

Taking Action outside the domain

Part of the drama and intrigue of this game is going to be tied into the tensions between the four Kindred factions vying for power in Connecticut.

To reflect this, we will be using the following guidelines for taking extra-domain actions.

Downtime Actions

Crossing into another Sect's territory to undertake a downtime action is possible, but it is fraught with danger. The following factors will influence how effective such missions will be.

Going Unnoticed

There are many factors on your character sheet that will influence how easily you are detected when sneaking into another sect.

- **Stealth / Obfuscate** - While these certainly are helpful, they are not infallible. Obfuscated Kindred can still be detected with sufficient Auspex (or the perception powers of other supernatural creatures). Also, Obfuscation does not protect you against being recorded on camera.
- **Auspex** - Is a powerful tool in missions like this, as it can allow you to gather information much more subtly.
- **Merits** - There are several Merits that can make a difference to this kind of activity. Examples include *Arcane*, which makes your character more forgettable. *Personal Masquerade* and *Whisper of Life* allow you to blend in with the mortal population more effectively.
- **Other Kindred Powers** - Several other disciplines have powers that can aid you in endeavors like this, creative uses of such capabilities can save your skin when sneaking through hostile territory.

Some clans are better at this than others. The Nosferatu in particular, if they have the right merits, can have a real proclivity for this kind of espionage.

Security Rating

The security rating of a territory is rated from 0 to 5 dots.

None No-one is patrolling this Territory

● Low

●● Medium

●●● High

●●●● Very High

●●●●● Virtually Impregnable

The security level represents the use of the 'Patrol' Downtime Action by characters who wish to keep that territory safe. Each dot in this level takes more effort to achieve than the one before, on an exponential curve. Going from zero to one dot just means one patrol action has been spent by any character during that downtime. Going from four to five dots will require special coordinated efforts from multiple characters.

This level does not just represent how many characters are patrolling, but it also takes into account the Abilities and Powers that they have.

Only Kindred controlled territories will have a Security level. Other territories will instead have a Threat level. (See below)

There is no official 'formula' for how effective your patrols will be at noticing supernatural interlopers or strange mortal activities, as there are too many factors to take into account. The STs make this decision by looking at your character sheet.

Only 1 Downtime Action spent patrolling is required to make your full contribution to the security level. To increase the level further will require other characters to submit a Patrol DTA.

Some patrolling characters may have no useful skills for detecting or chasing down interlopers, and will not add to the security level of the territory, but their presence may provide other benefits to your territory.

Examples

- Valerie the Toreador Antitribu patrols the Sabbat territory of New Fairfield. Valerie has four dots in Auspex and three dots in Investigation and Perception mental focus. This increases the security level of New Fairfield from 0 to 3 dots, as very little escapes Valerie's keen eye.
- Spooky Harry the Malkavian patrols his Clan territory. He has 4 Dots in Auspex, 5 dots in Obfuscate and 3 in Dementation. He has Investigation 5, Stealth 4 and Awareness 3 and the *Perception* mental focus. Thanks to his incredible perceptive abilities, his ability to trail targets without being detected and the bonuses gained from *Eyes of Chaos*, Spooky Harry raises the security level of his territory from 0 to 4 dots.
- Mr. Pax the Ventrue patrols his home territory, but lacking any Auspex or Investigation he adds nothing to the security level. However, Mr. Pax has 3 dots in both Dominate and Presence and the *Aura of Command* merit, which means that he can very effectively cover up any breaches of the Masquerade caused by interlopers.

Should an interloper be detected, the Patrolling character(s) will raise the alarm and bring down the full force of their Sect or Clan onto the target.

Threat Level

Many territories on the map are not controlled by any kindred sect and carry instead a Threat level from 1 to 5. Those territories with a known threat level are marked in Red. Threat levels of white territories will require Investigation DTA to determine. This DTA may also give you some information on the identity of the Supernatural presence, depending on your Lore skill.

- Low
- Medium
- High
- Very High
- Deadly

Every kind of supernatural creature has their own unique powers, many of which can potentially identify and intercept Kindred, and cause them harm. Entering these territories to take specific actions will expose you to this risk, and can potentially cause you great harm, or even suffer Final Death.

Due to the horrors inflicted by Kindred on the supernatural world by the two recent wars, there is no negotiating with the creatures that occupy these territories. They will not speak to you. They will just make every effort to kill you. (Unless you possess some means to disguise yourself as one of them.)

Passing Through

If you are traveling rapidly through these territories and not stopping in them, then you will avoid the local threat entirely. The exception to this is Territories with a threat level of four or five dots.

- Passing through a 5 dot territory will still result in deadly consequences.
- Passing through a 4 dot territory will require you to make a challenge appropriate to the mode of transport you have chosen.

Modes of Transport

- **Flying** - Taking a commercial airplane going very high over the territory in question bypasses the threat level, but flying across as a bat does not. (It does make it much less likely you will be discovered though)
- **Driving** - The type of vehicle you choose to drive can affect the risk of passing through a Territory with a 4 or 5 dot threat level. Equipment traits like *Nondescript* will help, whereas traits like *Flashy* or *Stylish* will make things worse. Challenges will be made using the *Drive* and *Streetwise* skills. Use of the Technique *Stealth Vehicle* bypasses all levels of threat in a Territory when Passing Through.

- **Walking/Cycling/Running** - These modes of transport are not fast enough to bypass any Threat levels in a Territory.

Influence Actions

Taking Influence actions in a domain held by another sect is possible, but it requires one to have a very powerful and far reaching grasp. It is normally impossible for one Kindred alone to be able to do it.

- To take influence actions outside of the domain always requires an Influence level of at least 6, but can be much higher.
- Your Specializations do not apply when taking extra-domain actions.
- The exact level required changes depending on the territory you are trying to affect. (See Reconnaissance section below to find out how to discover this level)
- The security of another kindred controlled domain is dependent on the state of the Sect that controls it. Sects that are highly organized and have a lot of 'manpower' in the domain will be much harder to affect than Sects that are being torn apart by internal conflicts.
- Repeated use of cunning Influence actions in another Domain can destabilize them, and lower the Influence level required to affect them.
- Destabilizing other domains can also be achieved by individuals who are using DTAs to physically sneak into those domains (See above section on Downtime Actions). They can potentially identify targets in the foreign domain that are actively protecting it from outside incursion. If they are good enough, they can even take actions to disrupt or eliminate these characters.
- The effectiveness of Influence actions in Territories with a Threat level will be determined by the STs when requested by players.

Reconnaissance

To discover how well protected a particular territory or domain is from outside influence, you will need to use the following methods.

Learning Security Ratings

To determine how well 'locked down' a territory is, requires direct observation and the **Security** skill. You will need to spend a **Patrol DTA** in that territory, and successfully avoid detection to learn the security rating. Once acquired, that information remains valid for one month.

There are many ways Kindred can infiltrate stealthily, it is up to you to decide which one you wish to use. Also, if you are infiltrating a Kindred controlled Territory and you do not possess any

dots in the **Auspex** discipline, there is a good chance that you may get an inaccurate reading on the security rating.

It is well known that trying to get an accurate security assessment of territory controlled by Clan Nosferatu is exceptionally difficult.

Learning Threat Levels

Determining the presence and strength of other Supernatural Kindred in a Territory is a risky undertaking. You will need the **Security** skill and the **Lore** skill with a specialization relevant to the creatures controlling that territory. You will need to spend a **Patrol DTA** in that territory, and successfully avoid detection to learn the threat level. Once acquired, that information remains valid for 6 months, unless something drastic happens.

Certain merits, disciplines or techniques may be useful. (For example, the **Medium** merit, when patrolling a Wraith controlled territory.)

Detecting Influence Protection on a foreign domain

To discover the level of Influence Protection requires the use of a level 6 action.

Using the **level 6 Elite action “Everything has a Price”** and naming a foreign domain that you are probing the defenses of, will get you the Influence Protection level for Elite actions in that domain. Your influence will need to be equal to or higher than this level to take actions in this domain. This information remains accurate for one month.

Using the **level 6 Underworld action “Pulling Strings”** and naming a foreign domain that you are probing the defenses of, will get you the Influence Protection level for Underworld actions in that domain. Your influence will need to be equal to or higher than this level to take actions in this domain. This information remains accurate for one month.

Using your actions in this manner is undetectable, and does not carry a risk of retaliation.