

Sang Nordique House Rules

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Revised by Jaryd and Jon

Forward/Preamble/The Most Important Thing to Remember!

Welcome to the house rules used by the OWbN chronicle Sang Nordique. Sang Nordique uses the rules contained within **Laws of the Night: Revised (LOTN:R)**, with the exceptions contained within the House Rules below. Please keep in mind that the House Rules take precedence over **LOTN:R** in cases of contradiction. Of course, all players will need to keep in mind that the end result of any ruling is up to the Storytellers (ST). Sometimes, it fits a particular narrative or situation to do something differently from what's in the provided rules.

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Players creating new characters should keep the following in mind:

1. Characters of 12th Generation are granted 5 extra XP, and characters of 13th or 14th Generation are granted 10 extra XP.

Sang Nordique does not allow 15th generation or Dhampir characters.

Out of Clan Discipline costs are the same at character creation as elsewhere: 4XP/Basic, 7XP/Intermediate. Characters may not start with more than the first Intermediate level of any Discipline.

Buying extra Status beyond Acknowledged at character creation is allowed, but only if the extra Status was awarded in the cities of Regina and/or Thunder Bay. Status costs 2XP/trait and up to two extra traits may be purchased in this manner for a maximum total of 3 Status on a starting character.

Characters should define how many if any Childer, Ghouls, or Brood mates they have in different locales at creation. This helps your STs understand the scope of your character.

Characters may not begin with more negative traits in any category than they have positive traits. The only Exceptions to this rule are Nosferatu and Samedi with Social Traits.

Characters may start with no more than a single ability at 3 points. They may start with a specialization in this ability if they choose.

Characters may not start with more than 5 points in total Influence and may not have any one Influence above level 2.

Characters may not start with more than two derangements. 2xp will be awarded for the first derangement. The only exceptions to this rule are Malkavians and Assamite Viziers, who may start with three. Malkavians and Assamite Viziers get the 2xp for their second derangement only.

All new characters are granted an additional 3 XP to place into Lores. Usually these will be Clan, Camarilla and Kindred Lore, though other Lores may be selected with ST approval.

STs will cap the amount of players in a given Clan, Sect, and Generation, to avoid imbalances. STs can also award bonus XP for players willing to play under-represented Clans.

As per OWBN bylaws, new characters cannot start with more than 30 XP over LOTN:R rules for Character Creation. This includes XP earned on the player's previous active character, XP awarded as listed above, and any additional XP awarded by ST.

Traits

Only traits from **LOTN:R** will be used. You may choose to replace your traits once you have reached your cap with the expenditure of 1xp and the required training time. Note: You must specify what trait you are replacing at that time or it will be denied.

Abilities

Specialized actions may require having the corresponding Ability at an appropriate level prior to entering into a challenge.

Any Abilities not listed in **LOTN:R** require ST approval. Ability costs are listed in the Experience Point Chart at the end of this document.

Awareness

Awareness can be used to cancel a "Surprise" retest.

In addition, by expending an Awareness trait and making a static mental challenge vs. the ST 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 may allow you to have some forewarning. This kind of expenditure will last for a scene.

Awareness can also be used for Noticing Powers in Effect – as per Dark Epics (pg. 72).

Blind-Fighting

Blind-Fighting may be used to cancel a Darkness retest.

Crafts/Expression/Performance

You are able to create a number of pieces equal to your level +1 for items of generic quality (Crafts/Expression 0)

Creating pieces of art takes time. To create something to match your level of crafts it takes the level of skill +1 in Player Actions. (eg: 4 sets of Player Actions for a Crafts x3 item)

Exception: **Temporary Items** and **Performance** will use a challenge to determine value (Food, drinks, Ice Sculptures, Flower arrangement, etc). It will be an extended simple challenge – win/tie up to a maximum of craft level.

Specializations in a specific item or style/craft will allow you to reduce crafting times by 1 set of PAs or by 1 challenge for that specific item or style.

If the Merit: Ability Aptitude is taken, it will further reduce Crafts time by 1 set of Pas or by 1 challenge, to a minimum of 1 set of PAs/Challenge.

Adding the “Potence Proof” Special Ability requires a specialization in “Potence Proofing” for the Crafts Ability. Adding the “Potence Proof” Special Ability adds the Heavy and Clumsy Negative Traits to the item, if the wielder does not have Potence.

Demolitions

All explosives require a test by their user, Win or Tie they function as expected, on a loss it is ST discretion on the effect. To soak damage from an explosion, a static challenge with a difficulty of 7 trait is required unless otherwise specified.

- x1 Able to create explosives that require simple fuses like fireworks, smoke bombs and pipe-bombs.
- x2 You're able to incorporate timers into devices.
- x3 You're able to incorporate remote detonators into your devices
- x4 You're able to disguise explosives and make them look like common items and will be treated 1 trait up when disarming explosives.
- x5 As long as you possess Chemistry x4, you understand how to make Plastic explosives (Challenge at the time of creation, on a tie or loss the results are up to the STs.)

Firearms

Crossbows count as guns for the purposes of this Ability.

Gambling

Each level of gambling expended allows a character to replace one card in their hand with the top card from the deck.

Linguistics

Each level of linguistics allows for a corresponding number of languages to be learned by the character.

Linguistics x0: 1 language

Linguistics x1: 2 languages total

Linguistics x2: 4 languages total

Linguistics x3: 7 languages total

Linguistics x4: 11 languages total

Linguistics x5: 16 languages total

NOTE: The Merit Natural Linguist doubles the total, so those with Linguistics x5 and the Merit would have a total of 32 slots available. You may not buy more languages after this.

Lore

The following types of Lore are available subject to ST approval: Kindred, Lupine, Faerie, Sect (Specific), Sewer, Clan (specific), Hunter, Mage, Wraith, Demon, Noddist, Warren, Kuei-Jin, Spirit, Path. 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 Simple test at sign-in to regain a maximum of 1 Willpower trait in this fashion. The test must be won outright. This may be retested once for every level of Meditation possessed by the character.

Performance

The artist will conduct simple tests to determine the beauty of the Performance based on the level of the Ability

Rending

Instead of dealing damage, with this ability you may choose to “bleed” your enemy for a total amount of traits equal to the amount of damage that would normally be inflicted (Pre-soak).

Survival

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

Dual Wielding

The rules for wielding a separate weapon in each hand are as described in Dark Epics pg. 71.

Characters with “two weapon mojo” weapon specializations, based on previous house rule iterations may make a one-time change to a new specialization, based on this change in rules.

Backgrounds

All backgrounds found in sources other than **LOTN:R** are subject to ST approval. Any Background levels such as Influence, Contacts, Allies, Herd, or Mentor that is used at game cannot be accessed during the following Player Actions. IE: If you use an Influence action at game to get info, you only have one Influence action for said Influence during Player Actions. Using 2 of 3 dots of Allies would leave only 1 dot of Allies for Player Actions, and so forth.

Allies

Allies do not equate Influence. Allies are not supernatural. The more Ally points temporarily expended, the more points of the ability can be used. 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 x3 follow someone else in one set of PAs. The following set of PAs they could temporarily expend those same three points of Allies to have someone with Investigation 3 to check out a shady pub.

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 the corresponding level of a single Influence possessed by the character to be used to affect Influence outside of Gimli. When trying to affect other OWbN chronicles this may change in relation to their House Rules and at the discretion of the affected chronicle's ST. Remember Fame is a double-edged sword: the more you do the harder it is to keep quiet.

Generation

Generation must be purchased with XP/Background points. The level of Generation is limited by the STs.

Herd

A PC may sit out of game for 10 minutes and regain two blood traits. This may be done as many times as they have the Herd Background.

Influence

Once enough influence grow points are gained to reach the next level, 1xp must be spent before they can access that level and can begin growing to the next.

Occult influence may be used to obtain lore, at a value of your occult rating minus 2. The lore obtained may not in any way be R&U.

The rituals available through occult influence cannot require out of character sub-coord or coordinator approval.

Mentor

A Mentors name, generation, clan, and your relationship with them must be defined upon purchase.

Business

Business backgrounds cost 2 XP per dot.

A character may have any number of businesses, but **not** more than **one business per Influence**.

A business must be tied to one of the character's existing Influences. The business will provide the owning player both a primary and secondary benefit. These benefits come from the following list: **Allies, Contacts, Fame, Herd, and Resources**. The primary and secondary benefits must be different.

The primary and secondary benefits will increase on a staggered pattern based on the total value. See below for an example.

Business Level 1 – Primary 1, Secondary 0

Business Level 2 – Primary 1, Secondary 1

Business Level 3 – Primary 2, Secondary 1

Business Level 4 – Primary 2, Secondary 2

Business Level 5 – Primary 3, Secondary 2

The dots granted via benefits **do not stack** with any Backgrounds personally held by the character. An example is a character with 3 dots of Contacts, and a 2 dot Business with contacts as the primary. The character would then have one group of Contacts up to three, and one group of Contacts up to 2, not one group of Contacts up to five.

The level of a character's Business is related directly to the Influence it is tied to, and may never go above the level of said Influence. Of course, the Business may be of a lower level than its parent Influence, such as if the owning character hasn't bought more dots in it yet. Should a character's Influence level drop for any reason such as due to an attack, the characters Business level will drop as well should both be at the same level. Business levels can be permanently lost, but may be bought back with Experience points. A

player's justification for buying a level of Business must include having the related Influence already at the same level or higher.

Example Business: *Dance Revolution - Nightclub Level 4. Attached to Underworld Influence. Primary benefit is Resources x2. Secondary benefit is Herd x2.*

Finance Influence use clarification: "Purchasing a business" - If using Finance Influence to "purchase" a business that exists as a background on someone else's sheet (either PC or NPC), you must first destroy the Influence that the Business is tied to. That Influence acts as an anchor, keeping the business under the owner's control. So, any finance action to try and buy the business must first act as an "Attack" Influence action, until the anchoring Influence is completely removed. Then the business may be purchased if being sold. To gain a benefit from the purchased business though, the player must still spend the experience to add the Business to their sheet as normal.

Resources

Resources may be claimed in PAs every 2 weeks. They cannot be claimed retroactively.

Retainer

A Retainer must be a human or an animal. Each Retainer must be defined. A character may have more than one Retainer but never more than five points worth total. In order to call upon a Retainer, that character sheet must be logged by the ST. Please see the Retainer section for specific rules.

Military Force/Gang/Cult

This Background represents a literal "strength in numbers". The character has access to a number of normal, unskilled humans that are willing to back their play, whatever that might be. At 1 point, this may be a few boys willing to back you in a bar fight, 3 points may be a small street gang of 10 or so active members, while 5 points might represent a well-organized local militia of 20-30 people.

ST may choose to limit the number of rank 4 or 5 military forces available in the game. After all, how many local militias can one town have?

All members of a Military force are regular standard, mortals. They may not be blood bound and most attempts at mass conditioning will fail due to the nature of the group.

Military force is meant to be a single unit of unspecified skill. It is not meant to replace the Allies, Retainer or Contacts Backgrounds and should not be used to simulate these. Members of your military force should NOT be called upon individually to complete menial tasks.

Military force may be used for the following purposes:

- Attacking a Business or Influence area (additional attack action equal to the background traits)
- Making a physical attack on the character's behalf
- Backing up the character's attack (adds 1 trait to attacks and a simple test for each Background point for additional damage)
- Making the character look bad-ass (Add 1 trait per level to intimidation tests, made to look imposing)

Calling upon the Background for above actions takes time and planning. This is represented by the character spending 10 minutes per-level out of play, while they're off organizing their boys. They can also be used during player actions normally.

If the Background suffers any counter attack or is otherwise compromised, the rating will be immediately reduced at ST discretion. Due to the nature of the background, expect this to happen frequently.

All actions using Military Force are obvious and cannot be hidden.

Merits

All are subject to ST approval. Please note that you must role play both your merits and flaws. Merit benefits can be withheld and STs can force you to buy off flaws. Bonus traits provided by multiple merits do not stack.

Merits

****Any Merit or flaw that would affect an individual's Status or Reputation can be awarded with no cost or training times with ST approval.****

Ability Aptitude

PCs must have 3 points in an ability and a specialization before they can train for the Merit.
PCs may take this Merit twice if they meet all the requirements.
(1 Crafts/Expression/Performance Ability, 1 non Crafts/Expression/Performance Ability)

Acute Sense

Cannot be used in combat for extra traits.

Blush of Health

Does not give you a pulse.

Common Sense

Is not allowed.

Dynamic Personality

This is a Brujah clan specific merit. Each time a player with this merit uses XP to purchase Allies, Contacts, or Military Force they get 2 points of that Background, not one. If the additional point takes them over their limit on the Background, the additional point is lost. If purchased at character creation, the benefit does not apply to those Backgrounds purchased with build points.

Additional In-Clan Discipline

This merit is not available for purchase.

Advanced Clan Advantage (5 point Merit)

For those who are playing a clan that offers blood magic as an addition/available discipline to purchase; this merit will allow you to have and use the advanced level within the Gimli game. Samedi PCs are not required to purchase this merit, as it is their clan advantage. This merit cannot be purchased at character creation.

Learn Other Disciplines

This is a 2 point merit available only to Ghouls.

Luck

During sign in, characters with the Luck Merit make a simple test. If they win, they get 3 Luck tokens. If they tie, they get 2 luck tokens. If they lose, they get 1 Luck token. Luck tokens can be handed to a ST or Narrator to retest any challenge. Luck can also be used to retest any challenge in the character's vicinity. This retest can be used after the **Might** retest.

Oracular Ability

This rare insight gives you the powers of a seer. STs may give you visions at random times. And of course, it also may give you a retest as per the book. This retest can be used after the **Might** retest.

Occult Library

The Occult Library merit is not permitted in our game.

Clan Friendship

This Merit is not permitted at character creation. It must be earned in game. This merit requires Clan Coordinator input to be considered for purchase.

Flaws

Infertile Vitae

This flaw is not available within Sang Nordique.

Flesh of the Corpse

The Repugnant traits cannot be concealed with Mask of 1000 Faces.

Prey Exclusion

“Children” is not a viable option for this flaw.

Probationary Sect Member

If taken as a flaw at character creation, it must be bought off with XP as per the chart at the end of the document.

Clan Benefits

Malkavian - The MMN

Please refer to the OWBN Malkavian Clan Packet, page 7, bottom paragraph.

Nosferatu - Out-Of-Nos Rule

This rule is a mechanical extension of the Nosferatu clan benefit. Any Out of Character talk overheard by an In-Character Nosferatu in the designated In-Character area may be treated as if they overheard it In-Character, so long as they run it by the ST first. The exception to this is any talk between a character and a Story-teller or a Narrator running a scene.

Toreador

The Toreador Clan advantage now includes the Expression Ability as an option. It functions like the Herd background.

Clan Flaws

Assamite

For caste advantages and disadvantages, see Clan book: Assamite 3rd Edition (revised)

Caitiff

A Caitiff's in-clan disciplines are chosen from the cardinal 8, with only one being physical (Potence, Celerity, or Fortitude). Caitiff have no clan advantages. No Caitiff character may start with a Generation lower than 10.

Toreador

Toreador are immune to their clan disadvantage when in frenzy.

Disciplines

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

The highest level of an out of Clan Discipline a character may call on is one level lower than the maximum level of their in-Clan disciplines. *I.E. If a character can attain rank 5 in clan disciplines, they may call on Rank 4 out of clan Disciplines. Higher Rank Disciplines may be purchased for use outside of Sang Nordique.*

Neither the Sorcery or the Rituals from the Anarch Sorcery Paradigm are usable within Sang Nordique, however it can be purchased for travel purposes.

Time: When a discipline is defined as lasting for duration of scene or an hour it is determined to be activated for up-to a maximum of an hour or till disabled by activator. Disabling the discipline ends the effects and it would need to be reactivated with a new set of tests and repayment of activation costs

Animalism

Quell the Beast

Being under the effect of Quell the Beast does not negate the ability to permanently burn Willpower for Aegis.

Auspex

Aura Perception

A successful Aura Perception challenge will also automatically identify if the subject is Alive or Dead, in addition to the question asked. You may not use Aura Perception to ask if the target is lying.

Psychic Projection

Though you can move at the speed of light, you cannot search or investigate at the speed of light. If you wish to search an area, it must be done at normal speed.

Dementation

Voice of Madness

Mortals and other non-supernatural creatures automatically flee in terror as if under the effects of Rotschreck; other wise the user of this power may choose the Virtue their intended target tests against if successful; Self-Control or Courage.

- Courage – The victim runs away as if under the effects of Roscheck.
- Self-Control – The victim will automatically anger frenzy on whatever has its current attention.

Dominate

Mesmerism

During combat, the length of the Dominate phrase is limited to 3 words per social action.

Fortitude

The use of Fortitude is not mandatory. A character may choose to not use Fortitude. This does mean that a character can be dominated into not using Fortitude, but the moment the character enters their wounded health levels, not using Fortitude becomes suicidal. Not using Fortitude against being staked is ALWAYS suicidal.

Resistance/Resilience

To reduce damage the character can now simply "bid" a stamina related trait to 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. A character with Resilience will not be staked if they succeed in the challenge to soak all the staking damage

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. The player must declare the use of "Aegis" **before** the staking simples are thrown if soaking with Resistance fails.

Obfuscate

When a character with Auspex attempts to penetrate Obfuscate they gain a bonus trait for each level of Auspex they possess. On the other side, the character with Obfuscate gets a bonus trait per level of Obfuscate they possess. These traits are used only when comparing ties. A character may only hide with personal objects or objects with simple concealability. ST discretion for specific items.

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

Vanish from the Mind's Eye

Vanish allows you to remain hidden while interacting with your environment to a minor extent. IE: Ripples caused while wading through water will be dismissed by onlookers, but splashing around will force a test to remain hidden.

Cloak of the Gathering

Cloak may be used on an unwilling target by succeeding in an opposed mental challenge vs. the target's mental traits.

Obtenebration

Shroud of Night

The globe of darkness created by this power can be moved 2 paces at a time in normal rounds. The globe cannot be moved with Celerity. The forced retest imparted by the globe is termed a Darkness retest. You may only have one Shroud of Night active at any given time.

Arms of the Abyss

The tentacles spawned by this power have all your powers of Fortitude, unless you specifically mention you are giving them your Potence or no disciplines at all. The number of tentacles a character may create is limited to double their dots of the Occult Ability. You must be in the same room as any tentacles created.

Black Metamorphosis

The Clumsy negative trait imparted by being hit by Kindred in this form does not stack. You only gain Clumsy x1 no matter how many times you are hit.

Presence

Awe

Awe is only a retest for social challenges.

Entrancement

Can only be used against a subject you are actually near and have line of sight to. Over the phone or video-chat doesn't work.

Summoning

The use of this power on another supernatural will require the expenditure of a Willpower. A summoned person will not take action to put themselves into danger (walking in sunlight, into a burning building, or into the waiting hands of a boot party). If the ST running the scene feels that the intent of the summoning is to cause harm or death; the summons will fail.

If a PC or NPC has become inactive or absent for 6 months, then all social interaction as per Summoning is removed. If a PC or NPC has been absent, then a new social interaction must be established to Summon the individual.

Majesty

ANY offensive action breaks the effects of Majesty. Granted, the term “offensive action” can be an ambiguous term, and normally depends on the intent behind the action, so the final call on what qualifies as an offensive action is up to the ST’s. Awe may be used as normal without breaking Majesty.

Necromancy

Path of Bone: Soul Stealing

Does not affect supernatural creatures.

Potence

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 cannot successfully stake a character as they shatter on impact.

A hit with Puissance can inflict damage **and** distance, or just damage.

Quietus

For levels where weapons can be coated, you can have as many coats as a weapon has traits, to a maximum of three blood traits max. All blood used for Quietus loses its potency with dawn. All spitting attacks have a range of 3 steps per level of Athletics ability.

Silence of Death

Causes all using Blood Magic within its effect to bid an additional trait.

Protean

Shape of the Beast

The form traits granted by this power cannot bid or used for Fortitude.

Mist Form

A character in Mist Form may move 2 steps per combat round.

Serpentis

Tongue of the Asp

This is a melee range attack.

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.

Temporis

Clotho's Gift

Temporis levels rounded up in rounds this power is activated. A user will only be allowed to risk three (3) stamina traits for a total of four (4) potential actions on a successful activation.

We recommend this because even though it allows an action more than celerity does to PCs, it is balanced by the fact that activation is not guaranteed and the player can lose risked traits in the attempt to activate the power.

As no difficulty is listed for the activation challenge (static physical retest with occult) we suggest a difficulty of 7 + the number of traits risked to activate the power.

Characters are able to spend blood for activation of Clotho's Gift while it is active but cannot activate it until the current use expires or be immediately destroyed. Using any power, object or effect that grants yet another action will result in the immediate destruction of the character.

Actions acquired with Clotho's Gift follow the same timing rules as Celerity actions. Thus a character who successfully activates this power with three (3) risked traits would receive: [Action 1, Normal/Everyman round], [Action 2, Swiftiness Followup], [Action 3, Legarity Followup], [Action 4, Quickness Followup]

To define activating a power in Clotho's Gift; the keyword here is "activating." No power that is reflexive (Fortitude) or considered always on (Potence) or activated before but does not require maintenance (wolf claws) in Clotho's gift will incur damage for its use.

Certain merits, such as Ambidextrous may grant an additional action. These merits will function as normal unless they specifically duplicate celerity (no Innate Magical Ability to duplicate celerity)

Blood Magic

All Blood Magic paths considered primary for a character come with a free ritual per level learned. This includes Necromancy, Thaumaturgy and Dur-An-Ki.

Mastery of the Mortal Shell

This path is disallowed.

Path of Transmutation: Gaol

Against unwilling targets, there is a mental vs. physical opposed challenge required to enact the power. Retest is Occult for the character using Gaol. Retest for the opposing player is an appropriate ability for the trait bid.

Path of Blood: Blood Rage

Blood Rage can only be used to force someone to use a single point of blood. This means that it cannot be used to heal Aggravated wounds.

Path of Blood: Blood of Potency

Your blood is considered to be at your actual Generation to wake Kindred from voluntary torpor, waking a kindred from forced torpor due to damage, and feeding ghouls.

Learning Blood Magic Out of Clan

When you learn Blood Magic as an out of clan power, either by opening the gates to the lands of the dead (Ahku) or opening yourself to Baron Samedi, a few changes happen.

You are then able to learn your PRIMARY path up to the Advanced Level. These take the costs listed previously (4/7/10) and the requisite learning times (2/3/4 sets of PAs)

You may learn any of your secondary paths up to Intermediate 2 afterwards. If you wish, you may purchase the advanced level for travel only. Followers of the Baron must make this decision before they learn their next path, as the Baron teaches you one path at a time, and doesn't go back.

Samedi are an exception to the rule. Being the favoured of Baron Samedi's children, Voudoun Necromancy is considered to be an 'In-Clan' discipline for purposes of Advanced Disciplines.

Combo Disciplines

All known combo disciplines require a teacher.

If using the Mentor Background to learn a Combo Discipline, a 5 Point Mentor is required, and all 5 points are permanently removed from the character sheet when the training is complete. A Mentor will not train you in a Combo Discipline that you are otherwise unable to get due to Sect or Clan.

To teach a Combo Discipline, at least one of the pre-requisite Disciplines must be in-Clan for the teacher.

Blood Tempering

Blood Tempering only adds a single health level to metal armor. It cannot be used on non-metal armor.

Shapeshifting Powers

Shapeshifted characters can only hold/possess personal items of pocket concealability or a small satchel/purse. Anything larger will drop to the ground.

Rituals

1. You can only have a total of temporary rituals created as you have Mental Traits, with the only exception being Blood Jewelry. Temporary Rituals include but are not limited to Splinter Servant, Shaft of the Belated Quintessence, Stone of the True Form (Not Wards).
2. You can only have as many personal rituals cast upon yourself at one time as you have double your level in the governing ability.
3. You can only cast as many rituals in downtimes as you have double your level in the governing ability.

Pavis of Foul Presence

This ritual has no effect against Majesty or Elder powers. Pavis of Foul Presence may only affect one use of Presence before having to be re-cast. You may only have one Pavis active at any given time

Blood

Mortals, Ghouls, and Kindred of the 13th and 14th Generations 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 lessers within their body. Blood traits in Vampires 'closer to Caine' concentrate into smaller sizes to be stored within their body. This is how an 8th generation vampire can store up to 15 blood traits within 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 even with proper refrigeration, after 30 days blood spoils and cannot be used. All blood traits require a date the blood was acquired.

Each point hunted normally takes 15 minutes of sitting out of play to represent them feeding. A character with specific blood tastes may take twice as long unless that preference is prevalent in the area being hunted. (ST discretion)

Drinking down a point of blood in combat rounds requires an entire round. 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'. Drinking takes place the next round. While drinking, you may not take any other action, though you may defend as normal.

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.

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

Blood Bonding

Requires that the one to be bound actually tastes your blood. Blood bonding mortals requires a taste of blood. Blood bonding supernatural creatures requires one full trait of blood. That means that it is extremely difficult to hide it in drinks... Vampires can immediately detect the difference in blood in their mouth unless disguised by other means.

Drinking that Blood (yum!)

Only so much blood can be gathered per vessel. The best vessel taste-wis to drink from is of course, humans. But even humans only give so much. Remember, for every trait of blood you take from a mortal, they suffer a health level of damage.

Here are the general effects 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 lie 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 and shock.

Drinking Animal Blood

Animal Blood is YUCKY! It tastes vile and gross, 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.

Due to the nature of the Beast, trying to sustain only on animal blood is strenuous, and will affect your Self Control tests when in the presence of human blood at ST discretion.

Like humans, animal's blood traits are directly tied to their health levels:

1 Trait

Rabbits, birds, small dogs (such as pugs), cat, possum, weasels. Animals smaller than these cannot survive any amount of blood loss.

2 Traits

Medium size and large dogs, pigs, sheep, goats, wolves, mountain lions

3-5 traits

Bears, horses, tigers, cows, bulls, bison, elephants, hippos

Willpower

Willpower may not be used:

- To automatically negate the effects of mental or social challenges when a Discipline is used.
- As an offensive retest aside from attempting to breach Majesty and all forms of Auspex (see LOTN:R).
- As a retest in a physical challenge, unless used to simulate abilities.
- To retest a failed Virtue test.

Willpower may be used:

- To hold yourself together long enough to walk away, after failing a virtue test ONLY IF a virtue was not risked.

Willpower is regained at the rate of one every two weeks. PCs may regain a single additional willpower if they possess the Meditation Ability and Win a Challenge at sign in. Meditation may be expended multiple times to retest.

Challenges

When the opposed 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.

Retesting

You only get ONE retest from each source. Abilities, Merits, Disciplines and Willpower are the areas from which you can call for a retest. Abilities can only block Ability retest and Disciplines can only block Discipline retest, unless specifically mentioned within the Ability/Merit/Discipline description. The exceptions to this are Blind-fighting cancelling the Darkness retest, and Awareness cancelling the Surprise retest.

Abilities

Abilities are burned when used as a retest, or to block a retest. 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 if they are outside of normal conversational distance (roughly 10 feet) and they possess the ability to outrun any pursuers. Additional methods may be called at ST discretion.

This is in addition to any other methods of Fair Escape found in LOTN:R, Clan Books, or OWbN Genre Packets.

Surprise

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 act defensively based on the situation. Surprise lasts for one action, a surprise action. Then the normal rounds begin. Gaining surprise allows a character to call for a surprise retest on any failed challenge. Any dispute regarding whether or not a surprise retest may be called will be adjudicated by the ST.

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

Ranged weapons use the Rate of Fire rule from Dark Epics. You may not use the bomb or win-on-tie powers of Celerity or Potence when using ranged weapons.

Thrown Weapons/Bows

You may not use the bomb or win-on-tie powers of Celerity or Potence unless otherwise specified by the Discipline when using thrown weapons and bows.

Staking

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

In order to stake a Vampire with a bow, crossbow, or a thrown stake, the character attempting to stake another must possess the specialization “Staking” in the relevant ability.

Combat Sequence

There is a proper sequence to be followed in combat, which makes for combat that is as fair as possible. Any powers not listed below will come into play at ST discretion. This sequence should be followed for all combat. Wound modifiers are in effect instantly upon receiving.

1. Spend Blood/Willpower

Declare Normal Mental/Social/Physical action intent

Alacrity (Social/Mental Challenges must be performed here, provided the user has activated Celerity.)

Effects from Alacrity

Social/Mental Challenges (Including Vanish and Blood Magic challenges. These will not interrupt normal physical actions)

Normal Physical Action (all effects of step 4 and 5 take place here, save for Blood Magic, unless otherwise specified in Blood Magic power description, such as Elemental Strength)

Blood Magic Effects

Swiftness

Legerity

Form powers (Feral Claws, Skin of the Adder, using the additional Black Metamorphosis tentacle attack, Mist Form, Ashes to Ashes, etc.)

Note: If the Effects from Alacrity would prevent a character from carrying out their declared Normal Mental/Social/Physical action, then that character loses their action. They cannot chose a new one.

Damage Cap

No single combat based attack (Brawl, Melee, Firearms, Throwing, Athletics, or Archery) will ever do more than 4 points of damage in a single attack. If a weapon is modified, enchanted or warded beyond this level, only 4 points actually effects the target.

This applies to the Wraith powers of Stone Hand Punch and Obliviate.

Health Levels

Mortals

The average Human Mortal has 5 health levels that are directly connected to their blood. For each blood traits drained from a Mortal, said mortal takes a lethal. Mortal Animals may have more or less than 4 Health Levels dependent upon their size. Ghouls may receive an additional Health level from Fortitude. The order is Healthy, Bruised, Wounded, Wounded, and Incapacitated.

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.

Torpor

A character placed into Torpor by violence will be out of action for 6 - Morality in game sessions. Thus someone with 3 Morality will miss 3 games, while someone with 1 Morality will miss 5 games.

Severe Beatings

Normally for a Kindred to meet their final death, they must take Aggravated damage past Torpor. However, a Torpid character that is the victim of concerted effort to destroy them can still meet their final death if a character takes more than 10 levels of lethal damage after reaching Torpor, or 20 levels of bashing damage.

Character Death

If in the event of character death you may spend any unspent XP on the creation of your next character up to a maximum of 30XP over basic character creation. ST approval is required.

Humanity

Unless approved by the ST, all starting characters must be created on the path of Humanity.

Humanity checks are performed at the difficulty rating of your current Humanity Rating. Any Sins at 2 less than your current humanity rating will result in an automatic loss with no test.

Waking up

Characters with a Morality of 5 wake up at Dusk. (6:00pm). Characters with declining Morality wake up at 15 minute intervals from there (Morality 4 wake up at 6:15pm, Morality 3, wake up at 6:30, etc.)

Characters also begin falling asleep earlier, based on a decrease in their Morality, so that Characters at Morality 5 fall asleep at Dawn (6:00 am), Morality 4 falls asleep at 5:45 am, Morality 3 falls asleep at 5:30 am etc.

Characters may spend Willpower to stay awake later, at 1 Willpower per hour spent awake.

Characters may spend Willpower to wake up early, at 1 Willpower per hour earlier. However any Willpower spent for this purpose must be expended **before** the character falls asleep the morning before.

Characters who stay awake late or wake up early still suffer the normal penalties for functioning during the day and may have to make Röttschreck tests if confronted with sunlight.

Frenzying

Overview

Characters in a frenzy are not themselves — or, more accurately, reveal more of themselves than they normally would. They will do anything to sate their hunger or destroy the source of the frenzy, even attacking other players' characters. Characters in a frenzy generally attack their enemies first, but if no enemies are present, friends are perfectly acceptable fodder for their baser instincts. Even lovers and family can fall victim to vampires in frenzy. The character might feel remorse and hideous guilt later, but while the frenzy occurs, nothing matters save the immediate gratification of the character's desires.

Therefore, repeated frenzies can prove very detrimental to a vampire's Morality. Some players might feel hesitant about roleplaying a frenzy, but such is the nature of the vampire. Players should be encouraged to portray the frenzy effectively. If they cannot do so, the Storyteller should feel free to take over control of the character, running it as he deems appropriate until the frenzy ends.

A player whose character is in the midst of frenzy may choose to spend a Willpower point to gain brief control of their character. In this manner, a vampire may give her victim-to-be a chance to run, or an offending mortal the chance to stammer out an apology. This moment of self-control lasts only briefly; it does not stop the frenzy, merely allows the character to control it slightly. As Storyteller, if a frenzied character takes an action you deem inappropriate, you may allow the action, but rule that the character must spend a Willpower point to take the action. The Storyteller decides how

long any frenzy lasts, but one scene typically suffices. If a character is knocked unconscious or trapped alone for an extended period, the odds are good they will eventually regain control of themselves.

Order of Target Priority

While in frenzy, a character will pursue and attack others based on the following priority:

- 1) the source (friend or foe) that triggered the frenzy
- 2) any creatures present that the frenzying character considers an enemy
- 3) any other creatures present

A character in frenzy will continue to pursue and attempt to destroy all creatures in a priority category until they are destroyed before moving on to the next priority category. When there are multiple creatures of the same target priority, the character in frenzy will target the closest such creature, ignoring those moving away in favor of those near by. For example, there are three enemies and two allies of the character in frenzy. They must destroy all three enemies before attacking either of the two allies. Should they destroy two of the enemies but the third attempts to flee, the character in frenzy will pursue the remaining enemy instead of attacking their friends.

Keep in mind that should a creature lower in priority than others draw the frenzying character's attention to themselves (such as by failing to talk them out of frenzy), they move to priority 1 as covered in the section "restarting the frenzy"

Hunger Frenzy

When a frenzy is triggered by the sight, smell, or taste of blood, the character in frenzy will attempt to drain the blood from their target instead of attempting to destroy them. If a character remains in frenzy and reaches their generational maximum in blood traits, their frenzy switches to a rage frenzy, and begin attempting to destroy their targets.

Power Usage while in Frenzy

While in frenzy, a character is unable to activate any mental or social disciplines, though any such discipline activated before the frenzy continue to work as per the individual powers description. Any physical powers the character possesses must be used, and the character must spend any blood applicable to do so, such as activating Claws of the Beast, or spending blood to increase physical traits. Characters in frenzy do not need to spend blood to temporarily increase their physical traits beyond their generational maximum.

Frenzy and Power Immunity

A creature in frenzy is immune to the mental and social powers of others, unless a power states that it affects creatures in frenzy, such as the power Quell the Beast.

Spending Willpower to Control Frenzy and Rotschreck

At the beginning of an action, a character in a state of Frenzy or Rotschreck may spend a point of Willpower to control themselves for that action as if they were not in Frenzy or Rotschreck. Control gained in this way during the Alacrity action lasts until the end of the Normal action. While a character is in control, attempts to plead or request the character exit Frenzy or Rotschreck are not automatically ignored. Characters with the Instinct Virtue trait may not spend Willpower in this way.

Talking Someone Out of Frenzy

The Beast is a creature of rage and hunger, a predator in the purest sense. Attempts to plead with or cajole it are as useless as spitting in a hurricane. Only by dominating the beast can one get it to respond.

To talk someone out of frenzy without the aid of a power, a character makes a social challenge against the creature in frenzy. The defender gains a number of bonus social traits equal to 10 - their Morality traits. Should the instigator of the challenge fail, they become target priority 1 of the frenzying character.

To be eligible to initiate this challenge, a character must attempt to assert themselves over the frenzy. A demand to calm down is sufficient, but an apology (which by nature places a being "lower" than those they are apologizing to) is not, unless the character in frenzy has spent willpower to assert control, as covered in the section "Spending Willpower to Control Frenzy".

Testing Out of Frenzy

Once the source of the frenzy, having either escaped or been destroyed, the character in frenzy may begin to attempt to exert control over their beast. To do this, they may make a Self Control test against the original frenzy challenge difficulty at the beginning of every round. Starting with the second such test, the Self Control difficulty drops by 1 each round. Success on this test means the frenzy ends, failure means the frenzy continues and the character in frenzy may make another attempt to end it at the beginning of the next round.

While the source of the frenzy is present, a character may spend a Willpower trait at the start of the turn to make a Self Control/Instinct test to end the frenzy.

Restarting the Frenzy

Should a character in frenzy be subjected to a stimulus of a higher difficulty than the current Self Control/Instinct difficulty, they remain in frenzy, but their target priority automatically switches to the new stimulus as priority 1, and the difficulty to test out of frenzy re-sets to the new, higher difficulty.

Retainers

Mortal Retainers

Ghoul Retainers have character sheets, and for them to be used their sheets must be present at game. For every Ghoul Retainer taken, the character comes to the first game of each month down 1 blood trait.

Ghouls are normal mortals. They are not Hunters, and cannot take Hunter-specific Abilities or Backgrounds.

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. There are separate rules for Animal Ghouls, however they are counted in the background "Retainer".

Name: All Retainers must 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: Retainers may have one Merit approved by the ST team. Retainers cannot have more than one merit.

Flaw: A Retainer 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 excluding Influence, Business, and Military Force. None may be higher than three points. If Retainers are chosen, the retainers are 'warm bodies' and not Ghouls.

Disciplines: A Ghoul begins with the first basic in one of the following Disciplines Celerity, Fortitude, or 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 LOTN:R.

You may spend your own XP to upgrade any Greater Retainer. XP costs and learning times are the same as the costs for your PC.

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 that must be spent in different categories.
- +1 Ability or a Specialization in an Ability.
- +1 Background excluding Influence, Business, and Military Force. (never higher than 3)
- +1 Willpower no Higher than 4. +1 Discipline awarded 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 following disciplines: Celerity, Fortitude, or Potence.

Wraith Retainers (Spirit Slaves)

Wraith Retainers require character sheets, and must be checked when arriving at a chronicle.
Wraith Retainers cannot have XP spent on them.
Wraiths are not PCs.

Name: All Wraith retainers must 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 Kindred? This is very important. Is she a hunter who also wants to destroy the shroud? Has the Kindred imprisoned her? Did she make a pact with them for power? Or is she a malevolent spectre that finds the ways of a Kindred evil enough to comply with?

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

Abilities: Wraith Retainers get 5 abilities with no more than two in one category to being with and a cap of three.

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 Kindred may have her Wraith 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 Player may choose 3 points of Background from the following list to help flesh out the character.

- **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 Haunters).

Arcanoi: The wraith must choose three basic Arcanoi from the list. One of these three must be Pandemonium, one must be a common Arcanoi, and the other may be an uncommon Arcanoi. The Arcanoi of Lifeweb, Fatalism, Puppetry, Flux, Intimation, and Mnemosynis are entirely forbidden to Kindred retainers.

Thorns: The Player must pick a Thorn with which the Shadow tortures the wraith. STs may make a simple challenge once per night at any time to activate the Thorn. 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.

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 or Specialization
- +1 Background
- +1 Willpower
- +1 Arcanoi

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

Animal Retainers

For every dot of Animal Retainers taken, the character will be down 1 blood trait the first game of each month. Animal retainers cannot have XP spent on them after purchasing 5 dots of the background.

Small Animals

Animal: rabbits, birds, small dogs (such as pugs), cats
Blood: 2 -3 (1 usable)
Physical: 3 traits to start, max of 5
Mental: 4 traits
Willpower: 1 (max of 2)

Medium Animals

Animal: medium or large dogs, wolves, eagles
Blood: 4-7 traits (2 usable)
Physical: 5 traits to start, max of 7
Mental: 4 traits
Willpower: 1 (max of 2)

Large Animals

Animal: bears, horses, cows, bulls
Blood: 8-10 traits (4 usable)
Physical: 7 traits to start, max of 12
Mental: 4 traits
Willpower: 1 (Max of 2)

Animal Retainer 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. 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 Retainer.

Animal Retainer Disciplines

All Animal Retainers start with one dot in Potence. Animal retainers may choose further disciplines from Celerity, Fortitude, and Potence. Animal retainers may never have more than basic disciplines without having a 7th Generation or better Regnant.

Animal Retainer Abilities

An Animal Retainer can have a maximum of 3 traits in any ability with 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.

Note: Animals may have special abilities at ST discretion.

Greater Animal Retainers

Rather than having five Lesser Animal Retainers, a player may decide to have one or more Greater Animal Retainers. Please note that a player may have more than one Animal Retainer but never more than five points of Animal Retainer. For each additional point spent on an Animal Retainer the Animal Retainer gets the following:

+2 Traits 1 Mental, 1 Physical

+1 Ability

+1 Willpower no Higher than 2.

+1 Discipline

-1 Instinct

Items Cards

All Item Cards in use in the Sang Nordique Chronicle should detail all benefits and penalties provided by the item. All item Cards **MUST** be stamped and initialed by an ST to be in effect in game.

Replacement Item cards will **NOT** be issued unless a Player can provide proof of the previous card's destruction (eg: The remains of the card).

Any items coming in from a source outside of the Sang Nordique Chronicle must be confirmed by the governing body sending the item (eg: Coordinator or Other Chronicle STs).

Visiting players may bring their own item cards in: however they must be checked and approved by Sang Nordique's STs. STs reserve the right to deny or require modifications of any item cards brought into the game.

Item Creation / Modification rules

All basic item statistics come from Dark Epics, with the following additions:

Additional Weapons:

Chainsaw – 2 bonus traits, neg: heavy, clumsy, loud, dmg; 1 ag; Avail: any; conceal: none; special: takes 1 round to “start”. Can not move during that round

Longsword – Same as a Broadsword.

Katanas – same basic stats as a Broadsword unless custom built for the specific character. If custom made, they use the following stats: +3 traits, no negative traits; 3 lethal; conceal: long coat; Availability: special.

Additional Weapon Modifications:

Custom Grip – Addition made to any weapon. Gives +1 bonus trait to a specific person using the weapon with a specific hand.

Sawed-Off Shotgun – Modified Shotgun. 1 fewer bonus trait, conceal: Jacket.

Potence Proof – Requires Craft Specialization “Potence Proof”, adds Negative Traits Heavy to item (affecting those without Potence)

Note: Craft skills do **NOT** provide a statistical bonus to an item. However, sufficient Craft skill may be required to add certain modifications to an item, at ST discretion. (eg: Customize a grip or make a Katana as above).

Experience Point Table

Item for Purchase	Experience Point Cost	Downtime Action Point Cost	Other Considerations
Morality Traits	3	See other Considerations	Must Adhere to the new Morality level for at least 3 months with no transgressions against the new rating. Still requires justification as to how you are being a better individual in regards to your path.
Virtue Traits	3	3	Must have overcome some personal Obstacle to Justify (i.e won a virtue challenge)
Willpower	3	Equal to New Rating	
Backgrounds	2	None	Backgrounds will rise and fall based on in-game circumstances.
Influence	1	None	Influence will rise and fall based on in-game Circumstances.
Resources	2	None	Must invest 10x the amount of disposable cash listed for in the new level (i.e \$300,000 for level 5)
Removing Negative Traits/Flaws	Double the Value	Double XP Value	Removing requires intensive roleplaying, showing concerted efforts to remove the negative in character.
Merits (At Character Creation)	Book Value	None	Must be purchased for Freebie points, at character creation. NOT XP.
Merits (After Character Creation)	Double Book Value	Double Book Value	Requires extensive RP and ST Approval to purchase any new merits.
Adding Negative Traits/Flaws (After Character Creation)	-	None	A PC will never gain points from Negative Traits/Flaws after character creation.
Physical/Social/Mental Traits	1	1	One trait per Category may be purchased per set of Player Actions
Ability Level 1 and 2	1	1	Can learn a Max of 3 Abilities at a time, which includes Specializations
Ability Level 3 and 4	2	2	
Ability Level 5	3	3	
Non-Combat Specialization	1	1	Governing ability MUST be at least 3 before Training for a specialization
Combat Specialization	2	2	Governing ability MUST be at least 3 before Training for a specialization

Item for Purchase	Experience Point Cost	Downtime Action Point Cost	Other Considerations
Disciplines			May only train one Discipline at a time
In Clan Basic	3	3	
In Clan Intermediate	6	6	
In Clan Advanced	9	9	
Out of Clan Basic	4	4	Must have a Trainer with Discipline at 1 level higher than desired Discipline
Out of Clan Intermediate	7	7	Must have a Trainer with Discipline at 1 level higher than desired Discipline
Out of Clan Advanced	10	10	***Only available for Travel Purposes*** Must have a trainer with access to Elder Level of that Discipline.
Secondary Magic Paths			
Basic	4	4	
Intermediate	7	7	
Advanced	10	10	
Rituals			Note that when Learning your in Clan Primary Path, you also gain a free ritual of the primary path's level.
Basic	2	2	
Intermediate	4	4	
Advanced	6	6	
Combo Disciplines	Determined per Discipline	One Higher than the highest level associated with the Combo Ex. Advanced In-Clan + Intermediate In-Clan would be a cost of 10. If it were Out of clan it would then be 11.	All prerequisites for the Combo must be met before training can begin AND a trainer is always required.