

One World By Night: Nosferatu Clan Genre Packet

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The Guts of Clan Nosferatu – Clan Structure

Introduction

The curse placed on the Nosferatu and the fear of those that hunt them forces the Clan to protect and watch over all of their own. Clan Nosferatu - from the Sewer Rats (Camarilla), the Creeps (Sabbat), and all others - gather in the underground as family. Underground they are shed from all sectarian affiliation and are simply Nosferatu. (CbR:N 15).

As such interactions with any and all Nosferatu below ground is considered sect-less. Well-informed Nosferatu may be able to make inferences or hold knowledge that someone is of specific sect topside (i.e. **Stanford Warwick** as Justicar of Clan Nosferatu for the Camarilla). However, these conversations below ground with said individuals do not constitute conversations with an alternate sects.

As well, the positions held by a Nosferatu within a sect are of little importance underground. The stories and accomplishments of a Nosferatu spoken by his family hold greater weight when speaking. This prestige exemplifies the duties taken on by the Nosferatu on a nightly basis and the stories told of them by Clan Nosferatu.

Stories of the Underworld - Nosferatu Clan Prestige

Introduction:

Clan prestige is designed to represent the measure of goodwill or respect a character has inspired in a clan. Just as sect status measures one's standing in a sect, clan prestige measures how an individual has mastered the rules and culture of a clan.

Amongst the Nosferatu in particular, acknowledging such a prestige system is a matter of respect. A Nosferatu may have six status within his sect, but expecting respect from other Nosferatu that she meets based solely on that would be folly.

The differences that exist between the Sabbat, Independents, and Camarilla will ensure that no Nosferatu can ever expect to be complacent in matters of prestige, and prestige is certainly no guarantee of safe dealings, but it will at least make other Nosferatu consider your words.

No Nosferatu can expect to lose prestige for expressing an opinion. However, failure to give help to the clan, or killing a Nosferatu for no other reason than the whim of a coterie, are most

definitely reasons for losing prestige. If the crime is heinous enough, one could gain clan enmity. While loyalty comes naturally, gaining the ire of your family by turning on them can be instantaneous.

Structure of Clan Prestige:

A Nosferatu is known to his family by his activities on a nightly basis and the stories told of them. These stories told by family about their accomplishments are personal prestige. The story is often concluded with a selected prestige that the majority of the family feels is appropriate for the individual based on the story.

Personal prestige can be granted up to seven times for a PC/NPC. Nosferatu PCs should start with no more than one personal prestige upon character creation, unless approved by the Nosferatu Coordinator. Nosferatu NPCs should start with no more than three personal prestige upon character creation, unless approved by the Nosferatu Coordinator.

The Nosferatu are also known for their activities on a nightly basis based on the position(s) held within their brood. Many Nosferatu are required to take on more than one position due to the low numbers of Nosferatu in a given area. However, a Nosferatu can only claim prestige for one position and it is for them to decide on which one to select.

Awarding Clan Prestige:

1st and 2nd Personal Prestige (City/Chronicle):

At the city level (chronicle), members can award a Nosferatu prestige to another up to their 2nd personal prestige. The voting is done on the local level and in the event of a tie, the elder and the two highest prestige holding Nosferatu will come together and decide the tie.

Upon the awarding of such prestige, it is common form to tell the story to the rest of the Clan via SchreckNET.

Note, at this level a Nosferatu can only be awarded subsequent Prestige once every three months.

3rd and 4th Personal Prestige (Large Regional or Event):

As for the 3rd and 4th personal prestige, these measures of standing should be brought up at a regional level or Event game. A vote should be proposed and the stories of what the nominee

has done to help the Nosferatu in his/her region should be told. If the vote is a tie, the Elder from the area that the nominated Nosferatu is from, and the two highest prestige holding Nosferatu in the region will decide the tie.

Note: *At this level a Nosferatu can only be awarded subsequent Prestige once every Six months. The Nosferatu Coordinator and his/her team have the right to veto any prestige award to a PC that would take them over the 4th Personal Prestige.*

5th and 6th Personal Prestige (National/Event):

For the 5th and 6th awards of Nosferatu prestige, such measures of standing signify regard within the clan that is of an exceptionally high level. Most PCs can never expect to attain this level of standing and those that do should be considered well-respected with the Nosferatu OWbN universe.

With regards to an award of a PC's 5th and 6th Nosferatu Prestige, a nominated Nosferatu is proposed to SchreckNET and one week discussion allowed for any that have comment. After the week, the moderator will set up a group poll and a vote will be cast on the award. After a period of two weeks, the vote shall be concluded and if more than 75% vote yes, then the Prestige can be considered awarded.

As well, a Nosferatu PC can be awarded a 5th prestige at an event if a Nosferatu Subcoord is present for the clan meeting and approves the vote. A 6th Nosferatu Prestige can be awarded at an event if the Nosferatu Coordinator is present and approves the vote.

Note: *At this level a Nosferatu can only be awarded subsequent Prestige once every Twelve months.*

7th Personal Prestige (Global Event):

It is rare, but every once in a while a Nosferatu comes along that not only exemplifies the clan, but goes above and beyond their duty to serve and protect the clan. This is the highest level of recognition and the ultimate sign of respect that a PC can achieve.

A PC may be nominated for this 7th Prestige at a major event game (example: a conclave/eccumenical council) and if all present agree, then a vote will be put forward on SchreckNET to the entirety of the clan. A unanimous vote is necessary for this prestige to be awarded.

Awarding Clan Prestige via Nosferatu Coordinator Team

If the situation arises where a player is the only Nosferatu PC playing in a chronicle, and the player feels that ordinarily his/her actions would have been recognized, then the player should speak with his/her chronicle's HST and the Nosferatu Coordinator.

In such a case, the HST or designated representative will enter discussions with the Nosferatu Coordinator and explain what has been done to warrant such an award. If the Nosferatu Coordinator agrees with the HST, a scene will be arranged in which an NPC Elder nearby hears about the actions and makes the award of prestige to the PC. This option is available for awards of Prestige up to the 2nd personal prestige, but should be considered a secondary method.

For any Prestige awards of a higher value, the normal rules for awards of prestige should be observed.

Awarding Prestige to Non-Nosferatu

Clan Nosferatu tends to be an insular and close-knit lot. Therefore, when a non-Nosferatu performs actions for the Clan, it is usually discounted as someone trying to suck up to them for information.

However, there are those rare occasions when someone genuinely aids the Clan and does so without thought of recompense or reward. These individuals can be nominated by a Nosferatu to receive Clan Prestige, just like any other Nosferatu. However, owing to their non-Nosferatu status, these individuals and the reasons for the award are put up before the entire clan for review.

With regards to this award, the non-Nosferatu is proposed to SchreckNET and one week of discussion allowed for any that have comment. A moderator will allow a week of discussion and then open a vote for a minimum of two weeks. After a period of two weeks, the vote shall be concluded and if more than 75% vote yes, then the Prestige can be considered awarded.

Removing Prestige

If at any time a Nosferatu believes that one holding prestige has acted in a way to endanger or betray Clan Nosferatu, then they should outline the crime on SchreckNET, and recommend a prestige to be stripped. A moderator will allow a week of discussion and then open a vote for a minimum of two weeks. A simple majority is only needed in a vote to strip the prestige based on the crime. In the result of a tie, the Nosferatu Coordinator has the power to break it.

Trades of the Underworld - Positions of Clan Nosferatu

The Nosferatu take up positions within an area to help support and protect the clan. These positions generally revolve around the two keys for survival - the Warrens and Information Gathering.

These positions should be freely chosen by the character and generally recognized by the Nosferatu in those Warrens. Obviously, not everyone is going to agree with every appointment, but all that should matter is that the "locals" are in consensus. Positions within Clan Nosferatu are not a matter of authority or leverage. They are instead a matter of respect. These positions should be treated as a way to recognize and bestow respect, but remember respect must be earned within the Clan.

Each position comes with a positional prestige and advantage associated with it. A Nosferatu may only claim **ONE** positional prestige and advantage via their primary position. A Nosferatu may claim or hold multiple secondary positions to assist the Family. However, the primary position of the Nosferatu may only change every three months.

Many Warrens positions below provide bonus that this packet refers to as phantom levels. This does not exceed generational maximum, and is up to the ST interpretation.

Warrens Positions

Warrenmaster:

Prestige: *Trusted or Respected*

Minimum Requirements: *Warren Lore x3, Security x2, Leadership x3, Information Network Background*

The Warrenmaster is one who takes on the job of making sure that the Warrens are safe, secure, and productive. It should also be the Nosferatu to whom the other locals come to if there are problems in the Warrens.

While not technically a position of authority, the Warrenmaster is shown some respect for all of the responsibility they take on their shoulders. This is not an attempt to implement Camarilla politics into Clan Nosferatu, but it does help establish a hierarchy. The title can be removed as

soon as the clan's consensus turns.

This position must be filled by either an NPC or PC before the remaining can be named. Without this position, a Warrens cease to exist or survive.

Advantage: Warrenmasters have achieved enough knowledge and familiarity with their Warrens to be able to know when uninvited guests have entered. On a static challenge vs 14-mental traits with a retest of Warrens Lore, a Warrens master can tell if an uninvited guest is present in their home warrens. On a subsequent static challenge vs. 14 mental traits, once in the presence of the intruder, they can reveal if that person is a Nosferatu.

Architect:

Prestige: *Revered*

Minimum Requirements: *Potence: Might, Crafts: Architecture x3, Industry Influence, Science: Any, Engineering x2*

The Architect is one of the more underappreciated roles within Clan Nosferatu. He is responsible for much of the safety that others in Clan Nosferatu take for granted. An Architect works the very stone around them, designing, shaping, and then finishing the Warrens in which Clan Nosferatu is able to shield itself from the horrors both above and below.

All Architects gain phantom dots of Fame equal to their Nosferatu prestige for the purposes of extending their influence to assist other Warrens in construction.

Some Architects reach a level of success in that their skills are desired internationally by the Clan.

Hivemaster:

Prestige: *Shepherd*

Minimum Requirements: *Animal Ken x3, Animalism: Quell the Beast, Animal Retainer Background*

Hivemasters are any Nosferatu who takes on the night-to-night responsibility of maintaining the Spawning Pools, keeping an eye on vermin, plant, and fungi populations and otherwise watching out for the flora and fauna of the under-realms. They are the masters of the creatures of the night that the clan relies so heavily upon. Without a ringleader for your wildlife, you'll find the hunter soon becomes the hunted.

A hivemaster gain phantom levels of Animal Retainers, equal to their Animal Ken, to be used to

increase the potency or number of minions. *This is the only example of where those phantom level's may take you over your generational maximum. (Storyteller Discretion)*

Enforcer:

Prestige: *Feared*

Minimum Requirements: *Brawl, Melee, or Firearms (any as long as they total 3pts.), Dodge x3, Survival x3, Security x1, Potence: Intensity*

Every warren needs a protector, someone with the ham-fisted power to remind others why it's a bad idea to wander around the sewers. Enforcers are the things of nightmares, that hulking drooling beast in the darkness that radiates raw physical skill. Enforcers are the one position within the clan that a warren can have multiple of - better safe than sorry. Warrens all over the world survive because of these clan members

Advantage: Gain one to three bonus physical traits in combat, depending on severity of the threat (ST discretion), when defending other Nosferatu (not themselves) in the sewers or warrens. Enforcers can work in groups, increasing their combat bonuses. *(Storyteller discretion on the stacking of bonus traits when working as a group of Enforcers.)*

Double "O":

Prestige: *Informed*

Requirements: *Stealth x3, Obfuscate: Vanish from the Mind's Eye, Information Network Background x3, Contacts Background x3*

Double "O" is the Nosferatu known for being "on the ball" when it comes to getting information on anyone. Spawned from the clan's obsession with movie culture, the name is derived from Ian Fleming's James Bond, which is more or less precisely what this position entails.

Gadgets, personality, or raw obfuscation are the tricks of the trade and a Double "O" uses any and all of them. If you need to know which pocket someone puts their car keys you can just ask them. But if you want a copy of their car keys and alarm codes, a GPS map of their route home every night for the past month and a photo dossier of every person that they've fed from during that time, you go to the Double "O".

Double "O"'s have an easier time establishing alternate identities. They have the ability to acquire the Alternate ID background more easily as either phantom levels of the background or to purchase it more easily. *(Storyteller discretion)*

Technophile:

Prestige: *Invaluable*

Minimum Requirements: *Academics, Computer, Repair, Security or Science at any levels equal to Ten Points; Schrecknet Lore x3*

The Technophiles of the Clan are those Nosferatu who created and maintain SchrekNET. They are often the feeblest among the clan but easily the most coveted. Technophiles rely heavily on their manufactured genius, and every member of the clan uses their expertise in the form of communication devices and maintaining the technology the warren requires to thrive. When a Warrenmaster is slain the clan will seek vengeance; when a Technophile is slain the clan shows no mercy.

Technophiles get a free retest, once per night, in a technological related challenge that they have the appropriate ability for. They are also allowed access to the backlogs of SchreckNET.

(Direct access to the Google Groups.)

Loremaster:

Prestige: *Knowledgeable*

Minimum Requirements: *Kindred Lore x3, Sect Lore x3, Nosferatu Lore x3, Academics: History x3, Any Other Clan Lore or Supernatural Lore at any level equal to Five*

While finding out the haven locations of the city's primogen are always fascinating, after a while, it becomes tedious. Some Nosferatu begin looking for more esoteric tidbits with which to feather their nests, at which point, another Loremaster is born.

Loremasters are generally Nosferatu who are interested in the world that exists beyond the warrens or even vampiric existence. They often trade information with mortal occultists or other supernaturals, such as True Mages or Bonegnawers. However, since these tidbits are so esoteric, Nosferatu can be very protective of their treasures, even sometimes going so far as to spread false information about subjects in order to mislead others who might be interested in the same subjects as the Loremaster.

Information given to PCs by oral tradition is nothing more than IC knowledge. They are required to remember the conversation and use it, bearing in mind who spoke it to them and the questionable validity of the information. Remember, Loremasters often make it a habit of spreading lies to cover up the truths they so covet.

Loremasters may use the Info network to gain lores but with the following restrictions: 1) They can not be used to gain over half your level, rounded up, of prestige in lore. 2) Once per story,

(once a session or once per three months at Storyteller discretion) they may make a Simple Test to attempt to remember an esoteric combination of details from the many books they have read to gain a phantom level of lore equal to their prestige for a scene. (*This does not bypass OWbN by-law restrictions for lore.*)

Face:

Prestige: *Diplomatic*

Minimum Requirements: *Empathy, Etiquette, Intimidation, Leadership, Politics, or Subterfuge at any levels equal to Fifteen Points*

When the eyes of the topside come down on the Nosferatu in the underground, the Face is the one that protects them. The Face serves the role of ambassador, diplomat, or scapegoat to ensure the Clan is not targeted. They are generally loaned support by the Clan to champion their cause.

Generally, this position is given to the Nosferatu that embraces the politics of the topside and thrives within it. These Nosferatu often work for the sects in a position and are able to garner information behind closed doors not available to all. They then return to the others and trade the information to protect the Clan.

The Face may select one phantom level for every two (2) Prestige from a list of: Politics, Etiquette, Streetwise, and Psychology. No ability can be selected more than twice. This may not raise you above your generational maximum.

Nosferatu Lore

This includes knowledge of the clan, history, and important current happenings and figures. This is the public and private side of the clan, and should be limited to Nosferatu only. Nosferatu teaching Nosferatu Lore beyond level 1 are generally breaching genre by revealing secrets that no other kindred should have about their own family. STs are encouraged to use whatever appropriate means they have at their disposal to disrupt this kind of teaching.

Level 1 -- Unreleased Childer/Anarchs/Infiltrators

(*Reference: No NPC Nosferatu mentor will teach Clan lore beyond this level to non-Nosferatu.*)

- Understands the essential Nosferatu "mission". Knows terms such as "Warrenmaster", "Hivefather", "Spawning Pool" and "Brood" but does not understand them fully.
- Buys into the Nosferatu stereotypes

- No knowledge of major Nosferatu or events of significance. Understands the basic expectations of Nosferatu: collect and trade information, etc.
- Believes the rumors and misinformation that is spread about the Clan, Warren, inner workings and Nosferatu of note.
- Access to Nosferatu communications limited or at the suffrage of another.

Level 2 -- Newly released childer/Savvy Anarchs

- Knows of Clan Nosferatu's basic positions on all other clans and the Clan's objectives in relation to them
- Understands the basic principles and operations of the Warrens
- Understands Clan Nosferatu's ideals and objectives
- Able to separate bald faced lies about the Clan and their inner workings from the truth.
- Has been indoctrinated into not sharing Clan lore with non-Nosferatu, admitting them to SchreckNET, and understands the penalty for doing so.
- Lore beyond this level is too intricate and complicated to be written-down, taught to non-Nosferatu, extracted through conditioning, necromancy, etc.

Level 3 -- Up-and-Coming Nosferatu/Ancillae

- Knows of most events of importance to Clan Nosferatu from 1700's to present
Understands the inner workings of the Clan and is able to operate fluidly Knows of important Nosferatu (Status (same sect) or Prestige of 4 or higher)
- Aware of the impact of Clan Nosferatu upon major architectural movements and which engineers have been Embraced
- Has heard some rumors that are true about Clan Nosferatu.
- Sometimes able to secure permission to travel to alternate sect Warrens.

Lore of this level is only available to Nosferatu who have been in play for six months or more.

Level 4 -- Established Nosferatu/Senior Ancillae

- Able to launch investigations into possible infiltrators into Clan with reasonable chance of success.
- Letters returned and name recognized by all Nosferatu of note
- Knows of most events of importance to Clan Nosferatu from 1400's to present
- Aware of the impact of Clan Nosferatu upon industrial movements.
- Able to obtain permission to travel within alternate sect warrens safely and easily. Can recognize all important Nosferatu, identify major broods.
- Able to separate truth from rumor about the history of Clan Nosferatu for the past
- 100 years.
- Privy to some disturbing Clan secrets and hidden agendas. Able to serve as a mentor

background for other Nosferatu.

- Able to call upon other Nosferatu to bolster one's personal and political position. Childer you Embrace may go on to benefit from your Reputation

Lore of this level is only available to Nosferatu who have been in play for twelve months or more.

Level 5 -- Senior Ancillae/Junior Elder/Powerfully Established Nosferatu

- Knows of most events of importance to Clan Nosferatu from 500 AD to present. Suspects the truth of most events of importance to Clan Nosferatu from 1 AD to
- 500.
- Knows in depth about Medieval Broods and Ancient Nosferatu Orders. Able to participate as a minor player in the Jyhad of European Nosferatu Privy to information about European Nosferatu: coteries, lineages, secrets, movements, etc.
- May have read or learned about some Nosferatu-specific references from the Book of Nod.
- Not only privy to but participating in some disturbing Clan secrets and hidden agendas.
- Able to command significant resources in uncovering infiltrators; set Clan-wide policy.

Lore of this level is only available to Nosferatu who have been in play for twenty-four months or more.

The Difference Between Sewer Lore vs. Warren Lore

A set of rules describing the difference between lore surrounding mortal sewer systems and Nosferatu Warrens is listed below. As described previously, sewers refer to the vicinity immediately below a city, while the warrens are deeper within the bowels of the sub-city, and are inaccessible to those without knowledge of them.

Sewer Lore can be bought by all PCs who take the time to map the sewers, their entrances and exits, and care to familiarize themselves with the smelly underbelly of the city. This **does not** give them access to the Nosferatu's home.

Warren Lore deals with the sub-city dwelling even below the sewers themselves. This is your home. This lore is *only available to Nosferatu and Nosferatu Antitribu*, and should not be taught to anyone outside the clan. Teaching this particular lore to anyone outside the clan *requires Nosferatu Coordinator permission* so appropriate steps can be taken by the NPCs that are always watching around the corners, keeping their home safe...

Additionally, **Warren Lore** is the equivalent of its current level plus one in **Sewer Lore**, to reflect the fact that Nosferatu are truly the masters of the subterranean. Thereby, a Nosferatu needs only **Warren Lore** if they so choose. We recommend all Nosferatu that currently have **Sewer Lore** be allowed to switch to **Warren Lore** for the equivalent level.

Sewer Lore

Sewer Lore 1-

You are aware of what the city has in terms of subterranean tunnels be it mines, sewers, drainage etc. You could probably find the opening to these tunnels if given enough time and you have a vague idea what might be inside them. But have never actually been inside them.

Sewer Lore 2-

You know a good portion of the subterranean world, and you've actually wandered around in portions of it. You have a few "favorite" openings that you know very well and can even find your way from one point under the city to another without too much difficulty.

Sewer Lore 3-

You have been just about everywhere in the undercity. You know your way around as if it were your second home. You've seen a few dozen entrances and exits and know where they lead and you have a suspicion that there may be more to the underground than you think. You can travel through the city without ever touching the streets.

Sewer Lore 4-

This is no longer a hobby, you've mapped out this place front to back, top to bottom, as much as you can find. You can list off street names where drainage grates can take you to desired locations, or list off the serial codes on the sewer lids and where they lead. You also are very aware that you're just scratching the surface of something. You still have odd feelings there are more tunnels you just can't figure out where.

Sewer Lore 5-

You know the tunnels better than some Nosferatu. If there is an opening in the ground, you know where it leads. You even have a system to remember passageways. Like streets you can make a map and give directions anywhere in the tunnels. You know what is down there when and how to move through it. This is your second home.

Additionally Warren Lore is the equivalent of its current level PLUS one in Sewer lore, to reflect

the fact that Nosferatu are truly the masters of the subterranean.

Warrens Lore

Warrens Lore 1-

You know that the Warrens exist, and you have heard a few ways to get to them, but have never put them to practice. You can get into and out of the Warrens by one route. Should you wander in you know how to get a hold of the Warren Master and get guidance to safe locations.

Warrens Lore 2-

You know a few ways into the Warrens and you are aware of what traps are present. You even know what the purpose for these Warrens are. You can find the larger, more obvious structures, but anything that is even slightly hidden is beyond your scope.

Warrens Lore 3-

You are well aware of the layout of the Warren now, and you are a part of its functionality. Whereas before you were just getting by in its protection, now it works for you as much as you work for it. You know most of the structures here, and you have a half dozen ways to get in and out. This is the level any subterranean Nosferatu must have if she wishes to work sufficiently within the Warrens.

Must be in play for at least 6 months

Warrens Lore 4-

You know your own Warren perfectly. In your home you have detailed knowledge of it's every trap and crevice. You could lead anyone to their doom or sanctuary at your whim. You most likely are the Warren Master, or at least help her significantly. Additionally you know the warrens of your neighboring cities fairly well. You know the Warren Masters and how to contact them, and even how to get in and out of the Warrens there.

Must be in play for at least 12 months.

Warrens Lore 5-

Your knowledge of Warrens is nearly unmatched. Save for the eldest among you, you are the authority on Warrens. You have the skill and knowledge of every warren in your region, and can manage fairly well in any warren in the country. While you do not know any warren like your home, you can navigate through almost any of them and live long enough to contact clansmen. You just know the tricks of the trade. You know what traps usually look like what and what a giant alligator smells like, or which switch is usually the one that sends you plunging to your death.

Must be in play for at least twenty-four months.

Secrets of the Nosferatu – Game Mechanics for the Nosferatu

Fair Escape – Sewer Access

The Nosferatu are the undisputed masters of the undercity. In any city where the Nosferatu have had a chance to set up shop, they will be able to enjoy several advantages by using the city's sewer system. A Nosferatu standing within three steps of a sewer grate, manhole cover, or other access way may use it for the 'Fair Escape' rule, so long as the route is unimpeded and the entry way unblocked. This rule should be expanded when a Nosferatu is within the Sewers and Warrens as well due to their inherent familiarity with this environment over any other creature.

Information Network Background

This background is explained in the Clanbook Nosferatu: Revised. For ease of play and fairness throughout different chronicles, there are two main mechanics to include when Information Network is used in OWBN.

First, treat each purchased level of Information Network like Contacts. The difference is that the Information Network cannot attach to an Influence and discover specific details. Instead, the Information Network collects all sorts of pertinent free floating information that can be accessed and useful for a current interest. Think of Information Network as a place where Contacts hang out after work and chat about miscellany. A Level 4 Information Network listens while a bunch of Level 4 Contacts pass rumors about.

Second, players may gain information and lore knowledge from the SchreckNET Nosferatu IC list of the same level of their Information Network. So if there has been conversation about how to slay a werewolf, and several individuals respond with tactics and recommendations of silver weapons or bullets, then a person without Lore: Garou and possessing a Level 1 Information Network could then justifiably learn and purchase Lore: Garou Level 1.

Optional/Suggested Rules - Animal Retainers

- Animal Ghouls only receive 10 XP per point in Animal Retainer (10, 20, 30, 40, 50).
- The Regnant of an Animal Ghoul must have Animalism: Feral Whispers (Dot 1) and an Animal Ken level equivalent to the retainer rating or they won't be able to control their "pet."
- Animals are divided into 2 categories: Size [Small (cat), Medium (dog), Large (bear)] and

Demeanor (Wild vs.Domestic). Many of their traits are dependent upon these categories. 24

- Starting Traits: Small 9 / Medium 12 / Large 15 to be divided amongst Physical, Social and/or Mental trait categories.

- Trait Caps

 - Physical Trait Maxes: Small – 5; Medium – 7; Large – 9.

 - Social and Mental Maxes: All animals have a max of 9 traits in these two categories, regardless of size.

 - All animal ghouls must take the following negative traits. They receive no free points for these (but can still take up to 5 other negative traits with no more than 3 in any category).

 - Domestic: Social – Bestial x2; Mental--Submissive

 - Wild: Social – Feral x2; Mental--Violent

- Nature/Demeanor: All animals have Nature: Survivor. Their Demeanor is either Wild or Domestic,

- Health Levels: Animal ghouls get health levels based on their size category. Small 3; Medium 6; Large 9.

- Abilities: Animals start with 7 dots of skills.

 - These are the abilities allowed to be purchased for animal retainers; Alertness, Awareness, Animal Ken, Athletics, Brawl, Dodge, Empathy, Enigmas, Hunting, Intimidation, Investigation, Leadership, Primal Urge, Scrounge, Sniping, Stealth and Survival

 - Ghouls with the Ability Sniping are so in tune with vampires that they can pick one out in a crowd. They can instinctively spot the predator. Working almost like a psychic power, this is really more of a subconscious assessment of the hallmarks of vampires. Sniping grants a ghoul a very specific sort of Aura Perception. By using Sniping, a ghoul can enter a Social Challenge with a single target. If the ghoul wins, he may ask if his target is a vampire or not. The target cannot lie in response to this question, and even Mask of 1000 Faces cannot hide a vampire from a talented ghoul who knows Sniping.

- Backgrounds: Animal ghouls may NOT take any backgrounds or influences. 25

- Blood: Small animals have 2 blood traits (1 “mortal,” 1 “kindred”); Medium have 6 (3/3); Large have 10 (5/5). Only the “vampiric” portion of the blood pool may be used to fuel powers.

- Willpower: All animal ghouls start with 1 WP. Maximum WP is 4.

- Disciplines: Animal ghouls start with 1 dot of either Celerity, Fortitude, or Potence. Additional levels can be purchased with free traits, but not above 2nd basic during creation. After character creation, animal ghouls may purchase Celerity, Fortitude and Potence up to their Regnant’s level of the Generation Background 1. The costs are at normal out of clan costs. This applies to ALL disciplines, even the one(s) they started with.

- Merits & Flaws: These MUST make sense for an animal to have. All merits and flaws are ST approval.

 - Huge Size: If an animal has the “Huge Size” Merit, it ups their size category by 1. (A

cat would become Medium, a Dog would become Large, a bear would become Huge.) Its starting traits, blood, health and willpower should be modified accordingly. Any animal increasing to Huge is a potential masquerade issue, but does gain the benefit of the extra Bruised health level, as per the merit (smaller animals do NOT gain the additional health level Bruised, they merely get the next size up's health). You can NOT buy this merit more than once to further increase an animal's size (you could never have a Large Mouse, for example).

○ Learn Other Discipline: For now, we will be allowing Animal ghouls to purchase this merit. This may change as more animal ghouls get play tested. Animal Ghouls with this merit cannot learn any clan specific discipline (Chimerstry, Dementation, Melpominee, Necromancy, Obtenebration, Protean, Quietus, Serpentinis, Thanatosis, Thaumaturgy). They can learn: Animalism, Auspex, Dominate**, Obfuscate, or Presence (in addition to the physical disciplines). They do not just learn these disciplines by themselves, they MUST have a teacher who has the discipline in clan, and the teacher must be able to communicate with the animal (Feral whispers). **Dominate ONLY works on creatures of the animal's kind (a dog could dominate a dog, but not a cat, nor a wolf).

● Animal Retainers can be modified with Vicissitude Modifications. Please refer to our House Rules in regards to what specific modifications can be added. The mods will cost XP to purchase used by the Animal Retainer.

● Hellhounds begin using the template found in (LotN: Sabbat Guide p. 171 and do not gain the 10 XP from Retainer 1. Afterwards they are considered "Medium" sized creatures.

● Merits such as the Nosferatu: Ghouled Reptile Buddy are merits that grant the player the ability to start with an above average animal retainer. The stats designated for Reptile Buddy is listed below. As you can see the Ghoul has Physical traits at 7 and Mental Traits at 2. To make the merit worthy of these Animal Retainers rules we are allowing these ghouls to be enhanced by what is already listed. The 7 physical traits will be an addition to the trait maximum, making a large sized creature to have a max of 16 in Physical Traits (Large 9 traits + 7 Reptile Buddy). Mental traits are 2 allowing the retainer to have 11 altogether (Max Mental 9 + 2 Reptile Buddy). Their blood pool is increased to 12, and willpower is at 3 starting. The reptile is increased normally after character creation. Ghouled Reptile Buddy Physical Traits (7) Social Traits (0) Mental Traits (2) 26 Fortitude (Endurance, Mettle), Potence (Prowess, Might) Blood Pool 12 Willpower 3

● Animal Retainer Upkeep: There is no limit to the number of Animal Retainers a character may purchase. Every 2 retainers reduces the starting blood pool by 1 each game.

● Animal Ken Tricks The following tricks can be taught to animals and animal retainers by training the animal for one fortnight (one downtime) and making a successful Animal Ken static test (Mentals + Animal Ken) against 8 traits for the first Trick, +1 trait for each trick beyond the first (9 for the first, 10 for the second, etc). Animals are limited to learning a number of tricks equal to their total mental traits. Unless otherwise trained to do so an Animal Retainer will only follow orders from their Regnant.

○ Aid The animal can use the aid trick to aid a specific ally in combat by attacking a specific foe the ally is fighting. You may point to a particular creature that you wish the animal to aid, and another that you want it make an attack against, and it will comply if able. ○ Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.

○ Bombard A flying animal can deliver projectiles on command, attempting to drop a specified item that it can carry (often alchemist's fire or some other incendiary) on a designated point or opponent. The animal cannot throw the object, and must be able to fly directly over the target.

○ Break Out On command, the animal attempts to break or gnaw through any bars or bindings restricting itself, its handler, or a person indicated by the handler. The animal can also take certain basic actions like lifting a latch or bringing its master an unattended key. Weight and Strength restrictions still apply.

○ Bury An animal with this trick can be instructed to bury an object in its possession. The animal normally seeks a secluded place to bury its object. An animal with both bury and fetch can be instructed to fetch an item it has buried.

○ Come The animal comes to you, even if it normally would not do so.

○ Defend The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

○ Deliver The animal takes an object (one you or an ally gives it, or that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken.

○ Detect The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying potential dangers or secret passages. When commanded, the animal uses its Alertness ability to try to pinpoint the source of anything that strikes it as unusual about a room or location.

○ Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

○ Entertain The animal can dance, sing, or perform some other impressive and enjoyable trick to entertain those around it. This includes basic "dog tricks" like sit, roll over, play dead and the like.

○ Fetch The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

○ Flee The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any creatures with him or her, remaining hidden but within range of its sight or

hearing.

- Get Help With this trick, a trainer can designate a number of creatures up to the animal's Mental Traits as “help.” When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

- Guard The animal stays in place and prevents others from approaching.

- Heel The animal follows you closely, even to places where it normally wouldn't go.

- Hunt This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler. An animal with this trick may attempt Survival ability to provide food for others or lead them to water and shelter (as the “get along in the wild” use of the Survival Ability).

- Menace A menacing animal attempts to keep a creature you indicate from moving. It does its best to Intimidate the target, but only attacks if the target attempts to move from its present location or take any significant action (particularly a hostile seeming one). As soon as the target stops moving, the animal ceases attacking, but continues to menace.

- Seek The animal moves into an area and looks around for anything that is obviously alive or animate.

- Serve An animal with this trick willingly takes orders from a creature you designate. If the creature you tell the animal to serve knows what tricks the animal has, it can instruct the animal to perform these tricks. The animal treats the designated ally as friendly. An animal can unlearn this trick with 1 week of training. It must be noted who the animal has been trained to serve.

- Sneak The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

- Stay The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
- Track The animal tracks the scent presented to it.

- Throw Rider The animal can attempt to fling a creature riding it to the ground. An animal that knows the throw rider and exclusive tricks can be instructed to attempt to automatically throw anyone other than its trainer who attempts to ride it.

- Watch The animal can be commanded to keep watch over a particular area, such as a haven, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

- Work The animal pulls or pushes a medium or heavy load.

(Source: Liber des Goules)

Combination Disciplines

The combination disciplines Animal Magnetism, Blood Apocrypha, and Feral Imbuing are tied inherently into the culture, history, and curse surrounding Clan Nosferatu. These disciplines may only be taught by members of Clan Nosferatu. Any PC wishing to learn these disciplines out-of-clan must have a Nosferatu teacher and approval of the Nosferatu Coordinator.

Animal Magnetism (Counsel of Primogen): *Animalism 4 + Obfuscate 3 [on Nos Coord R&U list]*

Foul as they are to look upon and boorish as they tend to be in social situations, the wise among the Nosferatu can, if they so choose, was alluring. This temporary appeal is rough, fleeting, and slightly feral, but it gives them a fascinating charm nonetheless.

By enhancing the powers of their Obfuscate with the dangerous allure of the beast (channeled carefully through Animalism), some Nosferatu can briefly approximate a type of presence.

Mechanic: To invoke this power the user selects a target in line of sight and engages in a Self-Control check of difficulty 3. Upon being successful, on the next social challenge with the target person in line of sight (whether contested or static), the user adds their rating in Animalism to the social challenge. If the individual fails his Self-Control, he enters into an immediate frenzy on the targeted individual.

Should the user use this discipline more times than their Self-Control rating per night, the difficulty of the static self-control check is increased by one per additional usage.

Cost: 12 XP MET

Blood Apocrypha (Libellus Sanguinis 4: Thieves of the Night): *Auspex 1 + Obfuscate 1 [on Nos Coord R&U list]*

In an attempt to create a secret language of their own, the Nosferatu generated different methods of coding their speech and messages. This discipline allows a vampire to relay coded message via speech or by writing via the passing of atomized blood through the air. In speech, the two Nosferatu must be close enough to smell and taste the atomized blood, often through kissing, to

pass the message. In writing, the Nosferatu draws the message in pictographs on cloth and the message absorbs into the material. The other Nosferatu must then absorb the blood through the air or by tasting to discern the message.

Upon completion of the message, the entire portion of the atomized blood is consumed during the process.

Mechanic: A character must spend a blood trait to relay the message whether it is via speaking or writing to another Nosferatu. The receiving Nosferatu needs to have *Blood Apocrypha*, as well, in order to absorb and understand the message being relayed. However, the receiving Nosferatu does not need to spend a blood trait to receive.

The blood is consumed upon the message being received prevents the formation of blood bonds and/or the use of Thaumaturgy on the original message. However, if a message is intercepted, the blood can be pulled via the use of Thaumaturgy.

Cost: 4 XP MET

Feral Imbuing (Player's Guide to Low Clans): *Animalism 4 + Potence 2 [on Nos Coord R&U list]*

With this power a vampire may share his strength with a beast in his line of sight. Few sights are as disturbing as a bloated rat chewing tunnels through solid stone.

Mechanic: The vampire selects an animal, which has not been subsumed, within their line of sight. The vampire may transfer as many levels of Potence as he possesses to the animal. For the duration of the transfer, the vampire's Potence rating is reduced by the number of levels transferred. The vampire cannot give more levels of Potence than what they hold. The power ends when the vampire wills it to, a reflexive action which does not require the presence of the animal.

Cost: 8 XP MET

