

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 storyteller crew or avoiding the consequences of their IC actions.
 - ii. Players that wish to transfer their characters but are unable to obtain their home chronicle's approval can ask the OWbN Executive Team to mediate their dispute, should the denial be given in bad faith. To that end, evidence of the unfair treatment needs to be provided to the Executive Team for evaluation, who can refuse any case based on lack of proof.
 1. For the duration of the dispute the Executive Team gains administrative control of the character and the character cannot be played without permission of the Executive Team.
 2. The dispute shall be solved within 30 days of it being accepted by the Executive team.
 3. Any extension of that period must be agreed upon by the player in question or brought before Council.
 4. The Executive Team's decision on the matter will be final and notified to all the involved parties.

2. Character Creation

- a. Every character must be designated as a PC (portrayed by players) or NPC (portrayed by Storytellers/Narrators).
 - i. A PC can be turned into an NPC at any time by its home chronicle Storytelling Staff.

- ii. A NPC can be turned into a PC with a proposal for a Council Simple Majority Vote as long as the character meets all of the creation guidelines for a new character.
- b. Every character must be designated with one, and only one, of the following Statuses, to be determined by its home chronicle Storytelling staff:
 - i. Active - These characters are portrayed regularly within OWbN
 - ii. Inactive / Shelved - These characters are not being regularly portrayed within OWbN
 - iii. Retired – These characters had their stories ended and their players committed to never play it again. They are considered to be NPCs under the property of the Chronicle they were retired in (unless otherwise specified via Binding Agreement). They may not re-enter play as PCs without following the guidelines presented above for NPC to PC conversion
 - iv. Dead – These characters have been destroyed and are no longer eligible to be played. A Dead character can be resurrected, as per the guidelines in the Controlled Items Section.
- c. Every PC must be associated with one player, as they cannot be transferred between players
 - i. A PC may only be portrayed by someone other than 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.
 - ii. Vitae stored in any form is not a viable method for enacting the Embrace,
 - 1. Clans who have specific rituals that allows the usage of Stored Vitae for Embracing are exempt to this rule.
- 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. Sects:
 - i. Anarch (Anarch Coordinator Controlled)

1. Assamite
 2. Brujah (Including Kairos, Dispassionate and Epicene)
 3. Caitiff
 4. Gangrel
 5. Gargoyle
 6. Lasombra (Anarch Lineage Only)
 7. Malkavian (Including Dominate and Tryphosans)
 8. Nosferatu
 9. Ravnos (Including Renascut)
 10. Toreador
 11. Tremere
 12. Ventrue
- ii. Ashiraa (Camarilla Coordinator Controlled)
1. Al-Amin
 2. Banu Haqim
 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
 2. Brujah (Including Kairos, Dispassionate 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)
 13. Ventrue
- iv. Inconnu (Camarilla Coordinator Controlled)
1. Assamite
 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
 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. Telyavelic Tremere
 25. Tlacique
 26. True Brujah
- vi. Jati (Sabbat Coordinator Controlled)
1. Brahman Ravnos
 2. Daitya
 3. Danava
 4. Trimira
- vii. Laibon (Anarch Coordinator Controlled)
1. Akunanse

2. Bonsam
 3. Guruhi
 4. Impundulu
 5. 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
 3. Blood Brothers
 4. Brujah Antitribu (Including Kairos, 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

3. Experience Points

- a. A. Experience Points (XP) are awarded to the character, not the player, and only by their home-Chronicle. They may only be spent on the character to which it was awarded.
 - i. The reason for any XP Award must be clearly documented on the character sheet or experience history
- b. A new player character is restricted to the points allowed under standard character creation rules in the appropriate Mind's Eye Theater book, plus up to sixty (60) experience points.

- i. The aforementioned experience points can be given through storytelling awards or as a rollover from the unspent experience points held by a previous character that has been rendered permanently unplayable (Retired or Dead), through whatever reason. Any such awards or rollover must be made within three game sessions of the character entering play.
 - 1. Points diverted from a previous character as rollover may only be used once and for a single new character.
 - 2. Points already spent cannot be transferred to another character or refunded to serve as rollover.
 - ii. These points may be spent only as Experience Points, not as creation/bonus points. This spending should follow your Chronicle's House Rules.
 - iii. Any awards of traits, abilities, or other character statistics count towards this limit as the amount of experience that the player would have had to spend to purchase that particular statistic.
 - iv. These points cannot be allowed to purchase any power above second Basic in any out of clan Disciplines.
 - c. After the character has entered play, the home chronicle can award a character up to a maximum of eight (8) experience points in a single calendar month
 - d. The standard baseline for OWbN XP costs are the ones detailed in the official material published by White Wolf.
 - i. Reasonable variations due to house rules or regional preferences for rules regarding Backgrounds are allowed as long as noted in the Chronicle's House Rules available in the OWbN website.
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.
 - b. OWbN characters may interact with non-member chronicles that are in process of applying to the network in order to investigate how the applying chronicle may best integrate into the shared universe.
 - i. The Membership Coordinator must verify if an application has been submitted and is under review by the independent chronicle prior to any character interaction with the non-member chronicle.
 - ii. The Storytelling Staff of the member chronicle interacting with the applicant chronicle must send notification to the Membership Coordinator during each month of interaction.

- iii. OWbN characters may not bring the following into the network from non-member chronicle:
 - 1. Item Cards
 - 2. Supernatural powers that requires a teacher to learn.
 - 3. Lore knowledge
 - 4. Merits or Flaws
 - 5. Background
 - 6. History/Plot

5. White Wolf Canon Regulations

a. Locations

- i. A chronicle wishing to use a canon location must notify Council two weeks (or more) prior to usage.
 - 1. Should a formal objection be made, a vote will be called to forbid or allow the location's usage. The chronicle cannot use the location until the vote is closed

b. Items

- i. The usage of specific unique objects mentioned in the White Wolf books (i.e. True Cross, Siklos, etc) requires a Council Simple Majority Vote.
 - 1. A chronicle wishing for such an object must present a request to the OWbN Council, detailing why and the length of time that the object is required.
 - a. If approved, the chronicle gets the object for the length of time specified, after which the item is considered out of play.
 - i. Should the object end up in the hands of a player, the Storytelling staff will inform the player of the object disappearance (when the specified voted length of time ends) or, if deemed unobtrusive to the integrity of OWbN continuity, Council will appoint a liaison (such as a Coordinator) to monitor its usage.
 - b. It is possible to allow the free usage of said object by the Chronicle, without stipulation of time or its removal, should that be specified in the proposal. This provision allows the possibility of said object being destroyed, harmed, or otherwise altered due to PC and NPC interaction.

c. Published Canon Characters

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

1. Should there be a conflict of custody of a published 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.

6. Glass Ceiling

- a. Vampire are restricted by the following:
 - i. Any PC who drops below 8th generation must be retired to NPC.
 - ii. The highest attainable level of any discipline for a player character shall be advanced.
- b. Changing Breed PCs are restricted by the following:
 - i. Any PC who reaches the 6th rank (the Legend equivalent) must be retired to NPC.
 - ii. The highest attainable level of any gift or rite for a player character shall be advanced.
- c. Kuei-jin PCs are restricted by the following:
 - i. Any PC who attains a Sixth 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.

7. Custom Content

- a. Defined as any sort of power, item or similar listings which has not been printed in a White Wolf/Onyx Path/CCP book.
- b. Creating Custom Content
 - i. Blood Magic, including both Paths and Rituals, requires the previous approval of the appropriate Coordinator for the Blood Magic in accordance with Coordinator Bylaws (Section 3.C.ii.6.a)
 - ii. 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:
 1. Combination Disciplines and/or Techniques which require a component of either Blood Magic or a clan-specific Discipline also requires Notification to the Coordinator responsible for the Blood Magic paradigm or clan-specific Discipline.
 2. Caitiff and Panders are overseen by the appropriate Sect Coordinator

- 3. Custom Combination Discipline or Technique using Protean, Abombwe, Spiritus, and/or Ogham requires Gangrel Coordinator Approval
 - 4. Custom Combination Discipline or Technique using Chimestry requires Ravnos Coordinator Approval
 - iii. Custom Infernal Investments requires Demon Coordinator Approval
 - iv. Custom powers or item which allows the detection of Infernalism requires Demon Coordinator Approval
 - v. Custom Abyss Mysticism Rituals requires Lasombra Coordinator Approval
 - vi. Salubri Custom Bleeding Rituals requires Salubri Coordinator Approval
 - c. Learning Custom Content
 - i. PCs learning any Custom Content previously created by another Character needs to Notify the appropriate Coordinator as per the above guidelines.
 - 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
8. PCs in service to Coordinator(s) NPC
 - a. All PCs must have a Binding Agreement 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.
 - ii. Any methods used to increase the number of In-Clan Disciplines a vampire possesses beyond what is published the description of the clan or 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.
 - iii. Caitiff and Pander must declare the three disciplines they possess as "in-clan" at creation. Should one of these disciplines be a Clan Specific (e.g., Protean, Dementation, Quietus), it requires Coordinator Approval of the appropriate Clan, as per the Unusual Caitiff/Pander guidelines of the Controlled Items section, and cannot duplicate any such existing clan.
 - iv. No character may ever possess both Temporis and Celerity. This includes powers, items or effects that duplicate Celerity and/or Temporis effects, such as the "Discipline Investment" for Infernalists.
 - 1. Anyone who is taught Temporis by a True Brujah or Kairos/Epicene Brujah, will learn it as described in the optional rule on page 32 of the MET Storytellers Guide. That being an immediate refund of all experience spent on Celerity to be spent solely on Temporis. Any Experience traits the character has remaining after the conversion and after the levels taught by their teacher will be forfeit. The character needs to have a teacher for each of the Temporis levels prior to the conversion.
 - v. To teach a combination discipline, the teacher must have at least one of the prerequisite disciplines in-clan and the one being taught must have the requisite disciplines at the appropriate level.
- b. Camarilla Regulations
 - i. All Anathema shall be under the joint controlled of the Coordinator of the clan offering Trophy and the Camarilla Coordinator. All Anathema named

to the OWbN Red List shall require the name to be put forward by the Camarilla Coordinator and the Clan Coordinator whose clan will offer Trophy. This is a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.

1. There are no PC Anathema. If the proposed Anathema is a PC, his or her Storyteller must be consulted prior to the proposal and his stance on the matter be noted in the proposal. If approved, the character becomes an NPC under control of the appropriate Coordinator(s).
- ii. The reward for slaying an Anathema is a Trophy, which can include but is not limited to immunity to Bloodhunts (whether extant or future), breaking of a Blood Bond, Rite of Progeny, Boons, Monetary Rewards, Grant of Domain, Sanctioned Diablerie, Discipline Education, Indulgence (forgiveness for past transgressions), Sanctioned Slaying (Rite of Destruction over an enemy, granted by the appropriate Coordinator NPC), Clan Friendship and the individual(s) claiming Trophy usually keeps the Anathema's possessions, as well.
 1. Characters slaying an Anathema may choose to give credit to an existing Alastor, in which case they are not given Trophy (which includes not becoming an Alastor), though they should be rewarded by the Alastor. These rewards are similar in nature to the Trophy rewards, but are more limited by nature of the individual giving them. All rewards, Trophy or otherwise, for the slaying of an Anathema will be determined by the appropriate Clan Coordinator and the Camarilla Coordinator.
 - iii. All Alastors shall be under the joint control of the Clan Coordinator of the clan they report to and the Camarilla Coordinator. Any future exceptions are subject to a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
 1. There are no PC Alastors. If the proposed Alastor is a PC, his or her Storyteller must be consulted prior to the proposal. and his stance on the matter be noted in the proposal. If approved, the character becomes an NPC under control of the appropriate Coordinator(s).
 2. An Alastor is named through dedication to the Camarilla as determined to be appropriate by the Coordinator proposing the addition of the character to the Alastors, or claiming to have slain an Anathema (subject to in character investigation prior to the proposal).
 - iv. The appearance of Anathema and Alastors require Genre Proposals as detailed in the Coordinators Bylaws section 3.C.iii.. Should it be part of an ongoing plot, each specific instance need not be voted on separately, but

must be approved by the appropriate Clan Coordinator and the Camarilla Coordinator after the plot proposal has passed.

c. Sabbat Regulations

- i. The Rites 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). Rites performed by non-Sabbat characters automatically fail.

10. Controlled Items

a. Definitions and general rules

- i. This list is to be considered a binding document for all games and coordinators within the network and shall be composed of every item that may require Chronicles, Players and Coordinators to seek approval or notification before entering play.
 1. Blood Magic Paths and Rituals are not required to be part of this document, but should instead be made available in specific binding documents regulating their permission level. Any changes in their rarities will be regulated by the packet and/or its Council Vote.
 - a. Characters may retain paths and rituals that are no longer part of their paradigm due to a regulation change through grandfathering
 - i. Characters seeking to learn out of paradigm paths and rituals may not learn them from characters that have them through the aforementioned grandfathering.
 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.
- ii. Each individual entry has the Controlled Item, what regulation level it is for a PC and for an NPC, and a listing of the controlling Coordinator. If necessary, further definitions will be added.

1. Disallowed: Not available for play, even with a Bylaw Exception Vote.
 2. 2/3 Majority Vote: Approval requires a 2/3 majority Council Vote.
 3. Majority Vote: Approval requires a simple majority Council Vote.
 4. Coordinator Approval: Approval requires the approval of the listed Coordinator(s).
 5. Coordinator Notify: Approval requires the character be notified to the listed Coordinator(s)
- b. Controlled characters and items may be submitted for approval and/or vote through the OWbN website
- i. Every R&U character and item are required to be logged in with the Archivists
 - ii. It is the responsibility of the Storyteller to submit the R&U registration for characters and items based in their chronicle. This power can be delegated to a Council Member.
 - iii. It is the responsibility of a Coordinator to submit the R&U registration for characters and items belonging to his office. This power can be delegated to a sub-coordinator with express permission.
 - iv. The Archivists may allow the R&U to be submitted through e-mail. However, should this happen, it becomes their responsibility to submit the R&U to the website.
- c. Registration time frame
- i. Items that require a Council vote may be submitted by the chronicle's Council Member or the Archivist and, if passed, be registered in the database by the Archivist no more than 10 days after the closing of the vote.
 - ii. Items that require Coordinator Approval have to be answered by the responsible Coordinator within 14 days of the request being sent to the proper e-mail or contact form as defined by the Coordinator.
 1. If the request is not answered at all in this period of time, the item will be considered approved. For this to happen, the person requesting the item must bump the request at least twice during this time frame.
 2. Should a coordinator need further information to make his decision, the period will be reset from the moment that the requested information is given.
 3. If for some reason the Coordinator is not able to make this decision within the time frame, an extension can be requested to the Executive Team.
 - iii. Items that require notification to a Coordinator will be fulfilled by submitting the R&U through the website

- iv. Archivists may allow the R&U to be submitted through e-mail. However, should this happen, it becomes their responsibility to submit the R&U to the website and notify the proper coordinators.
- d. Chronicles and coordinators that have characters (PC or NPC) or items that are in violation of the Controlled Items Section guidelines must bring themselves in compliance within 30 days
 - i. Characters and items that are found in violation of the Bylaws are not allowed to enter play until their state of non-compliance is solved through any of the methods available below
 - ii. Should the chosen method of compliance be to remove the R&U from play within the aforementioned time frame, any and all short and long term gain to PCs and NPCs such as disciplines, gifts, merits, or any other similar benefit must immediately be removed as well. Stories that involved the unregistered R&U need to be changed or 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. GENERAL CONTROLLED ITEMS
 - i. Real Unique Characters - PC: Majority Vote - NPC: Majority Vote - Coordinator: Varies
 - 1. Historical figures (i.e. Loius XIV), Real-life people (i.e. Clinton), Real-world Fictional characters used as character concepts (i.e. Lestat, Sir Lancelot, Thor, Batman)
 - ii. Canonical Unique Characters - PC: Majority Vote - NPC: Majority Vote - Coordinator: Varies
 - 1. All characters published by White Wolf
 - iii. Characters with history involving Coordinator or Canon NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Varies; Coordinator(s) that controls the canonical NPC
 - iv. Character Resurrection - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Varies.
 - 1. Defined as bringing back into play any character that has meet its final death or similarly become unplayable
 - 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 the Executive Team
- v. Standard True Faith - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies
- vi. 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.)
- vii. Supernaturals with Hedge Magic/Numina - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Varies; appropriate genre Coordinator(s)
 1. Unless part of a canon group that specifically allows them, no major supernatural type (Changing Breeds, Changeling, Mages, Vampires, etc) can have Hedge Magic/Numina.
 2. Characters part of a group able to utilize these abilities (Uktena Path Dancers, Bubasti, Rune Wise Gangrel, etc) may do so with the appropriate Coordinator Approval, unless otherwise mentioned in the Controlled Items section.
- f. CHANGING BREEDS CONTROLLED ITEMS
 - i. Creature Types
 1. Abominations - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 2. Special Kinfolk - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - a. A Special Kinfolk is a true Kinfolk that have powers such as gnosis, Hedge Magic, Numina or other similar sources.
 - i. A true Kinfolk is hereby defined as any character with the Kinfolk Merit or otherwise considered to be a real kinfolk
 3. Supernatural Kinfolk PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Supernatural Kinfolk is any character that has the Supernatural Kinfolk Merit or that is a true Kinfolk and also have mechanics for a non-Changing Breeds genre.
 - i. A true Kinfolk is hereby defined as any character with the Kinfolk Merit or otherwise considered to be a real kinfolk
 4. Extended Play Supernatural Possessed - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Changing Breeds

- a. Considered to be continued play beyond 6 months from the date the character comes to fall under one of these categories. The vote needs to be proposed before the 6 months mark or be shelved until the vote concludes.
 - b. Any supernatural entity possessed or inhabited by a Triatic or Gaian Spirit or gaining Spirit-based powers, benefits, or taints in a manner consistent with being a Kami, Drone or Fomori. Does not include any creature defined elsewhere in the bylaws as Semi-Supernatural.
 - i. Triatic Spirits are defined as Spirits of the Weaver, Wyld, or Wyrm.
 - ii. Does not apply to supernatural and human Gorgons as they created exclusively from naturally occurring animals, plants, or minerals.
- 5. Near-Extinct and Extinct Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Ajaba
 - b. Apis
 - c. Bubasti
 - d. Camazotz
 - e. Ceilican
 - f. Grondr
 - g. Khara
- 6. Extraordinary Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Kitsune
 - b. Mokole
 - c. Nagah
 - d. Nuwisha
 - e. Ananasi
 - f. Rokea
- 7. Gurahl - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
- 8. Geographically Appropriate Bastet - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - a. Locations are to be considered the IC location of a chronicle.
 - i. Bagherra - Africa, Middle East, South Asia
 - ii. Balam - Central and South America
 - iii. Non-Hengeyokai Khan - India and Nepal
 - iv. Pumonca - North America and Andes Mountains
 - v. Qualmi - North America above 41 degrees latitude
 - vi. Simba - Africa and India

- vii. Swara - Southern Africa
- 9. Geographically Inappropriate Bastet - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Bastet not in areas listed in the Geographically Appropriate Bastet listing. Locations are to be considered the IC location of a chronicle. Geographically Appropriate Bastet that moves to a Geographically Inappropriate area are also subject to this regulation.
- 10. Hengeyokai - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any Changing Breed from the Beast Courts
 - b. Any Eastern versions of the standard Tribes (Tengu, Hakken, etc)
- 11. Special Kinfolk - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds and Appropriate Creature Type
 - a. Defined as a character with the Supernatural Kinfolk Merit or that is considered to be Kinfolk, excepting basic Mortals. Does not apply to Numina or Hedge Magic.
- 12. Near-Extinct and Extinct Garou Tribes - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Croatan
 - b. Bunyip
 - c. White Howlers (Including Throwbacks)
 - d. Siberakh
- 13. Skin Dancers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- ii. Items
 - 1. Grand/Great/Bane Klaives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- iii. Powers
 - 1. Learning of Rite of the Death Bear by Gurahl - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. 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, Croatan, Grondr, and White Howlers).
- iv. Other Listings
 - 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
- g. CHANGELING CONTROLLED ITEMS
 - i. Creature Types
 1. Ghille Dhu - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changeling
 2. Standard Selkies - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changeling
 - a. Those in chronicles that border a sea or ocean.
 3. Unusual Selkies (Changeling Kith) - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Changeling
 - a. Those in chronicles that do not border a sea or ocean
 - ii. Powers
 1. Chronos Art - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
 2. Naming Art - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
 3. Kinain with non-Changeling supernatural powers or traits other than Numina and Hedge Magic. - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
 - iii. Other Listings
 1. Faerie Blood 3 or higher - PC: Coordinator Notify - NPC: ST Approval - Coordinator: Changeling
 - a. Each level needs to be reported separately
- h. DEMON CONTROLLED ITEMS
 - i. Abilities and Lores
 1. Baali Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 2. Fallen Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - ii. Creature Types
 1. Demon Rank 5 or Less - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
 2. Rank 6+ Demon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

3. Earthbound Demon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 4. Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. Including Baali Apostates via the Merit
 5. Baali Hive Mother creation outside of the Swarm Embrace - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
- iii. Merits and Flaws
1. Demonic Heritage: Laham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 2. Demonic Tutor - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 3. Unbound Diabolist - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 4. Blessed - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. Sabbat Inquisition or Order of St. Blaise also require Sabbat Coordinator Approval
- iv. Powers
1. Daimonion Based Combination Disciplines possessed by Non-Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 2. Infernal Combination Disciplines possessed by Non-Infernalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 3. Usage of Investment: Relentless - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
 4. Investments of Rarity 2 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
 5. Investments - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. Infernal Investments of Rarity 3
 - b. Investments not defined in the document OWbN Infernalism: Guide to the Infernal
 6. Out-of-Parent-Genre powers as Infernal Investments for PCs - PC: Disallowed - NPC: Council Vote - Coordinator: Demon
- v. Infernalism
1. Infernal Cults including Advantages or Disadvantages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 2. Demonic Interaction - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon

- a. Only for instances that result in the establishment of a Pact or the performance of a Service (either one-time or recurring) for a PC
 - 3. Diabolism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - 4. Infernal Ranking - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - 5. Removing, Escaping or Undoing Infernal Pacts - 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.
 - vi. Other Listings
 - 1. Rebirth from Hell of a PC. - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - 2. 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
- i. MAGE CONTROLLED ITEMS
 - i. Creature Types
 - 1. Sphere 6+ Mages - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Mage
 - 2. Marauders - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
 - 3. Nephandi - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
 - 4. Disparate/Craft Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
 - ii. Items
 - 1. Grimoires and Principae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
- j. MUMMY CONTROLLED ITEMS
 - i. Creature Types
 - 1. Standard Mummies - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Setite
 - a. New Mummies
 - b. Imkhu
 - c. Other Shemsu-Heru
 - 2. Non-Standard Mummies - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Setite
 - a. Ishmaelites
 - b. Cabiri
 - c. Asek-Sen

- d. Capococoha
 - e. Wu T'ian
 - 3. Udja-Sen Mummies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
- k. KUEI-JIN CONTROLLED ITEMS
 - i. Creature Types
 - 1. Dharma 6+ Kuei-Jin - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - ii. Factions, Ranks and Positions
 - 1. Akuma (Political, Lesser, Greater) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - a. Political Akuma is defined as anyone who has been declared Akuma by an Ancestor of the various Kuei-jin courts and holds the flaw "Akuma".
 - b. Lesser Akuma is defined as anyone who has entered into Iris Bulb Commerce with a Yama King to sell their soul in parts to the Yama Kings.
 - c. Greater Akuma is defined as anyone who used the Pact of Ebony and Scarlet Jade (or similar effect) to sell their soul wholesale to the Yama Kings.
 - 2. Camarilla with the Gaijin/Gweilo or Court Appointment Merits - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Kuei-Jin
 - a. As detailed on page 121-122 of Laws of the East.
- I. VAMPIRE CONTROLLED ITEMS
 - i. Abilities and Lore
 - 1. Non-Anarch with Anarch Lore 4 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 2. Anarch with Anarch Lore 4 - PC: Coordinator Notify - NPC: Coordinator Approval - Coordinator: Anarch
 - 3. Anarch Lore 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - 4. Black Hand Sign Language for Non-Black Hand - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - 5. True Enochian (Sabbat) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - 6. Non-Black Hand with Art of Memory for - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - 7. Non-Sabbat with Black Hand Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - 8. Sabbat with Black Hand Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

9. Tal'Mahe'Ra Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
10. Babel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
11. Rending - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
12. Non-Assamite PCs with Assamite Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
13. Non-Assamites with Assamite Lore 5 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
14. Brujah Lore 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
15. Brujah with Brujah Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
16. Non-Brujah with Brujah Lore 4 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
17. True Brujah Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
18. Non-Nosferatu with Nosferatu Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
19. Non-Nosferatu with SchreckNET Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
20. Non-Nosferatu with Warrens Lore- PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
21. Gypsy Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
22. Non-Ravnos with Ravnos Lore 4 or higher for - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
23. Salubri Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri Referring to True Salubri, not Salubri Antitribu
24. Daitya Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
25. Non-Ventrue with Ventrue Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
26. Ventrue Lore 5 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
27. Ventrue with Ventrue Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ventrue

ii. Creature Types

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

- a. Any that has clan-specific disciplines as their chosen "in-Clan" disciplines. (Regulated by the respective specific discipline Clan Coordinator)
2. Supernatural Gypsies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Gypsies who possess supernatural powers, arts or items through the use of blood affinities or other gypsy magic.
3. Assamite Loyalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
4. Assamite Sorcerers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
5. Bedouin Warriors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
6. Byzantine Viziers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
7. Leopards of Zion - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
8. Sabbat Assamite Viziers - PC: Coordinator Approval - NPC: Coordinator Approval - 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
11. Kairos Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - 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
20. Greek Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

21. Lhiannon - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
22. Mariner Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
23. Noiad - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
24. 7th Generation or lower Samedi NPCs - PC: N/A - NPC: Coordinator Approval - Coordinator: Giovanni
25. Cappadocians - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
26. Harbingers of Skulls - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
27. Lamia - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
28. Nagaraja - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
29. Samedi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
30. Kiasyd - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Lasombra
31. Lasombra Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
32. Non-Sabbat Lasombra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
33. Dominate Malkavians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Malkavians (including ATs) with Dominate Discipline in-clan
34. Ravenous - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Malkavian
35. Tryphosan - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Malkavian
36. Davana Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
37. Post Week of Nightmares Ravnos - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ravnos
38. Pre-Week of Nightmares Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Includes Ravnos Antitribu
39. Ravnos NPCs of 8th generation or lower - PC: N/A - NPC: Coordinator Approval - Coordinator: Ravnos
40. Ravnos of Gypsy or Indian lineages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

41. Renascut Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
42. Hajj - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
43. Nictuku - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
44. al-Amin - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri Healers. Warriors.
45. Salubri Healers - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Salubri
46. Salubri Warriors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Modern Warriors. Original Warriors. Non Warrior Salubri to Salubri Warrior.
47. Wu Zao Salubri - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Scholars. Thieves.
48. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
49. Daitya - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Setite
50. Setite Tlacique - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Setite
51. Vampiric Children of Osiris - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Setite
52. Warrior Setites - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Setites Warrior Setites
 - a. Setites with Potence in clan as opposed to Obfuscate.
53. Daughters of Cacophany - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
54. Sons of Discord - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Toreador
55. Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Standard Tremere
 - b. Anarch Tremere
56. Non-Standard Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. 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

- b. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
- 57. Telyavic Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Telyavic Tremere are defined as Tremere who have replaced Dominate with Presence and/or practice Sielanic Thaumaturgy.
- 58. Tremere Antitribu - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere
- 59. Gargoyles (Regular)- PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tremere
- 60. Gargoyle (Variants) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Any Gargoyle that is mechanically different from those presented in Laws of the Night: Guide to the Camarilla.
 - b. Any Gargoyle that is not Anarch, Camarilla or Autarkis
 - c. Any Gargoyle that continues to serve Clan Tremere and is not considered "Free".
- 61. Blood Brothers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
- 62. Old Clan Tzimisce - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
- 63. Tzimisce Kolduns - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
- 64. Vampires Embraced from Extinct Revenant Lines - PC: Majority Vote - NPC: Coordinator Notify - 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
- 65. OWbN Specific Bloodlines - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
- 66. Vampire Laibon Legacies
 - a. Shango - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Assamite
 - b. Osebo - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Brujah
 - c. Akunase - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

- d. Mla Watu - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
- e. Xi Dundu - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Lasombra
- f. Guruhi - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Nosferatu
- g. Kinyonyi - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Ravnos
- h. Nkulu Zao - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Salubri
- i. Ishtarri - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Toreador
- j. Naglopers - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce

67. Revenant Families

- a. Enrathi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- b. Marijava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- c. Rafastio - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- d. Ducheski - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere
- e. Ducheski in service to the Tremere House Arcanum - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- f. Basarab - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
- g. Danislav - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
- h. D'habi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Baal
- i. Khavi - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
- j. Krevcheski - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
- k. Marijava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- l. Oprichniki - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
- m. Vlaszy - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce

iii. Factions, Ranks and Positions

1. Sabbat

- a. General Sabbat Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Nationally Important Sabbat Faction Members leaving their Faction
 - ii. Nationally Important Sabbat Faction Members
 - iii. Sabbat Faction Infiltration
 - iv. Sabbat Faction Leaders
 - v. Sabbat Faction Memberships Background 4+
- b. Sabbat Faction Regionally Important - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Sabbat
- c. Sabbat Lower Ranks and Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Paladins
 - ii. Templars to Cardinals, Prisci, Consistory or the Regent
- d. Sabbat Upper Ranks and Titles - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Priscus
 - ii. Cardinal
 - iii. Consistory
 - iv. Seraphim
 - v. Grand Inquisitor
 - vi. Regent
- 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: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Joining the Associates
- h. Leaving a Sabbat Faction - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Sabbat
- i. Locally Important Sabbat Faction Member - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Sabbat

- j. Occult Underground - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Ah Nakom School
- k. Order of St. Blaise - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. The Legion Congregation
- l. Sabbat Inquisition Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- m. Tal'Mahe'Ra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Joining the Tal'Mahe'Ra
 - ii. Leaving the Tal'Mahe'Ra
 - iii. Tal'Mahe'Ra Kashshaptu
 - iv. Guarded Rubics
 - v. Chatterlings

2. Assamite

- a. Assamite converting from Dispossessed to Schismatic. - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
- b. Dispossessed Assamite to Schismatic Assamite - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
- c. Assamite PCs advancing to Rank 3 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
- d. Other Assamite Ranks and Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - i. Non-Assamites Converts to Clan Assamite
 - ii. Assamite PCs starting at Rank 1+
 - iii. Assamite PCs advancing to Rank 4 and 5
 - iv. Schismatic to Loyalist, or vice versa.
 - v. Dispossessed to Loyalist. Registered as "Assamite Loyalists"

3. Salubri

- a. Salubri Upper Choir Ranks - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - i. Choir Rank: Ophanim
 - ii. Choir Rank: Cherubim
- b. Salubri Lower Choir Ranks - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
 - 1. Choir Rank: Angel
 - 2. Choir Rank: Archangel

4. Setite

- a. Setite Clan Positions for PCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 - i. Hierophant
 - ii. Lieutenant
 - iii. Captain
- 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
 - b. Ventrue Society and Order Membership (Lowest Tier) - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ventrue
 - i. Assembly of Colors
 - ii. White Cross
 - iii. Black Cross
 - iv. Knights of the Blood (Antitribu)
 - v. Sisterhood of Amastris
 - c. Ventrue Society and Order Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - i. Membership or Rank in Ventrue Societies
 - 1. The Hague
 - 2. Assembly of Colors, membership beyond the first tier
 - 3. Knights of the Blood
 - 4. White Cross, membership beyond the first tier
 - 5. Black Cross, membership beyond the first tier
 - 6. Knights of the Blood (Antitribu), membership beyond the first tier
 - 7. Crimson Sceptre
 - 8. Ermine Robe
 - 9. Hawk Royale
 - 10. Procuratori
 - 11. Sisterhood of Amastris, membership beyond the first tier

- d. Ventrue Clan Prestige (Dignitas) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - i. Clan Prestige: Ventrue at level 4 or higher.
 - ii. NPCs with more than 6 Dignitas Recognitions.
 - iii. PCs starting with more than 1 Dignitas Recognition.
 - iv. Earning any of the following Dignitas Recognitions.
 - 1. Alph
 - 2. Laurel Crown
 - 3. Lineage
 - 4. Sovereign's Honor
 - v. PCs starting with any of the following Dignitas Recognitions.
 - 1. Archon
 - 2. Daley Prize
 - 3. Dobrynya's Blade of the 2nd
 - 4. Dobrynya's Blade of the 3rd
 - 5. The Equerry Esteemed
 - 6. Iron 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

6. Lasombra

- a. Courts of Blood - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra

iv. Items

- 1. Gypsy Samedji - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Ravnos

v. Merits and Flaws

- 1. Reputation Merit - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Sect Genre Coordinator (Camarilla or Anarch)
- 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

4. Dignitary Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 5. Luminary Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 6. Prestigious Sire / Lineage Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 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, as that is a higher Rarity
 9. Clan Enmity - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies; appropriate genre Coordinator(s)
 10. Dual-Blooded - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 11. Extinct Animal Form - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 12. Rune Wise - PC: Disallowed - NPC: ST Approval - Coordinator: Gangrel
 13. Clan Friendship: Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 14. Family Allegiance (Ravnos) - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Ravnos
 15. Renascut - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 16. Adonai's Disgrace - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 17. Bleeding by the Code - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 18. Born Again Warrior - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
 19. Agent of Prophecy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 20. Apostate (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 21. Nameless - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
- vi. Paths of Enlightenment
1. Camarilla Vampires on Sabbat Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Sabbat
 - a. Path of Feral Heart
 - b. Path of Caine

- c. Path of Cathari
 - d. Path of Death and the Soul
 - e. Path of Honorable Accord
 - f. Path of Lilith
 - g. Path of Metamorphosis
 - h. Path of Night
 - i. Path of Orion
 - j. Path of Power and the Inner Voice
 - k. Path of Redemption
2. Camarilla Members on Path of Paradox - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Ravnos
 - a. This applies to both Eastern and Western, and any variations of such.
 3. Non-Sabbat Gangrel on Sabbat Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel and Sabbat
 - a. Path of Caine
 - b. Path of Honorable Accord
 - c. Path of Orion
 4. Non-Assamites on Path of Blood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 5. Gangrel Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Path of the Hunter
 - b. Path of the Nomad
 - c. Path of Via Einherjar
 - d. Path of Via Aesirgard
- vii. Perfect Infiltrators
1. Defined as anyone attempting to impersonate/replace/pose as a member of the clan well enough to not arouse suspicion or circumvent Clan Advantages, hierarchy or similar benefits by having a member of a due clan cover for them.
 2. Assamite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 3. Giovanni - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 4. Nosferatu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 5. Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 6. Ventrue - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue

viii. Powers

1. Non-Anarchs with Anarch Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Aspect of the Beast
 - b. Badger's Hide
 - c. Call Upon the Blood
 - d. Chaos Fold
 - e. Give 'em Hell
 - f. Guardian Vigil
 - g. King of the Hill
 - h. Memory Rift
 - i. Retain the Quick Blood
 - j. Sensory Overload
 - k. Seventh Chinese Brother
 - l. Smiling Jack's Trick
 - m. Suck It Up
 - n. Tenebrous Veil
2. Deimos: The Path of the Four Humors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
3. Kineticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
4. 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
5. Sabbat Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. Non-Faction members with Faction Combination Disciplines
 - b. Regionally Important Sabbat Faction Combination Disciplines
 - c. Nationally Important Sabbat Faction Combination Disciplines
6. Non-Faction members with Sabbat Faction Ritae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
7. Non-Brujah with Brujah Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Pulse of Undeath
 - b. Burning Wrath

- c. Iron Heart
 - d. Scourge of Alecto
 - e. Iron Glare
8. Dark Age Brujah Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Command the Wary Steed
 - b. Espirit De Corps
 - c. Quicksilver Contemplation
 9. Gangrel Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Beast's Vigor
 - b. Bear Skin
 - c. Enhance the Wild Ride
 - d. Ennoia's Mastery
 - e. Fenris Talons
 - f. Loki's Gift
 - g. Read the Winds
 - h. Shared Entombment
 - i. Shattered Fog
 - j. Stone Meld
 - k. Wintering
 10. Gangrel NPC Only Combination Disciplines - PC: Disallowed - NPC: ST Approval - Coordinator: Gangrel
 - a. Itugen's Embrace
 - b. Shared Strength
 - c. Steal the Terrible Swiftess
 11. Combination Discipline Wild Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Gangrel
 12. Combination Disciplines requiring Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 13. Malkavian Combination Disciplines - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Malkavian
 - a. Characters learning a combination discipline including Dementation as one of the powers who is not a Malkavian.
 14. Non-Nosferatu with Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - a. Animal Magnetism
 - b. Blood Apocrypha
 - c. Feral Imbuing
 15. Ravnos Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Scourge of the Thrall

- b. Nightmare Curse
 - c. Craft Ephemera
- 16. Toreador Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 - a. Soul Painting
 - b. Focused Reflexes
- 17. Non-Tzimisce with the Combination Discipline Soul Decoration - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
- 18. 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
- 19. 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
- 20. Salubri Bleeding Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Pre-Existing
 - b. Creating New Rituals
- 21. Advanced (or higher) Temporis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
- 22. Abombwe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
- 23. Ogham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
- 24. Spiritus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
- 25. Thanatosis Advanced Taught by NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

26. Non-Kiasyd with Mytherceria - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 27. Out of Clan Obtenebration for Non-Sabbat Members - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 28. Characters with Dementation without a Derangement - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
 - a. Also applies to Combination Discipline with Dementation as requirement
 29. Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mortis
 30. Any non-Ravnos Learning Advanced Chimestry (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 31. Non-Sabbat with Valeren Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 32. Obeah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 33. Non Daughters of Cacophony with Melpominee - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 34. Non-Gargoyles with the Discipline: Flight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 35. Non-Gargoyles with the Discipline: Visceratika - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- ix. Blood Magic
1. Anarch Curses - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 2. New Age Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 3. Old Skool Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 4. Punk Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 5. Hacktivism Anarch Sorcery (Anarch and Tremere Coord Approval) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tremere
 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

9. Sabbat Inquisition Only Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. Disallowed for those outside the Sabbat Inquisition.
 10. Sabbat Sadhana Users (see Setite Sorcery Packet) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 11. Non-Assamite Sorcerers with Assamite Sorcery/ Sihr/Dur-An-Ki - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 12. Non-Giovanni or Harbringers of Skulls with Western Necromancy (Giovanni) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 13. Abyss Mysticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 14. Player Created Abyss Mysticism Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 15. Ravnos Ratka-Sadhus / Sadhana - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 16. Non-Serpents of the Light with Wanga - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 17. Non-Setites with Akhu (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 18. Non-Tlaciue with Nahuallotl (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
 19. Non-Samedi or Serpents of the Light Voudoun Necromancy (Samedi) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite or Giovanni
 20. Non-Daitya with or Rakta-Sadhu Ravnos with Sadhana (Setite or Ravnos) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite or Ravnos
 21. Non-Tremere with Hermetic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 22. Sielanic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 23. Tremere with Dark Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 24. Mastery Ways (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 25. Non-Koldunist Tzimisce with Koldunism (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
- x. Other Listings

1. Vampires of 6th Generation or better - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Appropriate Clan Coordinator. In cases of a Clanless character, Sect Coordinator.
 - a. This only includes non-canonical / named NPCs. All canonical / named NPCs are controlled as per the Published Canon Characters section.
2. Sect Defector - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Appropriate Sects Genre Coordinator and Clan Coordinator
 - a. Any Vampire Character that has changed its Sect allegiance, be it in background story or after entering play, is considered a Sect Defector.
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. Vampire Characters turned mortal via the Infernal Investment "Rejuvenation" are exempt and follow the guidelines of said Investment."
4. Non Kuei-Jin Vampires changing Clan/Bloodline - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 - a. The following exceptions are allowed: characters inhabiting another body for 1 month or less, Baali Apostates/Converts, Setite Apostates, Ravnos Renascut, Children of Osiris, anyone who is adopted by another Clan but does not actually alter their own Clan/Bloodline and those infiltrating another Clan/Bloodline but still retain their original Clan/Bloodline.
 - b. Characters that change Clan/Bloodline to a Clan/Bloodline that have additional R&U restrictions must follow the approval process for the new Clan/Bloodline as well.
5. Non-Giovanni adopted into Clan Giovanni - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
6. Malkavian Death Screams - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
7. PC Malkavian to NPC Disembodied Mentor - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Any PC that permanently uploads to the Malkavian Madness Network upon Death
8. Gangrel Religions

- a. Einherjar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
- b. Neo-Einherjar - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Gangrel

m. WRAITH CONTROLLED ITEMS

i. Abilities and Lore

- 1. Non-Wraith with Wraith Lore 4 or higher - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
- 2. Non-Wraith with Wraith Sect/Guild Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
- 3. Wraith with Wraith Lore 5+ - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
- 4. Wraith PC with Wraith Sect/Guild Lore 5+ - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith

ii. Creature Types

- 1. PC Supernatural to Wraith - PC: Simple Majority Vote - NPC: Coordinator Approval - Coordinator: Wraith
 - a. Quasi-supernatural creatures such as kinfolk or ghouls are not considered to fall into this designation, nor are mortals.
- 2. Risen - PC: Simple Majority Vote - NPC: Coordinator Approval - Coordinator: Wraith
- 3. Ferrymen (Wraith Guild) - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith