

The Bylaws of One World by Night

One World by Night (OWbN) is a network of international Live Action Role Play (LARP) chronicles. These chronicles are brought together for the purpose of sharing a broad and colorful story that extends past each city's borders. We believe in the sovereignty of each chronicle, so far as it does not impugn upon the cohesiveness of the organization as a whole. We further believe that treating each chronicle, and by extension each player, with respect is the bedrock upon which sound cooperative Storytelling takes place.

Character Regulation Bylaws of One World By Night

Last Revised: XXX

1. Definitions and general rules

- a. This list of rules is to be considered a binding document for all chronicles and coordinators within the network. Chronicles may apply more strict rules than those presented, but never more lenient.
- b. Lexicon
 - i. PC = Player Character
 - ii. NPC = Non-Player Character

2. All Characters

- a. All PCs
 - i. All player characters are limited to possessing no more than two of the following power sets:
 1. Disciplines (including blood magic, ritae, blood magic rituals, powers and rituals, etc.)
 2. Gifts (including rites)
 3. Edges
 4. Hekhu
 5. Spheres
 6. Numina (taken as a whole including hedge magic/sorcery, rituals based in the same, psychic powers and theurgy)
 7. Arts (including Bestowments granted by the Ritual of Parted Mists, Slivers, Hsien Alchemy and all other Changeling-genre powers)
 8. Arcanoi
 9. Qiao (Demon Hunter X)
 10. Affinities (Descendants of Dracian)
 11. Lores (defined as the Fallen power set rather than the ability, including Fallen rituals)
 12. Kuei-Jin Disciplines

- ii. PCs in OWbN must belong to one of the following groups:
 - 1. Creature types stipulated as PCs in Mind's Eye Theater Books (example: Yes to garou or kinfolk no to a PC fetish or celestine)
 - 2. Creature types defined in OWbN packets
 - 3. Creature types listed in OWbN rare and unusual listings
 - 4. Non-supernatural humans
 - 5. Custom creature types which follow creation guidelines found in one of the above sources (such as custom kiths for changeling)
 - iii. All PCs are limited to being only one of the following creature types, except as where noted below:
 - 1. Bygone
 - 2. Changeling
 - 3. Changing Breed/Hengeyokai
 - a. Vampire-Garou Abominations are separately regulated by Character Bylaw 10.f.i.2.a
 - 4. Dhampyr
 - 5. Fallen
 - 6. Imbued Hunter
 - 7. Kuei-Jin, including Yulan-Jin
 - 8. Mage
 - 9. Mummy
 - 10. Vampire
 - a. Vampire-Garou Abominations are separately regulated by Character Bylaw 10.f.i.2.a
 - 11. Wraith/Risen
 - iv. Sorcery
 - 1. The highest purchasable level of any path of Sorcery for a player character shall be 6th level.
- 3. Changing Breed/Hengeyokai Characters
 - a. Changing Breed/Hengeyokai PCs
 - i. Any PC who reaches the 6th rank (the Legend equivalent) must be retired to NPC.
 - ii. The highest attainable level of any gift or rite for a player character shall be advanced.
- 4. Changeling Characters
- 5. Demon Characters
 - a. Demon PCs
 - i. Any PC of a different core genre (Changing Breeds, Changeling, Mage, Vampire/Kuei-jin, Wraith) that changes creature type to a Demon becomes an NPC
 - ii. Fallen PCs may not gain a Faith above 10, Willpower above 15, or Abilities above 6
 - iii. Any Fallen PC who gains the rank of Baron becomes an NPC

- iv. PC may not gain Legend gifts, Elder+ powers/rituals, level 6 Spheres, etc as investments
- 6. Hunter Characters
- 7. Kuei-jin Characters
 - a. Kuei-Jin PCs
 - i. Any PC who attains a Seventh rank of Dharma must be retired to NPC status
 - ii. The highest attainable level of any discipline or rite for a player character shall be advanced.
 - iii. Any PC who attains the Sixth rank of Dharma must receive approval from the Kuei-jin Coordinator and have a signed Binding Agreement between the Coordinator, their Staff, and the Player
- 8. Mage Characters
- 9. Mummy Characters
- 10. Vampire Characters
 - a. Vampire Morality
 - i. All Vampire/Ghoul/Revenant characters shall use the ten point Morality Scale for their Humanity and Paths of Enlightenment as presented in the Table Top Books.
 - ii. A character's starting morality level is equal to their combined Conscience/Conviction and Self-Control/Instinct rating.
 - iii. At character creation the character may lose one level of their morality to gain 2 freebie points to spend.
 - iv. The difficulty for all Conscience/Conviction Challenges when a character violates a path sin is equal to half the path sin level rounded up.
 - 1. Any Discipline, Combination Discipline or Power that grants bonus traits equal to their character's Morality is instead equal to half their current morality rating rounded up.
 - 2. All Vampire/Ghoul/Revenant Characters with True Faith must maintain a morality rating of 9 or above to keep their True Faith.
 - b. Vampire PCs
 - i. PCs may never permanently be lower than 8th generation. Any PC that permanently lowers their generation below 8th generation will retire to NPC.
 - ii. The highest purchasable level of any discipline for a player character shall be advanced.
 - iii. While a vampire may be able to acquire disciplines beyond advanced temporarily, such grants may only come from NPCs. A PC cannot utilize any method to grant themselves or another PC a discipline beyond advanced level. Any disciplines beyond advanced can not be used by a PC against other PCs (aka not in CvC). Any effects that are beyond the advanced level that are active before, set to act during or after the start of CvC (Character vs Character) are considered to not be active for the purpose of CvC. Exceptions to this include:

1. Items created by the Potence powers Master of the Forge/The Forger's Hammer
2. The benefits an item gets via Blood Tempering when the creator has greater than advanced level Fortitude.
3. The benefits of Marduk's Throat, up to the 8th generation.
4. Iron Reliquaries for the Sabbat Inquisition
- iv. Vampire PCs may never bid more than 30 Traits on any challenge they enter for purposes of ties.
- v. A Vampire PC may never take more than 10 Actions in a single round of combat regardless of source or power.
 1. This maximum Action rule cap does not apply to any power, discipline, or ability that creates or summons another creature. As that would be the creature's own actions and not the characters. Examples of this include, but are not limited to, Arms of the Abyss, Summon Elemental, Power over Life, etc.
- vi. PCs, who are not Abominations, may never possess, use or have Changing Breed Gifts by any means.
- vii. PCs may never possess, use or have Changeling Arts by any means.
- viii. Vampire Characters cannot be created without the involvement of a Sire for that Character.
 1. This Sire may be a PC, an established NPC, or an NPC created in the Character's back story for the purposes of serving as the Character's Sire.
 2. Vitae stored in any form is not a viable method for enacting the Embrace
 - a. Clans who have specific rituals that allow the usage of Stored Vitae for Embracing are exempt to this rule.
- c. Vampire Characters - Binding Mechanics by Sect
 - i. Anarch
 - ii. Ashirra
 - iii. Camarilla
 - iv. Inconnu
 - v. Independent
 - vi. Jati
 - vii. Laibon
 - viii. Sabbat
 1. The Ritae of the Sabbat, both Auctoritas and Ignobilis, can only be performed by actual members of the Sabbat (i.e. those that have undergone Creation Rites). Ritae performed by non-Sabbat characters automatically fail. Non-Sabbat characters may not mechanically benefit from Ritae, though non-Sabbat may still participate in the Vaulderie.
- d. Vampire Characters - Binding Mechanics by Clan
 - i. Assamite

1. The Assamite Clan Flaw that makes their skin darken as they age or Diablerize, commonly known as the Darkening, has been removed and no longer exists in One World by Night Canon.
2. Binding Mechanics of Assamite Poisons
 - a. Assamite Poisons that this Bylaw applies to are:
 - i. Bitter Dust
 - ii. Bloodwater Dust
 - iii. Plague Dust
 - iv. Accursed Dust
 - v. Custom Assamite Poisons
 - b. Assamite Poisons may only be used by Assamites and those who possess Advanced Quietus.
 - c. Assamite Poisons may only be created by Assamites.

- ii. Brujah
- iii. Followers of Set
- iv. Gangrel
- v. Giovanni
- vi. Lasombra
- vii. Malkavian
- viii. Nosferatu
- ix. Ravnos
- x. Salubri
- xi. Toreador
- xii. Tzimisce
- xiii. Ventrue

11. Wraith Characters

- a. Wraith PCs
 - i. The highest attainable level of any discipline for a Risen player character shall be advanced