

Winchester: Sins in the Valley

Chronicle Packet & House Rules

Version 4.1.2

Updated 10/17/16

Schedule

Winchester: Sins in the Valley meets on the second Fridays of every month and any possible 5th Saturday. Game begins at 7:00 PM and ends at about 11:00 PM.

Contact

SiV Storytellers can be reached at siv_st@googlegroups.com.

It is also advised that all players join the OOC email list for updates to the staff, rules, schedule, or game site. Please email the STs to be added.

Rule Sources

The Winchester: Sins in the Valley (SiV) House Rules are decided by a consensus of SiV storytellers (STs), and always apply within the chronicle. The revised edition Mind's Eye Theatre's "Laws of..." books are the primary sources for their respective genres, supplemented by other books and Lost Chronicles (LC) specific documents. In any rules conflict between the published rulebooks and this document, consider this document to take precedence, except where the rules presented are more permissive than the LC Regulations or Genre Documents.

Rule interpretations made by storytellers are not necessarily precedent for future interpretations. Decisions made by the storytellers of SiV, within SiV, are final and not subject to appeal by storytellers of other games. Players attempting to circumvent such decisions in this manner will be removed from the game.

SiV Storytellers reserve the right to deny any character sheet, item cards, abilities, merits, disciplines, powers, or backgrounds entry into this chronicle.

Start of Game

Check-In: Players are required to sign the check-in sheet in order to receive an updated copy of their character sheet and receive experience points for the session. Visitors are encouraged to have their storytellers email their character sheets in advance. Check-in is scheduled to begin at 6:30 PM.

Item Cards: Players are expected to keep track of their item cards between games. Lost item cards will not be replaced.

Scene Completion: Unresolved scenes from the previous game session or downtime may be

finished with a storyteller before Game Start.

Game Start: The ST staff will make any in-character announcements at this time, and declare “game on”. Players are expected to remain in-character after this call has been made.

End of Game

Scenes: When the storytellers call for the end of game, all scenes will come to an end for the session. Unresolved scenes may be finished during downtime or before the start of game at the following session.

Announcements and Discussion: Storytellers and players will make OOC announcements, share good scenes, nominate others for good roleplay or costume experience awards following the end of game.

Experience: Players wishing to spend experience points on their characters may record their requested expenditures of their character sheets and turn them into the storytellers. Alternatively, experience points may be spent via email.

Experience Awards

Experience may be gained in the following ways:

Attendance:	2 points per game attended
Travel:	1 or 2 points per game attended
Roleplay Award:	1 point
Costuming Award:	1 point
Character History:	1-3 points
Downtime:	1-3 points
Game Contribution:	1-5 points
Additional Service:	1 point

Travel points are awarded for visiting games held more than an hour’s travel away. One point is awarded for visiting games between one and six hours away, two points for those over six hours away.

Character History is a one-time award, and is judged based on the length, detail, and quality of the submitted background.

Game Contributions include those things that add in a lasting way to the game, either in play or out-of-character. These may be one time or continuous awards. Such things include the creation of props, the maintenance of the website, securing a long-term site, etc. If any player has a project he or she would like to embark upon, they should consult with the storytellers.

Additional Service includes set-up and tear-down, shuttle service for players and/or

storytellers, clean-up after events, etc.

Spending Experience Points

Learning times:

Abilities:	1 week
Backgrounds:	ST Discretion
Disciplines:	2 weeks
Disciplines, Out-of-Clan, Advanced:	4 weeks
Gifts (taught by spirit)	1 week
Gifts	4 weeks
Traits	1 week
Willpower	1 week
Basic Rituals/Rites	1 week
Intermediate Rituals/Rites	2 weeks
Advanced Rituals/Rites	3 weeks
Merits	ST Discretion

The full period must be spent in training, meditation, or the like in order to successfully gain the ability/discipline/trait/etc. If this is interrupted, the teacher dies, or the character is otherwise inhibited from proceeding, the ability/discipline/trait/etc. is not gained and experience is refunded.

Characters may only learn one ability, discipline, gift, ritual, rite, or similar power at a time. Traits are the exception in that each category may be raised by one at the same time.

Downtime

Downtime is the time between games. Characters may interact with the world and other characters, so long as the rules for moderated and unmoderated actions are followed.

Players may submit character updates to the STs as often as they wish, and may receive up to three experience points per month for doing so. However, it is asked that character updates be limited to **five pages** at a time. Any content beyond that may not be read or considered.

Unmoderated Character Actions

All character interactions that take place out of the official game sessions (including via email or IM) will fall into two classes, moderated and unmoderated. All moderated actions require a storyteller to be present and aware of the situation as it develops.

Moderated actions, from contested challenges to teaching abilities, must be logged with the storytellers of SiV via email to the storyteller list or to the HST.

Activities that may proceed without moderation must conform to the following guidelines:

- No direct challenges are made without express consent of both parties
- No actions alter the long-term environment of the game world
- No characters involved reach torpor or final death
- No characters are embraced
- No private contact with Coordinator controlled NPCs occurs (the exception being the large email lists)
- No more than three PCs are involved

When in doubt, carbon copy the message or forward a transcript or write-up to the SiV storyteller list.

Character Creation: Character creation follows the rules presented in Laws of the Night: Revised, or the appropriate revised core rulebook to the genre.

Player Points: When a PC dies or is otherwise permanently removed from play, there will not be a refund or carry-over of unspent experience points. Instead, for each month the character was actively in play, up to a maximum of 30, one point will be awarded to be spent on the new character in the time between when the new character is approved and when it is brought into play.

Merits and Flaws:

Merits granting the same type of bonus do not stack, but may be useful in different situations. Flaws may be assigned after character creation by storytellers, with no points gained in return.

Abilities:

Awareness: Awareness retests with Awareness, not Occult.

Etiquette: Intentional breaches of protocol, e.g. insults, cannot be covered by Etiquette.

Linguistics: Each dot represents a single language known (capable of speaking, reading and writing), and generational limits do not apply. A free dot, representing a native language, is provided at character creation.

Lore: A test with any given lore retests with the same lore. Winchester uses the lore levels suggested in Dark Epics.

Primal Urge: Can be used as a retest to cross the gauntlet or shift forms, but may not be expended to automatically do those things.

Klaivaskar, Iskakku, Kaillindo and other martial arts specialties of the appropriate ability (melee or brawl) have no special maneuvers. They do not count as separate abilities.

Ability Specializations:

Abilities may be specialized after having been advanced to level 3 or higher.

Backgrounds:

Dream: Dream may be called upon to cancel an ability retest

Eidolon: Non-Wraiths with this background are up 1 trait defensively when dealing with Ghosts and when being compelled to act against their nature.

Resources: Monetary examples provided in the book are subject to inflation.

Retainers: Characters are down one blood per retainer per month, divided amongst the sessions the game plays in that month. For ease of calculation, this is figured to be 1 blood per 2 ghouls each session.

Rites: These represent rites with which the character has been entrusted beyond what their rank would normally allow.

Totem: Each Garou may have four totems: Tribal, Sept, Pack, and Personal. Only benefits from one of these may be claimed at any time. The others represent the relationship between the character and the totem, and can help the character gain gifts or favors. Levels may be purchased up to the totem's cost.

Willpower:

Temporary Willpower fully refreshes at the start of each game, unless otherwise noted by a Storyteller and may also be regained when the character acts in accordance with his or her nature or makes use of the Meditation ability. Any players who feel this should be the case should speak with a Storyteller.

Challenges:

All challenges will be worked out one at a time, unless specifically called for by the Storyteller in charge of a scene. In the case of mob combat or mass challenges, one trait must be bid versus each opponent in turn, but no more than five traits will be lost, regardless of how many challenges are lost.

Overbidding:

Multiple overbids may be attempted in the same challenge.

Combat:

Combat always requires a Storyteller or Narrator to be present. As soon as the first physical challenge is declared, and automatic time stop is in effect for all parties involved until a Storyteller or Narrator takes control of the scene, at which point, the combat is broken into rounds.

Order of Combat:

The order of combat is as follows:

1. Expenditures
2. Declaration of Actions
3. Preempt
4. Normal Actions
5. Rage/Celerity/Speed Actions

Expenditures required at the beginning of the sequence include and rage/blood/quintessence for extra actions or form change.

Some actions are described as taking a full round. Such occur during the Normal Action. Only this action may be undertaken- the character may not attempt any other action that round.

Declaration of actions will occur in the following sequence:

1. Normal Actions (non-speed)
2. Preempts

Declarations for the extra attack actions will occur at the beginning of those rounds.

Each step of combat, actions will be performed in initiative order (based on traits) whenever multiple characters are acting. Whenever possible, actions will be resolved as opposed challenges.

Surprise:

If a character is deemed by the Narrator to have surprised another character, that character will have a surprise re-test.

Vampire- Specific Rules:

Clans:

Players are encouraged to choose from the 6 clans of the Camarilla, the Gangrel, Assamite (Schismatic), or Giovanni clans when designing characters. Other independent clans and bloodlines will be considered, provided the character concept is sound and the player understands that many such characters require approval by Coordinators or LC Council, per the LC Character Regulations.

Disciplines:

Animalism: Quell the Beast

Quelled characters may still spend permanent Willpower.

Auspex: Aura Perception

Though it is required that an appropriate trait be bid, traits bid in attempts to discern auras are not lost.

Daimoinon: Condemnation

Functions per Faith and Fire "Curse".

Fortitude: Aegis

May be used at any time, even after staking challenges have been thrown.

Presence: Summon

What constitutes a life-threatening situation is subject to Storyteller interpretation.

Transformations in Combat: Only one full-form transformational effect may be in use at any one time. The use of a full-form transformation causes any already in effect to end.

Powers under this rule are as follows: Black Metamorphosis, Blood Form, Form of the Cobra, Horrid Form, Mist Form, Skin of the Adder, Shape of the Beast, Tenebrous Form, and Wildebeest.

Morality and Virtue Tests:

Starting characters are limited to Humanity, with the exception of appropriate clan specific paths or select clans which have a bonus to path rating as part of their clan advantage.

Attempting and failing on a Conscience/Conviction test will cause a temporary derangement.

Characters only gain a negative trait if the test is failed entirely.

Frenzy:

-Characters only gain a negative trait if the test is failed entirely.

-Characters may attempt to “talk” another out of frenzy, per the rules on p.209, LotN:R.

Torpor:

A character will awaken from Torpor unassisted after a period of time determined by the Humanity or Path rating of the character:

5 traits: 1 week

4 traits: 2 weeks

3 traits: 4 weeks

2 traits: 8 weeks

1 trait: 12 weeks

Garou/Fera-Specific Rules:**Forms**

Form traits may not be bid until all personal traits have been exhausted. Any form trait spent is still spent for the session if the character shifts form.

Frenzy

The Storytellers will decide if a situation warrants a frenzy test, though players are encouraged to speak up if they feel their character might be risking frenzy due to circumstances or role play.

Berserk and Fox Frenzy

When in either state, you need not bid a trait in any Social Challenge performed against you (i.e. 'I am too frenzied to be entranced by your wiles'). Such Characters can only be 'talked down' if they are subdued or otherwise forced to pay attention to the person doing the challenge.

While in Frenzy you may not use any ability retests.

You may, however, use Frenzied as a retest. You may spend rage for extra actions.

You may continue to use any already active gifts, but you may not start a new one.

You may not step sideways.

You ignore wound penalties while frenzied.

Wyrms Frenzy

When a Garou fails a frenzy test, and does not choose to spend willpower to counteract it, they must make an additional test. Failure on this test means they have entered wyrm frenzy.

Willpower may not be spent after this second test, and a Garou in thrall of the wyrm may not be talked down.

Umbral Rules:

Peeking: Only Uktena may peek from the material realm into the Umbra without a gift or fetish.

Dedication: Fetishes and talons must be dedicated to a character. Up to 5 of the same talon take up one slot. A set of clothing will include minor items like jewelry as long as it is all completely mundane.

Spirits: Spirits bid twice their Rage, Gnosis, or Willpower in challenges.

Fetishes and Talons:

All non-standard fetishes and talons (i.e. not from a published White Wolf book) entering the chronicle are subject to storyteller inspection and alteration before entering play.

Up to 5 talons may be created in the period of a week. Fetishes will take a week or longer to create.

Gifts and Rites:

You may learn new Rites by a Garou teacher or a spirit teacher. If you have a spirit teacher then you must purchase that rite with said amount of experience needed.

You may learn new gifts by a Garou teacher or a spirit teacher. It should be noted that if you are taught a gift from a Garou character you and the teacher will gain a point of Spirit Notoriety.

Out of Tribe/Breed/Auspice Gifts: All of these require ST approval and a great deal of work. You cannot learn an advanced out of area gift.

You may only have as many gifts as you have permanent renown. Should you lose renown to a level below your current gifts, you may still use the ones you have, but you may not buy new ones.

Should you renounce your auspice you may freely use any gifts available at your current rank. Using a gift above your allowed level will result in Spirit Notoriety.

Gifts and rites from the Wyld West, Dark Ages, the Beast Courts or Lost Tribes are only available with Storyteller permission.

Special Gift Notes:

Adaptation: Things like poison gasses due not count as atmospheric conditions. The difficulty of the physical test is 7.

Attunement: The test is against the most prevalent type of spirit in the area.

Aura of Confidence: The difficulty of the test is 7.

Balor's Gaze: The target suffers the effects of being wounded. Wounded targets suffer the effects of being incapacitated (they do not revert to breed however). Resist Pain does not counteract these effects.

Banish Totem: There is no maximum on the totem traits for this challenge.

Beast Life: The difficulty of the test is 7

Beastmind: The target will understand only the base drives, food, flight, fight etc

Blissful Ignorance: The difficulty of this gift is 7 if you disappear with no witnesses, or against mechanical observation. Against witnesses an opposed mental challenge must be made.

Bloody Feast: You may spend up to 3 mental traits for duration.

Blur of the Milky Eye: Blur automatically fails to any form of Heightened Senses. The difficulty to blur is 7. Attacking always drops blur. You may not blur in front of witnesses.

Body Wrack: You may spend up to 3 traits for extra penalties.

Call of the Wyld: The difficulty for the test is 7

Call the Hunt: The test is made against the spirit leading the hunt.

Calm: If reduced to zero rage a frenzying Garou will leave frenzy. Calm will not affect a non-frenzying creature without rage.

Chill of the Early Frost: You may spend up to 3 additional traits.

Clenched Jaw: You may add $\frac{1}{2}$ of your current willpower total when resisting any attempt to break free.

Command Spirit: Additional commands issued in that time cost 1 willpower, but do not require another challenge.

Control Simple Machine: The difficulty for this test is 6.

Cutting Wind: The difficulty of activating this gift is 7. When using the gift to shove an opponent a mental vs. physical challenge must be made. You may spend up to 3 traits for duration.

Diagnostics: Test against the spirit. You may spend up to three additional traits.

Direct the Storm: The willpower test is against the frenzied Garou.

Distractions: You may spend up to 3 additional traits.

Dreamspeak: The challenge is against the target.

Elemental Gift: Test against the elemental spirit. You may spend up to 3 additional traits

Exorcism: The challenge is against the traits of the person who bound the spirit.

Faerie Kin: The challenge is against the changeling being called upon.

Falling Touch: The target of falling touch loses his actions for the remainder of the round.

Fetish Doll: You may spend up to 3 additional traits in a single day.

Gift of the Porcupine: The return damage from a hit does not include extra damage from things like razor claws or silver claws.

Gift of the Spriggan: A separate challenge must be made for every 100% increase.

Hand of the Earth Lords: The challenge is against 7 traits for an inanimate object, otherwise it is an opposed challenge. You may spend up to 3 traits for duration.

Hare's Leap: The difficulty of the challenge is 7.

Heart of Fury: This is an extended challenge

Jam Technology: You may spend 3 additional traits for duration.

Master of Fire: This does not affect balefire (unless you also have resistant to wyrm emanations)

Mastery: You must spend traits separately for duration and number of commands.

Mental Speech: This gift can be broken into by those with telepathy (or similar powers). A mental challenge must be made by the eavesdropper.

Mindspeak: This gift can be broken into by those with telepathy (or similar powers). A mental challenge must be made by the eavesdropper.

Open Wounds: The difficulty of the challenge is 7. You may spend up to 3 additional traits for duration.

Paralyzing Stare: This gift requires 1 action to prepare for use. You may spend up to 3 additional traits

Razor Claws: It takes 1 action to activate this gift.

Quicksand: You may spend up to 3 additional traits

Resist Toxin: The difficulty for the test is 7.

Scent of Sight: This gift does not work against obfuscate.

Scream of Gaia: You may spend up to 3 additional traits

Seizing the Edge: You may only switch traits between categories at the start of a turn.

Sense Magic: You may spend up to 3 additional traits

Sense Wurm: A vampire with 3 or less humanity (2 or less for Gangrel), or on any path, will be noticed by this gift

Shroud: You may spend up to 3 additional traits. The discipline Eyes of the Beast can see through this gift.

Snarl of the Predator: This gift requires 1 action to prepare for use. You may spend up to 3

additional traits

Song of Rage: You may spend up to 3 additional traits

Spirit Friend: You may spend up to 3 additional traits

Spirit of the Fray: Spending a gnosis trait allows you to preempt an action, rather than providing the additional 10 traits.

Spirit Speech: This gift translates speech; it is not a repeatable language.

Spirit Ward: You may spend up to 3 additional traits

Staredown: Awakened beings do not flee but are frozen in place like Garou. You may spend up to 3 additional traits for duration.

Strength of the Dominator: The test is against the target.

Trackless Waste: You may spend up to 3 additional traits

True Fear: You may spend up to 3 additional traits

Weak Arm: You may spend up to 3 additional traits

Wolf at the Door: You may spend up to 3 additional traits

Wrath of Gaia: The social challenge is against the spirit with the highest gnosis.

Disciplinary Procedures, Rules and Actions:

Most disciplinary infractions can be subdivided into 3 categories:

Cheating, Disruptive Behavior, and Misconduct.

Cheating consists of those things that run directly contrary to the published rules. This may include having a character sheet that is over points, using more traits than you have, misquoting traits in a challenge (number or type) or consciously misusing the rules.

Disruptive Behavior is a broad term that encompasses behaviors, intentional or unintentional, that interfere with the smooth running and enjoyment of the game. This may include repeatedly breaking character to talk about non-game issues, arguing rules or rules calls, attempting to interfere with a narrator/storyteller in the performance of their duties, engendering ill-will toward other players or members of the ST staff etc.

Misconduct represents those actions that are damaging to the game's continued functioning, against the spirit of the game or against the instructions of the ST staff. Such violations include meta-gaming, slow-throwing, discussing issues that the ST staff considers inappropriate or the staff has asked you not to discuss, attempting to wield inappropriate authority, attempting to circumvent rules, attempting to take advantage of one ST to circumvent the ruling of another, etc.

Punishment Severity

Within each category there are 5 levels of disciplinary punishments: Warning, Minor, Major, Severe, and Extreme.

Warning infractions are issued for the unintentional or innocent mistakes that had consequences. The Storyteller staff will decide how many warnings will equate to further infractions or even a strike.

A player who receives three game strikes will be removed from the game for a period of time as decided by the ST staff, but no shorter than one month and potentially permanently. At the end of this time period, the player may petition the ST staff for re-admittance to the Chronicle and may be required to begin with a new character (no player-points). These strikes transcend the category of the infraction (i.e. a strike in each category still amounts to 3 strikes).

Minor infractions will result in a loss of experience. This will be enforced in the following manner. For the next X games the player attends, the character will earn 0 experience points. In this manner, we do not strip players of already earned experience points but still make sure that the punishment is being carried out, even if the player skips a few games. In the event of a character sheet imbalance, the imbalance will be corrected by removing the appropriate number of points and then the disciplinary penalties will be assessed.

Major infractions will result in a loss of experience, as minor above and in addition the player will receive a game strike.

Severe infractions will result in a strike, as in major above and in addition the player will be suspended from the game for a period of time as determined by the ST staff, but no shorter than one month. During such time, the player will be unwelcome at the game site and is forbidden from any interaction with the game and the characters within the game. . At the end of the suspension, the player may be required to begin with a new character (player-points at ST discretion).

Extreme infractions will likely result in an immediate and permanent removal from the game. Examples include physically assaulting another player, theft of game funds or property, inappropriate sexual conduct, engaging in illegal activities, placing the game or players therein at risk through negligence or malice, harassment, et al.

In each case the storyteller issuing the punishment will notify the player involved and the Head Storyteller.

These decisions are not subject to review or appeal until the end of the established punishment period.

In addition, the storytelling staff reserves the right to disallow any player, character or item from play.