

1. Definition of the Rare & Unusual Bylaws

- a. This list is to be considered a guideline for all games within the network. As such, it crosses the lines of genre whether a game is focused on Sabbat vampire, changeling or werewolf. These categories are to be used as an extrapolated guideline. As character concepts are beasts of wild creativity and vast imagination, any list cannot hope to cover the scope of what the players of One World by Night wish to portray. With any system of this nature, flexibility and fluidity are a necessary component. The population types of One World by Night are likely to ebb and flow over the years, and these guidelines must be flexible to reflect the growth and change of the organization and its goals and needs
- b. All Restrictions that may require Chronicles or Players to seek approval from, or make notification to, Coordinators or Sub Coordinators regarding IC aspects of the game such as, but not limited to, Character types, powers, merits, magical items, must be made directly to The Rare and Unusual Bylaws or the Character Regulation Bylaws by a proposal to council, detailing the changes to the bylaw, with the exception of changes or additions of specific paths or rituals of blood magic and restrictions under Coordinator Bylaw 3.C.ii.1.c.
 - i. Such Proposals shall be considered Rules, Game Mechanics or Organizational Proposals, and thus may be notified in their entirety to the Player Base.
 - ii. Listings in the Bylaw may be by category, with each example not specifically enumerated, as long as a source for further clarification is given, and the category is clearly defined.
- c. Rules ~~On~~on current characters, restrictions and requirements
 - i. Restrictions and requirements for notification must be placed in the R&U or Character Regulation Bylaws to be valid. Characters with approvals under former restrictions are considered to be grandfathered without exception or exemption if similar or identical restrictions are added to the bylaws unless clearly stated in the proposal. Should restrictions and requirements for notification that exist within genre packets, but were not added to the bylaws during the former grace period, and the bylaws later changed to add similar or identical restrictions, then grandfathering must be given to all such characters that exist at the time of passage of the proposal, without exception or exemption unless clearly stated in the proposal. Any question or dispute regarding restrictions, grandfathering or other aspect of this bylaw section may be brought to council for settlement. However if passed, council agrees this proposal's section, entitled, Rules ~~On~~on current characters, restrictions and requirements, may not be exempted without a separate individual vote for each such exemption.
- d. Genre Coordinators and Council Members may propose a category assignment or re-assignment for any element type that is not well captured by these guidelines.
- e. Process for Registration
 - i. Rare and Unusual Characters may be submitted for registration or vote on the OWBN web site.
 1. Responsibility for registration

- a. It is the responsibility of the Storytellers to submit an R&U registration for characters and items based in their chronicle. The Head Storyteller may delegate this duty to their Council Member.
- b. It is the responsibility of the Coordinator to submit an R&U registration for characters and items that are owned by their office.
- c. The Archivist may allow for chronicle staff or coordinators to submit R&U registrations to them by email. It then becomes the responsibility of the Archivist to submit the registrations to the R&U database on the OWBN website.

2. Registration timeframe

- a. For Rare & Unusual categories that require Coordinator Notification, the registration requirements are fulfilled when the R&U submission is logged in the R&U database through the OWBN website.
 - i. In the event that the submission is handled through the process outlined in R&U Bylaw 7.A.1.b., the registration requirement is fulfilled when the chronicle staff submits the required information to the Archivist by email.
 - ii. The Archivist is expected to fulfil notifications to the appropriate genre Coordinator(s), as defined in R&U Bylaw 5, no later than fourteen (14) days after the R&U is registered.
- b. For Rare & Unusual categories that require Coordinator Approval
 - i. Coordinators are expected to make a decision (Approve / Deny) or request additional information no later than fourteen(14) days after the R&U is registered
 - 1. If the Coordinator office has made no attempt to follow up, either in making a decision or requesting additional information, within ~~twenty eight (28) days~~ fourteen (14) of the R&U being registered, the Coordinator may be subject to Disciplinary Action and the Character is submitted by the CM to council as AutoPass with a time/date indication of submission and 14 day mark.
 - 2. In the event that the Coordinator requests additional information, once that information is received the Coordinator is then expected to make a decision or request

additional information no later than fourteen (14) days after the response is received.

- a. If the Coordinator office has made no attempt to follow up, either in making a decision or requesting additional information, within ~~twenty-eight (28)~~ fourteen (14) days of receiving the information they requested, the Coordinator may be subject to Disciplinary Action and the Character is submitted by the CM to council as AutoPass with a time/date indication of submission and 14 day mark.
- ii. The Coordinator Approval must be logged into the R&U database on the OWBN website.
 1. It is the responsibility of the Coordinator to log the Coordinator Approval of a character.
 2. The Archivist may allow for a Coordinator to submit their approval of a character by email. It then becomes the responsibility of the Archivist to log the Coordinator Approval to the R&U database on the OWBN website
- c. For Rare and Unusual categories that require a Council vote (indicated as Exceptions to Coordinator Approval Decisions)
 - i. The Archivist is expected to submit the character for Council vote no later than fourteen (14) days after the R&U is registered.
 1. If the Archivist has made no attempt to follow up, either in proposing the R&U for Council vote or requesting additional information, within twenty-eight (28) days of the R&U being registered, the Archivist may be subject to Disciplinary Action.
 2. In the event that the Archivist requests additional information, once that information is received the Archivist is then expected to either propose the R&U for Council vote or request additional information no later than fourteen (14) days after the response is received.
 - a. If the Archivist has made no attempt to follow up, either in either in proposing the R&U for Council vote

or requesting additional information, within twenty-eight (28) days of receiving the information they requested, the Archivist may be subject to Disciplinary Action.

- ii. A character that was not previously considered R & U, but a change occurred and that character would now be classified as something that is currently listed as an R&U category under the R&U Bylaws (Section 3), must comply with the registration requirements and processes for that Category change in the R&U system. Characters that avoid this registration process are in violation of the R&U Bylaws.
- f. Unregistered Rare and Unusual Characters and Items
- i. Chronicles who have player characters (PCs), non-player characters (NPCs), or items that are found to be in violation of the Rare and Unusual bylaws must bring themselves in compliance within sixty (60) days.
 - 1. Should the chosen method of compliance be to remove the R & U violation from play within sixty (60) days instead of properly registering it, any and all long-term gains and benefits to player characters (PCs) and non-player characters (NPCs) shall be immediately removed as well. This is up to and including disciplines, gifts, skills, lores, items, or other similar benefits.
 - 2. Any character which qualifies for Rare and Unusual that is brought into play (either through background or at-game roleplay) to specifically benefit a player character (PC), be it as a Mentor or Elder Boon Merit or other mechanics for giving benefits or other items of experience expenditure to player characters (PCs), must be properly registered through the Rare and Unusual Registration. If it has not been properly registered, the benefiting player character (PC) immediately loses anything gained from the character in Rare and Unusual violation.
 - 3. Should the chosen method of compliance be to register the R&U:
 - a. For Rare & Unusual categories that require Coordinator Notification, see R&U Bylaw 7.A.ii.1. for registration time frame.
 - b. For Rare & Unusual categories that require Coordinator Approval:
 - i. The Coordinator (as designated in Section 5 of the R&U Bylaws) is subject to the response timeframe outlined in R&U Bylaw 7.A.ii.2.
 - ii. The time that it takes for the Coordinator to respond to the approval request or to request additional information shall not be included in the sixty (60) day time limit.
 - iii. If a Coordinator requests additional information, the time that it takes for the chronicle staff to respond will be included in the sixty (60) day time limit.

- iv. The Archivist or Head Coordinator may extend the time limit, for any reason, up to an additional sixty (60) days, for a total of one hundred twenty (120) days. Any further extension requires a Council vote.
 - ii. Storytellers that fail to comply with Character Regulations Bylaws may be subject to Council Proposal for disciplinary actions as described in Section 6 of the Administrative Bylaws.
 - 1. Players who have lied or otherwise deliberately obstructed the truth or cheated for the purposes of circumventing and thus violating the Rare and Unusual Bylaws for gains for their player characters (PC) may be subject to Council Proposal for the administrative death of said player character (PC) in addition to any disciplinary actions in Section 6 of the Administrative Bylaws.
 - iii. Rare and Unusual characters which are specifically found in violation of R&U compliance are not viable for play until their home chronicle has resolved said character's conflict to a satisfactory state of R&U compliance and registration.
- g. Grandfathering
 - i. Any character that changes Classification due to the Classification being changed shall be considered grand fathered to the new Classification, and shall not require any further action by Council to approve them.
 - 1. This only applies to characters that change category due to Coordinator or Council action, and not to new characters or characters that undergo changes to their sheet
 - 2. There shall be a 30-day grace period to submit information to the archivist for any character that changes classification due to the classification being changed unless the successful proposal to change the R&U bylaws specifies that there will be no grandfathering.
 - a. The 30-day grace period begins at the close of the proposal that changes the R&U classification.
 - i. For autopass proposals, this will be the date that the autopass went into effect.
 - ii. For proposals that required a council vote, this will be the date that the council vote closed.
 - b. If a character is not registered during the 30-day grace period, they are considered unregistered and subject to R&U Bylaw 8.
 - i. . The 30-day grace period will be included in the compliance time limit imposed by R&U Bylaw 8.A.
 - ii. New blood magic packets which change the rarities of blood magic will not require existing characters that legitimately possessed that blood magic prior to the packet's adoption to seek further action to continue to possess that blood magic. Those characters shall be considered grandfathered to this new rarity classification, unless otherwise stipulated in Council-approval of the new packet or the proposal for said packet.

1. This only applies to characters that change blood magic rarity category due to Coordinator or Council action, and not to new characters or characters that undergo changes to their sheet.
 2. There shall be a 30-day grace period to submit information to the archivist and appropriate genre Coordinator for any character that changes classification due to the classification being changed unless otherwise stipulated in a classification change vote.
 3. With Grandfathering, even though Paths/Rituals might no longer be considered part of the paradigm, characters who had those powers may retain them after the rarity changes.
 - a. Since the power(s) are no longer considered in-paradigm, any character seeking to learn an out-of-paradigm Path or Ritual may not learn from a character who possesses a Grandfathered version of the power.
 - b. Characters seeking to learn Paths or Rituals which were removed from a paradigm of Blood Magic must instead go through the process to convert the power from whichever paradigm it is native to, back into the character's paradigm.
2. Appropriate Coordinators for R&U
- a. The closest "full-blood" clan Coordinator shall coordinate appropriate bloodlines and creature types.
 - i. Assamite: All Assamite-related Rare and Unusual characters, Shango
 - ii. Brujah: True Brujah, Osebo
 - iii. Gangrel: Mariner, Akunanse, Ghost Singer. Disciplines Ogham, Spiritus, Abombwe
 - iv. Giovanni: Harbingers of Skulls, Samedi and Mla Watu
 - v. Lasombra: Lasombra Antitribu, Kiasyd, Xi Dundu, Friends of the Night
 - vi. Setite: Bane Mummies, Mummies, Children of Damballah, Daitayana, Tlacique, Kindred of the Ebony Kingdom Followers of Set
 - vii. Toreador: Daughters of Cacophony, Ishtarri
 - viii. Tremere: Gargoyles
 - ix. Tzimisce: Blood Brothers, Koldunic Sorcery, Naglopers, Dragon Blooded
 - x. Camarilla: Camarilla Vampires on Sabbat Paths of Enlightenment
 - xi. Sabbat: Camarilla Vampires on Sabbat Paths of Enlightenment, Erset La Tari, Black Hand, Natib Athirat
 - xii. Changing Breeds: All Changing Breeds and Garou related R & U, Abominations, and Kinfolk
 - xiii. Nosferatu: Guruhi, Hajj
 - xiv. Ravnos: Rakta-Sadhus, Kinyonyi, Davana (shared with Ventrue)
 - xv. entrue: Davana (shared with Ravnos)
 - xvi. Demon: Ba'ali, D'habi Revenant Family
 - xvii. Salubri: Salubri Antitribu, Nkulu Zao, Wu Zao
 - xviii. Wraith: Ferrymen, Risen, PC Supernaturals to Wraith
3. Rarity Listing by Category
- a. All Rarity Levels, PC and NPC, require the item to be logged with the Archivist

- b. **DISALLOWED:** Classifications in this category are not available and cannot be passed through Council, even with a Bylaw Exception Vote. Each classification in this category will indicate whether it applies to PC's, NPC's, or both.
 - i. Disallowed Demon and Infernal Listings
 - 1. Demon: the Fallen Backgrounds for Non-Demons, including: Eminence, Followers, Legacy, Pacts, Paragon, Rites, and Thralls
 - 2. Out-of-Parent-Genre powers as Infernal Investments for PCs
 - ii. Disallowed Vampire Listings
 - 1. Combination Disciplines and Discipline Techniques
 - a. The Custom Combination Discipline: Wild Heart
- c. **UNIQUE:** All characters published in White Wolf books. Historical figures, real-life persons. Fictional personas used as character concepts (ex: Caine, Vlad "Dracula" Tepes, the vampire Lestat, former President Bill Clinton, Sir Lancelot, wrestling person "The Rock", etc.) PC: ~~Simple Majority Vote~~Coordinator Approval; NPC: ~~Simple Majority Vote~~Coordinator Approval
 - i. Unique Characters
 - ii. Named Characters
- d. **VERY RARE:** Characters of very small groups in the World of Darkness. Creatures of very extreme power levels. PC: ~~2/3 Majority Vote~~Coordinator Approval; NPC: ~~Simple Majority Vote~~Coordinator Approval
 - i. Very Rare Vampire Listings
 - 1. Kiasyd
 - 2. Old Clan Tzimisce
 - 3. True Brujah
 - 4. Nagaraja
 - 5. Salubri Healers
 - 6. Cappadocians
 - 7. Tremere Antitribu
 - 8. Sons of Discord
 - 9. Vampiric Children of Osiris
 - 10. Setite Tlacique
 - 11. Ahrimanes
 - 12. Anda
 - 13. Lhiannon
 - 14. Noiad
 - 15. Lamia
 - 16. Kindred of the Ebony Kingdom Laibon/Legacies
 - a. Guruhi
 - b. Ishtarri
 - c. Kinyonyi
 - d. Naglopers
 - e. Osebo
 - f. Shango
 - g. Xi Dundu
 - h. Mla Watu
 - i. Nkulu Zao

- ii. Very Rare Revenant Listings
 - 1. Ducheski Family Revenants
 - 2. Basarab Family Revenants
 - 3. Danislav Family Revenants
 - 4. Vlaszy Family Revenants
 - 5. Khavi Family Revenants
 - 6. Krevcheski Family Revenants
- iii. Very Rare Mage Listings
 - 1. Sphere 6+ Mages
- iv. Very Rare Wraith Listings
 - 1. Ferrymen
- v. Very Rare Mummy Listings
 - 1. Non-Standard Mummies
 - a. Incorporates Ishmaelites, Cabiri, Asek-Sen, Capococoha, and Wu T'ian.
- e. EXTRAORDINARY: Includes characters of uncommon groups in the World of Darkness. Characters worthy of oversight and judicious appearance. PC: ~~Simple Majority Vote~~ Coordinator Approval; NPC: Coordinator Approval
 - i. Extraordinary Changing Breed Listings
 - 1. Abominations
 - 2. Non-Garou walking the Spiral
 - a. Non-Garou characters walking or having walked the Black Spiral (aka Shattered Labyrinth or Black Spiral Labyrinth) of Malfeas.
 - 3. Lost Tribal and Breed Gifts
 - a. Any character who learns a gift 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).
 - 4. Lost Tribal and Breed Rites
 - a. Any character who learns a 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).
 - 5. Near-Extinct and Extinct Changing Breeds
 - a. Ajaba
 - b. Apis
 - c. Bubasti
 - d. Camazotz
 - e. Ceilican
 - f. Grondr
 - g. Khara
 - h. Croatan
 - i. Bunyip
 - j. White Howlers
 - i. Including Throwbacks

- a. Any non-Kuei-Jin vampire who, through whatever means, changes their Clan.
 - i. 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.
 - ii. 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.
- iii. Rare Changing Breed Listings
 - 1. Extended Play Supernatural Possessed
 - a. Extended Play for the purposes of this bylaw is considered to be continued play beyond 6 months from the date the character comes to fall under one of these categories. A PC falling in this category must be propped for vote in a manner that lets the vote occur prior to the 6 month point or must be shelved from the 6 month point until the vote is completed.
 - b. Supernatural Possessed: Any supernatural entity (including Vampires, Dhampyrs, all Changing Breeds, Mages, Changelings, Imbued Hunters, Mummies, and Kuei-jin) possessed by a Triatic or Gaian Spirit, 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. This category specifically does not include any creature defined elsewhere in the bylaws as Semi-Supernatural.
 - i. Triatic Spirits are defined as Sprits of the Weaver, Wyld, or Wyrm.
 - ii. All Supernatural and human Gorgons are hereby prohibited as, by definition, Gorgons are created exclusively from naturally occurring animals, plants, or minerals.
- iv. Rare Mage Listings
 - 1. Marauders
 - 2. Nephandi
- v. Rare Wraith Listings
 - 1. PC Supernatural to PC Wraith
 - 2. Risen
- vi. Rare Changeling Listings
 - 1. Unusual Selkies

- a. Those in chronicles that do not border a sea or ocean
 - vii. Rare Demon and Infernal Listings
 - 1. Out of Parent Genre powers as Infernal Investments for NPCs
 - viii. Rare Mummy Listings
 - 1. Standard Mummies
 - a. Incorporates new mummies, Imkhu, and other Shemsu-Heru
 - ix. Rare Other Listings
 - 1. Unusual True Faith
 - a. Meaning: ANY appearance of True Faith in a religion that is NOT of a major, established, recognized sect. (example: True Faith in Buddha is not R&U, but True Faith in Chuthulu would be.)
- g. UNUSUAL: Includes characters that push genre boundaries, or are rare in genre.
 - PC: Coordinator Approval; NPC: Coordinator Approval
 - i. Unusual Abilities, Merits, and Flaws
 - 1. Merits and Flaws
 - a. Gangrel Extinct Animal Form Flaw
 - b. Setite Merits and Flaws
 - i. Agent of Prophecy Merit
 - ii. Apostate Merit
 - iii. Nameless Flaw
 - c. Ravnos Merits and Flaws
 - i. PCs with Merit Family Allegiance (Ravnos)
 - ii. Clan Friendship: Ravnos
 - iii. Renascut Merit
 - d. Salubri Merits and Flaws
 - i. Adonai's Disgrace Flaw
 - ii. Bleeding by the Code Merit
 - e. Blessed Merit (as per Sins of the Blood pg 102)
 - i. This Merit is governed by the Demon Coordinator and requires Demon Coordinator Approval
 - ii. Sabbat members of the Inquisition or the Order of St. Blaise must acquire Sabbat Coordinator approval for this merit.
 - f. Dual-Blooded Assamite Merit
 - g. Infernal Merits and Flaws
 - i. Demonic Heritage: Laham Merit
 - ii. Demonic Tutor
 - iii. Unbound Diabolist Merit
 - h. Merit: Long Term Prince (Camarilla)
 - i. PCs with the Reputation Merit
 - i. The purpose of this proposal is to reflect and regulate the nature of a merit that has come to represent how well a character is known throughout

the organization as a whole, as opposed to within their home chronicle or region alone.

- ii. Requires approval of the appropriate Sect Genre Coordinator (i.e. Camarilla Coordinator for Camarilla vampires, Sabbat Coordinator for Sabbat vampires, Anarch Coordinator for Anarch vampires)

2. Abilities

- a. Babel
- b. True Enochian Linguistics (Sabbat)
- c. Rending
- d. Lore
 - i. Non-Anarchs with Anarch Lore 4+
 - ii. Anarch Lore 5
 - iii. Non-Sabbat with Black Hand Lore
 - iv. Sabbat with Black Hand Lore 3+
 - v. Non-Brujah with Brujah Lore 4+
 - vi. Brujah Lore 5
 - vii. Ventrue Lore 4+ for Non-Ventrue
 - viii. Ventrue Lore 5+
 - ix. Nosferatu Lore 3+ for a non-Nosferatu
 - x. SchreckNET Lore of any level for a non-Nosferatu
 - xi. Warrens Lore of any level for a non-Nosferatu
 - xii. Non-Assamites with Assamite Lore 5 and higher
 - xiii. Salubri Lore
 - 1. Referring to True Salubri, not Salubri Antitribu
 - xiv. Baali Lore
 - xv. Ravnos Lore 4 or higher for non-Ravnos
 - xvi. Daitya Lore 3+
 - xvii. True Brujah Lore
 - xviii. Fallen Lore
 - xix. Non-Wraith PC with Wraith Sect/Guild Lore 4+
 - xx. Wraith PC with Wraith Sect/Guild Lore 5+
 - xxi. Gypsy Lore 4 and 5

ii. Unusual Vampire Listings

1. Clans and Bloodlines

- a. Baali
 - i. Including Baali Apostates via the Merit
- b. Blood Brothers
- c. Lasombra Antitribu
- d. Non-Sabbat Lasombra
- e. Tremere
 - i. Standard Tremere
 - ii. Anarch Tremere

- iii. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
- iv. Non-Standard Tremere
 - 1. Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeran, or Vicissitude as an In-Clan Discipline). The Tremere Coordinator will seek approval from the Salubri or Tzimisce Coordinators before approving Tremere with the Throwback Flaw.
- v. Telyavic Tremere
 - 1. Telyavic Tremere are defined as Tremere who have replaced Dominate with Presence and/or practice Sielanic Thaumaturgy.
- f. Gangrel Bloodlines
 - i. Ghost Singers
 - ii. Mariner Gangrel
 - iii. Greek Gangrel
 - iv. City Gangrel Embraced outside of Americas
 - v. City Gangrel Embraced before 1870
- g. Unusual Caitiff/Pander
 - i. This defines any Caitiff or Pander that has clan-specific disciplines as their chosen “in-Clan” disciplines, per Character Regulation Bylaw 7.C. The appropriate Coordinator is the Coordinator for the Clan the special discipline belongs to.
- h. Harbingers of Skulls
- i. Gargoyle Variants
 - i. Any Gargoyle that is mechanically different from those presented in Laws of the Night: Guide to the Camarilla
 - ii. Any Gargoyle that is not a member of the Anarchs or the Camarilla, or an Autarkis, is considered a variant as well.
 - iii. Any Gargoyle that continues to serve Clan Tremere and is not considered "Free".
- j. Daughters of Cacophany
- k. Assamite Listings
 - i. Assamite Sorcerers
 - ii. Assamite Loyalists
 - iii. Sabbat Assamite Viziers
 - iv. Assamite bloodlines
 - 1. Bedouin Warriors
 - 2. Byzantine Viziers
 - 3. Web of Knives
- l. Ravnos Listings

- i. Ravnos NPCs of 8th generation or lower
 - ii. Ravnos of Gypsy or Indian lineages
 - iii. Pre-Week of Nightmares Ravnos
 - iv. Pre-Week of Nightmares Ravnos antitribu
 - v. Davana Ravnos
 - vi. Renascut Bloodline
 - m. Hajj
 - n. Dominate Malkavians
 - i. Any Malkavian (including the antitribu) with the Dominate Discipline in-clan, either due to having such a sire, or due to some "throwback" effect at Embrace.
 - o. 7th Generation or lower Samedi NPCs
 - p. Brujah: The Changed
 - i. Kairos
 - ii. The Dispassionate
 - iii. Special Cases
 - q. Salubri Warriors
 - i. Modern Warriors
 - ii. Original Warriors
 - iii. Non Warrior Salubri to Salubri Warrior
 - r. Wu Zao
 - i. Scholars
 - ii. Thieves
 - s. al-Amin
 - i. Healers
 - ii. Warriors
 - t. Children of Damballah
 - u. Nictuku
 - v. Kindred of the Ebony Kingdom Laibon/Legacies
 - i. Akunase
 - w. Tzimisce Kolduns
 - x. Samedi
2. Disciplines
- a. Non Daughters of Cacophony with Melpominee
 - b. Any non-Ravnos Learning Advanced Chimestry (or higher)
 - c. Out of Clan Obtenebration for Non Sabbat Members
 - d. Non-Sabbat with Valeren Discipline
 - e. NPCs teaching Advanced Thanatosis
 - f. Non-Gargoyles with the Discipline: Visceratika
 - g. Non-Gargoyles with the Discipline: Flight
 - h. Non Kiasyd with Mytherceria
 - i. Obeah
 - j. Spiritus
 - k. Ogham
 - l. Abombwe

- m. Advanced (or higher) Temporis
- n. Kineticism (Sabbat)
- o. Mortis
- 3. Combination Disciplines and Discipline Techniques
 - a. Anarch Combination Disciplines taught to non-Anarch player characters
 - i. Aspect of the Beast
 - ii. Badger's Hide
 - iii. Call Upon the Blood
 - iv. Chaos Fold
 - v. Give 'em Hell
 - vi. Guardian Vigil
 - vii. King of the Hill
 - viii. Memory Rift
 - ix. Retain the Quick Blood
 - x. Sensory Overload
 - xi. Seventh Chinese Brother
 - xii. Smiling Jack's Trick
 - xiii. Suck It Up
 - xiv. Tenebrous Veil
 - b. Sabbat Combination Disciplines
 - i. Sabbat Faction Combination Disciplines for Non-Faction members of the appropriate Factions
 - ii. Regionally Important Sabbat Faction Combination Disciplines
 - iii. Nationally Important Sabbat Faction Combination Disciplines
 - c. Brujah Combination Disciplines
 - i. Non-Brujah Learning Brujah Only Combination Disciplines
 - 1. Pulse of Undeath
 - 2. Burning Wrath
 - 3. Iron Heart
 - 4. Scourge of Alecto
 - 5. Iron Glare
 - ii. Dark Age Brujah Combination Disciplines
 - 1. Command the Wary Steed
 - 2. Espirit De Corps
 - 3. Quicksilver Contemplation
 - d. Gangrel Combination Disciplines
 - i. Aura of the Accursed Rage
 - ii. Beast's Vigor
 - iii. Bear Skin
 - iv. Enhance the Wild Ride
 - v. Ennoia's Mastery
 - vi. Fenris Talons

- vii. Loki's Gift
- viii. Read the Winds
- ix. Shared Entombment
- x. Shattered Fog
- xi. Stone Meld
- xii. Wild Heart
- xiii. Wintering
- xiv. Development of Custom Combination Disciplines using the Disciplines Protean, Abombwe, Spiritus, and/or Ogham.
- e. Nosferatu Combination Disciplines
 - i. Animal Magnetism for a non-Nosferatu
 - ii. Blood Apocrypha for a non-Nosferatu
 - iii. Feral Imbuing for a non-Nosferatu
- f. Toreador Combination Disciplines
 - i. Soul Painting
 - ii. Focused Reflexes
- g. Ventrue Combination Disciplines
 - i. Ventrue Combination Powers taught to non-Ventrue
 - 1. Approximation of Loyalty Absolute
 - 2. Aura of Inescapable Truth
 - 3. Denial of Aphrodite's Favor
 - 4. True Tongue
 - 5. Distant Friend
 - 6. Lifesong
- h. Ravnos Combination Disciplines
 - i. Custom Discipline Techniques and combination disciplines which require Chimestry as a pre-requisite.
 - ii. Scourge of the Thrall
 - iii. Nightmare Curse
 - iv. Craft Ephemera
- i. Baali Combination Disciplines
 - i. Combination Disciplines or Discipline Techniques requiring Daimoinon for non-Baali
- j. Tzimisce Clan Combination Disciplines
 - i. Birth the Vozhd
 - ii. Unchain the Wrathful Beast
 - iii. Sculpt the Flowing Wound
 - iv. Jaws of the Dragon
 - v. Becoming Kupala
 - vi. Flaying Touch
 - vii. Shape of All Beasts
 - viii. Conquering Blood
- 4. Blood Magic
 - a. Out of Clan Blood Magic

- i. Obtained through Coordinator Approval of the Clan Coordinator that claims it (Stated in parentheses next to the Blood Magic types above).
 - 1. Non-Tremere with Hermetic Thaumaturgy (Tremere)
 - 2. Non-Assamite Sorcerers with Assamite Sorcery/ Sihr/Dur-An-Ki (Assamite)
 - 3. Non-Serpents of the Light with Wanga (Setite)
 - 4. Non-Giovanni or Harbringers of Skulls with Western Necromancy (Giovanni)
 - 5. Non-Samedi or Serpents of the Light Voudoun Necromancy (Samedi)
 - 6. Non-Koldunist Tzimisce with Koldunism (Tzimisce)
 - 7. Non-Tacique with Nahuallotl (Setite)
 - 8. Non-Lasombra with Abyss Mysticism (Lasombra)
 - 9. Non-Daitya with or Rakta-Sadhu Ravnos with Sadhana (Setite or Ravnos)
 - 10. Non-Setites with Akhu (Setite)
 - 11. Any PC or NPC with Mastery Ways (Tzimisce)
- b. Sielanic Thaumaturgy
- c. Anarch Curses
 - i. Death Wrath
 - ii. A Curse Upon Thy House
 - iii. Mark of the Beast
- d. Ravnos Ratka-Sadhus
- e. Sabbat Sadhana Users (see Setite Sorcery Packet)
- f. NPCs with Sadhana
- g. Sabbat Inquisitor Only Rituals
 - i. The Thaumaturgical Rituals created by and used exclusively by the Sabbat Inquisition are unavailable for those outside the Sabbat Inquisition.
- h. Black Hand Aljutori
- i. Natib Athirat
- j. Lasombra Abyss Mystics
- k. Bacaban/Judicium Thaumaturgy
- l. Player Created Abyss Mysticism Rituals
- m. Tremere with Dark Thaumaturgy
- n. Possessing Old Skool Anarch Sorcery
- o. Possessing New Age Anarch Sorcery
- p. Possessing Punk Anarch Sorcery
- q. Possessing Hacktivism Anarch Sorcery (Anarch and Tremere Coord Approval)

5. Assamite Ranks and Factions
 - a. Non-Assamites Converts to Clan Assamite
 - b. Assamite PCs starting at Rank 1+
 - c. Assamite PCs advancing to Rank 4 and 5
 - d. An Assamite converting from Schismatic to Loyalist, or vice versa.
 - e. Dispossessed to Loyalist: An Assamite converting from Dispossessed to Loyalist is registered simply as "Assamite Loyalists."
6. Perfect Infiltrators
 - a. Tremere
 - i. A perfect "Tremere infiltrator" is any non-Tremere character that is attempting to have a "Sire" or "Superior" in the clan cover for them as a member of House & Clan, or impersonate/replace/pose as a Tremere well enough to not arouse suspicion.
 - b. Nosferatu
 - c. Assamite
 - d. Giovanni
 - i. A perfect "Giovanni infiltrator" is any non-Giovanni character that is attempting to circumvent the Clan Advantage by having a "sire" in the clan cover for them that follows with the Clan's Lineage or impersonate/replace/pose as a Giovanni well enough to not arouse suspicion.
 - e. Ventrue
 - i. A perfect "Ventrue infiltrator" is any non-Ventrue character that is attempting to circumvent the Clan Advantage by having a 'sire' in the clan cover for them that follows with the Clan's Lineage or impersonate/replace/pose as a Ventrue well enough to not arouse suspicion.
7. Sabbat Factions Listings
 - a. General Sabbat Factions
 - i. Regionally Important Sabbat Faction PCs
 - ii. Nationally Important Sabbat Faction PCs
 - iii. Sabbat Faction Leaders
 - iv. Sabbat Faction Memberships Background 4+
 - v. Sabbat Faction Combination Disciplines for Non-Faction members of the appropriate Factions.
 - vi. Regionally Important Sabbat Faction Combination Disciplines
 - vii. Nationally Important Sabbat Faction Combination Disciplines
 - viii. Sabbat Faction Ritae for Non-Faction members of the appropriate Factions

- ix. Sabbat Faction Infiltration
 - x. Nationally Important Sabbat Faction Members leaving their Faction
 - b. Occult Underground
 - i. Ah Nakom School
 - c. Order of St. Blaise
 - i. The Legion Congregation
 - d. Children of the Dracon
 - i. Dragon Blooded
 - e. Sabbat Inquisition
 - i. Membership into the Faction
 - f. Black Hand
 - 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
 - g. Infernal
 - i. Joining the Associates
 - h. Cult of Lilith
 - i. Deimos: The Path of the Four Humors
 - i. Tal'Mahe'Ra
 - i. Joining the Tal'Mahe'Ra
 - ii. Leaving the Tal'Mahe'Ra
 - iii. Tal'Mahe'Ra Kashshaptu
 - iv. Guarded Rubics
 - v. Chatterlings
 - j. Ranks and Titles
 - i. Paladins
 - ii. Priscus
 - iii. Templars to Cardinals, Prisci, Consistory Members or the Regent
- 8. Salubri Listings
 - a. Bleeding Rituals
 - i. Tracker's Mark
 - ii. Blessing of the Name
 - iii. Shattering the Chains
 - iv. Samiel's Disdain
 - v. Guard Against the Adversary
 - vi. PC or NPC made Rituals
 - b. Choir Ranks
 - i. Ophanim
 - ii. Cherubim
- 9. Roads and Paths of Enlightenment
 - a. Camarilla Vampires on Sabbat Paths of Enlightenment

- i. Path of Feral Heart
 - ii. Path of Caine
 - iii. Path of Cathari
 - iv. Path of Death and the Soul
 - v. Path of Honorable Accord
 - vi. Path of Lilith
 - vii. Path of Metamorphosis
 - viii. Path of Night
 - ix. Path of Orion
 - x. Path of Power and the Inner Voice
 - xi. Path of Redemption
 - b. Gangrel Paths of Enlightenment
 - i. Path of the Hunter
 - ii. Path of the Nomad
 - iii. Path of Via Einherjar
 - iv. Path of Via Aesirgard
 - c. Non-Sabbat Gangrel on Sabbat Paths of Enlightenment
 - i. Path of Caine
 - ii. Path of Honorable Accord
 - iii. Path of Orion
 - d. Non-Assamites on Path of Blood
 - e. Camarilla members on, or any variation, of the Path of Paradox. This applies to both Eastern and Western, and any variations of such.
- 10. Camarilla with the Gaijin/Gweilo or Court Appointment Merits
 - a. Characters with the Gaijin/Gweilo Merit and/or the Court Appointment Merit: Any character with the Gaijin/Gweilo Merit and/or the Court Appointment Merits as detailed on page 121-122 of Laws of the East.
- 11. Einherjar
- 12. Sect Defectors
 - a. Any Vampire character who is not a part of their default Vampire sect. For the purposes of defining sect they are as follows: Camarilla, Sabbat, Anarch, Independent, Ashiraa, Laibon, Jati, and Inconnu.
 - b. The following clans and bloodlines are considered the default under each sect listing below. Some may be listed twice or more; as they are present in more than one sect. This is to represent what is default in multiple sects, and those that are listed count if NOT part of one of their listed default sects. Sect Defection requires the approval of the appropriate Clan Coordinator and Sect Coordinators (both leaving and entering if viable).
 - i. Anarch:
 - 1. Assamite
 - 2. Brujah

3. Caitiff
4. Dispassionate
5. Dominate Malkavians
6. Gangrel
7. Gargoyle
8. Kairos
9. Lasombra (Anarch Line Only)
10. Malkavian
11. Nosferatu
12. Ravnos
13. Renascut
14. Toreador
15. Tremere
16. Tryphosans
17. Ventrue

ii. Ashiraa

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

1. Assamites
2. Banshee
3. Brujah
4. Caitiff
5. Daughters of Cacophony
6. Dispassionate
7. Dominate Malkavians
8. Gangrel
9. Gargoyle
10. Kairos
11. Lasombra Antitribu
12. Malkavians
13. Nosferatu
14. Renascut
15. Toreador
16. Tremere
17. Tryphosans
18. Ventrue

iv. Inconnu

1. Assamite
2. Brujah
3. Followers of Set
4. Gangrel
5. Cappadocian
6. Lasombra
7. Malkavian
8. Nosferatu
9. Ravnos
10. Toreador
11. Salubri
12. Tzimisce
13. Ventrue

v. Independent

1. Anda
2. Angellis Ater/Azaneal
3. Assamite
4. Baali
5. Bushi
6. Cappadocian
7. Children of Osiris
8. Daughters of Cacophony
9. Dispassionate
10. Followers of Set
11. Gaki
12. Gangrel
13. Gargoyle
14. Giovanni
15. Greek Gangrel
16. Kairos
17. Lamia
18. Lhiannan
19. Mariner Gangrel
20. Nagaraja
21. Niktuku
22. Noiad
23. Old Clan Tzimisce
24. Renascut
25. Salubri
26. Samedi
27. Telyavelic Tremere
28. Tlacique
29. True Brujah
30. Warrior Setites
31. Wu Zao

vi. Jati

1. Danava
2. Trima
3. Daitya
4. Brahman Ravnos

vii. Laibon

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

1. Ahrimanes
2. Assamite Antitribu
3. Blood Brothers
4. Brujah Antitribu
5. City Gangrel
6. Country Gangrel Antitribu
7. Dispassionate
8. Harbingers of Skulls
9. Kairos
10. Kiasyd
11. Kolduns
12. Lasombra
13. Malkavian Antitribu
14. Nosferatu Antitribu
15. Panders
16. Ravenous
17. Ravnos Antitribu
18. Renascut
19. Salubri Antitribu
20. Serpents of the Light
21. Toreador Antitribu
22. Tremere Antitribu
23. Tzimisce
24. Ventrue Antitribu

13. Setite Clan Positions for PCs

a. Heirophant

- b. Lieutenant
 - c. Captain
14. Ventrue Ranks, Societies, and Prestige
- a. Ventrue Society or Order Membership
 - i. Membership, Promotion, and Demotion in Ventrue Societies or Orders, including:
 - 1. Public Societies
 - a. The Hague
 - 2. Major Societies and Orders
 - a. Assembly of Colors, membership beyond the first tier (which is covered under Section 3.H.ii.8.a.)
 - b. Knights of the Blood
 - c. White Cross, membership beyond the first tier (which is covered under Section 3.H.ii.8.a.)
 - 3. Major Antitribu Orders
 - a. Black Cross, membership beyond the first tier (which is covered under Section 3.H.ii.8.a.)
 - b. Knights of the Blood (Antitribu), membership beyond the first tier (which is covered under Section 3.H.ii.8.a.)
 - 4. Exclusive Societies and Orders
 - a. Crimson Sceptre
 - b. Ermine Robe
 - c. Hawk Royale
 - d. Procuratori
 - e. Sisterhood of Amastris, membership beyond the first tier (which is covered under Section 3.H.ii.8.a.)
 - b. Ventrue Clan Prestige (Dignitas)
 - i. PCs or NPCs with Clan Prestige: Ventrue at level 4 or higher.
 - ii. NPCs starting with more than 6 Dignitas Recognitions.
 - iii. PCs starting with more than 1 Dignitas Recognition.
 - iv. PCs or NPCs earning any of the following Dignitas Recognitions.
 - 1. Alph
 - 2. House
 - 3. Laurel Crown
 - 4. Lineage
 - 5. 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. House
 7. Iron Circlet Devoted
 8. Jade Badge
 9. Light Bringer
 10. Peerage
 11. Proctor
 12. Procurator
 13. Puppet's Hand
 14. Surname
 15. Sword Renowned
 16. Tainted
- vi. Creation of Custom Dignitas Recognitions.
- c. Ventrue Clan Positions & Titles
 - i. Clanwide Positions & Titles, including:
 1. Directors / Ephors
 2. Elders / Strategoi
 3. Troubleshooters / Lictors
 4. Agents at Large / Tribunes
 - ii. Regional Positions & Titles, including:
 1. Managers / Praetors
- 15. Baali Hive Mother creation outside of the Swarm Embrace
- 16. Non-Giovanni adopted into Clan Giovanni
- iii. Unusual Revenant Listings
 1. Marijava Family Revenants
 2. D'habi Family Revenants
 3. Ducheski Family Revenants in service to House Arcanum
 4. Rafastio Family Revenants
 5. Enrathi Family Revenants
- iv. Unusual Changing Breed Listings
 1. Skin Dancers
 2. Geographically Inappropriate Bastet
 - a. Bastet not in areas listed as appropriate to type listed in Geographically Appropriate Bastet (excluding those varieties listed as higher in rarity level in this document). Location for the purposes of this Bylaw is the IC location of the game in which the Character is located. If the Character is created in a Geographically Appropriate location and then transfers to a Geographically Inappropriate location they will need to go through the

R&U process for Geographically Inappropriate Bastet before the transfer is completed.

3. Hengeyokai
 - a. Any Changing Breed from the Beast Courts
 - b. Any Eastern versions of the standard Tribes (Tengu, Hakken, etc)
4. Former Erebus Resident
5. Grand/Great/Bane Klaives
 - a. All Grand, Great, and Bane Klaives, regardless of how they are acquired in game will need Coordinator Approval.
6. Restricted Garou Camps
 - 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
7. Special Kinfolk
 - a. A Special Kinfolk is defined as a character with the Supernatural Kinfolk Merit or that is considered to be Kinfolk (via the Kinfolk Merit, genetic relation, or other effects), excepting basic Mortals. The Supernatural Kinfolk Merit requires approval from the Changing Breeds Coordinator and the Coordinator of the appropriate creature type. This specifically does not include Numina or Hedge Magic.
- v. Unusual Mage Listings
 1. Disparate/Craft Mages
 2. Grimoires and Principae
- vi. Unusual Changeling Listings
 1. Kinain with non-Changeling supernatural powers or traits other than Numina and Hedge Magic.
 2. Chronos Art
 3. Naming Art
- vii. Unusual Demon and Infernal Listings
 1. Infernal Cults including Advantages or Disadvantages
 2. Infernal Ranking Background
 3. Infernal Investments
 - a. Infernal Investments of Rarity 3
 - b. Custom Infernal Investments
 - c. Investments not defined in the document OWbN Infernalism: Guide to the Infernal
 4. Removing, Escaping or Undoing Infernal Pacts
 - a. This includes any method by which a character is able to break free of his or her Pacts. It will take Demon

Coordinator approval to remove, escape or undo any
Infernal Pact.

5. Diabolism
6. "Rebirth" from Hell of a PC.
7. Demons of the following Type:
 - a. Rank 6+
 - b. Earthbound
8. Creation of a custom power or item which allows the user to detect Infernalism
9. Combination Disciplines learned by Non-Infernalists
- viii. Unusual Kuei-Jin Listings
 1. Akuma (Political, Lesser, Greater)
 - a. Political Akuma will be 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 will be 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 will be defined as anyone who used the Ritual the Pact of Ebony and Scarlet Jade(or equivalent effect) to sell their soul wholesale to the Yama Kings.
 2. Dharma 6+ Kuei-Jin
- ix. Unusual Mummy Listings
 1. Udja-Sen Mummies
- x. Unusual Other Listings
 1. PCs with history involving Coordinator or Canon NPCs
 2. PCs with Samedji (Ravnos)
 3. Supernatural Gypsies
 - a. Gypsies who possess supernatural powers or arts through the use of blood affinities or other gypsy magic. Any gypsy character who possess any blood affinities, blood purity, a charmed samadji (piece of draba that grants supernatural abilities), etc. is considered to be classified as a supernatural Gypsy.
 4. Supernaturals with Hedge Magic/Numina
 - a. Unless part of a canon group that specifically allows the use of Hedge Magic/Numina, no major supernatural type (Vampire, Werewolf, Mage, Changeling, etc.) may possess Hedge Magic/Numina. If the character is part of a group that is able to utilize these abilities (Uktena Path Dancers, Bubasti, Runewise Gangrel, etc) that character must obtain Coordinator approval from their appropriate Genre Coordinator unless more stringent R&U guidelines apply.
- h. UNCOMMON: Includes characters that should be monitored for genre adherence.
PC: Notification to Coordinator; NPC: Notification to Coordinator
 - i. Uncommon Abilities, Merits, and Flaws

1. NPCs with the Reputation Merit
2. Characters with Clan Enmity or Clan Friendship
3. Anarch Notoriety Flaw
4. Salubri Antitribu Merit: Born Again Warrior
5. Abilities
 - a. Anarchs possessing Anarch Lore 4
 - b. Brujah with Brujah Lore 4
 - c. Ventrue with Ventrue Lore 4
 - d. Non-Assamite PCs with Assamite Lore 4
 - e. Non-Wraith PC with Wraith Lore 4+
 - f. Wraith PC with Wraith Lore 5+
- ii. Uncommon Vampire Listings
 1. Clans and Bloodlines
 - a. Gargoyles
 - b. Warrior Setites
 - i. Setites with Potence in clan as opposed to Obfuscate
 - c. Post Week of Nightmares Ravnos
 - d. Assamite Leopards of Zion
 - e. Assamite Sisterhood of the Erinyes
 - f. Malkavian Bloodlines
 - i. Ravenous
 - ii. Tryphosan
 2. Disciplines
 - a. Non-Salubri with Valeren 5: Vengeance of Samiel
 3. Combination Disciplines and Discipline Techniques
 - a. Malkavian Combination Disciplines
 - i. Characters learning a combination discipline including Dementation as one of the powers who is not a Malkavian.
 - b. Combination Disciplines or Discipline Techniques requiring Valeren and/or Obeah.
 - c. Non- Tzimisce with the Combination Discipline Soul Decoration
 - d. Education of custom combination disciplines developed by Gangrel and/or using the Disciplines Protean, Abombwe, Spiritus, and/or Ogham.
 4. Neo-Einherjar
 5. Dispossessed Assamite to Schismatic Assamite
 - a. An Assamite converting from Dispossessed to Schismatic.
 6. Sabbat Factions and Ranks
 - a. Courts of Blood
 - b. Locally Important Sabbat Faction PCs
 - c. Sabbat Faction Regionally Important NPCs

- i. NPCs of the Regionally Important “Rank” of a Sabbat Faction are required to be notified to the Sabbat Coordinator.
 - d. Leaving a Sabbat Faction
 - i. A member of the Sabbat who leaves one Sabbat Faction they have joined to at least the locally important level. Those who do such are required to be notified the Sabbat Coordinator. See Sabbat Faction Packet.
- 7. Salubri Listings
 - a. Choir Rank: Angel
 - b. Choir Rank: Archangel
- 8. Ventrue Society or Order Membership
 - a. Membership in the following Ventrue Societies or Orders at the lowest membership tier (higher membership tiers are covered under Section 3.G.ii.17.a.1.):
 - i. Major Societies and Orders
 - 1. Assembly of Colors
 - 2. White Cross
 - ii. Major Antitribu Orders
 - 1. Black Cross
 - 2. Knights of the Blood (Antitribu)
 - iii. Exclusive Societies and Orders
 - 1. Sisterhood of Amastris
- 9. Custom Content for Player-Characters
 - a. Custom Content is defined as anything added to a character sheet or OWbN Document or Packet which has not been printed in a White Wolf/Onyx Path/CCP book. The following sections specify which types of Custom Content are regulated, and the requirements for creating and learning. Some Custom Content may be regulated by other Bylaws; in the case a Custom Content item is restricted elsewhere, that restriction shall be considered in addition to the regulations defined below:
 - b. Creating Custom Content
 - i. Blood Magic, including both Paths and Rituals
 - 1. Requires the previous approval of the appropriate Coordinator for the Blood Magic in accordance with each paradigm's OWbN-approved documentation and the Coordinator Bylaws (Section 3.C.ii.6.a)
 - ii. Disciplines, Combination Disciplines and Discipline Techniques
 - 1. Notified to the Coordinator responsible for the Clan of the character creating the

Discipline or Combination Discipline (also known as Discipline Techniques)

- a. For Combination Disciplines which require a component of either Blood Magic or a proprietary Discipline, Notification to the appropriate Coordinator for the Clan of the character and the Coordinator responsible for the Blood Magic or proprietary Clan
 - b. Instead of a Clan Coordinator, Caitiff/Panders use their appropriate Sect Coordinator
- iii. Paths of Enlightenment, including customized versions of existing/printed Paths of Enlightenment
1. Notified to the Sect Coordinator appropriate to the character. For members of Independent Clans who are not part of a Sect, notification is to the Coordinator responsible for the character's Clan. These Clans are as follows:
 - a. Assamites
 - b. Baali
 - c. Followers of Set
 - d. Gangrel
 - e. Giovanni
 - f. Ravnos
 - g. Samedi
- iv. Ritae: Notified to the Sabbat Coordinator
1. Only Ritae with mechanical advantages are required to be Notified
- c. Learning Custom Content
- i. Player-Characters learning any Custom Content (specified in the above Section, b.) previously created by another Character
 1. If a PC learns Custom Content which has not been previously Notified (for example, from an NPC), in addition to the learning, the PC will be required to Notify the Custom Content as well (as specified in the above Section, b.)
 - ii. The Notification of this learning must include the name of the character who is teaching the Custom Content
- iii. Uncommon Revenant Listings
1. Oprichniki Family Revenants

- iv. Uncommon Changing Breed Listings
 - 1. Learning of Rite of the Death Bear by Gurahl
 - 2. Geographically Appropriate Bastet
 - a. Bastet of tribes listed below where the game's IC location is in the same location as the Bastet tribal location. All Bastet are at least Coord Approval unless listed as a higher rarity elsewhere in this document.
 - b. Bagherra - Africa, Middle East, South Asia
 - c. Balam - Central and South America
 - d. Non-Hengeyokai Khan - India and Nepal
 - e. Pumonca - North America and Andes Mountains
 - f. Qualmi - North America above 41 degrees latitude
 - g. Simba - Africa and India
 - h. Swara - Southern Africa
 - 3. Gurahl
- v. Uncommon Changeling Listings
 - 1. Standard Selkies
 - a. Those in chronicles that border a sea or ocean.
 - 2. Ghille Dhu
 - 3. Faerie Blood 3 for a PC
 - 4. Faerie Blood 4 for a PC
 - 5. Faerie Blood 5 for a PC
- vi. Uncommon Demon and Infernal Listings
 - 1. The creation of a Demon of Rank 5 or less
 - 2. Demonic Interaction that results in the establishment of a Pact or the performance of a Service (either one-time or reoccurring) for a player-character
 - 3. Infernal Investments, including:
 - a. Investments of Rarity 2
 - b. Characters utilizing the Investment: Relentless
- vii. Uncommon Other Listings
 - 1. Standard True Faith
 - 2. Assamite PCs advancing to Rank 3
- i. NOTEWORTHY: Characters of groups that, while not of a category that would warrant council intervention, should be tracked for the purposes of population-keeping and genre maintenance. PC: Logged with the Archivist; NPC: Logged with the Archivist prior to second appearance
 - i. Noteworthy Vampire Listings
 - 1. Unusual Enlightened
 - a. Incorporates those on the Path of Harmony and on other out-of-genre paths.
 - ii. Noteworthy Mummy Listings
 - 1. Mummy Cultists
 - a. Incorporates members of the Cult of Isis, the mortal Children of Osiris and the Amkhat.

- j. SPECIAL CASES: The following character types have unique handling procedures. Each has been dealt with by separate council policies, and as such, appears on the R&U list and should be tracked as R&U characters.
 - i. Vampires 6th generation or better
 - 1. NPCs must either be notification or voted upon, at the Genre Coordinator's discretion. PCs are not permitted.
 - ii. The Red List
 - 1. Shall be under the joint control of the clan of which the character was embraced and the clan that claims trophy.
 - iii. White Wolf Locations
 - 1. The chronicle wishing for the location must notify Council two weeks (or more) prior to usage.
 - a. Provided there are no objections, the chronicle may utilize the location from that point onward.
 - b. If objection is made, a vote may be called for forbidding the chronicle from utilizing the location. The chronicle may not use that location until the voting is settled.
 - iv. White Wolf Items
 - 1. Specific unique objects mentioned in the White Wolf books (such as the True Cross, Siklos, or Heshia the Setite's personal lap-top computer) require strict council approval.
 - 2. The chronicle wishing for such an object must present a request to the OWBN Council, detailing why the object is necessary for the plot, 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. If the plot goes awry and said object ends up in the hands of a player, Council will either inform the player that the object "disappeared one day" (or some other such line), or will appoint a liaison (such as the nearest coordinator) to monitor the use of the object, if it is deemed unobtrusive to the integrity of OWBN continuity.
 - b. Alternately, Council may simply decide to allow the object to be released freely into the hands of the chronicle, with no stipulation for later taking it back out of play. This may be specified before release of the object, or in response to plot development. Note that in allowing a chronicle to have, even temporarily, an object, OWBN is allowing for the possibility that said object may be destroyed, harmed, or otherwise altered due to PC and NPC interaction.
 - v. Published Canon Characters for Coordinators
 - 1. 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.

- a. Should there be a conflict of custody of a published cannon character, the parties seeking joint control of the character may petition the Executive Team for mediation. The most typical result of said mediation if all parties have a legitimate claim will be a binding agreement made similar to the concessions made for Methuselahs in Character Regulation Bylaws, Sections 14, parts A & B. This binding agreement will then be logged with the Archivist for future parties to access.
 - b. Council may object to the use of a particular published cannon character by a Coordinator, and may propose that it not be used for the remainder of the term of that Coordinator should there be significant concern by the Organization that the published cannon character is not being used responsibly for the Organization.
- vi. Black Hand Specific Powers and Abilities
 1. Certain Combination Disciplines and abilities are specifically allowed only to members of the Black Hand.
 2. Black Hand Combination Disciplines
 - a. Circumspect Revelation
 - b. Lessons in the Steel
 - c. Masque of Judas
 - d. Sympathetic Encryptor
 3. Black Hand Abilities
 - a. Art of Memory
 - b. Black Hand Sign Language
- vii. Characters with Dementation
 1. Characters may not possess Dementation if they do not also have a Derangement.
- viii. Gangrel NPC only Powers and Merits
 1. Certain Combination Disciplines and Merits are specifically allowed only to Gangrel NPCs and are not permitted to PCs.
 - a. Gangrel NPC Only Combination Disciplines
 - i. Itugen's Embrace
 - ii. Shared Strength
 - iii. Steal the Terrible Swiftmess
 - b. Gangrel NPC Only merits include Rune Wise.