House Rules For Worcester 1988

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Section 1 - Changes to the BNS Base System

In this section of the house rules document, we will outline the changes we have made to the base rules from the BNS book. Some of these rule changes have already been covered in the 'Player's Guide To Character Creation For Worcester 1988' document but have been reprinted here for the sake of condensing. Any rule from the base BNS book that has been changed is listed in this section of the document with the exception of hunting, which has been completely changed and is outlined in Section 2.

Changes to Clans and Bloodlines:
Below is the list of what clans are allowed to be played and at what merit cost for Worcester 1988. This list is also available in the 'Player's Guide To Character Creation For Worcester 1988' document.

Common Clans
These clans of vampires are allowed to be played at no additional merit cost. Lore-wise, these vampires are the most common vampires to be found as members of the modern Anarch movement.

- Brujah
- Caitiff
- Gangrel
- Malkavian

- Nosferatu
- Toreador

Uncommon Clans (2 merit points to play)
These clans of vampires can be found in the Anarchs, but in fewer numbers than the common clans. Some clans are geographically isolated while other clans are more dedicated to the sects they are known to help rule over.

- Followers of Set
- Lasombra
- Ravnos
- Ventrue

Rare Clans (4 merit points to play)
Vampires from these clans are notorious for being isolationists and only very rarely leave their personal organizations or the sects they are more known for.

- Banu Haquim (called Assamites in the book)
- Tremere
- Tzimisce

Not allowed to be played:
Vampires from these clans are so rare or isolationist in nature that they do not appear in any significant number in the Anarch Movement.

- Daughters of Cacophony
- Giovanni
- Salubri
- Clans of death (Cappadocians, Samedi, Lamia, Harbingers of Skulls)
- Gargoyles
- Baali
- True Brujah
- Ahrimanes
- Kiasyd
- Telyav
- Koldun

Bloodlines
In this iteration of vampire, the playing of various bloodlines within a clan of vampires is usually restricted by merit cost. For this game however, the storytellers have decided to eliminate the merit cost for playing a member of a bloodline. Some blood lines, however, have been disallowed for this game in general.

Allowed Bloodlines:

These bloodlines of vampires are common enough that they may have members within the modern Anarch Movement.

- Vipers (Followers of Set)
- Coyote (Gangrel)
- Ananke (Malkavians)
- Knights of the Moon (Malkavians)
- Crusaders (Ventrue)
- Brahman (Ravnos)

Unallowed Bloodlines:
These bloodlines, although from clans that *are* allowed to be played, are too rare or geographically isolated to be seen in significant numbers within the modern Anarch Movement of 1980s New England.

- Tlacique (Followers of Set)
- Noiad (Gangrel)
- Ahrimanes (Gangrel)
- Kiasyd (Lasombra)
- Angellis Ater (Lasombra)
- Ishtarri (Toreador)
- Volgirre (Toreador)
- Telyav (Tremere)
- Carpathians (Tzimisce)
- Koldun (Tzimisce)

Don't see something you were planning on playing? Assume it's on the unallowed list! But if you have any questions about what you're allowed to play, please feel free to reach out to the staff.

Lastly, some of these clans are often largely made up of specific cultural groups. Although we are not currently limiting any clan of vampires to a player's personal cultural identity, we reserve the right to refuse certain character concepts if we find them to be culturally insensitive or offensive.

Changes to Flaws, Merits and Techniques
In addition to vampire clans, there are some other mechanic lists that have been restricted for the sake of ease of game play, game balance, or because they touch on topics that we are not using during our story.

Unallowed Merits:
- Infernal Power
- Golconda Seeker
- Personal cult (Followers of set)
- Walk the abyss (Lasombra)

- Counter Magic (Tremere)
- Paragon (Ventrue)
- Dampire (Anarch)
- Ear to the ground (Anarch)
- Elder of the revolution (Anarch)
- Moniker (Anarch)
- Sorcerous Dabbler (Anarch)

Unallowed flaws:
- Amnesia
- Childlike
- Hunted
- Cursed
- Dark secret
- Haunted
- Infamous Brood
- Known to be dead
- Methuselah's Thirst
- Nightmares
- Notoriety
- Prey Exclusion
- Thirst for Innocence
- Bastard Childe (Anarch)
- Black Sheep (Anarch)
- Dubious Loyalties (Anarch)

Unallowed Backgrounds:
- Underworld influence
- Elite influence

Altered mechanics:
Some mechanics of this game will differ from what they are listed in the core rule book. These mechanics have been altered from their original versions as printed in the rule book as the systems they interact have changed or for the sake of our setting.

Merits:
- Talisman (Clan Tremere) - Changed time duration to 1 game session instead of 4 game sessions.
- Old Dog (Anarch) - Change to 1888 and the merit cost has changed to 2 instead of 1.
- Efficient digestion - remove the portions of the merit: 'This merit doubles the effectiveness of the herd background when used during a game session.

Techniques:

- Animal succulence - The following portion of the technique has been removed: You do not need to spend a downtime action to feed, so long as you feed on animal blood.

Status:
For Worcester 1988 we will not be utilizing the BNS book's status system. For any mechanics that interact with that system please see a staff member for more details.

Shared Backgrounds:
This new subsystem is a supplement to standard BNS rules later added to the system. Kindred who are in a coterie, pack, or gang may pool certain backgrounds together. Shared backgrounds should be noted specifically on your character's sheet, listing your individual contribution as well as the total among the group.

The following backgrounds may be shared:
• Haven
• Herd
• Allies
• Contacts

Shared backgrounds cannot exceed the maximum of 5 dots for the shared group, no matter how many dots are contributed by the group's members. Shared group backgrounds may be used by any character within the group until the background has been expended. For example, if a member of a group uses the shared Herd background and depletes it, the other members of that group can't access Herd until it refreshes. Remember that any member of the shared group may access any background shared by the group, including the Haven background. Many Kindred have met their Final Death from the betrayal of a disgruntled former coterie-mate leading enemies through their Haven's defenses. Characters can purchase individual levels of the above-listed backgrounds in addition to contributing to a shared group; however, each background must be purchased separately. When a group member dies or leaves the group, all contributed backgrounds are lost after 30 days or two game sessions, whichever is greater, unless other members spend XP to repurchase them.

Section 2 - Rule Systems Specific to Worcester 1988

In this section of the house rules document we will outline the completely new systems that have been created for our chronicle and how these systems interact with the existing BNS rules. The rules in this section are completely home brewed and are designed specifically for Worcester 1988.

Rumors and Missions System
In Worcester 1988, content for players will be driven by their characters accumulating rumors and following up on these rumors by conducting missions on behalf of various vampiric organizations. Rumors and missions will be the main driving force for the continuing of plot lines

and the building of a positive reputation for PC led gangs. Below, rumors and missions are explained in detail.

Accumulating, Trading and Acting on Rumors:
Throughout game play, players will have the chance to learn rumors related to important events that are going around the region. Any time a PC learns of a rumor, they will get a tag for that rumor. The tag for a rumor will list all important information about that rumor. Below is an example of a rumor tag:

Rumor number: 12
Rumor description: “Rumor has it that the Baron of Worcester County long ago made arrangements with the Werewolves of New Hampshire to leave the Baronry’s land alone. Supposedly this agreement is renewed every year by representatives of the Barony and the Granite Sept. Kindred in the know may be able to volunteer their time to work on this peace agreement.”
Connected Mission: “Hungry like the wolf”
Mission tags: Socialize, Occult, Anarchs, Combat
Connected Tile: Billerica and Tewksbury

When a PC gains a rumor tag, they hold onto the tag for the duration of the game. Rumors can not be lost by the losing of the physical tag. If a PC loses a rumor tag, they can speak to the staff about getting a new one. If a PC finds a rumor tag that does not belong to them, and they did not gather the rumor through some sort of role play or skill challenge, they should turn the found rumor back into the staff of the game. Once a PC gathers a rumor tag, that tag now belongs to their gang as a whole rather than the individual. Rumor tags can be traded between the gangs freely.

At the end of most game sessions, gangs will have time to meet up and discuss which missions they want to go to next game session. A gang will be able to redeem a rumor tag to the staff to lock in their choice for the next session. A gang will be able to redeem one or two rumors per session depending on how many rumors the staff are taking that event. Once a rumor tag has been redeemed, no other gang can redeem that rumor tag, even if multiple copies of that rumor tag are around. If multiple gangs try to redeem the same rumor tag, the staff will discuss with the gangs as to which gang will actually be leading the mission as only one gang can lead any given mission.

Conducting A Mission:
Gangs will set up missions for their next session at previous sessions. At the beginning of the next session, if a mission had to be cancelled, the gang will be notified of such things, but that should be a VERY rare occurrence. Gangs will also be given a time frame when they should expect to go on their mission. Missions will be led by the gang that submitted the rumor tag, but the members of that gang can bring PCs from outside their gang along if they so choose to and if there is room on the mission for more PCs outside of the gang. The amount of PCs allowed on

a mission, will be told to the PCs when the mission is hooked by an NPC. Missions will usually be hooked from Elysium. Hooks will always go and find the gang that the mission is for.

While on a mission, PCs will have very limited chances to speak with characters not on the mission. Once a mission is completed, PCs on a mission will head back to Elysium unless they are in torpor or dead, in which case, characters still alive will decide what to do with their fallen gang members.

After a mission is complete, if the mission was deemed a success by the NPC hook of the mission, the PCs on the mission will gain reputation with the faction they did the mission for for their gangs based on which gang was leading the mission and who else was on the mission. A successful mission will award the lead gang on the mission 5 points of reputation with the faction that the mission was done for. If there were members of other gangs on the mission, each of their gangs will be awarded 1 point of reputation with the faction that the mission was done for. If a mission was tagged with multiple factions, a gang can divide up reputation earned from the mission between the two factions as they see fit. Faction reputation is tracked separately for the gangs and by the different vampiric factions of the region. If a mission is considered by the NPC hook to be a failure, no reputation will be gained by any participant of the mission.

Mission Tag System For Worcester 1988

Missions for this game all have tags associated with them. Each tag gives a hint to the content of a mission. The intention of this system is to allow players to pick missions that are suited to their out of game interests and their character's in game skill sets. Tags do not account for player agency and players may handle missions in their capacity. To quote Chris Cooney "Every mission can have the combat tag if you want it to." Missions will usually have more than one tag on them and players should be mindful of ALL tags on a mission when selecting a mission. There are three different types of tags; General, Mechanical and Flavor.

General Tags:

General tags are logistical in nature and generally convey out of game information about the mission such as which NPCs are hooking the mission, where the reputation for a successful mission is coming from and who is allowed to go on the mission.

Faction Name: If a mission is tagged with the name of an in-game faction, that will denote which faction is responsible for setting your character up for the mission and which faction your character will gain reputation with upon a successful completion of the mission. Most missions will have a faction name tag on them. Missions that have more than one faction name tagged on them will allow the PCs on those missions to choose where they want their influence to go after completing the mission. Missions that do not have a faction name tagged on them will usually not give out influence, or will give influence to any faction of the PC's choosing.

Backstory: A mission tagged as Backstory denotes that the mission is designed with a certain PC character in mind. These missions can only be picked by the PC who's backstory is affected, and those PCs also can decide who's allowed to sign up for the mission.

Mechanical Tags:

Mechanical tags are intended to convey rules related information about the mission such as what skills, backgrounds and disciplines will be useful for PCs to have on the mission and will help PCs build teams to go on the mission from a mechanical stand point.

Technology: Any mission tagged with Technology denotes some involvement with mods that will involve the use of technology as a focal point in the mod. Skills and backgrounds that should come up during the mod: computers, science, crafts, academics and relevant allies and contacts such as local computer scientists, engineers or hackers.

Street Culture: Any mission tagged with Street Culture denotes some involvement with themes of urban life or organized crime as focal points in the mod. Skills and backgrounds that should come during the mod: streetwise, security, subterfuge, stealth and relevant allies and contacts such as local gangsters, social workers, or homeless people.

High Society: Any mission tagged with High Society denotes some involvement with settings such as important meetings or formal gatherings as well as themes of politically motivated and polite social interactions as focal points during the mod. Skills and backgrounds that should come up during the mod : leadership, empathy, subterfuge and relevant allies and contacts such as local politicians, socialites, and celebrities.

Investigation: Any mission tagged with Investigation denotes some involvement with searching for truth and solving a mystery. Skills and backgrounds that should come up during the mod: Investigation, Awareness, Survival and relevant allies and contacts such as private detectives, members of local law enforcement, or street level informants.

Art and Culture: Any mission tagged with Art and Culture denotes some involvement with artistic pursuits or takes place at significant art venues. Skills and backgrounds that should come up during the mod: Crafts, Performance, Linguistics and academics and relevant allies and contacts such as art dealers, artists or performers.

Flavor Tags:

Flavor tags are used to give a theme to a mission and will hint towards the overall vibe and design of a mission.

Socialize: Any mission tagged with socialize denotes some involvement with the various social skills and have a heavy emphasis on role playing scenes. Social skills and disciplines will probably come up.

Occult: Any mission tagged with Occult denotes not only the use of the Occult skill, but also has a heavy emphasis on the supernatural elements of the world of darkness. Mental skills and disciplines will probably come up.

Combat: Any mission tagged with Combat denotes the high likelihood of needing to be involved in combat. Physical skills and disciplines will probably come up.

Puzzle: Any mission tagged with Puzzle denotes that there will be a puzzle in the mod. The puzzle may not be completely necessary to the overall success of the mod, but will be present.

Religion: Any mission tagged with religion denotes conversations about human or vampiric faiths and may involve deep moral questions asked of the PCs or moral choices that they must make.

Hunting and Reputation System

The hunting system for Worcester 1988 is much different than what is outlined in the basic BNS book and is directly connected to the mission system and the PC gangs. Hunting is handled by the PC gangs where the gangs will use the reputation they've gathered with various vampiric factions to unlock different hunting grounds owned by those factions. Gangs can use their gathered reputation with the vampiric factions at the end of a game session to unlock a hunting ground controlled by that faction. Gangs can use reputation from any faction or any combination of factions to unlock a neutral tile. If a gang unlocks a neutral tile, it will become an Anarch controlled tile. Reputation that is unused can be banked for any amount of time.

Once a hunting ground is unlocked, it will automatically provide blood to the gang that unlocked it so that they can use it at the next event. A hunting ground can only be unlocked by one gang at a time. If two gangs were to unlock the same hunting grounds at the same time, the gangs can discuss a resolution to the matter amongst themselves. If no resolution can be reached, the Baron will help mediate a solution. Hunting grounds can not be traded between gangs. Different hunting grounds require different amounts of reputation to unlock and provide different amounts of blood (See chart below)

Tile Type	Reputation required to unlock	Blood Provided
Village	2	3
Town	4	6
City	6	9

Blood gathered by a gang can be divided up amongst its members as its members see fit. A tile will provide blood to the gang that controls it every session. Blood distribution can be changed by the gang every event. All PCs start a session with 2 blood if they have 1 point of generation or 3 blood if they have 2 points of generation, each session. Additionally, a PC will start each session with 1 additional point of blood for each point of herd they have. Gangs are welcome to donate blood their gang has to other PC gangs, especially if a gang has managed to gather

more blood than all its members can hold. Blood that passes a gang's maximum starting amount, that is not donated, is wasted instead, this blood can not be banked for any amount of time.

Down Time Action System

Down time actions will be handled on a gang by gang basis. At the end of a given game session, gangs will decide what they are doing together as a group between sessions of the game to gain a small in game benefit. Every gang is allowed 1 down time action between each session of the game. Gangs need to decide together which down time action they are doing. Gangs are allowed to pick any down time action they would like from the list under most circumstances.

- Socialize : A gang can choose to socialize with one of the listed factions to gain reputation points with them. If a gang chooses this down time action, they will gain 1 reputation point with their chosen faction for each member of their gang. Reputation is gained between sessions and can be used to unlock hunting territory before the next session of the game. A gang can not socialize with a faction if they attempted and failed a mission for that faction during the previous session of the game. The following factions are available to socialize with: The Anarchs, The Camarilla, The Sabbat, The Followers of Set.

- Part time work : Each member of the gang works some sort of part time job in addition to whatever job they already have or work overtime with their current job to make a bit of extra money. Each member of the gang will get +1 to their personal resources background until the end of next session

- Study : Members of a gang can work together to extensively study a topic of interest. If a gang selects this down time action, gang members will receive a bonus equal to the amount of members of their gang for one of the following skills for the next session of the game : Academics, Occult, Computer, Streetwise, Linguistics, Medicine or Science. (If a gang haven has a library in their haven, you may select an additional skill. If a gang has a relevant ally or contact, they may select an additional skill for each relevant ally or contact.)

- Train : Members of a gang can set aside extended periods of time to hone their skills in a given field to improve themselves for a short period of time with these talents. If a gang selects this down time action, gang members will receive a bonus equal to the amount of members of their gang for one of the following skills for the next session of the game : Athletics, Drive,Crafts, Survival, Animal Ken, Performance, and Stealth. (If a gang has a relevant ally or contact, they may select an additional skill for each relevant ally or contact.)

- Gather Rumors : A gang can scour the region for tips and rumors about strange happenings. When a gang chooses this DTA they will gain 1 rumor per gang member. Gangs will always receive a rumor that is new to them but not necessarily new to the game. Rumors gathered this

way can not be used for picking missions until the end of the next game session. Rumors gathered this way can be traded to other gangs as per usual.

- Big Purchase : If a gang needs to buy anything illegal, or requires financing or permits it will probably require the use of down time action to organize. PCs are encouraged to speak with the staff about big purchases the gang needs to make to see if it qualifies for the requirement of a down time action.

- Masquerade Maintenance : If a gang commits a masquerade breach at some point during a game session, the Baron will most likely hear about the breach and order the gang who committed the breach to fix it. That gang will need to spend their down time fixing the masquerade breach and will essentially lose their use of a down time action for this time. Sometimes though while fixing masquerade breaches, the gang learns something important…

- Special : Sometimes a gang needs to do something not covered by the other down time action options. The staff may mark your gang's down time action as such and work directly with you to see what you're doing and what its results are.

Rebuilding a Character

Our policy for this game is very simple: We want you folks to have fun. If your current character is not fun for you, you're welcome to change it or even scrap it entirely. The restriction for rebuilding a character is that you get one event as the character, and then can change some stats, skills, backgrounds, merits or disciplines around. You can not change things like your character's clan or backstory. If you need to do more than minor mechanical changes, you should instead build and submit a new character. Players who want to change characters entirely will be put into a gang that works for the new character. If you plan on changing your build, or starting a new character, please let the staff know as soon as possible!

A final note on house rules for Worcester 1988

If there is a merit, discipline, technique or similar mechanic in the book that interacts with either removed or modified mechanics listed in the house rules documents, the player is encouraged to speak to staff for clarification on if or how that power works. A final draft of this document will be made to players before the official start of the game. We do not anticipate major changes to this document.