

Steel Valley by Night: A Vampire the Masquerade LARP



House Rules Packet

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Background information:

Steel Valley by Night is a Live Action Role Playing (L.A.R.P.) game based in the Greater Lehigh Valley, Pennsylvania. It is a Vampire the Masquerade LARP utilizing Laws of the Night Revised, as printed by White Wolf publishing.

While no one remembers just when we started our foray into the World of Darkness, the general consensus is that the game was originally formed some time in 1998. Since that time, there have been a number of storytelling teams, iterations and even some satellite games focusing on different creature types in the World of Darkness!

Over 25 years have passed, but our love for the WoD has not been deterred. To that end, our game is focused on Vampire the Masquerade. Specifically, SVbN focuses primarily on the Camarilla. For those new to the game, this is the sect that created the Masquerade, hides the existence of Kindred (vampires) from the eyes of mankind, and values humanity as its moral compass. ...Or so they claim. The Anarch Movement, those who claim no allegiance to the Camarilla, but respect and uphold the concept of the Masquerade, also have a role to play in the future of the Lehigh Valley. What the future holds for this pseudo-sect remains unclear. However, their contribution to the ever-changing political landscape of the Camarilla presence in the Valley is visible for those Anarchs who call the area home, as well as those Camarillian's who have lived long enough to see those changes.

Ours is a world where creatures of all types skulk about. Werewolves stalk the vast forests, protecting what's left of the natural world while flailing against the inevitable expansion of civilization. Mages blend in among the masses, performing their feats of magic subtly, else risking exposure and death. Wraiths, AKA ghosts or the restless dead, wander the dreary vision of the world they once knew, trying to fulfill their purpose and find salvation. There are other, countless numbers of creatures that roam the streets and call The Valley home, but it is the Vampires who lay the dominant claim to the land and its resources.

The following are the House rules for Steel Valley by Night. While not all encompassing, these are some of the most common questions we as a staff have been asked clarifications for. Like every other rule White Wolf ever published, there's always room for interpretation and conversation regarding the rules and rulings made by Staff.

In order to maintain the flow and enjoyment of the game for all participants, we ask that players refrain from disrupting scenes with on-the-spot disputes or challenges to staff rulings. If a player has concerns or disagreements with a ruling, we encourage them to respectfully accept the decision in the moment and continue to engage with the game.

Players are welcome to address any issues or seek clarification after the scene has concluded, either directly with the appropriate staff member or through the designated process for dispute resolution. This approach helps ensure that the game remains immersive and enjoyable for everyone involved.

Please be mindful that any ongoing disruptive behavior during a session may be subject to review in accordance with the OWbN Code of Conduct [CODE OF CONDUCT | One World By Night](#), which could result in local or OWbN-wide disciplinary action.

General information and basic rules of game play:

1. General information:

a. Proxy:

- i. Any PC that enters the OWbN borders of SVbN is considered to be “hard proxied” into our game. You must be willing to accept any and all consequences of play. Whether it is a portrayal via email/skype/discord/etc. during our downtime period, there is no exception. If you're here, you're under the purview of our staff.
 1. The only exception is if all parties in a given scene consent to a scene being “soft proxy.” To that end, should soft proxy be agreed upon, this cannot be changed.

b. Traveling to SVbN:

- i. SVbN is a Camarilla/Anarch/Independent/KoE Vampire genre game.
 1. Any other creature type or splat is ST discretion and will be heavily scrutinized.
- ii. SVbN reserves the right to deny entry to any PC we feel is not a good fit or will otherwise have the potential to be disruptive to our game, our players and the interpretations of genre that the staff of SVbN presents.
- iii. SVbN also reserves the right to modify the character sheets of any pc's entering play.
- iv. SVbN reserves the right to deny entry to anyone who has not declared their intentions to visit or otherwise provided a character sheet in advance of their arrival.
- v. Any benefits or capabilities granted to characters by being in a Camarilla Society will fall under heavy scrutiny at best and denied at worst.

c. Checking in at Live Game:

- i. Before entering play, players must check in to the game session. This is done at the Admin check in desk. At the desk, you do the following:
 1. Sign in the pc you intend to play for the evening.
 2. Receive a copy of your character sheet if needed.
 3. Have any new item cards created and/or stamped.
 4. Perform any necessary challenges (blood pool, ritual castings, etc.)
- ii. Upon entering play, each player will be given blue and red tickets.
 1. Red tickets represent the number of blood points your pc currently has in their system.
 2. Blue tickets represent the number of temporary willpower your pc has.
 3. Whenever a pc spends blood or willpower, the corresponding ticket **MUST** be given to a member of SVbN staff as soon as possible.
- iii. It is recommended that all players wear a name tag during game play. This name tag will display the following information:
 1. PC name
 2. Permanent status and sect position if applicable
 3. Any obvious physical flaws (one eye, lame, paraplegic, etc.)
 4. Any obvious merits (enchanted voice, sanctity, etc.)
 5. Current Path or Road rating. (We don't use path/road modifiers)
 6. Any other information that other players need to know when interacting with your pc.
- iv. All players must have signed and stamped item cards for any and all weapons, armor, money and magical items, as well as for items that are uncommon for people to own (ex: Helicopters, private jets). If you do not possess a card for the item you will be assumed to not have it in your possession.
 1. In the event that a character sheet is being shared via electronic means (Haller Games, Email, Google Doc, etc.) items listed on the character sheet are also considered potentially valid for play once reviewed by staff.
- v. If an item is broken, stolen or otherwise removed from play, the player **MUST** turn the item card over to the storytelling staff immediately.
- vi. All visiting players must be able to provide a copy of their character sheet. If the copy you possess is outdated and we cannot provide you with a current sheet, what's on the sheet is all that you can potentially use.
- vii. Any powers, merits, flaws, etc. that are not written up in a Revised Mind's Eye Theater book must be listed on your character sheet in the notes section, or in a separate, available document. We would prefer full text, but require a book and page reference for all of the listed items at bare minimum. This is also suggested for ALL combination disciplines that you currently possess.
 1. Any printed V20 Material **MUST** come with the full write up, book and page reference to be valid for play in SVbN. We will not accept any home brewed interpretations, save **POTENTIALLY** those printed in OWbN approved packets. All reinterpretations of these items are ultimately subject to ST review.
 2. Teleportation powers not coming from vampiric disciplines or blood magic are prohibited for vampires.
 3. Realm jumping powers not coming from vampiric disciplines or blood magic are prohibited for vampires.

4. Opening gates to other realms not coming from vampiric disciplines or blood magic are prohibited for vampires.
 5. Hedge Mage PC's may utilize teleportation powers inherent to them.
 6. Items of any kind are not allowed to be used in order to teleport.
- d. In order for pc's and players to be considered active, their players must attend and actively play in at least one full live or discord game session every 6 months. Failure to do so will cause them to be listed as inactive, and thus ineligible to spend or receive experience points, partake in any downtime scenes or otherwise be portrayed outside of an SVbN gaming session. In instances where the characters are not shelved and being reasonably pursued by other player characters, SVbN staff reserve the right to resolve those instances of pursuit if the player of said pc is unable to, or unresponsive to contact attempts made by staff. As with anything else, reasonable exceptions are possible based off a player's real life situation.
 - e. In order for a PC to hold any position in SVbN, the pc MUST be based in SVbN.
 - f. **Armor Piercing:** Mundane weapons can only bypass mundane armor. Armor gained through disciplines requires a discipline in order to be bypassed.
 - i. Example: In order to bypass Armor of Caine's fury you need to have a power similar to or including Rod Raw Rending.

2. Basic rules for game play:

- a. Any ability, power, item, merit, flaw, etc. not listed in this packet is still subject to ST ruling and interpretation. Just because it's not here, doesn't mean we can't decide how it should work or if it should be included in revisions of this packet.
- b. The maximum number of traits a PC can bid on any challenge is 30. This includes modifications like Pater Szlachta, Blood of Potency, etc.
- c. When making a challenge, you may add a number of traits equal to the dots you have in the relevant ability retest.
- d. We do not require that people have to declare use of the bomb or ties beforehand.
- e. Stacking merits for combat challenges is expressly prohibited, though we do allow a player to choose which merit they wish to use, so long as it's applicable.
- f. Only one carrier attack may be called on a successful strike. Further, you must declare what carrier is being used and make any appropriate expenditure before the attack challenge is resolved. Powers with contrary rules are the only exception.
- g. When retesting a relevant challenge, you may only use a maximum of 5 retests (including canceling an opponents retest) in a given challenge.
- h. PvE retests can only be used once per challenge. You may not continue using PvE after PvE until you win.
- i. Any power that targets another PC that is static or simple is considered contested. This would also include thaumaturgical rituals that target someone else. The only exceptions are staking challenges, withering someone's head, etc. If there's a question about what would count, please speak with an ST.

Character Generation, Approval, Experience Points:

1. All vampire characters will be created with the guidelines found in Laws of the Night, Revised as printed by White Wolf publishing. (WW 5013, WW 5015)
2. Each character submitted for consideration must include a concept and history. To encourage the fleshing out of a character's story, additional experience can be earned during this process.
 - a. Characters may earn up to 60 additional xp at character creation. These points will be awarded by the Storytellers, based on things like character concept, history, game needs, rollover from previous characters and other factors.
 - i. Each character will receive a variable amount of experience for their concept and written back story. The ST's reserve the right to award specific traits (abilities, merits, willpower, etc.) whose point costs would count toward the total awarded xp.
 - ii. In the event that a new character is created on a night of game play, players have up to two sessions to submit a backstory for an experience award.
3. We encourage players, whether new or veteran, to create and play the basic clans from Laws of the Night Revised. Those clans are Brujah, Caitiff, Gangrel, Malkavian, Nosferatu, Toreador, and Ventrue. Independents, Bloodlines and Blood Magic wielding clans (Tremere, Assamites, Giovanni, etc.) are available, but additional points are awarded at creation to those who play clans that are predominant in a Camarilla Vampire setting.
4. Generation: It's always a sticky subject. We encourage higher generations in SVbN. Because of this, 8th and 9th generations are not available at this time. (PC sires are the only exception.)
5. All content produced by By Night Studios is not available for purchase or use in Steel Valley by Night.
 - a. There are some items (Ex.Necromancy Rituals) that have been translated from By Night Studios material and placed in official OWbN Packets. In these instances, we are willing to review said item for possible use in SVbN.
6. Any use of a power from any splat to provide a permanent enchantment, benefit, power, etc. is considered potential justification to purchase a Merit to represent this permanent change to your character.
 - a. Once purchased, should this merit / item be somehow removed or otherwise through the use of another power (Ex. Stone of the True Form against a Vicissitude modification) this removal lasts for the scene and will return to normal in the subsequent scene.
7. Combination Disciplines:
 - a. Learning Combination Disciplines
 - i. A PC of a given Clan or Sect may learn any Combination Discipline that is specific to their Clan or Sect, without a teacher.

1. This does not apply to any item that is Coordinator Approval. You must have a teacher and get Coordinator Approval in order to purchase a Combination Discipline that falls within this category.
 - b. Custom Combination Disciplines:
 - i. Creation of a Custom Combination Discipline requires at least one of the disciplines involved in said power to be in clan for the creator.
 - ii. In order to create a Custom Combination Discipline you must have Kindred Lore or equivalent that's > or = to the highest level of the power being created.
 - iii. It takes the highest level discipline of the Combination Discipline in months / 2 to create a Custom Combination Discipline.
8. Merits:
- a. Purchasing:
 - i. The standard cost for purchasing Merits after character creation is 2x the point value of the merit.
 - ii. With justification we allow most merits to be purchased after character creation. Naturally, there may be some exceptions depending on the merit.
 - iii. Some Merits may be taught to other characters. Please consult with staff if you wish to teach or have a merit taught to you.
 - iv. Some Merits may be justified for purchase through the use of other aspects of a given character sheet. Ex. Purchasing the Night Club Merit because you use influence and / or Resources to buy a Night Club,
 - b. Creation of Custom Merits:
 - i. The amount of time it takes to create a custom merit is the point value of the Merit / 2 in months.
 - ii. Because it's Calvinball in the wider OWbN world, we will be heavily scrutinizing the creation of any custom merit.
 1. Depending on the nature of the Custom Merit being sought, we may recommend examining it as falling under the Innate Magical Ability Merit.
 - a. The Innate Magical Ability Merit cannot resemble any power that would be considered beyond a First Intermediate level power
 - b. At this time, Innate Magical Ability will be heavily scrutinized for any use in combat.
 - c. Innate Magical Ability cannot duplicate any existing Blood Magic power or Ritual.
 - d. A PC may not have more than one Innate Magical Ability Merit.

Ability and Trait Rules:

1. Willpower:
 - a. Willpower pools refresh at the conclusion of a game session. This means that you will have a full WP pool for the month, but any spent during downtime or while attending another game will be subtracted from what you have available at the next SVbN game.
 - i. Should you use all your temporary willpower between SVbN gaming sessions, you will start the following session with 1 willpower.
 - b. Each character gains 1 willpower trait, plus 1 willpower per dot of meditation, per week, and 1 willpower trait for attending a game other than Steel Valley by Night.

- c. The Meditation ability works as per Dark Epics for Kindred, and works as per Laws of the East for Kuei Jin.

2. Blood:

- a. Each pc that's signed into a Live session of SVbN must perform a blood test before entering play. The amount of blood in your system depends on whether the results of this challenge are a win, tie or loss.
 - i. Applicable retests for this challenge are the Hunting and Survival abilities.
 - ii. Should you want to fill your blood pool after this challenge, you can utilize things like the Herd background, existing in character blood stores brought into SVbN, special feeding abilities (Ex: Toreador Clan Advantage) or request a feeding scene with a Narrator.
 - iii. If a vampire ingests any intoxicants from someone's blood he/she will immediately be intoxicated, even if it's just one point.
 - iv. Animal blood, while able to sustain you, does not provide the same satisfaction as mortal blood. If, at any time your pc has more than 3 traits of animal blood in their system, they suffer a -1 to their self control. If a pc exists solely on animal blood, they also lose ties on all self control challenges. Your beast does not like how Bambi or Baloo taste. Little Timmy, however, will do just fine!
 - v. Signing into SVbN means you accept the consequences of a feeding challenge. You cannot sign in, tie or fail a feeding challenge, and then return to your home game territory to fill your blood pool.

3. Path/Road Rating and Virtues:

- i. Aura ratings and bearings are not utilized in SVbN.
- ii. If a fight or flight frenzy challenge is lost on the virtue retest the character picks up an appropriate Negative Trait, but not otherwise.
- iii. All PCs and NPC must note their apparent Humanity rating or if they are on a path ("Path Dead") to display the visual effects of such. Obfuscate or similar powers can not mask your rating.
- iv. The Masquerade ability can be used to raise your visible path/road rating (humanity only) for one scene. To do so, you spend a masquerade ability trait and make a Simple Test. On a win or tie, your path/road rating increases by 1 for a scene or hour, whichever comes first. This can only be used once per scene/hour.
- v. You may spend blood to temporarily increase your visible path/road rating (humanity only). Doing so requires a number of blood points spent equal to 5 minus your permanent path/road rating. This will increase your temporary rating by 1 for a scene or hour, whichever comes first.
- vi. If you wish to permanently raise your Path/Road rating you must do 3 things.
 - 1. Inform the ST's that you wish to raise your Path/Road.
 - 2. Roleplay your character as if he/she was already on the rating of the Path/Road you wish to attain for a number of months equal to that rating.
 - 3. Any time you perform an action that would count as a violation of the Path/Road rating you wish to attain you must prompt the ST to throw a conscience/conviction challenge with you. On a win you feel a little bad about your actions and may continue on your progression to increasing your Path/Road rating. If you lose you do not feel bad about the sin and

thus lose one month off your progress towards your goal.

4. Abilities:

- i. Linguistics: We use the rules found in Laws of the East. As printed and noted, they supersede all previous MET rules for Languages.
- ii. Lores: PC's may learn any basic lore of their setting, up to level 3, without a teacher.
 1. In the case of Vampires, this would be kindred lore, your clan lore and sect lore.
 2. Lores for other clans, sects, etc. can only be learned to level 1 without a teacher. This does not, however, include obscure bloodlines like Baali, Daughters of Cacophony, Samedi, Kiasyd, Blood Brothers, etc. In short, this kind of lore is ST approval and in certain cases, OWbN Coordinator approval. It is always possible to research these subjects to gain enough knowledge to purchase the lore.
 3. Learning lores about other WW splats requires ST approval and potentially a teacher. The amount of lore you can learn depends on the level being taught, or alternatively, the actions taken to gain such knowledge. It is always possible to research these subjects to gain enough knowledge to purchase the lore.

Merits and Flaws

1. Merits:

- a. Ability Aptitude: This merit may never be taken for a combat ability (ex. Archery, Brawl, Dodge, Firearms, Melee, etc.) nor is it applicable in combat.
- b. Blase: Vampires with this merit automatically resist Presence Discipline levels 1-4 used against them, including combination powers using levels up to 4. However, if the Presence user is more than two generations older than the target, the target must spend a Willpower trait to resist. Blasé does not negate the Toreador Clan Flaw.
- c. Misplaced heart: Anyone with this merit must have the location of their heart written on their sheet. In order to stake someone with this merit you must guess the location of the heart within a foot and then succeed on three simple challenges instead of two. Note: If you have your heart moved via the discipline of Vicissitude you must still pay for this merit if you want the mechanical benefits thereof.
- d. Paragon: This merit is Ventrue **ONLY**.
- e. Powerful Ghoul: This merit gives your retainer an additional 50xp to spend on said NPC.

2. Flaws:

- a. Deep Sleeper: A character with this flaw must make this flaws' challenge before making their Humanity challenge to awaken. A willpower trait may be used to retest the challenge that comes from this flaw.
- b. Vitae Mutation (Lore of the Bloodlines, page 60) This merit is disallowed in SVbN
- c. The Child Flaw is banned in SVbN

Disciplines, Powers, etc.

1.) General Guidelines:

- a. Custom Content must be presented to staff for evaluation prior to use in game. This must be presented at the time of sign in as a given power may be modified or disallowed.
- b. Unless expressly noted in the description, any power that causes a shift in form takes effect at the end of the round. Returning to human form also happens at the end of the round.
- c. A character's actual body must be in the game boundaries in order to use powers such as Psychic Projection, Subsume the Spirit, Pebble from the Mountain, etc. Likewise, the pc must be signed into the game to utilize these powers.
- d. Any power that calls for the expenditure of traits (Ex. Neptune's Might: Blood to water) are limited in the number of traits that can be spent. 5 Traits can be spent on action outside of combat, but only 3 may be spent on actions that occur while in combat. Path of Blood: Blood of Potency is the exception in this case due to it requiring 2 traits per generation lowered. The cap for this power remains the same as its reference on LotN revised.
- e. All forms of blood magic requires verbal and semantic components of an occult nature to be performed. Players are encouraged to role-play out these words and gestures.
- f. To teach a combination discipline in SVbN, the character must possess one of the disciplines involved as an in-clan discipline.
 - i. PC's are allowed to learn any combination disciplines(*subject to OWbN byalws*) that they can find teachers for. Naturally, they would also need relevant Coordinator Approval when applicable. This process takes one month.
- g. Dominate commands/rewritten memories must have a stamped item card or they will not be treated as valid, barring ST intervention.
- h. All powers that utilize a path/road rating do so at half the current rating, round up.

2.) Specific Discipline Changes:

- a. Animalism
 - i. Feral Whispers: This power cannot be used to speak between kindred, regardless of their current forms.
 - ii. Quell the Beast: We use the rules from Faith and Fire with the following exception. This power lasts for one scene, not an entire night, and the willpower expenditure is for any other supernatural, not just vampires.
 1. Quell does not stop the use of permanent willpower for aegis
- b. Auspex
 - i. Your Auspex level is added to your traits for purposes of comparing traits against Obfuscate or Chimestry.
 - ii. Aura Read: This power detects if the subject is intentionally attempting deception rather than subjective truth or lies.
 - iii. Telepathy: To maintain telepathy with a target, you must be in the same plane of existence and maintain line of sight.
 - iv. Psychic Projection: The Astral Realm is part of the larger umbral landscape, even if most kindred don't know it. The speed of thought is 1000 mph. This

does not let you search areas nigh instantly as you can't observe your surroundings at that speed.

- c. Celerity
 - i. Thaumaturgy may not be used in Celerity actions (AKA Swiftess and Legerity.) Printed examples (Ex: Elemental Mastery: Elemental Strength) function as normal.
 - ii. You may use celerity for defensive actions (ex. Bomb and ties)
- d. Chimestry:
 - i. In order to mimic a particular discipline, thaumaturgical power, or other supernatural ability, you must possess the lore necessary to know about the power. (ST discretion)
 - ii. Horrid Reality:
 - 1. An ST must be present for the use of this power.
 - 2. We do not use Disbelief Challenges. Instead, we provide one additional "Disbelief" retest to the victim of any use of Chimestry.
- e. Dementation:
 - i. Voice of Madness: Per LotN this power allows the user to target victims.
 - ii. Total Insanity: Use of this power lasts for one scene or hour, whichever comes first.
- f. Dominate:
 - i. Mesmerism: While only one command can be implanted at once, a character can have more than 1 dominate command in their mind.
 - ii. Possession: The aura of someone using this power looks like overlays of both types of beings and are always odd. This type of aura may be identified by people with Kindred Lore x2+
- g. Fortitude:
 - i. Aegis: In addition to the printed power in LotN, this power modifies Resistance and Resilience by making the damage automatically tested down. In addition, expending Aegis stops not just damage incurred over a round, but any carrier effects associated with said damage. Ex: Aegis not only stops one bashing that Thanatosis: Withering does, but also prevents the extremity from being crippled.
- h. Koldunic Sorcery:
 - i. All Koldunic Sorcery (including rituals) that targets an individual requires a relevant challenge to successfully work on them.
- i. Obfuscate:
 - i. Your Obfuscate level is added to your trait total for purposes of comparing traits against Auspex.
- j. Obtenebration:
 - i. Targets of this discipline cannot receive more than 5 total clumsy traits from any or all successive uses of these powers.
 - ii. Arms of the Abyss: You may only have a maximum number of arms active equal to your Obtenebration + Occult levels / 2. Further, you must declare whether your tentacles are utilizing your potency or fortitude ratings at the top of the round, before ANY actions are taken. If this declaration is not made, they will be considered to use the same discipline as in the previous round.
- k. Necromancy

- i. All Necromancy (including rituals) that targets an individual requires a relevant challenge to successfully work on them.
 - ii. Path of Bone:
 - 1. Soul Steal: This power is unable to be used on vampires or Kuei Jin.
- l. Necromancy Rituals:
 - i. Basic Rituals:
 - 1. Knowing Stone: This ritual requires a sympathetic link to the target.
- m. Potence:
 - i. If you are using a weapon, item or physical attack that does aggravated damage, the damage from Potence is also aggravated.
 - ii. Prowess: This power refreshes all phys traits, rather than just strength related traits.
- n. Presence:
 - i. Summon:
 - 1. The range on summon is global, but you may only summon characters who are checked in to game at the time of the attempt. A target cannot be summoned to or through a known life-threatening situation.
 - 2. If you are successfully summoned, you must take the most expedient method to physically arrive at the location of the summoner.
 - 3. When successfully summoned, you find a logical, reasonable reason for heading to the location in question and will defend your decision to anyone that attempts to intervene.
 - 4. Once you summon someone you can not leave the location you summoned from. Doing so causes the power to cease.
 - 5. If someone breaks the users summon they may not be summoned again by the user for 15 minutes.
 - ii. Majesty: This power affects anyone within an unaided line of effect that can sense the presence of the user. This power activates on the user's turn.
- o. Protean:
 - i. Gangrel characters utilize the write up for Shape of the Beast from Clabook: Gangrel, Revised.
 - ii. Earthmeld. When you sink below the ground you disturb the earth where you went down. While in Earthmeld, you are in a state akin to torpor and may not use any powers. However, you may choose when to rise and need not spend blood to wake up for any days you do not leave Earthmeld. Only Supernatural means can make this power end prematurely (subject to ST discretion.)
 - iii. Shape of the Beast: Your movement can't exceed 25 mph, instead of the book recommendation of 20 mph
 - iv. Mist Form:
 - 1. You may not pass through solid walls, but are generally intangible. In combat, turning back to your human form occurs at the end of the round, short of supernatural intervention that forces such a change.
 - 2. Stone of the True Form will work on someone in mist form.
 - 3. You may not spend blood while in mist form.
 - 4. You move at a walking pace while in mist form.

- a. You cannot take a dedicated move for additional steps.
- p. Quietus:
 - i. Scorpion's Touch and Baal's Caress:
 - 1. You may only apply a number of coatings of either power total on a single item as the item has bonus traits, minimum of 1 in instances where a relatively-sized item has no bonus traits.
 - ii. Taste of Death:
 - 1. This power does two levels of damage instead of the usual one.
- q. Serpents:
 - i. Eyes of the Serpent:
 - 1. This power is broken if the victim takes damage.
- r. Thanatosis:
 - i. Withering: use of this power on the head of a character does NOT remove access to Celerity, Fortitude or Potence. In fact, those three are the only Disciplines that are available to a character successfully struck in the head.
- s. Thaumaturgy:
 - i. All Thaumaturgy (including rituals) that targets an individual requires a relevant challenge against the player of the target to successfully work on them.
 - ii. Movement of the Mind:
 - 1. Flight: Your movement speed while using flight is 4 x your rating in this path in miles per hour.
 - 2. Control: Any character with a Potence rating > or = the caster's MotM rating may, once per round, attempt a physical challenge to break free. Likewise, any creature who can overbid the caster may also attempt break free once per round.
 - iii. Elemental Mastery:
 - 1. Elemental Form: This power has two options either the modern use that allows you to turn into an inanimate object limited by your mass (at ST Approval) or an older form that allows you to transform into an elemental. (Please work with staff to utilize unmentioned elements.)
 - a. Air: Gain a free retest on Stealth challenges
 - b. Earth: Gain 3 levels of armor
 - c. Water: Gain an additional two steps of movement every action.
 - d. Fire: May only be assumed if the caster also knows Lure of Flame, May make a simple test after an unarmed attack to add 1 fire based damage.
 - 2. When active you may choose two of these options, this counts as a form power and follows restrictions as such.
 - iv. Mastery of the Mortal Shell
 - 1. Seizures: This power is modified as follows. The target is down 4 traits, rather than the power write up as printed.
 - v. The Focused Mind

1. One Track Mind: Target gains +2 bonus traits added to challenges while pursuing one immediate objective.
 - a. This power is a buff, not a debuff, and is used to bolster their efforts towards an objective or goal, not to trap someone in a loop of repeating the same action.
 - b. If stopped or distracted, they immediately lose the benefit of this power.
- vi. Path of Curses
 1. Any power in this path can be broken by the victim with a successful willpower challenge at a difficulty of 6 for basic thru intermediate, and 8 for advanced. This attempt is your entire action for the round.
- vii. Faux Path:
 1. Sanguinary Affectation: This power can only duplicate the outward appearance of an advanced power or lower. In addition, the user must also pay the cost of the power being duplicated, as well as the activation of the power.
- viii. Spirit Thaumaturgy:
 1. Journey: You may not use any Thaumaturgy while in this form.
- ix. Spirit Manipulation
 1. Vampires do not count as objects for the use of Spirit Manipulation.
 2. Entrap Ephemera: In order to use this power you must spend the normal cost to use Command Spirit, and then throw a Static Mental challenge. The difficulty of this challenge is 5x the fetish rating you are trying to make.
 3. Duality: You cannot auto fail this challenge.
- x. Path of Borealis
 1. Grasp of Magi: This power does not stop movement
 2. Hel's Kiss: This power does not actually freeze the blood solid; it destroys all of the blood cells, rendering the vitae inert and useless, but it can still be bled out. Otherwise, treat this power as a flavor variation of Neptune's Might: Blood to water.
- xi. Path of the Better Self:
 1. This power is banned in SVbN.
- xii. Neptune's Might
 1. Eyes of the Sea: This power must be used on a natural formations of water like puddles on the ground / Rivers but not water coolers / bottles.
 2. Blood to Water: This power is limited to 5 traits outside combat, and 3 traits in combat.
- xiii. Awakening the Steel
 1. Strike the True Flesh: This is limited to 3 total damage per strike.
- xiv. Hunter's Winds
 1. Ghost Body: this is not considered a form power.
- t. Thaumaturgical Rituals:
 - i. Basic Rituals:

1. Blood Walk: This ritual works as follows: A thaumaturge casts this ritual on a blood sample from the target. Blood walk is used to trace the subject's kindred lineage and the blood bonds in which the subject is involved. **System:** the ritual requires three hours to cast, reduced by 15 minutes for every mental trait expended, up to 5. It requires one blood point from the subject. By winning a simple test, you may learn the identity of the target's sire. This information comes in the form of an image of his face, and a name he is commonly known by. You can continue testing in order to learn successive ancestors, though a single failure ends the ritual, nor may the caster reach back more than 3 generations. If 3 or more mental traits were spent on the casting, the caster also learns the identities of all parties with whom the subject shares a blood bond, as thrall. If 5 mental traits were spent on the casting, the caster also learns the identities of all parties with whom the subject shares a blood bond, as regnant. This power will also determine the presence of viniculum, but does not provide specific ratings, only to whom they were bonded through this ritual. However, the Thaumaturge does not KNOW that it is a bond by viniculum.
 2. Bureaucratic Condemnation: Declare an influence or background (Allies, contacts, resources or other at ST discretion) against a victim and cast the ritual. For the month, any attempt to use influence against the declared influence or background, fails. You may only cast this once per month. **(Updated 09.16.2018)**
 3. Expedient Paperwork: By using this ritual, you gain 2 additional influence actions to use on one and only one of the influences you possess in a given downtime period. Due to the potentially unbalancing nature of this ritual, you may only use it once in a given downtime period. This ritual takes 8 hours to cast.
 4. Illuminate the trail of Prey: This ritual needs to be cast within a lunar month of the passage of the target
 5. Principle Focus of Vitae Infusion: You can have a total number of "blood pills" equal to your occult rating x5 on your person.
 6. Purge the inner demon: This ritual gives the negative MENTAL trait: Submissive. It is a misprint in the book to call it a social trait, because submissive is a negative mental trait.
 7. Spite of the Harridan: This ritual is banned in SVbN (sins of the blood p. 96)
 8. Unraveling Arcana's Coil: This custom ritual (<https://www.owbn.net/resources/custom-content/1223/39084>) is modified as follows:
 - a. This ritual bumps the duration of a ritual by only one grade.
Ex: A night becomes a week. A month becomes a season. 6 months becomes a year and a day.
 - b. You cannot have more rituals modified by this ritual than half your permanent willpower / 2, round up
 - c. This ritual is incompatible with Vires Acquirir Eundo.
- ii. Intermediate Rituals:

1. Blood Allergy: Use of this power requires a sympathetic link to the target. Further, this ritual cannot be cast during combat and must be prepared in advance.
 2. Pavis of Foul Presence: This ritual works on Presence powers of Basic thru the 1st Intermediate level. This power nullifies uses of presence, rather than reflection as per LotN revised.
 - a. When applied against a combination discipline, Presence must be the highest level discipline in the combo for Pavis of Foul Presence to work. In the case of a tie between Presence and any other top tier discipline involved in the combo, evaluation of the write up of the combo by staff will determine whether or not this ritual works against the combo in question.
 - b. Pavis of foul presence will only work against presence combination disciplines with a Presence rating of first intermediate and lower.
 - c. This power does not reflect presence powers back on the users. It only negates the use of those powers.
 3. Warding Circle Vs. X: This ritual requires a willpower challenge diff the creators Thaumaturgy rating +3. Failure causes the difficulty to increase by one for subsequent attempts. Failure also causes 3 lethal damage to the individual that failed to pass through the ward.
- iii. Advanced Rituals:
1. Paper Flesh: This ritual requires a sympathetic link in addition to the components listed in the ritual write up.
 2. Stone of the True Form: Stones created from this power are only usable by the caster. Likewise, this power will temporarily (for one scene) undo body modifications made with Vicissitude.
 - a. You may only have as many usable stones of the true form as you have in occult ability dots.
- u. Vicissitude:
- i. Body modifications made, including merits purchased or traits altered, must be noted on the character sheet, or a stamped item card indicating these modifications. This may also include the expenditure of xp for justified merits, traits, neg trait removal, etc.
- v. Visceratika
- i. When using this power, you may add your Visceratika rating -1 to make a relevant challenge when using scrying the hearthstone.
 - ii. Scry the Hearthstone: We use the rules out of V20 Anniversary Edition pp. 475-6
- w. Combination Disciplines:
- i. Diplomats Boon: This power is only usable on NPC's.
 - ii. An Ear for Lies: This is a contested social challenge, with the user retesting with Empathy and the defender retesting with Subterfuge. Per the Malkavian packet, this power costs 14xp.
 - iii. Approximation of Loyalty Absolute: This power is only usable on NPC's.

- iv. Shroud of Absence: Use as printed. This power is subject to generational limits.
- v. Ennoia's Mastery: This power provides bonus traits based off of the individual form changes made. The maximum number of traits that can be gained is 2. These traits are not usable for attack challenges, as they are meant to help locate, notice, track and pursue prey.
- vi. Pater Szhlachta: This power will not allow you to transcend our pc maximum of 30 traits.
- vii. The Vanishing: Let me be abundantly clear here. **THIS POWER DOES NOT WORK PER THE MALKAVIAN PACKET**. To use the vanishing it is a contested social challenge. If the user wins they may spend a number of social traits, up to 3 for duration.
 - 1. 1 trait one turn.
 - 2. 2 traits one hour/scene,
 - 3. 3 traits one night.
- viii. Time Bomb: This custom combination may not be used in conjunction with combination disciplines. Generation limits still apply..
- x. Sabbat Ritae:
 - i. Blood Feast: This rite is meant for celebration, not as a prelude to rolling up on someone. This sort of use will not be allowed.
- y. Infernal Investments:
 - i. Mask of Innocence: As this power specifically comes from a mage book and lists mage spheres, this is only available for infernal mage pc's and cannot otherwise be utilized in SVbN by player characters..

Assamite Poisons:

1. To know about the existence of the poison, you must have Assamite Lore 1+ the level of the dust.
2. You must possess the ability: Crafts 5: Poisons (Spec: Assamite Poisons)
3. In order to create the poisons listed below, a pc must also have a rating of 1+ the level of the dust in any of the following abilities.
 - a. Botany, Alchemy, Herbalism.
4. No more than one type of poison may be coated on to a weapon at one time .
5. The effects of various poisons only last one scene.
6. All poisons follow the rule of three when dealing damage or otherwise.
7. Antidotes can be created for the poisons, but must be ingested or injected to work. Doing so takes one action and will make the victim immune for the scene.
8. You can have a maximum number of applications on a weapon equal to its number of bonus traits.
9. You can acquire one use of a given dust or antidote per week, save accursed dust (see below).
10. These alchemical poisons cannot be used in conjunction with Awakening the Steel: Strike the True Flesh.
 - a. Level 1: Plague dust:
 - i. The victim of this power loses 3 physical traits for the scene.
 - b. Level 2: Bitter Dust:
 - i. This dust converts three levels of damage to aggravated damage.
 - c. Level 3: Bloodwater Dust

- i. Those affected by this dust must make a static physical challenge for each blood trait they possess currently in their system. On a loss, they lose that blood trait.
 - d. Level 4: Accursed Dust:
 - i. Those affected must make a static physical challenge for each blood trait they possess currently in their system. On a loss, they lose that blood trait, and take 1 level of aggravated damage. This is the rarest of the alchemical weapons and may only be made at a rate of 1 dose every month.
11. Blood Root: While this is not an Assamite poison per se, it's a concoction from the blood root plant. This normally does two additional levels of aggravated damage. However, in SVbN this converts the first two levels of damage on a successful melee strike to aggravated damage.

Other Supernatural Creatures:

1. Werewolves:
 - a. We do not run celerity, fortitude and potence rank benefits for non-names Werewolf NPC's.
2. Mages:
 - a. When functioning in cross genre situations, only rote magic is usable by pc's in PvP situations.
 - b. A mages trait maximum is 9 + their arête rating. This does not include any modifiers like abilities, merits, etc.
3. Changelings:
 - a. PC or NPC Changelings receive one temporary banality trait at the end of every scene for each banality 8 or higher creature that is in the same scene.
4. Wraiths:
 - a. Obliviate is limited to 3 dmg / strike and can be prevented with aegis.
5. Demon the Fallen:
 - a. Due to no official MET translations, pc's, items, powers, etc. are not allowed in Steel Valley by Night. There are no exceptions.
6. Hunter the Reckoning:
 - a. Anything from this game will be heavily scrutinized due to poor translations and integration by the writers of this particular splat.
7. Zombies:
 - a. These can be killed in one hit by either a chainsaw or shotgun. If a Bruce Campbell quote is used, no chop is necessary to hit. This explicitly applies to skeletons created by Path of Bones: Shambling Horde.
8. Ghouls:
 - a. Ghouls receive Potence: Prowess for free and may learn the other physical disciplines without a teacher.
 - b. All discipline experience costs for ghouls is the standard out of clan cost.
 - c. Ghouls cap at 9 traits.
 - d. NPC ghouls may NOT use influence in their downtime. They're busy helping to manage the influences of their domitor.
 - e. The Powerful Ghoul merit gives you a total of 50 additional xp for your ghoul.

- i. In order to purchase the Powerful Ghoul Merit you must have that retainer rating at x5.
- 9. Retainers:
 - a. Each dot of retainers is worth 5xp on a particular retainer.
 - b. If you have dots of retainers that pertain to regular mortals, there is no additional xp modifier.
- 10. Mortals
 - a. Extras
 - i. Normal mortal trait caps are 8 per category.
 - ii. Extras have 4 health levels and 10 blood traits.
 - b. Antagonists possession suits and named mortals:
 - i. We use the trait rules in Laws of the Hunt Revised for named mortals, possession suits and antagonists. Yes, this means that they can potentially out-trait a thin blood vampire. Important NPC's are meant to be a cut above the regular Joe
 - ii. Important, named mortals, possession suits or antagonists have the standard, 9 health levels.

Accessibility Policy:

1. Accessibility can mean different things to different people. While we as a Chronicle would like to support and accommodate the needs of anyone who would like to visit and / or play in Steel Valley by Night, this will not always be possible. With that in mind, we encourage anyone that has a special need or needs to reach out to us via our staff email address for any questions regarding our capabilities to accommodate any players, local or visiting. That address is steelvalleystaff@gmail.com. We will endeavor to assist in providing any accommodation that we are reasonably capable of providing.
2. The use of steps is required to enter our play area and is not inherently wheel chair accessible.

Disciplinary Policy:

1. The Storyteller staff of Steel Valley by Night reserves the right to adjudicate and potentially discipline any party (whether based in the chronicle, visiting from another game, being run by SVbN staff or otherwise participating in scenes unfolding within its game boundaries) for any rules violation or any reason the presiding staff member feels appropriate.
3. Specific examples of reasons for disciplinary action taken by the staff of Steel Valley by Night includes, but by no means limited to:
 - a. Cheating
 - b. Lying to staff
 - c. Physical violence
 - d. Abusive behavior (not limited to physical)
 - e. Avoidance of Consequences
 - f. General douchebaggery
4. Disciplinary actions, if administered, will be determined by the Staff member who presides over the incident. If the affected party has issue with the discipline administered, the issue can be raised with the Head Storyteller of Steel Valley by Night. It is expected that this be done in a calm, rational way.

5. Disciplinary actions can include any combination of, but are not limited to:
 - a. ejection from the scene
 - b. ejection from the game site
 - c. ban from chronicle (temporary or permanent)
 - d. refusal of xp from game session, downtime scene, etc.
 - e. loss of character. AKA: GNC
 - f. Submission of incident for Org level Disciplinary action.
6. The purview of our disciplinary policy revolves around attendance at our games. We as a staff will not be interceding in personal, out of character issues that occur between game. We will not poke, prod, cajole, interfere or otherwise get involved in emails or other forms of out of character messaging that occurs between game sessions. We will not attempt to interfere in things that happen outside session in other chronicles. If there are cases of harassment between players, like any actual crime, there are proper authorities to oversee these things. We will not, as a staff, be party, complicit or support anyone treating any other individual in a manner unfitting of societal norms.
7. As a staff we will hold pc's culpable for things that occur IC during game session, email, social media, discord (or similar apps/programs) or in ST run scenes only. If there is an issue with a player response or lack thereof during downtime session, we will address those during game session, when the actions of individuals are beholden to the rules of the game.
8. While the Staff of Steel Valley by Night will make attempts to be reasonable in any given situation, it stands behind its right to be the final arbiter in situations that occur under its jurisdiction. This stance, however, will not supersede the prevailing authority granted to One World by Night.