

Night's Theatre Cult's House Rules

Disclaimer

This is a living document that can be changed as the game grows and new points of interest develop and are discovered. As such all House rules and regulations are at Storyteller discretion.

Night Theatre's Cult is a One World by Night Chronicle based in Clay, AL. Held within are the official rulings for the Night Theatre's Cult LARP chronicle. They may contradict rules in the source books. We have tried to follow the Mind's Eye Theater (MET) books as much as possible, but there may be times when a new rule is instituted to make the game more enjoyable. If there is a conflict between rules in books and the House Rules contained herein, the House Rules take precedent.

Please note: This is a roleplaying game built on a theatrical premise. These rulings are made in the context and assumption of the game being about roleplaying, not "numerology" (i.e. min/max power gaming). Keep in mind that much occurring in our game is powered by the supernatural realm.

Not all of it is going to make sense or be logical. In the event that there is a rule that does not make logical sense to you, a storyteller may be sought to clear things up. The rules are viewed as a framework, a means rather than an end. In the event of an issue with the rules, bear in mind that you may be overruled at the time of disagreement. This does not mean you are in the wrong; it means that a call was made to keep the game going. Please write down your concern and present it to a Storyteller, designated Narrator, or Player Liaison. Your issue will be given due consideration and potentially written into the House Rules.

The Storytelling Staff must be cc'd on all interactions with Coord and SubCoord level NPCs as well as either cc'd or given a prompt summary (if the scene happens in person) on any scenes. Any requests that are cord approval must be approved by the staff first.

Staff reserves the right to make any rules call they see fit during the game. It is advised that arguments resulting from these rules calls be held until after the game to be pursued and should be done with the ST in question PRIVATELY. We do not tolerate disrespect of its staff and such abuse will be punished. Further, it is also advised that these arguments are limited in time to be as quick as possible and allow everyone to continue enjoying the game.

Any player wishing to attend Night Theatre's Cult must give a full player name to staff before they are in any capacity allowed for play, visiting or otherwise. If this is an issue with said players, we urge you to consider the administrative process and the worldwide nature of the organization we play in. Failure to do so upon request will result in a pursued Disciplinary Action which includes but is not limited to Bans/GNC.

Disciplinary Policy

When a player breaks a rule or engages in some other activity that is against the policy of Night Theatre's Cult Discord or OWbN, they may suffer one of the following repercussions as decided upon by the Storytelling Staff. The Staff is not limited to these options, they are simply the most common.

- Character GNC: The Player's character is permanently killed.
- One Strike
- Two Strikes
- Three Strikes / Ban

Depending upon the severity of the action, Strikes may be accompanied by temporary or permanent bans from the Chronicle.

DISCORD STUFF

Challenge Resolutions:

We use the standard set by the game d3 in regards to challenge resolution via discord. Using a bot (Sidekick is the accepted standard amongst one world games) players type /r 1d3 or /roll 1d3 into chat. The random number generator outputs mean the following

In PVE situations -

- 1 - Win
- 2 - Tie
- 3 - Loss

In PVP situations -

- 1 - Rock
- 2 - Paper
- 3 - Scissors
- 4 - Bomb

Staff reserves the right to use PVP style challenges if they wish to portray an NPC in some cases.

Item Cards

All items that have the potential to impact or alter gameplay in any way must have an Item Card for that item. All Item Cards must be approved by a ST. We request that any item cards that a visiting player wishes to be used in game be submitted in advance along with a copy of the character sheet. This can be done via taking a picture of any items cards you wish to use in game. Any items not approved in advance by staff cannot be used during play. For Item Cards gained in game for PCs they will be provided an email from the staff to serve as 'signed' item card for the game. If other games require a physical item card, speak with staff and arrangements can be made.

Hedge Magic items: A character may only ever hold as many enchantment items as the enchantment level in equivalence with their permanent willpower. Hedge mages with enchantment are exempt from this rule. EX: If a character has 7 willpower they are only allowed to have an enchantment x5 and an enchantment x2 item.

Changing Characters Mid-Game:

If you know in advance that you want to play multiple characters in a single session, please do your best to declare this to STs before the game begins. There is a 30-minute "fair escape" timer that begins when you switch characters. This means that other PCs have 30 minutes to Summon or otherwise go after the 1st PC you portrayed. This time may be shortened or lengthened at ST discretion. If your PC becomes unplayable for some reason (death, staking, torpor, etc.), you will be allowed to portray (or create) a different character for the rest of the session. The Storytellers reserve the right to not allow someone to swap PCs in the middle of a game session.

NOTE: There will be NO side chats. Side scenes will be made on the server upon request. If there are any side chats for scenes or the sort. Everything will be redlined and strikes will be given. Even something as simple as a text conversation can be made a room for.

NOTE: It's not up to the ST staff to remember what's on your sheet during scenes. If you have any questions if something will work or any information about something please ask.

EXPERIENCE

0-200XP: twelve (12) experience points in a single calendar month

201-400XP: ten (10) experience points in a single calendar month

401+: eight (8) experience points in a single calendar month

Attendance at any game, downtimes, or downtime roleplay allow for max exp earn able by the PC per the above brackets.

All Wraith pcs are limited to 8xp per month as per the by-laws of OWBN

Downtimes

Downtimes need to be sent in before the last day of the month period otherwise they will not be getting done until next time I do them.

Claiming xp as well as what you want to spend it on and do throughout the month needs to be sent in on one thread to the ST email.

Diablerie

All instances of Diablerie must have a Storyteller present. Or it didn't happen.

If the Diablerie victim is one or two generations lower than the Diablerist, one of the XP earned for the Diablerie must be spent to purchase a dot of the Generation Background.

If the Diablerie victim is three or more generations lower than the diablerist, both points earned from the Diablerie must be used to by the Generation Background If the victim is of sufficiently lower generation than the Diablerist (ST discretion) part of the victim's soul may exert some influence over the Kindred. This can manifest as mental and social traits changing to reflect the victim, or the Fugue derangement to reflect the victim occasionally gaining control of the Diablerist's body.

If the victim is of significantly lower generation than the Diablerist (ST discretion) the victim can completely take over the body of the Diablerist. This will mean significant reworking of the character sheet and may mean the PC becomes an NPC.

A character on Path of Humanity or a Path of Enlightenment that does not allow diablerie will automatically lose one morality trait.

A character MUST log with the Admin any diablerie they have committed. A note will be placed in the character's sheet.

A sheet will be made or produced for the Player to pick 1 thing either merit or ability for the character to get from the diab that must be the next thing bought by the character.

Combat

Carrier Attacks: PCs may not combine damage from carrier attacks (for example, you may either strike for damage or strike to quell, not both). Strike to quell/any carrier attack requires a successful touch roll and then the carrier attack roll if there is one.

Order of Damage Applied: is always to armor (including supernatural forms) first, prior to being resisted with Fortitude or similar powers.

Surprise Rules: When an aggressor successfully declares Surprise against a target, the target character may not use ability retests in the Surprise challenge, and the aggressor receives one free “Surprise” retest against the target. The three second surprise rule is in effect. The defending character has three seconds to respond to the attacker, or the attack will be considered from surprise and only the defending character can be harmed in the challenge. The attacker should say, for example, “Physical challenge”, then count to 3. If the defender has not responded by the time the attacker gets to “three”, the attack is a surprise.

If the attacker is Obfuscated, the defender has only two seconds to respond to the challenge declaration. If the attacker is using Quietus and Obfuscate, the defender is automatically surprised, and no count is required.

Damage: If an individual takes double their permanent health boxes post torpor in Lethal they die permanently.

Uncontested Range: It works as it's own applicable retest and does not work as a “Surprise” retest as it is by book.

Frenzy Tests

Players may spend a willpower to prevent frenzy for 10 mins. After the 10 mins the pc will frenzy if they are not calmed or the object of the frenzy is around.

Willpower must be spent before the check for Frenzy is made. Both Instinct and Self Control will function as mechanically as Self Control does. (Players are expected to roleplay the differences. Taking time to calm themselves if on Self Control and becoming Feral and aggressive if on Instinct.)

To take someone out of frenzy you have 2 possible choices:

1. Quell: Happens immediately but may not be noticed until end of round
2. Talk them out: This takes at least 3 full rounds to accomplish with successful social challenges.

Any others please discuss with staff.

While in frenzy PCs have an automatic frenzy retest in all mental or social challenges that must be thrown first.

Miscellaneous

True Names: True names are item cards. They may not be transferred between players. In order to discern someone's true name, you must get the name on your own. If you cannot produce an item card for the true name, you do not have it. Eidetic memory, writing it down, etc do not prevent this loss. At Staff's discretion, an email from appropriate Storytelling staff will be accepted in lieu of this requirement.

Rules of Three: Any power that requires expenditure of Traits, that does not specify otherwise, is capped at an expenditure of 3 Traits.

Any challenge that calls for your traits vs. your opponent's Willpower is against his/her PERMANENT Willpower.

"Dead Drops":

Any time an action occurs post mortem (be it dead drops or ghouls delivering information) such declarations must be fully and clearly defined with the STs, including what triggers the release. Information must be so well-documented that STs should have no need to contact the player about what would occur. If there is any uncertainty about the dead drop set up, the STs will resolve the uncertainty. No alterations to these sorts of actions may be declared after they would go into effect.

Blood Bonds

In the event someone dies you have a blood bond with, It will immediately snap.

Each lvl of the bond will take 12 months minus 1 month for each permanent WP the Character has.

Vinculum

After participating in a successful Vaulderie roll 1d10 per person involved other than yourself.

Per d10 assigned to a person.

If result is Higher than you current Vinc rating, your vinc will increase by 1

If your result is equal to your current rating, there is no change.

If your result is lower than your current rating, your vinc will decrease by 1.

You cannot decrease a Vinc with someone who did not participate in the vaulderie you are rolling for.

Disciplines

You cannot learn disciplines from Kindred that you have the staked/ torpored bodies of (aka "Trunk Monkeys").

You cannot learn Disciplines from a subject you have Conditioned as they no longer have the mental capacity to teach.

A character can only teach a discipline to another kindred if they have the discipline in clan and at one level higher. PCs can teach inclans to 5. You may also only teach as many people one thing as you have dots in the Instruction ability per month.

In order to learn a unique discipline (ex. Protean, Melpominee, etc.), you must ingest one Blood Trait from your teacher, thus creating a one-step Blood Bond. This Bond should be role-played appropriately. You can only begin the process of breaking the bond after you have learned the discipline to the full extent allowed/desired. If, for some reason, you break the bond sooner, you must re-ingest blood from your teacher before you begin learning again.

Mentors will only teach the Advanced level of a unique discipline if the 4 other levels were taught by a PC.

Magic Write Ups Required

For all magics a write-up must be ready to be produced upon request or risk denial until such can be provided. This is applicable at all times.

Animalism

(Feral Whispers): This power may NOT be used to communicate with Kindred in Animal form (Beast Form, Subsume, etc.)

(Quell the Beast): Use of this power does not prevent the sacrifice of Permanent Willpower.

(Subsume the Spirit): Obfuscate may be used while in Subsume. It has the same trait cost as Auspex.

(Drawing out the Beast): This power ends at dawn. Victims of this power who also have it may NOT make a test to throw the invading Beast into another.

Auspex

In tests of Auspex versus Obfuscate or Chimerstry, the PC gains a number of bonus traits (1 to 5) equal to the PC's level of Auspex, Chimerstry, or Obfuscate rating.

(Aura Perception): This power can NOT be used to determine if someone is lying. The empathy ability works in its place.

(Telepathy): Visual contact must be maintained with your target. Malkavians may bid their core derangement in the initial test on this challenge but do not lose it. The other individual if they lose may suffer the effects of their primary derangement.

Telepathy: It can be used to dig through a stake or torpored kindred's mind to retrieve lores and only lores.

Telepathy: No relenting

(Psychic Projection): Blood may not be spent while using this power and the body must be logged with staff before doing so.

Celerity

Celerity does work in conjunction with firearms and throwing weapons.

(Rapidity): The Bomb does not need to be declared

(Fleetness): Ties need not be declared.

Chimerstry

All uses of this discipline require an ST period.

Dementation

All who possess Dementation must have at least one permanent Derangement.

(Eyes of Chaos): When using this power for situational insight, retest with Enigmas instead of Empathy.

(Voice of Madness): There is no initial social test to use this power. All who hear this power are affected; you can selectively not affect certain individuals. All those affected must immediately roll a self-control/Instinct chop or spend a temporary WP to ignore it's effects.

(Total Insanity): Players without a signed and approved derangement deck on their person before the start of game will not be permitted to use this power. Person being made insane must roll a 5d100 then insert each one into

<https://en.shindanmaker.com/960585>

Dominate

All uses of Forgetful Mind, and any uses of Mesmerism that are set to trigger at a specific event must be annotated on the character sheet either in the Notes section or in the character's journal. This is then approved by staff.

Possession: When using this power, the location of a PC's real body must be logged with staff and must be within the jurisdiction of the game.

(Conditioning): The Conditioner may implant multiple Mesmerisms into their victim once use of this power is complete.

Fortitude

(Resilience): You may expend a Stamina based physical after tests are made if one does not possess Aegis.

(Resistance): You may expend a Stamina based physical after tests are made. Only one trait needs to be expended while testing down a damage source but need be expended per damage source if a character does not possess Aegis. If you expend a

trait to win on ties to test down a point of Aggravated damage, you needn't extend another trait on the test to nothing.

(Aegis): Aegis will prevent staking if declared prior to the two simple challenges. If a character possesses Aegis, they win on ties when testing down damage with Fortitude.

Potence

Cannot be used with throwing objects as there are elder powers for that.

(Vigor): The Bomb does not need to be declared.

(Puissance): Ties need not be declared.

Presence

(Summon): Cannot be used to boot squad someone. Once you have begun a summons, you cannot leave the area where initiated or it fails immediately. If succeeded, allows summoned to do an awareness challenge vs summoner to discover their identity.

(Majesty): The effect is line of sight or one's presence. Majesty may include the specific "flavor" of the trait used to initiate the challenge or a "flavor" of the initiator's choice that she has unspent, in regard to Majesty. For example, a character may have Intimidating Majesty up, and those within the area effect feel a Majesty of Intimidation.

Protean

(Shape of the Beast): As per Clanbook: Gangrel pg. 68. You have a "fight" form and a "flight" from both are chosen at the time of achieving this level of the protean discipline. Weapons, armor, and items smaller than a backpack go into the void of you when you shift. DO NOT try to say that 10 broadswords and a Duffle bag of armor goes into the void

Quietus

When coating a weapon, you may only include a number of converted blood traits equal to the weapon's bonus traits. You must choose if you are using Scorpion's Touch or Baal's Caress.

Silence of Death: This power will prevent the use of any power requiring speech.

Scorpion's Touch: Traits lost to this power may not be restored with Prowess or Willpower. They return at the end of the night.

Dagon's Call: This power also destroys one blood trait per successful level of damage inflicted.

Taste of Death: Can be used to cancel uncontested range if prepared beforehand.

Obtenebration:

Shroud: This blocks line of sight to anyone inside it unless you are able to see through the shroud.

Arms of the Abyss: Max number of arms that may be summoned is based off Occult rating.

Black Metamorphosis: This is not a shape changing power.

Thanatosis:

Withering: If a victim's head is Withered, then the only Disciplines the victim may then use are Potence, Celerity, and Fortitude.

Valeren:

Burning Touch: A Willpower may be spent to ignore the effects of this power. This is spent on a "one for one" basis.

Blood Magic

All thaumaturgy, unless specifically stated otherwise in the write up, is assumed to have verbal and somatic components. Grapple and/or Silence of Death (i.e., anything that can disrupt speaking or waving your hands) will stop the casting of thaumaturgy.

All rituals and magics need to have a write-up with the character available to be presented upon ST request. If you do not have a write-up you do not have that magic.

Magic Items:

Magic Items created via Entrap Ephemera or other means may only grant up to +3 traits in any challenge, up to three retests or traits per night whenever they produce any such effects. A character may only benefit from one such item at a time during any given effect or action.

Koldunism:

As ran per the most current OWbN packet.

Line of sight:

Thaumaturgy (That does not require touch) may not be used on targets who are obscured, whether that be by smoke or via Shroud of Night. The exception to this rule is ranged attack paths, such as Movement Of The Mind and Lure of Fames. In these cases, blind fighting mechanics apply.

Uncontested Range:

Thaumaturgy provides neither the advantage of, nor protection from Uncontested Range.

Mind Affecting Thaumaturgy:

The following paths and rituals are considered mind affecting Thaumaturgy for the purposes of Iron Heart, Iron Will, etc. Be advised that other paths and rituals may also apply. This list includes but is not limited to:

1. The Hearth Path
2. The Hunter's Winds
3. Oneiromancy
4. Corruption
5. Curses
6. The Faux Path
7. Gift of Morpheus
8. Spirit Thaumaturgy
9. Better Self
10. Duat
11. Snake Inside
12. Soul of the Serpent
13. Dry Nile
14. Phobos
15. Taking the Spirit
16. Vine of Dionysus
17. Binding the Accusing Tongue
18. Steps of the Terrified
19. Rend the Mind
20. Focused Mind

21. Mindcrawler

22. Return the Heart

Elemental Mastery

Elemental Form: Benefits of elemental form are replaced by the following features. This level may be activated more than once to benefit from multiple elements at the same time.

1. Fire - deal an additional level of aggravated damage with brawling attacks.
2. Earth - Gain 3 levels of armor.
3. Air- Gain a free retest on Stealth challenges.
4. Water - Gain an additional two steps of movement every action.

Firestorm: Only one trait is risked regardless of number of targets. When a target is struck, all items that are not fireproof are immediately destroyed.

Focused Mind:

One Track Mind: Target gains +2 bonus traits added to challenges while pursuing one immediate objective. If stopped or distracted, they immediately lose the benefit of this power.

Gift of Morpheus:

May not be used to put a vampire to sleep. May not be used on vampires in torpor. Level five requires a personal item or true name to cast and a vampire who dies in dream combat goes to torpor.

Lure of Flames

Courage tests caused by Lure of Flames are made at a difficulty equal to the level used.

Soul Steal: requires a physical grapple be established. When "Soul Stolen," a PC may still use any of his or her Mental and Social powers but may not spend blood.

Path of Curses

Effects caused by this path only last the scene. Curses must be clearly heard in order to have any effect.

Spirit Manipulation

Entrap Ephemera: All items created by this power are subject to Staff approval before being allowed for use in the Chronicle.

Any PC carrying more than 5 fetishes on them in our Chronicle may be subject to unwanted attention from the local Umbrood.

PCs may only gain the benefits from one fetish on any given challenge.

Items made this way will have the spirits traits, gnosis, powers on card in case things go south.

Spirit Thaumaturgy

Fetishes: May only be used to grant the benefits of basic levels of Arcanoi.

Weather Control

Target suffers 2 lethal damage for each Mental Trait (max 3) spent on the attack. Traits are not spent until after the target is hit.

Rituals

Blood walk: Has no effect past 6th generation.

Donning the Mask of Shadows: Gives a +2 bonus to Stealth challenges.

Enchant Talisman: your true name is inscribed on your talisman and may be read by characters with the appropriate linguistics. Any effort to conceal this must be logged when the character is signed in or it is assumed to be visible.

Escape to True Friend: Requires an action to use. Effects go off at the end of the round.

Inscription: Vires may be used to allow this ritual to inscribe an Intermediate ritual possessed by the inscriber. However I retain the right to deny any intermediate ritual being inscribed if it is determined to be too powerful/game-breaking in its use this way.

Mephistophelean Minx: Characters may only gain up to 3 Willpower traits, one each hour with this ritual.

Mirror Prison: Actions taken in the mirror are still in direct reflection of the real world time frame. For example, casting a basic ritual in the mirror still takes you 10 minutes of real world time.

Pavis of Foul Presence: Has no effect on Summon or Higher levels of Presence. Has a number of "charges" equal to the casters Occult ability rating. Must be recast after all charges are used.

Pebble from the Mountain: In order for pebble to be used, both involved parties must be simultaneously signed into the chronicle. Only Paths and Rituals that affect the caster may be used through a Pebble.

Principal Focus of Vitae Infusion: May hold no more than 25 beads at a time. May ingest no more than 3 traits of blood per round. Do take action to use beads.

Protean Curse: Only turns current form into a bat. Afflicted targets may still shift into other forms, sometimes requiring multiple uses to trap the target in bat form utterly. The curse lasts for one scene.

Stone of the True Form: If anyone other than the caster comes into contact with the stone it automatically goes off. The stone must be pressed to the target and may not be thrown.

Touch the Earth: All involved parties must be simultaneously signed into the Chronicle. Only Paths and Rituals that affect the caster may be used through this ritual.

Warding Circles: Function across realms.

Vires Acquirat Eundo: May only be used on basic rituals and may only grant minor improvements. Examples include but are not limited to:

1. Impressive Visage - an additional social trait
2. Extinguish - one extra use before needing to be recast
3. Deflection of Wooden Doom - one extra use before needing to be recast

Combination Disciplines

The teacher must have one of the requisite Disciplines In-Clan. If a Combination Discipline requires Coord approval, you must work with the staff to secure said approval before any teaching or learning can begin.

Burning Wrath: The Character spends 1 Blood Trait, and receives the following benefits for the duration of the scene: Brawl Attacks deal an additional level of Aggravated Damage, Physical Traits: Burning x1 and Searing x1, Social Trait: Intimidating x1.

Pater Szlachta: Characters may not gain more than 6 Physical Traits from this power and it does not “break caps”.

Psychic Double: As with Psychic Projection, blood expenditures are not allowed while in Psychic Double.

Ward the soul sanctity: Notifies one that obfuscation is being used. Not who or how

many though.

BLOOD AND WILLPOWER

Blood

As each player signs in, they will be given a test by an ST or designated Narrator. Success gives full traits, ties give 2/3 traits, and loss means the character starts the evening down at 1/3 their max capacity. Round up in all relevant cases. This may be retested with the abilities Hunting or Vamp. Other abilities may be used at ST discretion like influences or Herd.

Feeding

(Spending blood in combat): for whatever purpose, occurs at the beginning of the round.

(Feeding): Feeding takes one full round. You may take one blood from a target per action. You CANNOT inflict biting damage and consume blood during the same action.

Willpower

(Willpower in combat): Willpower is your **last** retest in any given defensive challenge.

The expenditure of 1 Willpower will allow a kindred to remain awake for 1 hour during daylight. Penalties for being awake during daylight hours apply as normal. Willpower is regained at the rate of one per week.

Abilities

Abilities are added for challenges using them. IE. Investigation to most Auspex challenges, or brawl to brawl challenge.

Blood Prep

The Blood Prep ability functions as in the books and not in the normal way it is ran in the org. You must force/compel/nicely ask a mortal to maintain a strict diet of a specific meal or flavor that over time will have their blood begin to take on echoes of that flavor. To get the effect of mundane drugs as a Kindred you would need to feed on the blood of a mortal actively under the influence or have previously harvested and blood from such an individual. Within the game space the broader org's version things that allows for a 'special technique' to allow for the creation of food, drinks, and drugs that affect Kindred cease. That means while you are free to acknowledge it works elsewhere it does not here, and this applies to items made in this fashion outside the game space and then brought in. They cease to be edible or consumable within NTC game space. Food, drink, and drug items that are made to be consumable through special supernatural means will be judged on a case by case basis, and treated like any other non-mundane/mechanical item requiring an email or other form of proper tracking.

Instruction

The instruction ability is not required but adds some extra mechanical benefits.

Dot 1: One can teach 2 things to 1 person per month.

Dot 2: One can teach 1 thing to 2 people.

Dot 3: One can teach 1 thing to 3 people or 3 things to 1 person or 2 to 1 and 1 to another.

Dot 4: One can teach 1 thing to 4 people or 4 things to 1 person or 2 to 1 and 2 to another.

Dot 5: One can teach 1 thing to 5 people or 4 things to 1 person or 2 to 1 and 2 to another and 1 to the last person.

Empathy

The empathy ability is the only way to detect lies without specific combo powers or disciplines within the chronicle. This is to make it more restrictive to detect lies and allow for more RP. Empathy used for detecting lies can be countered by the subterfuge ability. If you have no more empathy abilities available, you cannot detect lies in this way. If your heart has been removed by Heart of Darkness or other means you CANNOT use the empathy ability (even if it is on your sheet which it should not be).

Haven Scouting

The ability Haven Scouting can also add points to a haven at ST Discretion. This ability requires ST Approval. Ghouls with ability can also use this as a retest to scout out or track down the haven of another.

Linguistics:

The Linguistics ability functions as per Laws of the East

One level = 1 language

Two levels = 2 languages

Three levels = 4 languages

Four levels = 8 languages

Five levels = 16 languages

Psychology:

Provides a Character's Nature, Derangement, or intentions. Each successful attempt only provides one piece of information, selected by the Player initiating the challenge. This must be done by interacting with a PC/NPCS in length and cannot just be used on brief interactions.

Meditation:

For each lvl of the ability chop, on a win or tie you receive 1 wp back.

Martial Arts: Disallowed

Backgrounds and Influences

BACKGROUNDS

HERD: This background provides 2 blood for each point in it. You may purchase multiple instances of this Background.

MENTOR: This background functions as per LotN:R with regards to how many levels give you what kind of access. Favors will be granted/ withheld/traded at ST discretion. Just because you have a 5-pt. Gangrel Mentor does not mean you are automatically approved for Aegis.

OCCULT LIBRARY: Occult Library is a Background instead of a Merit and every lore gained by this background is up to ST discretion.

RESOURCES: Conversions of Resources levels to straight cash will be exceedingly rare. To use your Resources, declare your intended purchase or use and your level of

Resources. The ST will decide if you have enough Resources. Saving over time to make large purchases is completely a thing that needs to be logged in DTs. Cash cards are allowed in NTR and may be converted into Resources at ST discretion. Resources will be grown like Influences.

RETAINERS: Retainers may be purchased singly or in groups. For each dot in the retainers ability 10 xp will be added to the sheet of the retainers and they will grow at $\frac{1}{2}$ the rate of the pc. Everything taught to the retainer by the Character must be logged in DT's with actions and spends. ST will make sheets for Retainers. Anything a Player specifically wants on a retainer's sheet can be discussed with an ST.

CONTACTS: Contacts may be expended on a 1 for 1 basis to be used as an influence or to merely find out information about things. Higher the contact the more you find out. Contacts will be grown like Influences.

ALLIES: Can be called in a time of need to back you up or perform hits on people or places. Allies will be grown like influences.

FAME: For each level in the background one will be allowed to use that same level influence within the game space for people not based in the game.

Business Ownership: Must specify the 2 main influences associated with the Business at creation. Haven Add-ons for security are capable of being applied to the same rules.

1. Allows the owner to do an influence x1 action with either/or influence during downtime.
2. Allows the owner to do an influence x2 action with either/or influence during downtime or an influence x1 action with both.
3. Allows the owner to do an influence x3 action with either/or influence during downtime or an influence x1 action with one and an influence x2 action with the other.
4. Allows the owner to do an influence x4 action with either/or influence during downtime or an influence x2 action with one and an influence x2 action with the other. Allows owners to spend a resource x2 purchase once per DT.
5. Allows the owner to do an influence x5 action with either/or influence during downtime or an influence x2 action with one and an influence x3 action with the other. Allows owners to spend a resource x3 purchase once per DT

INFLUENCE

The first dot of any influence must be bought. After that point, influences are grown by performing 3 times the current level in growth actions to raise said influence to the next dot.

When using one influence to raise another they are considered at half effectiveness unless one possesses the power brokering ability.

Influence levels in the book are assumed to be descriptive, not prescriptive. They are examples of what you can accomplish with the corresponding level of sway. You may use Influence at game or over Downtimes. If you use your Influence at game, tell the ST what you want to do, with what Influence(s) you wish to do, and how many levels of those you have. Some actions, by their nature, cannot be accomplished in a night. Use common sense or the ST will use it for you. Using your Influence over DT is much the same, except that the scope of what you can accomplish is larger as you have more time to invest.

Merits and Flaws

Bonuses from merits DO NOT stack

Negatives from flaws CAN and DO stack

All Merits and Flaws, if they have a write up in multiple sources. The one from the appropriate Genre will be used and must be in the note section of your sheet.

Buying merits post creation is all ST discession. Although, it will almost always follow the rule that it takes x months to develop where x is the standard xp cost of the merit. Also, during that time the player has to come up with a legitimate reason to have developed it. If they cannot, then staff can add flaws or negatives in accordance with the selected merit.

EX: Buying clearssighted is 5xp so it takes 5 months to learn and without a solid reason the character could end up with the derangement Paranoid.

MERITS

Luck: CANNOT be used in combat

Sanctity: UP TO ST DISCRETION

Home Field Advantage: Can be used on all crafts but must be bought per ability and must be outlined what the place, person, or item is at purchasing.

Flaws

Child: N/A

Crafting

Crafting:

In order to Craft an item successfully, you need to have an appropriate craft skill. With a craft skill of 3 or lower, everyday items (including gear from Dark Epics) can be crafted with varying ease. Items crafted at 1 or 2 may be more fragile, or prone to mishaps at ST discretion. At Craft skill of 4 or higher you are able create true works of art, or items that fit outside of the normal realm for that item type. To represent this, any item crafted over Crafts 3 will have additional Function Points that can be used to improve the design if appropriate.

Craft 4 - 1 point

Craft 5 - 1 additional point

In some cases, additional and related Crafts or Sciences over 3 can add Function Points. For instance, a sword being made with Crafts 5 and Science: Metallurgy x4 will have a total of 3 Function Points (2 from having Crafts at 5, 1 from having Science at 4). When crafting weapons, Function Points can add various bonuses to weapons.

All weapons use a model from Dark Epics (or a Storyteller approved alternative) for a base. A weapon can be crafted with the following options. WE LIMIT FUNCTION POINTS TO 15!

-Improve bonus traits by +1. Cost: 1 Function Point

-Remove a negative trait: Cost: 1 Function Point

-Add a crafted on category trait. Cost: 1FP max 3

-Add an extra damage trait: Cost: 2 Function Points (Requires at least 1 associated skill at 5 traits)

-Make weapons from non-standard materials (such as a silver sword or a non-metallic gun): Cost: 1 Function Point (must have an associated Science such as Metallurgy)

-Make the Melee Weapon Potence Resistant (note, this is not Puissance Proof. Beating a Puissance resistant sword into a solid concrete wall with Puissance may still cause the weapon to break): Cost: 1 Function Point (Crafter must also possess Puissance or have a way to imitate it.)

-Add a special ability to the item such as High Caliber, Mass Trauma or Collapsible any idea must be approved by ST: Cost: 1 Function Point (and a good reason why it should get the ability!)

Special EX:

- Speed
- Mass Trauma
- Shield Break
- Armor Piercing
- Staking
- High Caliber
- Full Auto
- Spray

Armor

-1 Negative trait Cost: 1 Function Point

+1 Health Level Cost: 2 Function Points No armor may have more than six health levels via crafting.

Insulated Cost: 1 Function Point, Insulated armor is the only armor able to soak damage dealt by fire.

Armor Piercing Immune: 1 Function Point

Shields

-1 Negative Trait Cost: 1 Function Point

+1 Bonus Trait Cost: 2 Function Points

Armor Piercing Immune: 1 Function Point

Poisons

The available Crafts and sciences for this are Crafts Alchemy, Science Toxicology, and Herbalism you may only benefit from a home advantage in one of these for the purposes of crafting.

In order to Craft Poison successfully, you need to have an appropriate craft skill. With a craft skill of 3 or lower in Crafts Alchemy, you can craft baseline poisons detailed from varying sources in Faith and Fire. Items crafted at 1 or 2 may be prone to mishaps at ST discretion or be less effective overall. At Craft skill of 4 or higher you are able create truly effective toxins. To represent this, any item crafted over Crafts 3 will have additional Function Points that can be used to improve the design if appropriate.

In some cases, additional and related Crafts or Sciences over 3 can add Function Points. Such as having Crafts Alchemy 5 and Herbalism 4 will give you a total of 3 function points, 2 from crafts alchemy and 1 from Herbalism 4

Mortals use a variety of substances and herbs to heal, harm, or alter perceptions. Most cannot be used directly on Cainites, though they may be imbibed indirectly through the blood of unwitting victims or willing vessels. Rather than detailing the effects of every drug and poison here are some basic effects. Function points may be used to add to these effects at storytellers discretion.

At base you can give a poison, potion, etc a single effect from this table and 1 option may never be selected more than 3 times and each cost 1 function point. For example a poison using Crafts Alchemy 5 and Herbalism 4 may select an option a total of four times but never one more than three times.

- 1 Named Neg Trait such as Lethargic, Clumsy, or Oblivious that dissipate at the rate of one trait per scene
- The victim is down 1 trait in challenges of a chosen category for the scene
- The victim Loses effectiveness of one point of their blood until they "Purge" the infection either by sweating it out, vomiting it, so on, they need only spend that blood.
- Reduce the difficulty of Self Control/Instinct or Courage Challenges by 1 for a scene
- Coat a weapon with this and add 1 damage to the coated weapon of the weapons type

Under no circumstance can a poison drive a kindred into torpor nor kill them.

Miscellaneous Items

I know what you're thinking, your Nos wants to craft electronics or your Toreador wants to craft a ball gown the blood will just slide right off of. I know, not everything is a combat item. The following rules apply to things that have no combat effects.

All crafting times are halved for items that grant no bonuses, simple craft 5 clothing for example.

You may invest FP into items not meant for combat to allow them to grant bonuses on non-discipline related ability challenges. (Max +3 per ability) Example being a well crafted set of lock picks granting a +3 security bonus or a set of crafting tools that grant +3 traits on ties while crafting.

You may invest FP into an item to make it 'mundanely quirky' in an almost magical way. Examples being a piano that never needs tuned or a dress that never gets stained. The FP price for these effects varies and is set by the crafting narrator. Please remember these DO NOT impact game effects, they're simply neat.

CRAFTING TIMES:

Crafting an item takes time and concentration. Crafting items at Crafts 3 or lower take a week to create. For each function point used to improve an item, an additional week is added to the creation time. (Examples: Crafts 5 Painting - 3 weeks. A Crafts 4 Pistol with a bonus trait – 2 weeks. A great sword with a bonus trait, extra damage(2FP), a negative trait removed, lacing the weapon with silver, and making it Potence resistant - 7 weeks.)

To make armor appear like normal clothing, the creator must have Armor Crafting 5 as well as Crafts 5 in Sewing, Clothing, or appropriate related ability. The creation of such items is at ST discretion and must be reasonable. Sorry, no 3 health level spandex bathing suits.

The crafter must succeed a test for each change but may retest with each craft used in the making of the item. The trait difficulty for creating an item is 8+the number of additional weeks invested thus far. Week 1 completion is diff 8, week 3 completion with the addition of two function points towards a goal, diff 10. And so on.

If failed, the crafter may attempt to improve an item, but it requires an additional two weeks of crafting time per lost challenge.

Hands of the Master Artisan: A maximum of 5 blood can be spent per item.

A character may only work on one item at a time.

Haven

Considerations on making a haven. The Haven Packet works on a point buy-in system. Abilities, Influences, and Backgrounds determine how many points a character must purchase different add ons listed in this packet. There are other factors that can change the cost of these add ons, which are also listed below. Write-ups of Havens must be given upon purchasing the background otherwise it CANNOT be bought. One must also meet the required pre-requisites for the add-ons and spend 1 month to add each add on to a haven of any size or type.

Location/Anonymity

The first thing that the character needs to determine is how exposed or secret a haven site is going to be. This is based on one's level in the haven background.

0 Well-known: Everyone knows who lives there, mortal and kindred alike; your address is listed in city offices, the internet, and even phone books (for those that use those).

1 Known: Every vampire living in the domain/barony/diocese knows where you live.

2 Trusted Few: Those in your coterie/pack/gang know where you haven.

3-4 Friends & Family: Only your most trusted retainers and allies know where you live.

5 Unknown: The location of your haven is yours, and yours alone.

Haven Size:

How big your Haven can be is determined by the level of your character's Resources background. Size of the Haven determines how many addons you can have in addition to your Haven. You are not required to have a Haven the size that your Resources determine; for instance, you can have Resources 4, but only have a condominium sized Haven. The listed descriptor is not necessarily 'literal'; a condominium just describes the square footage, not necessarily an actual condo for instance.

0 Apartment; cannot use the haven addons listed

1 - Apartment

2 Condominium

3 House

4 Mansion (or house on several acres)

5 Mansion (with estate and grounds)

Haven Construction:

Characters are given the opportunity to build a haven via influence, backgrounds, merits, and disciplines. These rules are intended for individuals to go out and build their own haven and maintain what they have. They are designed to show how a vampire builds a shelter and sanctuary for themselves and uses all the tools in their arsenal to their benefit.

Building the Foundation:

A Haven at its onset, is nothing more than a building or residence. The flavor of each foundation can help dictate the look and feel of each starting Haven. Building a suitable, livable Haven is represented by the construction of Add-ons.

Communal Haven:

While communal haven is a background bought by a group. It will not be allowed within the game on any PC due to the add-on system which does not cost XP points.

Add-ons:

Add-ons encompass all the defensive, research, and housing needs any vampire could ever ask for. With these add ons the haven grows from a simple residence to a stronghold of defense and recreation. Each Add-on has listed with it any abilities, influences, backgrounds, and other add-ons needed for their construction ; these represent the appropriate resources needed to construct the specific Add-on. These fields are as follows:

- Prerequisites: This is the total number of abilities, backgrounds, other add ons, etc. that are required to add this addon onto the haven.

Haven Add-ons

Animal Security:

Highly trained, the best money can buy animals that wander the grounds of your property. In most urban cases, these are trained attack dogs, such as Doberman, Rottweiler, Alsatian Hound, etc.

They have been conditioned to resist the powers that often are used against animals (animal ken retests). They are trained both to attack and to survey. More exotic animals may be possible, but they do attract more attention as well.

Prerequisites: Haven Size 2, Animal Ken, Resources. Optional: Levels of Animalism may affect this Add-on.

Benefit: The animal security will add to the static difficulty of intruders surviving an uninvited visit to the Haven. This Add-on increases the difficulty of getting through a havens defenses by a +2 trait modifier. These traits stack with traits gained from other Add-ons in any attempt to maneuver through a Haven.

Special: These animals serve as a benefit of detecting those who attempt to spy on the Haven via Ghouls, Obfuscate, Astral Projection, Wraith, and other Supernatural method. Consider these animals to have a high degree of Awareness.

Arcana

The haven is either haunted by ghosts friendly to the inhabitant, set on a ley line, a house of some sort of worship (Set, Vodoun, etc.) and as a result, has mystic defenses as well as mundane.

Prerequisites: Relative blood magic ability (Occult, Thanatology, Wraith Lore, or Koldunism, etc.) ; or Occult Influence x5 **ST Note:** May be subject to Location/Anonymity modifiers depending on physical location.

Special: Functions as background Arcane x3 for purposes of mundane occurrences. This effect is also subject to ST discretion based on circumstances/plot.

Artistic Design

This is how impressive the Haven's architecture looks. Players should be encouraged to choose a style for the Havens or its area and build the Havens around this Artistic Design.

Prerequisites: The appropriate Ability is relevant Crafts with ST Approval or appropriate levels of Influence in Industry.

Benefit: This Add-on is purely aesthetic, though any Haven owned by say, a Ventrue, most Toreador, or any with any hope of a decent reputation will have this Add-on. Any less and your Haven is some dump that is not even ironically 'hip'.

Computer Automated Security

This background refers to the everyday level of computer technology used by the Haven.

Prerequisites: Computer x3

Surveillance: This security will add to the static difficulty of intruders or odd happenings being detected by the Havens inhabitants or Owner. A +3 trait difficulty is added to the static Haven defense. These traits stack with traits gained from other Add-ons in any attempt to maneuver through a Vampire Havens system.

Electronic Security

The art of seeing without being seen this is much more than that. This is being able to detect anything coming your way and having a computer smart enough to figure it whether it is a threat or not.

Prerequisites: Bureaucracy, Industry, Police, or Underworld at level 3. Security at 3

Benefit: The level of security will add to the static difficulty of intruders or odd happenings being detected by the Havens inhabitants or monitoring company. A +3 trait difficulty is added to the static Haven defense. These traits stack with traits gained from other Add-ons in any attempt to maneuver through a Vampire Havens system.

Entourage

In your haven, there are always a group of mortal sycophants, hangers-on, wanna bees and stooges that are there just to bask in your you-ness. They make it easier to feed, as well as cause problems for anyone who would desire to harm you (and the Masquerade/Silence of the Blood).

Prerequisites: Haven Size 4; High Society x2, Street or Underworld x3; Fame x3

Mechanic Note: This addon will function similar to the Herd Background at level 4 for the Vampire(s) within the Haven.

Defense: A +1 trait difficulty is added to the static Haven defense

Estate

The property that you haven on, is several acres in size, complete with great sight lines so that you can see people coming from a long way away. It is also easier to keep well stocked and supplied which is good to keep any security and retainers well fed in case of an extended lockdown.

Prerequisites: Haven Size 3, Resources x4

Mechanic Note: Larger properties give better sight lines and abilities to see potential threats coming. This Addon gives one free retest in haven defense tests.

Façade

Your haven is 'just another place' on the street or appears as one of those places begging for gentrification, but beneath the seemingly normal exterior, lies a defensive position that would be the envy of some heads-of-state. Bureaucracy

Prerequisites: Subterfuge or Disguise x3; Street, Police, or Underworld x3

Special: Functions as background Arcane x3 for purposes of mundane occurrences. This effect is also subject to ST discretion based on circumstances/plot.

Fencing

The property of your haven is surrounded by a fence. This is pretty straight forward.

Prerequisites: Resources x5 or Industry x5; Haven Size 4

Benefit: A +1-3 trait difficulty is added to the static Haven defense based on material and amount of fencing used. Example; A chain link fence will add a +1 difficulty whereas electrified Razor Wire will add a +3. Additional effects are at ST discretion.

Getaway Vehicle

Represented by fast cars, boats, helicopters, maybe even a submersible, you have some way to get you out of your Haven, and quickly.

Prerequisites: Repair x3 or Transportation x3; Resources x3 **Benefit:** Getting to this vehicle provides a fair escape option for the vampire in question. ST Discretion

Hedgerows

More men died attempting to get through the hedgerows of rural France than those who died storming the beaches at Normandy. They're old growth, and difficult to get through. However, they are not for purely aesthetic purposes; it serves as yet another line of defense.

Add on prerequisite: Estate

Prerequisites: Science: Biology and Crafts: Topiary x3; Bureaucracy or University x3

Benefit: This addon adds a free retest in Haven Defense challenges. Special: If someone fails a static test on an attack of the Haven with a hedge maze, immediately make a second test against a static difficulty 5. If failed, the attackers get lost in the maze and separated.

In Plain Sight

Your haven is in a well-known, open area, generally frequented by mortals. This is a dangerous way to preserve yourself, as any attacks on you could easily tear open the Masquerade. It could be on the penthouse of the city's most well-known building, or perhaps a few modest apartments in the middle of an entire building of hundreds of people. Churches, stadiums, any place where large groups of mortals gather could be places where a vampire would haven 'in plain sight'.

Prerequisite: Location/Anonymity cannot exceed x2

Benefit: A +2 trait difficulty is added to the static Haven defense. Any attacks carried out against a haven with this addon have a high potential to breach the Silence of the Blood.

Larder

Your haven has an emergency stash of equipment and supplies, 'in case of emergency'.

Prerequisites: Survival x4 or Street Influence x4 ST Note: Whenever you use this addon an ST must be consulted

Machine Shop (Garage)

This is an area of the Havens where parts are created, and broken items are repaired. It is generally filled with all manner of tools and hardware.

Prerequisites: Repair x3 or appropriate Crafts x3; Bureaucracy or Industry x3; Resources x3, Haven Size 3

Special: In repair/crafts challenges within the Haven, this addon can be utilized as a +3 bonus trait in appropriate challenges for the character.

Mobile

Fairly straight forward, your haven is on wheels (or tracks, or a permanent 'seat' on an airplane). The downside is that there's not as many other add ons you can put onto this type of Haven, but the upside is that you are difficult to pin down, no matter how well-known your haven is to others.

Prerequisites: Fame x3-5, as this is an addon that must be actively maintained (or must have Fame enough to utilize Influences on 'same night' as PCs game). Resources x3-5; Haven Size cannot exceed x3. Transportation and Industry Influence x3-5; Police x3; Bureaucracy x3

Benefit: It's Mobile. ST Note: Obviously, some addons are not appropriate to use with this addon. ST's discretion advised.

Off the Grid

Your haven does not 'exist' in the bureaucratic world and may even run on its own power. Many governments don't allow common citizens to exist 'off the grid', so thwarting these laws are difficult. Your haven is self-sustaining, either by an internal power source, or by being secretly hooked into the local area power grid. Your haven has no plans with the county/city/state or false ones filed.

Prerequisites: Bureaucracy, Industry, Legal, Politics, and Police x3

Benefit: Will add +1 to your Location/Notoriety rating.

Panic Room

Within your haven is a smaller, more defensive mini-haven. When things go south if you're attacked, and you can't make it to an egress easily (or you just need a place to take a breather, and think of your options), there is a small, one room bunker from which you can assess and plan your next move or wait for assistance and backup.

Prerequisites: Secret Doors Addon; Bureaucracy x4; Industry x4; Resources x3

Benefit: Getting to this room provides a fair escape option for the vampire in question.
ST Discretion

Resistant Structures

How tough are the walls in your Haven? How much abuse will they take before giving way? Will your retainers have enough time to spirit you away before the enemy breaks through?

Prerequisites: Crafts: Architecture or Science: Engineering x5; Industry x5; Resources x5

Benefit: Structures with this Add-on can only physically be breached by individuals with Puissance. **ST Note:** Building effectively has ties on Haven Defense challenges.

Research Labs

Researchers in these laboratories break new ground in their scientific specialties. This Add-on functions to assist in the various projects that vampires undertake on a nightly basis.

Prerequisites: Academics x3; University x3

Benefit: The Add-on can be used in various fashions. It can be used to speed up, or simplify, production of materials for its intended research. It can be used as a place to learn and teach abilities. It can also be used to create specific output per the ability being fostered. ST Note: Whenever this Add-on is used an ST must be consulted/notified.

Secret Doors/Panels

These are doors and panels that can only be found or opened by someone with previous knowledge of their existence.

Prerequisites: Enigmas x3; Industry x3; Haven Size 3

Benefit: If someone fails a static test on an attack of the Havens, immediately make a second test against a static difficulty 5. If failed, the attackers get lost by missing integral secret doors, or not finding the correct entry point.

Secret Tunnels

There are tunnels under your haven that allow for a reasonably quick getaway if necessary or use as a blind entrance and exit.

Prerequisites: Craft: Architecture or Science: Engineering (Any) x3; Industry x3; Haven Size 3

Special: If someone fails a static test on an attack of the Havens, immediately make a second test against a static difficulty 5. If failed, the attackers get lost in the extra tunnels and will allow a fair escape for the character

Security Detail

Be they Cosa Nostra, street toughs, off-duty cops, or a private firm, there's a group of dedicated mortals who patrol inside and outside of your haven, armed to the teeth and ready to lay down their lives for you.

Prerequisites: Police, Street, or Underworld x3; Resources x4; Haven Size 2

Benefit: Security Details functions the same as Animal Security except as noted. Adds a +4 to Haven Defense challenges and lacks the high levels of Awareness In lieu of Alertness.

Sentry Weapons

These are modern weapons that fire intelligently, either by remote control or computer control.

Prerequisites: Firearms x5; Security x5; Police or Underworld x5; Bureaucracy x5; Computer Automated Security Add-on.

Benefit: For each Haven Defense test lost by Attackers, all individuals in the attacking party suffer 3 levels of lethal damage.

Traps

Ahhhh... the days of old tabletop games. Trying to avoid getting poisoned by the treasure chest or, more to the point, falling in the Pit-O-Death. Well, this is it: the front-line defense of the Haven.

Prerequisites: Enigmas or Survival x4; Bureaucracy or Industry x4; Secret Doors Add-on

Benefit: When Attackers outright lose a Haven Defense challenge, they must make a static chop against the Haven Defense rating. If the chop is won, no effect occurs. If tied, compare relevant traits. On a loss the attackers become trapped until released or able to escape. ST Discretion.

Haven Assault

One of the most important things about having a physical writeup for a Haven is to survive some player's desire to assault another's Haven. The following is how Haven assaults will be run mechanically, in conjunction with the Add-ons section above.

Static difficulty to attack a Haven begins at its Location/Anonymity rating doubled in traits. If an individual or group attempts to access the Havens via stealth, the challenges are made off base mental traits plus applicable specializations and merits, and the retest is the Stealth ability. If an individual or group attempts to bypass Haven security, the challenges are made off base physical traits plus applicable specializations and merits, and the retest is the Security ability. Each extra Individual attacker adds one to the raid leader's bid.

Note: At any time during a Haven Assault the attacking party can declare a fair escape if they are physically able to. In order of challenges, this escape takes place after all effects and tests have been run.