

Lost Palisades House Rules

Version 1.3

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Introduction

Welcome to the official house rules of Lost Palisades, a Live Action Role-Playing game using the rules of Mind's Eye Theatre. All references to specific properties of White Wolf Game Studio are in no way intended as challenges of the copyrights of these properties.

Storyteller Staff

The staff can be contacted at lostpalisades@googlegroups.com.

Game Times and Places

- Games occur the second Sunday of each month, from 1pm to 6pm.
- The physical game site is 2535 Tanager Dr NE, Cedar Rapids, IA 52402.
- The In Character Location for Lost Palisades is the Palisades-Kepler State Park near Mount Vernon, IA.

Rules

Rules updates and clarifications will be published in this document. No new ruling is considered official until published in an updated version of this document.

The storytellers reserve the right to make on-the-fly rules decisions that may or may not conflict with the published rules. These may be situational calls that apply for the sake of the ongoing story of the chronicle, and do not impact future interpretations of the rules. Any such rulings should not be considered official until published in the most recent update of this document.

All rules decisions made by the storytellers are final and binding. Players who continue to argue a ruling during a scene will be given one warning, and if the behavior continues, will be subject to disciplinary action as specified in this document.

Source Books

Lost Palisades believes that not all source books are suitable for player characters, and that the material in some published material could prove unbalanced or inappropriate for overall chronicle story. All material is subject to storyteller review and approval for purchase on local characters, and unapproved/questionable material on visiting characters may be struck out or alterations may be offered.

W20 Garou Gifts may be utilized, but may be subject to conversion to suit the MET format of play. Gifts republished in W20 will continue to utilize their MET source for all rules unless otherwise noted. Fetishes and Talens from Hammer and Klaive may be allowed at storyteller discretion.

The MET material in the following sourcebooks will generally be allowed without change:

Laws of the Wild (Revised), Revised Tribebooks, Book of Auspices, Book of the City, Player's Guide to Garou (2003), Player's Guide to the Changing Breeds (2003)

Visiting characters with material outside of this list, or with material on this list outside of tribe/breed/auspice lists for the character, should submit their sheet early for storyteller review.

Character Creation

Players in Lost Palisades may create Garou/Fera characters using the rules found in Laws of the Wild: Revised, p. 64. In addition, new characters will receive additional XP at creation, not to exceed 60 XP, as described below:

Tribes

Common	<p>Black Furies, Bone Gnawers, Children of Gaia, Silent Striders, Uktena, Wendigo.</p> <p>No additional requirements are required to play any of these tribes. These characters receive 45 base xp at creation, or up to 60 base xp with an approved background.</p>
Rare	<p>Fianna, Get of Fenris, Glass Walkers, Red Talons, Shadow Lords, Silver Fangs, Stargazers.</p> <p>ST approval is required, and all concepts must include a background with the sheet at character generation. Upon Approval, these characters receive 30 base xp at creation, or up to 45 xp at Storyteller discretion based on background.</p>
Fera	<p>Includes all non Garou Changing Breed Species</p> <p>ST approval is required (in addition to any additional approvals or votes as specified in OWBN by-laws,) and all concepts must include a background with the sheet at character generation. Upon Approval, these characters receive 30 base xp at creation, or up to 45 xp at Storyteller discretion based on background.</p>

Breeds

- Homid: No Additional Requirements.

- Metis: ST Approval. | Must submit background with the sheet at character generation.
- Lupus: ST Approval. | Must submit background with the sheet at character generation.

Rank

- Cub: ST Approval. | Must submit background with the sheet at character generation.
- Cliath: No Additional Requirements.
- Fostern: ST Approval. | Must submit background with the sheet at character generation.

Abilities

Starting Ability Caps

Characters may not purchase Abilities above 3 without permission. Abilities granted by Tribal Advantages or totems may exceed this limit.

Starting Lores

All characters receive Lore: Changing Breed x 1, Lore: [Tribal] x 1. These bonus Lores count against the 60 XP maximum. (i.e. an Uktena would have Lore: Garou x1 and Lore: Uktena x1. A Corax would have Lore: Garou x1 Lore: Fera: Corax x1)

All other Lores require Storyteller approval at creation.

Backgrounds

Starting Background Caps

Characters may not purchase Backgrounds above 3 without permission. Backgrounds granted by Tribal Advantages or totems may exceed this limit.

Pure Breed

Characters may not take more than 2 levels of Pure Breed without Storyteller permission.

Merits and Flaws

Merits and flaws are special characteristics that may be taken to enhance your character concept. There is no hard limit to the number of Merits and/or Flaws a character may take, but you may only gain the benefit of up to seven Free Traits from Flaws at character creation. Merits and Flaws will be approved by STs on a case-by-case basis depending on their appropriateness to your character concept and the overall game.

Fera and Rare & Unusual Characters

Lost Palisades is primarily a story centered around Garou Genre, and we would like our character base to reflect as such. Any non-Garou or Kinfolk characters will be approved solely at the discretion of the Storyteller staff. Only those concepts that fit into the ongoing story of the Chronicle will be approved.

Abilities

Ability Maximums

Characters may not have more than 5 ranks in any ability. (Abilities granted by Tribal Advantages or totems may exceed this limit.)

Specializations

You must have three levels of an Ability to take a specialization. Specializations cost 1 XP, and each Ability may have only one Specialization.

Specific Abilities

Martial Arts, Kailindo, Iskkaku, and Klaviskar

Lost Palisades feels these Abilities do not translate well to the MET system. As such, these abilities will only be approved as specializations of Melee or Brawl. Any visiting sheet with ranks in these Abilities will be converted to a Specialization.

Alertness

When you are Surprised, you may expend a Trait of Alertness to negate the surprise. If you are Surprised as a result of a Gift or other supernatural power, you must also defeat your opponent in a Mental Challenge.

Athletics

Athletics may be used for a general physical activities not covered by another ability. Athletics may also be used to halve damage from area of effect attacks and the Spirit Charm Blast if the character is aware of the attack.

Athletics may not be used to retest thrown weapon attacks in combat – the appropriate ability for such challenges is Throwing.

Awareness

You must succeed in a Static Mental Challenge using this ability to realize when a supernatural ability has been used in your general vicinity. The difficulty of this challenge is equal to the number of Mental Traits possessed by the power's user.

Archery

Archery is used to retest challenges involving bows or crossbows. Firearms may not be used for such weapons. If you possess Archery, you may also use Mental Traits in place of your Physical Traits when making such challenges.

Blindfighting

Each level of Blindfighting reduces the penalties for darkness or blindness by one. You may also spend a level of Blindfighting to negate the forced retest on challenges made while blind.

Language

Each language is purchased individually, and is limited by the Linguistics ability.

Linguistics

Linguistics represents a character's understanding of how language works. Lost Palisades characters may learn a number of languages beyond the starting two based on their ranks in this ability.

One rank grants one additional language, three ranks would allow a total of six additional languages, and five ranks would allow a total of 15 additional languages.

Throwing

This Ability is used to retest challenges involving thrown weapons. If you possess Throwing, you may also use Mental Traits in place of your Physical Traits when making such challenges.

Backgrounds

Kinfolk

Kinfolk represented by this background do not have a sheet, and represent fairly standard human or wolf Kin. These NPCs function exactly as detailed in *Laws of the Wild: Revised*, p.88.

Powerful Kinfolk

Lost Palisades characters who wish to include a more prominent Kinfolk may purchase the Powerful Kinfolk Merit (4 XP at creation, 8 XP after.) All uses of the Powerful Kinfolk Merit require Storyteller approval.

Powerful Kinfolk are created using the following rules:

Human kinfolk are built under the following guidelines

- 6/4/3 for attributes.
- 5 abilities.
- 2 willpower.
- 7 freebie points
- 5 backgrounds

Wolf kin are built as follows:

- 6/4/3 for attributes.
- 5 abilities (adhering to the list of Lupus abilities.)
- 2 willpower.
- 9 freebie points

Contrary to Laws of the Wild, kinfolk pay 4 XP per gift at creation.

Improving Powerful Kinfolk

Experience points from the Garou can be spent on NPC kinfolk, with each point of experience translating into 2 points for the kinfolk. All Kinfolk pay out of breed/tribe costs for all gifts. Kinfolk are limited to basic gifts that do not require gnosis or rage to activate.

Specific Backgrounds

Influence

Lost Palisades utilizes the Dark Epics system for Influence.

Rites

This background represent rites you have been entrusted with beyond what your rank would normally allow.

Totem

Each garou may have two totems, Personal, and Pack. Only benefits from one of these (usually pack) may be claimed at any time. The other represents how close a relationship you have with the totem, which can help when asking for gifts or favors. You may buy levels up to the totem's

cost. You must have at least one dot in your pack totem to gain the benefits of being in that pack (Unified Force, totem benefits, totem advantages, etc).

Tribal Totems are not influenced by the Totem background, and all Garou are assumed to be in good standing with their Tribal Totem, unless something alters that in the course of play. All Garou who regularly maintain their Sept duties are assumed to be in good standing with the Sept Totem.

Gifts

Rule of Rank

Unless otherwise specified in the house rules, any game mechanic with a variable effect (e.g., Extended Challenges, Trait expenditures) is limited to one additional degrees of effect per rank. For example, Fosterns may spend up to two Traits to increase the effects of a Gift, or may accrue up to two additional successes in an extended challenge.

Static Challenge Difficulties

Unless otherwise specified by Laws of the Wild or the house rules, where a Gift calls for a static challenge, the difficulty of that challenge is seven Traits for basic Gifts, 10 Traits for intermediate Gifts, and 12 Traits for advanced Gifts.

Attribute vs. Rage/Gnosis/Willpower Challenges

Where a Gift calls for a challenge pitting an Attribute against Rage, Gnosis, or Willpower, the Gift shall instead rely on an opposed Attribute challenge. For example, True Fear calls for a Physical Challenge against the target's Willpower Traits, the target will resist with her Physical Traits instead.

Infinite Loops

To the extent a Gift, or combination of Gifts, may allow for an infinite loop (e.g., a Gift combination that would allow a character to never run out of Rage/Gnosis/Willpower, or to gain infinite Health Levels), the Storytellers reserve the right to limit the frequency with which those Gifts may be used.

Learning Gifts

To learn a Gift, a character must both be capable of learning the Gift and have a teacher for the Gift. Gifts are ordinarily taught by spirits, who consider this duty it to be their sole province.

Characters may learn Gifts up to intermediate from the spirits who normally dwell in the region. Spirits may be found to teach higher level Gifts through the Rite of Summoning, or questing.

Spirits are very hesitant to teach out of Tribe, Auspice, or Breed (OTAB) Gifts, particularly to young, unproven Garou. Those of sufficient Rank, who have proven themselves worthy, may be able to petition the spirits through chimenage, quest, or other clever tactics to learn OTAB Gifts.

All Gifts require two weeks to learn from an appropriate Spirit. Only one Gift may be learned at a time, regardless of source.

Gifts may also be taught by Garou to one another. Learning a Gift in this fashion, however, has several drawbacks. First, both characters lose a minimum amount of Honor renown equal to the level of the Gift, and an amount of Wisdom renown equal to their respective ranks. Second, both characters gain Spirit Notoriety dependent on the Gift, at the discretion of the Storyteller staff. Spirit Notoriety is discussed in *Laws of the Wild: Revised*, p. 235.

Gifts taught by Garou require time based on the rank of the Gift as follows:

- Basic - four weeks
- Intermediate - six weeks
- Advanced - eight weeks

Only one Gift may be learned at a time, regardless of source.

Rituals

Learning a Rite

Rites must generally be learned from other Garou PCs or NPCs. Minor and basic rites take 1 week to learn; intermediate rites take two weeks to learn; and advanced rites take one month to learn.

Rites published in *Laws of the Wild* and all Minor Rites require no XP, only time. Rites published elsewhere cost 1 XP for Basic, 2 XP for Intermediate, and 3 XP for Advanced.

Performing a Rite

During game sessions, rites will not be expedited, and players should role-play the rites they participate in. Good ritual performances may be rewarded with extra Experience Traits and/or Renown. Ritualists are encouraged to create a ritual bag as part of their costuming, containing ritual components such as candles, incense, drums, rattles, or other musical instruments.

Experience Traits

All active characters based in Lost Palisades receive 2 Experience Traits on the first of each month and receive 4 Experience Traits for each monthly game they attend. Additional Experience Traits may be earned by travelling to other OWBN games, submitting downtimes, and contributing to the game via props or other reusable items that increase the immersion of the game (such as character costuming.)

All XP spends must be sent to lostpalisades@googlegroups.com

Staying In Character

Players are expected to remain in character for the duration of each game session they attend. If the storyteller staff notices players talking out of character to excess, sitting out of game, or not otherwise engaging with the game, we reserve the right to reduce any XP earned to a minimum of zero.

The storyteller staff recognizes that players will occasionally need to step away from a scene for their own well-being, and will take these moments into account when applying this rule.

Players impacted by this rule will be notified by a storyteller prior to the removal of experience traits.

Downtime Periods & Actions

System

Since Lost Palisades plays once per month, there is one monthly downtime period. Each Lost Palisades character has six available downtime actions per month, plus influence actions. Maintaining Sept duties is assumed to be completed by all Garou, and does not require any downtime actions. Players may also freely upkeep their daily Rites without using a downtime action.

Downtime actions may span multiple downtime periods to allow for flexibility.

Downtime Action	Cost
Learning a Rite	1 for Basic, 2 for Intermediate, 4 for Advanced
Learning a Gift from a Spirit	1 for Basic, 2 for Intermediate, 4 for Advanced

Creating Talens	1 Downtime Action
Investigating a Plot / Conducting Research	1 Downtime Action
Patrolling the Protectorate	1 Downtime Action
Increasing a Background	Variable
Crafting (mundane)	2 Downtime Actions per desired level of finished item
Creating Fetishes	1 Downtime Action per level of fetish being created, in addition to any required crafting of the base item

The Storytellers reserve the right to assign specific costs to Downtime Actions depending on the situation, but the chart above will serve as the basic guidelines for how much can be accomplished in a given month.

The Storytellers commit to timely responses to all downtime actions. Responses will normally be provided in the Personal Rumors section of your character's sheet. If you are unable to make it to a monthly game and would like a copy of your responses, the Storyteller staff will provide a response no later than one week after the request.

Downtime Scenes & Interactions

Lost Palisades recognizes the incredibly dedicated and passionate players that are frequently found within the OWBN LARP community. We also recognize that we all have real life commitments and responsibilities that must be tended to.

Lost Palisades is a once a month game, with one downtime period per month. This is partly to allow our players to visit other games if they so choose, and partly to accommodate the busy schedules of the Storyteller staff.

Characters wishing to interact over the downtime must do so via email, copying the ST email, or via Instant Message with the entire chat log copied to the ST email.

Lost Palisades maintains a Facebook group for out of character coordination and announcements. This group will not be used for In Character interaction at any time. Major In Character announcements may be posted to the group with ST approval, but these announcements will not be open for In Character interaction through this medium.

Please keep in mind the above sentiment when requesting scenes with other players. Lost Palisades will not require any player character to interact with a scene that does not take place

at our monthly game. Any scenes taking place during a downtime period will assume to take place when the scene ends.

Any scene involving the nonconsensual use of powers or violence will immediately be placed on hold and resolved when a Storyteller is available or as a pre-scene during the next monthly game, whichever is sooner.

Renown

The stories of a Garou's memorable accomplishments are told and retold among werewolves and their ancestral spirits. These stories are known as a Garou's Renown, and they correspond loosely to how much respect others in the Garou Nation owe the werewolf. Going up in Rank requires a Garou to earn certain amounts of Renown.

Types of Renown

Glory

Glorious deeds are tales of Renown in which a werewolf faces danger or humiliation and withstands the ordeal. Garou earn Glory when their strength, endurance, courage, tactics, bold leadership, and risk-taking make the difference. The chart below lists the kinds of deeds that are Glorious in nature. You may not already have Glory for a very similar accomplishment. As your Glory rises, so too must your deeds become more impressive, as described in the chart. As your Glory rises, so do your responsibilities. Failure to complete tasks listed below your current category could cause you to lose renown.

Current Glory	Deeds Worthy of New Glory
Hero No matter your current Glory, these deeds can earn you another:	<ul style="list-style-type: none">• Defeating a truly deadly foe single handedly (major Jagglings bane, elder vampire, elder BSD)• Helping defeat a group of truly deadly foes• Helping destroy a Hive• Helping build a Caern• Following a totem of War as part of a pack for 1 year• Following a Personal totem of War for 1 Year
Veteran If your Glory is 8 or less, these deeds can earn you another:	<ul style="list-style-type: none">• Helping defeat a truly deadly foe (major Jagglings bane, elder vampire, elder BSD)• Destroying a major stronghold of the wyrm• Planning and/or leading a large, important

	assault <ul style="list-style-type: none"> • Visiting a highly dangerous Umbral Realm (Malfeas, the Scar) • Telling an epic tale about truly historic events
Warrior If your Glory is 6 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Defeating a dangerous foe single handedly (strong Jagglings bane, fomor, ancilla vampire, adren/athro BSD) • Helping defeat a group of dangerous foes • Destroying a minor stronghold of the wyrm • Planning and/or leading a dangerous assault • Visiting a dangerous Umbral Realm • Telling a truly worthy tale about important events
Guardian If your Glory is 4 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Defeating a minor foe single handedly (average bane, fomor, neonate vampire, cliath/fostern BSD) • Helping defeat a group of minor foes • Helping defeat a dangerous foe (strong bane, fomor, ancilla vampire, adren/athro BSD) • Planning and/or leading a minor assault • Telling a great tale
Rookie If your Glory is 2 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Defeating a weak foe single handedly (small bane or weak fomor) • Helping defeat a group of weak foes • Helping defeat a minor foe (average bane, fomor, neonate vampire, cliath/fostern BSD)

Honor

Honorable deeds are tales of Renown in which a werewolf proves they are wolves of their word, that their principles are stronger than steel. Garou earn Honor when they make a difference thanks to duty, promises, tradition, fair judgment, sacrifice, obedience to the Litany, and doing the right thing despite the cost. You may not already have Honor for a very similar accomplishment. As your Honor rises, so do your responsibilities. Failure to complete tasks listed below your current category could cause you to lose renown.

Current Honor	Deeds Worthy of New Honor
Paragon No matter your current Honor, these deeds	<ul style="list-style-type: none"> • Holding a Sept Position for a year • Judging and/or punishing Garou over

can earn you another:	<p>matters that affect an entire Sept</p> <ul style="list-style-type: none"> • Judging and/or punishing an Elder of the Nation • Making great personal sacrifices for the good of others • Honorably taking a mate, and breeding • Owning a Klaive and bearing it with distinction • Helping build a Caern • Following a totem of Respect as part of a pack for one Year • Following a Personal totem of Respect for one Year
<p>Champion</p> <p>If your Honor is 8 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> • Providing key leadership on a critical issue • Mediating challenges or disputes between Elders • Risking your life to save another • Accepting an honorable surrender when you'd rather kill them where they stand • Giving up something precious, like Fetishes or Kinfolk, for the greater good
<p>Judge</p> <p>If your Honor is 6 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> • Mediating challenges or disputes between Adren and Athro Garou • Performing an important duty with distinction • Protecting innocent humans, animals, kinfolk, or cubs • Making sacrifices to protect the Veil • Participating in an honorable challenge over an issue that affects the Sept
<p>Mediator</p> <p>If your Honor is 4 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> • Mediating challenges or disputes between Cliath and Fostern Garou • Giving up a chance at Glory to stay back and protect the Caern • Upholding the traditions particular to your Tribe • Performing the Moot Rite • Protecting the territory of another • Giving up something minor, like Talens or prized possessions, for the greater good • Telling a great tale
<p>Follower</p> <p>If your Honor is 2 or less, these deeds can earn you another:</p>	<ul style="list-style-type: none"> • Keeping your word in a difficult situation • Following orders quickly and competently • Performing regular minor duties around the

	Caern <ul style="list-style-type: none"> • Actions that demonstrate your dedication to the duties of your Auspice • Participating in an honorable challenge • Healing those outside your pack
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Wisdom

Wise deeds are tales of Renown in which a werewolf proves they can shepherd Gaia's children from chaos and corruption into growth and life. Garou earn wisdom when they make a difference through good judgment, insight, rare expertise, specialized knowledge, flexible thinking, and sometimes sheer cunning and guile. You may not already have Wisdom for a very similar accomplishment. As your Wisdom rises, so do your responsibilities. Failure to complete tasks listed below your current category could cause you to lose renown.

Current Wisdom	Deeds Worthy of Wisdom
Visionary No matter your current Wisdom, these deeds can earn you another:	<ul style="list-style-type: none"> • Performing dangerous advanced Rites, like Caern-Building • Dealing successfully with Incarnae • Creating new rites or Gifts • Creating a uniquely powerful Fetish • Following a totem of Wisdom as part of a pack for one Year • Following a Personal totem of Wisdom for one Year
Sage If your Wisdom is 8 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Teaching rare or difficult intermediate or advanced Rites to worthy students • Recovering potent lost Lore or Fetishes • Finding a clever, effective solution to a critical problem • Deceiving a truly deadly foe into falling for a trap • Gathering actionable intelligence on truly deadly foes • Visiting a deeply mysterious Umbral Realm (Summer Country, the Flux)
Scholar If your Wisdom is 6 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Learning rare or difficult intermediate or advanced Rites • Recovering minor forgotten Lores or Fetishes • Finding a clever solution to a serious problem • Deceiving a dangerous foe into falling for a

	trap <ul style="list-style-type: none"> • Gathering actionable intelligence on dangerous foes • Visiting a mysterious Umbral Realm (Aetherial Realm, the Cyber Realm, tribal homelands) • Creating a typical Fetish • Correctly interpreting signs and visions
Disciple If your Wisdom is 4 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Teaching basic Rites or useful skills to others • Creating Talens for the good of the Sept • Finding a clever solution to a minor problem • Offering good advice on a major matter • Gathering actionable intelligence on minor foes • Deceiving a minor foe into falling for a trap • Calling for aid or calling a retreat in a close battle
Pupil If your Wisdom is 2 or less, these deeds can earn you another:	<ul style="list-style-type: none"> • Learning basic Rites • Placating spirits with well-chosen chiminage • Offering good advice on a minor matter

Rank

Rank is the measure of a Garou's social standing in the Nation, and (some say) in the eyes of Gaia. Like military officers, Garou of high Rank command those of lower Rank, while those of lower rank seek to prove themselves worthy of higher standing.

As a werewolf earns recognition for their deeds in the form of Renown, they become eligible to advance in Rank. Each Auspice has different minimum Renown requirements they must meet before challenging for the next Rank. Certain minimums of time must pass between rising from Rank to Rank as well. This page lists those requirements with the description of each rank.

Once a Garou meets the minimum requirements of Renown, they must challenge a higher-Ranking Garou to recognize their worthiness for the next Rank. The Challenged Garou chooses the nature of the contest – there are several traditional ones, but the challenge is free to innovate. The challenger must prove themselves worthy to the elder's satisfaction before they advance. A Sept's Master of Challenge oversees these contests to ensure they are fair and worthy tests of the challenger's capabilities.

Renown Limits

Lost Palisades characters may not have more than 1 renown point per category than is required for challenging to your next rank. A Fostern Philodox for example, can only reach 3 Glory until he challenges for Adren.

Earning Renown

The earning of Renown is not a humble endeavor. Whenever a werewolf does something noteworthy or admirable, it's in their best interests to brag about it -- or to have someone else do it on their behalf. This role, the art of bragging, falls traditionally upon Garou of the Galliard auspice. When a Galliard tells the story of someone's worthy accomplishments, the spirits and the Nation take note.

The Storyteller staff has final say on all Renown awards.

Rite of Accomplishment

The player of a Galliard character can perform the story of your noble deeds -- either in person during a monthly Lost Palisades session, or by writing it up and posting it on the OWBN national list (copying the Storyteller staff.)

This is the first step to performing the Rite of Accomplishment -- a ritual done in front of the Sept that confirms your worthiness to receive a new tale of Renown. There are several other requirements around correctly performing a Rite of Accomplishment, such as the requirement that the ritualist be of equal or higher Rank than the subject, and that you can only benefit from it once a month FOR A SINGLE CATEGORY. Read the description of the rite for more details.

Self Claiming

Sometimes, the Gibbous auspice isn't available to you. Sometimes, your story can't be told publically. The spirits do not forget your actions. To reflect this, once a month, you may lay claim to a single deed from each one of the Renown charts. Glory, Honor, and Wisdom.

In-character, this happens at a downtime Moot. Submit this claim with your Experience spending to have it added to your sheet.

Self Claiming Guidelines

When you make this claim, before you submit it, please ensure it meets the following criteria:

Listed

The accomplishment corresponds closely to a deed listed in one of the Renown charts (Glory, Honor, or Wisdom). Note: If your claim is unique, you MUST have a Galliard back up your tale in an email also sent to the ST list.

Worthy

Your current Renown total in that category must be equal or less than the corresponding total listed (see each chart for more explanation of this.)

Recent

You performed the deed within the past 30 days.

New

Your claim must not be very similar to any claim you've made before. Aka, you cannot claim Renown for doing the same thing again and again.

In-Game

It is an accomplishment you achieved in-game -- i.e., you did this at game or over a downtime period.

A Word of Caution

These claims are not secret. The spirits announce all such stories to the Sept. If you make claims you don't deserve, the rest of the Sept may turn on you and take away your Renown instead.

Renown Loss and Punishment

Sometimes the deeds you do aren't worthy of praise. Various leaders in the Sept have the power to punish Garou for their misdeeds.

When Garou screw up, their Sept will often punish them with a loss of Renown. It's a shameful moment, especially if a Rite of Punishment is involved, but it's not usually a career-ending event. Every Elder was once a Cliath, and very few advance in Rank without misstepping in their youth.

What It Means

When you lose Renown, the spirits no longer speak of your good stories. The character inflicting the punishment against you will usually choose which story is forgotten. On the bright side, you can prove yourself again: you can perform a similar deed to earn a tale to replace what you lost.

Garou of lesser Rank are usually given more leeway to screw up than Garou of higher Rank. Losing one's self-control to Frenzy, for example, might be overlooked in a Cliath who is still learning -- but Elders should plainly know better.

Understanding the Auspicial Roles

Ragabash

Ragabash bring others' questionable actions to the attention of the Sept Alpha or Philodox, who will call for an investigation that may result in Renown loss. Ragabash may question others' stories of Renown regardless of source. Their questions hold particular weight during Rites of Accomplishment. They may attempt to tell stories of shame

Philodox

Philodox sit in judgment over Garou found wanting, deciding the correct punishments. They may block stories questioned by the Ragabash. They have an easier time performing rites of punishment.

Galliards

Galliards choose which positive Renown tales to tell, and are best at performing Rites of Accomplishment. They should never support a tale of Renown whose worthiness they doubt. Galliards may also tell stories of shame.

Losing Glory

A werewolf loses Glory when their acts make them seem like less-than-capable warriors. Inglorious tales may include:

- Displays of fear and cowardice
- Acts of incompetence in battle
- Bad tactical leadership
- Refusing to fight the Wyrn
- Refusing to accept a proper Challenge
- Decisions that cause unnecessary loss of life or damage to Gaia
- Losing one's self-control to Frenzy, outside of battle

Losing Honor

A werewolf loses Honor when they fail to fulfill their promises or make poor moral choices. Dishonorable tales may include:

- Disobeying orders
- Crimes of disrespect toward the spirits, other Garou, or kinfolk
- Failing to respect others' territory, mating with other Garou, eating human flesh, and other Litany violations

- Untrustworthy behavior to advance your own interests
- Setting a poor example for younger Garou
- Neglecting your Sept duties or performing them poorly
- Inciting conflict and causing strife

Losing Wisdom

A werewolf loses Wisdom when their actions show incompetence, short sightedness, and a lack of caution. Unwise tales may include:

- Mangling the performance of a Rite
- Causing unintentional offense to the spirits or other Garou
- Damaging the Veil
- Failing to gather good information before mounting an attack
- Incompetent performance of your Auspice duties
- Trying to solve problems but making them worse
- Bringing Wyrms-taint onto the Caern

Additional Punishments

Some incidents, such as major violations of the Litany, are serious enough to warrant more than the loss of a single Renown. The Sept may also inflict punishments like the following:

- Punishment Rite(s)
- A quest to atone
- Ritual scarring
- Loss of privileges
- Loss of Kinfolk
- Loss of Fetishes
- Forced service to the offended party
- Banishment
- Execution (typically through Punishment Rites)

Combat

Combat may not take place without the supervision of a Narrator or Storyteller. If combat occurs and one is not present, the scene is frozen until one can be present to supervise the events.

Order of Challenges

Challenges are resolved in Trait order, counting only the actual Traits possessed by the character, including form Traits and named Traits granted by Gifts or Totems; bonus Traits from weapons and Merits are not included.

In larger scale combat, Storytellers may elect to use the Mass Combat rules in Laws of the Wild, p. 192.

Regardless of the method used, a character may only be targeted by up to four Physical Challenges at once. In addition, a character may not be subject to more than one hostile Mental Challenge and one hostile Social Challenge per turn.

Ability Retests

To simplify retests in combat, Ability retests will be classified into three categories:

- **Attacking:** Archery, Brawl, Firearms, Melee, and Throwing may be used to retest challenges to attack a target.
- **Avoiding:** Dodge – and only Dodge – may be used to avoid being struck by an attack.
- **Enduring:** Survival may be used to avoid taking damage from an attack, assuming a character is hardy enough to do so. Humans may only use Survival to retest attacks inflicting Bashing damage, while many supernatural creatures may also use Survival to retest attacks inflicting Lethal damage. Garou (and most other Fera) may use Survival to retest any attack that is not deemed ‘unsoakable’ – such as attacks with silver weapons.

Gift Retests

Many gifts can be cancelled with the same gift. i.e. Persuasion can be cancelled with Persuasion and so on.

Extra Actions

Certain powers (Rage, Celerity) allow characters to act with supernatural speed – these actions are considered to be ‘extra actions’. A character may spend 1 appropriate temper per rank per round.

Follow Up Actions

Some characters are able to take follow-up actions in a round because they possess extra limbs (e.g. Arms of the Abyss). These actions are considered to be ‘follow-up actions.’

Action Order

During a turn, actions are resolved in the following order.

1. Preemptive Actions (e.g., Spirit of the Fray, Alacrity)
2. Normal Actions

3. Extra Actions
4. Follow-Up Actions

Blindness

Blind characters (whether through darkness or other effects) suffer from a two-Trait penalty on all challenges relying on sight. In addition, such challenges are subject to an automatic retest if successful. Garou using the Gift Heightened Senses, or who are in Hispo or Lupus form may ignore the trait penalty but are still subject to the automatic retest. Garou using the Gift Scent of Sight ignore the penalties for blindness entirely.

Surprise

A 'surprise action' occurs whenever someone is not capable of perceiving an attack, does not respond to an audibly vocalized challenge within three seconds, or in other situations as determined by an ST. This represents only one action, not an entire round of actions and can only be a physically based challenge. While surprised, the defender may only passively defend and may not use Rage Actions or any other powers, fetishes or gifts that were not active before the Surprise was initiated. In the case that the attacker loses the challenge, s/he is allowed an additional retest once. Fast counting will nullify a surprise attempt. Please be considerate to new players to the system.

Regeneration

Garou may heal one Bashing or Lethal Health Level per round. Homid and Lupus characters may not benefit from this regenerative ability while in breed forms. Garou with the Combat Healing Ahroun Gift heal two levels of Bashing or Lethal per round, instead.

Raging On (Rage Healing)

A Garou at incapacitated (or lower) may attempt to rage heal as a free action. The garou may enter a rage challenge (difficulty 6). If successful, they heal to 2nd wounded. They can - if they haven't spent any gnosis this round (Chaos Mechanics applies as normal) - spend a rage to auto win this first challenge.

If successful, test for each dot of permanent rage they have. Each success indicates an additional healed health level (not to exceed their maximum health.) They also immediately enter frenzy, and gain a permanent battle scar. This may be attempted once per scene.

“Two Gun Mojo”

The Ambidextrous Merit and similar Ability Specializations can be used to add additional traits to your bid pool (+1 for each.) Lost Palisades has no offhand actions unless a gift or other supernatural ability would indicate as such.

Damage Cap

No single attack of any kind in Lost Palisades may ever cause more than 5 levels of damage. The Storytellers acknowledge many gifts, fetishes, and other supernatural powers have the capability of exceeding this cap. Any damage beyond 5 per target will be ignored.

Weapons and Armor

Lost Palisades utilizes Dark Epics for all weapons and armor. Any weapon or armor not found in Dark Epics will require Storyteller approval prior to use in game.

PVP

Intent to Kill

Any player who initiates combat with the intent to kill must first notify a Storyteller.

Right to Accounting

All players have the right to an accounting for all Traits and damage called, the right to inspect any item cards used, and the right to access written rules for any character benefits that are not provided for in a printed Mind's Eye Theater supplement or these House Rules.

Right to a Storyteller

All players have the right to have a Storyteller adjudicate any challenges to which they are a party.

Crossover Mechanics

Should the need arise, Lost Palisades reserves the right to house rule the powers of other supernatural types (including kinfolk and Fera) as appropriate.

Tempers

Exceeding Temper Maximums

Garou may not generally possess more Rage, Gnosis, or Willpower than twice their permanent rating in that temper.

Losing the Wolf, Spirit, or Will

A Garou who expends their last temporary point of any Temper requires an immediate test for Harano, as the overwhelming conflict against the coming Apocalypse tries to take hold.

Losing the Wolf

A Garou who expends their last dot of Rage immediately reverts to breed form, cannot change shape, and cannot power any Gift that requires Rage.

Losing the Spirit

A Garou who expends their last dot of Gnosis cannot cross the Gauntlet, cannot utilize Fetishes, Talens, Rites, or any Gift that requires Gnosis to power. Losing your Gnostic connection to Gaia is a glimpse of what life would be like should the Wyrms triumph.

Losing the Will

A Garou who expends their last Willpower cannot initiate any challenges. They may defend as normal, but are despondent and unsure of themselves.

Rage

Extra Actions

Garou may spend Rage to gain extra actions on a one-for-one basis. The limit to these actions is based on rank. A Cliath may spend 1 Rage per round, a Fostern may spend 2, an Adren may spend 3 and so on and so forth.

Gaining Rage

Howling at the Moon

Garou regain Rage the first time they howl at the moon each night. The amount regained is based on the moon phase: 1 Trait under the new moon, 2 Traits under the crescent moon, 3

Traits under the half moon, 4 Traits under the gibbous moon, and 5 Traits under the full moon. If the moon is in the character's auspice, he regains all of his lost Rage Traits.

Stressful Situations & Humiliations

When a Garou loses a challenge in a particularly stressful situation (judged by a Storyteller), or is humiliated, the Garou must test for a Rage Trait.

Injury

Garou test for a Rage Trait when they, or a packmate, are first injured with lethal or aggravated damage in combat.

Frenzy

Garou automatically regain one Rage Trait each turn while in Berserk or Wyrms frenzy.

Gnosis

Gnosis Expenditures

Gnosis expenditures in combat is limited to rank. A Cliath may spend 1 gnosis per round, a Fostern may spend 2, an Adren may spend 3, and so on and so forth.

Gaining Gnosis

Caern Refresh

A caern refreshes a garou's gnosis at the rate of 1 gnosis trait per each uninterrupted hour spent on the caern.

Meditation

The Meditation ability can be used to regain a Gnosis. To use the ability, you must sit In Character, doing nothing but meditating, for 5 minutes per dot you wish to use. This must be marked off on your sheet at the time of the spend and an ST or Narrator must sign off on it.

Willpower

Automatic Successes

Except under stressful situations, such as combat, a character is considered to succeed at any Static Challenge he or she can overbid. Subject to Storyteller discretion, a Willpower Trait may also be spent to succeed on a single Static Challenge or Simple Test before performing the challenge.

Gaining Willpower

Sleep Refresh

A full night's uninterrupted sleep completely restores a PC's Willpower.

Meditation

The Meditation ability can be used to regain a Willpower. To use the ability, you must sit In Character, doing nothing but meditating, for 5 minutes per dot you wish to use. This must be marked off on your sheet at the time of the spend and an ST or Narrator must sign off on it.

States of the Mind, Body, and Spirit

A Garou's life is full of struggle, and these constant stressors can cause all manner of temporary or lasting maladies.

Frenzies

While in Frenzy, you need not bid a trait in any Social Challenge performed against you (i.e. "I am too Frenzied to be Entranced by your wiles"). It does NOT make you immune to Social Challenges. Unless otherwise specified, frenzy is handled as published in Laws of the Wild pg. 185-186.

Berserk Frenzy

Berserk Frenzy is the Rage of the Garou made manifest. The Garou targets the source that triggered their Frenzy with all their might, including spending as much Rage as their Rank allows and all applicable retests. Frenzy continues until the source of the Frenzy is rendered unconscious or submits in a proper manner, allowing the Frenzying Garou to make an immediate test as published in Laws of the Wild, pg. 185. If they fail, they continue attacking the source, making a new test each round. Frenzy will also end if the Garou in frenzy is rendered unconscious, although outsider interference in attempting to do so may change the source of Frenzy at storyteller discretion.

Fox Frenzy

Fox Frenzy is often viewed as a shameful failing of courage, forcing the Garou to flee the source of frenzy through all means necessary. The frenzied Garou will only attack someone blocking their escape. Once the Garou has fled the source of frenzy and is no longer threatened, they may begin making tests to end frenzy as published in Laws of the Wild, pg. 185.

Thrall of the Wyrms (Wyrms Frenzy)

Garou who succumb to the Thrall of the Wyrms gain a mandatory, free “Tainted” retest against any effort to end the rage. Garou who experience this horrific exploration of the Wyrms that dwells within them gain one Wyrms Taint at the conclusion of their frenzy.

Harano

Lost Palisades utilizes a hybrid Harano system as detailed below.

Common Triggers

- Grieving the loss of a packmate or loved one
- Surviving a near-death experience
- Witnessing the destruction of a caern
- Suffering a major defeat against the Wyrms
- Losing Rank
- Witnessing or failing to stop ecological devastation of the land

Testing for Harano

Testing for Harano is a Mental Challenge with a difficulty of 10 traits, plus 2 traits per stage of Harano the character is suffering (i.e. Testing for Stage 3 Harano would be a Mental Challenge of 14 traits.)

Stages of Harano

There are five stages of Harano, each representing a graduation of this condition, with debilitating effects. Each increase of Harano gained pushes the character into the next stage of Harano, and she suffers cumulatively from all of the effects of her current stage of Harano, as well as the previous stages. For example, if you suffer from the third stage of Harano, you experience all of the symptoms and penalties from the first and second stages, as well as the third stage.

First Stage

Nagging doubts and inexplicable sorrow plague your heart over trivial matters. Motivation and attention to detail is difficult. You suffer from all of the penalties of the Nightmare Flaw (Laws of the Wild, pg. 94.)

Second Stage

Rest or concentration feels impossible as you experience an adrenaline-soaked sense of potent hyperawareness, always preparing for yet-another battle or ambush that might occur at any

moment. You suffer from insomnia, and you appear tired, irritable, and withdrawn to others. You suffer from all of the penalties of the Short Fuse Flaw (Laws of the Wild, pg. 95.)

Third Stage

Anxiety and flashes of traumatic memories alter your perception of the world, transforming life into a series of disappointments and derogations. When presented with a reminder of one of the traumatic experiences that led you to Harano, you suffer from the Depression Derangement (Laws of the Wild, pg. 213.). You also have persistent thoughts of a future in ruins, which you believe is the only possible end for your war.

Fourth Stage

You know in your heart that Gaia is gone and the world is lost, because you and your kin failed. Food and drink lose their taste. There is no joy in this life, only regret. You cannot regain Willpower until you have recovered from this stage of Harano.

Fifth Stage

Your spirit has completely dissociated from your body. You have no joy, nor anger—only the comfort of nothingness. You are unable to take any action, even feeding yourself, unless forced by another.

Recovering from Harano

Whenever a character who suffers from Harano achieves some sort of significant success, she may make a Willpower Test against 10 Traits. If she fails, she remains victim to Harano. If she succeeds, she moves back one Stage of Harano. Gifts and Rites designed to assist Garou in Harano grant an immediate test, and reduce the Difficulty from 10 to 6.

Characters with the Psychology ability equal or exceeding the Stage of Harano may also work with the Garou to grant a recovery test at Storyteller discretion.

Wyrms Taint

Lost Palisades uses a hybrid system for Wyrms Taint

Common ways to gain Wyrms Taint via environmental factors:

- Entering a building, place, or umbral realm tainted with Wyrms Affinity
- Wielding a fetish or artifact with a corrupted bane spirit bound to it
- Consuming a bane spirit or corrupted spirit
- Battling a creature with Wyrms Affinity, such as a bane, Black Spiral Dancer, or fomori within Brawl or Melee attack range
- Exposure to damaging radiation
- Some toxins and poisons

- Drinking the blood of a vampire
- Succumbing to the Thrall of the Wyrms (Wyrms Frenzy)

Common ways to gain Wyrms Taint via conscious choice

- Eating the flesh of a human or shapeshifter
- Profaning the land or spirits of the Wyld
- Willingly following the tenets of the Wyrms
- Willingly violating the Litany
- Willingly slaughtering innocents

Stages of Wyrms Taint

There are five stages of Wyrms Taint, each representing a degradation of the soul, dissolution of the covenant with Gaia, and acceptance of the Wyrms. Each stage is cumulative, incorporating the penalties of the stages below it. For example, if you suffer from the third stage of Wyrms Taint, you experience all of the symptoms and penalties from the first and second stages of Wyrms Taint, as well as the third stage.

First Stage

You feel unclean, as though there is something wrong with your flesh, and your soul feels heavy and listless. You might find that your skin itches, as though you're suffering from a rash, and you always feel on edge.

Second Stage

The corruption of the Wyrms is now visible on your flesh as you appear pale, ill, and clearly uncomfortable in the presence of untainted servants of Gaia. This malefaction has begun to penetrate your soul. You now take twice as long to recover Gnosis as you would normally.

Third Stage

The siren call of the Wyrms is now almost subliminal in your mind. Your perception alters, causing you to see the world in a continual state of decay. You believe it is your purpose to help it along. You gain the Derangement: Bipolar (Laws of the Wild, pg. 213.)

Wyrms-affiliated creatures, such as bane spirits, Black Spiral Dancers, and fomori, sense your potential and will naturally be friendly to you. They may even attempt to aid you, as long as you aren't acting against their interests. After all, you are just a step away from where they are now.

Fourth Stage

Your spiritual orientation has shifted away from Gaia to the Wyrms. You can no longer recover or gain Gnosis in the usual fashion, but rather you must be located in a Wyrms affiliated zone or in the presence of a creature affiliated with the Wyrms to regain Gnosis. In addition, werewolves

without Wyrms Taint gain a point of Wyrms Taint if they are in your presence for longer than five minutes.

Fifth Stage

Your spirit has almost completely surrendered to the Wyrms, and now your flesh reflects this state. Your body has begun to mutate, featuring putrid pustules, weeping sores, and other deformities associated with the Black Spiral Dancers.

Beyond the Fifth Stage

Characters who continue their descent into the clutches of the Wyrms past the Fifth Stage will become NPCs controlled by the Storyteller staff.

Recovering from Wyrms Taint

The most common method for removing Wyrms Taint is the Rite of Cleansing. One casting of the Rite will remove one Stage of Wyrms Taint. Characters with Stage Four or greater must spend a Willpower Trait to remain in the presence of the Rite while the Taint is burned away.

Many spirits known to the Garou are capable of removing Wyrms Taint through healing, though Spirit Deals are never without cost.

Storytellers

Lost Palisades Storytellers may not base any character out of this Chronicle, portray a character at a game session or event, or grow or utilize influence affecting this Chronicle.

Storyteller Prerogative

Although the Storytellers of Lost Palisades will attempt to adhere to these House Rules, we reserve the right to deviate from them where we deem necessary or appropriate. Such circumstances will be rare, and we appreciate your patience when they arise.

General Rules

The Storyteller staff want you to enjoy playing through the story and experiencing what the roleplay has to offer. As the STs, it is our place to watch this story unfold, interpret how the rules work, and adjudicate any disagreements that arise.

It is our hope that these house rules will better help the players understand how the World of Darkness works. Sometimes, disagreements will arise between players and/or STs, which may result in a loud and usually very uncomfortable argument. Rest assured that you don't need to participate in this. If, for some reason, you feel that an ST has made an improper ruling, speak

with this ST or another ST about this, at a time when it won't disrupt any role-playing or interrupt whatever the person happens to be doing.

Visiting sheets

Lost Palisades is highly focused on the Garou aspect of the Changing Breeds genre. All visiting sheets must be forwarded from the ST staff housing the character in question prior to game.

Non-Garou Changing Breeds may not be appropriate for the themes of this game, and may not be allowed to interact with the chronicle without ST approval.

Non-Changing Breed genre characters will not be allowed to sign into game without ST approval prior to the day of the game session.

Signing into game

By signing into the game there is an implicit agreement that you agree to follow the rules as they are set, that the ST staff are capable people, and that you trust them to adjudicate any scenes that happen during the time that you are signed in. It also means that your character is subject to this game's jurisdiction for the duration of his or her interactions here.

There is also the agreement to take any disputes with scenes to the ST staff of Lost Palisades and exhaust all reasonable means of resolving any complaints before seeking other means of remedy. You are, however, allowed to request an updated copy of the house rules before you sign in.

Swapping PCs

If you wish to swap characters during a game session, this must be approved by the HST. Your other PC will be findable and actions may be taken against them for 30 minutes after you 'sign out' with the HST.

Respect

This is a two way street. If you want your fellow gamers to respect you, you have to respect them. If you want your ST to respect you, you have to respect them. Be courteous to your fellow gamers. Do not make rules calls for your fellow players; if a question about rules or rules call needs to be made, grab a Storyteller. If an ST makes a call, respect the call and bring up your disagreement at a time when it will not disrupt role-play or game time. Remember, you are here to play a game and have fun.

Disciplinary Process

Everyone makes mistakes. Some mistakes have more severe consequences than others. If something happens that requires a disciplinary action, such details will be discussed between the relevant parties and only the relevant parties. If you do not need to know, you are not going to know, period. If you are caught leaking information about a Disciplinary Process, you might find yourself sitting in the middle of one next. Everyone makes mistakes. Private matters stay private, period.

Disciplinary Protocol

It is the firm belief of the Lost Palisades staff that mistakes made should result in consequences, but those consequences should not be unreasonable. Everyone has the ability to lose their cool, make mistakes, and do something they regret later on.

Things that can get you in trouble

Below is a list of common offenses that can get you a warning or chronicle strike in Lost Palisades. Please note that all disciplinary actions are subject to appeal, but no appeals will be processed during game sessions.

This list is a set of examples, it is not the only list of things to which you may be held accountable for as a player in Lost Palisades:

- Being argumentative with STs during scenes
- Harassment of players OOC
- Violating the no touch policy
- Excessive badgering of STs
- Excessive badgering of other players
- Violation of the PG-13 rule
- Magic Penciling
- Negative Metagaming

At the end of the day, remember that Wheaton's Law applies. If you violate it, you will be dealt with accordingly.

<http://www.wheatonslaw.com/>

Standard Three Strike System

Verbal / Written Warning

Player will be given a verbal or written warning with simple clear reasoning as to why their behavior is currently unacceptable.

Further consequences: None
Public Notification: None
Expires: End of Game Session

First Chronicle Strike

A first chronicle strike is to be used as an awareness check for the player, to offer them the chance to take a step back and examine their behavior and change said behavior before consequences become more severe. They will be asked to step away briefly to regroup.

Further consequences: None.
Public Notification: None. Everyone makes mistakes.
Expires: One Month

Second Chronicle Strike

A second chronicle strike is issued when a player's behavior has persisted beyond a first chronicle strike. With the second strike, a cool down period is no longer suggested, it is enforced.

Further consequences: The Player will not be permitted to sign in another character into Lost Palisades for a period of no less one month.

- If based in Lost Palisades, Player's PC will be considered out of play for a period of no less than one month. In-Character reasoning will be provided.
- If not based in Lost Palisades, Player will be removed from all aspects of Lost Palisades for a period of no less than one month. In-Character reasoning will be provided.

Public Notification: None
Expires: Three Months

Third Chronicle Strike

A third chronicle strike is given when the first and second attempts at behavior modification have failed. A cool down period is enforced, for the sake of the player, the Lost Palisades ST Staff and for the rest of the players in the game.

Further consequences: The Player will not be permitted to sign in another character into Lost Palisades for a period of no less than two months.

- If based in Lost Palisades, Player's PC will be considered out of play for a period of no less than two months. In-Character reasoning will be provided.
- If not based in Lost Palisades, Player will be removed from all aspects of Lost Palisades for a period of no less than two months. In-Character reasoning will be provided.

Public Notification: OWBN ST and Council lists, as this is considered a temporary ban.
Expires: No Less than Six Months, Storyteller discretion of up to One Year.

A Note on Transfers

A PC based in Lost Palisades will not be permitted to transfer their PC to any other chronicle while a strike exists on their record. Post the reduction of those strikes, a PC will be released for transfer if the player so chooses without prejudice.

Other Potential Disciplinary actions

Character Removal from Lost Palisades

If there is persistent disagreement between staff, including the administration, and the player that cannot be resolved via mediation either with the staff or with the help of the player reps over a character's sheet or integration of the character into the game, the player may be asked to transfer their PC to a different chronicle without prejudice or malice, unless another disciplinary action is in effect. We understand that this is not going to be the game that suits the needs of every player in the org, and while we may be a good game to play in for many players, we might not be the best housing staff for some PCs.

Further consequences: None

Public Notification: None

Restricted Character Creation

If there is persistent disagreement between staff, including the administration, and the player that cannot be resolved via mediation with the staff with or without the player reps, the player may be disallowed from housing a PC in Lost Palisades. This has no impact on their ability to bring in a visiting character. This action is put into place to give staff and player a chance to reconnect with one another and potentially approach and bridge the concept of creating a character without bad blood being in the picture.

Further consequences: None

Public Notification: None.

Expires: 6 Months

Full Ban

This is considered a worse case scenario situation but in the case of a full ban becoming a necessity, details will be given as needed to parties who need to know. This is not something we take joy in and will strive to avoid at all costs.

Further consequences: None

Public Notification: Yes.

Expires: No less than One Year

Final Notes

The Lost Palisades Staff would like to extend a thank you to 3D and Fields of Rage for allowing us to take parts of your house rules as our own.

To our players, a final reminder: We are here to have fun. We are here to create a community. Treat others as you wish to be treated and enjoy your story as it unfolds!