

Highlighted information representing votes which have passed since this restructuring, but had to be proposed using the old format as the new format was not yet live on the bylaws.

[Proposal][Character bylaws] - Creation of "Abilities" in General Restrictions,

I, Spaz, as CM of Chicago New Moon Rising, propose the following character by-law revision.

-----

## **Bylaw Before - Lore**

**.5 Margins, Ariel 11pt: 4 pages, 1478 Words**

-----

### 10. E. F - Changing Breeds

#### V. Lores

1. Non Beast Court PCs Wyld 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
2. Non Beast Court PCs Weaver 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
3. Non Beast Court PCs Wyrms 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds

### 10.E.G. - Hengeyokai

#### ii. Lores

1. Beast Court PCs with Wyld 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hengeyokai
2. Beast Court PCs with Weaver 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hengeyokai
3. Beast Court PCs with Wyrms 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hengeyokai

### 10.E. H. - Changeling

#### ii . Other Listings

7. Lore: Fomorians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling

### 10.E.I. - Demon

#### i. Abilities & Lores

1. Baali Lore each level - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
  - a. Baali lore 1-3 For Baali, Baali Apostates, and Angellis blood line - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
  - b. Baali lore 1-2 Tzimisce Clan advantage in Laws of the Night, Jocastians, Loyalist Assamites, Schismatic Assamites, Occult Underground lore masters, Sabbat

Inquisition, Josians, and Clan Nosferatu lore masters - PC: Coordinator Notify -  
NPC: Coordinator Notify - Coordinator: Demon

2. Non-Fallen With Fallen Lore 4-5 - PC: Coordinator Approval - NPC: Coordinator Approval  
- Coordinator: Demon
3. Demon the Fallen with Fallen Lore 4+ - PC: Coordinator Approval - NPC: Coordinator  
Approval - Coordinator: Demon

10. E. J. - Mage Controlled

- none

10.E. K - Mummy Controlled

- None

10. E. I - Kuei Jin Controlled

vi. Lore: Kuei-jin above 3 - PC: Coordinator Notify - NPC: Coordinator Notify -  
Coordinator: Kuei-jin

10.E.M. - Vampire Controlled

i. Abilities & Lore

1. Non-Anarch with Anarch Lore 4 and higher - PC: Coordinator Approval - NPC:  
Coordinator Approval - Coordinator: Anarch
2. Anarch with Anarch Lore 4 and higher - PC: Coordinator Notify - NPC: Coordinator Notify  
- Coordinator: Anarch
3. (not lore)
4. (not lore)
5. (not lore)
6. Non-Sabbat with Black Hand Lore - PC: Coordinator Approval - NPC: Coordinator  
Approval - Coordinator: Sabbat
7. Sabbat with Black Hand Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator  
Approval - Coordinator: Sabbat
8. Tal'Mahe'Ra Lore - PC: Coordinator Approval - NPC: Coordinator Approval -  
Coordinator: Sabbat
9. (not lore)
10. (not lore)
11. Non-Assamite PCs with Assamite Lore 4 - PC: Coordinator Notify - NPC: Coordinator  
Notify - Coordinator: Assamite
12. Non-Assamites with Assamite Lore 5 and higher - PC: Coordinator Approval - NPC:  
Coordinator Approval - Coordinator: Assamite
13. Non-Assamite PCs with Assamite Antitribu Lore 4 - PC: Coordinator Notify - NPC:  
Coordinator Notify - Coordinator: Assamite
14. Non-Assamites with Assamite Antitribu Lore 5 and higher - PC: Coordinator Approval -  
NPC: Coordinator Approval - Coordinator: Assamite
15. Brujah Lore 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator:  
Brujah

16. Brujah with Brujah Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
17. Non-Brujah with Brujah Lore 4 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
18. Non-True Brujah with True Brujah Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
  - a. Each level requires approval
19. True Brujah with True Brujah Lore 4+ - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
  - a. Each level requires approval
20. Non-Nosferatu with Nosferatu Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
21. Non-Nosferatu with SchreckNET Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
22. Non-Nosferatu with Warrens Lore- PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
23. Rom Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
24. Non-Ravnos with Ravnos Lore 4 or higher for - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
25. Salubri Lore 3,4 and 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
  - a. Referring to True Salubri, not Salubri Antitribu.
  - b. Each level requires separate approval.
26. Daitya Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
27. Non-Ventrue with Ventrue Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
28. Ventrue Lore 5 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
29. Ventrue with Ventrue Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ventrue
30. Non-Ashirra with Ashirra Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
31. Non-Inconnu with Inconnu Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
32. Non-Laibon with Laibon Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
33. Jocastian Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
34. Mnemosyne Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
35. Gangrel Lore 5 or Higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

- 36. (not lore)
- 37. (not lore)
- 37. Non-Kiasyd with Kiasyd Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Lasombra
- 38. Non-Maeghar with Maeghar Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Lasombra
- 39. Telyavelic Tremere with Telyavelic lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- 40. Non-Telyavelic Tremere with Telyavelic Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
  - a. All levels require approval
- 42. Non-Tremere with Tremere Lore 4 and 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

#### 10.E.N - Wraith Controlled

##### i. Abilities, Arcanoi and Lores

- 1. Non-Wraith with Wraith Lore 4 or higher - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
- 2. Guild Lore for Non-Members
  - d. Great / High Guilds
    - i. Artificers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - ii. Masquers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - iii. Pardoners Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - iv. Usurers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
  - e. Working Guilds
    - i. Chanteurs Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - ii. Harbingers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - iii. Oracles Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - iv. Sandmen Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
  - f. Criminal Guilds
    - i. Haunters Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - ii. Monitors Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
    - iii. Spooks Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith

- iv. Proctors Guild Lore 3 or higher - PC: Coordinator Approval - NPC  
Coordinator Notify - Coordinator: Wraith
- v. Puppeteers Guild Lore 3 or higher - PC: Coordinator Approval - NPC  
Coordinator Notify - Coordinator: Wraith
- g. Forbidden Guilds
  - i. Alchemists Guild Lore 2 or higher - PC: Coordinator Approval - NPC  
Coordinator Notify - Coordinator: Wraith
  - ii. Mnemoid Guild Lore 2 or higher - PC: Coordinator Approval - NPC  
Coordinator Notify - Coordinator: Wraith
  - iii. Solicitors Guild Lore 2 or higher - PC: Coordinator Approval - NPC  
Coordinator Notify - Coordinator: Wraith
- 3. Wraith with Wraith Lore 5+ - PC: Coordinator Notify - NPC: Coordinator Notify -  
Coordinator: Wraith
- 4. Legion Lore for non-members - PC: Coordinator Approval - NPC Coordinator Notify -  
Coordinator: Wraith
  - a. Iron Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify  
- Coordinator: Wraith
  - b. Skeletal Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator  
Notify - Coordinator: Wraith
  - c. Grim Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator  
Notify - Coordinator: Wraith
  - d. Penitent Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator  
Notify - Coordinator: Wraith
  - e. Emerald Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator  
Notify - Coordinator: Wraith
  - f. Silent Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator  
Notify - Coordinator: Wraith
  - g. Legion of Paupers Lore 4 or higher - PC: Coordinator Approval - NPC  
Coordinator Notify - Coordinator: Wraith

10.E.O. - Hunter Controlled

- iii . Imbued Hunter Lore – PC: Disallowed – NPC: Disallowed – Coordinator: Hunter

-----  
**Bylaw After**

**.5 Margins, Ariel 11pt, 3 pages, 828 Words**  
-----

Remove all previously listed lores from their individual sections, moving them to a new section in General Restrictions.

10. E. IX. - Abilities

1. Lore

- a. Genre Lores - Submitted to the Listed Coordinator
  - i. Anarch Coordinator
    - 1. Liabon, Non-Laibon - PC: Approval - NPC: Approval
    - 2. Anarch 4+, Non-Anarch - PC: Approval - NPC: Approval
    - 3. Anarch 4+, Anarchs - PC: Notify - NPC: Notify
  - ii. Camarilla Coordinator
    - 1. Ashira, Non-Ashira - PC: Approval - NPC: Approval
    - 2. Inconnu, Non-Inconnu - PC: Approval - NPC: Approval
  - iii. Changeling Coordinator
    - ~~1. Fomorians - PC: Approval - NPC: Coordinator Approval~~
    - 2. (1.) Fomorians 1 & 2 - PC: Notify - NPC: Unregulated
    - 3. (2.) Fomorians 3+ - PC: Approval - NPC: Approval
      - a. Each level, 3+, requires approval
  - iv. Changing Breeds Coordinator
    - 1. Wyld Lore 5+, non-Beast Court - PC: Approval - NPC: Unregulated
    - 2. Wyrms Lore 5+, non-Beast Court - PC: Approval - NPC: Unregulated
    - 3. Weaver Lore 5+, non-Beast Court - PC: Approval - NPC: Unregulated
  - v. Demon Coordinator
    - 1. Fallen 4+, Non-Fallen - PC: Approval - NPC: Approval
    - 2. Fallen 4+, Demon the Fallen - PC: Approval - NPC: Approval
  - vi. Hengeyokai Coordinator
    - 1. Wyld Lore 5+, Beast Court - PC: Approval - NPC: Unregulated
    - 2. Wyrms Lore 5+, Beast Court - PC: Approval - NPC: Unregulated
    - 3. Weaver Lore 5+, Beast Court - PC: Approval - NPC: Unregulated
  - vii. Hunter Coordinator
    - 1. Imbued Hunter - PC: Disallowed - NPC: Disallowed
  - viii. Kuei Jin Coordinator
    - 1. Kuei-Jin 4+ - PC: Notify - NPC: Notify
  - ix. Mage Coordinator
    - 1. None
  - x. Mummy (Follower of Set) Coordinator

1. None
- xi. Sabbat Coordinator
  1. Black Hand, Non-Sabbat - PC: Approval - NPC: Approval
  2. Black Hand 3+, Sabbat - PC: Approval - NPC: Approval
  3. Tal'Mahe'Ra - PC: Approval - NPC: Approval
- xii. Wraith Coordinator
  1. Wraith 4+, Non-Wraiths - PC: Notify - NPC: Notify
  2. Wraith 5+, Wraiths - PC: Notify - NPC: Notify
  3. Guild Lore for Non-Members
    - a. Lore of the Great / High Guilds 4+ - PC: Approval - NPC: Notify
      - i. Artificers Guild
      - ii. Masquers Guild
      - iii. Pardoners Guild
      - iv. Usurers Guild
    - b. Lore of the Working Guilds 4+ - PC: Approval - NPC: Notify
      - i. Chanteurs Guild
      - ii. Harbingers Guild
      - iii. Oracles Guild
      - iv. Sandmen Guild
    - c. Lore of the Criminal Guilds 3+ - PC: Approval - NPC: Notify
      - i. Haunters Guild
      - ii. Monitors Guild
      - iii. Spooks Guild
      - iv. Proctors Guild
      - v. Puppeteers Guild
    - d. Lore of the Forbidden Guilds 2+ - PC: Approval - NPC: Notify
      - i. Alchemists
      - ii. Mnemoi Guild
      - iii. Solicitors Guild
    - e. Legion Lore for non-members 4+ - PC: Approval - NPC: Notify
      - i. Iron Legion
      - ii. Skeletal Legion
      - iii. Grim Legion
      - iv. Penitent Legion
      - v. Emerald Legion
      - vi. Silent Legion
      - vii. Legion of Paupers
- b. Vampire Clan Lores - Submitted to the Listed Coordinator
  - i. Assamite Coordinator
    1. Non-Assamites with Assamite or Assamite Antitribu Lore 4 - PC: Notify - NPC: Notify

2. Non-Assamites with Assamite or Assamite Antitribue Lore 5+ -  
PC: Approval - NPC: Approval
- ii. Baali (Demon) Coordinator
  1. Baali Lore each level - PC: Approval - NPC: Approval
    - a. Baali lore 1-3 For Baali, Baali Apostates, and Angellis blood line  
- PC: Notify - NPC: Notify
    - b. 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: Notify
- iii. Brujah Coordinator
  1. Brujah Lore 5+ - PC: Approval - NPC: Approval
  2. Brujah 4, Brujah - PC: Notify - NPC: Notify
  3. Brujah 4, Non-Brujah - PC: Approval - NPC: Approval
  4. True Brujah, Non-True Brujah - PC: Approval - NPC: Approval
    - a. Each level, 1-5+, requires approval
  5. True Brujah 4+, True Brujah - PC: Approval - NPC: Approval
    - a. Each level, 4+, requires approval
- iv. Followers of Set Coordinator
  1. Daitya 3+ - PC: Approval - NPC: Approval
- v. Gangrel Coordinator
  1. Gangrel 5+ - PC: Approval - NPC: Approval
- vi. Giovanni Coordinator
  1. None
- vii. Lasombra Coordinator
  1. Kiasyd 3+, Non-Kiasyd - PC: Approval - NPC: Notify
  2. Maeghar 3+, Non-Maeghar - PC: Approval - NPC: Notify
  - 3.
- viii. Malkavian Coordinator
  1. Jocastian - PC: Approval - NPC: Approval
  2. Mnemosyne - PC: Approval - NPC: Approval
- ix. Nosferatu Coordinator
  1. Nosferatu 3+, Non-Nosferatu - PC: Approval - NPC: Approval
  2. SchreckNET, Non-Nosferatu - PC: Approval - NPC: Approval
  3. Warrens, Non-Nosferatu - PC: Approval - NPC: Approval
- x. Ravnos Coordinator
  1. Rom 4+ - PC: Approval - NPC: Approval
  2. Ravnos 4+, Non-Ravnos - PC: Approval - NPC: Approval
- xi. Salubri Coordinator
  1. Salubri Lore 3+ - PC: Approval - NPC: Approval
    - a. Referring to True Salubri, not Salubri Antitribu.
      - i. Each level 3+, requires approval.
- xii. Tremere Coordinator
  1. Telyavelic 3+, Telyavelic Tremere - PC: Approval - NPC: Approval



2. Talyavelic, Non-Talyavelic Tremere - PC: Approval - NPC: Approval
    - a. Each level 1+, requires approval
  3. Tremere 4+, Non-Tremere - PC: Approval - NPC: Approval
    - a. Each level 4+, requires approval
- xiii. Ventrue Coordinator
1. Ventrue 4+, Non-Ventrue - PC: Approval - NPC: Approval
  2. Ventrue 4, Ventrue - PC: Notify - NPC: Notify
  3. Ventrue Lore 5+, Ventrue - PC: Approval - NPC: Approval

---

## Amendments

---

### 2.0 - No overall change

1. Spelling of Keui-Jin - bylaws After

### 3.0 - Word count: **828ish** (down from 896ish )

1. Assamite Approval Levels - Bylaws After
2. “Non-assamite” qualifier added to Assamite Lore sections - Bylaws After
3. Adjusted all items to reflect a uniform entry while maintaining the same information
  - [Name of Lore] [Level(s) Restricted] [Who or Non-Who] [PC] [NPC]
    - [Qualifiers or Exemptions]
4. Some items were missed which still read individual numbers or number ranges, these were adjusted to reflect the uniform listings used elsewhere in this update of [#+]

---

## Reasoning

---

I really just wanted to take a section of the bylaws that, to me, seems very unwieldy as each various lores are regulated in different sections, despite that all characters regardless of who/what they are, has to follow the regulations on lores that are found all throughout the bylaws.. Creating an Abilities section within General Restrictions, and placing “Lore” inside of it, seemed like a good alternative. As there within a General section, much like the other general regulations, it is clear to apply to all characters regardless of genre as well as make it easier to find.

---

## Changes

---

No actual levels were changed, although some language was altered to be uniform.

All levels need approval -> Became -> Each Level #, #, # (or # - #+) require approval

I did this to make it uniform for each lore type and to be specific in its meaning.

Level # or Higher ->became-> #+

There are various games, or genres which allow abilities above 5. However as the bylaws are written predominately from a vampire view whos' characters most often can't... they are not written to account for those genres that do. So I added a #+ as it then holds an equal restriction for those who are able and wish to buy a lore above 5.

Then I largely removed a lot of repeating and erroneous words that became not needed by how I classified each section.

-----

### **Legacy**

-----

N/A - No rarity levels or their approval level has changed.