

Player Action House Rules Revision: Jan 6, 2018

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Player Actions

Since each game takes place over the course or a single evening once every two weeks, it becomes necessary for the players to explain to the Story tellers what it is they're doing in between games. This is done by submitting a form via email to the storyteller email group (gimli_gods@googlegroups.com). These emails are referred to as the player's "Player Actions". In some other games, this is also called "downtimes".

The Player Action template can be found at:

<http://www.sangnordique.com/files/file/player-actions-template.pdf>

All actions taken during downtime (i.e. Player actions) are considered to take effect the once approved by an ST. Players can not "chain" actions together, so that one action is reliant on the result of another within the same set of PAs. Any attempt to do so will fail outright, as the initial step will not have been completed in time for the follow up action to happen.

ex. You cannot use your resources to locate a person's haven and then use your Underworld influence to have it explode in the same set of Pas. You will find the haven, but not in time for the hit to take place.

Player Action Due Date

Player actions are due the first Friday after the game. Late Player Actions cannot claim the Player Action Experience Point, and all influence actions and actions involving other Player Characters automatically fail.

Character Improvement

Players improve their Character by training and expending the experience points earned through play.

Earning 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

Travelling to game from a different city = 1
Player of the game = 1
Storyteller Nod (one per Storyteller and Assistant) = 1
Handing in Player Actions on time = 1
Admin/Ombudsman = 1/month

One Time awards:

Handing in a Haven description = 1 xp (first Haven ONLY)
Detailed character backgrounds = 1 xp

Playing in a gaming session in costume and maintaining your character for the entire game will normally net you 2XP. At the end of a game, "Player of the game" is nominated and decided by popular vote of the player base, and each Storyteller may give one character an extra XP, known as the "Storyteller Nod".

The monthly cap as determined by OWbN is 8XP.

Spending Experience Points

Players spend Experience points to advance their character's abilities over the course of play. Expenditures are done as part of their Downtime/Player actions. All expenditures require an explanation of some kind. Storytellers will refuse expenditures if there is no explanation given for the purchase.

Action Points

Action Points represent the Finite amount of time that a PC has to do things between games. This is heavily tied to a PC's Morality rating, and their servants. A PC's Morality determines how early they awaken each evening, as well as how late they enter torpor each morning. A Kindred's servants, are not only instrumental to their survival, but to what they can accomplish, specifically during the day.

Base Action Points

All characters have a base action point pool of 3.

Morality

Your characters Morality further increases the amount of AP a player has to use during Player Actions. This is to reward those players who manage to maintain a higher Morality than others, and to signify the effect the beast has on a character, specifically in regards to waking and time they have to perform activities during Player actions.

Ex. Morality	Downtime AP
5	5
4	4
3	3
2	2
1	1

Retainers

The retainers background affords a PC some additional time to perform actions during Downtimes. This may be because the PC sends their retainer on errands to free up some of their own times, performing tasks that they would otherwise do themselves.

EX Retainers	Downtime AP
5	5
4	4
3	3
2	2
1	1

Early Riser Merit/Rituals

The Early Riser merit will afford the PC one extra downtime action to signify the fact that they may choose to awaken one hour before most other PC's or enter slumber one hour later than other PC's. This merit will only ever afford the PC one extra downtime action. Similarly, there are rituals that afford the caster the same effect as the Early riser merit, and therefore would benefit from the same bonus downtime actions point increase, when cast in downtime actions. These two effects cannot be used in conjunction and will not afford the PC any extra action points beyond the initial one.

Action Point Pool

A characters Total Action point Pool is comprised of the the following:

Base Action Points + Morality Rating + Retainer Rating + Merits/Rituals = Total

Ex. My character has a Morality Rating of 3, 2 points of Retainers, and has the Early Riser Merit my total action points would be 9 (3 + 3 + 2 + 1).

ST Discretion

The amount of Downtime action points that a PC receives will always be subject to ST discretion, and can be lowered at anytime based a number of factors. The most common of which will be plot mechanics.

Using Downtime Points

Feeding - The ability to feed is paramount to Kindred and as such takes up a portion of their time. In order to come into the next game at full blood a PC is required to spend one downtime action point to feed. For Ventrue; and those that have similar flaws and disadvantages; this is increased to two downtime action points (This is a replacement for the Clan disadvantage as per Laws of the Night). If a PC does not spend the required Action point to feed, they enter game at half blood. Feeding during game will now be represented with a Feeding deck. For each mortal you feed from, you draw a card

and either feed normally, or with some benefit/consequences. You will spend 15 min +/- any time from cards drawn out of play for feeding.

Herd - A point of herd may be used to replace the required Action point(s) spent to feed during Downtimes. Additionally, if you are low on blood and wish to gain more during game, herd will now give you two points of blood per point used. The time required to feed in such a manner is 15 minutes out of play. Any points of Herd used at game will not be available during the immediate set of Player Actions following that said game. If you happen to use all your points of herd during a game, you will be required to spend a downtime action point to feed, or come into next game with half blood.

Patrolling – Actively patrolling an area takes time, and as such how big of an area determines how much time is required to do so. The following chart determines how much AP is required to patrol a specific sized area.

AP	Size of Area
1	Small area (i.e. the forks)
2	Medium area/3 small areas (i.e. St. Vital/St. Boniface)
3	Large Area (is a combination of Medium and Small Areas)2 Medium/6 Small

Rituals – These take time to cast (15 min for basic, 30 for Intermediate, and 45 for Advanced). In order to cast rituals in your downtime actions, not only does it cost time and effort, but blood as well. The following AP costs for casting rituals is a per set of PA's cost and reflects not only the time to cast them, but also the time to recuperate the blood spent doing so. The costs for casting rituals is as follows:

AP	Ritual Level
1	Half your Governing ability
2	Your Governing Ability
3	Double your Governing Ability

*For your Governing ability please see your specific branch of Thaumatury Packet. If you have more than one governing ability, only your highest will be used for this purpose.

Investigations/Research – Sometimes there are plots that require a PC to further investigate a matter, or research something in order to propel a plot further. In these instances, these take time and effort much like anything else. During your Player Actions, this is represented by spending AP to learn something further regarding these matters. Per point of AP spent investigating a matter, you may ask the ST's one question about the plot. Questions would have to be clear, and specific, and provide you with some answers, but never ones that directly solve plot for you.

For example, You could ask "Who are the suspects that the police believe may be involved in this murder?" but not "Who is the murderer in this case?". You would then get names such as Joe, Sally, and Ron. Next set of PA's you ask me "What motives did Joe, Sally and Ron have to kill Troy?" I would then tell you Joe was Troy's business partner, and discovered that Troy was embezzling money. Sally was Troy's wife, who was cheating on him with Ron, Troy found out. Troy had a pre-nup with Sally stating that if she cheated she would get nothing. Ron was madly in love with Sally and wanted her to divorce Troy." This then would give you some Idea of what's going on. Lets say you further ask "What evidence do the police have linking these individuals to the crime?" I would tell you then that "Joe was having criminal charges pressed against Troy, and filing to have his shares of the company

transferred to himself. There is an email they found from Sally to Ron telling him that she could never leave Troy due to the prenuptial agreement, she would get nothing. But if he were to die that would be a different story. The footprints found at the scene are large, about a size 11, and the blows to his head are from a top down angle indicating that the attacker was larger than the victim.” You could then infer from this that Ron had killed Troy, but was colluding with Sally to do so. They are both murderers.

Crafting – This works similar to how Investigations/Research does. The more AP you spend in your Player Actions towards this, the better quality of an item you can create. You may spend as many AP to accomplish this task as you wish, however, an item you create can never be of better quality than the ability used to create said item. For example, you want to create a knife, and have the Craft: Weapons ability x3. This means that you could spend 3 AP to create a Craft quality 3 Knife. You could not therefore exceed a quality of 3 until your ability is increased. Adding special qualities beyond those the item already has costs an additional AP to do so per quality and always adds a negative trait to the item. Specializations will reduce the AP cost by one, as will the Ability Aptitude Merit. If you have both, this would reduce the total cost by two, to a minimum of 1 AP.

Potence Proofing – In order to create a potence proof item you will be required to make a number of static tests equal to the amount of bonus traits of the item. You must win/tie all the challenges in order to create the item, and can expend the appropriate ability to retest. You are still required to have the Potence Proofing specialization to do so.

Temporary items and Performances (Food, drinks, Ice Sculptures, Flower arrangement, etc) will only ever require 1 AP to create and the quality will be based on extended simple challenge – win/tie up to a maximum of craft level. Any specializations or Ability Aptitudes will automatically add 1 to the quality of the item. For example, performing a dance with a performance of 5 and have both a specialization in that dance and an ability aptitude would mean your performance is automatically at 2, meaning you can test for the other three levels.

Backgrounds and Other Downtime Actions

Backgrounds that require the use of an AP to use are as follows:

- Military/Gangs/Cult
- Allies
- Mentors
- Contacts
- Information Network

*If your business benefits are any of these, in order to use that business to do so would require the use of AP

Backgrounds that do not need the use of an AP are as follows:

- Influence
- Fame
- Resources
- Retainers

*Any Clan Specific Background that hasn't been covered here will be taken on a case by case bases.

Teaching

In order to train someone in something requires you to spend an AP to do so. You only have to spend this cost once. If you train them in something else, or further, you must spend another AP. This includes your retainers in order to increase their effectiveness.

XP Expenditures

Any training that your PC performs during downtime actions requires the use of Action Points. In most cases these costs will be based on the Amount of XP required to spend to purchase an item. Please see the chart at the end of the document for XP expenditures.

Training!

Training means actually pushing at your boundaries. Unless specified, training takes place in Player Actions. Going down to the all night gym to box would be training for brawl. Building bigger and bigger fires would be training for courage. Include any action that involves actually working on your character's development. Remember though, that the more dots of something you have, the more rigorous and in-depth the training should be. For instance, going out and getting into bar fights will not justify high levels of brawl. The amount of time spent pushing yourself, to train differs depending on the trait you are training in.

Training Limits

Characters have a finite amount of "learning capacity". As such, they may only learn a certain number of things at the same time. At any given time, a Character may be training in:

1 per category per set of PA's

1 Level of an ability per set of PA's (You can train as many abilities as you want, however, only one level per ability at a time.

1 Willpower

1 Virtue Trait

1 Discipline (In Clan, out or Clan OR Combo)

1 Merit OR buying off 1 Flaw

1 Ritual

Once the required amount of action points has been completed for any of these items, the Player must then spend the required Experience point cost, before the new item may be called on.

If a player attempts to train in two items under the same category, the one that appears in their Player Actions first will be completed. The other will fail.

If a Character has completed the required training but has NOT spent the required experience points, they may not begin training in a new item in that category until that item is purchased. If they do, any previous training is lost, and the training time resets.

For a full list of Action Point requirements and the XP costs associated with each possible item to purchase, see the chart at the bottom of this document.

Training Exception

The Gangrel Merit: Mixed Blessings as well as the Merit: Clan Friendship can be immediately purchased on the condition that XP is available for immediate purchase. The Mixed Blessings Merit are as per the Gangrel Clanbook. The Clan Friendship Merit will require the input of the Clan Coordinator. Other Merits can be immediately purchased at ST discretion.

You CANNOT go into debt to purchase anything, ever.

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

210 points for Level six (available only to Ventrue with the Paragon Merit)

PCs without Paragon may not exceed 200 points in any influence. Characters with Paragon may not exceed 270 points in their paragon related influence.

Influence Limits

Please use the Influence section on page 97-104 of the Laws of the Night for the limits of your influence. You cannot use Influence 1 to accomplish a task listed at Influence 5. This applies to all the Influence actions below. Please keep this in mind when describing influence actions you plan on taking.

Influence Actions

Players gain influence over the domain by taking actions during their player actions as per the rules below.

Each Area of Influence you possess grants you two actions. The rating of each influence indicates the power of those two actions.

For Example, a person with Industry 1 and a person with Industry 5 both have two actions total, but the person with Industry 5 has two very powerful actions!

Note: Insufficient explanation on Influence actions will cause the Story Tellers to deny or limit the growth. saying "I grow" without any explanation WILL fail. However, Story tellers may choose to give additional grow points for extra effort, interesting or detailed explanations.

Grow

You supplying/doing something for your influence that they have use for. You get 2 grow points per level of influence. This takes 1 action, but a second grow will not get you any points. For example:

Street 2: I grow my street by keeping an eye out for cops during muggings, drug deals, burglaries, etc. I grow 4 points.

Note: All growth actions will need to include justification.

Boost

You are getting your influence to do something for another influence. This takes both influence actions. This means that a boost is public and cannot be obscured. The rating of the first action of the boosted influence is increased by 2 for every point of influence in the boosting area.

For example, Joe has 2 points of underworld and 2 points of street. Joe uses his Underworld to Boost his Street influence. His Street Actions are an attack and a hide. The Rating of the attack action is 8 (4 for the street influence and 4 for the Underworld Boost). The hide action is unaffected.

Boosts can affect another player as well. However, for a boost to function, the boosted area MUST take a grow, attack, or defence action. If those actions are not taken, the boost is wasted.

Protect

I either provide my influence with something or have my influence act in such a way to protect itself, or “go to ground”. This reduces an incoming attack/propaganda action by 2 points per protecting influence. Like with boosting, an influence can protect another influence

EX: Tommy Tremere believes Vinny Ventrue is going to attack his Occult influence. He protects his Occult 2 with his Underworld 3 by providing some of the more Occult members with weaponry, and advises his Occult friends to stay indoors because there are folks gunning for them. This reduces any incoming attack/propaganda by 10 points.

Attack/Propaganda

I use my influence to hamper another influence in some way. This doesn't have to be physical violence, but something that would damage another person's sway within the influence. This removes 2 points per attacking influence level from the targeted influence.

EX: I use my Industry 5 to attack Brian's university influence by setting up some renovations that go wrong. These renovations are targeted to hurt some of Brian's contacts (not the background: contacts). Brian's influence takes a 10 point hit. OR, for a propaganda version: I use my high society 3 to spread rumours that Gregory's contacts within the Police taking bribes and Gregory is providing them with money. Gregory's Police takes a 6 point hit.

Investigate

You use your influence to find information. Obviously, this information must be relevant to your influence. I.e.: no using health to find financial records. The information you find depends on the levels of influence used. You may also use this action to find out the other names within said influence. This will get you all names of equal or lesser levels. Subsequent uses will start getting you higher level names. You may only investigate for names once per influence per Player Action.

EX: I use my Health 3 to find out who else has health influence. I get all level 1, 2, and 3 names. The next use will get me level 4, and the next will get me level 5. Other examples of information you have access to is in the Laws of the Night: Revised core book.

Acquire

This action will get you physical items. What items you get depend on the levels of influence used. Examples of what you can get is in the Laws of the Night: Revised core book, and the Dark Epics book.

EX: I use my Underworld 3 to obtain an SMG.

Obscure

This action effectively hides your influence's actions and your involvement. Each level of influence obscuring will essentially raise your influence level in terms of how long it takes to find your name alias with an investigate action, as described in the example below. It will also hide what your influence is doing.

Please keep in mind that obscuring is not foolproof. A good (or really long term) investigation can still find your influence's actions. This bit basically comes down to the creativity of the obscuring and investigating parties.

EX: Sammy is obscuring with his High Society 4, and Betty is investigating with her High Society 3, and on her second action doing so. Normally, this would uncover Sammy's alias (What Kindred really uses their real name with influence?). However, because Sammy's High Society is 1 level higher than Betty's, he counts as High Society 5 for investigation purposes.

There are other actions listed within the various influence level descriptions in *Laws of the Night: Revised*. These of course are still available to those players with the necessary influence needed to perform them. They may be combined with the actions listed above (EG: smuggle/obscure, Raid/Destroy)

Spending Experience Points for influence

Remember, as with ANY experience Point expenditure, a justification and description is needed to purchase these points. Without an explanation, the purchase will be refused.

When you spend XP you are buying points see below:

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. I.e. 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

The cap for buying influence is Level 3 or 69 points (to allow for previous grow points).

Item for Purchase	Experience Point Cost	Downtime Action Point	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. Will not require downtime actions as all justification is done in game
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 XP 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 PA's Max.
Abilities			Can learn a Max of 3 Abilities at a time, which includes Specializations

Levels 1 and 2	1	1	
Levels 3 and 4	2	2	
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
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	Must have a trainer with access to Elder Level of that Discipline. ***Only available for Travel Purposes****
Secondary Magic Paths			
Basic	3	3	
Intermediate	6	6	
Advanced	9	9	
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	1 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.