

Sang Nordique House Rules

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Characters

Players creating new characters should keep the following in mind:

1. Characters of 12th Generation are granted 5 extra XP provided that does not go over the limit of 30 build points.
2. Characters of 13th [or worse] Generation are granted 10 extra XP provided that does not go over the limit of 30 build points. Note: the game does not allow 15th generation.
3. In Clan Discipline costs are 3Xp/ Basic, 6XP/Intermediate and 9Xp/Advanced) and are the same at character creation as they are in play. Out of Clan costs are the same at character creation as elsewhere. [6XP/Basic, 9XP/Intermediate]
4. Characters may not start with more than the first Intermediate level of any Discipline.
5. Buying extra [beyond Acknowledged] Status at character creation is allowed. Status costs 2XP/trait and up to two extra traits may be purchased in this manner (a total of 3 Status on a starter character).
6. Characters must define how many [if any] Childer, Ghouls or Brood mates they may have in different locales at creation. This helps your STs understand the scope of your character.
7. Characters may not begin with more negative traits in any category than they have positive traits. [Exceptions to Nosferatu with Social Traits.]
8. Characters may not start with more than 3 points in more than one ability. They may start with a specialization though.
9. Characters may not start with more than 5 points in total Influence and may not have any one Influence above level 2 at creation.
10. Characters are limited to a maximum of two derangements at creation, Although you only get 2xp for the first derangement. [Allowing Malkavians to have three. Malkavians get the 2xp for one additional derangement]
11. All new characters are granted an additional 3 xp too place into lore. Usually these will be Clan, Camarilla and Kindred lore. Though can be others at ST discretion. This 3 additional Xp for Lores cannot go over the 30 Xp limit.

Traits

Only traits from **LotN: R** will be used.

Vampires max traits are dependent on their generation.

Ghouls may have a maximum of 9 traits.

Human mortals may have a max of 8 traits. Your average every day mortal has between 3-6 traits physically, mentally or socially. An 8 trait mortal physically is an athlete while a mortal with 8 traits mentally is damn close to Einstein.

Abilities

No ability may exceed level 5 for any character 8th generation or above. In general, actions that are mentioned specifically or implicitly under the ability's description can not be attempted without that ability unless the character spends a Willpower point. In any case a person with the appropriate ability will succeed much more quickly and easily than one without. Abilities allow you to retest only once per game time. You can use up all of your retest in one round if you wish (We wouldn't recommend it!).

Abilities listed in other books can be taken with ST approval. For the XP cost of Abilities see the Game Mechanics section.

Awareness

Awareness can be burned to cancel a "Surprise" retest. By expending an Awareness trait and making a mental challenge vs. the ST and you will be notified if something strange and supernatural is going on that others might not be aware of. This will NOT obliterate any chances at surprise... but will allow you to have some forewarning. This kind of expenditure will last for a scene. Awareness also allows you to know when reality is about to take a sharp left turn. This is a mental challenge taken with the STs. Work with your STs.

Blind-Fighting

Cancels a darkness retest, this also uses up that point of ability, so you may only cancel darkness for every point of Blind Fighting that you have.

Drive

Tailing anyone in any sort of vehicle is virtually impossible without this ability. Furthermore, attempting to attack someone with a car under almost all circumstances will not succeed without Drive (people are naturally more agile by far than cars and if given any warning will be able to avoid most drivers).

Gambling

Each level of gambling expended allows a character to replace one card in their hand with the top card from the deck. A Storyteller, as the situation warrants, will define other uses.

Hobby/Professional/Expert

Any abilities not listed in the book will likely fall under this heading. Please check with the ST before using it.

Linguistics

Each level of linguistics allows for a corresponding number of languages to be learned by the character. [i.e. One language for Linguistics 1. Two additional languages for Linguistics 2, etc.]

- * No Ling: 1 language
- * Ling x1: 2 languages total
- * Ling x2: 4 languages total
- * Ling x3: 7 languages total
- * Ling x4: 11 languages total
- * Ling x5: 16 languages total

NOTE: Natural Linguist Merit doubles the total, so those with Linguistics x5 would have a total of 32 slots available.

Lore

The following types of Lore are available subject to ST approval: Kindred, Lupine, Faerie, Camarilla, Sabbat, Anarch, Sewer, Clan (specific), Hunter, Mage, Wraith, Demon, Noddist, Warren, Kuei-Jin, Spirit. Others may be available with ST permission.

****NOTE: If you do not have the applicable Lore, you cannot speak of said Lore. Watch what you say as compared to what you hear.****

Meditation

A character with Meditation may make a challenge at the beginning of their home game's session to regain 1 Willpower trait. The test must be won outright. This may be retested once for every level of Meditation possessed by the character although a maximum of 1 Willpower trait may be regained in this fashion bringing a total of 2 willpower traits possible per game session.

Performance, Crafts, Expression

When creating a piece of artwork, the artist should conduct simple tests to determine the beauty and success in creation of the piece. Each performance trait will give the artist a simple challenge. For example, if a Toreador with Performance 5 created a painting, then 5 simple tests would determine the success of the work. Three wins and a tie would give the artwork a performance rating of 4.

Sewer Lore

Each level of Sewer Lore grants safety from becoming lost on a corresponding level of sewer. [i.e. Sewer Lore 3 grants safety on Levels 1-3] If you are on a level of sewer without the requisite level of sewer lore you must test on the following chart. [All tests are static mental challenges. A character may use Sewer Lore to retest.]

- * First level: 5 Traits
- * Second Level: 7 Traits
- * Third Level: 12 Traits
- * Fourth Level: 15 traits
- * Fifth Level: 17 Traits

Heightened Senses/Eyes of the Beast reduce this difficulty by one trait each. Flashlights/lowlight goggles, etc. reduce this difficulty by one trait.

From third level of the sewers and below, a character requires the equivalent level of sewer lore, or the character automatically becomes lost for the normal challenge difficulty - 1 for every permanent mental trait possessed.

Survival

Successful use of this ability is normally necessary to find even one Blood Trait per day in a completely wilderness setting (it allows you to capture a small animal to feed from). It also allows a vampire the ability to spend blood during combat to heal non-aggravated. Survival is also the retest used when bidding Stamina related traits. (Robust/Resilient/Rugged/Enduring/Tireless) If you run out of Survival, you may no longer heal while in Combat.

Backgrounds

To buy backgrounds with freebie points at the end of character creation costs 2 points for each dot.

Allies

Allies do not equate Influence. Allies are run of the mill mortals with one specialized ability. The more Ally points temporarily expended, the more points of said ability. Allies need NOT be defined, they are a nebulous group.

Example: A character could temporarily expend three points of Allies to have someone with Drive 3 follow someone else. The following set of Player Actions they could temporarily expend those same three points of Allies to have someone with Crafts 3 paint them a portrait.

Contacts

Influence and Contacts may not be stacked into a single action. Contacts may be used for informational purposes only. Contacts may not conceal their actions.

Fame

Each level of Fame allows for a corresponding level of Influence to be used either to affect things outside the Domain or from outside the regular Domain limits. When trying to affect other OWbN chronicles this may change in relation to their House Rules. Remember Fame is a 2 edged sword, the more you have the more you can do, as well as the more you have the harder to remain hidden becomes.

Generation

Generation slots awarded by the ST team must still be purchased with XP/Background points. Please see the character creation section for more.

Herd

Each point of Herd may be used once every two weeks. Each point used will give the character one blood trait.

Influence

Please see the influence and character creation sections.

Mentor

Mentor levels and abilities are defined in LotN: R Mentors must be defined. Characters may have more than one Mentor but never more than five points worth.

Nightclub

Not available at character creation

Cost is 2 xp per dot and must be accompanied by an equivalent level of Underworld or High Society.

Benefits:

1. gain \$250 every two weeks as well as one dot of herd at no additional cost
2. gain \$500 every two weeks as well as two dots of herd at no cost
3. gain \$1,500 every two weeks as well as three dots of herd at no cost
4. gain \$5,000 every two weeks as well as four dots of herd at no cost
5. gain \$15,000 every two weeks as well as five dots of herd at no cost

These benefits are in addition to any other levels of resources or herd you may have or acquire.

Businesses

Is a new background available to PCs that needs to be worked out with the STs. Essentially much like the Night Club background, it directly joined to one or more influences. The can provide extra income (Resources), sources of blood (Herd) or additional human resources (Allies and Contacts)

Upon the buying of this background (2xp and cannot be bought at creation) you must choose a primary and secondary gain for each level of the background you buy (similar to Night Club). Primary is taken at full value while secondary is taken at half value.

Resources

Amounts are added too downtime actions every 2 weeks.

Retainer

Each point of Retainer must be defined. A character may have more than one Retainer but never more than five points worth. Please see the Retainer section for specific rules.

Animal Retainers

Each point of Animal Retainer must be defined. A character may have more than one Animal Retainer but never more than five points worth. Please see the Retainer section for specific rules.

NOTE: Any Background such as Influence, Contacts, Allies, Herd or Mentor that is used AT GAME cannot be accessed during Player Actions.

Merits and Flaws

All are subject to ST approval. Please note that you must role play both your merits and flaws or they shall simply go away. Merits can be taken away and XP given back and STs can force you to buy off flaws. Heed the ST's words when they say 'you can buy it off now'.

Acute Sense (sight) - cannot be used in combat for extra traits.

Blush of Health - does not give you a pulse.

Oracular Ability - Is rare and gives you the powers of a seer. STs will mess with you, giving you visions at random time. It is up to you to decipher them on your own. And of course, it also gives you a retest as per the book.

Natural Leader - please note if you don't act like one, the STs will take the merit away and give you back the XP of when the merit was bought.

True Faith - is very rare and needs OWbN approval and certainly cannot be taken at creation.

Clan Flaws

Assamite:

1. Blood Thirst Flaw: This Flaw is carried by the warrior caste. If the blood of a kindred is tasted, you must make a self control test against 4 traits or immediately go into hunger frenzy and devour the kindred in question. Even if successful, each time the Assamite runs into the kindred whose blood she has tasted, they must make a self control test again (this time at 3 traits).

2. Obsessive/Comp: This Flaw is carried by the viziers of the Clan specifically. It is considered an always active derangement (like the Malks).

3. Aura Flaws: this flaw is carried by the whole clan. Even if you are unsuccessful in Aura Perceiving an Assamite, their true nature will always rise to the surface. Warriors have permanent Diablerie Veins. Viziers have a Permanent Derangement Swirl. Magi have Blood Magic in their Auras.

Brujah:

Same as book. Remember that even the calmest of Brujah has a temper and should be Role-played.

Caitiff:

Well... you're a Caitiff... you would think that this would be disadvantage enough... but no. Caitiff can only learn up to 1 Advanced In Clan (They choose their 3 "In Clans"), unless the 4th In Clan Merit is taken. Then they get 2 Advanced in Clans.

Gangrel:

Same as book save the following: These Beast features cannot be bought off with EXP, time or Vis. They are permanent to the gangrel that receives them. As a slight bonus, some of the beast traits give you certain powers and or advantages (ST discretion). Please note that once you reach your max Feral, Bestial and Repugnant negative traits, you may become an NPC. Feral Neg Traits can be bought off with XP if overcome over time and effort (but it's damn hard!).

Malkavian:

Same as book save the following: Malks are insane. You should assume that the beginning of the night that your derangement is active. If willpower is spent to suppress the derangement enough, you will lose the derangement and be refitted with a new one.

Nosferatu:

Same as book. Note that all Kindred know that Nosferatu are ugly.

Toreador:

Same as book save the following: The entrancement makes you go stalk still in awe of the art work. A mental trait may be spent to negate this towards ONE piece of art work. A Temp willpower may be used to negate the effect for a scene or hour. This flaw must still be role-played appropriately even if the Willpower is spent. Even if you are not entranced, it is still DAMN GOOD ART! A simple test is used to see the effect towards a Toreador which depends on the Toreador's own level of art and art form.

If the Toreador has the same or less amount of 'Art form' as the maker then she must win outright on the simple test to not be entranced by it.

If the Toreador has more in an 'Art form' than the maker, she wins on ties with the simple test.

Experience Points

Experience points will be awarded for each of the following criteria:

- * Turning up for a game = 1
- * Staying In Character, Playing in costume = 1
- * Handing in a Haven description = 1 or 2
- * Detailed character backgrounds = 1 or more
- * Player of the game = 1
- * Handing in Player Actions on time = 1

Playing in a gaming session in costume and maintaining your character for the entire game will normally net you 2XP. However, do realize that the Storytellers are always on the look out for exceptional play that enhances the mood and atmosphere of the LARP and adds to everybody else's gaming experience. XP can be awarded for such instances but that is at the Storytellers discretion.

The monthly cap as determined by OWbN is 8XP.

Experience Costs:

- * Physical, Mental and Social Traits: Each trait costs 1XP to buy up. You may only buy one type of trait once per month.
- * Influence: See influence system for purchasing 'grow points'.
- * Abilities: The first 2 levels of any ability cost 1XP. Levels 3 and 4 cost 2XP. Fifth level costs 3XP. These costs are taken into consideration even at character creation.
- * Specializations: Specializations cost 1XP for non-combat oriented and 2XP for combat oriented. Specializations can only be taken in any ability once said ability has reached 3.
- * Mojos: All mojos cost 2XP and need ST approval.
- * Disciplines: Requires expenditure of XP and passage of a specific amount of learning time: Basic: 3XP and 2 week learning time, Intermediate: 6XP and 4 week learning time, Advanced: 9XP and 6 week learning time. Out of clan learning times are the same as above plus two weeks. (eg. Out of Clan basic: 6XP with a 4 week learning time, Out of Clan Intermediate: 9xp with a 6 week learning time)
- * Buying off negative traits and flaws: Double the value of its original cost and the process

must involve role-playing it over a long period of time.

* Morality traits cost 3XP after character creation and requires a minimum of 3 months time adhering to your virtues (making sure you do not 'sin').

* Virtue traits cost 3XP and require you show you have overcome an obstacle.

Note: We do not allow Advanced out of clan to be used in the Sang Nordique game; however it can be purchased for travel.

Character Death

If in the event that your hard work and effort does go up in a puff of smoke, you may spend any unspent XP on the creation of your next character up to a maximum of 30XP (ST Approval required, don't just assume you get 30XP).

XP carry-over will only be permitted from one character to the next, unless you are playing NPCs with Storyteller approval. That means if Bobby Brujah dies you can either spend his leftover XP on Garry Gangrel (whom you have just made) or they are lost. You may not save them up for Vincent Ventrue (whom is already in play).

Healing Aggravated Damage

For healing one level of Aggravated damage you may spend 3 blood with one full day and night of rest. To heal more than one level of Aggravated damage a night, every additional level of Aggravated damage costs a willpower and three blood. Please note that healing multiple levels of Aggravated damage a week may hamper any training/learning times.

Flaws

Probationary Sect Member Flaw:

This flaw can be awarded to any Clan that is not apart of the original 7. This includes Assamites as they are still joining the Camarilla, but not Gangrel, as they were one of the 7 original clans.

Disciplines

Clan specific disciplines and you:

Learning a clan specific discipline requires the student to drink at least 1 blood trait from the instructor.

Auspex

Aura Precept:

What you get for free: **Alive, Not Alive.**

Ask able questions:

- * What is your current mood and or emotional state? (angry, sad, hyper, etc)
- * What sort of creature are you? (subject to user's knowledge/Lore)
- * Are you under the effect of some sort of form of magic?
- * Have you committed Diablerie in the past 3 months?

Aura Perception can NOT tell if someone is lying. It takes the fun out of the game.

Note: Using Aura Perception can be 'noticeable'. You are staring at the person in intense concentration, much like using Telepathy, meaning you cannot technically drive around the city in your car and Aura Percept people at random. PARK YOUR CAR! If not, you will have many accidents... the police will come... you will lose your driver's license... be taken to court... be asked why you are staring so intensely at the judge....etc... Please role-play appropriately.

Dominate

Command:

Is one word (Sit...Stay...Leave...Sleep...Quiet...)

Mesmerizism:

Can be used to say a three word phrase in Combat if require ("Look over there"... "On your knees"... "Kill your friends"...). When out of Combat rounds, follow Laws of the Night in regards to this level of Dominate.

Conditioning:

As per the book with the following addition:

With the successful use of Conditioning, the dominator can plant 3 long term (read as 2 weeks) mesmerisms in the subjects subconscious.

Obfuscate

When a character with Auspex attempts to penetrate Obfuscate they may gain an advantage dependant on the relative levels of Disciplines the two characters have. For each level of Auspex possessed, the character gets a bonus trait vs. the character with Obfuscate. On the other side, the character with Obfuscate gets a bonus trait per level of Obfuscate possessed.

NOTE: Obfuscate is an 'offensive discipline' and thus willpower cannot be used as a retest except to simulate the stealth ability.

Mask of a Thousand Faces:

1. 'May' change the appearance of clothing with the expenditure of a mental trait. [Storyteller discretion on the degree of change. Example: rags cannot turn into a suit, but a blue sweater might be able to change to green in color to the on lookers.] Remember...this is a trick of the mind and not an illusion.

2. With Mask of a Thousand Faces up, there is no need to 'blush up' or blow blood to 'breathe and appear human'. People will, unless you expend mental traits to look like someone specific, ignore you or pass you off as 'numpty Joe' and think nothing of you. If they are able to breach your Mask however, they will see your true form.

3. Mask of a Thousand Faces cannot be used to gain additional Social Traits. It is a trick of the mind, not Vicissitude or an illusion.

Vanish From the Minds Eye:

1. Must be declared during Mental Actions. The test is done at that time and the resolution happens at the end of the round.

2. Vanish allows you to remain hidden while interacting with your environment with challenges to remain hidden.

3. Vanish is not a disappearing act; it is a trick of the mind. SEE BOOK!

4. If no one is wishing to keep track of you when you declare 'Vanish', then no test is needed to 'disappear' at the end of the round.

Cloak the Gathering:

Cloak may be used on an unwilling or unaware target by succeeding in a static mental challenge vs. the target's mental traits.

Presence

Awe:

Same as book. This a retest used in any social challenge or social powers (mundane other wise), including Dementation, Chimestry, Presence, etc...

Dread Gaze:

Requires the user's face to be visible. This does not mean you have to be looking straight at them like Dominate. Even a peek of their face is enough for their 'gaze to fill you with dread'.

Entrancement:

Cannot be done over the phone and you should work with your STs when Entrancing people to be sure that the results are RP'd properly.

Summoning:

You immediately know the person or person's persona (ST's discretion) that is summoning you. Summoning should not be 'cheesed' (See ST for details). The PC or NPC in question will make an excuse (to themselves) to go to the summoner and make his or herself known to them. Depending on the relation of the summoner and the victim(s) of the summons, as well as the social trait used, can depend on the outcome of the summons. There is a suicide clause, you cannot summon someone into what they know for certain suicide. The Summoning fails. ST discretion.

Example: You are Bloodhunted and Vinny the Ventrue wants to Summon you... it fails.

Example: Summoning someone with the Friendly trait might make have the victim wanting to come to you to have tea, while summoning someone with the Intimidating trait make bring subtle repercussions or them grovelling at your feet.

Please Role-play appropriately.

Majesty:

Extends throughout a regular sized room. [Storyteller discretion] Area effect attacks that include a character with Majesty in their field of effect [Firestorm, spray firing, Molotov cocktails] may only be performed if the aggressor has broken through the character's Majesty. This is more or less a 'line of sight power' where if you can see and hear or are basically in the person's presence, you are effected (again, ST's discretion). Majesty *CAN BE* a breach of the Masquerade depending to the circumstance and how long it is in use as it draws attention, and what attention it draws. Still requires a Willpower too contest.

Obtenebration

Note (1):

Page 164 (LotN:R), last paragraph, last line: "You may not combine the powers of Obtenebration with the powers of any other Discipline"

Note (2):

No matter how many tentacles you have with Arms of the Abyss, only FOUR Tentacles can attack any ONE subject per turn, which happens in Normal actions. The tentacles can be used in 'defence' and other fashions other than attacking freely and up to five tentacles from Arms can be engaged with a single target. While THREE can only attack the other two surrounding tentacles can be used to defend, be used as cover, etc... used your imagination.

Note (3):

Using celerity only works on your own body and not on the tentacles for extra actions. Celerity does not give your Black Metamorphosis tentacles or Arms of the Abyss tentacles extra actions (see book) but it does allow YOU to have the extra actions for movement and combat actions. Tentacle speed cannot be combined with Celerity, but there is a slight exception with Black Met (see Black Met).

Shroud of Night:

1. Spend a blood trait to make a 10 foot diameter cloud of darkness (For story purposes, the darkness will gather itself together from whatever available shadows are nearby and will expand to fill a 10' diameter until it encounters resistance (walls, floor and ceiling)).

2. Victims within the globe gain the Clumsy neg trait while enveloped.

3. The cloud can move at the pace of a brisk walk (two steps a round). This takes full concentration to do by the wielder meaning they can do no other action while moving the globe save defend themselves (as per Thaum rules).

4. Victims in the darkness suffer a two trait penalty in the darkness (when determining ties). This can be reduced by Heightened senses and or Eyes of the Beast (Tongue of the Asp does not lessen the effects). Note: you are still blind; this is a function of game-mechanics more than anything.

5. All those caught in the globe suffer from a darkness retest (save the wielder) for any successful 'physical' action they take or for such things that would normally require face to face or eye to eye contact (i.e. Dread Gaze) This darkness retest can be cancelled with Blind-fighting (or willpower to simulate)

6. This power last for a scene or hour or when the caster decides to banish it back from where it came or if the invoker is disabled (i.e. staked, incapacitated or sent to torpor).

7. Line of sight powers (such as Dominate levels 1 thru 4, Eyes of the Serpent , Cloak the Gathering, Aura Perception, Telepathy, some Chimestry, and most Thaum) are nearly impossible for victims of the Shroud. In return, 'Evokers' of Shroud of Night are limited to the powers that Victims can see and cannot use Dread Gaze, Dominate (below level 5), Eyes of the Serpent, and so forth where the Victim must see them. Line of sight powers requiring mutual eye-contact (Dominate 1 through 4, some Presence, various thaumaturgy, etc) automatically fail. Powers requiring that the target must be visible or otherwise detectable but that DO NOT require mutual eye contact may proceed normally. (Presence: Majesty, Lure of Flames: Firestorm, Dominate: Possession, other such area affects powers and abilities.)

8. Arms of the Abyss do not work INSIDE the Shroud.

Arms of the Abyss:

1. You must decide at the beginning of their creation whether the tentacles gains your powers of Potence or Fortitude (they cannot have both or you can choose not to give them any powers). If you gift them with one of these powers, you yourself cannot use said power save thru your tentacles.

2. You may only have up to 5 Arms of the Abyss in existence, of which you can only have up to three attacking any one opponent at any time.

3. Tentacles can grab, whip, hold items or perform other tasks with precision of your own hands, including wielding items for combat save firearms or ranged combat weaponry. In the event that a tentacle exhausts its physical traits, it returns from where it was conjured, leaving behind anything it was holding. Tentacles do not have the fine tactile senses or the precision of someone's fingers. Attacking with large weaponry and the like (if they are given your potence) is doable, but they are unable to do such things as pick locks, fire guns, etc. In a case where a tentacle has a stake and a staking challenge is required, THREE simples (as if the stake was thrown) are required instead of two.

***Notes: Arms of the Abyss are conjured from shadows. If there are no shadows in the room, then Arms cannot be invoked (Shadow Play can be invoked to create shadows in places there normally would not be any).**

Black Metamorphosis:

1. You immediately sprout 4 tentacles that are extension of your body and have your physical traits as well as any Potence or Fortitude you decide to keep to yourself (see Arms).

2. Anyone touched by Black Met tentacles immediately gains the Clumsy neg trait for the duration of the scene (these neg traits do not stack).

3. You gain Intimidating x3 while in this form (these are bonus traits used for determining ties, not for bidding).

4. You are unaffected by mundane darkness.

5. Black Met last for a scene or an hour or when the invoker wishes to banish it.

Tenebrous Form:

1. Once in this form you are immune to physical attacks save magic, fire and sunlight.

2. You cannot affect your physical environment (kinda...see below)

3. You can (with a mental attack against a single person's physical traits) use this form as Shroud of Night against a single individual.

4. You are unaffected by gravity but must adhere to surfaces.

5. While in this form your blood is the same inky darkness you create and thus are unaffected by certain forms of Thaumaturgy. In addition because you do not have 'blood' it cannot be expended.

6. You test at a one trait penalty to fire and sunlight in Courage tests in this form.

7. Mental powers that do not require line of sight or verbal command can be used in this form. (ex: Vanish from the mind's eye, heightened senses touch, Spirits touch)

Animalism

Feral Whispers:

Requires that the character catch the animal's gaze and may NOT be used as a language between characters. Remember, you are grunting, howling, barking and making odd movements and not actually talking in a human language with the animal.

Fortitude

Resistance/Resilience:

To reduce damage the character can now simply "bid" a stamina related trait too win on ties for the reduction challenge. No longer does the character expend the trait. Retest with Survival if and only if a trait is bid.

Resistance:

A character with Resistance may attempt to prevent being staked by soaking the lethal damage dealt by the stake itself. All soaking test must be performed before the staking challenges are done. If the Player wishes to bid a Stamina related trait in the challenge, they win on ties. If they fail, they lose the Stamina related trait bid for the night (or until refreshed with willpower). The retest for such a test is Survival. If a trait is not bid, and then there can be no retest.

Aegis:

A character with Aegis can prevent being staked by declaring the use of Aegis before the simple challenges for a successful staking are done. They may declare the use of Aegis after and if the soaking of damage fails with Resistance.

Potence

Might:

This is the final retest only for the character that called it. Opposing characters may attempt further applicable retests. The character that called Might, may not "cancel" a retest called by the opposing character.

Puissance:

The extra level of damage inflicted is lethal in nature.

Any standard weapon [unless specifically designed] will break if used with Puissance.

Stakes used with Puissance inflict two lethal but can not successfully stake a character as they shatter on impact.

Quietus

For levels where blood is expended, it must be declared at the beginning of the round.

For levels where weapons can be coated, only three blood traits can coat (max). The coatings will lose any potency with the dawn. The aggravated damage granted by Baal's Caress supersedes the weapon's original damage [i.e. a sword will do 1 aggravated wound as opposed to 2 lethal] although other modifiers [Wards, Puissance, etc.] still apply.

Silence of Death:

Causes all using Blood Magic within its effect to bid an additional trait. It also makes Dominate commands impossible unless joined with the use of Telepathy.

Taste of Death:

All spitting attacks have a maximum range of 9 steps. A character may retest this attack with the Athletics ability.

Protean

Eyes Of the Beast:

IS OBVIOUS. Your eyes are glowing red for the love of Mike! Wear sunglasses! This power does not cost blood to activate.

Feral Claws:

IS OBVIOUS depending on the circumstance. Your hands look the same save the long claws at the end. Can be used and fire a gun at the same time. The Bonus Trait 'Sharp' can be called upon for Climbing or Brawling Combat. If the Sharp trait is lost, it is lost for the rest of the game session.

Shape Of The Beast:

Please read 'Shape of the Beast Revisited' if you are a Gangrel learning this power. If you are a 'none Gangrel' with this power, see Laws of the Night.

Fight Form gives you 5 bonus traits

Fight Form bite: the additional damage is lethal in nature.

Flight Form gives you 3 bonus traits

Talk with your ST to help decide on what traits would best represent your form.

Fight Form Examples: Bear Tiger, Cougar, Lion, Wolverine, Wolf, Buffalo, Lynx, Alligator, Komodo Dragons, Stallion, etc... (Basically - large and or carnivorous animals or large powerful animals that is able to fight).

Flight Form Examples: birds, fish, mice, rats, snakes, bats, turtles, house cats, lizards, deer, etc... (Basically - smaller forms that is able to defend or escape).

Notes:

1. Form traits CANNOT be used to burn for Aegis.
2. The Traits are 'Bonus Traits' used towards counting on ties, not for bidding.
3. You are a DEAD ANIMAL. Your Humanity directly affects the form you take. If you have 1 Humanity, you look like a dead, animated Squirrel corpse. Blood can be used to 'blush up'.

Mist Form:

A brisk walk means 2 paces a round. (1 pace is walking, 2 paces is a brisk walk, 3 paces is all out running)

Serpentis

Eyes of the Serpent:

A character using Eyes may use other Disciplines excepting those that require breaking their gaze [i.e. Dread Gaze] or an intense study [i.e. Auspex/Dominate].

Tongue of the Asp:

Range is one arm length. Tongue of the Asp does not negate Obtenebration modifiers in any way.

Skin of the Adder:

The additional wound level inflicted is lethal in nature and invoking Skin of the Adder provides an additional health level. Combat biting thus become an Agg plus a lethal in this form.

Form of the Cobra:

Snake form is twice as long as the character is tall. Venom causes a static physical challenge for mortals or Ghouls vs. 6 traits. Failed challenges result in paralysis that lasts a scene or an hour, whichever ends first. Willpower can negate this effect for one round.

Heart of Darkness:

Lost traits may be replaced with appropriate traits purchased with xp.

Rituals

Pavis of the Foul Presence:

Will only reflect single target uses of Presence where the caster is the target. [i.e. Will reflect Dread gaze, Summoning and Entrancement] IT IS GOOD FOR ONE USE before having to be recast. It will not reflect area effect Presence like Majesty. Note: Awe is a retest and is not reflective also.

Combo Disciplines

All combo disciplines require a teacher. A PC may only have/use one Combo Discipline within Sang Nordique but may purchase more for travel. Combo disciplines found in Clan Books are exclusive to that Clan.

Blood

Mortals, Ghouls and Kindred of the 13th/14th/15th generation have 10 traits of blood. Each normal trait of blood is approximately 1 pint in size. Vampires (Kindred) of more potent generation can hold more blood than their lesser with in their body. Blood traits in Vampires 'closer to Caine' concentrate into smaller sizes to be stored with in their body. This is how an 8th generation vampire can store up to 15 blood traits with in their system.

It should be noted that unless a vampire in question has the Medicine ability and the proper facilities, blood cannot be drawn and saved for future use or nourishment. Also note that after a time, blood loses its supernatural nourishment qualities.

Each point hunted normally takes 15 minutes in a feeding scene. (ST discretion)

However, a character with specific blood tastes will generally take twice as long to hunt, unless that blood type is prevalent in the area being hunted.

Drinking down a point of blood in combat rounds requires an entire action/turn. Celerity will not increase the rate of ingestion. Note that if a Vampire is attacking, the first action must be to bite and 'latch on'. Drink takes place the next round.

Blood consciously burned for Physical Traits, Disciplines, Healing, etc. may only be burned at the beginning of a turn and must be announced out loud. This includes Assamite disciplines as well. You can only expend the amount of blood rates as capped by your Generation.

One point of blood may be expended to look more humane. It can create artificial, human like traits (Warm skin, breathing, and foggy breath). These effects last for one scene or an hour whichever is longer. Each blood trait spent in this manner will allow the character to masquerade as one higher Humanity trait in appearance. Note: Characters on Paths may not do this.

Blood cannot be spent for a pulse. Vampire hearts never beat.

Blood Bonding:

Requires that the one to be bound actually tastes your blood. That means that it is extremely difficult to hide it in drinks that aren't red in the first place... Conscious Vampires can immediately detect the taste of blood in their mouth unless disguised by other means.

Blood Bonds:

1st Step: You are friendlier toward the Regnant, they are your friend. There is no real game mechanic behind this, though it should be role-played.

2nd Step: Your Regnant is your closest friend, you think of them on a semi consistent basis. Too act indirectly against them, 1 mental trait must be spent. To act directly against them (i.e.: combat), one must spend a willpower per night.

3rd Step: Your Regnant is the center of your universe; they never leave your thoughts, dreams, nightmares, etc. Too act directly against them, 1 Willpower/round, or 1 scene (out of combat)

Drinking that Blood (yum!):

Only so much blood can be gathered per vessel. The best vessel ('taste-wise') to drink from is of course, humans. But even humans only give so much. Here are the general effects you have on mortals when you drink blood.

1 Trait: Mortal is fine and happy, maybe a little groggy, maybe a little light headed afterwards as if they had too much to drink. They live most definitely to see another day.

2 Traits: Mortal suffers the same effect as if they had given too much blood. They need to lay down and recuperate; maybe take the day off from work. Unless they are suffering from blood loss already, or are a young child, they should be just fine.

3 Traits: Hospitalization is needed as they begin to enter shock and *could* die if advanced medical attention is not administered (a field doctor with a dot of Medicine *could* stabilize them for a time, but they seriously need blood transfusion at this point). Imagine you had just cut an artery and lost several pints of blood.

4 Traits: Anything more than 3 traits taken from a mortal results in the mortal dying. Their heart stops pumping and their body dies from blood loss (shock).

Remember, for every trait of blood you take from a mortal, they suffer a health level of damage.

Drinking Animal Blood:

Animal Blood is YUCKY! It tastes vile and gross and leaves a bad 'after taste' and makes you want the real thing. For many, the eating of animals is a survival mechanism. It is humiliating amongst many Clans to have to degrade one's self to that level. Think of human blood as a 'fine wine' while animal blood (although nourishing) is much like 'grog'.

How Much Can You Take (Animals):

Dependant on the animal type and size is highly dependant on how much blood can be drunk and from the animal to still POSSIBLY live to see another day.

1 Quarter a trait: mouse, bats, small lizards or anything of that relative size

1 half a trait: rabbits, birds, small dogs (Poodle), cat, possum, weasels

1 trait: medium size dogs (hounds, mutts, labs), large dogs (Danes, Sheppard) pigs, sheep, goats, wolves, mountain lions

2-3 traits: bears, horses, tigers, cows, bulls, bison, elephants, hippos, get the idea?

Willpower

Willpower may be used to:

1. Give one retest when you are defending and being mentally or socially challenged.
2. Negate the effects of any Social challenge not involving the use of Disciplines.
3. Allow a character to avoid the onset of frenzy for 10 minutes. The character must get away from the catalyst of the Frenzy conditions immediately.
4. Allow a character to ignore wound penalties for a turn.
5. Attempt a challenge a character would normally be unable to attempt because they lack an appropriate ability trait.
6. Regain traits once per night. Abilities cannot be returned in this manner. Under no circumstance will this kind of expenditure be seen as an action within Nature.
7. May be used as a retest in Auspex challenges.

Willpower may not be used to:

1. Automatically negate the effects of mental or social challenges when a 'discipline' is used.
2. Willpower may not be used as an offensive retest aside from attempting to breach Majesty and all forms of Auspex (see Laws).
3. Willpower may never be called as a retest in a physical challenge, unless used to simulate abilities.

Willpower is regained at the rate of one every two weeks. Storytellers may also wish to restore willpower if characters perform actions that hold particularly true to their nature or with the use of Meditation. If you want a ruling, speak to a Storyteller.

To purchase willpower a character must have recently experienced a time in which willpower was expended to overcome an extreme occurrence.

Challenges

When the challenge is started both parties must bid a trait that fits the situation, if either side does not bid a trait, or cannot bid a trait, they relent to the challenge. Certain challenges can be relented, while others cannot. See your ST.

Retesting

You now only get ONE retest from any one source. Abilities, Merits, Disciplines and Willpower are the areas from which you can call for a retest.

Abilities

Abilities are burned when you block a retest bid or bid with ability traits to get a retest. If Might has been called upon, the 'Mighty' individual cannot burn an Ability afterwards to either retest or block a retest.

If you win a challenge and the defender uses an appropriate ability, merit or discipline they may force a retest. If you in turn can counter with the corresponding use of an ability, merit or discipline yourself, then you would in effect force the defender to accept the original result of the challenge. You may not cancel Willpower retests.

Should you wish to improve your chances of success on the retest, you may bid multiple ability traits.

Combat

Fair Escape

There are many circumstances under which a player may call for fair escape. Under no circumstances does a properly called fair escape require a test. For fair escape to be possible at all there must be a clear method of egress. A character may call fair escape under the following circumstances:

- * They are outside of normal conversational distance (roughly 10 feet) and they possess a degree of celerity higher than anyone who attempts to prevent them from leaving does.
- * They can move in such a manner that it is physically impossible for other characters to follow them and they are outside of normal conversational distance (roughly 10 feet).
- * Any other definitions found in LotN:R.

Surprise

Surprise can happen under a number of circumstances. If you enter a situation where you had no forewarning and the challenger announces it as such, then the character is surprised. People who are surprised may only defend themselves or soak (based on the situation) and cannot attack for that turn. Dropping out of obfuscate to attack gives automatic surprise unless the person has heightened senses on or some other method of noticing activity.

Surprise lasts for one action, it's a surprise action. Then the normal rounds begin. Gaining surprise allows a character to call for a surprise retest on any failed challenge. This may be counteracted by the defender expends an Awareness ability.

Opposed Actions

In the interests of speeding combat up, when participants are moving at roughly the same speed, they may choose to either attack or defend as their action. They may no longer do both. That means that you will have to decide whether you want to punch your opponent or dodge his blow. If both are on the offensive the winner of the challenge lands their blow; the loser misses. Normal actions opposing Alacrity actions must bid an extra trait.

Firearms

A character may only use two actions in any one round to fire a gun provided they are using both hands. A character only using one hand may use one action to fire a gun. Semi-automatic weapons provide one extra firing action. No character may fire more than three times in one round regardless of abilities, merits or weaponry.

You may not use the win-on-ties power of Fleetness/Puissance.

Throwing Weapons/Bows

When using a thrown weapon or a longbow you must specialize in that weapon and then you may use the Bomb on either Strength or Speed challenges. You may not use the Might retest when using Strength.

Staking

Vampires that have been staked are physically immobile. They may not use any disciplines. They are aware of the activity around them.

Torpor

A character placed into Torpor by violence will be out of action for 6 - [Humanity/Path Rating] in game sessions. Thus someone with 3 Humanity/Path will miss 3 games. Someone with 1 Humanity/Path will miss 5 games.

Combat Sequence

There is a proper sequence to be followed in combat, which makes for combat that is as realistic and fair as possible. This sequence should be followed for all combat. Wound modifiers are in effect instantly upon receiving.

1. Spend Blood/Willpower
2. Alacrity [Social/Mental Challenges are permitted here as well, provided the user has activated Celerity]
3. Normal Physical Action & Social/Mental Challenges (Including Vanish and Thaum challenges)
4. Thaumaturgical Effects
5. Swiftmess
6. Legerity
7. Ambidexterity
8. Form Powers (Claws pop, Skin of the Adder overtakes the Setite, etc)

Health Levels

Mortals: You average Human Mortal has 4 health levels that are directly connected to their blood. For each blood traits drained from a Mortal, a lethal is taken by said mortal. Mortal Animals may have more or less than 4 Health Levels dependant upon their size.

Ghouls: You average Ghoulded Human Servant has 5 Health Levels. This can be advanced to 6 Health levels if the Ghoul was to learn the second Basic of Fortitude.

Vampires: See Laws of the Night.

Other Supernatural Beings: As per their particular book and type.

Influence

Influence works off of two systems: Buying points (up to level 3) and the point system.

Point System:

- * 10 points for Level one
- * 30 points for Level two
- * 60 points for Level three
- * 100 points for Level four
- * 150 points for Level five

Influence Actions

Grow: For each level of Influence devoted to a grow action you will get 2 points (ST discretion). A short description is required. Grow actions that are successful past Level 5 do not go towards Level 6 but instead act as a buffer against future Destroy actions.

Destroy: Each level of Influence devoted to a Destroy action will destroy 2 points of the target influence (ST discretion). A good description of how this is done is essential.

Protect: If someone is attempting to destroy your Influence you may use a Protect Action. Each level of Influence will defend against 2 points/level of a Destroy action.

Investigate: Use this action when trying to uncover anything about another Influence (i.e. Who has Police?). The more influence allocated the more will be revealed.

Obscure: Use this action when trying to hide what your Influence is up to.

Acquire: You want that shiny new pistol/blood bag/body... this is the action too use.

Propaganda: This is simply another version of Destroy... though it can be more insidious.

Alter: You want that picture of a Nosferatu eating babies too not make it into the paper... this action would do it. Something that would change records, alter stories, etc.

Boost: I make use of one influence too aid another influence, so as to help it grow.

Note: You can combine several influences together to aid in several actions.

Influence is still capable of doing any of the things that are normally allowed in LotN: R (i.e. smuggle with Underworld as one of the two actions. They can be combined with the special actions as well: i.e. Smuggle/Obscure; Police - Raid/Destroy etc.)

List of Influences

Influence does not need to be diversified unless there is a subheading.

- * Bureaucracy: City, Provincial or Federal
- * Church
- * Finance
- * Health
- * High Society
- * Industry
- * Legal: Civil, Criminal or Corporate
- * Media
- * Occult
- * Police: Local or RCMP
- * Political: City, Provincial or Federal
- * Street
- * Transportation
- * Underworld
- * University

The Buying System:

Basics

Grow system does not change.

Buy system:

When you spend XP you are buying points see below:

Cost system:

1 xp = 10 points

2 xp = 20 points

3 xp = 30 points

Max that can be bought up to at one time:

Level 1 or 19 points

Level 2 or 39 points

Level 3 or 69 points

Only one level can be bought at a time. ie you cannot spend 3 xp at once to buy 30 points to go from Level 0 influence to Level 2.

Examples

I grew 3 points of Street

I spend 1 XP to buy 10 points giving me 13 points of Street giving me Level 1

...OR...

I have Level 2 Street with 51 points.

I can ONLY spend 1 XP to buy 10 points giving me 63 points giving me Level 3

Yes, there is a cap for buying and that is Level 3 or 69 points (to allow for previous grow points).

Yes, you will need to give justification for buying Influence, saying I spend 2 XP to buy twenty points without any explanation WILL fail.

Humanity

Unless approved by the ST, all started characters must begin with humanity. There are (technically) 6 levels, ranging from 0 to 5. Here is a description of them (note all morality and virtue traits cost 3xp and a valid reason to purchase):

Humanity 5 - You pass as a normal human at all times. Other than a lack of a heart beat and that fact you do not have to breathe, you can pass yourself off as one of the 'Kine' with great ease. You rarely think of bad thoughts and while the beast is inside you, it is well caged and sedated. You are pretty much a mortal without a pulse. You also wake up immediately when the sun goes down. If you fall into torpor, you can reawaken within a week.

Humanity 4 - You can, with a little effort, pass yourself off as human. Humans react normally to you and you have little problems interacting with them as long as you act like one of them in return. The beast is no longer sedated and walks about its cage to look for an exist. You awaken 15 minutes after the sun goes down. If you fall into torpor you can awaken within 2 weeks.

Humanity 3 - You barely pass off as human. With proper lighting and concentration and awareness on how you act, you can pass off as a mortal. You are pale and the beast is apparent to most animals around you who shy away from you. You are getting closer to the downward spiral and the beast tugs at you at times. You awaken 30 minutes after the sun goes down. If you fall into torpor you can reawaken within 3 weeks.

Humanity 2 - You are not human; you are something else. With proper lighting and great effort you *might* pass as a mortal, but your movements, paled skin, and the beast within you is more apparent to most on lookers. Children do not like you, animals pee themselves, and those that are faint of heart leaves your presence whenever you approach. The beast bucks against its cage and crawls closer to the surface and frightens those not used to you. You awaken 45 minutes after the sun goes down. If you fall into torpor you can reawaken within a month.

Humanity 1 - You are anything but human. Your skin is ghastly pale, your pallor is near white, your movements are either too jerky, or quick, or all too fluid and alien. Children run from you, dogs bark at your presence, people cross the street as you approach. The beast is so close to the surface it may frighten other 'humane' vampires. At this point, the only way to get your way with mortals is thru intimidation tactics by using the very beast that others seek to hide. Violence and death is second nature to you. You awaken 1 hour after the sun goes down. If you fall into torpor you can reawaken a month and a week later.

Humanity 0 - If you have not wassailed at this point, then you had fallen onto a 'Path'. You are in no way, shape or form a human. There is no way for you to be able to pass yourself off as one. No longer can you 'blush up' by using blood, and even with the 'Blush of Health' merit, you are still alien and strange. Children cry and scream in your presence, the elderly faint, dogs bark and attack in 'fight or flight' responses, people may run from you as your beast is so powerful. Your movements are alien, the way you talk is strange, and the only way to get what you want with mortals is thru intimidation. Unless you hide yourself somehow, you are a walking breach of the Masquerade. Killing is easy. Mass murder is even easier. Torture is second nature. Unnatural thoughts fill your mind at all time and the beast rides your skin like a roaster coaster. Even if you have 'self control', your beast is now your constant companion. You awaken 1 hour and 15 minutes after the sun goes down. If you fall into torpor you can reawaken 2 months later...if not longer.

Frenzying

1. While in Frenzy you cannot use Mental based powers.
2. You don't suffer the effects of wound levels other then Torpor or Final Death.
3. The only Social Challenge you can initiate is with "Intimidation".
4. You need not risk a trait when defending against a Social Challenge.
5. You are not affected by Mental or Social powers with the following exceptions:
 1. A character trying to talk you out of the Frenzy
 2. Using Quell the Beast.

When a character enters Frenzy they will continue too do so for at least 10 minutes. With the following exceptions;

1. Someone attempts to talk the character out of frenzy.
2. Someone successfully 'Quells' the frenzying character.

When someone attempts too talk you out of frenzy, they must continuously speak too you until you come down out of the Rage. If they attack you, well... all bets are off. Frenzy runs for 6 rounds - 1 round / level of morality.

When a character enters 'self-control' Frenzy the Beast has taken over and will fight to keep control. The character will attack the nearest person [ST discretion] (unless one is on a Path with the Instinct Virtue) with its most effective natural [no weapons] combat abilities. [Form powers, etc.]

The character will spend blood as quickly as it is able on the following: Form Powers (Most powerful Form), Healing, Celerity, and Physical Traits (Generational Max). The character will use any and all applicable abilities to assist in its attack or to help prevent the Beast from losing control and the Frenzy ending. The character will use Willpower only to defend against attempts to draw the character out of Frenzy.

Frenzying is a great tool for exceptional role-playing. Frenzying is not just about what happens when your character has lost control and needs blood, or how to get away from what made the Kindred run away. It can also be about how your character got into that situation in the first place and the embracing of the fact that you now have an opportunity for character exploration. How will you react the next time you face a similar situation?

Frenzy, especially 'fear frenzy' or Rotschreck, is something that shames Camarilla Kindred (in some cases you may even be stripped of Status depending upon your actions). It is when the beast takes over and the true Vampire shows through.

Never forget the bloodthirsty beast that is lurking and waiting for a chance to take over. The battle against Humanity (for those on the path of Humanity at any rate) is the key balance for your character. Every action you take, every move you make should be made on the heels of fear of the beast taking over.

It is our fervent hope that players spend some time thinking on how they wish to play out the battle of each individual struggle to cling onto their Humanity. This concept is one of the main cores to the Vampire system as a whole. The fall from grace is never pretty, but the player who dramatizes this journey with panache, style and originality will always be high in the minds of the ST when it comes to XP awards for exceptional play.

The MMN

Malkavians are hooked up (to a varying degree) to the supernatural, disembodied neural net that some call the Madness Network (or the Cobweb, the Tapestry, the Weavery and so on). This Network is exclusive to the Malkavian Bloodline (clan) and only those that are a part of the natural blood line of Malkav are able to access it. The Cobweb is not something that comes with Dementation - vampires outside the clan can learn Dementation, but they can never hear "The Call".

Note: "The Call" is a Combo Discipline that takes the blood of at least a 6th gen to access.

Each Malkavian PC (or NPC) has at least one dot of Malkavian Time (given to them at Char Creation by the STs). Malkavian Time is a retest for receiving from the MMN.

Malkavians can always send, however it's in the receiving that there may be problems. When you send across the MMN, it is too all Malkavians within the city... there is no selective sending across the MMN... this is not a telephone.

* *Win the test: The feelings are strong and forceful. The words are clear and crispy. It can be quit terrifying depending on the situation. Though there may be a bit of distortion from the weave itself or from the insanity of the Malkavian sending.

* *Tie the test: It becomes muddled, muffled and slightly tainted in the process (see ST for the changing of words).

* *Fail the test: You may not receive the message at all... or it becomes lost in translation from their mind too yours somehow.

What the MMN is not:

The MMN is not a discipline you cannot use any disciplines via the MMN unless said discipline specifically says that it is how it works (Like "The Call"). The MMN is not a tool to be trifled with. It is a mystical and mysterious subject that even the Malks have a hard time understanding. The more Malkavian Time you have, the better you understand it, but the closer you get to the

lunacy that it breeds (see the Third Ed Malkavian Clan Book for details on the levels).

MMN during Combat:

Using the MMN is a highly concentrated action. It takes all your concentration for that turn to be able to send a message. You must declare during that combat phase that you are sending a message out to the MMN during the Mental Actions (see House Rules for details in actions) and expend 3 mental traits, at which time you can do nothing else but try to defend yourself. The message goes off at the end of the round. You are able to send a 5 word phrase if successful.

Astral Space

What is Astral Space? Good question... Here is an even more vague answer: 'It is not here and not there, but somewhere in between' the spiritual world and the physical world. Now let me clarify... This is the plane of pure thought, emotions and dreams. Everything that is normal of the Physical world also is on the astral plane, including buildings and people, but for those that travel this realm, there is strangeness to it, as things are often black and white and grey. For those players that understand Garou Genre, the Astral Realm is the Gauntlet. By focusing Aura Perception, you can see colors and the emotions of the world that is normally bleak and grey. But note a few things when travelling about an alien plane without your body.

1. Normally those of the physical world cannot see you, but sometimes, they can detect you depending on abilities and circumstances.
2. You cannot read writing in this world; thought on paper is like looking at weird emotions that makes no verbal sense.
3. Things lurk out there in the Astral Plane that doesn't want you there, including other astral beings. Be careful and watch your cord!

The Sewers

Here is a general OOC overview:

Levels 1 and 2 (the top two levels): are general larger sewers. You can hunch over and walk. You can't walk upright save main access tunnels. Most of these sewers are 5 feet high, but can range up to 6 feet near main access point or as low as 4 and a half in other areas to even a crawl in the smallest crevices. These two levels are where rats and other 'animals' come to feed or travel. These are also the two levels where you will find most city workers.

Level 3: is very cramped, almost is pipe like and crawl spaces. These levels are in loose rock, loose dirt, gravel and sandstone; making tunneling outside the piping difficult if not impossible in several areas. Most of this area is where you will find smarter and more 'alpha' rats as it is warmer here than topside in the winter. This is also the area where some 'breeding' happens.

Level 3 is most of Gimli's 'original' sewers. In order to erect or construct in these areas will require some major labour and a lot of patience and some times even massive influence.

Level 4: is broken sewers, bits of this..bits of that...sunken sink holes...thousands of dead

ends and places to accidentally get trapped. Many of these places are where you will find the 'old dead' workers who went missing long ago, their bodies stripped and eaten by rats. These areas make great hidey holes, but are dangerous places if something decided to breed in them.

Level 5: are caverns; some man made...others natural forming...others...'not so much'... They are scary places and should be roleplayed that way even by the most courageous of Nosferatu. At level 5 you are now at least a hundred feet below the surface or are in an area that has limited access points and might only be sought by going thru level 4. You are now in limestone I believe (tough stuff...hard rock, it can be very unstable).

Level 6 and beyond: If there is a 6th Level or beyond...it has not been found yet; nor does 'it' want to be found.

Notations:

Level 4 and 5 are sparse and strange. Most Nos are told not to go there alone. Level 4s and 5 can be found near the Forks, Downtown, Little Toyko, Near Portage and Main, the Exchange and Market areas, around the Docks and East K... We'll be more specific and possibly expand that as time goes on as I am sure there are a few more places.

Warren Lore:

Is a Nosferatu specific Lore in our game. While others can buy 'Sewer Lore', the Nosferatu are able to buy 'Warren Lore', which is a much more wide based subject as some Nos spend their entire lives and livelihoods in the sewers and warrens (Nos Domains) learning the secret nooks and crannies of the underbelly of a city. Warren Lore in the usage of not getting lost in our game allows them a 3 trait bonus to figuring out where they are as opposed to simple Sewer Lore.

Mortal Retainers

Ghouled Retainers are to be written out on chits just like items. For every Ghouled Retainer taken, the character comes too game down 1 blood trait/month.

While this system may seem overly simplified, keep in mind that the purpose of the system is to streamline NPCs. It is not meant for fully developed player characters. As such, they can have only your character XP spent on them. Moreover the NPCs will not be as powerful as player Ghouls. Every attempt to maintain this sort of balance has been made. There are separate rules for Animal Ghouls and they are not taken into account in these rules.

Name: All Retainers should have a name.

Archetype: A one word description of their personality. Kind of a Nature/Demeanour combined.

Traits: 6/4/3 to start. 9 maximum in any category.

Abilities: Ghouls start with 7 abilities. None may be over 2 points without being a greater retainer.

Merit: Ghouls may have one Merit approved by the ST team.

Flaw: A Ghoul will be given a Flaw or Negative Traits [chosen by the ST team] with equal point value to any Merit taken.

Backgrounds: A Ghoul starts with five backgrounds. [This excludes Influence] None may be higher than three points. If Retainers are chosen, the retainers are 'warm bodies' and that is pretty much it. Retainers after that cannot take retainers.

Disciplines: A Ghoul begins with the first basic of any of the physical Disciplines. [Celerity, Fortitude and Potence] Ghouls may never have more than basic Disciplines without having a 7th generation or better Regnant. Ghouls may never have Advanced Disciplines or Blood Magic.

Morality: Ghouls have morality determined in the regular manner for vampire characters. They gain no points for lowering their Humanity at creation.

Blood: Ghouls have a pool of ten blood, only six [6] of which are useable.

Willpower: Ghouls start with one willpower and have a maximum of four.

Influence: Ghouls/retainers do not have influence. They take care of yours. For every point of retainer a vampire has on their sheet, this number adds to the total traits of a vampire to determine the max amount of influence a vampire can hold. See Laws of the Night.

Greater Retainers

Rather than having five lesser retainers, a player may decide to have one or more greater retainers. Please note that a player may have more than one retainer but never more than five points of retainer. For each additional point spent on a retainer [maximum of four points] the retainer gets the following:

- * +2 Traits [Must be spent in different categories]
- * +1 Specialty [or a specialization]
- * +1 Background [excluding Influence]
- * +1 Willpower [+1 Discipline when Willpower is full]
- * +1 Discipline

*Please note, that greater retainers with the "Learn Other Disciplines" merit may choose any Discipline that is considered In Clan for their Regnant. [Excluding Blood Magic] All others must pick from the physical disciplines. [Celerity, Fortitude or Potence] *

Please also note, that once you have a greater retainer, you may spend your own XP to upgrade them further

Wraith Retainers

Wraith Retainers are to be written out on 3x5 cards like items, and like items must be checked when arriving at a chronicle. Moreover, if (like Champaign-Urbana) there is an ongoing Wraith chronicle, the Wraith chronicle should be informed about said retainers.

The assumption here is that players are not all that familiar with Wraith: the Oblivion or need they are. These rules are an extremely abbreviated version of Oblivion, and are intended for Giovanni retainers and those with the flaw Haunted. Alternately, they could be used as an introduction to the world of Oblivion.

While this system may seem overly simplified, keep in mind that the purpose of the system is to streamline NPCs; it is not meant for fully developed player characters. As such they can not have XP spent on them. Moreover, the NPCs will not be as powerful as player wraiths in the same way that ghoul retainers are not as powerful as player ghouls. Every attempt to maintain this sort of balance has been maintained.

Player characters may not be wraith retainers but may play allies of wraiths. As such they would be made as normal wraiths according to the wraith LARP rules.

In addition, Risen may not be taken as a wraith retainer.

Name: All Giovanni retainers should have a name.

Archetype: Sort of a nature and demeanour combined in one, this would be a one word description of personality.

Concept: Why is the wraith serving the Giovanni? This is very important. Is she a hunter who also wants to destroy the shroud? Have the Giovanni imprisoned her? Did she make a pact with them for power? Or is she a malevolent spectre that finds the ways of a vampire evil enough

to comply with?

Attributes: 6/4/3, like ghouls. These do not have to be specified, save simply by number.

Abilities: Giovanni retainers get 5 abilities. Normally, these are Italian, a retest for all three starting arcanoi, and one specialty.

Passion: The player should pick one driving passion that drives the wraith, such as serve the family (loyalty) or destroy the world (megalomania). Once per night the Giovanni may have her NPC make an extended simple challenge to regain pathos if appropriate.

Fetter: Most likely the Giovanni have at least one fetter of the wraith in question. Which one would that be?

Backgrounds: The wraith may choose one of the following backgrounds to help flesh out the character. For greater retainers, multiples can be taken of individual backgrounds or can be spread out among any combination of the player's choice.

- * Age: died up to one hundred years ago. Additional dots add another one hundred years of wraith experience.

- * Eidolon: Allows one retest to avoid thorns per night.

- * Memoriam: May begin with an additional point of pathos each night.

- * Relic: The wraith possesses one relic (probably a weapon) which may be used in the shadowlands.

- * Status: The wraith possesses a level of status, most likely in one of the guilds (esp. the Hunters).

Arcanoi: The wraith must choose three basic arcanoi from the list. One of these three must be pandemonium, one must be a common arcanos, and the other must be an uncommon arcanos. The arcanoi of Lifeweb, Fatalism, Puppetry, Flux, Intimation, and Mnemosynis are entirely forbidden to Giovanni retainers. (Three are lost arts, and the other three are unbalancing and difficult to apply to NPC retainers).

Thorns: The Giovanni must pick a thorn with which the shadow tortures the wraith.

Storytellers may (once per night) make a simple challenge to activate the thorn at any time. Only Eidolon may be used to retest this challenge.

Pathos, Corpus, and Willpower: The NPC begins play with 3 points of pathos, 7 corpus, and 2 willpower. While this is certainly less than starting level PC wraiths, keep in mind that these are NPC retainers that are to be balanced with the rest of game. Certainly no other clan has the option of having up to five NPCs floating around them at any given time.

Wraith Challenges

Normally most challenges for Giovanni retainers are simple challenges. This risks no trait. If the challenge wins or ties, it is effective. If the challenge is extended simple, then if the challenge is won the wraith counts a success and challenges again, counting each win and continuing. Any time the wraith loses, the challenge is over. If the wraith ties, the challenge is considered successful, but the challenge ends there.

Greater Wraith Retainers

Rather than have five lesser retainers, a player might prefer to have one or more greater retainers. For each additional point spent on a retainer (maximum of four additional points), the wraith gains the following:

- * +1 attribute
- * +1 ability
- * +1 background
- * +1 willpower
- * +1 basic arcanoi

Note that two additional basic arcanoi may be "cashed in" for an intermediate arcanoi. This does not apply to the initial three arcanoi allowed. Two additional arcanoi may also be "cashed in" for an advanced arcanoi. Obviously a wraith may not have an intermediate arcanos without first knowing the basic. Thus only a level 3 or higher wraith may have an intermediate arcanos, and only a level five retainer may have an advanced art.

Please refer to the OWBN Wraith Rules (<http://wraith.owbn.org/index.htm>) for more information on Wraith Retainers.

Animal Retainers

For every 2 Animal Retainers taken, the character will be down 1 blood trait per month. All Animal ghouls require XP to be put into them to upgrade.

Small Animals

Animal: rabbits, birds, small dogs, cats
Blood: 2 - 3 (1 useable)
Physical: 3 traits to start; max of 5
Mental: 4 traits

Medium Animals

Animal: dogs, wolves, eagles
Blood: 4-7 traits (2 useable)
Physical: 5 traits to start; max of 7
Mental: 4 traits

Large Animals

Animal: bears, horses, cows, bulls
Blood: 8-10 traits (4 useable)
Physical: 7 traits to start; max of 12
Mental: 4 traits

Animal Instincts

Instincts represents the animal's natural tendency to rebel against orders given to it. Instinct is ingrained into it and cannot be changed under normal circumstances. An untamed rabid wolf may have a rating of 10, while a wild animal (like a bear or tiger) has an Instinct rating of 8, while domestic animals (like cats or dogs) have an Instinct rating of 5. This number represents the difficulty for uses of Animalism, Animal Ken, and other mind affecting abilities and powers on animals. Speak to your ST about the rating of your animal ghoul and remember, even trained monkeys will fling their own pooh once and a while.

Willpower:

1 (Max of 2)

Ghoul Animal Disciplines

Start with one dot in Potence. An animal ghoul can learn the disciplines of Potence, Fortitude and Celerity. The limits for Discipline levels are as follows:

- * 14th Gen Regnant; 1 basic Discipline, cannot spend blood
- * 13th Gen Regent; 3 basic Disciplines
- * 12th Gen Regent: 3 basic Disciplines
- * 11th Gen Regent: 4 basic Disciplines
- * 10th Gen Regent: 4 basic Disciplines
- * 9th Gen Regent: 5 basic Disciplines
- * 8th Gen Regent: 6 basic Disciplines

Ghoul Animal Abilities

An animal ghoul can have a maximum of 3 traits in any ability (no specializations). The animal gets 3 points at creation. You can choose from the following list: Animal Ken (used to cull or lead other animals), Brawl (used for biting and crawling), Dodge, Survival, Sniping (used for spotting vampires), Empathy (used for feeling the emotions of their masters), Athletics (use for jumping or climbing), Awareness (to negate surprise), Intimidation, Stealth, and Hunting (for their own food).

Freebie Points:

3 points.

Notes:

Animals may have special abilities at ST discretion.