

Amazon By Night

House Rules

Our game is facilitated by a set of well-collected ideas and experiences lived in building beautiful adventures.

The House Rules set out here are the guide for relationships, good conduct, guidance on systems and alignments regarding what is written in the official White Wolf books, Vampire: The Masquerade, Werewolf: The Apocalypse, Mage: The Ascension and Apparition: Oblivion in their 3rd Editions and the respective Theater of the Mind, rules for LARP, published for these scenarios.

It is important to note that this is a game for 18+ year olds! The themes covered here require maturity on the part of its participants in dealing with the atmosphere of terror and suspense of the adventures set in this scenario.

Another fundamental pillar of Amazon By Night is its integration journey into OWbN (visit owbn.net), an international organization that has LARP-style games, focused on the World of Darkness, in different cities in Brazil and the United States.

The OWbN, governed by elected Coordinators, has the “ByLaws”, regulatory statutes that guide the administrative matters of the organization (click here and access the Admin ByLaws), and that deal with the rules of Sects, Clans, Lineages, Disciplines and other powers for the characters, NPCs or PCs, that are part of the game (click here and access the Character ByLaws).

Questions, criticisms, suggestions and sending of official materials for game records should be sent to the email amazonbynight@studiomodo.com .

House Arena

This is a House that opens up to conflict games, where the fight for survival is tense with every breath. PCs are encouraged to deal with battles strategically, but tragic endings can happen for different sides. So, in order to maintain this climate in the scenario, consider that the games here are always Hard Proxy .

Golden Rule

Regulations, systems, laws and protocols guide us when complex situations can be resolved with the help of published materials. In addition, the Plot Leads, Narrators, Storytellers and Assistants involved in the organization, management and narratives of the scenes have the Final Opinion regarding the resolutions of what is being developed by all participants. If disagreements prevent the smooth flow of continuity of the scene, it is up to the person

responsible for it to provide the necessary guidance so that the path returns to its pleasant rhythm.

Game Format

The game is primarily driven by the exchange of text messages and images between Players, providing intense immersion and the opportunity to deepen your interactions and decisions. You have the freedom to explore the scenario and create epic narratives, using the moment you have available to respond to an action or start a roll.

In addition, we hold online events, where we schedule Voice Game sessions , with a date and time agreed upon with all Players. These meetings will be exciting moments to experience adventures together, exchange ideas and unravel the mysteries of the Amazon.

Initially, we used Discord to organize and maintain communication between players. It offers a variety of features that will help us create a dynamic and engaging experience. We are always looking for new tools that can improve the game and bring more efficiency, ensuring the best experience for everyone.

At this early stage of Amazon By Night , there is no cost to registered players . However, if we need to adopt platforms that incur operating costs, we will inform you in advance and consult with the player community about the feasibility and sharing of these costs.

Amazon By Night is a creative and collective space, open to all lovers of the World of Darkness and the mysteries of the Amazon. This game format, integrated with OWbN , seeks to expand and strengthen the reach and engagement of the community, allowing RPGists from all over the world to contribute to the evolution of these fascinating stories.

Character Sheet

In the dark and intriguing setting of Amazon By Night , we invite you to create your starting character following the rules established in the reference book “ Laws of the Night Revised “. During creation, you will have up to 60 experience points (XP) to distribute, shaping skills, attributes and characteristics according to your choices.

It is important to note that when creating a character, it is necessary to balance positive and negative traits. It is not allowed to have more Negative Traits than positive ones using the 7 bonus points available. For more details and restrictions, Rare & Unique traits, see the OWbN Character ByLaws ([click here](#) and access the Character ByLaws [in English]).

Additionally, a crucial aspect of an enriching experience is the creation of an impactful Origin Prelude. The Prelude is a story that explores your character's history and motivation. We encourage you to dedicate time and creativity to delivering a Prelude that will surprise you, delving into the depths of your imagination. This final Prelude must be delivered within 3 months of gameplay.

Characters in this chronicle must have their Character Sheets duly approved by the Plot Driver.

In addition to basic information, the Character Sheet must include important details about who the character is and what he or she has. These requirements are intended to maintain a complete history of the character's acquisitions as well as to facilitate the narrative during the games:

- Origin: character's history and trajectory;
- Status and Renown: granted by whom and for what reasons;
- Description of Qualities and Defects;
- Description of Disciplines, Gifts, Sphere Routines, Paths, Rituals and other powers;
- Description of Magic Items and other valuables for the PC;
- Description of the tutors, who taught the Disciplines and other powers not described in the Origin.
- Description of Backgrounds with focus of use (e.g. Fame: why is your PC famous?)
- Linguistics: what languages the character knows;
- Customizations: usage details, origin, approvals;
- Experience: record of the gain and expenditure of Bonuses, XP and other elements acquired in the PC game.
- Skills, backgrounds, and powers that are not specified on the Character Sheet will automatically fail.

Weapons and other relevant objects carried daily and described in the Character Sheet can always be used in the scene. Otherwise, your PC will need to make efforts to acquire what he wants.

Character Knowledge

Diverse and multiple, the Amazon territory offers a wide range of options for characters seeking knowledge and power, and we want to see Players making the most of the challenges created here to see their PCs grow in the face of challenges.

Therefore, we bring some regulation points to guide the use of Skills that the PC has and usage characteristics:

Lores (Specific Knowledge Skills): As a general rule, all Lores must be learned from someone or come from some material source (e.g. books). Scenes where your PC learns new knowledge should be recorded briefly on the Character Sheet, with the date and other PCs involved.

Crafts/Performance : All creations or performances take time and the use of certain Skills. Given the timeless model inherent to text-based play, we limit the number of performances and creations per month based on the number of traits of the primary artistic Skill involved in the creative process, which may increase or decrease with the use of certain Qualities. All creations or performances must first be approved by the Plot Director before being used in play with other Players.

Inappropriate Conduct

To ensure that the relationships established in our scenario are always guided by respect, we have listed some attitudes that hinder the progress of the game, such as:

- Unjustified “shouting”, insults and aggression towards anyone. The characters in the game can fight, kill each other, but disrespect between Players or Plot Drivers will not be tolerated.
- Interrupt the Plot Driver, Narrator or Assistant, and take the other players' turn to give opinions, say unnecessary things or anything that is irrelevant to the plot at that moment.
- Presenting humiliating behavior, denigrating oneself or the group one is part of, through inconsequential attitudes stimulated by the use of substances that alter the rationality of one's conscience.
- Extrapolating the conflicts experienced by the characters and the horror found in the scenario, in a way that negatively affects the other participants of Amazon By Night , or its structure, due to dissatisfaction derived from the games and impacts experienced during the rolls. It is important to understand that when your character suffers, gets beaten or dies, this is part of the game and creates new opportunities to enjoy the stories developed, so enjoy the adventure and do not mix the pains of your game with the respect that all participants share for each other.
- Allowing existing personal grievances to disrupt the game. For example: because a player doesn't like someone in the group, he or she always tries to exclude that person from actions and participation in general.
- Influencing participants of the collective in general (Plot Drivers, Narrators, Player Assistants, etc.) in a MALICIOUS way and acting in BAD FAITH to obtain benefits and gain an advantage. Ex: trying to entice the plot driver to kill a character, or convince him to do something that breaks the rules of the project to obtain more power for his character, among other things.
- Using benefits, whatever they may be, to act in bad faith and in a way that is HARMFUL to the game and the collective. For example: using your status to “sell” your voting power or using it to create disagreements.
- Violent behavior, physical or verbal aggression, moral or sexual harassment, bullying or making fun of someone are examples that can lead to Compulsory Expulsion after the Inner Circle has analyzed the observed fact. Therefore, be careful when establishing physical contact or making fun of someone who does not agree with the type of behavior or “joke” made.

Connections and Background

In the dark and intricate world of Amazon By Night , the influence of supernatural beings on mortal society is a key factor in the balance of power. The Influence Background represents your connection to that society and the extent to which you hold sway over certain sectors of it. Maintaining an active connection is crucial, because despite being beyond life, your character still has needs such as shelter, transportation, food, and companionship.

To maintain this connection and move your Backgrounds as a whole, the game uses the Tactical Operations Protocol (TOP) , which is invoked month after month by players who wish to perform this type of movement for their characters.

Influence actions, classified from level 1 to 5, must follow the guidelines of the book “Laws of the Night” from Vampire: The Masquerade. Level 6 actions follow the guidelines of the book “Laws of the Night: Guide to the Camarilla”. To acquire new Influences, it is necessary to talk to the Plot Driver or Assistant Narrator and discuss the possibilities and means available, using the model presented in the POT to translate how your character moves the pieces on the board.

Each point in the Influence Background can only be used once per month, and is regained on the first day of each period. A character may have a maximum of the fifth level of Influence in each area (except when using the Paragon Quality). Levels 7 through 10 are inaccessible to player characters. The maximum total number of Influence points that can be acquired by each character is determined by adding the Attributes and the Retainers Background, with Influences with the Paragon Quality being considered a maximum of level five for this calculation – the sixth point, if any, is disregarded.

It is important to mention that external influences can affect the scenario through the Fame Background, through the Ventrue Directory, Tremere Pyramid, Caern alliances and contracts between the Technocratic Conventions.

Any increase in Influences and other Backgrounds requires the use of POT and express approval from the narration, ensuring balance and integrity of the plot.

Keep an eye out for the opportunities that Influence can provide, as they may shape your path in the dark Amazon By Night .

Officials, Servants and Retainers

In this scenario, the strategic movement of Minions, Employees, Ghouls, Relatives and Contacts is extremely important, since these support characters have a high impact on the plot and player development.

Characters can have a maximum of 5 points in Backgrounds related to this type of support, whether they are animals, mortals, machines, or spirits. These Servants can be controlled and played by players in scenes such as welcoming someone to a location and leading them to the host. However, it is important to remember that Servants are not mere extensions of the main character and will not automatically act or speak according to their master's wishes. They have their own motivations and personalities.

Servants can be mind-controlled humans, blood-bonded Ghouls, blood-bonded Ghoul animals, summoned homunculi, trapped spirits, etc. They play important roles in supporting the main characters, providing assistance in various situations. However, it is important to understand that Servants should not be treated as a source of sustenance, as that is the exclusive function of the Herd Background. Should a player feed on a Servant, they will

automatically lose that Servant and will need to invest in the Herd Background to secure their source of sustenance.

Remember to handle your Servants wisely and cautiously, as they can be valuable allies or a burden. Your interactions with these supporting characters will have a significant impact on the plot, shaping the relationships and developments of the game. So make the most of your Servants and other supporting characters, exploiting their skills and relationships to get the most out of your dark adventures through the Amazon.

Refuge, Library and Other Influences

Refuge

Each time you purchase a point in the Haven background, choose one of the following advantages, and you cannot select the same advantage more than once for the same haven location:

- **Guards:** Guards regularly patrol your haven. Anyone attempting to infiltrate without their express authorization will face security guards, equivalent to Military Strength 1 background. Guards only work in your haven. Requires at least Resources 3.
- **Library:** Before making an Investigation or Knowledge/Lore check, you can spend one hour consulting your library to receive a +2 bonus on that check.
- **Location:** Your refuge is located in a prestigious neighborhood. In addition to the privileged location, the security teams of the place, if it is a
- **gated community,** respond more quickly, as well as the police (unless there is a movement of influence to stop this). The fire department and health teams tend to arrive quickly on site. You need at least Resources 4.
- **Luxury:** You have filled your Haven with expensive and comfortable items, such as televisions, automatic chairs, computers, or works of art. You gain a +2 bonus on Social checks against mortals when they are in your Haven. You need at least Resources 5.
- **Security:** Any challenges made to invade your Haven or bypass your detection system must wager 3 traits instead of one. Additionally, you will always receive at least one turn of warning when someone attempts to enter your Haven. Requires at least 3 Resources.
- **Size:** Your hideout is huge, with dozens of rooms. You can comfortably house up to 10 people, all of whom can enjoy the privileges of your hideout's other features if you allow them to. You need at least Resources 4 and the Mansion quality.
- **Staff:** Your retreat will have several staff members responsible for meeting the needs of you and your guests. These staff members typically do not fight, but rather perform maintenance tasks. You will need at least 4 Resources.
- **Occult:** Your haven contains a number of simple defenses and mundane barrier tricks to keep out unwanted visitors. Wards range from runes to religious symbols. You gain a +1 on all rolls against ghosts and demons that might enter your haven, which are affected by the symbolism displayed in the haven. You must have at least Occult x 3, Occult Influence 3, and/or Church Influence 5.

Library

Some characters have accumulated vast stores of mystical knowledge over the years. Some of these resources may have been inherited from an ancient vampire, while others were acquired on journeys, as gifts, donations from a mentor, or even stolen from rivals. A Library does not even need to contain printed text – collections of USB drives or even contacts who are knowledgeable in the occult sciences can be considered a Library for the purposes of this Background. Whatever form it takes, the Library helps the character in cases involving the occult, be it mystical or magical. Whenever the character could make a retest to burn an Occult Trait, he may burn a Library Trait in its place. In the same test, two retests may even be made: one with Occult and another with the Library (but never twice with Occult or twice with the Library in the same test). The number of levels that can be acquired depends on the rarity of the works contained therein, and the GM will consider how high the player's level is.

Whenever the character needs it, once per night, he can ask for a Static Mental Challenge with difficulty 5 and can use a Knowledge from the Library.

The Library can have the number of Lores based on the number of characters that tend it, plus the level of Occultism they have. The level of Lore that can be used depends on the level of the Background, with 1 and 2 Basic Levels, 3 and 4 Advanced, 5 Rare Knowledge. The Plot Driver determines the level of the Lore.

The purchase of this Background requires the approval of the narrator, and it cannot be purchased at character creation. It is acquired throughout the game and only with the permission of the Plot Driver, who will allow the purchase according to the information and materials that are acquired during the game.

- Level 1: Common works, purchased in bookstores in modern cities.
- Level 2: Works that are harder to find, found in obscure second-hand bookstores in ancient cities in Europe and the Middle East.
- Level 3: Rare modern works, books from mystical brotherhoods and agnostic societies of the Victorian Era. Diaries of famous occultists.
- Level 4: Very rare works considered missing, ancient handwritten medieval grimoires, scrolls of great medieval occultists who escaped the flames of the Inquisition.
- Level 5: Unique works, perhaps ancient writings made by Methuselahs or beings of great mystical power, manuscripts of ancient magic, ancient Alchemical Formulas, perhaps even fragments of books of Nod.

Influence Espionage

Excerpt from the book *Laws of the Hunt*, page 59.

The shadowy world of intelligence is full of secrets, and you are well-versed in navigating the secret community. This influence can be used to obtain intelligence data, access detailed information about individuals, or obtain training in restricted skills. Contacts and allies in the secret world include intelligence officers, analysts, political liaisons, undercover agents, classified researchers, and counterintelligence specialists.

- Level 1: Meet several agencies.

- Arrange a tour of a facility.
 - Know the names of some public intelligence officials.
- Level 2: Get someone's police record.
 - Get a "black mark" on someone's federal records.
 - Meet some of the less-than-public intelligence officials.
- Level 3: Obtain copies of an investigation report.
 - Obtain information from the Bureau regarding procedures and policies.
 - Access small spy equipment, handguns, or cash (\$250.00).
 - Make minor changes to federal records.
- Level 4: Sell minor intelligence secrets to foreign powers (and earn \$5,000.00 if you avoid execution)
 - Meet some of the secret intelligence officials.
 - Access classified files or equipment.
 - Clean up federal records or put someone on the wanted list.
- Level 5: Access top secret files or equipment.
 - Organize a "sanction."
 - Learn rumors about top secret unreleased projects.

Military Influence

This background represents a private group of forces that are under your control in some way. This group does not know its true nature, so its use must always take into account the mask and the implications of its eventual breaking. These are usually private security groups that make up this background. Unlike Retainers and Allies, the group's loyalty is not the same and can even be easily lost.

The player must establish the reasons why this group serves him, usually through payment. All members of the Military Force are necessarily human without any supernatural abilities.

- Level 1: 2 "Soldiers";
- Level 2: 5 "Soldiers";
- Level 3: 10 "Soldiers";
- Level 4: 20 "Soldiers";
- Level 5: 30 "Soldiers".

Powers, Disciplines and Specials

- **Teaching Disciplines, Gifts, Spheres and other powers:** only those considered native to the Character and his Clan, Tribe, Tradition, etc., can be taught.
- **Animalism, Calm the Beast:** for game purposes, we consider that the effects of Calm the Beast affect all Willpower expenditure, whether Temporary or Permanent. Therefore, we can consider that the Advanced Fortitude Discipline called Aegis cannot be activated if the character is under the effect of Calm the Beast.
- **Shapeshifting, Beast Form:** Any Gangrel may repurchase this Intermediate Level of Shapeshifting to acquire one (1) additional Animal Form. Ex.: A Gangrel with Shapeshifting 4 has the forms of a vulture and a jaguar, spends the XP and

repurchases Level 4, choosing the owl form, and gains the forms of a vulture, jaguar, and owl.

- **Bomb in Physical Effects:** the use of powers such as Power, Energy, Intermediate Level allow the player to use Bomb, which must be declared at the start of combat and only needs to be declared once.
- **Haste:** powers that give the initiative advantage will be considered as Alacrity. In case of more than one use of the initiative advantage in the same turn, the levels of Haste or characteristic relative to another supernatural creature will be compared at the narrator's discretion (Ex: Fury for Garous).
- **Obtenebration:** Wraiths and other Spirits do not need to be materialized to suffer the effects of this power. The Shroud of Darkness affects vision regardless of which way one looks, so even if one is in the Umbra and can see the physical world, they will still see a dark area.
- **Massive Damage:** any creature that receives $3x+1$ of its Vitality in Aggravated Damage, in a full turn, meets its definitive Final Death, this damage being considered Monumental and Persistent for narrative purposes, nullifying certain powers such as Aegis, from Advanced Fortitude.