

Bradenton: Chaos & Entropy

Ft. Myers: Midnight Siege

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Fair Play Doctrine:

1. All players and Staff are responsible for making the game a fun and enjoyable experience for all involved.
2. You must be checked into the chronicle in order to interact IC, during the normal game-time(s)..
3. You must sign-in to the chronicle to be eligible to play and to earn XP. Signing in acknowledges that your character has physically entered the game-area, and signing-out will indicate that your character has safely exited the game-area (this means your physical body has entered the game area).
4. You may not switch PCs during game play, unless your PC is killed or made unplayable during the course of the game, without checking in with the ST.
5. Players **visiting** the chronicle **must** have a copy of their sheet emailed to the Bradenton staff by the character's home chronical or present a signed copy of their sheet prior to entering game play.
6. You may not come into the game with effects or rituals in effect unless clearly documented on a signed item card and approved by the ST.
7. In-character emails must be CC'd to the Staff so that the flow of information can be verified at a later time. Emails to an OWbN Coordinator or Sub-Coordinator must be CC'd to the Staff, and the HST, with the specific exception of dispute emails to the OWbN-Exec Team.
8. Players Transferring into the chronicle must have a copy of their sheet emailed to the Staff by the characters home chronicle before they will be eligible to transfer into the chronicle.
9. Illegal activities will not be tolerated by players or staff during games. This includes drinking during game (as we play on a school campus).
10. If you are a Felon, or a Registered Sex Offender, you must inform the staff, but staff will not divulge this information to anyone else.
11. Minors are not permitted to play in the game or to be present during game hours.
12. The Staff's job is NOT to remind you how to play your sheet, or how powers are used, it is your responsibility to play our sheet properly and effectively.
13. STs aren't perfect and they may make conflicting on-floor rules calls. Those calls will stand, even if they are contrary to these 'printed' rules.

Character Creation:

- Disciplines are not to exceed the second basic with freebie points, without prior permission from the ST's.
- Dropping a Morality Rating, and picking up a Derangement will not stack for free points.
- Characters may receive up to 60xp at creation for back story and/or unspent rollover points. These points are *spent as experience*, with ST approval.
- Unless specified on your submitted sheet, out of clan disciplines will be purchased with creation points, rather than free points.
- Creation points may not be used to purchase above the second basic out of clan discipline, per OWbN bylaws.

Vampire:

As is outlined in LotN: Anarch Guide, LotN: Revised, or LotN: Sabbat Guide

Ghouls:

- 6/4/3, 2 Willpower, 5 Abilities, 5 Backgrounds, 3 influences, one dot of Potence, Celerity or Fortitude, 10 Free Traits.
- A ghoul must purchase the Domitor background equal to the level of points in generation he would receive should they be embraced by their current Dominator (A 10th Generation Dominator would require 2 points in the Dominator background). Virtues and Humanity will be run as per vampire creation rules.
- A Cap of 9 traits, 10 willpower. Celerity, Potence, Fortitude may be purchased, without a teacher for out of clan cost. Your dominor's in clans may be purchased for double in clan cost. (All others will cost 2.5x inclan cost and may only be taught after creation)
- The highest level of a discipline you may purchase is based on your sire's generation: 12th-15th - 1st Basic; 10th-11th - 2nd Basic; 9th - 1st Intermediate; 8th - 2nd Intermediate.
- Upon Embrace, the points in Dominator convert to points in Generation. Points will not be refunded (or expended) if your sire is of lesser or greater generation than your domitor. Purchased willpower that goes above your embraced generation will be lost and will not be refunded. Your traits and willpower will be brought to the starting minimum for your new generation. If you have purchased either at or above starting minimum, you will not receive any bonus in that category.
- A revenant follows all of these guidelines with the following exceptions: cap of 10 traits, may hold 10 blood traits plus 1 trait per dot of age, may learn the 1st basic of each of their disciplines plus one level for each dot of age, purchased at out of clan cost. If a revenant is also ghouled, they may learn disciplines as a ghoul does, as well.

Merits and Flaws:

Merits and Flaws can only come from your genre-appropriate book(s) with ST discretion.

(Multiple merits (or flaws) may not be stacked on each other for bonus traits)

- **Additional In-Clan Discipline** is available with ST permission. The additional discipline may not be a clan proprietary.
- **Bright Aura** is only available for Vampires who have never committed diablerie.
- **Natural Linguist** doubles the languages you may have.
- **Natural Aptitude** the merit (also sometimes known by its earlier printed version: *Ability Aptitude*) can be purchased a second time after the 1 year anniversary of the first purchase of the merit, at ST discretion, to a maximum of two. This merit does not function in the use of Blood Magic of any kind.
- **Ambidextrous** grants 1 additional trait when using both hands in combat; this benefit does not apply when using two-handed weapons.
- **Flesh of the Corpse** will be worth 3 pts instead of 5.
- **True Faith** will run as per **Laws of the Hunt** (P 267) with the following exceptions and additions;

Repel Vampires may only be used against one target at a time and may also affect Nephandi

Sense Unholy Presence only determines that there *is* an Unholy creature in the room; not where, or what type.

****Only Mortals can have true faith 4+. Any Player Character with Four+ Traits of True Faith entering the BCE/FMMS Chronicle will have those dots removed for the duration of their stay.****

True Faith Passives:

- A character's True Faith rating may strengthen him against attempts to influence his heart, mind or soul with supernatural powers, including Dominate and Presence. This rating may either be added to the difficulty of a Static Challenge or be considered Traits up for the character. He may also add his Faith rating to his Conscience rating when making a Conscience Challenge.
- Vampires cannot drink the blood of the faithful without great difficulty. A vampire must drink a number of additional Blood Traits equal to the character's True Faith rating to gain one Blood Trait. Those with True Faith x3 or greater have blood that is considered harmful to Cainite. A Cainite suffers a level of aggravated damage for each Blood Trait he drinks, and grants no benefits from the blood.

The faithful can cast out malign influences from a person or place, such as in cases of ghostly or demonic possession. The character makes a Static Social Challenge (adding his Faith rating) against a difficulty (table listed below and on p.258 Faith and Fire). This assumes that the character has the necessary trappings (salt, crucifixes, holy water, etc.). Without them, he is one Trait down in his challenge. Performing an exorcism requires the expenditure of a dot of True Faith as per Repel Vampires.

Task	Difficulty
Force a ghost to flee	Ghost's Willpower
Permanently expel a ghost	Ghost's Willpower + 2
Force a minor demon to flee	Six Traits
Force a major demon to flee	Eight Traits
Permanently expel a demon	10 Traits
Ward against <i>Dominate</i> and <i>Presence</i> (adding Faith rating to challenges)	Six Traits
Banish effects of <i>Dominate</i> or <i>Presence</i>	Vampire's Willpower
Sever a blood oath	10 Traits
Inflict (Faith rating) levels of aggravated damage to a demon, ghost or vampire	Eight Traits

Vicissitude Modifications -

For non-tzimice, all visc mods require triple the time investment to craft upon yourself or others. Only one modification may be worked on at one time. Tzimice may purchase visc mods at a rate of 1 per month, per the packet. Traits provided from these modifications may stack with each other. Each Vicissitude Modification will result in the player having a repugnant trait. You may not have more than 5 mods at any time. This will be applied to visitors as well.

Bonus and Negative Traits:

- All merits and flaws that have a visual component must be accompanied by the player wearing a tag or declaring the merit/ flaw at the start of each contested challenge.
- Bonus or negative traits hidden through the use of mundane means (i.e. sunglasses, a physical mask, etc) are still considered in effect.
- Bonus or negative traits hidden through supernatural means (i.e. obfuscate) are not considered in effect, with the exception of Glowing Eyes, in which the user will always have the negative mental trait: Oblivious.
- Bonus traits from visual effects such as Glowing Eyes and Shadow Play may be used at any distance so long as they are considered in effect. Negative traits from visual effects such as Glowing Eyes or Nosferatu Clan Flaw may likewise be called at any distance so long as they are considered in effect.
- When calling a neg trait, the caller must declare how many of the neg trait they are calling. For instance, if Callous was called on someone with Callous x2, they would only bid one extra trait. If however, Callous x3 was called, the caller would bid one extra trait and the person with Callous x2 would bid 2 traits.

Backgrounds:

Backgrounds may be earned via downtime actions and awarded at ST discretion with no cost.

- **Herd** - Takes 5 *minutes* per dot expended, not 15 minutes as is written in the books. This revision also affects the Toreador Clan Advantage.

• **Influence** - The first level of an Influence must be bought with XP. The remaining levels may be grown by expending a total of three times the current rating of that area. To go from Street 1 to Street 2, you must successfully accumulate a total of Street 3 in growth actions. This can be done in three individual growth actions, or you may have another PC loan you their influence in that area at the rate of 2 for 1 toward your own growth. We utilize the influence rules out of Dark Epics. Influences refreshes weekly on Friday.

• **Information Network** - In addition to its use in CbN:R, may operate in a manner similar to *Contacts* solely for performing the Watch action, but with the stipulation that the results cannot be used for a further Trace or Follow, and the background cannot be Combined for any reason.

• **Mentor** - To use Mentor the player must have a defined personage tied to their Mentor Background. A chop may be initiated via a downtime action (to be resolved via live chop or a simple style dice roll on Discord). Using mentor will result in a "cool down" period before you may use it again. Mentor dots will return at a 1 dot per month rate and be expended at a value determined by what is being learned. You do not have to wait for all dots to return but you will be limited (purchase wise) to what you currently have available when using mentor. ST discretion will be used when determining the value of what is being learned.

- On a **WIN** the favor is given freely, on a **TIE** the favor is given with promise of later repayment, on a **LOSS** the favor is given only after it has been paid for by the PC.

Basic power concepts for each level of Mentor are as follows;

- 1) Any unregulated Lore you already have at one higher than your current rating.
- 2) Any of the Base 8 Disciplines at the Basic Levels, or Borrow a single level of *Contacts*, *Influence*, *Resources*, or *Status*.
- 3) Any of the Base 8 Disciplines at the intermediate Levels
- 4) Any of the Base 8 Disciplines at the advanced Level, or Borrow two levels of *Contacts*, *Influence*, *Resources*, or *Status*.
- 5) In-Clan Combination Disciplines or the advanced level of some proprietary Disciplines

• **Occult Library** - Lore must first be obtained before put in a character's library and a list must be kept of what is within the library, approved by the ST. The level of Occult Library one possesses indicates how many cumulative levels of temporary Lores any one night.

For example: If a character knows they are going to be fighting werewolves next game, they spend their downtime studying them in their Occult Library x3 and can then use the Lupine Lore x3 they have in their Occult Library at that game.

• **Resources** - Money gained from Resources is available once per game session in an amount based on the chart in LotN:R. The character is assumed to have spent the money between game sessions, unless otherwise recorded with staff. By expending a permanent dot, you may acquire 10 times the normal amount.

• **Momento de Morte** - This background may only be purchased by members of clan Giovanni. This restriction will not apply to visitors. The items gained are at the discretion of the ST at the time the background is purchased. Item cards should be made to represent the items. The items may be lost or stolen like any other item. The benefits from this background shall not be considered always active. Instead, the character must spend a willpower trait to active the item(s) for the scene or hour.

• **Retainers** - All retainers and NPCs are considered to be fully controlled by the staff of the game

they are being checked into. A player may not dictate their actions OOCly. The total sum of all of your NPC retainers' experience can be referenced by using the chart below. Using this system, you could have a few moderately powerful retainers or one bad-ass Retainer. However, should that powerful Retainer die, you would lose a corresponding amount of points from the Retainers background, and with it the experience spent.

Retainers 1 – 1 Retainer with a total of 5% of your spent XP (min 1)

Retainers 2 – Up to 2 Retainers with a total of 10% of your spent XP (min 1)

Retainers 3 – Up to 3 Retainers with a total of 15% of your spent XP (min 1)

Retainers 4 – Up to 4 Retainers with a total of 20% of your spent XP (min 1)

Retainers 5 – Up to 5 Retainers with a total of 25% of your spent XP (min 1)

- **Haven-** The haven background represents both the potential size and security of your haven. A well thought out haven with a write up may receive other benefits at St discretion.

Must possess Necromancy, Spirit Manipulation, or an appropriate merit *with st discretion* for the following:

- **Spirit Slaves** - Not much more than mindless followers to be used as tools. You possess a fetter or it may owe you but does only what it is told with no regard for helping more than you have made it to.
- **Wraith Retainers** - Ghosts that have chosen to help you in some way. Perhaps he is an old friend or lover or someone that needs your help to right a wrong.

Abilities:

- **Academics** – Latin is gained for free at level 1. Greek is gained for free at level 3. Arabic is gained for free at level 5.
- **Awareness** –This ability works exactly as stated in Dark Epics [p. 72].
- **Linguistics** – Work off of the optional tiered level system of bonus languages (plus native language): 1 (1 + native =2), 2 (2 + native =3), 3 (4 + native =5), 4 (8 + native =9), 5 (16 + native =17).
- **Rituals:** Your dots in this ability dictate how many Sabbat rituals you know. 1 (3 Auctoritas Ritae), 2 (9 Auctoritas Ritae and 3 Ignoblis Ritae), 3 (13 Auctoritas and 9 Ignoblis Ritae and you may begin to develop your own custom Ignoblis Ritae at this level, with ST approval), 4 (All Auctoritas and 20 Ignoblis Ritae), 5 (all Auctoritas and 40 Ignoblis Ritae).
- **Specializations:** You may only specialize in one level of a Discipline power, not an entire discipline.

Miscellaneous:

Virtue Checks –

Virtue checks are double or nothing. If a player fails a virtue test he/she can risk a virtue trait to gain a retest. If both virtue tests are failed then the player experiences the effects of losing the virtue test and loses the risked virtue trait. **Masquerading (from Faith & Fire)** – Spend a variable number of Blood traits to hide the consequences of Vampirism (warmed skin, breathing, softened complexion, etc). This lasts for the scene, and amount of blood necessary depends on the path of the character:

- Humanity: (6 blood minus the number of Self-Control traits)

- Any Self-Control Path: (8 blood minus the number of Self-Control traits)
- Any Instinct Path: (8 blood must be spent)

Changing Paths –

If a player wishes to change from Humanity to a Path of Enlightenment or from one path to another, they must have a PC or NPC teacher. The change will require a simple test, requiring a win or a tie. A player may retest this challenge with luck or oracular ability and may risk an appropriate virtue trait for an additional retest via the double or nothing policy.

- If a PC teacher is used, a player may gain 1 additional retest per month spent with ACTIVE roleplay regarding the path change, up to 5 additional retests.
- With sufficient role play with a PC mentor for at least 6 months, an ST may allow a player to forgo any challenges. If an NPC mentor is used, 2 dots in mentor and 1 month of ST interaction will give you 1 retest, 4 dots in mentor and 2 months of ST interaction will get you 2 retests, and 5 dots in mentor and 3 months of ST interaction will get you 3 retests.
- You may not use a pc and a mentor for additional retests.

Daytime –

Waking during the day for vampires requires a static Mental challenge versus (9 traits - 1 per point of Morality that you currently have). During the day, you can only bid a trait max of (Current Morality rating x3). This test must be made each hour that the Vampire wishes to remain awake. Sun will not affect a vampire in the Shadowlands however a vampire must still get 12 hours of sleep and if he leaves the Shadowlands in the day, the normal daytime rules immediately apply.

Shelving –

If a player misses 3 consecutive gaming sessions, their character will be automatically shelved. Shelved characters must have ST approval to un-shelf, cannot gain or spend XP, and may not teach (including disciplines) while on the shelf. Exceptions will be made on a case by case basis.

Retirement –

The ST staff also reserves the right to take control of a character, to finish his story, if they feel that that player is avoiding game due to in-game consequences.

Item Cards –

A player must have an item card present to represent all items that they wish for their character to possess during a given scene. An ST may ask to see any item card at any time. If you forgot your item cards, your character forgot to bring the item.

On-line Play –

All PCs engaging in online scenes shall be considered checked into game and to be a hard proxy, in that any PC in the scene may be engaged in any challenge by a PC or NPC as if the PC were checked into game during game night. This will not apply to PCs engaging in telephonic or written communication with PCs or NPCs.

Attunement –

In order to attune yourself to learn another clan's proprietary discipline, you must drink the blood of the clan at the same time you are learning the 1st level of the discipline.

Teaching –

A PC may teach their in-clan disciplines up to the highest level they possess, including advanced

disciplines. Some advanced disciplines require coordinator approval which will still apply, even if the bylaw applies to learning from an NPC, such as Thanatosis.

Benefiting from Rituals, Disciplines, or Other Effects –

A PC may not benefit from a ritual, discipline, or other effect from a PC who has not checked in the game. The exception to this rule would be long term effects that alter a character's sheet on a long term or permanent basis. A PC may not use a retainer or other background NPC to provide benefits from rituals or disciplines.

Fetishes/Talens –

You may not carry on your person more fetishes/talens than half of your permanent willpower, rounded up.

Weapon Enchants –

Weapons may only be enchanted by a number of rituals equal to or less than the number of traits it provides. This applies to both temporary and permanent rituals. This will not affect enchants already on an item.

Combat:

- For any power which requires expenditure of traits, the rule of three is observed.
- No willpower/prowess refresh in the middle of an action or power activation; only at the beginning of a round.
- Only one "Carrier Attack" is allowed per challenge and only by the attacker.
- Combat healing is allowed at the beginning of each round.
- No more than 5 characters may attack a single target during any action.
- Progression of actions as follows: Alacrity (Higher Celerity goes first) > Normal Mentals > Normal Socials > Free Socials > Normal Physicals > Speed Follow-ups > Black Met > End of Round.
- A grappling or hit for distance attack will reduce the total damage dealt by the attack by 1.
- Two Weapon combat is run out of Dark Epics: the user of two weapons must have at least four dots in the appropriate ability to gain one additional trait for a second weapon.
- Disciplines/Thaumaturgy/Rituals that affect a PC/NPC will require some manner of challenge. The nature of the challenge and whether or not this is in addition to any activation challenges will be at ST discretion. This does not apply to powers that require physical touch (Seizures, Cauldron, Dagon's Call).

Grapple Combat -

Intent to grapple must be declared prior to the challenge being thrown. No physical actions may be taken by someone who is grappled, aside from attempting to break out of the grapple(s).

When someone is grappled by multiple people they may attempt to break out of all grapples at once with a single action. 1 trait must be bid for each individual holding the individual, up to a maximum of 5.

Sources of Damage –

For the purposes of testing down or absorbing damage with any power, if you make one physical challenge and hit, you have just hit with one source of damage. Only one test-down is performed after each successful strike with that weapon. The more severe type of damage inflicted is tested down first.

Surprise in Combat:

- While surprised, the defender may only bid passive (Stamina-related) traits, and may not utilize

any powers that were not active before the Surprise was initiated.

- Celerity may not be used in the surprise round.
- The victim may expend a dot of alertness to avoid surprise, which cancels the surprise round. If others wish to spend blood/willpower or otherwise be aware of the impending combat prior to the first attack, they must also spend a dot of alertness.
- The powers Obfuscate (level 2, 4, and 5) and Quietus (level 1) each reduce the required 3 count for surprise by 1, to a minimum of a 1 count (the attacker would start with "Surprise 2, Surprise 3" if one of the two powers was in use and would start with "Surprise 3" if both of the powers were in use).

Frenzy:

- A PC on a Self-Control path may spend a WP to suppress a Frenzy for 10 minutes. If the trigger is still present at the end of the 10 minutes and the PC has not gone off to frenzy, they will immediately frenzy on the source of the trigger.
- A PC on a Self-Control path may also make a self-control challenge to avoid frenzy completely.
- If a PC on an instinct path is faced with a trigger, they will always frenzy unless their instinct rating is twice the level of the trigger, at which point they may choose whether or not to frenzy.
- A PC on an Instinct path may spend a WP or win an instinct test immediately upon frenzying to control their frenzy for a number of turns equal to their instinct rating. After which, they must spend another WP or win another test. They may repeat this as many times as desired, but once control is lost, it may not be regained.
- A PC on an instinct path who is in control of his frenzy may make tactical decisions to attack his target. He may use melee weapons. Otherwise, he experiences all of the same pros and cons of a normal frenzy.
- With both self-control and instinct paths, once the trigger is removed, the frenzying PC may make a static challenge to come out of frenzy. Otherwise, the frenzy lasts for 10 more minutes.
- You will be allowed to portray your character for the duration of the frenzy until the Staff deems that you are not appropriately portraying your character's frenzy.

Effects of Frenzy and Rotschreck –

[Faith and Fire: p. 245] When in frenzy, a Cainite has the following advantages and disadvantages:

- He ignores all wound penalties until he reaches torpor or Final Death.
- He cannot initiate Social Challenges unless it is related to intimidation.
- He does not need to risk any Social Traits if a Social Challenge is called against him.
- He is immune to further checks for frenzy or Rotschreck. **Combat Note:** *If you are not capable of producing your character sheet in combat or in response to a challenge, you have a limited amount of time to produce said sheet or you automatically relent to all challenges in the scene.*

Gangrel Frenzy - Beast traits and the effects of frenzy are run from V20, meaning Beast traits are temporary unless otherwise decided by an ST for story purposes.

Torpor:

- When you enter torpor, you are immune to any social powers used against you. Your body will attempt to resist physical damage, as long as you possess a stamina related trait. Damage will be tested down, as appropriate with Fortitude. Mental actions may be used against you, at ST discretion. Telepathy is ineffective, as there is no consciousness.

- A PC that enters torpor voluntarily falls into a slumber similar to daily rest, but it is far deeper. Voluntary sleepers may awaken in half the time usually required, although they still need to make a static mental challenge to rise.

Rising from Torpor:

- You will rise if fed the blood of a vampire three generations lower than your own.
- Path of Blood: Blood Rage may be used to heal your wounds, bringing you out of torpor.
- Following a period of six weeks, minus one week for every dot in Humanity, you may attempt to rise. PCs on a path will remain in torpor the whole six weeks, prior to making an attempt to rise.
- The character must win a static mental challenge against three traits and expend a blood trait to wake up. Failure means the kindred may test again once per night until she succeeds or runs out of blood. If she has no blood, she may not rise until some is given to her.

Disciplines:

Animalism

- Levels 1, 2, and 4 only work on natural creatures (not supernatural ones).
- Kindred cannot communicate with each other using Feral Whispers, even if they are in Subsume.
- The effects of level 3 will be for the scene or hour, rather than the entire night.
- Quell the Beast, as a carrier attack, requires successfully winning the initial challenge before the challenge for Quell the Beast.

Auspex

- Aura Perception takes a full action to use, without a pause it makes it hard to detect lies when conversing with the individual you intend to Aura Perceive. Therefore, AP may not be used inside of casual conversation to detect lies.
- When attempting to “read” other types of beings, the character must have at least one level of the appropriate lore to recognize the creature.
- While a character is in Astral Projection, that character may not spend blood but may use all powers of auspex without manifesting.
- While a character is in Astral Projection, that character may manifest for a turn by expending a Willpower. Once manifested, they may spend a mental trait to engage a target in a mental or social challenge. Whether or not a power may be used while manifested and how it functions will be at ST discretion.
- You may spend a Willpower to retest against Obfuscate, as the Obfuscated individual is considered the aggressor.
- Per Laws of the Night p. 137, Asupex may be also be used to pierce the veil of Chimistry, any time Heightened Senses is active. Each player will add their levels in their respective power to their traits for the purposes of ties.

Celerity

- With Alacrity you may be able to spend your action in order to dodge an attack with no test if your foe has no (or less) celerity at ST discretion.
- With Rapidity you may use the bomb in most challenges with the exception of attacking with firearms and/or archery weapons. Ties gained with Fleetness may not be used when attacking with firearms, thrown, or archery weapons.

Chimistry

- All uses of Horrid Reality have a damage cap of 3, though the damage may be less than 3 depending on specific use, at ST discretion.
- Horrid Reality requires line of sight to maintain an effect. No additional challenge is required to maintain an illusion that does not inflict damage.
- Fortitude may be used against damage caused by Horrid Reality, including test downs and Aegis. Willpower or physical traits used for Aegis is permanently lost, even if the Horrid Reality is later disbelieved.
- If damage is applied, the initial challenge applies the initial damage. Each subsequent round that damage would be applied (i.e. target set on fire) requires a new social challenge to reinforce the illusion. No additional blood or willpower is required on these challenges. **Disbelief**
- In order to disbelieve a Chimerical illusion there first has to be cause to do so. As a general rule it is not unbelievable that a Kindred carries a normal melee weapon or firearm. It MAY be unbelievable that the Kindred exercises various disciplines based on what they have been seen to do before. It is unbelievable that Godzilla is walking around the city. Ultimately, the Storyteller makes the call regarding the appropriateness of disbelief.
- If the character has cause to disbelieve, they spend a Willpower trait and immediately engage the Kindred in a social challenge. This challenge works exactly like the initial Chimerstry challenge, and the user of Chimerstry is the aggressor.
- If a character successfully disbelieves a Chimerical Illusion, they may not be affected by Chimerstry from the same Kindred for the rest of the scene. Other Kindred may still attempt to affect the character with their own uses of Chimerstry.

Dementation

- Level 4, Voice of Madness – the Rotschreck (Fear Frenzy) test MUST be thrown if you are defeated by the individual employing this power. Non-supernatural Mortals automatically lose the mass social challenge (quasi supernatural mortals must spend a willpower to engage the user in the social challenge).

Dominate

- Dominate cannot be used during combat rounds.
- Level 5, Possession, if another kindred tries to possess a body already in use it comes down to a mental challenge. Generation checks still apply.
- All uses of Forgetful Mind and Conditioning on a PC require a signed card. Mesmerism requires a card only when the effects are not immediate.

Flight

- Per Camarilla Guide, under no circumstances may celerity be used to increase flight speed.
- Flight Maneuvers may not be sped up with celerity.
- Swoop is considered to take the entire round; individuals with celerity follow-up actions are able to attack a swooping target before they return to the air completely.
- Slam and Pounce may be used in conjunction with celerity to have follow-up actions after the maneuver, however the maneuver must be done on normals and may not be alacratized.
- Flight Maneuvers Slam and Swoop require the user to bid an additional trait; if the target is actively trying to dodge the attack, the user must bid two additional traits.

- While using Swoop or Slam, an attack against you may not be alacratized, but anyone with intermediate Celerity or higher.

Fortitude

- Has the following advantages: If a character has Aegis, the damage test downs of level 3 and 4 win on ties with no trait spent and if you spend a stamina related trait you automatically win.
- For a staking challenge, a player may test down the damage as normal. If any damage remains, the player may decide to use Aegis only PRIOR to throwing the staking challenges.

Obfuscate

- The user of all Obfuscate powers is considered the aggressor.
- Level 3: Mask of 1000 Faces, only affects you, not clothes or personal effects.
- Movement in Obfuscate is dependent on your level. With levels 2 and 3 you can move at the rate of two steps per combat round (one if taking an action), level 4: four steps (two if taking an action), and level 5: six steps, as per full movement (three if taking an action).
- Celerity may not be used without breaking Obfuscate. The use of any power that affects someone else (ST discretion) will end any active Obfuscate power with the exception of Mask of 1000 Faces.
- Obfuscate 5: When this power is activated, you may use it on one person in addition to yourself without having to spend any mental traits. Any additional people cost a mental trait each.

Obtenebration

- Level 3, Arms of the Abyss, can only be summoned from inanimate shadows. You may only have as many arms as your level of Obtenebration. You must declare upon summoning if the Arms will use your Potence or your Fortitude. The Arms will not be able to protect you as armor.
- Level 3, Arms of the Abyss attack during Normals. Level 4, Black Metamorphosis attack is after all Celerity actions.
- Level 4, Black Metamorphosis, automatically applies the benefit of shadow play on yourself.
- While in Tenebrous Form, you lose access to all blood-fueled powers.

Presence

- Amplifies certain emotions within the victim. Your presence must be known to use Awe. The target of Dread Gaze and Entrancement do not have to be directly looking at the user's face, but must be aware of the user's presence for those powers to take effect.
- With Summoning, the target will know who they are being summoned by should they be defeated in the challenge. The target will then try to evade anyone who would stop them from reaching their target, as per the write up. If you are unlucky enough to be summoned to a boot party... sorry.
- Majesty, Presence level 5, is run as per LotN:R with respect to Jess Henning's (the LotN:R writer) FAQ: Majesty encompasses those within your social presence (i.e. a moderately sized room will be affected, not a football field). Also, as per the FAQ for LotN:R, if the wielder of Majesty takes no aggressive actions, the attacker must spend a willpower and defeat the wielder each round he wishes to attack her. A failure to win this challenge results in the individual being unable to challenge the user's Majesty for the rest of the scene.
- Both parties may use Willpower as a retest for Majesty.
- While using Majesty, you may use any other power of presence without breaking your Majesty.
- Activating any power of obfuscate with the exception of Mask of 1000 faces will end the effect of

any active power of presence with the exception of Dread Gaze.

- Majesty may not be stacked with the Combination Discipline Alpha Glint.

Potence

- Might is **YOUR** last retest, not necessarily the last retest in the challenge.
- All levels of Potence may be used to defend against a grapple.

Protean

- Level 5, Mist Form, when used, causes you to lose access to all blood-fueled powers.
- Level 3 is considered a dormant form, and as such, no powers may be used while in Earth Meld. Likewise you cannot be summoned or perceived by powers not specifically capable of perceiving an individual in Earth Meld. You may choose to enter voluntary torpor when activating this power.
- Feral Claws will not add a trait when using weapons.
- Shape of the Beast does not stack with any out-of-body or possession powers (Auspex 5, Animalism 4, Dominate 5, etc...) for bonus traits.

Quietus

- Levels 2 and 4 allow a maximum number of coated “charges” equal to the bonus traits of the weapon. These coatings lost their potency when the sun rises.
- Level 3 also destroys one blood trait per success, regardless of uses of Fortitude
- Level 5 may be used while you are held in a grapple.

Serpentis

- Level 2 may be used while you are held in a grapple.
- Level 4 is run from its write-up in Faith & Fire, which allows for a free retest when attempting to grapple. It will also have the following benefits: the bite does two additional aggravated damage and one additional lethal damage to mortals. A character in form of the cobra gains double overland speed. The user gains lithe and tough, as well as the negative traits bestial and repugnant.

Valeren

- Level 3 (Burning touch): if the victim has fortitude 1, Burning Touch will negate the benefits of fortitude 1 instead of Burning Touch’s stated effect. (i.e. if someone with fortitude 1 is already at the wounded health level and Burning Touch is used against them, they would now suffer wound penalties until the victim of Burning Touch heals to bruised or healthy).

Vicissitude

- Level 2 (Fleshcraft) You may declare use of this power during any brawl attack. On a successful attack, you deal no damage but may add 1 negative trait per attack (Lame, Slow, Clumsy, Repugnant). You may only give up to two of each of these negative traits.
- Level 3 (Bonecraft) You may spend a blood and a full turn modifying your fists to create “bone spurs”. These bone spurs last for the rest of the scene and deal an extra level of lethal damage to all brawl attacks. Only someone who has bonecraft may benefit from this.
- Level 4 (Horrid Form) and Level 5 (Blood Form) must be announced at the beginning of a round and go into effect at the end of the round.
- While in Horrid Form, firearms may not be used unless it was specially crafted to be used in Horrid Form and bows can never be used. Melee attacks will not benefit from the extra level of damage that occurs when brawl attacks are used.
- Horrid form grants the user one additional step per action.

- While in Blood Form, if the blood pool is separated, you are considered to be the largest pool of blood. You may not shift between different pools of blood or control different pools of blood, though the largest blood pool may rejoin with others pools. If the largest blood pool is destroyed, you are killed. Fair escape through the ground or cracks is not assured and is completely at the discretion of the STs.
- Any other use of Vicissitude requires a Body Crafts challenge and take at least a full action.
- Vicissitude allows the user to sculpt their body and the bodies of others into almost any shape, however in order to gain any mechanical advantage from a Vicissitude Modification, the appropriate merit must be purchased at double cost, at ST discretion. The merit(s) may be undone and reformed via Body Crafting. You may only have as many Vicissitude Modifications as you have dots in Body Crafts.

Visceratika

- Armor of Terra requires the user to win or tie a simple test. On a loss, the challenge may be retested with survival.

Combination Disciplines:

• Blood Tempering -

Armor health levels may only be regained if repaired by someone with this power and the ability repair.

• Burning Wrath -

The Character spends 1 Blood Trait and receives the following benefits for the duration of the scene: Brawl Attacks deal an additional level of Aggravated Damage and the character gains the following Physical Trait: Searing x1.

• Shadowed Eyes -

This power requires a Mental vs. Physical challenge, per the Lasombra packet.

• Truth of Blood -

This power may only be used to scrutinize a specific memory and the challenge is static

• Iron Heart -

You have ties when attempting to break the Majesty of another. You do not gain ties when someone is breaking your majesty. You do gain ties when awe is used in a challenge.

• Shatterproof -

Spend 1 Willpower, for the next scene or an hour gain a number of armor health levels equal to your fortitude rating.

• Jackhammer Punch -

This power costs 1 blood per attack. It adds levels of damage based on the users Temporis level: +1 for basic, +1 for int., +1 for adv. With Temporis 5, the user of this power deals 3 additional damage per use.

Custom Combination Discipline Creation:

- Creating a custom combo will take a number of months equal to the total number of discipline dots required for the power, divided by two, rounded up. Example a potence 5 and protean 2 combo would take 4 months.
- Only one custom combo may be worked on at a time. This time restriction begins the moment the player brings the idea to the staff and wants to start research. This time may be reduced by half if

another player is working in tandem with the person who came up with the idea.

- Customs combos may only be created if one of the disciplines are in-clan.
- Proprietaries may not be used at all unless it is in-clan for one of the creators.

Inceptor Powers:

- In order to create an Inceptor power you must have the 5 point inceptor power and have the flaw thin blooded.
- Creating an inceptor power takes one month per level, though all 5 levels must be submitted at once for approval. Time spent discussing the power once the first draft has been submitted counts towards learning the first level but no more than that. This power will be purchased at out of clan cost.
- To teach an inceptor power, the student must drink a trait of the creator's blood. It takes one month to learn each level of the power. The next month of learn-time does not begin until the next level of the discipline is purchased by the student. The inceptor power will be purchased at out of clan cost +1. This learn-time and added cost does not apply to other inceptors.
- At ST discretion, Inceptor powers learned by non-inceptors may have a diminished ability. For characters based in Bradenton, this will be the version of the power they learn. For visiting characters, the diminished ability would only be in effect while visiting the game.

Blood Magic:

Blood Magic takes the whole turn, meaning no other actions in the round, unless otherwise stated. However, you may still have three steps after performing the action and may take full movement during follow-up actions that round.

• Neptune's Might 3 – Blood to Water -

No more than 3 blood traits may be transformed per use. Any other power that allows traits to be expended is also limited to 3.

• Path of the Levinbolt –

Deals one less lethal and stuns the target for a turn, not the round.

• Path of the Shadow World -

The wraiths summoned by level 5 use disciplines (for purposes of mechanical ease) and are limited to Basic Disciplines only.

• Mastery of the Mortal Shell 3 - Seizure -

This power prevents the subject from initiative Physical challenges, not any type of challenge. Some mental or social powers that require movement may also be affected at ST discretion.

• Transmutation 4 - Gaol –

Requires the individual to spend their traits, and then initiate a mental versus physical challenge if it is used on a person.

• Soul Stealing –

As per the Giovanni Clanbook 3rd Ed. (Victim is up one trait). While out of your body, you may still use Disciplines that do not require blood. While out of his body, a character still has access to all mental and social powers they possess that do not require the expenditure of blood. Any damage done to a victim of Soul Stealing immediately wakes the victim up.

• Focused Mind 4 - Dual Thought -

Any thaumaturgy within the paradigm that the character possess Focused Mind in may be

used with Dual Thought, regardless of whether or not the power is mental or social.

- For blood magic that requires a challenge against the target's physical traits, the target does not get a willpower retest. The target may only attempt to dodge a power where something physical is sent toward the player (i.e. Flame Bolt).

Blood Magic Rituals:

- You may only have as many lasting rituals of one type (i.e. wards) equal to the PC's permanent willpower. This will not apply to rituals that now exist in another game (i.e. sending a warded item to a PC in a different game).
- Rituals may not be cast while not in physical form. ie: Astral Projection.
- Rituals with material component requirements also do not operate while the user is not in physical form.
- Rituals cast on you must be cast on the current body of the caster; they do not transfer (when in Possession, for example).
- You receive a free ritual for each level learned from your first path of blood magic (these rituals are limited to R1 or the equivalent for your paradigm)

- **Abyss Mysticism -**

Ritual effects may not be stacked.

- **Pavis of the Foul Presence:**

only works against basic and intermediate presence powers, and is a one-use ritual, meaning the first Presence power which is successful against you expends the ritual.

- **Rend the Mind:**

has a maximum damage of 3.

- **Principle Focus:**

You can ingest blood at a maximum rate of 3 plus the number of blood traits you can spend per round; the maximum amount of "blood beads" that a character can maintain at one time is equal to their permanent Willpower total plus the number of levels they have in the appropriate ability for their paradigm.

- **Video Nefas:**

The ritual may only be cast once per month.

- **Disallowed:**

Expedient Paperwork, Bureaucratic Condemnation, and Teleport to a Safe Haven.

Crafts:

Art Objects

The required time for crafting an object of art will be 1 week per level of the Crafts skill employed in its creation. A Crafting Static Test must be made each week, as listed under Weapons & Armor Crafting. It is possible for a character to create an artistic masterpiece, an expression of their chosen form that exemplifies their devotion to their craft, and is beyond their normal ability. For further rules on this subject, see the OWbN Toreador Clan Genre Packet. This will also affect wraiths by giving pathos at ST's discretion.

Weapons & Armor Crafting

A system of Crafting Points shall be employed in the creation of an item, determined by the number of crafts that the character has and how many they are investing in an item. Items crafted in other games will be at the discretion of STs and may be subject to changes in stats. All uses of Crafts require time and energy as well as appropriate tools, resources, etc. To craft or modify an item with crafts, you must dedicate 2 times the level of crafts in weeks to create or modify said item. Items being modified in such a way may not be used in game until an appropriate amount of time has passed as that item is "in the shop", so to speak. For example: Crafts 1 modification- 2 weeks, Crafts 3 modification- 6 weeks, Crafts 5 modification- 10 weeks. All modifications are cumulative with each other, so a craftsman with crafts x 5 who spends 10 weeks dedicated to making or modifying his weapon automatically gains the benefits of a Crafts 1 and a Crafts 3 modification as well as a Crafts 5 modification. The crafts skill is consumed during this period and cannot be used in game or on multiple projects. However, if you have more than sufficient skill in crafts, you may dedicate yourself to multiple projects. Ex: If you have Crafts x 4, you may simultaneously work on a crafts 1 weapon AND a separate crafts 3 weapon.

Melee Weapons:

Crafts 1: Makes Weapon Puissance proof so that it does not break while being wielded properly. Attempts to purposefully break the weapon are still effective.

Crafts 3: Add a trait to the melee weapon OR remove a negative trait OR add a level of damage.

Crafts 5: Add a trait to the melee weapon OR remove a negative trait OR add a level of damage.

Note: You cannot bestow the same benefit with crafts 5 to a weapon that has already been bestowed to it with Crafts 3.

Furthermore, items made of wood cannot be made Puissance proof. Instead, Crafts 1 may bestow a benefit provided by Crafts 3 or 5, but these benefits may not be repeated with 3 or 5.

Ranged Weapons:

Crafts 1: Adjust rate of fire. (ie. A bow can now shoot twice, or a gun may have a larger ammo clip.) Crafts 3: Add a trait OR damage Crafts 5: Add a trait OR damage Note: You cannot give the same benefit with crafts 5 to a weapon that has already been bestowed to it with crafts 3

Armor:

Crafts 1: Enhance the concealment rating by one degree. (Make it easier to hide). Crafts 3: Add a health level OR remove a negative trait Crafts 5: Add a health level OR remove a negative trait.

Note: You cannot bestow the same benefit with crafts 5 to armor that has already been bestowed to it with Crafts 3.

Shields:

Crafts 1: Puissance proof OR gain concealability Trench coat Crafts 3: Remove a negative trait OR gain an extra trait for purposes of ties Craft 5: Remove a negative trait OR gain an extra trait for purposes of ties Note: You cannot bestow the same benefit with crafts 5 to armor that has already been bestowed to it with Crafts 3.

Additional Crafting: For any other specialty crafting, please see ST's

Potence Resistant Weapons:

A Potence resistant melee weapon is resistant to breakage, even when the wielder possesses supernatural strength. If the weapon strikes an unyielding target, such as a concrete wall, normal chances for breakage will apply, at the ST's discretion. In addition, if Potence is employed to use the weapon to strike a target possessing Elder level Fortitude, normal breakage rules apply. (The Flux power "Decay" will counter 1 level of resistance for a scene or hour)

Miscellaneous -

Cross Genre powers are run at ST discretion. No Dynamic casting will be allowed. If anyone does not have a writeup of their power(s) upon request, the power will not be usable until a full write up is provided.