

10. Sabbat Sadhana Users (see Setite Sorcery Packet) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

10.h.vi.1 - Rebirth from Hell of a PC. - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

10.1.ii.67 Marijava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

10.1.ii.66 Vampire Laibon Legacies

Shango - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Assamite

Osebo - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Brujah

Akunase - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

Mla Watu - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Giovanni

Xi Dundu - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Lasombra

Guruhi - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Nosferatu

Kinyonyi - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Ravnos

Nkulu Zao - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Salubri

Ishtarri - PC: 2/3 Majority Vote - NPC: Majority Vote -

Coordinator: Toreador

Naglopers - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce

10.1.ii.60 Gargoyle (Variants)

-PC: Coordinator Approval NPC: Coordinator Approval - Coordinator: Tremere

- a. Any Gargoyle that is mechanically different from those presented in Laws of the Night: Guide to the Camarilla.
- b. Any Gargoyle that is not Anarch, Camarilla or Autarkis
- c. Any Gargoyle that continues to serve Clan Tremere and is not considered "Free".

10.L.viii.5

Sabbat Combination Disciplines - PC: Coordinator Approval -

NPC: Coordinator Approval - Coordinator: Sabbat

- a. Non-Faction members with Faction Combination Disciplines
- b. Regionally Important Sabbat Faction Combination Disciplines
- c. Nationally Important Sabbat Faction Combination Disciplines

10.L.ii.34 Ravenous - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Malkavian

10.L.ii.35 Tryphosan - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Malkavian

10.L.ii.49 Daitya -PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Setite

10.G.i Creature Types

1. Ghille Dhu - PC: Coordinator Notify - NPC: Coordinator Notify -

Coordinator: Changeling

2. Standard Selkies - PC: Coordinator Notify - NPC: Coordinator Notify
- Coordinator: Changeling
 - a. Those in chronicles that border a sea or ocean.
3. Unusual Selkies (Changeling Kith) - PC: Majority Vote - NPC:
Coordinator Notify - Coordinator: Changeling
 - a. Those in chronicles that do not border a sea or ocean

9.a.iv

No character may ever possess both Temporis and Celerity. This includes powers, items or effects that duplicate Celerity and/or Temporis effects, such as the “Discipline Investment” for Infernalists.

1. Anyone who is taught Temporis by a True Brujah or Kairos/Epicene Brujah, will learn it as described in the optional rule on page 32 of the MET Storytellers Guide. That being an immediate refund of all experience spent on Celerity to be spent solely on Temporis. Any Experience traits the character has remaining after the conversion and after the levels taught by their teacher will be forfeit. The character needs to have a teacher for each of the Temporis levels prior to the conversion.

F. ALLL of it

1. Garou
 - a. Abominations - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Factions
 - i. Ahadi Faction - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any Changing Breed from the Ahadi
 - i. This includes African versions of the standard Tribes (Mokole-mbembe, Kucha Ekundu, Ajaba, Makunguru, Bubasti, Simba, Swara, etc)
 - b. Any Changing Breed that has previously been part of the Ahadi
 - c. Any Ahadi Faction Changing Breeds requiring a stricter level of approval, such as the Extraordinary Changing Breeds, must still meet those requirements.
 - ii. Hengeyokai Faction - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any Changing Breeds from the Beast Courts
 - i. This includes Eastern versions of the standard Tribes (Hakken, Khan, Kitsune, Kumo, Nagah, Nezumi, Samebito, Tengu, Zhong Lungs, etc.)
 - b. Any Changing Breeds that has previously been part of the Beast Courts
 - c. Any Hengeyokai Faction Changing Breed requiring a stricter level of approval, such as Extraordinary Changing Breeds, must still meet



those requirements

- c. Former Erebus Resident - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator Changing Breeds
 - d. Restricted Tribal Affiliations
 - i. Homid Red Talon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
2. Special Kinfolk - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
- a. A Special Kinfolk is a true Kinfolk that have powers such as gnosis, Hedge Magic, Numina or other similar sources.
 - i. A true Kinfolk is hereby defined as any character with the Kinfolk Merit or otherwise considered to be a real kinfolk
3. Supernatural Kinfolk PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- a. Supernatural Kinfolk is any character that has the Supernatural Kinfolk Merit or that is a true Kinfolk and also have mechanics for a non-Changing Breeds genre.
 - i. A true Kinfolk is hereby defined as any character with the Kinfolk Merit or otherwise considered to be a real kinfolk
4. Extended Play Supernatural Possessed - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Changing Breeds
- a. Considered to be continued play beyond 6 months from the date the character comes to fall under one of these categories. The vote needs to be proposed before the 6 months mark or be shelved until the vote concludes.
 - b. Any supernatural entity possessed or inhabited by a Triatic or Gaian Spirit or gaining Spirit-based powers, benefits, or taints in a manner consistent with being a Kami, Drone or Fomori. Does not include any creature defined elsewhere in the bylaws as Semi-Supernatural.
 - i. Triatic Spirits are defined as Spirits of the Weaver, Wyld, or Wyrn.
 - ii. Does not apply to supernatural and human Gorgons as they created exclusively from naturally occurring animals, plants, or minerals.
5. Near-Extinct and Extinct Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
- a. Ajaba
 - b. Apis
 - c. Bubasti
 - d. Camazotz
 - e. Ceilican
 - f. Grondr
 - g. Khara
6. Extraordinary Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds

- a. Kitsune
 - b. Mokole
 - c. Nagah
 - d. Nuwisha
 - e. Ananasi
 - f. Rokea
7. Gurahl - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 8. Geographically Appropriate Bastet - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - a. Locations are to be considered the IC location of a chronicle.
 - i. Bagherra - Africa, Middle East, South Asia
 - ii. Balam - Central and South America
 - iii. Non-Hengeyokai Khan - India and Nepal
 - iv. Pumonca - North America and Andes Mountains
 - v. Qualmi - North America above 41 degrees latitude
 - vi. Simba - Africa and India
 - vii. Swara - Southern Africa
 9. Geographically Inappropriate Bastet - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Bastet not in areas listed in the Geographically Appropriate Bastet listing. Locations are to be considered the IC location of a chronicle. Geographically Appropriate Bastet that moves to a Geographically Inappropriate area are also subject to this regulation.
 10. Hengeyokai -Faction PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any Changing Breed from the Beast Courts
 - i. This includes Eastern versions of the standard Tribes (Hakken, Khan, Kitsune, Kumo, Nagah, Nezumi, Samebito, Tengu, Zhong Lungs, etc)
 - b. Any Changing Breed that has previously been part of the Beast Courts
 - c. Any Changing Breed requiring a stricter level of approval, such as the Extraordinary Changing Breeds, must still meet those requirements.
 11. Ahadi Faction - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any Changing Breed from the Ahadi
 - i. This includes African versions of the standard Tribes (Mokole-mbembe, Kucha Ekundu, Ajaba, Makunguru, Bubasti, Simba, Swara, etc)
 - b. Any Changing Breed that has previously been part of the Ahadi
 - c. Any Changing Breed requiring a stricter level of approval, such as the Extraordinary Changing Breeds, must still meet those requirements.

12. Special Kinfolk - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds and Appropriate Creature Type
 - a. Defined as a character with the Supernatural Kinfolk Merit or that is considered to be Kinfolk, excepting basic Mortals. Does not apply to Numina or Hedge Magic.
13. Near-Extinct and Extinct Garou Tribes - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Croatan
 - b. Bunyip
 - c. White Howlers (Including Throwbacks)
 - d. Siberakh
14. Skin Dancers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds

F.Restricted Tribal Affiliations

- i. Homid Red Talon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds

I. VAMPIRE CONTROLLED ITEMS

- i. Abilities and Lores

Remove

3. Anarch Lore 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch

1. **Rare** Disciplines and Rites, or those specific to particular sects, require Coordinator Notification or Approval, as described in the Kuei-jin Mechanics Packet.
2. Translated Necromancy Rites: PC: Coordinator Approval, Giovanni and Kuei-jin - NPC: Coordinator Approval: Giovanni and Kuei-jin
3. Non-Kuei-jin with Linguistics: Kaja, except Wu Lung and Akashic Brotherhood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuie-jin
4. Characters with the Gaijin/Gweilo, Ambassador, or Court Appointment Merits - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin and any other Appropriate Sect
 - a. Characters with the Gaijin/Gweilo, Ambassador, or Court Appointment Merits - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin and any other Appropriate Sect

10.I.iii.2.b Dispossessed Assamite to Schismatic Assamite - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite

10.I.iii.e.ii Bojha - PC: Coordinator Notify, NPC: Coordinator Notify

10.I.v.26.b Thousand Meter Killer - Merit

10.I.vii.45 Eyes of Blades, Forced March, Shadow Feint

Factions

1. Ahadi Faction - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds < > Any Changing Breed from the Ahadi

This includes African versions of the standard Tribes (Mokole-mbembe, Kucha Ekundu, Ajaba, Makunguru, Bubasti, Simba, Swara, etc)

Any Changing Breed that has previously been part of the Ahadi

2. Any Ahadi Faction Changing Breed requiring a stricter level of approval, such as the Extraordinary Changing Breeds, must still meet those requirements.
1. Hengeyokai Faction - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds < > Any Changing Breed from the Beast Courts

This includes Eastern versions of the standard Tribes (Hakken, Khan, Kitsune, Kumo, Nagah, Nezumi, Same-bito, Tengu, Zhong Lungs, etc)

Any Changing Breed that has previously been part of the Beast Courts

2. Any Hengeyokai Faction Changing Breed requiring a stricter level of approval, such as the Extraordinary Changing Breeds, must still meet those requirements.

&

1. Fera

a. Ajaba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds

b. Bastet - Geographically Appropriate - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds

1. The following are considered to be Geographically Appropriate Bastet for OWBN Changing Breed Games. Locations are to be considered the IC location of a chronicle.

a. North America

i. Pumonca

ii. Qualmi

b. Central/South America

i. Balam

ii. Pumonca

c. Bastet - Geographically Inappropriate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds

1. The following are considered to be Geographically Inappropriate Bastet breeds uncommon in North/South American OWBN Games. Locations are to be considered the IC location of a chronicle.

a. Bagheera

b. Non-Hengeyokai Khan

c. Simba

d. Swara

d. Gurahl - PC: Coordinator Notify - NPC: Coordinator Notify- Coordinator: Changing Breeds

e. Extraordinary Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds

i. Kitsune

ii. Mokole

iii. Nagah

iv. Nuwisha

v. Ananasi

vi. Rokea

v. Merits and Flaws

18. Born Again Warrior - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri

viii. Powers

33. Non-Sabbat with Valeren Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri

Sabbat Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

a. Non-Faction members with Faction Combination Disciplines

Xlvii. Shroud of Ahriman

Xlviii. The Nectar of Amaranth

Xliv. Hunt for History

B. The Nectar of Amaranth

C. Hunt for History

10.m.ii.38. Ravnos of Gypsy or Indian Lineages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

10.m.ii.34 Davana Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval- Coordinator Ravnos

10.m.ii.35 Post Week of Nightmares American Ravnos - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator Ravnos

And remove from the existing Character bylaw 10.m.viii.1

t. Tenebrous Veil

REMOVE 10.L.viii.29

Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mortis

Remove

2. Non-Wraith with Wraith Sect/Guild Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith

4. Wraith with Wraith Sect/Guild Lore 5+ - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith

Remove

11. Gangrel Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

Beast's Vigor

Enhance the Wild Ride

Loki's Gift

Read the Winds

Shared Entombment

Shared Strength

Shattered Fog

Steal the Terrible Swiftness

Stone Meld

Wintering

7.b.vi Any item or power that detects a Creature of Smoke & Shadow while in possession requires Malkavian Coordinator Approval

7.b.vii Any type of "Ward versus..." power which affects a Creature of Smoke & Shadow requires Malkavian Coordinator Approval in addition to the approval of whichever Coordinator would normally approve the power (for example, Tremere Coordinator for Hermetic Thaumaturgical Rituals), if necessary

10.p Creatures of Smoke & Shadow (see the Proposal: Year of Smoke)

i. Abilities and Lores

1. Creature of Smoke & Shadow Lore at 3+ - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian

ii. Creature Type

1. Use of a Creature of Shadow & Smoke - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Malkavian

Remove bylaw 10.m.viii.46 entirely. Write up for this bylaw is below:

Assamite Combination Disciplines for Assamites - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
Baal' Sight
Draught of the Soul
Eyes of Alamut
Honeyed Words
Retain the Quick Blood (Assamite Version)
Truth of Blood

1. Standard Mummies
 - a. Standard Mummies for a Mummy Genre Game - PC: Coordinator Notification - NPC: Coordinator Notification - Coordinator: Setite
 - b. Standard Mummies for a Mixed- Genre Game – PC: Coordinator Approval – NPC: Coordinator Notification – Coordinator: Setite.
 - c. Standard Mummies are defined as:
 - i. New Mummies
 - ii. Imkhu
 - iii. Other Shemsu-Heru

Remove - Vampire, Changing Breed from extended play demonic Possession

Remove - Blooded Rom - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos


Rom Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravno
Supernatural Gypsies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos


Gypsies who possess supernatural powers, arts or items through the use of blood affinities or other gypsy magic.


The Evil Eye Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

Gargoyles (Regular)- PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

Coordinator Bylaws, Section 3.C.iii.		the Resurrection Section of the Character Bylaws
v.	Standard True Faith PC: Coordinator Notify NPC: Coordinator Notify Coordinator: Varies	
1.	True Faith 6+ - PC: Majority Vote, NPC: Coordinator Notify - Coordinator Varies	
vi.	Creature Type Relevant Faith - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Varies	
1.	This is meant to include character's who's genre holds faith in something that may be supposed by source material, but is not precisely "standard" True Faith.	
a.	Egyptian Religion / Kemetism - Coordinator: Followers of Set	
b.	Telyavel for Telyavelic Tremere - Coordinator: Tremere/Sabbat	
vii.	Unusual True Faith PC: Majority Vote NPC: Coordinator Notify Coordinator: Varies	
1.	Any appearance of True Faith in a religion that is NOT of a major, established, recognized sect. (example: True Faith in Buddha is not Regulated, but True Faith in Cthulu would be.)	
viii.	Supernaturals with Hedge Magic/Numina PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Varies; appropriate genre Coordinator(s)	
1.	Unless part of a canon group that specifically allows them, no major supernatural type (Changing Breeds, Changeling, Mages, Vampires, etc) can have Hedge Magic/Numina.	
2.	Characters part of a group able to utilize these abilities (Uktena	

**Sam Swanson**
Mar 15, 2024
Addition Character Regulation bylaw 10.e.v - Passed 4/24/2017

**Sam Swanson**
Mar 16, 2024
[Proposal] [Bylaw] Follower of Set Bylaw Restructure

**Sam Swanson**
Apr 13, 2024
[Proposal][Revised][Bylaw Modifications] Modifications/Additions to Character bylaws regarding Telyavelic Tremere [AUTOPASS] 8/7/2020



22. Salubri (Including Wu Zao)

23. Samedi

24. Telyavelic Tremere

25. Tlacique

26. True British



Extended play demonic possession

- a. Fallen possession of a standard mortal or thrall are exempt from this bylaw unless the mortal vessel falls into one of the following categories:
- b. Extended Play supernatural Possession by a Fallen - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - i. Supernatural genres are defined as; Mage, Kuei-jin, Mummy, Demon, Fae, Spirit, Revenant, Imbued
- c. Extended play possession of a Supernatural by a Demon - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
- d. Extended play possession of semi-supernatural characters - PC Coordinator Approval - NPC Coordinator Notify - Coordinator: Demon and Genre Coordinator
 - i. Kinfolk - Coordinator: Demon and Changing Breeds
 - ii. Kinain - Coordinator: Demon and Changeling
 - iii. Hedge Mage, Numina - Coordinator: Demon and Hunter
 - iv. Ghoul Character - Coordinator: Demon



1. Assamite Alternate Quietus Powers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Sorcerer Quietus
 - b. Vizier Quietus
 - c. Quietus Hematus: Vizier Quietus from Dark Ages V20
 - d. Quietus Cruscitus: Warrior Quietus from Dark Ages V20
 - e. New Sorcerer In Clan Disciplines from Dark Ages V20
2. Assamite Combination Powers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Blood Tempering
2. Assamite Alternate Quiet Merits from 2017 Assamite Genre Packet - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Hematus
 - b. Cruscitus
 - c. Minhit Dume
 - d. Sorcerer Quietus

Clan Friendship: Assamite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite



a. For Maeghar with Mytherceria rather than Necromancy - Coordinator: Sabbat and Lasombra

1. Background: Mentor: Digital Draculas 1 - 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Available to Hactivist Members only



From!

10.e.ix.b.x.b Ravnos lore 4+ Non ravnos coordinator approval, NPC coordinator approval

To;

10.e.ix.b.x.b Ravnos 4+ PC coordinator approval, NPC coordinator approval

1. **Assamite**

- a. Assamite converting from one Assamite Faction to another. -
PC: Coordinator Approval - NPC: Coordinator Approval -
Coordinator: Assamite
 - i. Assamite Factions are defined as Schismatic, Loyalist,
Unconquered/Angels of Caine, or Dispossessed

Croatan removed from all mentions of Lost Tribal

Croatan adjustment made to the Character Creation section

2. **Fera**

a. Gurahl

i. Rite of Fighting the Death Bear

- 1. Learning of Rite of Fighting the Death Bear by Gurahl - PC:
Coordinator Notify - NPC: Coordinator Notify - Coordinator:
Changing Breeds
- 2. Learning of Rite of Fighting the Death Bear by Non-Gurahl - PC:
Coordinator Approval - NPC: Coordinator Approval - Coordinator:
Changing Breeds
- 3. Use of the Rite of Fighting the Death Bear by Gurahl or Non-Gurahl
on a PC - PC: Majority Vote - NPC: Majority Vote - Coordinator:
Changing Breeds
- 4. Use of the Rite of Fighting the Death Bear by Gurahl or Non-Gurahl
on an NPC - PC: Coordinator Approval - NPC: Coordinator Approval
- Coordinator: Changing Breeds

b. Nuwisha

i. Sing Back the Dead

- 1. Learning of the Rite Sing Back the Dead by Nuwisha - PC:
Coordinator Approval - NPC: Coordinator Approval - Coordinator:
Changing Breeds
- 2. Learning of the Rite Sing Back the Dead by Non-Nuwisha - PC:
Disallowed- NPC: Disallowed - Coordinator: Changing Breeds
- 3. Use of the Rite Sing Back the Dead by Nuwisha on a PC or NPC in
the same game session the PC or NPC died - PC: Coordinator
Approval - NPC: Coordinator Approval - Coordinator: Changing
Breeds
- 4. Use of the Rite Sing Back the Dead by Nuwisha on a PC or NPC at
any time after the game session in which the PC or NPC died - PC:
Majority Vote - NPC: Majority Vote - Coordinator: Changing Breeds

3. Lost Tribal and Breed Gifts and Rites - PC: Majority Vote - NPC: Coordinator Approval -
Coordinator: Changing Breeds

- a. Any character who learns or swipes a gift or rite belonging exclusively to one of the
extinct or lost Changing breed or Garou tribes (defined for this purpose as the Apis,
Bunyip, Camazotz, Croatan, Grondr, and White Howlers).

---Old Character Bylaws to be removed---

10.m.ix.ii.79 Santero/Santos Brujah - PC: Coordinator Approval - NPC: Coordinator Approval -
Coordinator: Brujah and Follower of Set

a. Santero/Santos Brujah are defined as a bloodline of Clan Brujah that have the same Disciplines, Advantage and Disadvantage as their parent

clan.

b. Santos Brujah may purchase Wanga at Out of Clan costs without a teacher, as per the Follower of Set Wanga packet.

10.m.iii.6.g. Lasombra Wangateurs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator Lasombra & Giovanni

10.m.ix.16. Non Follower of Set Bloodline / Faction / Convert or Initiate with Wanga / Afro-Caribbean Sorcery - PC: Coordinator Approval - NPC: Coordinator

Approval - Coordinator: Giovanni

a. Children of Damballa / Convert / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

i. Convert s require approval for every ritual and each path

ii. Initiates use the same approval process as a Child of Damballa

iii. Normal (not Convert / Initiate) Children of Damballah follow the most recent applicable Packet

b. Serpent of the Light / Convert / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

i. Convert s require approval for every ritual and each path

ii. Initiates use the same approval process as a Serpent of the Light

iii. Normal (not Convert / Initiate) Serpents of the Light follow the most recent Wanga Packet

c. Learning Wanga from PC's - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite

10.m.ix.17. Non-Setites with Akhu (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

a. Converts require approval for every ritual and each path

b. Initiates use the same approval process as a Setite

10.m.ix.18. Non-Tlacique with Nahuallotl (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

a. Converts require approval for every ritual and each path

b. Initiates use the same approval process as a Setite

10.m.ix.37. Seidr - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

10.m.ix.29 - Voudoun Necromancy for any non Samedi / Follower of Set Bloodline / Faction / Convert - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

10.m.ix.30 - Voudoun Necromancy for any Follower of Set Bloodline / Faction / Convert - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

10.m.ix.31 - Aztec Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

Tlacique PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

- Converts require approval for every ritual and each path

- Initiates use the same approval process as a Tlacique

10.m.ix.32 - Non-Laibon with African Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

10.m.ix.33 - Eastern Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

10.m.ix.20. Follower of Set Bloodline / Faction / Converts or Initiate with Voudoun - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator:

Follower of Set

a. Converts require approval for every ritual and each path

b. Initiates use the same approval process as a Setite

7.c.i.5. Wanga practitioner PC's learning Custom Content paths and rituals of Wanga previously created require Setite or Giovanni Coordinator approval, but do not require a PC "teacher" because Wanga is taught by the Loa, and is not "taught" by a pc.

a. Must have Original Creators OOC Approval as well as Coordinator Approval.

7.b.ii.15. Custom Combination Discipline, Technique or other custom content using Serpentis, Akhu, Nahuollotl, or Seidr requires Setite Coordinator Approval.



1. Combination Disciplines and/or Techniques which require a component of either Blood Magic or a clan-specific Discipline also requires Notification to the Coordinator responsible for the Blood Magic paradigm or clan-specific Discipline.
2. Caitiff and Panders are overseen by the appropriate Sect Coordinator
3. Custom Combination Discipline or Technique using Protean, Spiritus, and/or Ogham requires Gangrel Coordinator Approval

4. Custom Combination Discipline or Technique using Chimestry requires Ravnos Coordinator Approval
 5. Custom Combination Discipline, Technique or other custom content using Temporis requires Brujah Coordinator Approval
 6. Custom Combination Discipline, Technique or other custom content using Dementation requires Malkavian Coordinator Approval for Non-Malkavians.
 7. Custom Combination Discipline, Technique, or other custom content using Flight and/or Visceratika requires Tremere Coordinator Approval.
 8. Custom Combination Discipline, Technique or other custom content using Quietus, Hematus, Minhit Dume, Cruscitus, or Sorcerer Quietus requires Assamite Coordinator Approval
 9. Custom Combination Discipline, Technique or other custom content using Dur-An-Ki, Assamite Sorcery, or Sihr requires Assamite Coordinator Approval
 10. Custom Combination Discipline, Technique or other Custom Content using Quietus requires Assamite Coordinator Approval
 11. Custom Combination Disciplines, Technique or other custom content using Daimonion requires Demon Coordinator Approval.
 12. Custom Combination Discipline or Technique using Abombwe requires Anarch Coordinator Approval
 13. Custom Combination Discipline, Technique or other custom content using Valeren or Obeah requires Salubri Coordinator Approval
 14. Custom vampiric content that includes, duplicates, mimics, or acts in a similar fashion to Thaumaturgical Countermagic (or similarly published powers) requires Tremere Coordinator Approval.
 15. Custom Combination Discipline, Technique or other custom content using Serpensis, Akhu, Nahuallotl, Wanga, Afro-Caribbean Sorcery, or Seidr requires Setite Coordinator Approval
 16. Custom Abyss Mysticism Rituals requires Lasombra Coordinator Approval
2. Investments 1 - PC: Disallowed - NPC: Unregulated - Coordinator: Demon
 3. Investments 2 - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - a. Investments not defined in the document OWbN Infernalism: Path of Screams and Blood
 1. Demonic Interaction for Pacts: Thralls -- PC: Disallowed - Coordinator: Demon
 2. Demonic Interaction for Deals: Diabolists - PC: Disallowed - NPC: Coordinator Approval

M.viii.56. Non American Ravnos with combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator Ravnos

- a. We're Not Going to Take it!
- b. Modern Illusions
- c. Resist the Old Ways
- d. Weapons of the Oppressed
- e. Ravnos Don't Lie

M.viii.57. Non Rom Ravnos with the combination discipline Reading the Fates - Pc Coordinator Approval - NPC: Coordinator Approval - Coordinator Ravnos

1. Laibon Version of Auspex for non Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 2. Laibon Version of Celerity for non Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 3. Laibon Version of Vicissitude for non Laibon- PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tzimisce
- ii. Laibon Clan (Faith and Fire) - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
 - iii. Abombwe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 1. This applies to Combination disciplines with Abombwe as a prerequisite.
 - iv. Non-Ramanga with the following Ramanga Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator Anarch and Lasombra
 1. Compelling Darkness
 2. Obscurity of the Shadows
 3. Shadow Communication
 4. Weight of the Shadows
 5. Whispered Passions
 - v. 10.m.ix.1.a.i.a Laibon, Non-Laibon - PC: Coordinator Approval - NPC: Coordinator Approval
 - vi.