

SMD Influence House Rules

Disclaimer:

These rules are being PLAYTESTED. Until we try them out, we won't know if they work, how well they work, and CONSTRUCTIVE feedback is appreciated. The "adjusted" Dark Epics system that we've been using is overly complex, takes a ton of time for Storytellers to process, and many people are just avoiding the "influence game" due to the complexity. These rules are meant to be a streamlined, easier to manage and maintain system. We'll see how it actually goes. We will use these rules for a minimum of three months before finalizing them.

If playtesting goes well, we may also introduce Influence Specializations. We want to make certain people are happy/comfortable with these rules before further complicating them with another major change to the way influences work.

Sections in red text are still under strong consideration for usage.

In the General Influence Actions charts, a number of adjustments have been made. All dollar values have been increased. The options from Laws of Elysium have been removed almost entirely, as 99% of them included national or international level influence usage, and we just can't do that in the org. Some items that read 'state-wide' have been reduced to 'county-wide' since we share the state of Maryland with other games. As always, those charts are examples of action types, and not the only actions you can take.

Since we have just added new rules about influence maximums and the number of actions people get, there may still be some incorrect math examples in the material below. I am working on updating all of it and making sure there aren't any conflicts, but it might take a while. Please be patient! Thanks!

TO SUBMIT INFLUENCE ACTIONS, PLEASE USE THE 'ACTIONS' OPTION IN HALLER!



**DARK
PACK**

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Basic Influence Rules

- We are no longer using Generational Maximum Traits to determine your maximum number of Influences. Everyone can buy up to 45 points in Influences. (There are ways to get more than 45 traits in Influences - see Companions below.) However, because not all games in the org do this, you must note with the Admin on your sheet which influences are above the normal generational max, as most games will limit it to that number.
- You cannot “save up” Influence Actions to use in a Cycle later. Any Influence Actions not used in a Cycle are lost.
- An Influence Cycle is 2 weeks long. **Influence traits refresh at the beginning of each Vitae Aeternus game. Thus, any Influences used at game are unavailable during the following Downtime Cycle.**
- **Influence Actions are due to the Storytellers by 11:59 p.m. the Tuesday before game. Depending on how quickly they get processed, Grow Actions may allow you to spend XP (almost) immediately. In most cases we will attempt to get you Influence results before game, but sometimes it may have to wait until game.**

1.1. We use Dark Epics Influence Rules, with some minor adjustments for ease:

- 1.1.1. 1 Grow Action = 1 dot of influence you can buy.
- 1.1.2. You must still spend XP on Influence.
- 1.1.3. Influences lost due to an Attack action are not permanently lost, you are down that many traits for the next cycle.

Influence Action Types

There are three types of Influence Actions available: Indirect Influence Actions (rumors/basic intel mostly), Targeted Influence Actions (those that affect other Influences), and General Influence Actions (those that affect the world around you - endeavors from the Influence table in books, which are included below).

Indirect Influence Actions

- Before each game session (at ST discretion and as time allows), the STs will post free Influence Rumors to **the appropriate channels on the Discord server**. Players will have access to these rumors only if they have any points in that influence sphere. If you do not have Health Influence, you will not be given access to the Health rumors. You are, of course, free to share rumors with each other at game. The purpose of these rumors is to give plot hooks that will be followed up on AT GAME, not during downtime.
- In the event that Rumors are not posted prior to game, asking for Rumors at game will NOT require an Action. It will still be considered free.
- Following up on rumors at game, with Influences, may require the use of Influence Actions at ST discretion.
- Indirect Influence Actions are being used passively: a phone call here, a text message there, which is why they do not require the use of an Influence Action. These are a special case.
- On occasion, an Indirect Influence Action could bump up against (or be generated by) someone else's Targeted or General Action from the cycle before. For example, getting Occult rumors, you might hear that the magic item market has dried up because someone put a Block in place. In cases where Indirect Actions intersect with Targeted or General Actions of other players, the Storytellers will choose what information to give out, and will adjudicate any side effects from the contact. Indirect Actions will never count as a method by which you can find/trace someone's Influence in order to Target it with an Attack.

Targeted Influence Actions

All Targeted Influence Actions cost 1 Action within the same Sphere of Influence, or 2 Actions with a different Sphere of Influence, unless otherwise noted. It is always more expensive to use cross-Sphere Influences for Targeted Actions.

- **Attack:** Temporarily reduce another character's total Influence levels.
- **Block:** Prevent other characters from taking certain Influence Actions.
- **Boost:** Increase your chances at succeeding in a General Influence Action.
- **Combine:**
- **Defend:** Lessen the impact of Attacks against your Influences.
- **Grow:** Increase the value of an Influence.
- **Hide:** Conceal the use of Influences.
- **Steal:** Temporarily reduce another character's Influence and give it to yourself.
- **Trace:**
- **Watch:** Look for other General Actions taking place.

Attack

- You may Attack, and potentially reduce, another character's Influence level.
- To Attack another character's Influence, you must have encountered the Influence through another Action. This includes being Attacked by that Influence, finding it with a Watch/Trace, having it loaned to you through a Boost Action, or by successfully Blocking the Influence. **You do not need to be able to identify the owner of the Influence you are Attacking; you only need to know that the Influence exists. (There is no longer a Trace Action.)**

- If your Influence is reduced by an Attack Action, you temporarily lose the appropriate Influence levels. Influence levels reduced as the result of an Attack are lost for one Influence Cycle (the one following the Attack). After that time has elapsed, lost levels of Influence return automatically.

Block

- You can increase the difficulty of General Influence Actions. A Block Action might make it harder to conceal a crime, acquire black market guns, or to perform occult research about a specific situation. When you establish a Block, you must choose one General Influence Action of one Influence Sphere to affect.
- Each Action spent on a block removes 1 Action from attempts to use Influence to perform the specified activity. If you spend 2 Actions to Block the acquisition of a shotgun through the Street Influence, anyone attempting to use Street Influence to acquire a gun would need to spend at least 3 Actions: 2 to overcome your 2-point Block, and 1 to acquire the firearm. However, a character using Underworld Influence to acquire a shotgun would not be affected by your Block.
- Block Actions only affect General Influence Actions. You cannot Block Targeted Influence Actions (Attack, Defend, Block, Boost, Hide, Steal or Watch) or Indirect Influence Actions.
- A Block affects General Influence Actions taken during the following Influence Cycle.

Boost

- By using additional levels of an Influence for a General Influence Action, you have a better chance of succeeding at the endeavor, should a Block be in place.
- You may only boost with the same influence you are taking your General Action in.
- Example: You have 4 dots of Health influence, and you really want some blood, which is a Level 1 Health Action. You can use all four levels of your Health influence, which would bypass a level 3 Block on getting blood.

Combine

- You can temporarily increase another character's Influence level. By working together in this manner, a group of characters can achieve extraordinarily high levels of Influence for a short period of time.
- To Boost an Influence, you must spend a number of Influence Actions equal to the level possessed by the receiving character. For example, to Boost a receiving character's Influence from level 5 to level 6, one or more donating characters must provide a total of 5 Influence Actions. A character gains no benefit from using Influence Actions to Boost themselves.
- Players may Boost an Influence up to a maximum level of 10. To do this, the donors would have to Boost the receiver's Influence multiple times, and that requires a large number of donated Actions. If the receiver's Health Influence was naturally at level 5, donating characters would need to provide 5 + 6 + 7 + 8 + 9 Actions (a whopping total of 35 donated Influence Actions) to raise the receiver's Influence through the various levels until it reaches 10.
- The Boosted character only receives the Actions from her temporary level, not the Actions that others spent to get her there. For example, Edward's coterie Boosts him to level 10 in Underworld. This gives Edward up to 10 Underworld Influence Actions that month (assuming he has 10 Actions from his total Spheres), and he can perform up to a level 10 General Underworld Influence Action.
- All Actions to Boost an Influence must be spent within the same Cycle, and affect General Actions taken during the current/same Cycle. Boosting a player's Influence lasts until the end of the Cycle, at which point the receiver's Influence reverts to its normal level.

- Boosts to a character's Influence must be logged in a single email thread, and each contributing character must submit their Boost Action in that thread. Boosts declared in any other way will not be counted.

Defend

- By spending Influence Actions to Defend, you protect your Influence from Attack or Steal Actions for one Cycle. Each Defend Action you spend reduces a potential Influence loss by 1 level.
- Actions spent to Defend an Influence apply to all incoming Attacks/Steals during the following Cycle.
- For example, an Action spent to Defend your Underworld Influence would protect against the loss of 1 level from every incoming Attack on your Underworld Influence during the next Cycle. If an Attacker attempts to reduce your Underworld Influence by 2 levels, her Attack is reduced by your Defend expenditure, and your Underworld would only be reduced by 1. If a second individual performed a 2-level Steal in the same Cycle, the results would be identical, as your Defend is still active.

Grow

- By spending Influence Actions to Grow, you can increase the value of an Influence. Each Grow Action you spend grants 1 level of that Influence that you can purchase for use in the following Cycle. **(Note: you still have to spend XP for each additional dot of Influence that you Grow.)**
- **You may Grow one sphere with another, for One Action, regardless of cross-spheres.**
- For example, if you have Police 3 and you use one of your Police Actions to Grow your Police, you may purchase Police up to a 4. If you have Police 3, but have already used all three of your Police Actions, thus want to use Underworld to Grow it, you **may take 1 Underworld Action to Grow 1 dot of Police** and may then purchase another dot of Police Influence.
- **To start a new Sphere of Influence also requires a Grow action (or a DTA). This can also be done on a 1:1 basis regardless of the Sphere doing the growing, or being grown.**

Hide

- You may dedicate an Influence Action to Hide a ~~Targeted~~ or a General Action. An Influence Action that is Hidden cannot be found by a Watch Action. You cannot Hide a Boost Action.
- You must expend a minimum of Influence Actions equal to the number of Actions you are spending on the Influence Action in order to Hide it. For example, if you are using your Police to Attack someone's Police influence, it will cost you 2 Actions to Hide that. If you are using Health 1 to Acquire a blood trait, you need only spend 1 Action to Hide it.
- You may spend more Actions than the minimum required to Hide your Influence Actions if you wish. (See Watch.)

Steal

- Steal works like the Attack Action, but is more costly. To Steal a single point of Influence from a target, you must spend 3 Influence Actions. To Steal a single point of Influence from a target using a different Influence Sphere costs 4 Influence Actions.
- You do not gain an Influence Action from the stolen Influence, but it does raise the level of the General Influence Action you can perform.

- If you have Police 5, and you Steal a trait of Bob's Police Influence, then you could perform up to 6 level 6 Police General Influence Actions during the next Cycle.

Watch

- You may dedicate an Influence Action to Watch for other **General Influence Actions**.
- You may watch for an entire level of Actions (all Police 2 Actions) by expending two Influence Actions for your Watch.
- You can NOT Watch for Targeted Influence Actions.
- You may also dedicate more Actions to your Watch in order to overcome any Hides people have put in place. Your Watch Actions Total must exceed their Hide Actions.
- For example, you want to know if anyone is using their Occult 5 Influence to obtain a minor magical item. This costs you 1 Influence Action to Watch for. However, you know the Tremere are sneaky, and are probably Hiding their actions, and you really want to find out who their Occult contacts are, so you dedicate 3 additional Actions to your Watch. The Tremere, being lazy, only spend 2 Actions to Hide their Occult activities, thus, you find their Occult Influence, along with anyone else's who didn't put 3 or more Actions into their Hide.
- Once you have successfully found an Influence through a Watch, **you automatically know who that Influence belongs to (though it might be under an Alt I.D.)**. You may then initiate an Attack or Steal on that Influence the following Cycle.
- You must perform an Attack Action on a found Influence within 2 Influence Cycles, or your contact with that Influence is lost and you must perform a new Watch Action to find it again.

General Influence Actions

Each Influence sphere has its own list of General Actions, delineated by the level of Influence required to perform specific activities. To achieve the result for a specific level from a General Influence Sphere, you must expend 1 Influence Action. For example, if you wish to achieve the results of Level 3: Bureaucracy (get a Driver's Licence), you must have Bureaucracy 3 (or higher), and spend 1 of your Influence Actions.

You may perform one of these General Actions only if you have equal or greater levels of that Influence. When a character's Influence has been Boosted by donated Actions, those temporary Influence levels count for the purpose of determining the level of General Actions you may perform.

General Influence Actions can be spent across categories, but will cost two Influence Actions to achieve, and must make sense. For example, you want to get tickets to the Policeman's Ball, but have no Police Influence. You could spend 2 High Society Actions to get the tickets from a rich donor, or two Street Actions to get them through a scalper.

Influence Levels 1-5 are from Dark Epics; Levels 6-10 are from Cam Guide. Items in **bold** are either alterations to the dollar value, or add frequently used actions to the actual chart to provide consistency in how to achieve them.

Bureaucracy

Level	Effect
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- | | |
|----|---|
| 1 | Trace utility bills (power/gas, phone, cable); Acquire a legitimate birth or death certificate (Alt I.D. x1) |
| 2 | Disconnect a single small residence's utilities; Close a small road or park
Prevent emergency services from responding to a fire or traffic accident |
| 3 | Acquire a legitimate driver's license (Alt I.D. x1); Close a public school for a single day
Shut down a minor business on a violation; Get public aid (\$1,000) |
| 4 | Initiate a phone tap; Fake land deeds
Initiate a department-wide investigation |
| 5 | Start, stop or alter a city-wide program or policy; Shut down a big business on a violation
Rezone areas; Acquire a legitimate passport or green card (Alt I.D. x1)
Obliterate records of a person on a city or county level (Attack an Alternate Identity) |
| 6 | Initiate a major public works program (a large park or office complex)
Completely dominate all aspects of the city's bureaucracy within a city block
Prevent emergency services such as fire protection from responding to a major disaster |
| 7 | Stop, start or alter a state or regional program or policy; Force an entire neighborhood to build as you see fit
Collect taxes (\$10,000) |
| 8 | Build or destroy small towns or suburbs; Control an entire city district
Rewrite policy on a regional level |
| 9 | Have a major building condemned and destroyed on short notice; Build monuments or stadiums |
| 10 | Completely control the mayor's office; Rebuild the City as you see fit |

Church

Level	Effect
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- | | |
|----|--|
| 1 | Identify most secular members of a given faith in the local area; Pass as a member of the clergy
Peruse general church records (baptism, marriage, burial, etc.) |
| 2 | Identify higher church members; Track regular church members; Suspend lay members |
| 3 | Open or close a single church; Find the average church-associated hunter
Dip into the collection plate (\$1,000) ; Access private information and archives of a church |
| 4 | Discredit or suspend high-level church members; Manipulate regional branches of the church |
| 5 | Organize major protests; Access ancient church lore and knowledge |
| 6 | Identify a church member with True Faith
Stage a "miraculous" event that gains the unofficial approval of the church |
| 7 | Excommunicate a lay member of the church; Have a church marriage annulled or dissolved
Find an experienced Church-associated hunter |
| 8 | Pose as a Bishop or other major regional religious figure; Nominate a member of the clergy for elevation
Stage a "miracle" that gains official recognition by the church |
| 9 | Create or destroy a major cathedral or temple within the city; Have a member of the clergy excommunicated |
| 10 | Discover the secrets of the modern inquisition |

Finance

Level	Effect
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- | | |
|----|--|
| 1 | Learn about major transactions and financial events; Raise capital (\$5,000) (Grow a dot of Resources*)
Learn about general economic trends; Learn real motivations for many financial actions of others |
| 2 | Trace an unsecured small account; Raise capital to purchase a small business (single, small store) |
| 3 | Purchase a large business (a few small branches or a single large store or service) |
| 4 | Manipulate local banking (delay deposits, alter credit ratings); Ruin a small business |
| 5 | Manipulate an aspect of city-wide banking (shut off ATMs, arrange a bank "holiday")
Ruin a large business; Purchase a major company |
| 6 | Obliterate all savings and credit for one individual (destroy one level of resources)
Control the price of a minor commodity |
| 7 | Exert minor influence over local stock prices; Purchase a minor nationwide corporation |
| 8 | Control the price of a major commodity; Cause inflation or depression for a regional area |
| 9 | Siphon off all profits from a minor corporation (\$100,000); Own a major regional corporation
Exert major influence over local stock prices |
| 10 | Influence regional economic trends; Make someone an instant millionaire (\$1,000,000) |

*** Growing a dot of Resources requires a Finance Action at the level of Resources you are growing to. (To get from Resources 4 to 5 takes a level 5 Finance action.) Note: you can also achieve Resources 4 & 5 through Downtime Actions.**

Health

Level	Effect
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- | | |
|----|---|
| 1 | Access a person's health records; Fake vaccination records and the like (Alt I.D. x1)
Use public functions of health centers at your leisure; Get a single Blood Trait of mortal blood |
| 2 | Access some medical research records; Have minor lab work done
Get a copy of a coroner's report; Instigate minor quarantines |
| 3 | Corrupt results of tests or inspections; Alter medical records |
| 4 | Acquire a cadaver; Completely rewrite medical records
Abuse grants for personal use (\$1,000); Have minor medical research performed on a subject
Institute large-scale quarantines; Shut down businesses for "health code violations" |
| 5 | Commission special research projects; Have people institutionalized or released |
| 6 | Cause a major shortage of blood within an area; Prevent ambulances from responding to a major disaster |
| 7 | Contaminate the entire blood supply for one minor hospital
Locate samples of a minor infectious disease (influenza) |
| 8 | Cause a major shortage of one type of medicine (insulin, penicillin)
Perform major illegal experimentation on a large number of patients
Shut down a small hospital permanently |
| 9 | Contaminate the blood supply for an entire city; Shut down a major hospital permanently
Locate samples of a major infectious disease (anthrax) |
| 10 | Shut down all medical care in a city for an entire day; Direct genetic engineering projects |

High Society

Level	Effect
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- | | |
|----|---|
| 1 | Learn what is trendy; Obtain hard-to-get tickets for shows
Learn about concerts, shows or plays well before they are made public |
| 2 | Track most celebrities and luminaries; Be a local voice in the entertainment field
“Borrow” idle cash from rich friends (\$5,000) |
| 3 | Crush promising careers; Hobnob well above your station (Grow 1st dot of Fame) |
| 4 | Minor celebrity status (Grow +1 level of Fame) |
| 5 | Get a brief appearance on a talk show that’s not about to be canceled
Ruin a new club, gallery, festival or other posh gathering |
| 6 | Own a small but influential theater or gallery in the city
Give someone his or her “15 minutes of fame” (Grow 1st level of Fame for someone else) |
| 7 | Bring a major traveling concert or play to the city
Destroy the career of a minor established celebrity (Attack one level of Fame)
Appoint anyone as a member of the city’s elite social circles |
| 8 | Make someone a minor celebrity (Grow +1 level of Fame for someone else)
Become a major celebrity (Grow +2 levels of Fame for yourself); Own a large gallery or theater in the city |
| 9 | Make someone a major celebrity (Grow +2 levels of Fame for someone else)
Influence nationwide fashion trends |
| 10 | Destroy a minor celebrity’s career (Attack two levels of Fame)
Own the central gallery or theater within the city; Create a national fashion or trend |

Industry

Level	Effect
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- | | |
|----|--|
| 1 | Learn about industrial projects and movements |
| 2 | Have minor projects performed; Dip into union funds or embezzle petty cash (\$1,000)
Arrange small accidents or sabotage |
| 3 | Organize minor strikes; Appropriate machinery for a short time |
| 4 | Close down a small plant; Revitalize a small plant |
| 5 | Manipulate large local industry |
| 6 | Attract a major heavy industry to the area; Illegally dump large amounts of toxic waste (and not get caught) |
| 7 | Siphon off company profits (\$5,000); Eliminate or start a union in any company |
| 8 | Arrange for a major ecological disaster; Fatally sabotage a major construction project |
| 9 | Own a major heavy industry or construction firm in the area; Cause a major strike |
| 10 | Fatally sabotage an entire product of heavy industry or machinery |

Legal

Level	Effect
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- | | |
|----|--|
| 1 | Get free representation for minor cases |
| 2 | Avoid bail for some charges; Have minor charges dropped |
| 3 | Manipulate legal procedures (minor wills and contracts, court dates); Access public or court funds (\$1000)
Get representation in most court cases |
| 4 | Issue subpoenas; Tie up court cases; Have most legal charges dropped; Cancel or arrange parole |
| 5 | Close down all but the most serious investigations; Have deportation proceedings carried out against someone |
| 6 | Bring any investigation short of a grand jury to a halt; Force a guilty verdict on any misdemeanor trial |
| 7 | Appoint a District Court judge; Have a lawyer disbarred |
| 8 | Successfully sue anyone for major damages (Attack one level of Resources); Force a guilty verdict on a felony trial |
| 9 | Control a Circuit Court Judge ; Appoint or fire the city’s District Attorney |
| 10 | Force a guilty verdict on a major or sensational felony trial; Rewrite county or local law as you see fit |

Media

Level	Effect
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- | | |
|----|---|
| 1 | Learn about breaking stories early; Submit small articles (within reason) |
| 2 | Suppress small articles or reports; Get hold of investigative reporting information |
| 3 | Initiate news investigations and reports; Obtain project funding and squander it (\$1,000) |
| 4 | Ground stories and projects |
| 5 | Broadcast fake stories (local only); Kill small local articles or reports completely |
| 6 | Submit headline news successfully; Cause a minor media outlet to begin an investigation |
| 7 | Destroy a minor newspaper or TV station; Write small nationwide stories successfully
Manufacture a major scandal (destroy one level of Fame) |
| 8 | Cause a major media outlet to begin an investigation; Kill national news stories before they get off the ground |
| 9 | Broadcast fake regional stories; Destroy a major newspaper or TV station |
| 10 | Create a fake major national news story; Create a news blackout over an entire city |

Occult

Level	Effect
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- | | |
|----|---|
| 1 | Contact & make use of common occult groups and their practices; Know some of the more visible occult figures |
| 2 | Know and contact some of the more obscure occult figures; Access resources for most rituals and rites |
| 3 | Know the general vicinity of certain supernatural entities and (possibly) contact them
Access vital or rare material components; Milk impressionable wannabes for bucks (\$1,000)
Access occult tomes and writings; Research a common Basic ritual or rite |
| 4 | Research a common Intermediate ritual or rite |
| 5 | Access minor magic items; Unearth a common Advanced ritual or rite |
| 6 | Create your own Basic ritual; Found a local cult (grant one level of Allies Background)
Learn truthful lore concerning Lupines or changelings |
| 7 | Create your own Intermediate ritual; Access major magical items
Learn truthful lore concerning wraiths or spirits |
| 8 | Create your own Advanced ritual; Found a regional cult (Grow two levels of Allies Background)
Locate and bring a specific hedge mage or medium to you |
| 9 | Access legendary magical items; Locate and bring a specific Lupine or changeling to you |
| 10 | Locate a partial copy of the Book of Nod or other legendary book |

Police

Level	Effect
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- | | |
|----|--|
| 1 | Learn police procedures; Hear police information and rumors; Avoid traffic tickets |
| 2 | Have license plates checked; Avoid minor violations (first conviction); Get "inside information" |
| 3 | Get copies of an investigation report; Have police hassle, detain or harass someone; Find bureau secrets |
| 4 | Access confiscated weapons or contraband; Have some serious charges dropped
Start an investigation; Obtain money, either from the evidence room or as an appropriation (\$5,000) |
| 5 | Institute major investigations; Arrange sting operations; Instigate bureau investigations; Have officers fired |
| 6 | Control one aspect of a large city precinct (homicide, dispatch)
Appropriate contraband or drugs from the evidence room |
| 7 | Call for SWAT raids; Have free access to all police facilities; Have the crime lab "lose" evidence |
| 8 | Completely control the police department of a suburb or small town; Have people extradited across county lines |
| 9 | Have police chiefs fired and/or replaced |
| 10 | Complete control of a large city's police network |

Political

Level Effect

- 1 Minor lobbying; Be in the know; Identify the real platforms of politicians and their parties
- 2 Meet small-time politicians; Garner inside information on processes, laws and the like
Use a slush fund or fund-raiser **(\$5,000)**
- 3 Sway or alter political projects (local parks, renovations, small construction)
- 4 Enact minor legislation; Dash careers of minor politicians
- 5 Get your candidate into a minor office; Enact encompassing legislature
- 6 Enact major legislation on the local level; Get your candidate into a major local office (i.e., mayor of a major city)
- 7 Destroy the career of a major local politician
- 8 Get your candidate into a major **state** office (i.e. senator); Enact minor national legislation
- 9 Embezzle taxpayer money **(\$50,000)**; Engineer a major political scandal
- 10 Give major support to a **state** political candidate; Propose major **state** legislation

Street

Level Effect

- 1 Open an ear for the word on the street; Identify most gangs and know their turf and habits
- 2 Live mostly without fear on the underside of society; Keep a contact or two in most aspects of street life
Access small-time contraband
- 3 Get insight into other areas of Influence; Arrange some services from street people or gangs
Obtain pistols or uncommon melee weapons
- 4 Mobilize groups of homeless; Panhandle or hold a "collection" **(\$1,000)**
Get hold of a shotgun, rifle or SMG; Have a word in almost all aspects of gang operations
- 5 Control a single medium-sized gang (Allies); Arrange impressive protests by street people
- 6 Completely dominate all aspects of a housing project or slum;
Mark a specific person who enters a downtown area for harassment
- 7 Locate exotic weaponry (bombs, sniper rifles); Start a small riot
- 8 Completely dominate all aspects of a downtown neighborhood; Control a large gang
- 9 Locate unique or customized weaponry; Mark a specific person who enters downtown for death
- 10 Completely dominate all aspects of the downtown of a major city; Start a major citywide riot

Transportation

Level Effect

- 1 Know what goes where, when and why; Travel locally quickly and freely
- 2 Track an unwary target if he uses public transportation
Arrange passage that is safe (or at least concealed) from mundane threats (robbery, terrorism, sunlight, etc.)
- 3 Seriously hamper an individual's ability to travel; Avoid most supernatural dangers when traveling
- 4 Shut down one form of transportation (bus lines, ships, planes, trains, etc.) temporarily
Route money your way **(\$1,000)**
- 5 Reroute major modes of travel; Smuggle with impunity
- 6 Bar a person from entering or leaving a city via public transportation
Attract a major transportation outlet (i.e., airport) to your city
- 7 Halt all public transportation and cargo shipping to a small town
Siphon off profits from a shipping or trucking firm (\$5,000)
- 8 Bar a specific form of cargo from entering or leaving a city
Isolate a small town from any form of transportation (including highways)
- 9 Cause a major transportation disaster; Destroy a major transportation outlet
Completely dominate one aspect of regional transportation (airplanes, trucking, shipping)
- 10 Prevent anyone from leaving or entering a city via all forms of transportation (including highways)
Bar all cargo from entering or leaving a major city

Underworld

Level	Effect
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- | | |
|----|--|
| 1 | Locate minor contraband (knives, small-time drugs, petty gambling, scalped tickets) |
| 2 | Obtain pistols, serious drugs, stolen cars; Hire muscle to rough someone up
Fence stolen loot; Prove that crime pays (and score \$5,000) |
| 3 | Obtain a rifle, shotgun or SMG; Arrange a minor "hit"; Meet someone in "the Family" |
| 4 | Make white-collar crime connections |
| 5 | Arrange gangland assassinations; Hire a demolition man or firebug; Supply local drug needs |
| 6 | Locate exotic weaponry (bombs, sniper rifles); Contract a professional hit |
| 7 | Laundry money; Supply the drug needs of a large city
Control a major money laundering operation (\$10,000), drug cartel, pornography empire. |
| 8 | Control the head of a small crime family; Locate unique or custom weaponry |
| 9 | Put a price on anyone's head; Start a mob war |
| 10 | Control the head of a large crime family
Stage a public assassination, terrorist act or shooting spree (and get away with it) |

University

Level	Effect
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- | | |
|----|---|
| 1 | Know layout and policy of local schools; Have access to low-level university resources
Obtain records, up to the high school level |
| 2 | Know a contact or two with useful knowledge or Abilities
Have minor access to facilities; Fake high school records; Obtain college records |
| 3 | Call in faculty favors; Cancel a class; Fix grades; Discredit a student |
| 4 | Organize student protests and rallies; Discredit faculty members |
| 5 | Falsify an undergraduate degree (Grow Alternate Identity) |
| 6 | Falsify a graduate degree (Grow Alternate Identity); Create a college class of your choice
Discredit the head of a college department |
| 7 | Falsify a Ph.D. (Grow Alternate Identity)
Know a contact or two with high levels of Ability or esoteric knowledge; Discredit the dean of a college |
| 8 | Appoint the dean of a college; Funnel university funds in your direction (\$5,000)
Have faculty fired (LoE); Assure tenure (LoE) |
| 9 | Direct an entire university department to research a specific problem
Have a research assistant attached to your service indefinitely (Grow one level of Allies) |
| 10 | Destroy or discredit an entire college
Complete control of curriculum, faculty and all records (LoE) |

Background Support

With the new system, there are also changes to the way that certain Backgrounds may be used with, or as, Influences. Only the Influence-related uses for each Background are presented here. For information about other ways you can use Backgrounds, see the House Rules. Some of the Background Supports add to your number of Influence Actions per cycle. You may simply use the background for the specified Action instead of an Influence.

Allies

(Dark Epics pp. 53-4)

- You may use Allies to perform any General Influence Action.
- Using Allies as an Influence takes up one of your Influence Actions.
- You may only perform General Actions with your Allies up to their value. For example, you could not use Allies 2 to get a Driver's License (a level 3 Bureaucracy General Action).
- Any Allies used for Influences will not be available for other types of actions. For example, if you use Allies 3 to get a Driver's License, you could not, then, have an Ally teach you a skill to 4 ranks (which requires Allies 4).
- **You may also use Allies to Grow Influences, as if they were that influence.**

Alternate Identity

(Adapted BNS Rules)

- Influences can be held under your Alternate Identity. This must be noted on your sheet.
- You may use Alternate Identity to perform the Hide Influence Action on any Influence associated with it, once per dot per Cycle. (If your Health Influence is held under your Alt ID of "Dr. Smith," you may Hide your Health Influence Actions with Alternate Identity instead of with Health.)
- Using Alternate Identity to Hide an Influence Action does not cost extra actions as if using a different Sphere.

Uncovering an Alternate Identity

There is no such thing as an iron-clad, uncrackable Alternate Identity, but they take a lot of work to be seen through. If you have successfully applied a Trace to an influence that is protected by an Alternate Identity, you will receive the Alternate Identity's name, not the user's actual name. If you suspect that this is an Alternate Identity, you may attempt to uncover it. To do so, you must submit "Uncover" actions against that Alternate Identity. Uncover actions may only be taken and supported by relevant influences. For instance, in most cases Occult would not aid in Uncovering someone's identity unless their fake identity was a known occult dealer.

In order to defeat someone's Alternate Identity and Uncover the user's real identity, you must defeat each level, one at a time, starting with the highest level the user has. It takes significantly more actions to defeat an Alternate Identity than it does to create one. In descending order, these are the number of actions required to defeat each level:

Companions

- Please also see our House Rules for Companions, which will not be reprinted here in their entirety.
- These rules apply to HUMAN Companions only. Animal and Wraith Companions do NOT provide any Influence benefits.
- Companions add 1 dot of Influence to your PC's maximum, per Companion (maximum 5).
- ~~A Companion gives you +1 Influence Action per cycle, per Companion (maximum 5).~~
- If a Companion is killed, kidnapped, etc., they are unable to provide any form of support. Whichever Influence Trait they granted is lost until such a time as the Companion is replaced.
- It must be noted on your sheet which Companion is responsible for which additional influence(s). This can be split up however you wish. You could have one 5-point Companion that grants you your Health 5 Influence, or you could have five Companions that each provide you with 1 dot in 5 different influences.
- Companions cannot be used to perform any kind of Influence Action.

Contacts

(Dark Epics p. 54)

- You may use Contacts in place of Influences for an Indirect Influence Action, even if you do not have that Influence.
- You can get information of a level equal to however many contacts you use. (If you use Contacts x3 as Industry Influence, you get information as if digging up dirt with Industry Influence x3.
- You may split your Contacts between multiple Influences (up to your Contacts Traits).
- Contacts can also be used to perform the Watch Targeted Action.

Fame

(Dark Epics pp. 54-55)

- Fame is required to use your influences outside of your home Domain.
- **If you wish to grant Fame to an Alt ID, the Fame rating cannot be higher than your Alt ID's rating. (I.e. You can't have Fame x3 on an Alt ID x2.) The Alt ID simply can't hold up against that much public scrutiny.**
- If you are using your influences outside of SMD, you will use that game's Influence Rules for your Actions. However, you must report the uses to SMD's Storytellers, who will determine the equivalent for Actions taken in our game's terms, and let you know how many, if any, Influence Actions you can still take at SMD that Cycle.
- Per the Vitae Aeternus House Rules, our Influence Ratings are as follows (this is different from Dark Epics):
 1. Surrounding suburbs and cities (this is required to use Influence on the Eastern Shore, and Anarch Territory).
 2. State of Maryland (Baltimore/BBN, Frederick:Hunter/Garou)
 3. Region - Mid-Atlantic (PA, DC, DE, VA, WV)
 4. Eastern Timezone
 5. U.S.

Information Network

(Clanbook Nosferatu (3rd) pp. 69-70)

- You may use your Information Network to replicate the Contacts Indirect Influence Action. You may use this in addition to any Contacts you have.

Mentor

(Dark Epics p. 55)

- You may use your Mentor to Boost any of your Influences, up to your rating in Mentor.
- Frequent use of this will require you to do something to pay your Mentor back (since you are using their Influence Actions).

Resources

(Dark Epics pp. 55-6)

- Resources may be used for the Grow Targeted Influence Action **at a 1-for-1 cost, even if starting a new influence. This still takes one of your Influence Actions for the cycle, and can only be used as many times as you have dots in Resources.**

Retainers

- **See Companions above.**

- Retainers now provide Downtime Actions and cannot be used for Influence Actions.

Growing Fame, Resources and Alternate Identity

- For the purposes of gaining more Fame, Resources, and Alternate Identity, these Backgrounds can be "grown" through General Influence Actions.
- The suggested value of each is provided in the General Influence Action tables at the end of these rules.

Expedient Paperwork

(Blood Magic: Secrets of Thaumaturgy p. 87)

- This ritual grants you an additional Influence Action that you must use for a Hide, Boost or Grow Targeted Action, or a Bureaucracy General Action.

Bureaucratic Condemnation

(Blood Magic: Secrets of Thaumaturgy p. 91)

- This ritual grants you an additional Influence Action that you must use for an Attack or Block Targeted Action.

Master of Red Tape (4-point Merit)

(Laws of Ascension Companion p. 94)

- This Merit does not grant you additional Influence Actions. Rather, you may take twice as many Bureaucracy Actions as allowed by your points in that Influence.
- If you have Bureaucracy 5, you could take 10 Bureaucracy Actions (assuming your total number of Actions per Cycle allows).

Paragon (6-point Merit)

- The Paragon Merit does not add to the number of Influence Actions you get per Cycle.
- It does add to the maximum level of an action you can perform in that Sphere, and to the number of Actions you can take within that Sphere.