

La Crosse: The River's Edge House Rules (v6.0)

This document contains the most current version of the house rules for La Crosse: The River's Edge to date. These rules supersede certain rules within the core rule book, Laws of the Night: Revised and its supplement Laws of the Night Dark Epics as modified by the bylaws of Owbn. As always, Storyteller rulings supersede any past rulings. Sections as follows:

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1. Traveling Characters Policy

Welcome!

We welcome any and all traveling characters within the OWbN chronicles. The influx of different players ensures a different perspective from the character, clan and Camarilla point of view.

LAX Staff email: lacrosse_st@googlegroups.com

Character Sheets

If possible have your Storyteller or one of the other officers in your game send the character sheets to one of the LCTRE Storytellers the Thursday prior to the game. This ensures we can adequately review the character and let you get into the game immediately. If you can't send the character sheet prior to the game, bring a copy with your Storyteller's signature on the sheet. We will review the character sheet as soon as possible but there will probably be a delay in reviewing character sheets and getting into the game. Desk Ninja email: laxdeskinja@gmail.com

Items

All item cards will be reviewed by one of the Storytellers prior to game on. Some items may be seen as unbalancing or potentially destructive to an ongoing story line. Players will be directed to pocket those cards as they cannot be used (at least under the current circumstances). Remember the name of the Storyteller who approved your item cards in case a question arises during the game.

PreCast Rituals

LcTRE allows players to Pre-Cast Rituals by either of the following methods:

1. A character may use normal method of chopping for their rituals
2. Alternatively a character may choose to burn an Occult for the evening to automatically succeed at any Pre-Cast ritual casting. This may not be used for casting a ritual during game.
3. A Character may choose to Chop as normal and if failure occurs (ie chop, retest, overbid and luck all fail) may also choose to burn a second occult to still succeed at the ritual.

Home-brewed Rituals

Home-brewed Rituals must be approved by the Storyteller staff before being allowed for use in LCTRE.

Possession Suits

Ghouls maximum discipline level is determined by the potency of the blood fed to them by their Regnant as follows: 7th Generation: Advanced; 8-9th Generation Intermediate; 10th Generation and Lower: Basic. If you are not 7th Generation (or lower) your blood does not hold enough potency to maintain Advanced disciplines in your ghouls. The only exception to this rule is PC ghouls who will be allowed to keep any powers they have legitimately purchased with xp. There is no such thing as an FPA Possession suit in LcTRE.

2. Clan Notes

General

With regard to clan-specific genre the latest revised Clanbooks will be use as a guideline with the OWBN genre packets providing supporting information. An example of clan-specific items that may be superseded would be clan advantages and disadvantages.

Caitiff

A Caitiff must start at tenth generation or weaker. A Caitiff starts with three disciplines from the cardinal eight which will be considered "in-clan". These disciplines do not require a teacher and will cost the normal "in-clan" experience expenditures. These three disciplines must be chosen during character creation. Any other disciplines are considered "out of clan." Caitiff with proprietary disciplines fall under the Rare category and require a Council vote. Purely physical Caitiff—i.e.

Celerity, Fortitude, Potence—are highly frowned upon for the usual one dimensional roll-playing experience offered by a character of this nature.

Gangrel

Each time a Gangrel enters a natural Frenzy (caused by rage, etc.) they have a chance to gain a Bestial or Feral trait (simple test with an ST). Frenzies caused by Drawing Out the Beast, Dread Gaze, or similar frenzy-causing powers will not result in such traits. A Gangrel may buy only one Mixed Blessing. They must have three negative Bestial/Feral Traits before they may buy a Mixed Blessing. Players may choose their specific Bestial/Feral traits during character creation. Traits gained after character creation requires ST involvement. Only Gangrel may choose to personalize their Protean forms. This includes their fight or flight forms, Eyes of the Beast, Feral Claws, and even the color of their mist.

Malkavian

At Sign-In a Malkavian must make a Simple Test to see if their derangement is active. Win or Tie they are fine—a loss results in your derangement manifesting. Spending a point of Willpower at Sign-In will allow the character to temporarily repress this manifestation of their derangement as per normal. An ST may rule that a stimulus is too much for a Malkavian to suppress their derangement with Willpower—be prepared to roleplay the Derangements you choose!

R&U

All clans/bloodlines that are considered Rare & Unique are subject to the approval of the OWBN Coordinators.

3. Abilities Errata

Willpower and Abilities

Sometimes a challenge is too complex for the untrained... sometimes someone tries anyway. To enter a challenge that would normally require a specific ability a character may spend a point of Willpower and enter the challenge as normal. Be aware of the obvious--you have no ability retests!

IE—Normally you would need a dot in Sciences: Chemistry to mix the contents of two test tubes and get the experiment to work properly—if you ask Bob the Brujah to mix them and he has no Chemistry dot he has to win the challenge outright or be damn lucky as he has no ability to retest with.

Awareness and Noticing Powers in Effect

When a power is used unsuccessfully upon a character that character can initiate a Static Mental Challenge to detect its use and if possible its source and what power was employed. (The difficulty equals the Mental Traits of the character using the power.) The Occult Ability may be used as a retest

in this challenge. Some powers are obvious in their effect, target, and/ or source while many others may be employed within line of sight offering even the most aware PC little chance of locating their source. Powers that a character has never seen employed or does not possess similarly have little chance of being identified. There are powers which are undetectable and thus will not give you a source or type.

Lores

The increase of any Lore requires ST approval.

Combat Rebids

The appropriate rebids for Physical combat are from Laws of the Night Revised: Melee, Brawl, Dodge, Firearms, Athletics and Survival; and from Dark Epics: Archery, Throwing and Blind fighting, Please see the relevant entries for each ability in their respective books for their descriptions and systems. Tactics can also apply if used within the scope of the plan.

New Ability: Astral Combat

You are versed in maneuvering your psyche for both Mental combat and defense on the Astral Plane. This ability is used to retest any and all forms of combat employed on the Astral plane where the normal combat retests are useless. Note: Ability Aptitude Investigation does not help you in Astral Combat.

Two-Handed Combat

As per Laws of the Night

4. Backgrounds Errata

Developing Backgrounds

Backgrounds can be developed after character creation through a combination of role play and influences.

Fame

Fame is the characters ability to project their name and influence outside their immediate area. Fame allows influences to reach as follows, a more comprehensive list can be found in the Influence Packet, and it supersedes any values listed here;

- Fame 1 – La Crosse County
- Fame 2 – the Coulee Valley including La Crescent, Winona and surrounding counties
- Fame 3 – Wisconsin and Coulee Valley (Twin cities Is included)
- Fame 4 – Any adjoining state (Minnesota, Illinois, Michigan, and Iowa)
- Fame 5 – Anywhere in North America including Canada and Mexico

Influences

As per Laws of the Night

Generation

8th and 9th Generation characters are by ST approval ONLY! 8th and 9th generation will only be approved if you have submitting a backstory, 1 week before you plan to play the PC. Players cannot write up or transfer more than one 8th or 9th Generation character. ST's will not allow players to have back-to-back 8th and 9th generations characters; a higher generation must be played between them. This is to prevent a small pool of players from unfairly hogging the limited number of low generation slots. This rule does not apply to Diablerie.

Haven

Upon turning in a Haven description the player gains one experience point which is spent in the background: Haven. Each Haven may have a rating up to level 5 as per normal. An attempt, outside of role-play, to break into a haven will be resolved by comparing the attacker's Security vs. the defender's Haven rating. Characters can have multiple Havens each with their own separate rating—characters are encouraged to write each one up. All haven write-up need to be sent to lacrosse_st@googlegroups.com with title "PC name" Haven.

Holdings

Holdings, consists of land, business or some form of property. Every point in Holdings translates into one property controlled by the character.

There are three benefits to Holdings;

1. They can be another form of income
2. They can be used to replicate appropriate influence actions.
3. Holdings also offer the character a safe place to flee if their normal Haven is compromised.

Pulling on your holdings in any fashion requires a scene arbitrated by an ST. Holdings must be located within our defined Domain or cleared by the local ST staff whose chronicle holds sovereignty over the area. Each level of Holdings represents \$10,000 of invested capital (i.e.—what you would get for liquidating a resources of 2). Holdings worth more than this must have the appropriate points invested. Holdings may be utilized as Havens but points must be purchased, or it is only a bolt-hole. Holdings may be managed by ones Allies, Retainers, Contacts, or even Herd if appropriate.

Humanity loss and regaining it

This may only be done at ST discretion and is not a short or quick process. Expect to be required to do months of roleplaying to buy humanity back up.

Retainers (Spirit Slaves/Ghouls)

So long as their PC owner attends one game, each retainer will gain 1 XP per month to be approved by the ST staff. Retainers are created using the following new system;

- All Retainers will now be built using a point system based on the Retainer level x 10 = starting points.
- Each Retainer will be created using the standard mortal 6/4/3 for Traits.
- Retainers will not normally start with any skill above 3.
- A Mentor or a Debt of Gratitude/Boon may supersede this allowing a Retainer to start with a possible 4 or 5 and a specialty.
- A PC may choose to make their Retainer a Ghoul at no extra cost. PCs may not have more ghouls than their permanent Willpower rating.
- Ghouls require an expenditure of blood equal to 1/2 the number of ghouls under the character's care during character check in—as we play 2x per month and you only need to feed your ghouls once per month this will more evenly divide the hit on your blood-pool and better represent the amount of vitae necessary to maintain your bond.
- Ghouls gain limited to the basic physical disciplines (Celerity, Fortitude and Potence)
- Some ghouls may also learn in-clan disciplines—of the cardinal 8—that their Regnant possesses.
- Ghouls cannot learn form powers.
- All discipline costs for Ghouls are considered out-of-clan (4/7/10).
- Without the appropriate vintage vitae a ghoul will not be able to maintain higher discipline levels — even if they have purchased them with experience.

IE—A ghoul's regnant must be a 7th Generation in order for them to have advanced Disciplines. This applies to all ghouls be they in-house or traveling Possession Suits—it's your blood they draw strength from if it's not up to snuff...tough.

Blood Bonds

Blood bonds do not automatically break upon someone dying and you do not know they have died. Runs like in LoTN breaking over time. LoTN for other rules.

5. Discipline Errata

Learning proprietary disciplines (ie Protean, Obtenebration etc) requires the drinking of 1 trait of blood from the teacher teaching it, per level, this will cause a blood bond.

Animalism

Quell the Beast: The effects of Quest the Beast last for scene/hour whichever comes first.

Auspex

When using Auspex to locate an Obfuscated character players make a mental challenge as per LotN with the exception when comparing traits the players add their respective levels of Auspex or Obfuscate to their mental traits

IE: A player with Auspex: Aura Perception attempting to detect a player with Vanish from the Mind's Eye would add 2 traits to his mental traits where as the player using Obfuscate would add 4 traits.

Telepathy: As per LotN pg 139 a Mental Trait must be expended before a challenge to create a link can be made with any supernatural being—a relenting target does not make a difference in this expenditure. Only one link may be maintained at a time and the target must remain within line of sight. Establishing a link requires a full turn of concentration and cannot be done while engaging in combat.

IE you cannot use your Mental action to establish a telepathic link with Joe Bob your Brujah buddy one turn and then shoot wildly at the incoming Sabbat pack while jabbering away inside his head. Any established links with someone engaged in combat will be immediately closed—the mind simply shuts off its higher reasoning functions and goes into survival mode. Once combat has ceased the link may be reestablished as normal. Probing telepathically follows the Mental/Social courtesy rule IE you cannot ask the same question if you failed the challenge for at least 5 minutes; failing this challenge does not mean you lose the link quite simply you have encountered a mental block that cannot be circumvented by the question you're asking.

Psychic Projection: You may not use Mask of 1K. Characters in Psychic Projection are limited to using perception-based powers. Any powers that require a non-static challenge can only be used on non-Astral entities while the character has manifested its form. Projecting characters have no access to their physical body, which prevents the use of blood for any purpose. Only Mental and Social disciplines and effects powered by Willpower or Traits can be used on the Astral Plane. The use of Astral Thaumaturgy (or any form of blood magic) is not allowed in LctRE. Snapping back to ones body occurs at the end of the round Returning to you body while out of combat is easy; you simply follow your silver cord back to your body. However, it takes more effort in combat. At the cost of one temporary Willpower, you may force yourself back to your body, returning at the end of the round—if you are reduced to negative Willpower before this happens your cord will be broken and your attempt to get home will hurl you randomly into the depths of the Astral Plane. You may manifest on the Material Plane for five minutes at the cost of one temporary Willpower – as long as your concentration is not broken. In the chaos of combat, this time period is shortened to one round. You may continue to spend willpower to stay manifest.

Chimerstry

Wound penalties from Chimerical damage are not negated by Fortitude—the damage and pain is all in your head. No amount of physical prowess makes a difference. Divulging that an item is chimerical in nature is cause for instant disbelief and will dispel the illusion. Unless the Combo: Craft Ephemera is employed items created with Chimerstry have no bonus traits.

Ignis Fatuus & Fata Morgana: If the illusions are benign the character does not need to defeat an opponent in a Social Challenge to activate these powers. Pay the cost listed and the illusion comes to life visible by anyone present. Benign means two things; 1) non-offensive in any fashion and 2) believable. If challenged what is believable will be at the ST's discretion. If the illusion does not meet these requirements then the illusionist must test with each individual in the scene. If a character has a valid reason to disbelieve the illusion they may attempt a Challenge against the illusionist. Success on this challenge allows the character to see/smell/hear through the illusion.

Horrid Reality: The amount of damage dealt by a Horrid Reality phantasm will be up to the Storyteller—usually defaulting to the nearest item/power being mimicked. Truly over the top uses of Horrid Reality will be met with instant disbelief - *IE a drone suddenly bombing the room your target happens to be in is a little less than plausible*. All damage dealt by Horrid Reality is considered lethal. As per LotN pg 144 a weapon created with Horrid Reality will always score a hit (no test)—provided the target is within believable range; a Horrid Reality sword does no good against someone at 20 yards. A Chimerical stake, unlike normal stakes, may be thrown with deadly accuracy using Horrid Reality—the user must still win the extended staking chops as the psyche resists being staked just as much as the physical body. Due to the focus necessary to maintain these vivid illusions a character may only have one Horrid Reality phantasm active at a time.

Dominate

All uses of Dominate require eye contact and some form of personal interaction, unless the power states otherwise.

Fortitude

Resilience/Resistance: Traits expended to test down damage on a Win or Tie must be expended prior to the Test.

Aegis: A character with Aegis wins ties to test down damage without having to expend a Trait. The Storytellers may rule that some trauma is too extreme even to be shrugged off with Aegis. Using Aegis in response to an attack does not result in the attack missing—quite the contrary—think of it as healing as fast as you're damaged.

IE—the werewolf klaive should cut you in two pieces but using Aegis knits them back together so quickly you appear unharmed—save for your shredded clothing and possibly ruined equipment.

Necromancy

Soul Steal: The defender in a Soul Steal Challenge automatically receives a number of bonus traits on this challenge equal to the current Shroud rating. Unless you are in a cemetery or Shroud Mastery has been used earlier in the scene the default shroud rating is 7. Very few merits give social traits which aid in this challenge. The following do not apply for either party in the challenge: Natural Leader, Enchanting Voice or Powerful Gaze. This list is not an exhaustive, or all encompassing list of

merits that do not apply. Double check your merits with a Story teller if this comes up. In addition, to get someone out of Soul Steal without Daemonic Possession or waiting until the end of the scene/hour, you must deal three lethal damage to the body.

Obfuscate

Obfuscate is a trick of the mind, not the eye. A character's mind will override attempts to find an obfuscated character; thus items such as cameras and night vision devices will not detect kindred employing this Discipline. Mounted cameras may film careless users of Obfuscate but—as long as the Discipline is actively employed—the character's image is not noticed by those watching on monitoring screens. After the scene resolves video tapes of Obfuscated characters may be reviewed unaltered by Obfuscate. (As with all video/surveillance footage an ST will arbitrate this. For locating an Obfuscated character using Auspex see the entry under Auspex: General. Vanish from the Mind's Eye or otherwise fading from sight occurs at the end of the turn.

Mask of 1000 Faces: This effect of this power only covers exposed, bare skin—not equipment, not clothing, not prosthetics. This effect does not radiate and directly affects the mind of the target viewing the Mask. This power cannot alter or hide the appearance of any equipment or worn clothing. Mask of 1000 Faces cannot make you appear as something you are not—it will work with animal forms; making your fur different patterns etc—but it will not make a human appear as anything but a human. Mask of 1000 Faces cannot cover up grotesque inhuman form powers such as Horrid Form—there is simply nothing a Mask of 1k can do without an expected norm to capitalize from in the target's mind. Unless a specific visage is chosen—requiring the expenditure of a Mental Trait—each person viewing the mask will describe it differently—hence the 1000 faces.

Cloak of the Gathering: This power cannot be used on unwilling targets unless a contested Mental Test is won against the target. A torpored person is always unwilling.

Obtenebration

Shroud of Night: Dropping a Shroud takes place during the expenditures phase. Moving the Shroud is a Social action and takes place during that phase.

Potence

“Puissance Leaping” and Combat Jumping: Leaping with Potence is and always has been an elder power—see Relentless Pursuit; Brujah Clanbook—and will no longer be permitted in LC:tRE. Jumping in combat will be considered taking 3 steps and will be treated as such for distance covered and penalties to actions undertaken.

Presence

Dread Gaze and Majesty are obvious in their effect and do not need an Awareness challenge to notice.

Awe: Awe does not cancel Awe. Awe is a discipline that can only be used in the immediate area (i.e. cannot be used in Summon, Beckoning, etc.). Additionally this power may be used to garner the attention of everyone in a room or scene (ST discretion on overall area affected).

Summons: The Summons triggers an intense desire on the part of the summoned to appear in a particular location —deemed by the Summoner. It imparts no feelings on who is issuing the Summons or why; only that they have to be at this particular place as soon as possible. When the summoned arrives they are then aware of the need to present themselves to the summoner.

The target may not deviate to pursue other tasks before responding to the Summons. This does not preclude talking with other people in your vicinity (or over the phone), traveling with other people, even telling others where you are headed etc. You cannot, however, go out of your way to pick up someone you want to come with you. You must respond to the Summons via a normal, reasonable means of travel—*IE you don't have to drop everything, but you can't Sunday drive.*

You can not be summoned to a boot party! Character's who metagame or weasel out of a summons through the cunning use of locks or restraints—effectively whiling away the evening in an alternative location—will be rewarded with no experience for the evening.

Majesty: Majesty cannot be used to negate Majesty. Moving outside of the area of effect does not sober you to the effects of Majesty—as long as it is still being employed if you started within the effect radius you must test to overcome it as normal.

Protean

Any character learning Protean out-of-clan default to red eyes, standard wolf claws, wolf and bat for fight/flight forms, and white mist.

Quietus

The maximum number of Quietus toxin coatings that may be applied to a single weapon is 3. All blood poisons have a shelf life of 1 month. The poisons created by Scorpion's Touch and Baal's Caress do not stack. Quietus poisons may not be applied to bullets.

Silence of Death: Does not allow any sound in or out. No talking inside the bubble.

Taste of Death: As per LotN pg 172 with the following errata: it does 2 damage instead of the one listed in LotN.

Thaumaturgy

Path of Blood—Blood Potency: The use of this power grants the following specific benefits in LCTRE: Blood pool maximum of the Generation assumed. You do not mystically fill to that maximum amount of blood in your system. Use of this power does not alter your Trait caps.

Path of Conjuring: No item created by path of conjuring may be pulled into existence at any level of crafting above Crafts 1.

Movement of the Mind—Flight: Targets of Flight Snare may use the benefits of both Celerity and Potence to resist so long as they can still touch the ground or some nearby hard surface. Weapons and shields—other than hook or rope weapons used to anchor yourself—do not add traits to resisting an initial Flight Snare challenge. If the target is successfully Snared and the target cannot push off of a nearby surface—in this case using a weapon to push off would add its traits—they lose the benefits of Celerity and Potence when further resisting—IE characters with Fleetness and Puissance no longer automatically win on Ties.

Movement of the Mind--Control: This power is a mental vs stamina related physical challenge. There is no test to break free unless the user attempts to move the controlled person. The person under effect of control may still use mental and social disciplines as long as they do not require physical movement and they have line of sight for powers that require line of sight.

Path of Transmutation - Gaol: If used aggressively the aggressor must risk the appropriate number of traits first(4 for anyone with the child flaw, 5 for normal sized individual, 6 for a target with Huge size or a form power larger than normal), and then make a contested chop against the target, mental traits vs physical traits to encase them. Regardless of win or lose the user of this power loses the traits they risked. Using the power on yourself is automatically successful. If you wish to use this power to fair escape, it works automatically. You expend the traits as normal and you then immediately leave the scene and upon leaving the scene the target is freed immediately. You may do nothing to them between encasing them and leaving the scene.

Rituals

Principle Focus of Vitae Infusion: Character's will be limited to 3x their Willpower maximum in Blood Beads. They may also only create a number of Blood Beads equal to their permanent willpower per night.

Pavis of Foul Presence: The user of this ritual must wear the blue ribbon or cord as detailed in LotN pg 187 to gain its benefits. The cord must be costumed or on a card. Use of this ritual grants the ability to reflect Presence powers, it does not, however, automatically notify the wearer of a power being used on them. Powers reflected with Pavis use the Traits of the power's initial user. A reflected Summons simply changes the target of the Summons to the Summoner themselves—instant success for them and no chance of them randomly showing up at your Haven. This ritual must be performed

on the body you are in inhabiting; it has no effect if you performed it on your real body and not your possession suit.

Pebble of the Mountain: This ritual works as printed with the exception that both parties involved in the ritual are signed into the chronicle in order to access the Pebble of the mountain. Hard proxy's are acceptable but must be pre-sent and pre-approved.

Forbidden Rituals

The following rituals are forbidden and cannot be used or effect events in the LC:tRE chronicle:

- Chill of the Wind Saber
- Nectar of the Bitter Rose
- Night of the Red Heart
- Diamond's Doom

Custom Content

Custom Content will be approved by the Storytellers on a case-by-case basis. There must be a physical right up presented at game.

Custom Combination Discipline Creation Rules

Must have all disciplines needed before starting to work on the power

All of the staff must agree on the effect of the combo before it can be approved.

Difficulty to create a custom combo

Creating a custom combo is a difficult task as such a character should have a solid understanding of how the powers work. To reflect this they should have a number of levels of combined Lore: Kindred and Lore:Clan(of the appropriate clan) equal to the combined levels of the disciplines in the combo.

Example: Thomas wants to make a combo of Potence 3 and Presence 3 making the difficulty of his combo 6. He only has Lore:Kindred 2 and Lore: Clan 3 so he would need to buy one more level of kindred lore to meet the requirements to create his combo.

In addition a player may reduce the difficulty of creating a combo by possessing combo disciplines themselves per combo they have.

Example: Thomas wants to make a combo of Potence 3 and Presence 3 and only has Lore: Kindred 2 and Lore: clan 3 but has 2 combos already. His difficulty is 6 but he has a combined total of 7 he is able to make his combo given enough time.

How long does it take to make a Custom Combo?

Creating a custom combo doesn't happen overnight. The amount of time to create a combo is 12 months plus the difficulty mentioned above minus the number of combination disciplines the character

possesses down to a minimum of 12 months. Note that Custom combos count for 2 months when calculating this.

Example: Thomas' combo of Potence 3 and Presence 3 would then take 18 months to make however he has 2 combination powers already (For this example we will say one of his combos is custom one is not) so he reduces the time by 3 months making his new total 15 months.

How much xp does it cost?

A good baseline cost is the combined cost of the discipline levels involved. Basics are 3 pts, Intermediate are 6 pts, and Advanced are 9 pts regardless of the disciplines involved being in-clan or out-of-clan. Storytellers may adjust this cost in relation to the effect of the combo.

Example: Thomas' combo requires 2 Intermediate powers so the cost would be 12 pts.

6. Merits & Flaws Errata

All merits and flaws are subject to ST approval. Merits purchased after character creation cost double and require extensive roleplay and ST permission.

Ability Aptitudes: This merit NEVER applies in direct combat applications. This applies to ALL Ability Aptitudes. *IE—Ability Aptitude: Firearms will put you up 2 Traits when trying to maintain your gun or reload on the run, but never when firing; just as AA: Occult will put you up two traits on personal rituals and non-combat Thaumaturgy but never when dropping Firestorms.*

Cast no Reflection: Characters with this flaw can be seen with modern digital technology to include night vision devices and security cameras.

Jack of all Trades: The character gains 5 free retests with any ability with the following limitations The character cannot use any JoaT tests if he already possesses the appropriate ability for the retest. JoaT cannot be used for lore's, knowledge's or any supernatural ability (I.E. Primal Urge, Malkavian Time, etc).

Paragon: This is a Venture Merit and can be taken multiple times. Additionally the influence granted from this merit does not count towards the character's maximum influence cap (of Traits + Retainers).

Debt of Gratitude/Boon/ Special Gift: All of these Merits must include a write up of what you did to earn this debt. Boons/Debts from clans considered R&U will be subject to additional scrutiny.

7. General Rules Updates

“The Courtesy Rule” LotN pg 194

- If the initial use of a Mental/Social Discipline fails there should be a 5 minute break before it can be reattempted by the same character on the same target.
- This includes use in combat—i.e. 5 minutes worth of combat rounds not 5 minutes spent throwing combat chops.
- This does not confer invulnerability to the Mental/Social Discipline in question; merely to its user—i.e. *Ten Giovanni use Soul Steal. You win the first challenge; that Giovanni cannot attempt to Soul Steal you again for 5 minutes, however, you still have 9 more challenges before you're out of the woods.*
- Intended to prevent characters from rapid-firing Mental/Social Disciplines at a target and reducing role play to a series of chops. If you have a question about whether use of a certain power qualifies under this rule ask an ST.

Paths: A character will require a teacher to instruct them on the Hierarchy of Sins and the proper ways of thinking, the new paradigm they need to follow to avoid Wassail by the chaining of their beast. Instruction will probably result in a loss of Virtues initially as they are faced with the decisions of following the chosen path or that of Humanity. Once a character's current path falls to two or below, they will face decisions between their current path and their chosen path. If the character chooses to follow their current path nothing happens.

If the player wishes to switch paths they will enter into an extended willpower challenge with a base of 6 for each difference in virtue from the new path, and an additional + 3 if character is at humanity 2. Retests are permanent willpower, Luck, Code of Honor, and Nine-Lives.

Example: Character is on Humanity 2 with Conscience 3 and Self-Control 2 and wishes to convert to Path of Night. The difficulty for the Challenge is 6+6 to take Conscience to 1 as Night is a Conviction Path, + 3 to take Self control to 1 as Night is an Instinct path, and + 3 to get Humanity to 1. For a total of 18

7.) Combat Rules Updates

Combat Sequence

One turn consists of the following phases. All combat will take place in the following sequence:

1. Normal Declaries
2. Alacrity Actions
3. Normal Mental Actions
4. Normal Social Actions
5. Normal Physical Actions
6. Swiftiness Actions
7. Legerity Actions
8. Any other additional action not covered above—(ex. Black Metamorphosis ,Two Gun Mojo ,Two weapon fighting)

The number of traits determines the order in which characters act during each phase. The character with the highest traits states their action and acts first, second highest states their action and acts, and so on until all characters with actions for that phase are done. Ties may act simultaneously or one character may defer to the other.

- Non Magic Mental/Social actions may be taken during the Alacrity Phase (as per LotN pg 140).
- Resolution will take place as the end of every phase.
- A character with high traits can hold their action until later in the same phase.
- Actions cannot be held over to a different phase, i.e. Alacrity Actions cannot be held into the Mental/Social, Normal or any other phase.

Surprise Attacks (errata to LotN pg 200):

- Obfuscated and Silent characters may use a 2 count to represent their extra concealment.
- Using either Quietus (b): Silence of Death and/or Obfuscate (b): Unseen Presence reduce the surprise attack count by one—these abilities are not stackable.
- All Surprise Attacks must be adjudicated by an ST.

Movement in Combat

See Dark Epics page 71.

Called Shots

Three traits must be bid to initiate a called shot—the player should state the added effect desired. The STs will be the final arbiters for any effects of a called shot.

Carrier Attacks

Any attack delivered by touch is considered a Carrier Attack. The character only needs to state that he is using a “Carrier” to everyone involved in the combat but should tell the ST the specific information prior to the test—i.e. Quietus toxins, Thaumaturgy delivered via touch, etc.

Grappling

A character can attempt to grapple and restrain another character. The initial test to grapple another character requires a Called Shot—3 Trait bid, retest Brawl. If successful the character is considered grappled and may only attack the character maintaining the hold—though he may still defend from other attackers as normal. The target can break the grapple with a successful Physical Challenge. While grappling, the attacker can inflict normal brawl damage on the target; this can be achieved through a number of means (beating them against a wall or the floor for example). Some weapons

will provide a bonus for attempts to Grapple (whips, Garrotes, nets). Targets can mutually grapple each other.

Staking

Planting a stake through the heart of a vampire is tricky at best. Stakes must be wielded as a melee weapon or projected by a launcher—thrown stakes will do bashing damage but cannot achieve the level of penetration for a successful staking. Arrows or other “ranged” wooden weapons use the standard staking challenge. To stake an immobilized vampire (torpored, bound, or grappled into submission) requires winning or tying two out of three Simple Tests following a successful attack with a stake. If the vampire is defending itself, the attacker must win two of three tests outright due to the difficulty of hitting such a small moving target accurately. Staking is something vampires mortally fear and as such when a stake is removed the victim must make a Self-Control/ Instinct challenge to avoid going into a frenzy when (and if) the stake is removed. The use of Aegis can not be used to negate a successful staking challenge—the character must use Aegis after being hit by the attack but before engaging in the staking chops. Since no damage is taken when Aegis is used the staking attack is assumed to have missed the heart. In this case a Chimerical stake is no different than a normal stake and a disbelief challenge is irrelevant. When relenting to a staking challenge the vampire being staked must make a Self-Control test—difficulty 4 Traits—and risk Frenzy as the Beast will rise against what it perceives as a threat. A vampire must still expend blood to awaken each night even while staked. Once staked there is very little a character can do. The expenditure of a Temporary Willpower is required to whisper and be aware of their surroundings (see, hear, etc.) for five minutes. No actions, disciplines or speech beyond a whisper are possible. Although a staked character can be read telepathically, the thoughts will be wild and rarely coherent as the beast rages for release.

Conditional Modifier—Stun

Stun can be achieved in a number of ways: disciplines, flash bang grenades, Obsessive Compulsive Disorders (OCD) effects, etc. A character who is Stunned gains the negative Mental trait Oblivious and cannot act except to soak on their following action.

Conditional Modifier—Torpor

Characters that are driven into Torpor by physical violence will miss a number of game sessions equal to 6 – Humanity/Path rating.

Weapons and Initiative

Weapon and Shield Traits do not add to initiative for determining order of actions.

Weapons and Wards

A weapon may have up to 1 ward per bonus trait it provides. Wards last for a year and a day after their initial application. If a weapon is not properly cleaned during this time the dried blood will begin to corrode the metal and you may find not only does the ward not function but it is down bonus 1 trait per year out of date and stacks with other delinquent wards as well. Wards must be dated. Any undated wards will be considered inert.

Shields

Contrary to Dark Epics, utilizing a shield only provides bonus Traits to defensive challenges.

Firearms—Rate

Firearms have a capacity called rate, which governs their interaction with Celerity and similar powers. The number of times a firearm is fired in a single turn cannot exceed its rate. Other special weapon capabilities may be employed without affecting rate.

Firearms—Add-ons

Rules for add-ons (Scopes, laser sights, etc) and special ammunition can be found in Dark Epics page 88. Use of special ammunition must be declared before initiating the challenge.

Firearms – Special Ammunition

Rules for specialty ammo can be found in Crafting Packet.

8.) LCtRE Character Creation Rules and Player Guidelines

Active Characters

No player may have more than three active characters in our Chronicle. Only one of those characters can be lower than 10th Generation. This is to ensure a handful of players, however faithful to the game, do not control the limited number of lower generation slots, the limited number of influences in play and to reduce record keeping.

Inactive Status

A character will be considered inactive if the player requests it or the player fails to attend a game for 6 consecutive months.

New Characters

All characters must be reviewed and approved by at least one, preferably all of the Storytellers prior to the player's first game. All new characters, background or other material should be submitted to one of the Storytellers prior to the game to maximize play time for everyone. Be sure to get your initial copy to the Secretary for entry into the database and so that they may file your initial sheet. When the Secretary enters your character into the system, discrepancies will be pointed out under the Notes

section. It is your responsibility to make the necessary changes to make your character viable for continued play.

Clans

Players new to LCTRE are encouraged to play a member of one of the 7 founding clans of the Camarilla—Brujah, Gangrel, Toreador, Tremere, Nosferatu, Ventrue, and Malkavian. Probationary Sect members—the Followers of Set, Caitiff, and the Assamites/Children of Haquim—as well as the Independents—the Giovanni—are by no means off limits but they each possess their own peculiar intricacies. As always the Storytellers have the final call on clearing any new PCs for play.

The STs may ask you to consider another clan if the current PC population in your clan of choice is too High.

Any request to play a character defined as Rare and Unusual (R&U) will require the standard write up and OWbN approval.

Generation

The Storytellers maintain the right to limit the access to lower generations—this is in-line with Canon that suggests the End of Times and the Thinning of the Blood.

Paths

All new players start on the Path of Humanity. Most Clans default to Humanity—several do have access to alternate paths at creation do the research, get Storyteller approval, and you may begin play on one of these Clan designated Paths. Characters may alter their Path over the course of the game through an instructor and role play.

Disciplines

Characters may not start with Advanced disciplines, 2nd Intermediate and below only for new Characters of their in-clan disciplines.

Specialization

Specializations may not be purchased until the character achieves level 4 in the ability or skill. Specializations can be purchased for an ability at level 4.

Merits and Flaws

Characters can have up to 10 points in Merits and 7 points in Flaws. Additional flaws are not point worthy (i.e. you get zero for them if you go over 7). During character creation, additional Merits may be purchased at double cost after 10. All Merits and Flaws are subject to Storyteller approval.

Back Stories

Players that provide a detailed back story for the character will receive up to 5 extra Freebie points based on the background provided. Back Story material should be no more than 5 pages initially but can (should!) be updated and expanded over the course of play. Players include periods of time spent as a ghoul—this may provide access to basic physical disciplines but the cost will be Out-of- Clan (as normal for ghouls) and will eat up most of your extra freebies.

Influences

Characters may not start with an influence higher than 3 and it must be coordinated with the ST. With the current rarity of available influence slots, it is unlikely that a new character will gain permission for influences above level 2, simply because all the high level slots are already occupied.

Points

New characters are allowed to start with up to 60 points as per OWBN. A player is free to transfer up to 57 xp from retired/dead PCs or their player pool to use when creating a new PC. As each new character receives Lore: Clan, Lore: Camarilla/Anarch (as appropriate) and Lore: Kindred—taking a net 3 points away from the total. Turning in a background and a haven description at character creation also detracts from the total xp a player is able to transfer over—i.e. 3 Lores + 5 Background Points + 1 Haven = 9 leaving space for 51 xp.

Miscellaneous

Characters with Retainers, Childer, Ghouls, Broodmates or Debt's of Gratitude must be approved by an ST and these elements defined before they are utilized in play. The details do not need to be done before the first game but must be done before any benefit is gained.

PC Ghouls

Players are allowed to portray Ghouls, if they wish. The Ghoul Packet is available upon request; please send an email to the ST list to obtain a personal copy.

9.) General Game Rules

Game Calls

All rules interpretations are left to the Storyteller. If you feel there is an issue requiring further discussion, please take it out of game and attempt to resolve it with the specific Storyteller. If you still are not satisfied all the Storytellers will discuss the situation and reach a final decision but, be warned, like those coaches challenges in football if there is not definitive proof of error the call on the field stands.

Rule Clarifications

Unless stated above all rules are in strict accordance with MET, OWBN, and "La Crosse: The River's

Edge publications”. If you have questions about how rules, disciplines or anything else works, please ensure you understand prior to using it. We do not rewind because of a misunderstanding of the rules.

Time is Xp!

Characters are expected to play at least 2 hours to qualify for experience for the evening’s play. Please be on time and stay as long as possible to ensure game continuity for all players.

Downtime form

You may earn up to 4 xp each month by fill out the downtime form. Two XP may be earned per time the form is filled out, Time stamps on the submissions with be used for that months XP.

Making Experience Expenditures

Experience expenditures can be written on the character sheet and returned to the Desk Ninja or emailed to the Desk Ninja. Do not depend on word of mouth or someone else to take care of it! If it’s not written down, it didn’t happen.

No more than one level of anything (disciplines, ability, WP, background, etc.) can be purchased between games without ST approval.

Rewrites and Redlining

The LCtRE Storyteller staff will do their best to avoid situations that will result in the rewriting or redlining of scenes—however we are all human and mix ups have happened from time to time. Please bear with the Storyteller staff to minimize any issues that may result from such an occurrence.

“The Police are Here...”

LARP is a strange animal to the unfamiliar and occasionally these people contact the authorities. Most of the local law enforcement agencies know of our game. Should we be at a site where the police or some other authorities show up excuse yourself politely and get one of the Storyteller crew who will do their best to smooth things over.

10.) La Crosse: The River’s Edge Strike and Disciplinary Policy

La Crosse: The River’s Edge (LCtRE) Chronicle fully follows OWbN policy. Said policies supersede any LCtRE Disciplinary Policies if there is a direct conflict.

OWbN Strikes

LCtRE does not permit individuals with even one OWbN strike to attend this Chronicle believing that such is the result of a thorough investigation on the part of the Council. As such, it is beyond contestable and is enough to warrant banning from LCTRE. We have no desire to allow such

individuals even a chance to prove their worth (or unworthiness) ; they may do so in their home chronicle where their actions can be closely monitored and where the Storytellers are fully aware of the circumstances resulting in the Strike. We believe in a relaxed setting where players are free to express themselves via trust from the Storytellers and other players.

Violence

Any real-life physical violence will result in automatic removal from the game and the Storytellers will prepare a prop for an OWBN strike.

Threats of Violence

Threats of violence will result in a minimum three game suspension at which point the individual may confer with the Storyteller and determine their future with the game. The three session ban will also help the Storytellers determine how much of a negative impact they've had on the game by seeing if it continues in other areas.

Metagaming

Should not happen! Allegations of metagaming will be determined on a case-by-case basis.

Metagaming is defined as bringing information garnered through out-of-character means into the game via their character, thus making it in-character. The impact of the metagaming action shall be used to determine the punishment. Proven metagaming resulting in total disruption of the game (death of a character) shall cause the guilty individual to be banned from LCTRE until further notice. Conversely, accidental metagaming (honest mistakes) are generally forgiven but the Storytellers, based on the impact on player(s) affected, will determine the severity of the result. In no event, however, shall the judgment of any individual be left to any other than the Storytellers. If we are not the Storytellers of your home chronicle they will be notified of the transgression.

Outright Cheating

Falsifying registration information, character sheets, item tags or other "official" documents is grounds for immediate dismissal and banning from the game. If a player bids traits not on their sheet or use powers not attributable to their character (make up Disciplines, etc.), they will be given one warning. A second offense is grounds for immediate dismissal. Mistakes can and are made in the heat of the moment; these are forgivable providing the scene can be corrected to reflect their character's actual abilities. If such irresponsibility resulted in character death, this may necessitate a redlining. In all cases of a redlining due to cheating, the offending individual(s) will be dismissed and banned from the game until further notice. Again, personal responsibility is essential on the part of all individuals within

LCtRE—this includes accurate accountability of stats and keeping one's wits about you while enjoying the game.

Complaints

All complaints shall be handled as expeditiously as possible but only during downtime unless it is an emergency (abuse, etc.). Said downtime may include the post-game wrap-up or if needed, in-between Events.

Disruptive Players

Disruptive players include rules lawyers who persistently interrupt the flow of game or argue with the Storyteller to get their way. These differ from an honest question about rules and the two should not be confused. Other forms of disruptive players are those who verbally assault another player in an OOC manner, physical abuse, sexual harassment or anything else that would not fly in a real world setting or job place.

Separation of Reality and Fantasy

Players who demonstrate an inability to keep their emotions in check when something unfortunate happens to their character will be politely reminded of the line between reality and fantasy. Temper tantrums and the like belong elsewhere and will typically result in one warning followed by dismissal. Exceptionally disruptive cases will be cause for immediate dismissal. Again, we emphasize maturity while having fun.

Derisive or Derogatory Comments

Real life verbal abuse will not be tolerated during or any other time. Outbursts directed towards a player in-game, out-of-game or even an alternate location will result in a suspension. It is not in the interest of productive game play to harass or intimidate players in any situation and occurrences will be punished accordingly. This is LARP; there is going to be IC screaming or other "violent", "argumentative" and "intimidating" behavior on the part of characters towards each other but know where the lines are—if you reduce another LARPer to tears over a sheet of paper and a game you're not proving how big you are to anyone. LCtRE wishes to provide a safe environment wherein all emotions may be explored by a player's character but be aware where your IC emotions are causing real life grief to those around you.

Baiting

Baiting occurs when a player conveys in- or out-of-character knowledge to another player in order to lead them into a metagaming situation by allowing them to act on knowledge their character does not

possess and usually crying wolf. For example, my character has slighted the Brujah primogen by stealing his car. No one knows where I hid it save me and the ST who ran the scene. After game I go blabbing about my hilarious exploits out of- character to all who will hear; next game someone who heard me talking and didn't understand the 'out-of-character' part rats me out to the Brujah and I cry metagame because "I never told anyone that In-character." Realize that this has happened and whether you tell one player or ten the first person to open their mouth is at fault. As a general rule, if you would not share the information with that character in-character do not share the information with the player out-of-character. It is far too easy to blur the lines of who should know and who does know. Baiting will be considered cheating and will be treated as such with an initial warning to the offending party and upon a second occurrence: immediate dismissal from and a ban on further attendance of LCtRE.