Sorcerers with Assamite Sorcery/Dur-An-Ki PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
- 12. Sihr PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
- 13. Non-Giovanni with Western Necromancy PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Giovanni
- 14. Abyss Mysticism -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Lasombra
- 15. Player Created Abyss Mysticism Rituals -- PC: Coordinator Approval --NPC: Coordinator Approval -- Coordinator: Lasombra
- 16. Ravnos Ratka-Sadhus / Sadhanna -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Ravnos
- 17. Cult of Mithras Dur-An-Ki PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ventrue and Assamite
- Non--Daitya, Danava, Rakta Radhu Ravnos, or Buryat with Sadhanna (Ravnos) -- PC? Coordinator Approval -- NPC: Coordinator Approval -Coordinator: Ravnos
  - a. Teaching paths of Sadhana without Sadhana In-Clan PC: Disallowed NPC: Disallowed
  - Ventrue with the Danava Ally Six point version who have not returned to declare their loyalty to the Ventrue/Ventrue Anti and Jade Court maintaining their ability to use Sadhana - PC Coordinator Approval - NPC Coordinator approval -Coordinator: Ravnos and Ventrue
  - c. The ability to use, wield, or access purchased Sadhana (this does not prevent people from having temporary access via methods such as Blood Nectar) without possessing the merit Code of Honor described in the most recent Ravnos packet PC Disallowed NPC Disallowed Coordinator: Ravnos
  - d. The ability to use the following Sadhana paths and rituals, regardless of paradigm or source, without the Merit: Code of

Honor in the most recent Ravnos packet that is required to have/use Sadhana

- i. Path of Karma, and Path of Tengri
- Ritual's: Armor of Diamond Serenity, Destiny's Call, and Transcendentally Satisfying Body Filling - PC: Disallowed - NPC : Disallowed - Coordinator: Ravnos
- 19. Pillars of Dracian PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ravnos
  - a. **Feaching paths of Pillars of Dracian without Pillars of Dracian** In-Clan - PC: Disallowed - NPC: Disallowed
- 20. Non--Tremere with Hermetic Thaumaturgy -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Tremere
- 21. Sielanic Thaumaturgy -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Tremere
- 22. Tremere with Dark Thaumaturgy -- PC: Disallowed -- NPC: Coordinator Approval -- Coordinator: Tremere
- 23. Mastery Ways (Tzimisce) -- PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Tzimisce
- 24. Non--Koldunist Tzimisce with Koldunism (Tzimisce) -PC: Coordinator Approval -- NPC: Coordinator Approval -- Coordinator: Tzimisce
- 25. Inconnu Thaumaturgy PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Camarilla
- 26. Mortis for Non-Harbinger of Skulls PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Giovanni
- 27. Dark Thaumaturgy PC: Disallowed NPC: Coordinator Approval Coordinator: Demon
  - a. Sabbat Vampire NPCs may have any Paths, Rituals, and Investments at Storyteller approval. They may not teach or use these powers to benefit a PC in any way.
- 28. Geomancy PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Ravnos
  - a. Teaching paths of Geomancy without Geomancy In-Clan PC: Disallowed NPC: Disallowed
- 29. Printed paradigms of blood magic that do not have their own specific regulation PC: Coordinator Approval NPC: Coordinator approva l-Coordinator: Tremere
- Neeromancy Ritual: Rape of Persephone PC: Disallowed NPC: Disallowed – Coordinator: Giovanni
- Use of Path of Skulls: Degulo PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Giovanni and Appropriate Coordinator(s)
  - a. The Appropriate Coordinator(s) is defined as the Clan Coordinator of the PC with Path of Skulls and if the Discipline being exchanged is a proprietary Discipline, the Clan Coordinator that oversees that proprietary discipline.
  - b. Degulo cannot be used to exchange disciplines that are not inclan of the character it is being used on.
  - c. Degulo cannot be used to get around experience point bylaws for the org and thus any change to the sheet using this power must be purchased with the appropriate experience points.
  - d. Degulo cannot be used on Backgrounds.

- 32. Setite Sorcery
  - a. Non-Setite with Akhu (Setite) PC: Coordinator Approval -NPC: Coordinator Approval - Coordinator: Setite
  - Non-Children of Damballah/Serpent of the Light/Lasombra Wangateurs/Brujah Santos/Samedi with Wanga or Afro-Carribean Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
  - c. Non-Tlacique with Nahuallotl (Setite) PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
  - d. Any Other Unlisted Setite Sorcery Paradigm PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Setite
  - e. Seidr PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Setite
- 33. Necromancy
  - a. Non-Ghiberti/Impundulu/Mla Watu with African Necromancy -PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
  - b. Aztec Necromancy PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Giovanni
  - Non-Nagaraja with Eastern Necromancy PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
  - d. Non-Harbingers of Skulls or Cappadocians or Lamia or Drakaina with Mortis - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
  - e. Any Other Unlisted Necromancy Paradigm PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
  - f. Non-Samedi/Children of Damballah/Serpent of the Light/Lasombra Wangateurs/Brujah Santos with Voudoun Necromancy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
  - g. Non-Giovanni with Western Necromancy PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni
  - h. Non-Laibon with African Necromancy PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
- 34. Casting of the Ritual, Lazarus Rises PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Giovanni
- 35. Asymmetrical Reproduction PC: Disallowed NPC: Coordinator Approval – Coordinator: Tremere
  - a. Disallowed for PCs includes possession of or benefit from this ritual by any and all means. A PC may not be the recipient or subject of this ritual.

### 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.

- b. Raynos NPCs of 8th generation or better
- Sect Defector -- PC: Coordinator Approval -- NPC: Coordinator Approval - Coordinator: Appropriate Sect's 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 Vampire Character that has changed its sect Allegiance, 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
- Non Kuei--Jin Vampires changing Clan/Bloodline -- PC: Majority Vote

   NPC: <u>Coo</u>rdinator 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 Apostates/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.
    - i. Characters that change Clan/Bloodlines permanently through these methods must be notified to the Coordinator overseeing the previous Clan/Bloodline (Caitiff/Panders notify their Sect Coordinator).
  - 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. Laibon PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Camarilla
  - a. Character belonging to the Africa based Sect.
- 12. Blood Purity Background PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Ravnos
- 13. Draba Background 4 and 5 PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Ravnos
- 14. Background: Mentor: Wave Mentor 1-5 PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Anarch
   a. Available to Anarchs with Anarch Magic only
- 15. Curing Asakku PC: Disallowed NPC: Disallowed Coordinator: Tzimisce
- 16. Asakku and the Path of Asakku PC: Disallowed NPC: Coordinator Approval Coordinator: Tzimisce
- 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.
- Schismatic Assamite Viziers with the Web of Influence Background higher than their rank in the Schism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
- 19. 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.
- 20. Schismatic Assamite Warriors with the Web of Iron Background higher than their rank in the Schism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
- 21. 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
- 22. Salubri Changing Castes PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Salubri
  - a. Includes al-Amin, Salubri, and Salubri antitribu.
- 23. Wu zao Changing Castes PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Salubri

a. Castes include Scholar and Thief

24. 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
- 25. Background: Insight PCs of 8th 13th Generation: Disallowed NPCs of 1st 13th Generation: Disallowed
- 26. Background: Memento de Morte 4 and 5 PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Giovanni
- 27. Background: Honored Dead PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Giovanni
- 28. Non Ravnos/Ravnos Anti with Returned Mentor PC: Disallowed NPC: Disallowed Coordinator: Ravnos

# n. WRAITH CONTROLLED ITEMS

### i. Abilities and Arcanoi

- 1. Wraith with "Forbidden Paths" (Argos 5) PC: Coordinator Approval -NPC Coordinator Approval- Coordinator: Wraith
- Wraith with "Shadow Possess" (Puppetry 5) PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
- 3. Vampire PCs or NPC's with the ability Soul Forging PC: Coordinator approval Wraith Coordinator and Giovanni Coordinator. NPC-Coordinator approval Coordinators: Giovanni and Wraith
- 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
- 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
- 6. The use of Leer of Hades on any PC. PC Coordinator Notify NPC Coordinator Notify- Coordinator: Setite, Giovanni, and Wraith
- Membership into or Defecting from the Legion of the Damned PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
- 8. Hierarchy Reputation 3+ PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Wraith
  - a. Levels 3, 4, and 5 of this background each require a separate approval from the Wraith Coordinator.
- 9. Tempered Arcanoi
  - a. Open the Channel PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Wraith
- 10. Combination Disciplines

- a. Enshrouded Absence PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Wraith
- 11. Changing Breeds Gifts
  - a. Trim the Thorns PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Wraith
- 12. Merits
  - a. Shroud Walker PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Wraith
  - b. Guide Through the Dark PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Wraith

#### ii. <u>Creature Types</u>

- 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: Majority Vote Coordinator: Wraith
- 4. Pasiphae (Separated Shadows) PC: 2/3 Majority Vote NPC: 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
- 7. Laments from Orpheus book line PC: Disallowed NPC: Disallowed Coordinator: Wraith
  - a. Laments from Wraith20 will continue to be unregulated as a wraith demi-supernatural character option.

# o. <u>LAIBON CONTROLLED ITEMS</u>

#### i. <u>Creature Types</u>

- 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, 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. <u>Abilities</u>

#### iii. Backgrounds

- 1. Genre-Specific Traits for Non-Laibon PC: Approval NPC: Approval Coordinator: Anarch
  - a. 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.
  - b. Items listed below may not be replicated via any form which would grant these traits to Non-Laibon characters.
  - c. Backgrounds
    - i. Ancestor Spirit
    - ii. Reliquary
  - d. Merits & Flaws
    - i. Milk-Fed
    - ii. Earth Feeder
    - iii. Malleable Visage
    - iv. Strange Day
  - e. Temporary/Virtue Traits
    - i. Orun
    - ii. Aye
- iv. <u>Items</u>

#### v. <u>Powers</u>

- 1. Laibon Powers may only be taught by Laibon who possess at least one of the required disciplines in-clan.
- 2. Abombwe PC: Approval NPC: Approval Coordinator: Anarch
  - a. This applies to combination disciplines with Abombwe as a prerequisite.
- 3. Laibon Version of Auspex for non-Laibon PC: Approval NPC: Approval Coordinator: Anarch
- 4. Laibon version of Celerity for non-Laibon PC: Approval NPC: Approval Coordinator: Anarch
- 5. Laibon version of Vicissitude for Non-Laibon PC: Approval NPC: Approval Coordinator: Anarch & Tzimisce
- 6. Aizina for Non-Ramanga PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Lasombra
  - a. See 10.M.viii.34.a
  - b. Anarch Coordinator Notify

- Non-Ramanga or Xi Dundu with following Ramanga Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval -Coordinator: Anarch & Lasombra
- 8. These Combos may only be taught by Laibon who possess at least one of the required disciplines in-clan.
- 9. 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.
  - a. Compelling Darkness
  - b. Obscurity of Shadows
  - c. Shadow Communion
  - d. Weight of Shadows
  - e. Whispered Passions
- 10. Laibon with Out of Clan African Necromancy PC: Approval NPC: Approval - Coordinator: Giovanni
  - a. Additionally PC: Notify NPC: Notify Coordinator: Anarch
- vi. <u>Positions</u>
- vii. Enlightenment
  - 1. Road of Darkness (V20 Companion)

# p. <u>HUNTER CONTROLLED ITEMS</u>

## i. <u>Creature Types</u>

- 1. Characters with Corrupt Edges and Divine Edges PC: Coordinator Approval - NPC: None - Coordinator: Hunter
- 2. Demi-Supernatural Imbued PC: Disallowed NPC: Disallowed Coordinator: Hunter
  - a. Ghoul
  - b. Dhampir
  - c. Kinfolk
  - d. Kinain
  - e. Hedge-mage
  - f. Psychics
  - g. True Faith
    - h. Thrall
    - i. Shih
- 3. Imbued Hunters to Supernatural PC: Disallowed NPC: Disallowed Coordinator: Hunter
- 4. Imbued Wayward PC: Coordinator Approval NPC: Coordinator Notify Coordinator: Hunter
- 5. Shih PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Hunter
- 6. Full Supernatural joining the Society of Leopold, Florentine Heresy or any Dark Ages Hunter Organization - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hunter
- Supernatural's with membership in the Society of Leopold or Florentine Heresy having Theurgy - PC: Coordinator Notify – NPC: Coordinator Notify – Coordinator: Hunter

- a. Supernatural's without a membership in the Society of Leopold / Florentine heresy having Theurgy - PC: Disallowed – NPC: Coordinator Approval – Coordinator: Hunter
- b. Supernatural's with 2 or more paths of Theurgy PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- c. Supernaturals with Convictions / Blessings / Endowments from membership in an Inquisition Group - PC: Disallowed – NPC: Coordinator Approval – Coordinator: Hunter
- Background: Rank in an Inquisition faction (Society of Leopold, Florentine Heresy, etc) at 4 or more - PC: Coordinator Approval – NPC: Coordinator Notify – Coordinator: Hunter
- 9. Background: Rank in a Hunter or Inquisition Orgnaization
  - a. Background at 2 and 3 PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Hunter
  - b. Background at 4 and 5 PC: Coordinator Notify NPC: Coordinator Notify - Coordinator: Hunter
- Membership in the Council of Faith or Supreme Council for Society of Leopold or Florentine Heresy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- 11. Ability: Hunter Exposure 3 or more PC: Coordinator Approval NPC: Coordinator Approval – Coordinator: Hunter
- 12. Hunter Organization Membership
  - a. 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
  - Membership in Dark Ages Hunter organization The Red Order PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
  - c. Membership in Dark Ages Hunter organization The Sisters of St. John PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
  - Membership in Dark Ages Hunter organization The House of Murnau PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
  - e. Membership in Dark Ages Hunter organization Oculi Dei PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
  - f. Membership in Enlightened Society of the Weeping Moon PC: Disallowed – NPC: Disallowed – Coordinator: Hunter
  - g. Creation of Custom Dark Ages Hunter Organizations PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter