

# AIT PLAYER DOC

*The sole source of house rules, Setting Specific Mechanics, etc.*

*Updated October 8, 2025*

## Current ST Team:

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## What We are About:

- **Inclusivity:** We are committed to providing a safe and inclusive space for all individuals from all walks of life and all welcoming communities. We thank everyone for joining us and standing together as fellow roleplayers. Let an ST know if there is a problem. No seriously, let an ST know.
- **Code of Conduct:** We recognize that competitive gameplay can be heated but on an out-of-play level we expect players to be kind to one another. Toxic behavior will not be tolerated. Do not threaten or harass other players. If someone has a boundary you feel is odd, respect that it matters to them.
- **Legal Statement:** We can't overlook illegal things so please leave illegal things at home.
- **No-Weapons Policy:** Please leave all weapons in your car or at home. If there is a question about what is a weapon, please proactively contact a ST for clarification.
- **Masks:** COVID is a thing. Masks are not required but if someone asks you to wear a mask around them please do so. If you need a mask, see an ST.
- **Smoking/Vaping:** Smoking and vaping are allowed in designated areas only.
- **Age:** Our age requirements are 18 and up.

- **Fair play:** Cheating is not tolerated. Cheating is a violation of the letter or spirit of the rules. In egregious circumstances the ST Team may reverse actions. (EG: Having your friend come in with a maxed out rare discipline, teach them all to you in one downtime then not coming back to the game could result in the training being forgotten.

## Consent and Safety in Roleplay

AIT acknowledges that dark and triggering content exists in Vampire: the Masquerade, but such themes should be used sparingly and with care. If a Storyteller includes sensitive material (e.g. abuse, SA, extreme trauma), a content warning will be given before the scene. Players may opt out without consequence, in-character or out, and are encouraged to step away if needed.

If you intend to explore heavy content in a scene with other players, you must first give an out-of-character warning and get the consent of all participants—and any players within earshot. Consent can be revoked at any time. If you need to leave a scene while staying in character, you may use the phrase:

“Too close to Dawn...” followed by your in-character statement. (i.e. "Too close to dawn... I've said enough for tonight.")

This signals a graceful, in-character exit and should be respected without follow-up or pressure.

We're all here to tell a story together. Respect boundaries. Check in. If something feels off, speak to a Storyteller—harassment or coercion will not be tolerated.

## ANNOUNCEMENTS (Plot Stuff for the next game, if needed:)

New Chronicle Announcements Coming Soon!

## ANNOUNCEMENTS (ST Stuff)

- **Opening Pandora's box:** In AIT's pre-COVID Chronicles there was an extensive list of changes, house rules, and setting specific mechanics. While we recognize every game will need *some* balancing, we have taken the stance of fixing problems that arise rather than trying to pre-emptively resolve what may not be issues.

- **Ribbons:** All ribbons Must be over one shoulder to the opposite hip. (We've seen some folks wear ribbons as headband, wrist band, like a belt, and some folks do this to stow an unused ribbon while others use it to show an active ribbon.)
- **Off-site ribbons:** You can show your character is off-site using an orange ribbon or the hand signal. We'd prefer oop chatting not interfere with in play gameplay so please separate from in-play folks when you are off-site. We feel this is distracting to in-play.
- **Time Bubbles:** PVP includes a time bubble. Time bubbles can affect who can participate so all PVP requires a Storyteller to be present. If you initiate PVP either pause and get a Storyteller or have one in tow.

### Getting things on the right track:

- **Plots:** Let the STs know if there is a plot you would like to continue/wrap up.
- **Contacts:** Let the STs know if you have the contacts background and have any named contacts not listed on your sheet.
- **Backstories:** Please send the STs your character backstory. We want to include backstory elements in plot development.
- Blood is the foundation of vampire society and the only way Inherent Status is decided.

### ANNOUNCEMENTS (IP)

*(This area is for those that have taken steps to make something known by everyone in the city.)*

### DESIGN ASSUMPTIONS

*Design Assumptions are guidelines strictly adhered to by the STs*

- **No hidden mechanics that are player options.** Everyone should know how

everything works.

- **All STs can do every ST function.**

## RESOURCES

### SOCIAL

- [Here is a link to our website](#) made by the amazing Richard Dold!
- [Here is a link to the Official AIT Discord server](#) (Sect-based roles require attending a game)
- [Here is a link to the Facebook group](#)
- [Here is a link to the ST List](#). By emailing ST's using this address the ST team have a record of all we say and do for future ST's. Thank you past ST's for having these records to pass on to the current ST's.

### Character Sheet

- [Click here for a blank copy of the Character Sheet](#). Please "make a copy" before editing anything on the sheet, so we may preserve our blank copy.
- Every character starts with 100xp at creation.
- If you purchase a year of AIT games in advance, you may add an additional 12xp to your character to spend whenever you'd like.

### DOWNTIME FORM

- [Here is a link to the Downtime Form](#) (Downtimes are due at the end of each month.)
- [Here is a link to the Influence System form & cheat sheet](#) This only goes up to Level 5 actions and shows all the information needed when submitting Influence Actions.

## HELPFUL LINKS FOR NEW PLAYERS

- [Here is a link](#) to the Web version of the Quick Start Guide of the By Night Studios Ruleset
- [Here is a link](#) to a downloadable pdf version Quick Start Guide from By Night Studios Ruleset
- **AIT uses the Errata** located at <https://vamp.bynightstudios.com/vampire/library/vtmerrata>

## SITE / GAME ADDRESS

**4025 Pleasantdale Rd, Suite 240, Doraville, GA.**

Doors Open at 4PM for players. We aim to start the game at 5:30PM. We must be out of the building by 12AM.

## ADMISSION FEE

**What is the admission fee?** \$20 (Your first game is free if you have not played in the current Chronicle)

**Can I pay for the game electronically?** Sure!

Melisa Todd



**Paypal:** Scan to pay Melisa Todd

Melisa Todd

@Melisa-Todd



**venmo**

Venmo:



Zelle:

**zelle**

## RESUMPTION QUESTIONS

**Do the STs know about my cool Contact/Allies?** Only one way to be sure... [email us](#) and we'll get it sorted.

**Will my backstory impact my gameplay?** We love backstories! [Email us](#) and let us know the details so we can accommodate you as best we can. It's not at all a waste of time.

## FAQ (and answered questions)

### CURRENT CHRONICLE

**How can I reach the STs?** We strongly prefer emails to the [AITST@googlegroups.com](mailto:AITST@googlegroups.com) email address since it's the record of everything we do/say for the ST's that come after us. That way if we promise something it's on the record.

**Can we use Rock Paper Scissors cards instead of the Rock Paper Scissors hand signals?** Rock Paper Scissors ("RPS") cards may be used. RPS cards must be chosen before a hand-thrown chop. (but stay face down until the hand thrown chop is revealed.)

### PAST CHRONICLE

**Can I play my character from a past Chronicle?**

- a. Killed or Force-Retired characters may not be used.
- b. All characters must adhere to the BNS rules for a starting character. Take the changes to your character as metaphysical in-play changes. What you had before you remember having before and do not know how it was lost.
- c. Your earned XP total ("points") are those earned since the October 2025 Chronicle reset.
- d. Custom content from the previous chronicle, such as magic items, rituals, ritual effects, etc., are not grandfathered.

**Why was there a Chronicle reset?** Mainly due to XP disparity as a 20+ year chronicle allowed those with 20+ years of XP to shut down characters with far fewer XP. Other contributing factors were unique magic items, restricted generation, and hidden ritual mechanics.

## HOW THINGS WORK

**Can I modify my previous chronicle character?** If you have a character in the 2021 Chronicle and have not played it in the 2025 Chronicle, you may rewrite your old character to fit the new V2 system and starting XP. You may also make a wholly new character if you wish.

## RULES THINGS

The Arcane Merit (clarifying “Familiarity”):

Ignoring memory loss from Arcane requires familiarity (pg248). Having several consensual discussions is enough to have familiarity. When in doubt, hanging out IP during downtime (no action required) is enough to establish familiarity. Characters wanting to avoid familiarity should disengage from conversations and avoid extended interactions.

## RULEBOOK CHANGES

1. Only someone running a scene or STs may grant Willpower. We feel the granting by anyone playing to be too abusable. We feel Willpower should be finite and show when a character is really committed to something.
2. Everyone starts with 100xp in character creation. This includes the 30xp for creation mentioned in the rulebooks.
3. Ribbons. You may use the hand signals in the book when using a Discipline or you may wear a sash from one shoulder to the opposite hip. Here is what the various ribbons mean:

**BLACK RIBBON:** This person is supernaturally creepy and has some deformity (sunken eyes, ashen skin, etc) due to being on a Path of Enlightenment rather than the Path of Humanity.



**GREEN RIBBON:** This person is magically disguised using Obfuscate or Vicissitude. Note that the “Conceal” power of Obfuscate also uses a green ribbon despite making an item invisible.

**PURPLE RIBBON:** This person has the Presence power “Majesty” active.

**RED RIBBON:** there is something obviously odd/off about this person. Please ask the player “What is red about you?”. Note that if it is not obvious do not wear the red ribbon. (E.G. A Lasombra with the Kiasyd bloodline looks freakish and must normally wear a red ribbon. If disguised with the Obfuscate power “Mask of 1000 Faces” they would remove their red ribbon and simply volunteer to those that see through the disguise what they see.

**WHITE RIBBON:** This person is using the Auspex power “Astral Projection” and can not be seen unless you have the appropriate power.

**RED RIBBON & WHITE RIBBON (worn at the same time):** This person is using the Auspex power “Astral Projection” and has manifested so everyone can see them. Think Casper the friendly ghost.

**YELLOW RIBBON:** This person is magically hidden.

**ORANGE RIBBON:** A player who is Out of play.

**BLUE RIBBON:** Storyteller not playing an NPC

**PINK RIBBON (bright pink):** This person is playing an NPC and not their character.

4. **Lore Specializations.** Learning a Lore specialization after character creation requires a teacher with the lore specialization and a downtime action to teach/learn the lore.
5. **Can Lores be self taught?** No. To find a lore either work something out with someone who has the lore or use downtime actions to seek a teacher.
6. **Computers Skill.** The action gained by having the Computers skill can be an extra General Downtime Action or the special Cancel, Observe, or Defend actions. Cancel and Observe are listed in the book. The Defend action blocks others using Computers to stop incoming Cancel or Observe actions.
7. **Streetwise Skill.** Streetwise can be used to gather information in seedy ways/seedy places.

8. **Alternate ID background.** The Alternate ID background may not duplicate a pc/npc.
9. **Discipline range.** Disciplines only affect those within the domain.
10. **Blood carrying/storage.** Those with the Medicine ability may carry (to/from storage) or store blood, maintaining supernatural properties for as many weeks as dots. Carrying or being around more than a few points of stored blood can cause Beast Traits as well as checks for Blood Frenzy.
11. **Merits.** Some merits can be added after a character enters play. If you wish to add a merit after entering play email [aitst@googlegroups.com](mailto:aitst@googlegroups.com)
12. **Merits.** Merits can be sold back after the respend period with ST approval and sufficient in-play action. **Efficient Learner** and **Arcane** are explicit exceptions and may specifically not be sold back.
13. **Havens.** If you share your Haven location with someone that has the Occult skill they can justify your purchasing the Occult haven-specialization.
14. **Havens in PVP.** Havens in PVP are abstracted by the person running the scene. This is due to the ST Team feeling strongly that allowing detailed blueprints of a haven changes larping into a TTRPG.
15. **Retainers.** Each Retainer's specializations require approval from the ST Team.
16. **Which clans are allowed?** Any clan except Ba'ali. Note that all characters require ST approval. For Rare clans expect unanimous ST approval to be required.
17. **Clan Cost:** All Assamites are pillar in the Camarilla. Book costs apply.
18. **Common items:** Stakes and glass vials have negligible cost in the world of darkness. You can just inform the person running a scene how many of each your character is carrying.
19. **Spying with Influence actions:** The “Gossip and Insider Trading” influence action and “Word on the Street” influence actions can spy on influence actions that occurred 60 days prior. (Rule 46 offers further clarification)
20. **No Blocking Spying with Influence Actions:** The “Gossip and Insider Trading” influence action and “Word on the Street” influence actions cannot be blocked using the Block influence action.

21. **Changing Influence Actions.** Yes. Influence specializations can be changed by informing the ST's which specialization you'd like removed. 60 days after removal a new specialization may be chosen. This hinders swapping influence specializations to hide influence attacks and hinders rotating through specializations to conceal the number of influence attackers.
22. **Influence Actions.** Influences actions only affect a character's home city. It takes an ST determined amount of time to move influences to a new city.
23. **May multiple Influence Specializations be used in the same Influence Action?** Yes, but there is a downside. When an influence action is performed the book details how a character can be targeted by others if their influence action is found via the "Gossip and Insider Trading" or "Word on the Street" influence actions. By using multiple influence specializations on a single action this makes it much, much more likely the action will be found. The upside is that narrative options greatly increase as multiple groups of influence-based minions can share the task.
24. **Toxins and drugs:** Toxins and drugs are created/developed using an appropriate lab environment and the Medicine skill. Toxins and drugs are not created/developed using the Crafts skill. Toxins and drugs only work on stock NPC's that are both mortal and unenlightened. Toxins and drugs have a rating. Use of a toxin or drug on a stock NPC above that rating has no effect. Development includes a single delivery mechanism. Acceptable delivery mechanisms use the "Toxin" trait and include syringe, dart gun, drugged rag, ingestion and gas grenade. Please note that grenades of all types require the Spread trait to represent the explosion. Gas grenades are not persistent due to game balance concerns. [EG: "Weak tear gas grenade (spread, toxin) Rating 2"]
25. **Traps.** Traps are weapons that activate themselves. Traps cannot be stacked for extra damage. Traps count as attackers for purposes of the maximum number of attackers rule. Traps can only affect multiple people if bought with automatic or spread. Traps activated by an obfuscator are attributed to malfunction, regardless of common sense... however, this could justify activating heightened senses. Traps are recorded as equipment. Trap locations must be recorded on a character sheet to be utilized. Traps are not included in the cost of a xp 200haven.
26. **Explosives.** Explosives are traps designed, assembled and employed using Crafts (Demolitions). BID MATTERS.
27. **Status:** Status that only lasts a night or only lasts a month may be recurring if the character granting the status wishes to do so. For example a Constable or Sheriff

could choose to have deputies with the Defender status named until revoked rather than having to name them each evening.

28. **Armory:** An Armory is purchased like other equipment and may be added to a haven for \$200,000. A haven with an Armory may produce a reasonable number of weapons and protective items each month. An Armory can produce exotic items but not Antique, Artisan, or Masterwork items.
29. **Embracing a Vampire in-play.** Pg95: Change “the Embrace itself requires one drink from the sire” to....  
  
“The Embrace itself requires the expenditure of a Willpower and one drink of blood from the sire. The Willpower spent is treated in all ways as a Willpower spent teaching a discipline. The target awakens the following evening upon the sun setting.”
30. **Crafts.** The quantity of things made during downtime using Crafts varies based on time spent, equipment, and difficulty of construction.
31. **Changing Background Specializations.** Specializations in a background may be switched out by spending sufficient effort and 1 month per dot in the background. Using the background in any way halts the process.
32. **Moving Havens.** Havens may be changed/moved by spending sufficient effort and 1 month per dot in the background. Accessing the Haven in any way halts the process.
33. **Using Resources to get backgrounds.** BNS has a number of Backgrounds purchased with XP that allow for things like Allies, Contacts, Havens, Retainers and more. Backgrounds are reliable, loyal and useful. Using Resources (cash) for something similar is markedly worse.
34. **Zero point havens.** While rooms purchased using Resources at a premium such as penthouse apartments may be lavish for roleplay-purposes when in combat they consist of a single 10x10 room with 10' ceiling, no windows, furniture that does not hinder attacks or provide cover, one door with a difficulty 5 lock and sturdy walls. There are few impediments to approaching a zero point haven. Zero point havens may hold equipment in their 10x10x10 space but may not use Haven Upgrades such as Security (cameras) or an Armory. Those wishing more in their sleeping arrangements are encouraged to check out the Haven background on p102.

35. **Animal Ken and Paths of Humanity/Enlightenment.** Using Animal Ken to reduce a target's beast traits requires both characters to share the same Path, be it Path of Humanity or specific Path of Enlightenment.”

36. **Influence Action: Free Travel.** Free Travel lasts 24h per use.

37. **Thaumaturgical Training** (p253) add text: Thaumaturgic Training is learned without a teacher but is not considered an in-clan discipline.

38. **Necromantic Training** (p252) add text: Necromantic Training is learned without a teacher but is not considered an in-clan discipline.

39. **Narrators.** Narrators are players that also tell story. The ST Team have a mentorship program for players that are interested in dipping their toe into the plot pool.

- Those running plots are expected to provide a report of who went on a plot and what happened. (Reason: It's possible for influence actions to glean these details and participants may reference the plot in their downtime actions.)
- The STs reserve the right to limit rewards such as items and effects.
- Hidden integration with bigger plot: Since players can run plots and will remain players the rest of the time the STs may ask the person running the plot to integrate elements for the sake of a larger story with or without any context.

40. **Pregens.** Need some Helped XP? Submit a pregen with the xp fully spent and a blurb about who they are and what they are all about. You'll help new players needing a quick character.

41. **Emissary.** AIT is designed for multi-sect politics. Accordingly, there are some changes to the merit “Emissary to the Camarilla” found on pg404:

- The “Emissary to the Camarilla” merit is renamed the “Emissary” merit. Merit cost remains 1xp.
- The Emissary merit represents an assignment as a nationally-recognized ambassador from one sect to another sect. (See the ST's if you want to see if it can be used to some other type of party)

- The Anarch Movement does not include nationally recognized politicians so do not qualify for the Emissary merit.
- The Emissary merit is legal for character creation. The Emissary merit can be purchased upon in-play appointment at the usual 1xp Merit cost.
- In the event of resignation or removal the Emissary merit may be sold back for the original 1 xp cost. (This explicitly allows the character to sell it back for 1xp and not the normal double xp cost for normal merit sellback.)
- Emissaries possess the innate status trait Gallant so long as they are within the Domain of the Sect they are assigned to. Should an Emissary gain the negative status Disgraced, they lose the benefit of this merit until the Disgraced status trait is removed.

42. **Gargoyles.** Due to their release from slavery in AIT history, Gargoyles are considered Common in the Camarilla setting (with no changes to the Anarch and Sabbat rarity). As such, they do not need any Clan Rarity Merit to play within the Camarilla Sect. They do however still receive a Lesser Status Ban for not being a pillar clan in the Camarilla.

43. **Giovanni.** Per the book, Giovanni must enter play within the Independent Alliance (IA) Sect or require a 2 point Clan Rarity Merit. Since little information is available in the book for the IA, we are permitting Giovanni players to choose to have access to the Sect Flaws and Merits from a single Sect of their choice.

44. **Boon Inheritance.** When a character is killed, whomever delivered the killing blow will adopt any boon debt the character may have. However, if an active Blood Hunt/Call to Arms/Wild Hunt is placed on said character, their debts will not pass on to the killer. It is the responsibility of the player to verify their new boon debt in play.

45. **Status.** The status you are using for the night must be determined before your character enters play for the evening. This means there is no way to expend your status for the month then suddenly change to another source. Because all uses of status must be announced formally, any notifications of status assignments between the time that downtimes are returned and game on will be considered as announcements done at the beginning of gatherings. Therefore, the status being used will still be expended for the night and your source of status is locked in. Note, a person changing their source of status for the night has no effect on the

fleeting status they have previously granted, so long as they retain the titles on their sheet.

**46. Influence and Contact Clarifications:** This system was implemented as of the April 2023 game.

- In order to further define contact use in the context of our chronicle, contacts will also need a focused field just like influences and their capability to investigate influence use is limited by this specialization. Contacts are harder to discover, but once known are a lot easier to trace back to an individual than influences. They can be changed out just like influences (unused for two months during which the specialization and even specific contact can be exchanged for a new one at no XP cost - also works if a contact is killed or suborned)
- (See page 512/514:) Each Gossip and Insider Trading/Word on the Street Action uses only a single action and up to as many specializations as you have (ten if you have five dots and Monopolist, for instance) but can then be discovered at a later date by someone also using any of the compatible influence investigations. For this reason Influencers may find it beneficial not to use every specialization in each of their investigations. This means that you must apply each specialization you want information on. This prevents an influencer with specializations A,B,C,D,E,F,G,H,I, and J from getting info on someone with specialization B,C,D,E, and F using just specialization J and being completely invisible doing so. Influencers may wish to do a massive spying action with lots of defense, or multiple smaller actions to disguise their full capability.
- Having a Contact with a matching specialization allows you to link all actions taken by a given influence (“full description of influence results” page 99) without leaving an influence trail. This makes multiple Contacts very useful for tying multiple actions to a single source.
  - i. E.g.: Bob uses G&IT to find out what ‘cab drivers’ have been up to over the last three months and gets a list of things done in the mortal world. He then uses an appropriate Contact and selects one ‘No Party Crashers -JAN’ action to link ‘No Party Crashers - DEC’ and ‘No Party Crashers - NOV’ INF-xxxxxxx actions to the same individual Influencer, as well as the fact that there are nine ‘Defend’ actions by this influence spread over those three months. His target has to be a

Venture Paragon for this to be true.

His use of G&IT is recorded and can be seen for three months, but his use of the Contact is hidden and can be reused next month to continue mapping out the activities of this same influence without leaving an influence trail himself.

- ii. Looking into an Influence via Contacts will not \_by default\_ generate the name of the person performing the Influence action.

47. **Blood bonds:** The presence of 3 point blood bonds override the existence of all other blood bonds while it remains that strength. As such, all blood bonds moving forward will now be dated (either the game or the Downtime deadline in which they occur) to ensure they are being removed at appropriate times. In order to maintain a mutual blood bond, both/all parties involved must be present either through submitting a note with each of their downtimes or grabbing an ST to note the re-up of a mutual 3 point blood bond.

48. **Define Masquerade:** For this Chronicle, The Masquerade is defined as “Humans knowing that the supernatural, and more explicitly Vampires exist.”

49. **Define Elysium:** All Elysiums moving forward will have the laws set by the responsible Prince/Baron/Archbishop upon creation. The rules listed on pg 385 should be considered a guiding tool, not the default laws that apply due to our game allowing for multiple sects for players. Official laws for the existing Elysium(s) will be announced in play and later added to a common knowledge document.

50. **Clarifying Taste of Blood (as of 1/30/23):** When we transitioned to allowing Sabbat players, the ST Team failed to catch the changes in how the Vaulderie is seen via Taste of Blood. As such, the Team no longer need to use the in game understanding by giving the results "The Vaulderie is present." Moving forward, when using Taste of Blood, a player will instead see a Vinculum Rating (seen on pg 433-434) instead of multiple 3 point blood bonds.

51. **Piskies as Allies:** If supported by the story and your own personal actions, Piskies are now permitted with ST approval as purchasable Allies. The exact function and ability will be dependent on the desired task, but the rules for how they behave and respond in Ay Befriend (pg 140-141) will be a basic guide used by the ST to help determine success. 1 dot of Allies is equivalent to a “small group of Piskies” which has defaulted to 5 individual tiny beings.



**52. Timing notation for record keeping:** Starting April 2023 game, timing notation will be more abstracted. Actions taken will be at game by month or in 1 of four weeks between games. Notations will conform to APR game (APRG) and APR DOWNTIME (APRDT), further subdivided if necessary as APR first/second/third/fourth (APRDT W1-W4) week after game then MAY game. This allows for actions that can be taken every week to not be hampered/benefit from calendar vagaries in the number of days between actual games. Influence actions can be noted as which week they are taken for downtimes or which actual game they are taken in. (Actions taken at game will still contain time notations for order of operations, but there has been no benefit to precise timing outside of the at-game framework.)

**53. Granting temporary Abiding Status:** Page 313: A vampire can carry the following into game: “All status from one abiding status source.” Abiding Status that is granted for a single night does not override the brought-in Status source for the evening. Enforcer, for instance, is only granted for a single night and labeled as Abiding as it will reset for the grantor afterward, not the recipient. It does not however count against fleeting status limits. If the granting status is lost, as Commander during a praxis seizure, the granted statuses are also lost. (I.e.: all three Enforcers and their granted Deputies)

**54. New Rituals available:** Wording for skills/powers/rituals added as rewards

- Level 1 Necromantic/Thaumaturgic Ritual: “Sanguine Verity” (or colloquially “Truth Crystal”)
  - i. Cast this ritual on a point of blood from a target creature, crystalizing the blood into a small stone, about the size of a golf ball. By holding this in hand while conversing with them the ritualist may then activate the crystal to attempt to mystically ascertain the veracity of a single statement. Make a static challenge bidding Mental + Level of Auspex (including any Techniques and Elder Powers) vs. a Target Number of 15. If the Ritualist wins the challenge they are aware of whether the statement was a truth or a lie, otherwise the opposite response is validated. Either way, the crystal dissolves into the ether, spent.
- Level 3 Necromantic/Thaumaturgic Ritual: Bond of Blood
  - This ritual allows you to compare two points of blood, one held in each hand. By spending one of their own blood, and winning a static

challenge bidding Mental + Level of Auspex (including any Techniques and Elder Powers) vs. a Target Number of 15, the Thaumaturge can determine several pieces of information: whether the two points of blood come from the same direct lineage (and if so, how distant) and any disciplines the donors of both samples can teach in common. (I.e., if one donor can teach Auspex, Dominate, Path of Blood and the other can teach Auspex,

- Dominate, Obfuscate, and Fortitude, the ritualist would glean: “Auspex and Dominate”)
- This process mystically uses up the blood points compared even if the challenge is lost and no information is gained.

**55. XP Curve (as of Oct 2025):** When a player enters the game, each game played will gain 5 XP with the potential for 1 bonus XP for helping. Currently, once a player hits 200 earned XP, that value is reduced to 4 XP per played game, still with the same bonus XP available. The curve will continue as below, with no change to the available helped XP or the values already assigned for Absentee/Buy Back XP.

5+1 up to 200

4+1 from 201 to 300

3+1 from 301 to 400

2+1 from 401 to 500

1+1 from 501 and beyond

**56. Background Responds:** In line with our thinking of how influences work in kindred society, we are allowing players to cycle out of this background. As when their specialization is changed, the player will spend two months with them inaccessible as the effort in maintaining them is wound down and they are then placed back on the character sheet as xp. This allows players who have dabbled and decided the influence system is not for them to buy out, as well as allowing players who have decided elite and underworld both are too diverse and wish to concentrate on one alone to do so. If a player who does this later decides to reinvest in that category of influences, they may do so with a two month ‘spin up’ between when the xp is spent for the first dot and when it is usable.

- This example also extends to Allies, Contacts, and Fame as links to the mortal world are tenuous and require effort to maintain.

- This explicitly does not apply to Havens, Herd, Resources, and Retainers, as they are much more personal properties that have become part of who each character is.
- Naturally, generation can be changed in only one direction, Caveat emptor!

57. **Pink ribbon:** We previously stated pink would be changed to “visibly armed/armored” however we failed to update the playerdoc with this and have redesignated it as a player being an NPC (like the playerdoc states) instead of their player character. For visibly armed/armored, this will default to the red ribbon to encourage people to ask what is visibly different about your appearance.

## SETTING SPECIFIC THINGS

- Coming Soon!

## KNOWING THINGS

- Your character's personal knowledge is represented by the Lore skill, with specializations greatly aiding bid when applied to a specialty. Lore represents facts your character is confident in. Lore also represents your ability to research the supernatural world.
- If someone tells your character something your character may or may not believe it.
- Do not expect ST's to correct misinformation. Instead, approach an ST (or email [aitst@googlegroups.com](mailto:aitst@googlegroups.com)) with questions and based on the result of the chop you may receive a variable amount of highly accurate information or no information at all.
- Degrees of difficulty are not player knowledge.
- If there is a piece of Lore significant to a player we encourage asking the ST team rather than assuming. AIT has 32 years of continuous story that has departed or deviated from the official timeline in some significant ways.

## HOW ST'S DO THINGS

- This document is the only source of house rules, interpretations and setting specific mechanics. The pre-COVID house rules and setting specific mechanics documents are discontinued effective immediately and replaced by this document.
  - We realize that opening everything up may cause some issues. The STs want a bigger sandbox and have elected to address actual issues rather than litigate all of the potential issues.
  - We may need to retcon something if it breaks the game. If a part of your character is retconned, anything purchased with XP may be converted to unspent XP.
- **Storytellers** - ST's may not play Player Characters. An ST's Player Character may only interact with pc's with prior case-by-case approval from the entire ST Team.
- **Assistant Storytellers** – ASTs have all of the behind-the-scenes access and authority as a full ST with reduced responsibility. The AST position is intended for those who wish to do more to help the game and seek mentoring. As a position for those learning how to be a storyteller, AST's may not vote on contested issues. ANYTIME YOU NEED AN ST YOU MAY ENGAGE AN AST OR AN ST. BOTH HAVE THE SAME AUTHORITY.
- **Contesting a decision** - If you disagree with a decision by someone running a scene you may involve an ST. If you disagree with an ST decision you may ask for a quorum of ST's to appeal an individual ST's decision. We are committed to giving you a timely answer but please be kind if there is a delay to something like an ST being out sick, an ST in the middle of running a scene they cannot break away from, etc., etc.
- Secondary characters are not permitted.
- AIT uses the Errata located at <https://vamp.bynightstudios.com/vampire/library/vtmerrata>
- **Equipment expiration:** Items found on a plot may have an expiration date.

## DOWNTIMES

- Downtimes are due by the end of the month.
- Please use [this Google Form](#) to submit your downtime after a game.
- If you have no access to a computer or smartphone you may turn in a paper downtime when turning in your character for the night. Please print legibly.
- If we receive multiple downtimes from you, we will use the latest submission made prior to the deadline.
- If you have a small change to your downtime [email us](#) and we may be able to amend your existing downtime.
- If you email us an XP expenditure once we confirm the addition has been added to your sheet you may use it.
- Agenda. While many players enjoy reacting to “drive by” plot delivered by ST’s, politics or even their conversations at game with their in-play friends...players are also welcome to have an agenda for their characters.

Agenda could include just about anything such as driving out mortal competition to their business, establishing a legacy of some sort, or whatever strikes your fancy.

If you’re unsure if your idea for an agenda/fun-thing-to-do can fly just hit us up at [aitst@googlegroups.com](mailto:aitst@googlegroups.com) and we’ll let you know clearly if we can run with it or - if there is some sort of issue - why. That way when you work to advance your agenda through at-game or downtime actions you’ll know it’s all good.

Those that just throw themselves in the wind and run with their crazy ideas, we love you and keep up the craziness. This blurb is mostly for newer folks that may not realize the level of agency they have.

## CHARACTER ADVANCEMENT

Character Tweaking: You may tweak your character between games until you’ve played the character three times. Gained abilities must be starting-character legal or learned in-play. Email your character tweaks to [aitst@googlegroups.com](mailto:aitst@googlegroups.com) so we may update your character sheet.

What is the XP earned for attending a game?

- Characters with less than 200 earned+awarded XP will continue to receive 5 XP per game. Helping is worth an additional +1 XP and Not Being Findable is a -1 XP penalty.
- Characters with 200 XP or more earned+awarded XP will earn 4 XP per game. Helping is worth an additional +1 XP and Not Being Findable is a -1 XP penalty. This is effective October 2025.

“Helped XP”: Help the game as a whole: 1xp (Max once per month. This includes bringing food, drinks, setup, cleanup, and other extracurricular aid to the game.)

“Not Being Findable XP Penalty” Hiding out // Not being findable // Backpaying: -2 (Max once per month) NOTE: Always applies to backpaying for a missed game. Hiding Out // Not being findable an attended game is at ST discretion.

Can I pay for missed games to get XP for the missed game? Yes. Please note that Absentee Attendance earns 4 XP as if Hiding out // Not findable.

Can I submit a downtime for a missed game? If you have attended a game in the last 60 days then paying for Absentee Attendance includes an Absentee downtime. The normal due date for downtimes applies.

What can be done using an Absentee downtime? Absentee downtimes are treated just like regular downtimes.

Can we pay for a year up front? Would it include a possible small discount?

Yes, Annual Passes are a thing but are not offered at a discount.

- a. Annual Passes are per calendar year (pro-rated if you're not starting in January)
- b. Games missed will earn the same XP as backpaying for a game.
- c. Games cancelled will be refunded via PayPal so we have a written record.
- d. Payment must be tendered through PayPal so we have a written record.

Will there be a Character Reset?

This Chronicle started in October 2025. The ST team has done some modeling and we expect this chronicle (and it's characters) will need to be reset after 3-5 years.

To remain accessible to new players a larp must allow new blood that can meaningfully participate. After 3-5 years of play a character will not be challenged except by those with similar time played... and character loss will result in 25% of a huge number of XP. Historically some players quit when facing the butcher's bill. PVE plots likewise will have difficulty challenging high XP veterans while not incinerating low to mid XP characters.

## CHARACTER CREATION

- [Here is a link](#) to the Web version of the Quick Start Guide of the By Night Studios Ruleset
- [Here is a link](#) to a downloadable pdf version Quick Start Guide from By Night Studios Ruleset
- Character creation is limited to humans, ghouls and vampires.
- To make a character choose your sect, Camarilla or Anarch, then make a character using those setting-specific mechanics. Infiltrators from other sects use the setting specific mechanics for the sect they are infiltrating.
- Characters must be approved by a Storyteller. For most characters this will entail the spreadsheet is filled out fully and that the math checks out. This is also so we can apprise the player of the perils and hardships they may face when playing an uncommon bloodline, rare bloodline, infiltrator or \*gasp!\* human.
- To submit a character for approval email it to [AITST@googlegroups.com](mailto:AITST@googlegroups.com)
- All characters must be book-legal starting characters regardless of the earned xp total. This includes replacement characters and characters made by STs stepping down.

- We frequently get asked how someone can start with an out of clan discipline. We do it by the book:
  - If you want to start with one or more common out of clan disciplines you are limited to 3 dots per character. The common disciplines are Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence.
  - A player may list another character as the teacher in their backstory if they both agree. The bloodbond may have worn off at their mutual discretion.
  - All other out of clan disciplines must be learned in play using a downtime action.
- Backstories must be approved by the ST's. It is highly suggested that backstories be [mailed to the ST List](#) so we can review between games as at-game we are far busier.
  - Character Tie-Ins are a part of backstory. Character tie-ins must be agreed to by both parties. The ST's reserve the right to confirm with both parties that the tie-in is agreed upon.

## Intersect Status Clarifications

### Questions:

#### 1. How does status bans work intersect?

- 1. The offending member of a particular Sect can only be issued a Status Ban by the Sect they are a member of. In a meeting of the Treaty Authorities, one sect may pressure the offending member's Sect to apply the ban, but that depends on the offender's Authority to do so.

#### 2. What is the status cap with the new status rules?

- 2. As written on p. 313.

#### 3. Can you use status from other sects, and the benefits therein?

- 3. Yes.



## Ruling on Hindering Feeding Actions

Hindering an NPC or PC from feeding can be done through different avenues in Downtime Actions:

- Patrol - According to the rules on page 308, “Spending downtime actions to patrol your territory, looking for interlopers, increases the difficulty of feeding for interlopers.”
  - We will assume the territory you are patrolling is your entire Sect territory unless otherwise specified, as long as it is your territory. This will also affect the whole territory, not a specific PC.
- Influence Actions - There are multiple ways according to the rules in which a player can use their influence actions to target another character to hinder feeding. These are all valid.

Multiple actions targeting the same character will increase the difficulty of feeding per action. To counter this, a character must have enough dots in herd, or have spent enough downtime actions feeding, to avoid starting the game at half-blood.

Any player may share their herd with other characters as long as they have enough dots to feed themselves in their downtime fully. To do this, you must specify in a downtime action who you are sharing your herd with, and they must specify in their downtime action from whose herd they are drinking.