

The Western Shore House Rules

Revised: April 2024

Black Text is Existing Information

These rules are meant to encompass the following Chronicles

- Milwaukee: Nocturnal Rapture
- Jefferson: Eternal Revolution
- Chicago: Dark Requiem
- Chicago: New Moon Rising (for vampire relevant things)
- Madison Black Crusade



Chronicle Territory may be found [here](https://drive.google.com/open?id=1a1hT-lnzJvMIJ6cNQAoYrI51VXNGoGk0&usp=sharing):

<https://drive.google.com/open?id=1a1hT-lnzJvMIJ6cNQAoYrI51VXNGoGk0&usp=sharing>

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

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

All Proxies are hard proxies within The Western Shore

All online scenes (Proxies or Not) that do not take place on an email list that is for a clan/sect MUST have the staff CC'd. Also, any ooc communications with Coordinators which are in regards to a PC based in a Western Short game also require your staff being CC'd.

Welcome, the World of Darkness is a game that is a part of the global organization, One World by Night. The World of Darkness explores a side of the world that is dominated by the worst aspects of humanity. Based on gothic themes, stories told by the Staff may include, but are not limited to, psychological terror, criminal activities and supernatural elements.

Black Carding: Player discomfort during intense scenes

While our goal is to tell a story that embraces the world we are in, we understand that there are some topics that players will not be comfortable with. If such a topic arises, please ask the storyteller to step aside and explain to them that the given topic is not one that you, as a player, are comfortable with.

****At any point in time, a player may leave a scene due to the nature of the scene. ****

If they are unable to find an in-character reason as to why their character would depart, they may leave the character in the control of the storyteller and it will remain on "follow" mode. In the event combat arises, all players of characters in "follow" mode will be asked to rejoin the scene and adjudicate their own sheet for the combat. If during a scene, you do not need to leave but need a moment to back away and gather yourself, simply ask the staff for a break. A 10 minute recess will be called on the scene. If after 10 minutes, if you are still not able to continue the scene, your character will be placed in "follow" mode. In the instance of a PvP situation, if you are unable to continue, the staff will step aside with you to ascertain why you are unable to continue and attempt to help you work through it.

The 10 minute break or follow mode cannot be used to avoid PvP situations.

Disciplinary Policy:

Chicago: Dark Requiem expects all players, both local and visiting, to abide by the Code of Conduct as written for One World by Night. Any player that wishes to see this can easily find it on the OWbN website and the staff will happily email it to any player who wishes it.

<http://www.owbn.net/content/code-of-conduct>

Rules:

1. No arguing with the staff:
 - a. If a character's death depends on a rules call, an aside can be requested.
 - b. Aggressive actions towards the staff in regards to calls will not be tolerated.
2. Do not do anything to endanger other players, the staff or the site. This includes but is not limited to:
 - a. Acrobatics and other physical tricks.
 - b. Bringing live weapons to game.
 - c. Being intoxicated at game.
 - d. Open flame, not including lighters, that are not previously approved by the staff.
3. Harassment will not be tolerated, neither verbal or physical.
 - a. If a player or storyteller asks you to stop whatever out of character action they feel is inappropriate, do so.
 - b. In-character harassment, while a part of the game, must be moderated if the player is informed by the staff that it has exceeded the bounds of acceptability.
4. Cheating will not be tolerated.
5. Punishment will be determined based on the situation but will follow the below guidelines. The staff reserves the right to skip lesser punishments for a more extreme punishment based on the circumstances.

Punishments:

1. Warning
 - a. A player will be given a verbal or written warning by the staff that they have violated the rules.
 - b. A warning is just that, a warning. It will not be held against a player.
2. Strike
 - a. A single strike will be given if the actions of a player exceed a warning or multiple warnings have been given and not heeded.
 - b. After a strike is received, so long as they comply and adjust their behavior, it will fall off their record in 3 months.
3. Temporary Ban
 - a. Any player who accumulates 3 strikes will be informed they are not welcome at game for a period of time.
 - b. After 1-3 games, to be determined by the staff, the player will be welcome back to game and one strike will be removed from their record.

- c. All characters will be shelved.
- 4. Indefinite Ban
 - a. The player will be removed from the game for an indefinite period of time and will have to petition the staff to return.
 - b. All characters not GNC'd by the staff must be transferred to another chronicle or they will be shelved.
- 5. Generate New Character (GNC)
 - a. The character is destroyed and cannot be played further.
- 6. Any punishment levied against a player, except for Warning, will affect their ability to create R&U characters.

Game Play

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

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

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

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

Combat: Do not start combat after 10pm

Appearance & needed Tags:

- *non-Sabbat: If your Humanity rating is 2 or Lower, or on a Path of Enlightenment. You must wear a tag that reads "Inhumane"*
 - Anarchs must also denote Humanity 4 or higher.
- *Sabbat: If you are Humanity 4 or higher, you must wear a tag that reads "Humane".*
 - Ether may be covered up with Rituals, Obfuscate: Mask of 1000 Faces AND appropriate Abilities (Ex. – Acting or Subterfuge).
 - Use the non-Sabbat rules if you are playing in a non-Sabbat game.
- Obvious things which are easily observed by other characters should also be denoted on a tag. Some examples include but are not limited to:
 - Visible Monstrous Features, or Beast Traits
 - Visible Qualities which exceed the normal expectation (high [4+ Attribute traits)
 - Visible Abnormal vicissitude modifications
 - Active Power Usage (Majesty, Obfuscate, etc)
 - Visible weaponry
 - Wards

Rule of Five

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

Carrier Attacks

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

- *Animalism: Quell the Beast*
- *Necromancy: Mortus Path: Mercy for Seth*
- *Quietus: Scorpion's Touch* (if not expended previously)
- *Thanatosis: Putrefaction, Withering, Necrosis*
- *Vicissitude: Fleshcraft, (Bone Craft requires work, and is not suitable for combat; even if it is dismemberment.)*
- *Valern: Burning Touch - This is not a Carrier attack, it requires Continued Grapple.*
- *Thaumaturgy:*
 - *The Path of Blood: Blood Rage, Cauldron of Blood*
 - *Mastery of the Mortal Shell: Vertigo, Contortion, Seizure, Body Failure*
 - *Vine of Dionysus: Methyskein, Hamaratia*
 - *Neptune's Might: Blood to Water*
 - *The Path of Corruption: Addiction*
 - *Hands of Destruction: Atrophy*
 - Any Ritual requiring touch

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

Additional Defenses

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

- *Chimistry: Horrid Reality*
- *Mytherceria: Riddle Phantastique*
- *Necromancy: Bone Path: Soul Stealing*
- *Path of the Focused Mind: One Tracked Mind*
- *Thaumaturgy: Gift of Morpheus: Enchanted Slumber*
- *Mastery of the Mortal Shell: Body Failure*
- *Path of Du'at: Consignment to Du'at*

Character Creation

Camarilla Clans: As a general rule of thumb, all Camarilla Clans are open for play so long as they are not Rare and Unusual. While all Camarilla Clans are available for play, it is still recommended that players speak to the staff before they build their character, as the game may have too many of a given clan and the staff may ask the player to choose a different one. *Please see the R&U section below

Camarilla Clans Include:

Assamite (R&U)*	Brujah	Gangrel	Malkavian
Nosferatu	Tremere (R&U)*	Toreador	Ventrue

Rare and Unusual Characters (R&U):

At this time the Western Shore is not allowing anyone to start in a clan which has Blood Magic unless a Background is submitted and approved by the staff. Clans that have Blood Magic are considered, but not limited to, the below list. If you believe that the clan you are interested in might be a Blood Magic clan, speak to the staff before beginning to work on the character.

Assamite	Giovanni	Setite	Tremere
Coordinator Approval Anything			

Players may request an R&U character so long as they meet the following criteria:

1. The player has been an active player in among the Western Shore Games for a minimum of 6 months.
2. A background of sufficient quality is presented to the staff. a. Well written b. Concise but with depth.
3. They are in good standing with the Western Shore Games and do not have any chronicle level disciplinary actions currently on their record.

Base Creation

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

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

Character may gain additional creation XP (up to a maximum of 16) for the following:

- Up to 5 points for negative traits
- Up to 7 points for flaws
- Up to 2 points for a derangement
- Up to 2 points for dropping starting morality rating by 1 point

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

30 of the XP is granted upon character creation for the player to spend

30 of the XP will be granted once the player has turned in a background to the ST staff. Some or all of this XP may be spent by the ST staff to properly flesh out a character based on the received background.

Generation

Any character may start play with up to 3 levels of the Background: Generation without Storyteller approval. This allows them to come in at 10th Generation.

If a player wishes to attempt to start with 4 or 5 levels of the Background: Generation, thus allowing them to play a character of 9th or 8th Generation, they will have to throw chops with the staff. By electing to throw chops they will lose their automatic ability to buy the Background: Generation to level 3. There will

be 5 challenges and the results of those challenges will affect their ability to purchase of the Background: Generation thusly:

- On a Win they will gain **1** point of the Background: Generation that they may Purchase.
- On a Tie they will gain **.5** point of the Background: Generation that they may combined with another tie for **1** full point of the Background: Generation that they may Purchase.
- On a Loss they gain no point.

The **maximum** generation that can be purchased is 8th Generation. As per One World by Night Bylaws, no Player Character may be of a generation better than 8th Generation. If through any means that **permanently** lowers the generation of the player character to 7th Generation or lower, the character will be immediately changed to NPC status.

Ghouls

As per *Laws of the Hunt: Revised*.

- Trait Cap: 13
- Willpower Cap: 10
- Discipline limitations
 - Domitor of 11th or weaker generation - Basic Discipline powers
 - Domitor of 9th or weaker generation - Intermediate Discipline powers
 - Domitor of 8th or better generation - Advanced Discipline powers
- Ghoul Merit for 0 xp
- NPC Ghouls do not get bonus build

All Non-Vampiric Powers require Storyteller approval prior to submitting character.

Morality Paths

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

Clan Advantages:

All clan advantages will be run as per book except for the following changes:

1. Assamite:
 - a. Warrior: Gain access to the ability to purchase the Background: Arsenal. (Above 3 will need a good reason)
 - b. Vizier: Gain access to the ability to purchase the Background: Political Connections. (Above 3 will need a good reason)
 - c. Sorcerer: Gain access to the Background: Occult Library. (Above 3 will require a good reason)
2. Followers of Set: Also gain access to the Background: Cult.
3. Gangrel: Also may purchase a dot of the Ability: Lupine Lore at Creation.
4. Lasombra: Gain the Camarilla Status: Loyal instead of the phantom one for being a Lasombra.
5. Nosferatu: May take negatives from the Nosferatu Clan Book. These negatives are not considered still to be "Repugnant" when negatives are called against them in a social Challenge. They **MUST** be called as they are listed on the sheet.
6. Ventrue: May purchase a Level 6 of Finance, High Society, or Politics Influence. The Level 6 will be determined by whichever Influence is taken as your Free Point as per the Ventrue by book advantage. You do not need to purchase the Clan Merit: Paragon to purchase this 6th dot. You may also then purchase Paragon as per normal. Note: You may not Paragon your Clan

Advantage Influence.

Retainers:

- Retainers must have a sheet in database (Currently Haller) to earn XP
- Retainers earn XP monthly based on number of points spent on retainer (1-5)

Backgrounds:

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

Please note this is not an exhaustive list. If you wish a background not listed above please speak to your staff

- Haven - See Rules below
- Information Network: Animals (Must have a power/ability which specifically allows communication with the Animals)
- Information Network: Humans (Nosferatu Only)
- Information Network: Wraiths (Must have a power/ability which specifically allows communication with the umbra's denizens)
- Information Network: Spirits (Must have a power/ability which specifically allows communication with the umbra's denizens)
- Military Force
- Occult Library
- Political Connections (With ST Permission.
- Staff (Only retainers may have staff.
- Spirit / Wraith Reputation
- Spirit / Wraith Notoriety
- Cult (Ba'ali, Followers of Set, Serpents of Light & their respected Converts.
- Spirit/Wraith Retainer or Spirit/Wraith Slave - These are mechanically the same, but express a different "relationship" you have with your retainer.

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

Retainers can Die

Stacking Backgrounds (As per Laws of Ascension)

This rule only works if you need a way to more realistically manage the combination of various Background factors.

When multiple characters get together they sometimes want to combine their Background benefits into a lump sum, especially for large and impressive actions. For instance, several mages with Resources x3 might go in together to purchase an expensive estate.

Backgrounds do not add. Instead they require cumulative outlay. Resources x2 plus Resources x2 is not equal to Resources x4; it's about two and a half.

The total value for combined Backgrounds equals the highest Background, plus a sum: Halve the value of the other Backgrounds. Then, if this is equal to or greater than the highest Background, add one to the total. If the remaining levels are still higher than the now increased Background, add one again. Continue until no additional levels remain.

For example, if a character with Resources x3 wants to perform something with the equivalent of Resources x4, he'd need the support of three people with Resources x2 (total six levels, halved equals his 3) or two other people with Resources x3, or some other combination that added up to six levels.

Note that a character's still limited to handling Influence no greater than his total Attribute Traits. Donated Influences count against this limit, making it very difficult to coordinate large-scale multi-Influence actions

Resources

Each player is responsible for their own resources card(s). Once per attended session at a Western Shore Game the Staff will add that sessions' spendable money to the player character's resources card. The amount earned & description of your possessions and lifestyle from Laws of the Night remains the same, only that you may collect your character's "Spending Money" at each game you attend regardless if it is Milwaukee, Jefferson or Chicago.

Level 0	\$400 and a bus pass
Level 1	\$1,000
Level 2	\$2,000
Level 3	\$6,000
Level 4	\$20,000
Level 5	\$60,000
Level 6+	ST Discretion

Resources can be awarded retroactively at ST discretion.

Haven

The haven background provides the following to any individual within their haven. For a haven to benefit from this background, it must have a write up of some sort on file with the staff, and it must be a private residence of some sort not a public venue.

- Haven 1: One un-cancelable retest per game session.
- Haven 2: +1 trait in any challenge. (stacks with all other traits and goes above bid cap)
- Haven 3: One un-cancelable retest per game session (two total).
- Haven 4: +1 trait in any challenge (+2 total, stacks with all other traits and goes above bid cap).
- Haven 5: One un-cancelable retest per game session (three total).

Players may put in additional actions to modify their haven beyond the basic above write up.

Influences

As per Dark Epics with the additional Stacking Rule listed above.

Occult Library

- Occult Library 1: Can gain access to 1 common Lore up to 2 (STs determine what is common) per downtime.
- Occult Library 2: Can gain access to 1 common Lore up to 4 (STs determine what is common) per downtime.
- Occult Library 3: Can gain access to 1 uncommon Lore up to 2 (STs determine what is uncommon) per downtime.
- Occult Library 4: Can gain access to 1 uncommon Lore up to 4 (STs determine what is uncommon) per downtime.
- Occult Library 5: Can gain access to 1 rare/unusual Lore up to 2 (STs determine what is rare/unusual) per downtime.

Othwerise as per book

Merits and Flaws

- Merit: *Paragon* - 7 pts for non Ventrue at creation. Double after creation.
- Merit: *Magic Resistance* - Anyone attempting to wield a magic based effect against the possessor is considered down 2 traits.
- Merit: *Hidden Diablerie* - This merit only affects Aura Perception. It does not affect any other means of determining if you have Diablarized.
- Merit: *Incantation* - Every Incantation is subject to ST approval and will follow the guidelines in the book
- Merit: *Innate Magic Ability* - ST discretion and will never be more powerful than a Basic Effect.
- Merit: *Blase* - Toreador Only - Immune to Levels 1-3 of Presence. For all other Presence powers you are considered +2 traits to resist.
- Merit: *Occult Library* - Disallowed - *See Backgrounds*
- Merit: *Totemic Change* - Gangrel Only
- Flaw: *Secret Diablerie* - Does not give you permission to come in at a lower generation than what you are allowed by Character Creation.
- Merit: Luck/Lucky/Luck V20 - No PC may have more than one of these.

Abilities:

These abilities are added to the list of abilities allowed in play.

- *Tactics*: See description in Laws of the Reckoning page 119.
- *Power Brokering*: See description in Laws of Ascension pg 56

Backgrounds:

- No cost to purchase (At Storyteller discretion)

Experience Points:

All *Active* characters will receive Org Max approved xp per month.

Active Characters are defined as any PC that has played in their home chronicle within the past 12 months. Any player unable to meet this requirement must make arrangements with their staff prior to going inactive.

Items:

5 Item Rule of each type: (Fill out 3 index cards splitting each index card per type listing your items for approval each game.)

Major Items: Fetishes, mage Talismans, Mage Enchantments, Vampiric Blood Magic Wards. Any item that creates a permanent magical effect.

Minor Items: Kyasid potions, Incantation items, Assamite Poisons, Talens. Things that present a magical effect one time. An item card of blood beads will count as one item, please see ruling for blood beads for how many you are allowed to carry.

Mundane: Vehicles, Regular Weapons, stakes, Regular Armor.

Magic Items:

All magic items should denote the type paradigm of magic used and caster. They should also include the date of casting and pertinent information associated with the enchantment. This could include but is not limited to the type and stats of the contained spirit.

Fetishes/Talens –

You may not carry on your person more fetishes/talens than half of your permanent willpower, rounded up.

Weapon Enchants –

Weapons may only be enchanted by a number of rituals equal to or less than the number of traits it provides. This applies to both temporary and permanent rituals. This will not affect enchants already on an item.

Crafting:

Length of time:

To create an item, it will take a number of days equal to the amount of Bonus traits the item will have once complete. *Dark Epics* will be used for Base stats unless the item is found in a different book.

Items with 0 traits will still take 1 day to complete. To make a Craft 5 item the character must possess a crafting ability of at least level 5. If PC is making an item with Modifications they must focus during downtime on the crafting and intricate work of that item. During this downtime cycle, they will be unable to work on any other crafting projects.

Modifications

Crafts 3:

Allows 1 Standard Modification

Crafts 4:

Player may chop with a Storyteller for a special modification or they may choose one of the standard modifications above that has not already been chosen.

Crafts 5:

Player may chop with a Storyteller for a special modification or they may choose the remaining standard modification above that has not already been chosen.

Standard Modifications:

- Gain a Bonus Trait
- Remove a Negative Trait
- Delivers/Soaks 1 Additional Damage
- Adjust rate of fire on Ranged Weapons

Special Modification:

- **On a Win**
 - A Positive modification will be added to the item. All modifications will be chosen by a Storyteller based on what is appropriate for the item being crafted. Example, *High Caliber* added to a gun, *Shield Break* to a Sword, or something out of the ordinary to make the item special and unique. The player **does not** get to choose what benefit an item is receiving.
- **On a Tie**
 - The player may choose to have the item *Gain a Bonus Trait*, *Remove a Negative Trait*, or *deliver/soak an Additional Damage*. (Each of these three options may only be chosen only once.)
- **On a Loss**
 - A Negative modification will be added to the item. All modifications will be chosen by a Storyteller based on what is appropriate for the item being crafted. Example, *Loud* added to a gun, *Fragile* added to a sword, *removal of a Health Level* from armor, or something out of the ordinary to make the item uniquely flawed. The player **does not** get to choose what Negative Modification an item is receiving.

Combat and non Combat:

Hard Trait Cap for PC's: 30 Max

Buff's

- **Chronicle NPC and Buff's: Only NPC's under control of the chronicle can buff PC's.**
- **Retainers must have a sheet submitted/approved to game to get buffs from.**

Combat:

All activations must be done with a member of staff at time of activation.

Initiative: Base Traits + anything that gives Named Traits

Hard Trait Cap for PC's: 30 Max

Order of Operations in Combat (Per Round):

1. Resource Expenditures (Blood, Will, Etc)
 - a. Majesty here
 - b. Carrier Attacks must be spent for in adv
2. Top of Round Effects
3. Social Soliloquy
4. Mental and Social
5. Mental Vs Physical
6. Clotho's Gift Action 1 / Zephyr / Flower of Death
7. Alacrity: Defensive 1 Step, or ready a weapon - no action.
8. Normal Physicals
9. Clotho's Gift Actions 2-"X"
10. Celerity 1 / Rage 1
11. Celerity 2 / Rage 2
12. Off Hand / Black Met / Bail the Body
13. End of Round Effects
 - a. Vanish
 - b. Shroud
 - c. Shape Change

Time it takes to invoke shape changing powers

- *Form of the Serpent*: 1b: 3 rounds
- *Black Met* - 2b: Instantly
- *Tenebrous Form* - 3 Rounds, Full Concentration, no other actions
- *Feral Claws* - 1b: End of round.
- *Shape of the Beast* - 1B: 3 Rounds, 2b: 2 Rounds, 3b: 1Round
- *Mist Form* - 1B: 3 Rounds, 2b: 2 Rounds, 3b: 1Round
- *Ashes to Ashes* - 2b, Full concentration for 1 Round.
- *Horrid Form* - 2b, end of Round
- *Elemental Form* - You may take on the form of any inanimate object of a mass roughly equal to your own. Thus, you might assume the form of a large television or a small bed, but turning into a handgun or a van is beyond your capabilities. Upon activation of this power, **you** may decide the form you wish to assume. However, you must spend a Willpower Trait if you wish to retain your senses and the ability to use Disciplines. Obviously, certain Disciplines cannot be used while in an altered form. The object functions exactly like a real object would - for example, a television can be plugged in and turned on with no harm inflicted on you. This power lasts for the remainder of the night, although you may assume your true form at will.
 1. Fire - deal an additional level of aggravated damage in 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.

Rule of Five

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

Carrier Attacks

Carrier attacks are limited to one per round, and require expenditure of any traits **before** the attack is made, unless specified. All of the following are considered carrier attacks:

- *Animalism: Quell the Beast*
- *Necromancy: Mortus Path: Mercy for Seth*
- *Quietus: Scorpion's Touch* (if not expended previously)
- *Thanatosis: Putrefaction, Withering, Necrosis*
- *Thaumaturgy: The Path of Blood: Blood Rage, Cauldron of Blood*
- *Mastery of the Mortal Shell: Vertigo, Contortion, Seizure, Body Failure*
- *Vine of Dionysus: Methyskein, Hamaratia*
- *Neptune's Might: Blood to Water*
- *The Path of Corruption: Addiction*
- *Hands of Destruction: Atrophy*
- Any Ritual requiring touch
- *Vicissitude: Fleshcraft, Bone Craft* (as per *Tzim Packet*)
- *Valern: Burning Touch* - This is not a Carrier attack, it requires Continued Grapple.

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

While in combat, the defender may spend an additional Temporary Willpower, above the typical one allowed, to retest the effects of the following powers:

- *Chimistry: Horrid Reality*
- *Mytherceria: Riddle Phantastique*
- *Necromancy: Bone Path: Soul Stealing*
- *Path of the Focused Mind: One Tracked Mind*
- *Thaumaturgy: Gift of Morpheus: Enchanted Slumber*

Ties:

When comparing traits for ties, both parties may apply the **total permanent levels** of one appropriate ability for the challenge to their trait pool for comparison.

*Ex.: Bob Brujah is attempting to hit Tina Toreador with his fist. Neither has the automatic 'Win-on-Ties' power granted by Fleetness or Puissance so it goes to Trait Comparison. Bob Brujah would be able to declare his Physical Traits + his **permanent** levels of Brawl for the challenge. Tina Toreador would be able to declare her Physical Traits + her **permanent** levels of Dodge.*

There are resources beyond the above mentioned which can be drawn upon for the comparison of ties. They are as follows:

- Weapon
- Specialization

- Merits
- Disciplines
- Magic Items

Additionally, in the case of *Auspex versus Obfuscate*, both sides will also add their relevant levels of Auspex and Investigation (for whomever is attempting to pierce Obfuscate) or Obfuscate and Stealth (for whomever is attempting to remain hidden). Each **Individual Level** of Obfuscate or Auspex will grant an Additional trait.

If both parties in the challenge have 'Win-on-Ties' then the challenge will be resolved as though neither has 'Win-on-Ties'.

Bidding Addendum: Unless the write up of a power or merit says that it goes above the bidding cap, bidding is capped at twice the generational cap.

The below listed may go above the cap

- Impressive Visage
- Pater Szlachta
- Other Merits/Powers at ST Discretion

Retests:

Only one retest per source can be used in each challenge.

- Ability
- Discipline/Supernatural power
- Magic item
- Merit (unless explicitly noted in the merit that it allows more than 1 use)
- Background
- Willpower (when applicable)
- Nature (when applicable)
- Misc.
- PvE Retest
- Overbid

Successfully overbidding will restart the challenge and thus restart the chain of available retests.

Magical effects that let the results of the challenge be changed (ex. Fascination) may only be used once in a challenge.

Discipline/Combination Powers:

Unless listed below, all Disciplines and Combination powers will be run as per their most recent MET write up. If no MET write up is available, the power will be run at ST Discretion. The only exception to this is any power that is listed in the Custom Content Database. Any power from the Custom Content Database

is subject to approval of the Staff and may be adjusted or stricken as needed at Sign In.

Teaching Disciplines: PCs may teach Advanced Disciplines

Animalism: Quell the Beast

This power lasts for the scene or hour whichever is shorter.

Assamite: Awakening the Steel

Can only do 5 lethal max damage including Potence. Aegis cannot block this.

Chimerstry: Horrid Reality

This power is considered a mind affecting power.

Dementation: Total Insanity

The Staff will provide the Derangement deck to be used for the purposes of assignment.

Fortitude: Aegis ((Provisional Rule))

As this power is considered to negate all damage that has been taken for the round both prior to and after the declaration, any carrier attacks that required damage to be inflicted to be successful, will be considered to have failed.

Presence: Summon

A character can be summoned into a dangerous situation so long as they are unaware that it is dangerous. No character can be summoned into known life threatening situations such as sunlight or back into a combat they have successfully managed to escape.

Presence: Majesty

The person who invokes Majesty is to be considered the defender when a tie occurs during trait comparison. Cannot benefit from Alpha Glint at same time.

Protean: Shape of the Beast

As per the *Clan Book Gangrel, Revised* pg 67, non Gangrel cannot possess any forms other than Wolf and Bat unless the bylaws allow for other options.

Temporis

Per Packet..

Combination Power: Alpha Glint

The person who invokes Alpha Glint is to be considered the defender when a tie occurs during trait comparison. Cannot benefit from Majesty at same time.

Combination Power: Blood Temper

Blood Tempering may adjust the following things:

- On a weapon it grants **1** additional damage. 1 Blood point required per foot of length.
- On a piece of armor it grants **1** additional health level, maximum equal to the highest level of Fortitude possessed by the user of this power. 3 Blood points required per health level gained.
- Additionally: All items that have had Blood Tempering used upon them gain the Special: Unbreakable. This means they cannot be broken by mundane means unless excessive it is massive trauma (example being a landslide), or unless a Supernatural Power who's level exceeds the level of Fortitude that was used to create the item. When the armor runs out of health levels it must be repaired via downtime action.

Once an item is blood tempered it cannot be modified any further except by binding a spirit to it and fetishing it.

Combination Power: Mortal Terror

Aggressor bids Social + Intimidation.

Defender bids Willpower + Courage. Defender can retest with Willpower and Courage.

Blood Magic:

Although characters are allowed to learn multiple styles of Blood Magic, your first one is **always** considered your primary style. Any secondary Paradigm earned, can never exceed the mastery of the primary style. Any tertiary Paradigm you learn can never exceed your secondary, and so forth.

Example:

Your Primary Form is :

2 paths at advanced, 1 at Intermediate, 1 at basic. 10 Basic Rituals, 5 Int, and 3 advanced.

Your secondary may never exceed

1 Path at advanced, 1 at intermediate, 1 at basic, 9 basic Rituals, 4 Int, and 2 advanced

Your Tertiary may never exceed

1 at intermediate, 1 at basic, 8 basic rituals, 3 int,

At Sign In, any character with magic will be allowed to have their Occult levels in precast that they need not throw challenges for. Any other rituals needed will require the player to be out of play for half the time it takes to cast the ritual.

In order to keep game flowing, all rituals cast during game will take half the standard time to cast than is listed in the book. The exception to this is any ritual that takes greater than 1 hour to cast as per its write up.

Necromancy:

Ash Path: Ex Nihilio

The difficulty of the test is the rating of the Shroud. The doorway to use this power must be drawn as the power is activated.

Bone Path: Soul Stealing

If the body is damaged after pulling the soul, the soul returns to the body instantly, regardless of constraints, unless it has also been Haunted &/or Compelled.

Voudoun Path: Baleful Doll

The doll may only be stabbed 4 times before it is rendered useless.

Setite Sorcery:

Setite Sorcery is considered a Social Magic, unless a Path or Ritual calls for a specific Test, the test defaults to Social.

All Rituals that previously required physical contact or a sympathetic link to the target still require physical contact or a sympathetic link to the target, respectively.

Dur-An-Ki:

All Dur-An-Ki requires an Ascension scene even if it is guided. These scenes will be run by your home chapter unless otherwise noted.

Thaumaturgy:

In most cases, refer to the OWBN Thaumaturgy and Sorcery packets.

The Path of Blood (Rego Vitae): Taste of Blood

You may also determine a Blood borne illness in a human (without catching it yourself). In addition to determining if a Subject is Human or Kindred; if they are neither; you know that as well. You may not know what that "other" is, but you know it isn't Human or Kindred. Again, "Lesser Templates" count as Human.

The Path of Blood (Rego Vitae): Blood of Potency

Your Blood becomes more potent, but your blood does not expand to fill your Blood Pool. You may fill it through alternate means. You may not benefit from this power, by any means, more than one time in a night.

The Path of Curses

This Path is **Allowed**.

The Path of Focused Mind

Does not require a full round to activate.

The Path of Levinbolt

"Stun" only affects your next action, however is negated by any level of Fortitude.

The Path of Mars

Levels 1 through 4 do not require a full round to activate.

The Path of Mars: Comrades in Arms

Cannot be cast in combat.

Mastery of the Mortal Shell

Levels 3 through 5 require the expenditure of 1 Mental trait per round of duration.

Movement of the Mind (Rego Motus): Control

You can either paralyze a victim or move them. For every 5 feet of movement (rounded up) the victim gains a free test to break free.

The Path of Spirit Manipulation: Entrap Ephemera

As per the book.

The Path of Transmutation: Gaol

This power requires a Mental vs. Physical challenge against the target to activate.

Ritual: Pavis of the Foul Presence

When cast, this Ritual has a number of charges equal to the caster's Permanent Occult Ability level. Each charge cancels one Presence level 5 or lower effect, including combination powers.,

Note: This is a dumb defense. It is the first x amount of Presence based powers used against you.

Ritual: Dur-An-Ki: Pebble from the Mountain

The caster of Pebble from the Mountain must either be present at game or be hard proxied into the appropriate game control to be able to use this ritual.

Ritual: Dur-An-Ki: Touch the Earth

The caster of Touch the Earth must either be present at game or be hard proxied into the appropriate game control to be able to use this ritual.

Ritual: Akhu: Opening the Gate

As per the Setite packet except that upon having any Supernatural Power used against them successfully, Willpower and Blood gained from this ritual can ONLY be used for activation of Akhu. Players will be required to carry a separate card for their Willpower and Blood gained through this ritual.

Ritual: Stone of the True Form

When enacted on someone, it reverts the target to their true form as of when they were embraced. Any modifications lost which were purchased as Merits will be able to be regained without having to purchase the merit again.

Modifying Items:

Any item can only be modified by Blood Magic a number of times equal to its Traits. Objects with no traits may have 1 modification added to them.

****These Rules are Subject to Change at ST Discretion****

List of banned Powers/Combo's/Custom Content for use here.

Custom content Combo: Devastation