

Milwaukee: Nocturnal Rapture

House Rules

Revised: January 2019

Black Text is Existing Information

Purple *[non-color: Italics]* Text is Recent Changes

Chronicle Territory may be found [here](#):

<https://www.google.com/maps/d/edit?mid=zxY3EHhC78qc.kHVv739bYtFY>

All House Rules are subject to Storyteller discretion and are subject to change without notice.

We are primarily a Kindred game and whenever possible all rules will be applied as they would in a Kindred game. If you are playing a different kind of character (Changing Breed, Changeling, Mage, etc.), you require Storyteller approval, and some rules may be changed to account for the differences in theme, setting, and style (not to mention mechanics).

All Proxies are hard proxies in Milwaukee

Any online scene that you use your sheet (Abilities, Backgrounds, Powers, etc) needs to be done via email. If you are initiating the scene you must get your st's added to the email before any ability, power, background, etc can be used.

**If you are responding to a scene you are responsible for adding
(milwaukeeheadst[.]gmail[.]com to that scene**

Failure to do this could result in red-lining the scene and/or possible disciplinary action.

Game Play

The World of Darkness is an exceptionally dark world, where the worst of humanity is ever present in daily and nightly life. Despite other World of Darkness Games, the world of Vampire the Masquerade: Sabbat not only exemplifies these darker aspects of the game it encourages them. Please be open and honest with your staff and fellow players if sensitive to topics as/if they arise.

At any point in time; a player may leave a scene due to the nature of that scene. Unless that player may find a role-play appropriate reason for their character to also leave; their character will remain under the control of the Storyteller running that scene.

If in the event combat arises in that scene; you will be asked to return to portray your character for that combat.

If there is a question not covered in these rules, please default to the appropriate Mind's Eye Theater book.

Minds Eye Theater Books, the Most appropriate will usually take precedence.

Ÿ *Dark Epics*

Faction Books (Clan, Tribe, Kith, Tradition etc), The most appropriate will usually take precedence.

Please remember, once you have signed into Milwaukee, you are under the control of our Storyteller (ST) staff until the end of that game. Unique situations can and will apply should this control need to extend longer..

At check in, a feeding challenge may be required, subject to ST discretion. Retests for this challenge are the Hunting Ability. Please let the ST staff know if your character has any special feeding requirements or peculiarities. (Ex. – Conspicuous Consumption, Allergies, Feeding Grounds, you are a Ventrue, etc.) Anything beyond or instead of Ability: Hunting; will require a scene.

Appearance:

non-Sabbat: If your Humanity rating is 2 or Lower, or on a Path of Enlightenment. You must wear a tag that reads “Inhumane”

Sabbat: If you are humanity 4 or higher, you must wear a tag that reads “Humane”.

either may be covered up with Rituals, Obfuscate: Mask of 1000 Faces AND appropriate Abilities (Ex. – Acting or Subterfuge).

Rule of Three

Any game mechanic with a variable effect based on trait expenditures is limited to an expenditure of three, subject to ST discretion, unless otherwise specified in a Mind’s Eye Theater book.

Carrier Attacks

Carrier attacks are limited to one per round, and require expenditure of any traits Before the attack is made, unless specified. Storytellers reserve the right to declare an unlisted attack as a carrier attack. All of the following are considered carrier attacks:

Ÿ *Animalism: Quell the Beast*

Ÿ *Necromancy: Mortus Path: Mercy for Seth*

Ÿ *Quietism: Scorpion’s Touch* (if not expended previously)

Ÿ *Thanatosis: Putrefaction, Withering, Necrosis*

Ÿ *Thaumaturgy: The Path of Blood: Blood Rage, Cauldron of Blood*

Mastery of the Mortal Shell: Vertigo, Contortion, Seizure, Body Failure

Vine of Dionysus: Methyskein, Hamaratia

Neptune’s Might: Blood to Water

The Path of Corruption: Addiction

Hands of Destruction: Atrophy

Any Ritual requiring touch

Ÿ *Vicissitude: Fleshcraft, (Bone Craft requires work, and is not suitable for combat; even if it is dismemberment.)*

Ÿ *Valerian: Burning Touch - This is not a Carrier attack, it requires Continued Grapple.*

Melee and Ranged combat follow the rules as outlined in *Dark Epics*.

While in combat, the defender may spend an additional Temporary Willpower, above the typical one allowed, to retest the effects of the following powers. Storytellers reserve the right to award this extra expenditure as they see fit within the confines of the purpose of the rule. :

Ÿ *Chimistry: Horrid Reality*

Ÿ *Mytherceria: Riddle Phantastique*

Ÿ *Necromancy: Bone Path: Soul Stealing*

Ÿ *Path of the Focused Mind: One Tracked Mind*

Ÿ *Thaumaturgy: Gift of Morpheus: Enchanted Slumber*

Character Creation

Base Creation

~~* All characters Receive 5 “Free Points” As Per LotN:R.~~

~~* Camarilla Characters receive Three Basic Dots of Disciplines., but also receive 5 dots to spread among Backgrounds or Influences.~~

~~* Sabbat Characters receive Four Basic Dots of Discipline, but do not receive any dots in Backgrounds or Influences.~~

~~A Maximum of 60 XP may be awarded for the creation of a new character. However only 30 of this may be “rollover” from a previous character.~~

~~————+4: Starting Lore of your character to be divided by Character’s Sect, Character’s Clan and Kindred Lore (Independent characters may spend points on Sect as they choose, or not at all)~~

~~————+10: Joining the Milwaukee Facebook Group~~

~~————+15: Free XP to be spent as the Player Chooses~~

~~————+5: One point for each point in Generation you DON’T Take (Those whom are 14th/15th Generation will be awarded not by XP, but by plot and NPC relationships.)~~

~~————+13: Up to a max of 13, Earned for a background, spent as the Player Chooses~~

~~————+13: Up to a max of 13, Earned for a Background, Spent as the ST Chooses.~~

Clan

Always speak to an ST for available Clans. In general, all Clans not classified as “Rare and/or Unique” (R&U) by One World by Night (OWBN) are available, but some may be limited. R&U Clans may be available depending on ST and OWBN approval. Any clan which possess Blood Magic of any kind requires a complete background before the concept is considered for approval. The same is true for any character which requires any level of R&U equal to Coordinator Approval, or higher.

Clan Advantage (If not listed, as per Laws of the Night Revised or Sabbat Guide)

Assamite

Warrior: Available Background: Arsenal, & less of a good reason to purchase more.

Vizir: Available Background: Political Connections, & less of a good reason to purchase more.

Sorcerer: Additional Background: Occult Library, & less of a good reason to purchase more.

Followers of Set - Also earn Ability: Subterfuge, access to Background: Cult
Gangrel - All: Also earn Ability: Lore: Lupine
Lasombra

Camarilla Status: Personal: Clan: Lasombra: Loyal

Nosferatu: May take negatives from the Nosferatu clan book. These negatives do not count as “Repugnant” and must be specifically called by name.

Ventrue

May purchase a Level 6 of Finance, High Society, or Politics Influence. Chosen at Creation (By which one you take for free) without the Clan Merit: Paragon. You may then purchase Paragon as normal.

Morality Paths

Expect to start on Humanity, even Sabbat characters. Speak to an ST if you feel your concept requires some other path. Humanity is a broad path, and can be easily applied to most character concepts.

Backgrounds

The following Backgrounds are available in Milwaukee beyond Laws of the Night Backgrounds.

~~Y Demitor (Ghouls only)~~

Y Haven ([See Haven Description/Errata Rules](#))

Y Information Network: Animals (Nosferatu only)

Information Network: Humans (Nosferatu Only)

Information Network: Wraiths (Necromancer only)

Information Network: Spirits (*Must have a power/ability which specifically allows communication with the umbra's denizens*)

Y Occult Library

Y Political Connections (With ST Permission)

Staff (Only retainers may have staff)

Spirit / Wraith Reputation

Spirit / Wraith Notoriety

Y Cult (Ba'ali, Followers of Set, Serpents of Light & their respected Converts)

Spirit/Wraith Retainer or Spirit/Wraith Slave - These are mechanically the same, but express a different “relationship” you have with your retainer.

All Backgrounds for starting characters, with the exception of Generation (see below), are capped at 3 unless you receive ST approval. In some cases, multiples of the same Background may be purchased. (Ex. – A level 3 Retainer and a level 1 Retainer)

Demitor

~~This determines the generation of an NPC demitor. You do not need to purchase this Background if you have an in-character demitor.~~

Generation

For character generation, throw 5 simple tests. For every win, and for every 2 ties, you may purchase 1 point of the Generation Background with your starting Background points, rounding half points up. If

you have an in-game PC sire, you may either spend six months as an active PC Ghoul and get your Generation without spending Background points, or pay for Generation as per *Laws of the Night*.

Haven

Please find our Haven Rules in our attached document found [Here](#).

https://docs.google.com/document/d/1nBw4PLm0PeiPRa-0B41rY-ojm_uulUj9niFDs9DAnUk/edit?usp=s_haring

Influence

Influence represents the World in which your character exists. The dots on paper merely represent your characters ability to interact and manipulate that world. Influences will be by and large governed by Dark Epics, and is rather fluid. Influence will always favor the Milwaukee Story, then the Character's story. You are not the only one with influences afterall, there are other PCs and the rest of the world busy at work too.

All influence costs 1:1 experience points. A scene is required to acquire level 5 of any influence.

Has a cap of total Attributes +5

Mentor

For a Tremere to have a "Mentor that will always offer assistance" per the Clan advantage, that Mentor must be Tremere. Other Clans with Thaumaturgy do not gain this advantage. You should determine your Mentor's Clan subject to ST approval, but the ST staff will determine your Mentor's capabilities and character sheet.

Mentor is capped at a total of 10 levels earnable in whatever combination you can manage. Elders are petty; and don't enjoy their subjects serving multiple masters. The more masters you serve, the less they are willing to offer you the benefits of their age, wisdom, and power. Not to mention less time you have available to make all of them happy and earn all of their continued assistance.

Throw a test.

Win - They will give you a thing, They will eventually want something in exchange - don't abuse their friendship.

Tie - They will give you a thing. But you are required to do something for them, in as many months as equal to the level of thing you have asked for.

Loss - They will give you a thing; after you do something for them, in as many months as equal to the level of thing you have asked for.

in any event where you have called upon the mentor, but failed to repay them, not only do you not get the thing you asked for, you automatically lose a point of mentor.

Occult Library

If you wish to learn a ritual from your Occult Library, decide what ritual you would like to learn, then see your ST and perform a simple test to see if the Ritual is in your Library.

	Library Level					
Rarity of Ritual		1	2	3	4	5
	Common	Win / Tie	Win / Tie	All	All	All
	Uncommon	Win	Win	Win / Tie	Win / Tie	All
	Rare	None	Win x2	Win	Win	Win / Tie
	Very Rare	None	None	None	Win x2	Win

No lore may be learned from your Library above the level of the Library itself. ST discretion applies in all cases. Some lore and/or rituals may just not be in your library.

Resources

~~If you like, the check-in ST can track your Resources in a “bank account,” but it is your responsibility to remind the check-in ST to add your Resources to your account at each game.~~

Retainers

NPC Ghoul character creation

Ÿ Attributes: 6/4/3

Ÿ Abilities: 5

Ÿ Backgrounds: 0

Ÿ Virtues: 7

Ÿ Disciplines: 1

Chosen from Domitor’s in-Clan Physical Disciplines,
or Potence if the domitor has no in-Clan Physical Disciplines, or more than one.

Ÿ Willpower: 2 (Max 6)

Ÿ Freebie Points: 5

Retainers gain experience based on the # of points you have in retainers (specified)

Example: Retainers x 5 (bob) gives Bob the X thing 5 xp a month.

Example 2: Retainers x 2 (greg) gives great 2 xp a month.

Merits and Flaws

See an ST for restricted Merits and Flaws as well as any concept Merits or Flaws you think may be appropriate for your character. In any case, no more than seven points may be gained through Flaws, though you are encouraged to take more for role-playing effect. All Merits and Flaws with a Physically obvious component need to be clearly displayed, either in costuming or on an obvious tag.

Negative Traits

You may earn 5 points in Negative traits, 2 points in Derangements, 7 points in Flaws, and sacrifice a path trait for 2 points. The total possible negative points earned at character creation is 16. You may take more Negative traits, Derangements, and Flaws than listed above for role-playing effect, but you will not earn any additional points for them. Any negative traits with an obvious Physical component must be clearly displayed.

PC Ghoul Character Creation

Standard Ghoul

Ÿ Attributes: 7/5/3

Ÿ Abilities: 5

Ÿ Backgrounds: 5

Ÿ Virtues: 7

Ÿ Disciplines: 1

Chosen from domitor's in-Clan Physical Disciplines, or Potence if the domitor has no in-Clan Physical Disciplines

Ÿ Willpower: 2 (Max 6)

Ÿ Blood: at least 1 with a max of 9, determined by how many the domitor gifts

Ÿ Freebie Points: 7

Standard Ghouls can only learn Celerity, Fortitude, and Potence without the 3-point Merit *Learn Other Disciplines* and can only learn up to 1 level lower than their domitor.

Revenants

Revenants use the same point system as above, with the following exceptions:

Ÿ Backgrounds: 0

Ÿ Virtues: 5

Ÿ Disciplines: Revenants may also learn their family's disciplines up to the Advanced level without the 3-point Merit *Learn Other Disciplines*.

Ÿ Blood: 10

Staff

Retainer is something you have a vested interest in and earns XP. More often than not, retainers represent various leaders in some aspect of the world. Retainers accomplish some of their tasks by having staff. Sometimes this is to accomplish work quickly, sometimes it is because their workload

requires it. Staff should be reasonably explained before it is purchased.

A retainer may not have staff higher than their Resources. These people need to get paid, and your retainer still able to provide for themselves.

Each level of staff confers 5 “extras” which work for them. (5,4,2 | 2 abilities | 1 health level)

Information Network

An ST may use this to provide you with specific information. Or you may attempt to discover specific information throughout the course of a game, or downtime. You gain one use per level of the background, per game & per downtime (to be used in that respected time frame). The more difficult your question, the more uses it may require. When an ST volunteers information to you, it does not use up this background.

Political Connections

You know people who matter plain and simple. It is assumed whomever you know; is not some random goon in your society. In no way does it represent a single powerful person; who might do things for you (this is the purpose of Mentor) It does however represent various people you know; whom have some status behind their name and have similar public political goals as you. You can always discuss current Jyhad politics with them. They are sometimes willing to assist you, behind the scenes with your goals (as naturally you would assist them with theirs) Only at its highest levels will they put their name to yours publically. Your Political Connections will never assist you with any Coup D'état, or anything that might lead to one (so far as they can tell).

Spirit / Wraith: Reputation & Notoriety

Reputation: They love you, they really really love you. You gain bonus social traits when interacting with them.

Notoriety: They hate you, they really really hate you. They gain bonus social traits when interacting with you.

Abilities

Abilities other than those listed in the various Mind's Eye Theater books may exist. If you think of an Ability you would like to have and it isn't covered in one of the books, bring it to an ST.

Ability Specializations

In order for an Ability specialization to have an effect, you must have the *Ability* at 3 or higher, though you may spend an XP to purchase a specialization prior to having the Ability at 3 for role-playing purposes.

Ability specializations may be purchased for Disciplines, but only for specific powers of Disciplines. (Ex. – You may specialize in Summon for Leadership, but not in Presence.)

Awareness

If you are the target of a failed Discipline or Supernatural power, you may initiate a Static challenge, resting with the Occult ability, against the person who initiated the failed power (difficulty at ST's discretion, but defaulting to the Mental traits of the power's initiator) to determine if your character realizes that someone tried to use a power against them. If successful, your character will be aware that someone tried to do something to them, but not who or what. In that challenge, the person who initiated the failed power may use the Ability Subterfuge to retest or cancel.

Blind Fighting

This Ability may be used to cancel the free retest granted by darkness, including Obtenebration: Shroud of Night.

Drive

Not having this Ability means that you may only perform simple maneuvers with a vehicle, such as driving at a moderate speed (no more than 5-10 mph over the speed limit) and parking.

Linguistics

Use the following scale to determine how many languages are known for the appropriate level of Linguistics.

Linguistics Level	Number of Languages
1	1 + 1 (Native Language)
2	2 +1
3	4 +1
4	8 +1
5	16 +1

Lore

Lore may be learned up to the teacher's level. Additionally, if you learn enough about something in character, you may ask an ST if you may purchase 1 or more levels of the appropriate Lore. Lores may not be learned from item cards. If you have Lores on item cards, consult with the ST staff to see how they would be converted into an appropriate Lore Library.

Merits and Flaws

Blasé

This merit functions per the Toreador clan book, and is only available to Toreador.

Bruiser

This Merit does not stack with Enchanting Voice, Friendly Face, and Natural Leader but different Merits may apply to different situations.

Code of Honor

You must have your code written up and approved before you begin play.

Common Sense

This Merit is given for free to new players for their first character and will be removed from their sheet after six months, or when the player demonstrates that they no longer require it. This Merit must be worn on a tag.

Disfigured

You may initiate any type of Social challenges when your true form is not apparent. If your true form is apparent, you may only initiate intimidation-type Social challenges.

Enchanting Voice

This Merit does not stack with Bruiser, Friendly Face, and Natural Leader but different Merits may apply to different situations.

Friendly Face

This Merit does not stack with Bruiser, Enchanting Voice, and Natural Leader but different Merits may apply to different situations.

Iron Will

This Merit functions per book.

Lucky

You will receive 3 Luck Tickets at sign it, they must be relinquished in order to be used.

Magic Resistance *(Entirely replace what is found in any book, with the following)*

All attempts that normally do not require a test to use, now require a test. In the case of a Path, it is contested, a Ritual it is static. You gain +2 Traits for the resolution of ties, and an additional "Merit" retest, when defending against any form of magic (Blood magic, True Magic, and Numina. But not Gifts, Arts, Arcanos, Disciplines, or "equipment" of any kind. unless it has a Blood Magic, True Magic, or

Numina secondary effect)

Natural Leader

This Merit does not stack with Bruiser, Enchanting Voice, and Friendly Face but different Merits may apply to different situations.

Giovanni - Proxy Kissed

This merit is restricted to Giovanni & Major Families only.

Disciplines

Animalism

Beckoning – May be used to get 1 Blood trait per Social trait spent during play.

Quell the Beast – If performed on a Garou, they cannot spend Rage instead of Willpower. All other effects apply normally. The effects of this power last for 1 hour or until the end of the scene, whichever comes first.

Subsume the Spirit – If you have spent 3 traits to use Disciplines while subsuming the animal, you may use Obfuscate as well.

Drawing Out the Beast – The Beast always comes home at dawn, if not sooner.

Auspex

Clash of Wills Vs Obfuscate. Add your levels of Auspex (1-9) to your trait total for the comparison of ties. Auspex has no effect against Chimerstry, until you have already demonstrated that the illusion is false. IE, you have determined a wall is fake, but you still can't see through it. By use of Auspex you can engage in Clash of Wills Vs. Chimerstry to then attempt to see through the false wall.

Aura Perception –

When using Aura Perception, you must declare your question, before the challenge is thrown. This challenge is static vs the targets current Mental Traits. Failure on this test simply means you can not perceive the aura at all.

Creature Type: You must have an appropriate Lore to determine creature type other than Kindred or Mortal, or have seen a similar aura on a prior occasion **and** possess the Merit *Eidetic Memory*.

Possession: Must be specifically looked for. If looking *specifically* for Possession, Aura Perception reveals dual souls in the aura of the target. *This mostly applies to Wraithly (or other spiritual) Possession, or weird NPC stuff. Possession from Spirits is not detectable in this manner. Otherwise, the power must specifically say this is possible (Animalism & Dominate (As a whole) do not allow this)*

Lesser Templates: Which Include :Ghouls, Kinfolk, Kinnane, Numinous Mortals. They do not have a special "Creature Type" aura signifier, and appear human.

Lie Detection: Aura perception is useless to accomplish this feat.

Magical Sparkles: May only be viewed in the same round in which magic was used, without a question. To discover their presence in other times/situations, you must specifically search for them. Assamite Sorcerer's Sparkles, must be specifically searched for.

Diablerie: May be viewed in the same night it was done, without a question. May still specifically search within the time allowed per rules for Diablerie.

The Disembodied: Includes Ghosts and other persons/things on the Astral Plane. You must Expend one trait, and risk a second trait to engage in the static challenge to see these creatures. Failure simply means you fail at piercing the Veil of that dimension. Static Difficulty is Versus the rating of the barrier which separates your world, with the one you are attempting to observe. Otherwise, use as printed.

"Knowledge for Free"

Upon a successful use of Aura Perception you may gain the following information "For free" in addition to the question asked. The player or Storyteller are not required to provide this information, you still must ask for it.

1. Have you used an Infernal Investment which manifests in your Aura in this scene?
2. Have you committed Diablerie tonight?

Telepathy – You must have line of sight to establish and to maintain Telepathy. You must identify yourself outside of Telepathy for the subject to willingly lower their defenses. If you "lower your defenses" they are lowered against all incoming declarations for an entire round. There is no "Mental knock" in Milwaukee. It always requires a Mental trait to establish Telepathy with a supernatural creature even if they willingly lower their defenses. *This is done, after telepathy is successfully engaged. Lesser Templates do not require this expenditure.*

Celerity

Rate of weapons are important, and will conflict with speed actions when appropriate.

1 Blood Trait allows you access to your "declared" level of Celerity, and all powers which came before it, unless specifically stated otherwise in that power. Once you make a declaration, you can not change your mind without spending a willpower trait to change your declared actions for the round.

Swiftness, or Higher is commonly considered a Breach of the Masquerade in Milwaukee Nocturnal Rapture.

You must maintain a level of Celerity, lower than your level of Obfuscate (not equal, lower than), in order to use obfuscate and Celerity at the same time. Normal rules for Obfuscate still apply.

When “Preempting” an action, you must declare it as such in response to someone else’s declared action. You may only preempt on “normal” action. Preempting an action consumes your “normal” action and you may not act again until the next time you are entitled an action. If both targets have equal levels of Celerity, they will then compare Dexterity traits, if that is also equal they will then compare Wits Traits.

Chimestry

The _ST_ may allow disbelief of out-of-place illusions.

Dominate

All uses of Dominate, and Dominate Combo Disciplines incur a Generation Check.

Forgetful Mind – Please write the following information on an index card stamped by the ST staff to be carried by the targeted person: person performing the Forgetful Mind, number of temporary Mental traits of that person at the time of the Forgetful Mind, a summary of the scene being covered, and a summary of the scene that replaces it.

Conditioning – May also be used to implant relatively permanent Mesmerism effects using the same system as the standard rules for Conditioning. You may implant up to 1 Mesmerism per level you have of Dominate. These may be overcome similar to a permanent Derangement.

Possession – You must have a card on file at the check-in desk detailing where your real body is and the number of Mental traits you spent on the Possession or you are not Possessing. If you are killed and undercut yourself by not bidding your traits correctly, it is your own fault and the scene will not be redlined. Your body must be in a location adjudicated by the Milwaukee ST staff. Mental and Supernatural Flaws will follow you into your Possession body, and some Social Flaws may follow at ST discretion. If you Possess a ghoul, that ghoul must have a character sheet stamped by Milwaukee. If you have a Humanity rating of 4 or higher, you must make a Simple challenge (win or tie Humanity 4, win at Humanity 5) to Possess the body as you are intentionally using that Mortal as a body shield in one way or another. If you have spent 3 traits to use Disciplines while Possessing, you may use Obfuscate as well.

Dementation

Total Insanity – If Successfully effected... Draw 5 Derangement Cards face down, from the Game’s “TI Deck”. Through use of Willpower traits, you may suppress two of them, randomly chosen from the face down cards. At ST discretion, you may spend willpower to suppress your actual derangements (if any). This effect lasts for 1 hour/scene whichever ends first.

Fortitude

Aegis –

Temp Aegis Happens in Milwaukee: Nocturnal Rapture
(1 Temp Willpower to ignore damage from a single source)

Win on ties for Resilience and Resistance challenges without expending a Physical trait.

Aegis only stops Static effects if used before the challenge begins. The exception to this rule is any test that requires puncturing of the skin. Staking, for example. However, if Aegis is being used after the attack but before the staking Simple challenges are thrown, it protects you from staking, but cannot be used after the Simple challenges are thrown.

Melpominee

You may combine uses of Melpominee into each other, but not with other supernatural Powers. IE, you can Phantom Speaker to use Siren's Call, but not Phantom Speaker to use Voice of Madness.

The Missing Voice: You can alter the origin of your voice, but it is still your voice to anyone who could identify you so simply.

Siren's Beckoning: If successfully a victim of this power, you may not suppress this derangement with a willpower.

Necromancy

Please view our Blood Magic House Rules found [Here](#).

https://docs.google.com/document/d/1tOmS5UYCjcFPQ2OGPkjAd2c-zV8MLA8L5t0BZ_GLsW4/edit?usp=sharing

Obfuscate

Clash of Wills Vs Auspex. Add your levels of Obfuscate (1-9) to your trait total for the comparison of ties.

Unseen Presence – Attacking from this power reduces the Surprise count by 1.

Mask of 1000 Faces – The user can change clothes and cover small weapons (up the concealability of "Jacket") without expending a Mental trait. For specific clothes, or to cover large weapons, the user must expend a Mental trait.

Vanish from the Mind's Eye – Attacking from this power reduces the Surprise count by 1. This does not stack with Unseen Presence.

Obtenebration

Creating Obtenebration effects require concentration and an action, but maintenance and control do not.

Shadow Play – Multiple effects do not stack, but do wreak havoc on your allies.

Arms of the Abyss - Only 3 arms may be summoned in a single action, you may not maintain control of more arms than you have **current** willpower. (As you spend Willpower, when it becomes less than the total number of arms you have summoned, you have the choice to release control, or to dismiss an

arm) Arms may only be summoned from a stationary location/shadow or Shroud of Night. Once summoned, they take action at their initiative, the round after they are summoned.

Potence

You may not “Potence throw” or “Potence Jump” These are elder powers and outside the realm of anything less than Elder.

Presence

Awe – You must be in the presence of the person you are trying to use Awe against. You cannot use Awe in Summon challenges (unless the target is in the same room as you).

Summon – A person who has been Summoned does not know that a Discipline has been used on them. To answer a Summons, you must make your Presence known to the Summoner. You must go to that person, not as an Astral Projection sending or a telephone call. You will use abilities within reason, as you would to get to a very important meeting. You may be Summoned to be killed, but you may not be Summoned into obvious danger or through dangerous terrain. Either will break the Summons. (Ex.: You may be summoned into a combat situation by someone you do not know means you harm, but once you see the rest of the squad with that person, the Summons will break. You may be summoned to a meeting, but you would not go across a wide, sunlit room without protection. This will also break the Summons.) Additionally, if a person you know is actively trying to do you harm Summons you successfully, this is considered obvious danger. The Summons fails and the person initiating the challenge loses the trait bid and the target does not know a Discipline has been used against them. *If after answering a Summons, and you are met with Danger and you escape. All attempts by anyone in the scene to Summon you again; fail. The Trait is lost, as if the challenge were lost. All use of Summon for the purposes of Combat, will require a Morality Check (if applicable) by the character issuing the Summons. STs have final judgement on each and every summon on a case by case basis.*

Majesty – This power has a range of 30 feet, stopped by solid floor and ceiling, wall to wall. Majesty affects its victims for the entirety of the scene, or one hour, whichever comes first. When Majesty is activated you must declare a Social trait for the “flavor” of the Majesty, but this trait is not expended. If you are within the range someone’s Majesty and leave the range of that Majesty, you must attempt to break their Majesty before you are able to act against them. This includes ranged weapon attacks.

Quietus

A weapon may only hold a number of Blood traits equal to its Bonus traits.

If blood is being drained directly from the victim, who possesses this power, they may choose to alter the blood point drained by their attacker into Scorpions Touch, or Ba’al’s Caress. The drinker suffering its effects instead of gaining a blood trait.

Scorpion’s Touch – This power cannot be used defensively vs. a grapple.

Dagon’s Call – An ST must be informed of the activation touch for this power’s usage. If you are or have been within the range of your target’s active Majesty, you must break their Majesty before

activating Dagon's Call.

Taste of Death – This power does 2 levels of Aggravated damage.

Serpentis

Form of the Cobra – This power gives you the benefits of venom and bite damage of Skin of the Adder.

Setite Sorcery

Please view our Blood Magic House Rules found [Here](#).

https://docs.google.com/document/d/1tOmS5UYCjcFPQ2OGPkjAd2c-zV8MLA8L5t0BZ_GLsW4/edit?usp=sharing

Thanatosis

Withering – If the head is Withered, the victim may not initiate Mental or Social challenges, nor may they expend Mental or Social traits, except in defense. They may still use Mental or Social powers that do not require the initiating of challenges as well as Celerity, Potence, and Fortitude.

Necrosis – This power cost 1 Blood trait and does 2 levels of Lethal damage in addition to inflicting the Negative traits Decrepit and Repugnant.

Thaumaturgy

Please view our Blood Magic House Rules found [Here](#).

https://docs.google.com/document/d/1tOmS5UYCjcFPQ2OGPkjAd2c-zV8MLA8L5t0BZ_GLsW4/edit?usp=sharing

Vicissitude

Fleshcraft – You may convert a Physical trait into a Health level and you may reverse a previously applied version of this, but you may not convert a Health level into a Physical trait.

Bloodform – This power requires an action to perform.

Modifications - Milwaukee uses the Knights of New York Visc Mod Rules found [here](#)).

Rituals

A PC may automatically, without a test at check-in, cast a number of personal rituals equal to their Occult Ability rating. Only rituals that do not require unique or oddly special components may be pre-cast in this way. Only rituals that only have an effect on the person casting them may be pre-cast.

Rituals which have very specific components, which are not run of the mill items; will require an item card. Some things are just too large to transport; or too rare to be casually available. Rituals cast against another target, require a challenge - but still may be precast.

Rituals individually may be found in our Blood Magic House Rules found [Here](#).

https://docs.google.com/document/d/1tOmS5UYCjcFPQ2OGPkjAd2c-zV8MLA8L5t0BZ_GLsW4/edit?usp=sharing

[sp=sharing](#)

Custom Content

YOU DO NOT KNOW ABOUT IT IN CHARACTER !

unless you have been specifically told of its existence.

Milwaukee Nocturnal Rapture & Black Crusade does allow Custom Content on a case by case basis. Most are created by PCs; some created by NPCs. This section is provided, so that you know the rules of how these things work. Anything else in the game, you may find in a book; and learn the rules and mechanics - Custom content should be no different.

Custom Content frequently found in Nocturnal Rapture may be found [Here](#).

https://docs.google.com/document/d/1vpfPWy3H_8iqyHMCcH9UE2M3_ul-6kRPFRa4CQHzaUaE/edit?usp=sharing

For a larger list, please consult the One World By Night Custom Content Database found [Here](#).

<http://www.owbn.net/resources/custom-content>

Learning Disciplines

In-Clan Disciplines have no learning time. Out-of-Clan Disciplines require instruction from someone who has the Discipline in-Clan and at least 1 level higher than the level you wish to learn. (Ex. – If you wish to learn a first Basic Discipline, your teacher would have to have the second Basic level of that Discipline.) To learn an out-of-Clan Discipline you must have a card signed by the player of the teaching character (this card should be stamped if acquired in a different chronicle) and inform the ST staff. The ST staff will then note that fact on your character sheet. The XP is spent when you actually learn the Discipline, not when you inform the ST.

Combination Disciplines

All Combination Disciplines listed in White Wolf Clanbooks are restricted to that Clan, unless otherwise stated.

To learn a Combination Discipline, you must have one of the prerequisites as an in-Clan Discipline.

The same is true to Teach a Combination Discipline.

Stacking Disciplines

Form powers may not be stacked with other form powers. Only the following powers may be stacked with form powers:

Ÿ Protean: Eyes of the Beast

Ÿ Protean: Feral Claws (But does not “Stack” with Shape of the Beast, as Shape already benefits from Claws)

Ÿ Serpents: The Eyes of the Serpent

Ÿ Serpents: The Tongue of the Asp

Visiting Players

As a courtesy, please have your home chronicle ST staff send your character sheets ahead of time, but always bring a stamped and signed copy with you. Any home-brewed Rituals that do not have a Mind's Eye Theater write-up must be submitted to the Milwaukee: Nocturnal Rapture ST staff ahead of time and a copy of what it does must be carried by the player.

Proxy Play

Characters may be proxied into Milwaukee (or out of) in either as a "hard" proxy.

For a Hard Proxy, this email must explicitly state that you authorize the Milwaukee: Nocturnal Rapture Staff to portray your character to the extent of your desired actions, but realize that your character may suffer consequences which affect your sheet - up to and including character death.

Utilizing Influence &/or Backgrounds are considered a "hard Proxy" as it is possible for those resources can be lost, and Milwaukee: Nocturnal Rapture must have authority over the character to adjudicate the possibly of the loss of those Influences &/or Backgrounds.

If the character is to be portrayed at a game, documentation must be provided to the staff a minimum of 2 weeks prior to a game's date (if the character is to be proxied at a game) Otherwise if in an Email scene, it just must be sent and accepted by the staff(s) in a timely fashion. This documentation must include the following

**Basic operations & procedures of said character, and how they handle your average situations that are most likely to arise in nightly life.*

** reason for your Proxy*

** What you are aiming to achieve*

** Details of how you plan to accomplish "X", and how you would respond to various actions which you can anticipate.*

** specific Arrival and departure date*

** At least one condition here your character will bail on their plans and flee home.*

** If for a Combat reason, a copy of all used item cards (by means of picture) and a full declaration of your actions, traits, retests, and to what extent you are willing to use aegis. As well as a Copy of your character sheet.*

"Soft" Proxy are things like "I just stopped by to say hi, teach you a thing, phone calls etc" Your character is in the Territory of Milwaukee: Nocturnal Rapture - but is not interacting with the world beyond your small scene for polite conversation; or expecting the world to interact with you.

Disciplinary Policy

A couple things will always be Considered:

- the story is always more important than mechanics in a P V E sceneno. In a PVP scenario mechanics will always be more important than story.

- Good Sportsmanship, Honesty, Integrity, Ooc Fairness, Safe and Fun environment. these Qualities and more will either Severely reduce or Severely enhance any chronicle disciplinary action. Please remember that it is "Ok" for things to not be "IC" fair, So long as they are "Ooc" fair.
- there is no specific if you do "x" then "x" is the resulting action. Every event will be Measured on a case - by - Case basis and levied an appropriate action based on the specific & Unique qualities of that situation.
- Possible Disciplinary actions are, but are not limited too:
 - Loss of xp
 - Being sent home from a specific game.
 - temporary suspension from game or play
 - "GNC" of character
 - Forced transfer of all Pcs from Chronicle
 - Ban from Chronicle
 - pursue Owbn Disciplinary action

Combat

- Order of Operations
- "Not Fucking around Combat":
 - This style of combat adjudication is unique & specific. If it is being used, It will be announced at the start of that Combat. For those Players unfamiliar, They will be reminded at that time.

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Transfer Policy

If a character wishes to transfer into or out of Milwaukee, the head STs, or a majority of the STs in a chronicle without a HST, must agree. The player transferring must also submit to a full audit of their character sheet and item cards by both ST staffs.

Inactive Characters

Players can shelve their own character at any time subject to ST approval, but once that character is shelved, it must remain shelved for at least six months unless the Milwaukee ST staff decides otherwise. Characters become shelved automatically after six months of no player contact with the Milwaukee ST staff and inactive after an additional six months of no player contact. *Character become Inactive after 4 months of non-attendance to Milwaukee Games. They are still playable, but unable to earn XP. Characters are auto Shelved after 1 year, of non-attendance to Milwaukee game. Characters become NPCs of Milwaukee after non-attendance of 5 years.*

Shelved characters may still earn Experience, by submitting downtimes of what your character is doing during time "out of play". However the most XP they may earn is 4 XP per month. They however may not learn any power which requires a teacher, unless that teacher is "shelved with them, as they are out of play "together""

Multiple PCs

Any player who has a Milwaukee-based PC and a non-Milwaukee-based PC must play their Milwaukee-based PC in Milwaukee at least twice within a *Six* month period without PC flip-flop or they will not be permitted to play any character other than their Milwaukee-based PC in Milwaukee for the following *Six* month period. Those periods are:

Y January - June

Y July - December