



## House Rules

Updated 12.16.2022

### **Disclaimer**

**This is a living document that can be changed as the game grows and new points of interest develop and are discovered. As such all House rules and regulations are at Storyteller discretion. Furthermore everything in Carpe Noctum is at the Storyteller's discretion and will require the approval of the majority of the staff present.**

The rules are meant to facilitate the telling of artful stories. Manipulating the rules is not an end in itself. The Storytellers reserve the right to inform players that they cannot take certain actions that the rules do not specifically disallow.

# Contents

Players .....	1
• Active Players [see Charter] .....	1
• Sign in .....	1
• Voting [see Charter] .....	1
• Characters.....	1
• Player Safety .....	1
• Game Costs.....	1
• Email Scenes .....	2
Character Creation & Character Sheets .....	3
• General Information .....	3
• Game resources.....	3
• First Time Players.....	3
• Standard Character Creation .....	3
• Negative Traits [LOTN-R p.112] .....	4
• PC Ghouls.....	4
• Primary and Secondary Characters .....	4
• Carpe Character Sheet Act: .....	4
• Bylaw: Character Death .....	4
Experience .....	5
• Org Bylaw Standard .....	5
• Awarded For .....	5
○ Game participation.....	5
○ Travel to other games.....	5
Player Points .....	6
• Awarded For .....	6
○ Backgrounds .....	6
○ Attendance .....	6
○ Good Roleplay .....	6
○ Costume.....	6
○ Online RP .....	6
○ Travel.....	6

- Donations .....6
- Ways to spend .....6
  - XP .....6
  - Plot.....7
  - Generation.....7
- Crafting .....8
  - Crafting Step 1: .....8
  - Crafting Step 2: .....8
- Acts of Carpe Noctum.....9
  - Carpe Time Does Not Rewind Rule.....9
  - Persistent World Rule.....9
  - Carpe Assumption of Valid Information Rule .....9
  - Carpe Sumerian Poetry Rule.....9
  - The Prime Directive Act (est. 2000).....9
  - The Technology Act (est. 2001) .....9
  - Excessive Out-of-Game Activity..... 10
  - Conflicts of Interest ..... 10
  - Player Safety and Comfort..... 10
- Attributes (Bidding Traits) ..... 11
- Backgrounds ..... 12
  - Insight – [Time of Thin Blood] ..... 12
  - Mentor – [LOTN-R p.104] ..... 12
  - Military Force – [Clanbook Brujah-R] ..... 12
  - Paragon – [Clanbook Venture-R] ..... 12
  - Retainers– [LOTN-R p.105] ..... 12
  - Cult..... 12
  - Fame – [LOTN-R p.94]..... 12
  - Resources ..... 13
  - Haven..... 13
- Influences ..... 15
  - Maximum Influence..... 15
  - Influence Actions ..... 15

○ Attack: Attack another’s influence and prevent it from being used. ....	15
○ Grow: Increase the level of your influence. ....	15
○ Assist: Help another player’s influence to grow.....	15
• Influence Caps .....	15
Merits & Flaws.....	17
• Ability Aptitude.....	17
• Code of Honor – [LOTN-R p.116].....	17
• Common Sense – [LOTN-R p.116] .....	17
• Eidetic Memory – [LOTN-R p.116].....	17
• Grip of the Damned – [ <i>Clanbook Giovanni-R</i> ] .....	17
• Honey Tongued – [Ravnos Packet 2022 p.14].....	17
• Light Sensitive – [LOTN-R p.122] .....	17
• Natural Linguist – [LOTN-R p.116] .....	17
Abilities.....	18
• Ability Rulings .....	18
• Awareness: [LOTN-R p.87].....	18
• Politics: [LOTN-R p.91].....	18
• The Rending – [Gangrel Packet, pg 19] .....	18
• Linguistics – [ <i>Laws of the East</i> pp.84-85] .....	18
• Learning Lores .....	18
Specific Rules and Clarifications .....	19
• Healing Aggravated [LOTN-R p.200].....	19
• Paths of Enlightenment [LOTN-R p.74] .....	19
• Torpor [LOTN-R p.199] .....	19
• Willpower [LOTN-R p.107].....	19
• Magic Items .....	19
• Creating a Fetish.....	19
• Activating a Fetish .....	20
• Character Items .....	20
Clan Specific Rules.....	22
• Clan Brujah [LOTN-R p.30].....	22
• Clan Nosferatu, Gangrel, Samedi [LOTN-R pp.34 50, 57] .....	22

• Clan Malkavian [LOTN-R p.32].....	22
• Clan Toreador [LOTN-R p.36].....	22
• Caitiff [LOTN-R p. 68].....	22
Combat .....	23
• Dealing with Innocent Bystanders.....	23
• Combat Challenges [LOTN-R p.200] .....	23
• Surprise [LOTN- p.200] .....	23
• Combat Phases .....	23
○ <b>Pre-empt:</b> .....	23
○ <b>Normal Action:</b> .....	23
○ <b>Swift and Legerity:</b> .....	23
○ <b>Other actions:</b> .....	23
• Order of Challenges [LOTN- p. 196].....	24
• No single attack may deal more than 6 levels of damage.....	24
• Multiple Attackers .....	24
• Touch Attacks .....	24
• Two Weapon Combat [LOTN-R p.207 and p. 113] .....	24
• Weapons / Armor [LOTN-PP.201-206 & <i>Dark Epics</i> PP. 81-90].....	24
Specific Discipline Rulings.....	25
• General Rulings.....	25
• Effects that Eliminate Surprise .....	25
• Form Changing Powers.....	25
• Combination Disciplines Rulings.....	25
• Blood Magic.....	25
• Effects from custom rituals or magical items .....	25
• Auspex vs. Obfuscate/Chimerstry .....	25
• ANIMALISM [LOTN-P. 134] .....	26
• AUSPEX [LOTN-P. 137].....	26
• CELERITY [LOTN-P. 140].....	26
• CHIMERSTRY [LOTN-P. 142].....	26
• DEMENTATION [LOTN-P. 144].....	27
• DOMINATE [LOTN-P. 146] .....	27

- FORTITUDE [LOTN-P. 149] ..... 27
- KOLDUNISM [OWBN *Koldunism Packet*] ..... 27
- NECROMANCY [LOTN-P. 151] ..... 27
- OBFUSCATE [LOTN-P. 160] ..... 27
- OBTENEBRATION [LOTN-P. 163]..... 27
- PRESENCE [LOTN-P. 167] ..... 28
- PROTEAN [LOTN-P. 169] ..... 28
- POTENCE [LOTN-P. 165] ..... 28
- QUIETUS [LOTN-P. 171] ..... 28
- SERPENTIS [LOTN-P. 172] ..... 29
- TEMPORIS [Storytellers Guide p. 31]..... 29
- THANATOSIS [LOTN-P. 174]..... 29
- THAUMATURGY [LOTN-P. 176] ..... 29
- VICISSITUDE [LOTN-P. 142]..... 30

# Players

- **Active Players [see Charter]**
  - Defined by anyone who has an Active Character housed in the Carpe Active Database
    - An Active Character is a character that has been signed in at least once in the last six games (as per the Charter.)
  - If a character has not signed in for six games or more, it will go inactive.
    - Storytellers may waive a character going inactive if they feel it is warranted.
- **Sign in**
  - Official games happen every two weeks on Saturday from 6-12. (Game on at 7.)
  - During an official Game all Players must sign in at the check in table with their name and the name of the character they are playing
  - The fee to play at an Official Game is \$5.
  - All new players get their first game free.
  - If a scene is run face to face in between Official Games a Storyteller may require Players to sign a sign in sheet.
  - The character you sign in with is the character that you are expected to play for the duration of the night. At HST discretion and with only the HST's permission, you may play another character for a pre-scene or to resolve consequences before playing the PC you signed in with.
- **Voting [see Charter]**
  - At times a vote may be called as per the Carpe Noctum Charter.
  - Only Active Players will be eligible to vote.
- **Characters**
  - Players are allowed to have 2 characters in the Carpe Noctum Database at any one time.
    - Any Player who has a third character in the database previous to 3/12/2023 is grandfathered in to have a third character. Anyone grandfathered in cannot create a new character until they are down to 1 character in the database.
    - Only 2 characters can be active in the database at a time if a person has more than 2 characters in the database.
    - A character marked inactive must be inactive for a minimum of 3 months before being made active again unless a currently active character is no longer viable for play (death, involuntary torpor, stuck in coordland, etc) per HST discretion.
  - In extenuating circumstances, additional characters can be approved to be housed in Carpe Noctum's database for a maximum of 60 days. After 60 days if these extra characters are not transferred as per the agreement, they may be subject to GNC or be converted to NPCs.
  - At the Storyteller's discretion, based on the number of active characters and the clans being played, certain clans or political affiliations can temporarily be made inaccessible to new characters.
- **Player Safety**
  - Any player who signs into Carpe Noctum must provide proof of vaccination for COVID-19 to Carpe Noctum staff. If a player is not comfortable to provide proof of vaccination for COVID-19 for any reason or cannot provide proof of vaccination for COVID-19, they will be required to properly wear a mask while at Carpe Noctum. Mouth and nose must be covered at all times. Any player who refuses to provide proof of vaccination for COVID-19 and refuses to properly wear a mask will be asked to leave.
- **Game Costs**

- Cost of game per player is 5 dollars. Paid at the beginning of each game.
- Storytellers of Carpe Noctum get a 50% discount on the cost of game.
- Prepaid Game Fees Card:
  - 4 games for \$20.00
  - Every game present the prepaid card and have one punch added marking that it's been used. After 4 games, the card is destroyed.
  - Can be purchased at sign in.
  - Must be stamped and signed in order to be valid.
  - If the card is lost or destroyed, Carpe Noctum is not responsible for replacing the card. If you purchase this card, please take care of it.
  - No Expiration Date.
- **Email Scenes**
  - In order to prevent a character from being time stopped and limiting them to one email scene at a time: The date the scene ends is the date the scene will be marked as completed.
  - If an email scene becomes active combat, the character can be put into time stop until the completion of the scene. That character will remain unplayable until the scene is resolved. This is at ST discretion.
- **Visiting Players**
  - Any player visiting Carpe Noctum with a character not in our database without a signed and stamped sheet from their home game must send the character to us via email (for grapevine) or through Haller's "send to game" function.
  - If the character being played in Inactive in Haller and we are unable to view the sheet, that character will be unplayable in Carpe Noctum unless the player is able to contact their staff and make the character active.



# Character Creation & Character Sheets

- **General Information**

- All new characters are subject to restrictions on clan populations based on the current player base.
  - Any clans that are at their population capacity will be indicated at the Sign-In desk.
- No elements on a character sheet will be approved unless those elements come from an approved game resource

- **Game resources**

The following have been approved, with limitations:

- **House Rules**
  - These supersede all other rules.
  - No House Rule will violate Org Bylaws
- **Character and Retainer Creation Rules for Carpe Noctum**
  - *Laws of the Night (Revised)*
  - *Laws of the Night Storyteller's Guide*
  - *Dark Epics*
  - *Laws of the Night Camarilla Guide*
  - *Laws of the Night Sabbat Guide*
  - *Laws of the Night Anarch Guide*
  - *Laws of the East*
  - *Libre des Ghouls*
  - *Laws of the Hunt*
  - *Laws of the Wild*
  - *Clan books (of the character's clan ONLY)*
  - *Authorized and Approved books OWBN uses for discipline and power references*
  - *Authorized and Approved OWBN Genre Packets*
  - *Any other resources will be approved on a case-by-case basis and require at least two weeks before any decision will be made.*

- **First Time Players**

- All Players who are new to the game must play their first game as a vampire who is connected in some way through background to an existing character. This requirement may be waived at ST discretion.
- Once a new player has played their first game, they are allowed to play a new character. (New players may also choose to keep their starting character.)
- If a First Time Player submits a background, they will receive 60 build points for their character. The character they attach their background to is at their own discretion. The 60 points will only be awarded once, for the first background submitted.
- All first-time players will come in to their first game with Full Blood

- **Standard Character Creation**

- Standard MET character creation rules can be found in Laws of the Night.
- Starting Knowledge
  - All vampire characters get a free trait of each the following at character creation:
    - Lore: Kindred
    - Lore: Clan (for your clan only)
    - Lore: Sect (for your sect only)

- If a Player submits a background for their character, they can use the subsequent bonus XP on their new character up to 60 points. The amount awarded for backgrounds is at ST discretion.
    - After you enter play, you have one month to produce a background to the ST staff, anything later and points will not be awarded. You can only gain XP from a back story once, any further story will be accepted, but no XP awarded.
  - Players may also spend accrued PPs on new characters up to 60 points.
  - Players may also roll over accrued XP from their last character up to 60 points. The previous character must be permanently unplayable.
  - The total additional points applied to a character may not exceed 60 points, as defined by Org bylaws.
  - Per the Org Bylaws morality is a 10 point scale. Starting morality will be determined by the total of Self-Control and Conscience, or other appropriate traits.
  - Any merit, flaw, ability, discipline, power etc. that requires you to maintain a morality of 9 or greater instead requires you to maintain a morality of 8 or greater.
  - Every PC may purchase 1 dot of the Haven Background for free.
- **Negative Traits [LOTN-R p.112]**
    - No more than 5 negative traits may be acquired for points at character creation. This includes:
      - Negative Traits
      - Derangements
      - You must have more positive traits than negative traits in a category.
- **PC Ghouls**
    - Follow the same creation rules as outlined in [Retainer Creation](#).
- **Primary and Secondary Characters**
    - Players are allowed to have two Active Characters at any given time, one primary and one secondary. All other characters must be shelved in the inactive database.
    - The character a player signs in with is the character that gets the earned xp for the night.
      - A player may only switch to a different character with ST permission.
- **Carpe Character Sheet Act:**
    - If you do not have a current character sheet, and the storytellers cannot give you a copy, you relent to all challenges.
    - All printed character sheets must be approved. This is represented by receiving an official stamp and a signature from a storyteller.
    - All experience expenditures must be submitted through Haller.
- **Bylaw: Character Death**
    - A storyteller must be present when a player character meets their untimely end, regardless of situation or circumstance.

# Experience

- **Org Bylaw Standard**
  - PCs with less than 200 xp
    - Can earn a maximum of 12 xp per month.
  - PCs with xp between 201 and 400
    - Can earn a maximum of 10 xp per month.
  - PCs with 401 xp or more
    - Can earn 8 xp per month.
  
- **Awarded For**
  - **Game participation**
    - Participation in an official game will earn the player 6 xp. This will be awarded to the character that was signed in for the night
  - **Travel to other games**
    - Travel to another game will earn your character 6 xp.
    - Any Player that travels to another game must turn in an item card from that game to the database ST or an email from the visiting staff confirming attendance.
      - The Item card must
        - Be stamped.
        - Be initialed by a ST.
        - Contain the date, chronicle name and which character signed in.

# Player Points

Player Points are points earned in addition to Experience Points that may be awarded and may not exceed a total award of 8 per month.

- **Awarded For**

- **Backgrounds**

- If you present the ST staff with a background you may be awarded PPs for it. The number of points will be at ST discretion

- **Attendance**

- If you show up to every game in a month you will be awarded one PP.

- **Good Roleplay**

- If you are caught in a particularly good scene, if you do something with your character that promotes development, if you play a flaw particularly well, if you leave your comfort zone, or if you do something particularly cool that is not listed here you may earn a PP,
- This will be at ST discretion.

- **Costume**

- If you go above and beyond to present a look that is customized to your character you may earn a PP.
- This will be at ST discretion.

- **Online RP**

- You may earn up to 3 PP a month for online RP. Examples below:
  - 1 PP: Having a discussion with PCs about lore or trades that result in meaningful conversations.
  - 2 PP: Interactions with NPCs or PCs that result in meaningful interactions that help further plot and storylines within our game.
  - 3 PP: Interactions outside of Carpe Noctum that result in meaningful interactions that assist other games and other players in furthering plots and storylines.
- This will be at ST discretion.

- **Travel**

- If you present proof of travel for any of your characters you will be awarded two PP.

- **Donations**

- If you donate an item to sell, volunteer time, or somehow make the game a better place through extra effort you will earn a PP. (You must sign the donation sheet at the sign in table.)
- It should not be assumed that this is only a monetary donation.
  - While we do appreciate monetary donations they are not required. If you buy something for the game and need reimbursement, just bring a receipt to game with you along with the donation and you will get 2 PP.
  - In regards to dinners, as long as the game will make back the money that you spent you can be reimbursed in full. If the game does not make back the money you spent you can be reimbursed up to the amount that was made.

- **Ways to spend**

- **XP**

- You can use them to purchase XP on your primary character for games that you have missed, on an alternate character or to add to a creation build at a cost of 1:1. (Not to exceed the limits set by Org bylaws.)

- **Plot**
  - You can use PP to purchase unusual or even rare Lore, Abilities, Items, Tools, Components, Weapons, Disciplines, etc. for your character.
  - The cost of these things will range between 6-18. Cost will be at ST discretion.
- **Generation**
  - You may purchase 9<sup>th</sup> Generation for your character upon creation for 12 PP.
  - You may purchase 8<sup>th</sup> Generation for your character upon creation for 21 PP.

# Crafting

Crafting is an integral piece of many characters, so we are expanding the rules for crafting to allow modifications of items beyond just their crafts level.

- **Crafting Step 1:**
  - Pick the base item you wish to craft with base stats.
  - Throw chops to increase the level of crafts.
    - One chop can be thrown for each level of the appropriate crafting ability you have on sheet.
- **Crafting Step 2:**
  - Choose a modification to the item:
    - Increase the number of bonus traits (Max of +2 to base item)
    - Decrease the number of negative traits (Max of 2 removed)
    - Weapons: Increase damage (Max of +2 damage)
    - Armor: Increase health levels (Max of +2 health levels)
  - Throw a crafting chop for the modification. Retest with the appropriate crafting ability.
    - Win – The modification is successful
    - Tie – Nothing happens.
    - Lose – The opposite effect happens.
      - When trying to add damage, you lose a damage.
      - When trying to add a health level, you lose a health level.
      - When trying to remove a negative, you add a negative.
      - When trying to add a trait, you lose a trait.
  - If you lose the chop for modification, throw a simple test.
    - Win/Tie: Nothing happens.
    - Lose: The item loses a crafting level as not only did you fail to modify the item, you damaged it.
  - You cannot make more modification attempts than the number of craft levels on the item. If you lose a crafts level because of botching the chops, that lowers the number of modifications you can attempt.
    - All crafted items made must have the person who crafted the item on the card.

# Acts of Carpe Noctum

- **Carpe Time Does Not Rewind Rule**
  - If you remember that your character has an ability after a challenge has been resolved, you cannot alter what has already happened.
- **Persistent World Rule**
  - You must attempt to give your character a resolved exit if you are shelving or retiring your character, or not attending games for a while. If you cannot make a graceful exit, you must leave a current copy of your sheet with the Storytellers, who will resolve matters.
  - One cannot escape an IC event merely by not attending or leaving midgame. If it appears that you are avoiding games to avoid IC consequences to keep your character alive, the Storytellers will resolve the action for you.
- **Carpe Assumption of Valid Information Rule**
  - At any given time, the odds are good that there are aspects of a plot that you don't know. Keep in mind that things you don't know about may also be influencing plot outcomes.
  - You are always welcome to privately request an ST justify a rules call. However understand that there are aspects of plots that an ST might not be able to reveal to you.
  - Should a situation arise where information is felt to be an issue or concern, take a moment and have a narrator or Storyteller validate it.
- **Carpe Sumerian Poetry Rule**
  - There are times when research out of game leads to benefits in game and the Storytellers will force you to use *your* brainpower and knowledge and not depend on the mental traits of the character you are playing.
  - Note that ooc research that benefits an IC action may make the action more likely to be approved.
- **The Prime Directive Act (est. 2000)**
  - In order to avoid the appearance of impropriety, it may be required or requested that a specific Storyteller not make any calls for certain people or scenes.
- **The Technology Act (est. 2001)**
  - We are a networked game and custom-designed technology acquired from elsewhere may not work exactly the same in our game. Other OWbN Chronicles have the right to make custom- designed technology from Carpe have different functions in their chronicle.
  - *Boom Boom Addendum* –
    - Explosives are not allowed as weapons. Explosives may be allowed for non-combat story purposes, but must be approved by an ST.
    - Explosives are prohibited in all PC combat. This is a deliberate limitation. If you try bad things can and probably will happen.

- **Excessive Out-of-Game Activity**
  - After a player has signed in, it is expected they will spend the duration of the evening in character, unless in designated areas.
  - Should you require time in-game for travel, please enter the out-of-character/locationally-challenged area.
  
- **Conflicts of Interest**
  - If a player is uncomfortable with or unable to play in a scene for any reason they may (with ST permission) proxy their character to a ST for the duration of the scene.
  
- **Player Safety and Comfort**
  - No player in Carpe Noctum will be allowed to touch another player without that player's express permission.
  - No player in Carpe Noctum will engage in a conversation or actions that are sexual in nature including but not limited to intercourse, rape, incest, or sexual deviancy without the express permission of those involved. These conversations should not be held in any public space. If the scene would be in an email, staff retains the right to request the scene be "fade to black" and not explicit in nature.
  - No player in Carpe Noctum will bring real world politics or current events into the game without the express permission of the HST.
  - No player in Carpe Noctum will aggressively scream at, yell at, or berate (AKA: verbally attack) another player's character without first warning the targeted player and surrounding players. If the targeted or surrounding players state they are uncomfortable with this interaction, then the attacking player should proceed to have the conversation in a calm manner with everyone understanding what the implied tone is. If the scene is too emotionally charged that an attacking player cannot control their tone and volume, they are encouraged to take a break to gather their thoughts and feelings, and then return to play when they are better able to control themselves.
    - This is not to say players cannot be loud. Loud is a normal part of game and we all get loud. It's the aggressive nature tied to the loudness, as well being in another's personal space while being loud that is the issue. The spirit of this rule is to be cognizant of other people's comfort levels with what is acceptable and unacceptable for their issues. Nobody should feel unsafe at game while interacting with others.
  - This is not a complete list of unacceptable behavior in Carpe Noctum. Please refer to our Code of Conduct, Charter, and OWBN's Code of Conduct, Bylaws, and Charter for additional unacceptable behaviors.



# Attributes (Bidding Traits)

- An appropriate trait must be bid on all challenges.
  - If you fail to bid appropriate trait you will immediately relent to the challenge.
- Static challenges must be declared as such during the initiation of the challenge.
- Bonus Traits (Bidding)
  - Bonus Traits are unnamed Traits granted from various Merits, Disciplines, items and other sources.
  - In any challenge a character may add in Bonus Traits from the following:
    - 1 Merit (excluding Ability Aptitude)
    - 1 Ability [Ability level + Specialization + Ability Aptitude]
    - Disciplines (Only 1 Shape change Discipline may be used at a time.)
    - Items

# Backgrounds

- **Insight – [Time of Thin Blood]**
  - Insight is permitted for generations fourteenth and fifteenth **ONLY**.
- **Mentor – [LOTN-R p.104]**
  - All PC's with the Mentor background, based out of Carpe Noctum must have a Chronicle NPC as a Mentor.
  - One or more points may be removed from your sheet from a request made, a distasteful act, or if your Mentor is killed.
- **Military Force – [Clanbook Brujah-R]**
  - This background is available by ST approval **ONLY**. Be aware that there are going to be several supporting requirements in order to purchase this Background.
- **Paragon – [Clanbook Venture-R]**
  - Can only be purchased **ONCE** by Ventrue **ONLY**.
- **Retainers– [LOTN-R p.105]**
  - All Retainers require a sheet before they can engage in any challenge.
  - Each Retainer is created with the base creation rules for the type of retainer being purchased by the player purchasing the retainer. The base build of the retainer does not count towards the maximum XP that can be spent on the retainer.
  - All retainers are considered NPC's.
  - All actions requested of a retainer must be approved by an ST.
  - Each dot of retainer raises the maximum amount of XP that can be spent on the retainer by 50 points.
    - The first dot of each category of retainer awards 50 free XP to spent on the retainer. This can be split amongst multiple retainers if multiple retainers are being represented. For example: If Player X has buys one dot of Ghoul Retainer for Ghoul 1, and a second dot of Ghoul Retainer for Ghoul 2, they can spend 30 points on Ghoul 1, and 20 points on Ghoul 2, or any combination as long as the points spent do not exceed 50 points (not including base build).
    - The player must spend their own XP if they wish to increase the power of a category of retainer above the free 50 points granted with the first dot.
  - A PC may have a maximum of 5 dots in retainer of each category. Categories of retainers includes: Mortal, ghoul, animal, wraith, specter, and spirit.
    - Example: A player can have 1 ghoul with a max of 250 points, or 5 ghouls at a max of 50 points each, or 2 ghouls one at a max 100 points and another at a max 150 points, or any other combination so that the total points do not exceed 250 for the category.
  - All retainers are subject to ST approval.
  - If a retainer dies, any xp on that retainer is not lost and will be available for the player to use on their retainers. This xp must only be used for retainers, and cannot be refunded to the character sheet of the player.
  - Any retainer will follow the character generation rules outlined above in Character Creation. If a retainer type is not outlined, then the base build will be the base used for PC creation in the core LARP rulebook for that creature type.
- **Cult**
  - A group of mortals reveres you as a spiritual leader and are willing to work for you and perform menial tasks. They probably do not know what you truly are but they believe you to be somehow magical and/or gifted with insight.
    - Each dot in cult grants 1 trait when casting rituals with the cult assisting.

- **Fame – [LOTN-R p.94]**

When purchasing influences, your influences will only affect the city in which your primary residence resides. In order to reach out and extend your influence beyond your home city, you must purchase Fame at the appropriate level for the distance in which you're extending your influence.

- Levels of Fame:
  - Fame 0: Your City
  - Fame 1: Your County
  - Fame 2: Adjoining Counties (All territory owned by Carpe Noctum)
  - Fame 3: State
  - Fame 4: Adjoining States
  - Fame 5: Country

- **Resources**

- Resources are defined as the current liquid assets and base value of your properties, investments, holdings, etc. and based on that information defines how much cash you can safely spend each month.
- In order to keep resources in line with current cash values, the cash amount for resources will be as follows:
  - 0 - \$400
  - 1 - \$1,000
  - 2 - \$2,000
  - 3 - \$6,000
  - 4 - \$20,000
  - 5 - \$60,000
- Combining the Finance ability with resources will increase the above amount by 20% for each level possessed in the Finance ability.

	Resources Level					
	0	1	2	3	4	5
0	\$400.00	\$1,000.00	\$2,000.00	\$6,000.00	\$20,000.00	\$60,000.00
1	\$480.00	\$1,200.00	\$2,400.00	\$7,200.00	\$24,000.00	\$72,000.00
2	\$560.00	\$1,400.00	\$2,800.00	\$8,400.00	\$28,000.00	\$84,000.00
3	\$640.00	\$1,600.00	\$3,200.00	\$9,600.00	\$32,000.00	\$96,000.00
4	\$720.00	\$1,800.00	\$3,600.00	\$10,800.00	\$36,000.00	\$108,000.00
5	\$800.00	\$2,000.00	\$4,000.00	\$12,000.00	\$40,000.00	\$120,000.00
Finance Level						

- If using finances to boost your resources, please include at least a rough idea of the businesses you own/run/have access to which allows you to increase your assets. Continual boosting of your income with the Finance ability will draw the attention of others if not backed by a business of some kind.

- **Haven**

- A PC may purchase haven multiple times, up to 5. Each haven background must have an address/location associated with it in order to differentiate between each haven.
- Each dot in the haven background allows you to increase the protections on your haven. The level of haven equals the level of your abilities you can apply to protecting your haven. For example: A level 3 haven can only have level 3 security applied to it. A level 5 haven can have level 5 security as long as you have security 5 on sheet.

- Any non-ability modifications must be included on an item card for your haven. This would include wards, zombies, ghouls, mortals etc. that would be used in the defense of your haven.
- Another PC may assist with the building and maintaining of your haven. Any alterations by another PC must be noted on an item card for traceability. It must include the number of traits and level of abilities being added to the protections of the haven.
  - Note: If another PC assists you with your haven, they will receive 2 bonus traits should they decide to attack your haven. If they sell the information to someone else, that person would get 1 bonus trait in the attack of your haven. This is a risk/reward situation.
- A non-Carpe Noctum hosued PC cannot purchase a haven in Carpe Noctum, however, there are communal havens owned by NPCs that they can use for staying at while travelling to Carpe. The travelling PC will have been assumed to left the territory 24 hours after travelling to Carpe or they initiate a scene outside of Carpe Noctum unless both Carpe Noctum and the PCs home game are notified of how long they intend to stay in Carpe Noctum controlled territory. If the PC stays for more than 24 hours, if the initiate a scene outside of Carpe Noctum they will have been assumed to have left Carpe Noctum's territory and will no longer be staying in Carpe Noctum.

# Influences

- **Maximum Influence**

- From Dark Epics page 57: “You cannot manage more Influence than the sum of your permanent Physical, Social and Mental Traits. This limit counts against all of your total Influence — your combined levels cannot exceed this total.”

- **Influence Actions**

All influence actions in Dark Epics starting at page 64 are available with the following modifications:

- **Attack: Attack another’s influence and prevent it from being used.**

Mechanic: Dedicate a level of influence equal to the level of the defender’s influence you wish to attack. After 30 days, the defender loses access to as many levels of influence used in the attack from the influence being attacked. 30 days after the attack ends, the defender’s influence returns to normal.

Prerequisite: Before a player can attack or follow an influence of another player, they must first successfully trace the influence. A trace action cannot be started until the player using the action has learned of the influence possessed by another player. Influences can be discovered by:

- Hearing the player discuss their influence. This requires a signed stamped card from staff acknowledging the information is in play.
- The player having been attacked by the influence.
- The player seeing an action happen while watching influences.
- The player having an action blocked by the influence.
- The player combining influence with them.
- The player having been assisted in growing their influences by them.
- The player assisting another in growing their influence.

For example: Carol attack’s Bob’s Media influence. Carol dedicates 3 levels of Media to attack Bob’s level 5 Media. After 30 Days, Bob loses access to 3 levels of Media influence, and can only make actions at a maximum of level 2. Once Carol and Bob come to an agreement, Carol stops attacking Bob’s influence. 30 days after the attack ceases, Bob can use all 5 levels of his influence again.

- **Grow: Increase the level of your influence.**

Mechanic: All purchased influences are automatically set to grow. A player can purchase 1 point of influence at a time beginning a minimum of 30 days after the last purchase of any influence.

- **Assist: Help another player’s influence to grow.**

You may use your current influence to assist another player in growing their influence. You can make an influence action equal to the level of the player’s influence you’re helping grow. The assisted player may purchase an additional point in the assisted influence without waiting 30 days after the last purchase.

- **Influence Caps**

Influences have a maximum amount, as determined by staff, which can be in play at any time. The rate at which influences GROW may be affected by this. An influence near its cap will become harder to grow in and will take longer in between purchases. Once reaching the cap, the influence may not grow at all, or become exceedingly difficult to gain.

- An influence below 50% its cap will require 30 days between purchases.
- An influence between 51% and 75% of its cap will require 60 days between purchases.
- Above 75% will require 90 days between purchases.
- At 100% of cap an influence cannot be purchased until actions are taken by players to increase the cap.

An influence cap can be raised by players investing time and effort to expand the influence. For example: If you wish to grow your media influence but it is capped at 100%, you can start a newspaper.

# Merits & Flaws

- **Ability Aptitude**
  - Ability Aptitude cannot be used in Discipline Challenges.
- **Code of Honor – [LOTN-R p.116]**
  - Must be written out and approved by the ST staff prior to entering play.
  - No player will receive the benefits of this merit if they cannot produce a written copy upon request.
- **Common Sense – [LOTN-R p.116]**
  - All new players receive this merit for free for their first 6 months.
- **Eidetic Memory – [LOTN-R p.116]**
  - Players with this Merit are responsible for keeping track of information that they want to remember.
- **Grip of the Damned – [Clanbook Giovanni-R]**
  - May not be purchased by Giovanni.
- **Honey Tongued – [Ravnos Packet 2022 p.14]**
  - May be used with Chimestry.
- **Light Sensitive – [LOTN-R p.122]**
  - May not be purchased by Followers of Set
- **Natural Linguist – [LOTN-R p.116]**
  - \*See 'Linguistics' (pg 10).

# Abilities

- **Ability Rulings**
  - The use of an Ability to command an action (such as Leadership or Intimidation) cannot cause a character to commit an act that violates their Nature.
    - Any mundane use of such without a Discipline or other supernatural power can be ignored by spending a Willpower Trait.
- **Awareness: [LOTN-R p.87]**
  - If someone unsuccessfully uses a discipline or supernatural power against you, you may make a Static Mental challenge against that individual (With a difficulty of their Mental Traits) with Awareness as the retest.
    - If you are successful, then you can tell that the attempt was made but not what the specific power or source came from.
- **Politics: [LOTN-R p.91]**
  - You may expend one temporary level of Politics to know the Status of a single vampire within your Politics Range.
  - Range is determined by your permanent level(s) of Politics:
    - One Trait is required to know the Status of a Vampire of the same Domain.
    - Two Traits are required to know the Status of a Vampire in the same state.
    - Three Traits are required to know the Status of a Vampire in the same region.
    - Four Traits are required to know the Status of a Vampire in the same country.
    - Five Traits are required to know learn the Status of any one Vampire in the Camarilla.
- **The Rending – [Gangrel Packet, pg 19]**
  - No matter how much damage is done, the victim only loses 1 blood point
- **Linguistics – [Laws of the East pp.84-85]**
  - Linguistics x1 Native + 1 = 2
  - Linguistics x2 Native + 2 = 3
  - Linguistics x3 Native + 4 = 5
  - Linguistics x4 Native + 8 = 9
  - Linguistics x5 Native +16 = 17
  - If a player wishes to buy more than 17 languages, they will cost 1:1
  - Natural Linguist
    - If a character has the Natural Linguist Merit they may buy the Linguistics Ability multiple times at the rate indicated in the chart above.
- **Learning Lores**
  - Players who show an unhealthy amount of “White Wolf Lore” will be asked to purchase lores that represent this knowledge.
    - If the appropriate lore cannot be learned, then your character simply doesn’t know it. When in doubt, ask.
    - Lores are limited to three levels, unless you are a member of that clan, sect, or creature type unless approved by the HST.



# Specific Rules and Clarifications

- **Healing Aggravated [LOTN-R p.200]**
  - You may spend three blood and willpower to heal the first aggravated damage you receive.
  - There after you spend the three blood and willpower as well as spend an hour resting per level of aggravated.
- **Paths of Enlightenment [LOTN-R p.74]**
  - If a character wishes to abandon Humanity, the Storytelling Staff must be informed.
  - Changing your world view is not done overnight. Expect an extended process.
- **Retesting**
  - 1 retest from each following category is allowed, subject to ST discretion:
    - 1. Ability Retest
    - 2. Discipline Retest
    - 3. Item Retest
    - 4. Will Power (Mental Challenges Only)
    - 5. Merit Retest
- **Torpor [LOTN-R p.199]**
  - Vampires sent into torpor involuntarily (including getting assaulted after you enter voluntary torpor) spends the following amount of time in torpor:
    - Morality - Length in Torpor
      - 5 - 1 Week
      - 4 - 2 Weeks (1 Game)
      - 3 - 4 Weeks (2 Games)
      - 2 - 2 Months (4 Games)
      - 1 - 4 Months (8 Games)
  - To come out of torpor earlier than the chart states, blood is needed.
    - Blood will not bring a vampire out of torpor against his will.
    - If you are in a voluntary torpor, you must make a simple test to wake up before the max chart time.
    - If it is past that time, then no test is required to wake, just blood.
  - If a vampire is put into torpor though damage, at the end of the period of time the character awakes per normal but at the incapacitated wound level.
  - If a character has no Blood when they would awake, they do not wake up.
- **Willpower [LOTN-R p.107]**
  - Willpower refreshes completely at the beginning of each game session.
- **Magic Items**
  - Magic items may be acquired through the use of Influence per the Influence Storyteller's discretion and approval of the Head Storyteller.
  - Magic Items that are Fetishes may be crafted or obtained through the Spirit Storyteller and approval of the Head Storyteller. Any fetish can be disallowed in Carpe Noctum.
- **Creating a Fetish**
  - Fetish creation is a three-part test and requires both Spirit Lore and Cosmology or Umbra Lore.
  - After determining what you want to make and having a Storyteller assign a power level (1-5) you must possess the level of spirit lore equivalent to said power level, accompanied by an appropriate level of cosmology, or Umbra lore.
  - The player creating the fetish must complete three tests.
    - Test one: Spirit lore, finding the correct spirit to make the item your character wants.
    - Test two: Umbra/Cosmology lore, determining where the spirit is found and how it may be encountered.

- Test three: Once you have determined which spirit is needed and where it is located, you must test to actually entrap the spirit inside the item thus creating the fetish.
    - The standard test to do this is social test vs the intended spirit's traits
  - You may only possess a number of fetishes equal to 1/3 your permanent Willpower (rounded down).
  - Powers that detect for magic items can detect inactive fetishes but only identify them as magical and nothing more.
    - Fetishes are not detectable by Aura Perception or Hermetic Sight if they are not active.
  - Please remember that as outlined in Axis Mundi the Guide to Spirits that no Gaian Spirit is willing to broker deals with vampires and often times will attack the vampire on sight.
    - That being said the player wishing to broker such deals are warned that Spirits are unique and have personalities and goals of their own and do not wish to be bound to an item used by a leech. There may be times that you find yourself entrenched in combat with an angry spirit that you attempted to bind.
- **Activating a Fetish**
  - Spend the activation cost.
  - Make a simple test. No retest.
  - On failure of the first simple test, make a second simple test. No retest.
  - On failure of the second simple test, make a third simple test. No retest.
  - If the third simple test fails, the fetish breaks. The spirit will act accordingly in its nature and how the fetish was created.
  - One fetish can be activated during the pre-emptive combat phase and one fetish can be activated during the normal phases of combat. If activated during combat, the effect of the fetish will take place at the end of combat, unless the effect is a reflexive action.
- **Character Items**
  - Any items owned by your character must be contained on item cards that are signed, stamped, and dated by an official OWBN game.
  - Any additional items that a player can produce from their pockets, purses, bookbags, car etc. can also be used. These items will be considered basic store bought non-magical items.
  - Any cards may be disallowed or modified at staff's discretion.
- **Diablerie**
  - A character committing an act of Diablerie who is on Humanity automatically loses 1 humanity without a test.
    - At HST discretion, if the act of diablerie is especially heinous, a humanity check can be made to determine if a second humanity is lost in the act.
  - A character on any other path that does not specifically allow Diablerie must make a path test to see if they lose a path level.
  - Committing diablerie only gives you the benefit of a lower generation, if the successfully consumed soul is that of a lower generation vampire.
  - Since we cannot give the 2 bonus XP to a PC due to OWBN XP Caps, the dot of generation that needs purchased for the lower generation will be free.
  - Diablerie Veins last 3 times the number of successful diableries in months. For example: The third you successfully diablerize a vampire the veins last 9 months. The first time is only 3. If you diablerize 10 times, then it's 30 months.



# Clan Specific Rules

- **Clan Brujah [LOTN-R p.30]**
  - Due to the National structure of OWBN, the Brujah "Call to Arms" will be completed through In-Character means (via the National Rant, etc.) Only in extraordinary circumstances will STs provide assistance for these actions.
- **Clan Nosferatu, Gangrel, Samedi [LOTN-R pp.34 50, 57]**
  - Negative appearance-based traits cannot be called unless the viewer can see the target without Obfuscate or a similar power. Additionally, any use of Vicissitude to cover traits from a clan flaw lasts only a single night. The player who is calling the negative traits must have an item card (signed and stamped) from the storyteller noting that they have witnessed the negative traits.
  - Additionally, Nosferatu players can select the descriptive traits from the Clanbook Nosferatu.
- **Clan Malkavian [LOTN-R p.32]**
  - Clan Advantage: (In addition to the basic Awareness Trait, the following section replaces the last paragraph of the Clan Advantage)
    - Malkavians gain one free Malkavian Time Ability Trait. If they wish to forgo this advantage, then they gain an additional Awareness Trait in place of Malkavian Time.
    - If such characters learn Malkavian Time once they have entered play, it will cost them two Experience Traits for the first level (due to the difficulty of overcoming their separation from the Cobweb) and should be the result of a long story arc. It also requires Storyteller approval.
    - After the first level, the cost is normal for further levels.
- **Clan Toreador [LOTN-R p.36]**
  - The mental trait to ignore the effects of the fugue must be spent against each individual art piece. Additionally, a Toreador is unaffected by the fugue when attacked or placed in harm's way.
- **Caitiff [LOTN-R p. 68]**
  - Caitiff may have no more than two physical disciplines (Celerity, Fortitude, or Potence.)
  - Caitiff In Clan disciplines may only be selected from the Cardinal 8 disciplines.
  - Caitiff with Clan specific disciplines are labeled in the R&U Bylaws as Unusual Caitiff.
    - No Caitiff may enter play with clan specific disciplines as one of their in-clans unless they go through the proper approval process.

# Combat

- **Dealing with Innocent Bystanders**
  - At the initiation of a combat scene, the ST/Narrator running the scene will declare Time Stop. At this time (and at this time ONLY) characters MUST declare if they intend on participating in the scene or not; the characters who are the direct actors in the challenge MUST still be a part of the scene. Should any character opt to NOT participate, they may declare fair escape from the Time Stop and leave the scene. No characters inside or outside of the immediate area will be permitted to gain access to or leave the scene after this point without ST/Narrator approval.
- **Combat Challenges [LOTN-R p.200]**
  - When a character is subject to an aggressive Physical Challenge they may respond in three ways. They may:
    - Bid a Dexterity or Strength related trait to react aggressively in return (assuming that the character is not surprised and has not acted in that combat phase)
    - Attempt to evade the attack by bidding a Dexterity related Trait,
    - Attempt to “soak” or ignore the physical effect of the challenge by bidding a Stamina related Trait.
  - The appropriate Retest for evading is Dodge, and the appropriate Retest for soaking is Survival.
- **Surprise [LOTN- p.200]**
  - Instead of waiting for a player to not respond within three seconds of the declaration of a Physical Challenge, a storyteller or narrator must be present and judge if the initiated action qualifies being surprised (i.e.: not fully prepared for what is coming.)
- **Combat Phases**
  - **Blood declaration:**
    - Other than healing, all expenditures of Blood must be declared at the beginning of the round.
  - **Pre-empt:**
    - Characters employing supernatural pre-emptive powers go in this phase. All pre-emptive powers are considered equal for purposes of this phase. Challenge order is decided by traits, with the highest traits going first.
  - **Normal Action:**
    - Anyone not employing a pre-emptive power acts in this phase. Any supernatural powers and actions are appropriate for this phase.
    - Order of Challenges:
      - Social challenges go first. The sheet with the highest social traits goes first. If any social challenges were made, they must resolve before moving on to the next set of challenges.
      - Mental challenges go second. The sheet with the highest mental traits goes first. If any mental challenges were made, they must resolve before moving on to the next set of challenges.
      - Physical challenges go third. The sheet with the highest physical traits goes first. If any physical challenges were made, they must resolve before the end of normal actions.
  - **Swiftness and Legerity:**
    - Characters employing Celerity or other supernatural swiftness (such as Rage) can take a solely physical action in this phase utilizing only reflexive supernatural powers.
  - **Other actions:**
    - Additional attacks from things like Black Metamorphosis happen at the end of the round.

- **Order of Challenges [LOTN- p. 196]**
  - Challenges are broken up into 3 groups. Social, Mental, and Physical in that order.
  - Challenges go in order of Base Traits (named traits, not bonus traits) highest to lowest.
  - However, if two characters are acting on the same level, then the challenges will resolve by Mental first, then Social, and finally Physical actions. [*Dark Epics* p71.]
  - If two characters are using the same category against each other at the same level, then they occur simultaneously in the same phase.
- **No single attack may deal more than 6 levels of damage.**
  - This includes weapons, magical attacks, unarmed attacks, etc.
- **Multiple Attackers**
  - No single character can be subject to more than five aggressive challenges in one combat phase.
- **Touch Attacks**
  - All supernatural attacks that require touch normally require the use of a successful Physical Challenge (not casual contact from a handshake or a failed Physical Challenge when the defender).
  - If you wish to use casual contact (a handshake, etc.) as a carrier attack, particularly for delayed effects such as Dagon's Call and Necrosis, a storyteller or narrator must be present for the scene, to both verify the touch and the scene itself.
- **Two Weapon Combat [LOTN-R p.207 and p. 113]**
  - As per Two-Gun Mojo, all characters may perform a task with the off-hand, but suffer a two-trait penalty.
    - Meaning, a total of three traits must be bid to initiate a challenge.
  - If a character has any combination of the Merit: Ambidextrous and/or the specialized fighting style of Florentine or Two-Weapon Combat, then the negatives are reduced accordingly.
- **Weapons / Armor [LOTN-PP.201-206 & *Dark Epics* PP. 81-90]**
  - No weapons or armor will be permitted in this chronicle without an Approved stamp on the item card.
  - Additionally, these items are subject to review and confiscation by the Head Storyteller at any time. If these cards are denied, they will be stamped/re-stamped as such and returned (for cards not made locally) or destroyed (for those locally made.)
  - Any item can be altered or enhanced using the appropriate crafts check and are as follows, but not limited to:
    - Removing a negative trait, adding a bonus trait, adding a special ability or property, increase the rate, and adding a armor level. Bows, other than Crossbows, do not have a Rate and can be fired once per action the character possesses.

# Specific Discipline Rulings

- **General Rulings**
  - Disciplines do not cross to other planes of reality unless they specifically say that they do, or are in concert with a power that allows such.
    - However, anyone peering into or manifesting into reality from one of those planes are affected by Disciplines in the real world as they have brought their senses across.
  - All Disciplines and powers dependent upon Trait expenditure for duration, damage, or effect will be limited to three (3) traits spent or bid (i.e.: Arms of the Abyss, Blood to Water, Marionette), unless otherwise directly contradicted by the power.
  - All Discipline effects will last for the full duration listed by the power unless the power specifically allows for it to be canceled by the user.
- **Effects that Eliminate Surprise**
  - Should a power, such as Eye's of Chaos or Summon Guardian Spirit, make a character unable to be surprised they instead may get a surprise action on the person or group trying to surprise them if the Storyteller feels that it is appropriate.
- **Form Changing Powers**
  - Powers that alter the entire body (i.e.: Horrid Form, Tenebrous Form, Skin of the Adder) cannot be used in concert with each other.
- **Combination Disciplines Rulings**
  - Only Combination Disciplines that comply to Mind's Eye Theatre mechanics are allowed (at ST discretion.)
  - All Players wishing to create a "Home Brew" Combo are required to have Kindred Lore -or- Blood Lore equal to or greater than the levels of the disciplines required for the power.
  - If you need specific information on how a particular Combo power works please see the Combination Discipline Packet.
- **Blood Magic**
  - All Blood Magic requires a FULL TURN to cast unless otherwise specifically contradicted by the power, even though the power is used on the caster's action.
  - Blood Magic that requires touch (Cauldron of Blood, etc.) considers the touch as part of the casting.
    - Likewise, all Blood Magic, unless otherwise stated by the description of the power, is obvious as it **requires** mystical words and phrases.
      - Situations that prevent a practitioner of Blood Magic from speaking those mystical words and phrases will prevent the casting of Blood Magic.
      - Any effect that prevents sounds does not prevent the casting of Blood magic.
- **Effects from custom rituals or magical items**
  - No effect may nullify the effectiveness of a power equal to its own level, or an advanced power in the case of an effect with no discernible level.
    - The ST staff may allow the effect to nullify lower levels of the same power should it be appropriate.
- **Auspex vs. Obfuscate/Chimerstry**

- When using **Auspex** to defeat either **Obfuscate** or **Chimerstry** add the number of levels of **Auspex/Obfuscate/Chimerstry** you possess (1-5) to your mental/social traits for purposes of resolving this test, and this test **ONLY**.
  - If a subject using **Obfuscate/Chimerstry** defeats your **Auspex** you cannot test against that same use of the power unless they leave the scene and come back, or for one hour.
- **ANIMALISM [LOTN-P. 134]**
    - **Feral Whispers** - This only works on natural animals.
    - **Quell the Beast** – Successful use of this power on a character prevents them from using both **Temporary** and **Permanent Willpower**.
      - There is one exception to this. If a character is **Quelled** they may use **Quell** on another character at the cost of 1 **Permanent Willpower**.
    - The challenge that is initiated to make physical contact may not deal damage when attempting to use this power.
    - **Subsume the Spirit** - All **Blood** costs for disciplines used while **Subsumed** must come from the body being possessed, therefore some **Disciplines** will require the animal to be a **ghoul**.
      - Though **Subsume the Spirit** allows for the use of **Blood Magic** in some circumstances, the requirements of **Blood Magic** must still be met. Therefore, any **Blood Magic** that does not specifically eliminate the need for magical words and gestures are impossible to use while **Subsumed** unless you're in an animal which can talk and gesture (a rare occurrence).
    - **Drawing out the Beast** - The **Frenzy** created by this power (either successfully used or from the failure in use) cannot be resisted normally and ends only after the duration of the **Frenzy** is over, or a supernatural power is used to end it.
- **AUSPEX [LOTN-P. 137]**
    - **Telepathy** - In **Carpe Noctum**, a character cannot mentally “knock” to let someone into their mind. You must throw the appropriate mental challenge regardless of who it is unless you otherwise communicate your intention, and then that individual may relent to the challenge.
    - **Psychic Projection** - An **astral form** may move a number of steps in a round equal to triple the current **Mental Traits** possessed by the **astral traveler**.
- **CELERITY [LOTN-P. 140]**
    - **Rapidity and Fleetness** - The modifiers granted by these powers are applicable when using ranged weapons so long as **Dexterity** based physical traits are bid, and not a mental trait. This benefit does not exceed the rate limitation of any ranged weapon.
- **CHIMERSTRY [LOTN-P. 142]**
    - When exercising a power of **Chimerstry**, (specifically the **Basic powers**) all those able to immediately sense the illusion must be defeated in a **Social Challenge** by the user in order for the illusion to be “believed” by them.
      - However, anyone coming into contact with a persistent illusion after its creation must have **Heightened Senses** up to get a test against the illusion.
    - **Horrid Reality** - This power creates illusionary attacks that automatically succeed and “damage.”
      - These attacks can incapacitate an opponent, and attacks such as **staking** may do so in one “strike” (no **staking** challenge is required).
      - Attack “damage” is limited by weapon or attack type and defaults to two damage if no direct comparison is available.
      - Any attack or situation that directly contradicts the inherent reality of the character will cause a “disbelief” **Social Challenge** against the creator of the illusion.



- Should the disbelief be successful the illusion ends.
  - Situations that cause this disbelief include “killing blows” that are unable to be resisted by Aegis, stakes that ignore Deflection.
- **DEMENTATION [LOTN-P. 144]**
    - Per OWBN Guidelines (after the *Year of Fire* plot) all creatures that possess Dementation must have at least one permanent Derangement.
  - **DOMINATE [LOTN-P. 146]**
    - A Storyteller or Narrator must be present for all Dominate challenges.
    - In the case of a power that will affect the character long term, the Storyteller will give the player a signed and stamped item card, including details of the effect, as well as the current Mental Traits and generation of the dominator which shall be carried for the duration of the effect of the Dominate.
    - **Forgetful Mind** – To uncover a Forgetful Mind block, you must successfully find the Blocked or Changed memories, be of equal or better generation than the person that placed the block, and defeat their mental traits in a Static challenge.
    - **Conditioning** – If you are conditioning someone (PC or NPC), you must see the storyteller before you do so and a storyteller must be present.
      - If you are being conditioned, then please role play the effect appropriately without revealing or meta-gaming the experience.
  - **FORTITUDE [LOTN-P. 149]**
    - **Aegis** - When a character possesses Aegis they automatically win on ties when testing down damage with Resilience and Resistance without expending a Physical Trait.
  - **KOLDUNISM [OWBN *Koldunism Packet*]**
    - **Way of Spirit** - The full effects of Way of Spirit can only be realized within the area the Koldun recognizes as his Domain (Home Chronicle).
      - This may be any area up to a diameter equal to half the Koldun’s permanent Willpower in miles.
      - The only restriction is that no Kindred or Ghouls not intrinsically linked to the Koldun by Blood Bond, Vinculum, or Blood Relation may reside in that area.
  - **NECROMANCY [LOTN-P. 151]**
    - The Maelstrom optional rules from the Giovanni Clan book are in effect.
    - **Soul Steal** – When your soul is stolen, if your body or soul takes significant damage (lethal or greater) while their soul has been removed, it automatically returns to its body to defend itself.
    - **Daemonic Possession** - Any Spirit can only be bound to a body with Daemonic Possession for a maximum of 1 month per permanent Willpower possessed by the Spirit.
      - This limit applies even if the Spirit is moved from one body to another, after that time the Spirit cannot be affected by Daemonic Possession again.
  - **OBFUSCATE [LOTN-P. 160]**
    - **Mask of 1000 Faces** - This power cannot be used to conceal the alterations Horrid Form, Black Metamorphosis, or any other power that drastically changes the Vampire’s form.
  - **OBTENEBRATION [LOTN-P. 163]**
    - The Clumsy Negative Traits given by the various levels of Obtenebration do not stack, only one is given total. Obtenebration effects come into being at the end of the round in which they are activated.

- **Shroud of Night** - A very large source of fire may dispel a Shroud at ST discretion. A character can only have one Shroud of Night in effect at one time.
  - **Arms of the Abyss** - It is important to remember that Arms of the Abyss are limited by the 5 total aggressive actions able to be done against a single character at one time. Any costs incurred by the Arms of the Abyss are paid by the creator (i.e. ability retests, fortitude, or otherwise). A character cannot control more Arms of the Abyss than they have permanent Occult Traits. The 50ft range restriction on Shroud of Night applies to Arms of the Abyss as well.
  - **Tenebrous Form** - As this power specifically states that your Blood Traits have become the same mystical darkness as the rest of you (and thus cannot be externally affected) you cannot spend Blood Traits while in Tenebrous Form.
- **PRESENCE [LOTN-P. 167]**
    - Other than Summon, all powers of Presence require the user's face to be visible. This does not mean the effected party has to be able to see it, however. Most presence powers are not immediately obvious once they wear off unless they were bluntly used.
    - **Awe** - Can only be used as a retest while in the presence of the person being challenged.
    - **Summon** - A Summoned person will continue to his summoner without unnecessary delay.
      - However, should the summoned person be forced to pass through harm the effects will end immediately.
      - Summons brings you to the person who summoned you even if they move around.
        - The Summoner must stay in the general area in which the Summons was cast.
        - If the player moves far enough away to be in a different scene the Summons breaks.
      - Pavis the Foul Presence negates the effects of this power and does not bounce the Summons.
- **PROTEAN [LOTN-P. 169]**
    - **Shape of the Beast** - (Gangrel Only) Fight Form gains the 5 Bonus Traits and 2 aggravated damage with its bite or claws - this damage **MUST** be allocated once the power is gained and may not be changed.
      - Flight Forms keep all Dexterity and Stamina related traits, but lose all strength based traits unless they sacrifice the 2 trait penalty attackers receive due to small size.
      - Under no circumstance may an animal form use weapons.
    - **Mist Form** - As this power specifically states that you have no Blood Traits in this form you cannot spend Blood Traits while in Mist Form. If a character is already under the effects of a power that does not affect the blood or physical form like Rotschreck or Total Insanity, then those effects remain on the individual.
- **POTENCE [LOTN-P. 165]**
    - **Prowess** – Prowess refreshes ALL Physical Traits.
- **QUIETUS [LOTN-P. 171]**
    - A maximum of 6 Traits of Quietus altered Blood can be applied to any one weapon at a time.
    - If both Scorpion's Touch and Baal's Caress are used on the same weapon they are both used up simultaneously for simplicity.
    - **Scorpion's Touch** - The Traits lost by application of this power cannot be refreshed by Willpower or Prowess and do not return until the next night.
    - **Dagon's Call** - The damage inflicted by Dagon's Call is soaked by Fortitude as one source of damage after all of the Static Challenges are complete.
      - Dagon's Call is not limited by the "Rule of Three."

- **Baal's Caress** - This power turns the base damage inflicted by the weapon to Aggravated damage only. It does not apply to damage from Wards or Potence.
- **Taste of Death** - Taste of Death inflicts two Aggravated damage with a successful strike, rather than one.
  - Furthermore Assamites may choose to learn an advanced level from one of the alternate sources to replace this power. (*See Assamite Packet*)
- **SERPENTIS [LOTN-P. 172]**
  - **Eyes of the Serpent** - This power ends immediately after any aggressive challenge against the mesmerized person or if they take damage.
    - Someone attacking a person who is so mesmerized can claim surprise against that person unless that person has an ability that negates surprise.
  - **Form of the Cobra** - The user of Form of the Cobra gains the benefits of Skin of the Adder in addition to the stated benefits of Form of the Cobra.
    - The venom granted in this form kills normal Mortals by the end of the round bitten.
- **TEMPORIS [Storytellers Guide p. 31]**
  - Temporis is not restricted by the Rule of 3.
  - Only Stamina related traits (Enduring, Resilient, Robust, Rugged, Tireless) can bid for Temporis effects, and only a maximum of 5 traits will be allowed to be bid (one additional trait may be bid per Generation lower than 8th).
  - The default difficulty for the static tests to activate Temporis will be the number of Traits risked +7.
  - Any character with Temporis may not possess a Celerity based Combo Discipline as well.
  - **Internal Recursion** - Any challenge against the subject will break this power.
  - **Lapse** - The number of actions a character with Celerity must sacrifice is half, rounded down.
  - **Subjective Suspension** - An object frozen time cannot be moved.
    - An object being held by another can be suspended but objects worn cannot.
    - If an item is being held by another the difficulty for the Static test is the holders Physical Traits.
    - Any physical contact from anything more significant than a single raindrop breaks the suspension, returning the object to normal time in the precise condition and energy state that it was in at the moment of suspension.
  - **Clotho's Gift** - This power does not require an action to activate.
    - Only Potence and Fortitude are exempt from the damage included by this power.
    - Any other power that requires an action to activate causes lethal damage to the user of Clotho's Gift.
    - Powers that grant additional actions (such as Black Metamorphosis) still only add to the total number of actions, they do not multiply.
- **THANATOSIS [LOTN-P. 174]**
  - All powers of Thanatosis used on another individual can be negated by Aegis if Aegis is used in the same round as the application of Thanatosis.
  - **Withering** - A character whose head has been withered can **ONLY** use Celerity, Fortitude and Potence.
  - **Necrosis** - this power deals 2 Lethal in addition to its listed effects
- **THAUMATURGY [LOTN-P. 176]**
  - The First Path that is determined as your primary is purchased at in clan cost. This only applies to characters that have Thaumaturgy in clan.

- Every path purchased afterwards is bought at out of clan costs.
  - For information on how a particular blood magic works please see the Thaumaturgy packet.
- **VICISSITUDE [LOTN-P. 142]**
    - **Bonecraft** - Modifications that attempt to completely change a human/vampire/ect from the general humanoid shape will result in the death of the creature and are not allowed.
    - **Horrid Form** - Anyone attempting to use a weapon while in Horrid Form gains Clumsy.