

Satx House Rules

General Information: San Antonio: Libertatis Cunabula (referred to as SATX in the rest of this document) is an Anarch Genre Vampire game set in San Antonio, TX. We are part of the One World by Night (OWbN) international organization. We use the Mind's Eye Theater Laws of the Night Revised rules for Vampire: The Masquerade. Official game sessions are twice a month using Discord. Our goal is to provide a fun, and entertaining experience to our players and we expect a level of maturity and professionalism from all those participating. All participants must be at least 18 years old.

The house rules are a living document and can be updated if need by by all staff members. If a situation calls for a ruling that is not in the house rules, the staff member making the call sticks to their ruling and staff will discuss it later, and if needed make additions to the house rules.

Storyteller Email - satx-sts@googlegroups.com

Website - <https://www.facebook.com/groups/236659690446040/>

Discord - <https://discord.gg/hggxHW3>

Sign-In- Players Must be signed in via the sign in room before they can join the game, either for Soft RP or during live game. The format for sign in will be [Character Name / Real Name / Home Chronicle / Player Email / ST Email if not based out of SATX]. PC's not signed in via the sign in room can not interact in the Soft RP or Game Rooms.

Free Rituals: At sign-in, before going into game, each blood mage is allowed to cast three rituals without hindering their in-game time. Anything beyond those three, or anything after going into play, will require the player to wait out of character while rituals are cast. If you wish to "chain cast" rituals, such as Eyes of the Past or Scry, you will have to wait the appropriate amount of time to cast each ritual.

Obvious merits, flaws, appearance related social traits, negative traits and apparent humanity should be noted in the character description room. As well as any obvious equipment, like a sword on your back.

All Character scenes must have an ST present in some form if you are based within the Chronicle.

Time- For the most part, time will be left vague. It will be very rare that an exact IC game start or ending will be specified. This is done for a variety of reasons. The most important reason being that it would just take far too much effort to track every variable, such as the different times that each PC awakens each night, how they go about feeding, traveling times for both local and visiting PCs, etc.

The only exception to this vague time is the dates for Soft RP. To prevent confusion and scenes dropping off and starting again days later, each RL Day is one Night. The next day will set 20 minutes after the last post made during the day.

For example: If the last post is at 3am and someone logs in at 3:45am it will not longer be the previous day.

Item Cards- All items that have the potential to impact or alter gameplay in any way must have an Item Card for that item. All Item Cards must be approved by a SATX ST. We request that any item

cards that a visiting player wishes to be used in game be submitted in advance along with a copy of the character sheet. This can be done via taking a picture of any items cards you wish to use in game. Any items not approved in advance by SATX staff cannot be used during play in SATX.

Changing Characters Mid-Game- If you know in advance that you want to play multiple characters in a single session, please do your best to declare this to STs before game begins.

There is a 30-minute “fair escape” timer that begins when you switch characters. This means that other PCs have 30 minutes to Summon or otherwise go after the 1st PC you portrayed. This time may be shortened or lengthened at ST discretion.

If your PC becomes unplayable for some reason (death, staking, torpor, etc.), you will be allowed to portray (or create) a different character for the rest of the session.

The Storytellers reserve the right to not allow someone to swap PCs in the middle of a game session. During soft rp if you wish to change characters, a staff member must be informed, and you must wait 30 minutes as well for the “fair escape timer” in case someone is looking for you because of xyz.

Inactive Characters- For a PC housed in SATX to remain Active, and eligible for earning experience, the PC must be portrayed at least once in a six-month period during a scheduled SATX session. Inactive PCs may not interact with any game while in Inactive status.

Character Creation Vampire- A new character in SATX will be created using the standard character creation rules presented in Laws of the Night Revised. New characters will receive an additional 60 build points, and no more than 30 points may be spent on Disciplines.

The following Clans are always available to play, all others require ST approval:

- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Ravnos
- Toreador
- Ventrue

Some clans or blood lines may be capped at ST discretion.

All starting character must begin on humanity.

For characters without PC sires. Generation will be decided by the below.

5 chops that must be done with an ST, all Characters will start at 13th Generation break down of the chops will be below:

1/Win = You go down 1 generation.

2/Tie = Two ties will equal a single win making you go down a generation.

3/Loss = Nothing happen.

For any wishing to play a catiff, the minimum starting generation one can enter as a Catiff will be 10th gen. This will be three chops overseen by an ST and will follow the same chop rules of the above.

Caitiff 'in-clan' Disciplines will be chosen as follows:

- The player chooses a Discipline of their choice (Clan specific Disciplines will still need Coordinator Approval.)
- Staff will choose the character's second Discipline.
- The character's third Discipline will be chosen at random from one of the Cardinal Eight Disciplines.
- Caitiff with Additional Discipline Merit still pick the additional Discipline.

If a player wishes to have a clan specific discipline, the player must provide staff with a backstory and reasoning behind it, so that staff can provide this to the Coordinator overseeing the clan specific discipline.

Character Creation Ghoul -

- All ghouls are capped at 10 traits for all three categories.
- All ghouls are capped at 8 willpower.
- Ghouls will have a total blood pool of 10.
 - Of the 10 total blood, only **5** of those traits can be Vitae.
 - Vitae within a ghoul does **not** recoup on its own. If a ghoul uses Vitae to power or activate anything, this vitae must be restored by feeding. Staff for PC ghouls will keep track of this is done. The best way to do this, is a downtime sent via an email so there is a record.
- While ghouls may have abilities such as sniping or haven scouting. If during play the ghoul is embraced these abilities will do one of following below.
 - Sniping – Will turn in to Investigation ability
 - Haven Scouting – Will turn in to the scrounge ability.
 - If those abilities are already maxed, the player will be refunded the points.
- Ghouls have several abilities, merits, etc that only ghouls can get those not covered in these house rules will be discussed by staff and player at time of embrace.
- Ghouls within SATX for PCs may not be anything else but a ghoul. No mages, kinfolk, etc.
- Ghouls within SATX will be limited discipline wise in the following ways.
 - Ghouls cannot have any disciplines beyond the base 8 powers which are defined as:
 - Animalism
 - Auspex
 - Celerity
 - Dominate
 - Fortitude
 - Potence
 - Presence
 - Objuscate
 - Ghouls will be limited to how high they can go per the generation of their domitor. PC ghouls may **not** have a 7th generation domitor.
 - Under no circumstances will a ghoul have magic in any form.
- Per the generation of a ghouls Domitor, this is how the discipline level will be regulated. The

rules will be as followed below.

- 8th Generation – A ghoul will be allowed to have one discipline up to Advanced. This discipline **must** be from the domitor's in clans. All other disciplines will be limited to the second intermediate.
- 9th Generation – A ghoul will be allowed to have one discipline up to the second Intermediate. This discipline **must** be from the domitor's in clans. All other disciplines will be limited to the first Intermediate.
- 10th Generation - A ghoul will be allowed to have one discipline up to the first Intermediate. This discipline **must** be from the domitor's in clans. All other disciplines will be limited to the second Basic.
- 11th Generation - A ghoul will be allowed to have one discipline up to the second basic. This discipline **must** be from the domitor's in clans. All other disciplines will be limited to the first Basic.
- 12th Generation and lower ghouls will be limited to only basic disciplines at any moment.

Merits and Flaws:

Merits and Flaws can each hold powerful effects that can influence the game in many many ways. There are hundreds of merits and flaws and not all are able to be accounted for in a single document. Staff reserves the right to deny or request backstory for any merit and/or flaw even if not listed within the house rules.

The following Merits are disallowed for vampire PCs:

- Iron Will 4pt version
- Quiet Heart
- Gift of the Beast
- Incantation
- Invisible to Kindred
- Mark of Caine – Disallowed for non Sabbat members

The following Merits are disallowed at character creation.

- True Faith
- Meta Bestials
- Clan Friendships
- Vicissitude Mods

At Character creation the following merits require Storyteller approval including the reasoning behind the want for the merit. Backstories are heavily requested to give said reasoning.

- Any merit that is coordinator controlled
- Luck
- Oracular Ability

- Additional In-Clan – This merit is currently capped at this time. No more will be accepted at this time.
- Higher Purpose
- Nine-Lives
- Sanctity
- True Love
- Gentle Enthrallment
- Blase
- Sweet Blood
- Innate Magical Ability – This merit is currently capped at this time. No more will be accepted at this time.
- Inceptor - This merit is currently capped at this time. No more will be accepted at this time.
- Destined for Greatness
- Aware of False Love
- Unbondable
- Jack of all Trades
- Paragon – This merit add's an additional dot of background/Influence. If used for influence the extra dot can allow for one over your total trait cap. Only one paragon of each influence can exist in the city at one time. Ventrue can attempt to get as many as they wish, non ventrue are limited to one and only one.
- Strength of Shadows
- Code of Honor
- Prestation Gift/Special Gift
- Totemic Change/Gift of Proteus
- Misplaced Heart
- Spirit Mentor
- Supernatural Companion
- Good Right Hook
- Sorcerers Awareness – This merit will be capped at two in the game on active PCs
- Home Field Advantage

The following Merits are disallowed for vampire PCs:

- Potent Blooded

At Character creation the following flaws require Storyteller approval including the reasoning behind the want for the merit. Backstories are heavily requested to give said reasoning.

- Enemy
- Hunted
- Harbinger of the Abyss
- Prey Exclusion
- Cursed
- Haunted
- Amnesia

- Known Diablerist
- Infamous Sire
- Methuselah's Thirst
- Monsterous
- Obvious Predator
- Glowing Eyes
- Mistaken Identity
- Uncontrollable Night Sight
- Dark Secret
- Dark Fate

Ambidextrous – This merit will allow an additional follow up action at the end of the round. You must declare you have a follow up action at the top of the round, otherwise you will lose this.

During Play

Attributes / Traits Bonus Traits given from weapons ONLY add to your tie-breaker resolution, nothing else.

A character cannot use multiple trait-enhancing merits in the same challenge. I.E. If you are giving someone orders and wish to issue a basic social challenge, you can't use both Natural Leader and Enchanting Voice. One or the other. However, you can use multiple merits in the same challenge, i.e. using Natural Leader and then retesting with Lucky

Additionally, you will only be allowed to use one Entrap Ephemera made Fetish per challenge. If you have one that gives traits and another that adds damage, pick one or the other

Any challenge that calls for your traits vs. your opponent's Willpower is against his/her PERMANENT Willpower.

Any challenge that calls for your traits vs. your opponent's Virtue Traits is instead your traits vs. his/her traits in the same category. (Ex. Social vs. Self-Control becomes Social vs Social.)

Influence and Willpower traits refresh at the beginning of each game. Attribute and Abilities refresh at sunset every night.

The maximum a character can call trait wise, in any challenge is capped at 30, You can still only call double your gen max for traits.

You must willpower refresh at the beginning of a round it cannot be done mid round after declaration. You must also refresh traits if applicable at the beginning of a round not mid round.

Abilities

Specialization: Specialization cannot apply to more than one discipline level; You may, however, take a specialization in a level of a discipline. For instance, you may not take a Leadership specialization in Presence, but can take a Leadership specialization in Entrancement. A specialization must be a narrow focus of the ability and cannot incorporate a group of actions. For example, a character cannot buy the Melee Specialty Swords but can buy a specialty in Broadwords, or the Katana.

Awareness: This ability allows you to detect if a supernatural ability was attempted to be used against

your character and failed. It does not, however, allow you to know what that ability was or who used the ability. Additionally, if a power has a visible recognizable effect in your vicinity, but is not used against you, you can use Awareness to discern the bend in reality. Occult may be used to cancel an Awareness retest.

Awareness 1 – A power went off in the city

Awareness 2 – A power went off within 1 mile

Awareness 3 – A power went off within the street view (50 feet)

Awareness 4 – A power went off in the building you are in

Awareness 5 – A power went off in the room you are in

Blind-fighting: This ability is only used to counter darkness as it applies to brawl and melee attacks. It does not apply to ranged combat. The ability works by being used as a cancel for the Shroud retest when it is called against the character. If a character has the Blind flaw they must have the blind fighting ability to initiate physical challenges.

Crafts: A player must specify what type of items their Craft ability can be used to create. For example, Crafts: Painting will allow for creating various paintings. A character can possess multiple different types of Crafts abilities. Please see the crafting rules for what applies to what.

Drive: All Kindred without the Anachronistic or Recently Awakened Flaw have a basic understanding of driving without the Drive ability but cannot perform precision stunts (at least without wrecking their vehicle).

Etiquette: This ability can only be used to correct a faux pas; it cannot be used for obviously rude or insulting actions.

In the case of a written message, Etiquette can cover up one mistake per Etiquette spent. One Etiquette may not be spent to fix all mistakes.

Linguistics: Please keep in mind that different games have different rules for how many languages a character can have.

Linguistics x1 – 2 Additional Languages

Linguistics x2 – 4 Additional Languages

Linguistics x3 – 8 Additional Languages

Linguistics x4 – 16 Additional Languages

Linguistics x5 – 32 Additional Languages

Lore: If a character does not have a lore ability on their sheet, he or she does not know what that lore lists. If the character hears about something but does not have a high enough level lore, the player may ask an ST to buy that lore. If the ST feels the PC has learned enough about the lore to buy the next level, the spend will be allowed. Any knowledge that is not backed up by an appropriate lore ability cannot be utilized in any meaningful way.

Backgrounds

The following backgrounds are disallowed at character creation:

- Military Force
- Arsenal

- Cult

Clan Prestige: We do not charge XP costs for Clan Prestige (or similar backgrounds). Largely, these are items that may be raised or lowered through roleplay.

Fame: Each level corresponds to an increasingly broad geographical area.

1. Surrounding suburbs and cities
2. State: Texas
3. Region: Central Southern
4. Time Zone: Central Standard Time
5. Nation: United States

Mentor: Many things can be obtained from mentors including advanced disciplines. However things are not just quick and easy. The Mentor background is not meant to be a candy machine per say. Below is how things can be requested and what happens per our mechanics.

You will roll a 1d3, there is no retest for this.

1/Win – You will get what you want from your mentor however you will owe them something.

2/Tie – You will need to do something for your mentor, and then you will get what you want from them.

3/Loss – You do not get what you want from them at that time.

You can make a single mentor challenge, once a month regardless of win or loss. The task in which the mentor gives you is up to the ST who ran your mentor challenge.

Staff recognizes that characters can do things for their mentors and this can come in to play with your mentors later when you ask for things and task may not be requested.

Military Force: This is not a background that can simply be bought. It must be shown through roleplay and down times that you are actively trying to build this. Growing such a background can prove very difficult especially without attracting attention if one is not careful at the higher levels.

Cult: This is not a background that can simply be bought. It must be shown through roleplay and down times that you are actively trying to build this. Growing such a background can prove very difficult especially without attracting attention if one is not careful at the higher levels.

Arsenal: This is not a background that can simply be bought. It must be shown through roleplay and down times that you are actively trying to build this. Growing such a background can prove very difficult especially without attracting attention if one is not careful at the higher levels.

Retainers:

Players can only have the background Retainer once.

Retainers can be many things, however it must be stated what the retainer is. An example of this is a retainer can be a human, and a retainer can be a ghoul.

Please note that in the sheet building retainers cannot have the following.

- Clan Specific Powers

- Powers that exceed past the ghoul rating of powers per the domitors generation.
- Certain Abilities such as sniping, and haven scouting.
- Influences/Backgrounds
- Vicissitude Mods

Retainer Creation Rules

Merits and Flaws will always be capped at 7 pts for retainers, and the list of possible merits/flaws is extremely limited and at ST discretion.

Staff must approve of all retainer sheets and may build a retainer sheet with the player.

Points for the creation of the retainer will be below -

- Retainer x1 – 1% of the characters total point count with a max of 50 Points
- Retainer x2 – 5% of the characters total point count with a max of 70 Points
- Retainer x3 – 10% of the characters total point count with a max of 100 Points
- Retainer x4 – 15% of the characters total point count with a max of 150 Points
- Retainer x5 – 25% of the character Total point count with a max of 200 Points

If your retainer was to die at any point, the retainer will be removed from the sheet and you must purchase it back and a new sheet created based off of that.

Animal Retainers- Animal retainers will be run how the Nos packet recommends as I believe that is a very strong and balanced system in reference to animals.

- Animal Ghouls only receive 10 XP per point in Animal Retainer (10, 20, 30, 40, 50).
- The Regnant of an Animal Ghoul must have Animalism: Feral Whispers (Dot 1) and an Animal Ken level equivalent to the retainer rating or they won't be able to control their "pet."
- Animals are divided into 2 categories: Size [Small (cat), Medium (dog), Large (bear)] and Demeanor (Wild vs.Domestic). Many of their traits are dependent upon these categories. 24
- Starting Traits: Small 9 / Medium 12 / Large 15 to be divided amongst Physical, Social and/or Mental trait categories.
- Trait Caps
 - Physical Trait Maxes: Small – 5; Medium – 7; Large – 9.
 - Social and Mental Maxes: All animals have a max of 9 traits in these two categories, regardless of size.
 - All animal ghouls must take the following negative traits. They receive no free points for these.
 - Domestic: Social – Bestial x2; Mental Submissive
 - Wild: Social – Feral x2; Mental Violent
- Nature/Demeanor: All animals have Nature: Survivor. Their Demeanor is either Wild or Domestic

- Health Levels: Animal ghouls get health levels based on their size category. Small 3; Medium 6; Large 9.

- Abilities: Animals start with 7 dots of skills. ○ These are the abilities allowed to be purchased for animal retainers; Alertness, Awareness, Animal Ken, Athletics, Brawl, Dodge, Empathy, Enigmas, Hunting, Intimidation, Investigation, Leadership, Primal Urge, Scrounge, Sniping, Stealth and Survival

- Backgrounds: Animal ghouls may NOT take any backgrounds or influences. 25

- Blood: Small animals have 2 blood traits (1 “mortal,” 1 “kindred”); Medium have 6 (3/3); Large have 10 (5/5). Only the “vampiric” portion of the blood pool may be used to fuel powers.

- Willpower: All animal ghouls start with 1 WP. Maximum WP is 4.

- Disciplines: Animal ghouls start with 1 dot of either Celerity, Fortitude, or Potence. Additional levels can be purchased with free traits, but not above 2nd basic during creation. After character creation, animal ghouls may purchase Celerity, Fortitude and Potence up to their Regnant’s level of the Generation Background 1. The costs are at normal out of clan costs. This applies to ALL disciplines, even the one(s) they started with.

- Merits & Flaws: These MUST make sense for an animal to have. All merits and flaws are ST approval.

- Huge Size: If an animal has the “Huge Size” Merit, it ups their size category by 1. (A cat would become Medium, a Dog would become Large, a bear would become Huge.) Its starting traits, blood, health and willpower should be modified accordingly. **Any animal increasing to Huge is a potential masquerade issue, but does gain the benefit of the extra Bruised health level, as per the merit (smaller animals do NOT gain the additional health level Bruised, they merely get the next size up’s health).**

You can NOT buy this merit more than once to further increase an animal’s size (you could never have a Large Mouse, for example).

- Animal Retainers can be modified with Vicissitude Modifications. The mods will cost XP to purchase used by the Animal Retainer.

- Animal Retainer Upkeep: There is no limit to the number of Animal Retainers a character may purchase. Every 2 retainers reduces the starting blood pool by 1 each game.

Allies- Allies can and will at times ask for favors from the character who has this background on the sheet. If your ally dies, it will be removed from the sheet at a dot ratio that will have to be purchased back.

The same rules for retainers in regards to discipline levels per the domitor's generation apply for animal retainers as well. Please refer to the Retainer section of the house rules to view this.

Combat

- Challenges/Combat Order of Combat
 - Top of the round with highest level of celerity and then the highest traits. The order will be tracked by staff.
 - Alacrity (Celerity 1 or a weapon with the Speed ad on) will go first – Only Physical actions are allowed in the alacrity round

- Normals will follow in this order Physical, Social, and then Mental actions.
 - Temporis extra actions will all go off at the **end** of Normals.
- Swiftess Follow up
- Legerity Follow up
- Offhand Actions – These **MUST** be declared at the top of the round, or you will not have access to them when this comes up.
 - Examples of off hands actions are Ambidextrous, Black Met, Mixed Blessing: Tail. Other off hands not mentioned will be discussed at this time.
- Carrier Attacks – Only **one** carrier attack is allowed to be use by a character per round.
 - Carrier attacks will not work if the defender has blown Aegis.
- Eye Contact in Combat: Eye Contact is assumed, as long as you are not behind the target (ST will adjudicate in cases of positioning). The defense against eye contact is to keep them behind you or close your eyes and accept Blindness penalties.
 - This does not apply to effects that break line of sight, such as Shroud
- Messaging in Combat-
 - Any message sent to or from a combat Time Stop will not be delivered until the Combat has resolved. This communication blackout will be invoked by the ST running the combat. primarily for mass PVP combats rather than ST Plot stuff. Log all communications to and from combat with the ST. Exceptions will be made on a case by case basis. This communication blackout applies to all forms of communication, both low and high tech.
- Surprise Rules
 - When an aggressor successfully declares Surprise against a target, that challenge is only between the aggresor and the target at that time.
 - The aggressor receives one free “Surprise retest against the target.
 - The three second surprise rule is in effect. The defending character has three seconds to respond to the attacker, or the attack will be considered from surprise.
 - Only the defending character can be harmed in the challenge.
 - To initiate a surprise action, the aggressor must inform the ST that they wish to do. The ST will then handle the count down. Nothing can lower the count down below the standard three seconds.
- Active Pursuit must be declared to a Storyteller immediately after combat. If time passes and a player has not declared this, then they will have to try a different way of tracking down their target.
 - Please keep in mind that active pursuit can vary. If you are on foot and your target is in a car. There is a very low chance you will keep up with them without aid from varying sources such as powers.
- Fair Escape must also be declared to a Storyteller. Just because you get away from a combat, does not mean that you will have the chance to avoid all consequences situation depending.
 - Please note, that just because you fair escape from a scene, if the consequences are severe enough from your actions in said scene, going to another chronicle will not officially stop it. Satx staff can and will work with other game staffs if a situation like

this occurs. Anything in another staffs game however is subject to their calls, there house rules, and their staff.

- Diablerie -
 - All instances of Diablerie must have a Storyteller present. Or it did not happen.
 - If the victim is of sufficiently lower generation than the Diablerist (ST discretion) part of the victim's soul may exert some influence over the Kindred. This can manifest as mental and social traits changing to reflect the victim, or the Fugue derangement to reflect the victim occasionally gaining control of the Diablerist's body.
 - If the victim is of significantly lower generation than the Diablerist (ST discretion) the victim can completely take over the body of the Diablerist. This will mean significant reworking of the character sheet and may mean the PC becomes an NPC.
 - A character on Path of Humanity or a Path of Enlightenment that does not allow diablerie will automatically lose one morality trait.
 - Chops for diablerie in terms of difficulty will be up to the ST based on the difference in generation at the time of diablerie.
 - A character MUST log with the Admin any diablerie they have committed. A note will be placed in the characters grapevine of the date and victim of the diablerie.

Disciplines

- Out of Clan Disciplines
 - Out of clan disciplines require a teacher. If a teacher is arranged, an email must be logged with both players and all staffs. A note will be placed in the notes section of the students sheet of who is teaching them and what levels.
 - Please note that if your teacher dies before you have purchased those levels. You will need to find a new teacher.
 - A character can only teach a discipline to the level of one lower they have as their in clan. If you have Fortitude x5 you may only teach Fortitude 1-4.
 - The discipline must be in clan for the teacher.
 - Disciplines that are clan specific require a trait of blood to be drank by the student.
- Combination Disciplines
 - All Combo powers are at ST discretion and while they may be disallowed within Satx, we will not stop players from purchasing the power as we are an Org and there are hundreds of games who may have different rules.
 - The same can be said for powers we allow, please do not expect other games to run things the same way Satx staff does, as there are many different views on powers.
- Animalism
 - Feral Whispers can only be used to communicate with natural animals. You cannot use this to speak to someone in animal form.
 - Quell the Beast
 - This does **not** prevent the spending of Aegis
 - Does not prevent the expenditure of permanent Will power traits.
 - A vampire in mist form, Tenebrous form or other incorporeal forms – Depending on ST discretion – Cannot use quell through touch as they lack they physicality

to do so.

- Subsume
 - An ST must be informed when you subsume, and where your body is.
 - Aura perception of the animal will show a dual aura, vampire over animal overlay.
 - Per Laws of the Night: Revised when using Subsume the Spirit, you must declare your intention to abandon your subsumed animal at the beginning of the round, but you do not actually leave your suit until the end of the round.
 - You cannot use Subsume the Spirit from Psychic Projection.
- Auspex
 - Auspex vs. Chimestry:
 - Per Laws of the Night, if you have Auspex active, you may make a challenge to attempt to break through any Chimerical effects. Each party adds the levels of Chimestry or Auspex to the challenge.
 - Auspex vs. Obfuscate:
 - When both individuals are using contrasting powers, the parties may add their levels of the discipline to their traits.
 - Aura Perception:
 - When you aura perceive someone using possession or subsume, you see dual auras (human/animal overridden by kindred)
 - Psychic Projection:
 - May not use Blood Magic, or any blood expenditures.
- Celerity
 - Rapidity – The bomb does not need to be declared prior to the challenge, though you can if you wish
 - Fleetness – Ties do not need to be declared prior to the challenge, though you can if you wish.
 - Neither bomb nor ties can be used when firing any type of weapon such a gun or bow.
 - Thrown items per Laws of the Night can have bomb applied to them, and this is just fine.
- Chimestry:
 - All uses of Chimestry require a Storyteller to be present.
 - Auspex vs. Chimestry: P a g e | 11 Per Laws of the Night, if you have Auspex active, you may make a challenge to attempt to break through any Chimerical effects. Each party adds the levels of Chimestry or Auspex to the challenge.
 - Disbelief: If one person disbelieves a Chimerical illusion, it only breaks the illusion for that individual. They can still see the illusion, but they know it is not real. However, if someone who has already disbelieved an illusion breaks that illusion (ex. Putting their hand through an illusory wall), it breaks the illusion for everyone present.
 - To Disbelieve an illusion a character must interact with in such a way as to prove it is not real (i.e. they have to place their hand inside what they believe is illusory fire and believe it is not real, or allow what they believe is an illusory stake to pierce their chest without dodging, soaking, or testing down the damage)
 - A player must come to staff if they believe they have a reason for a disbelief challenge and the staff will give them a yes or no answer.
 - Common Sense overrides this rule. Staff will go to the player if they believe a chop is needed.

- Permanency: Does not work with Horrid Reality
- Dementation:
 - Any use of Dementation past the Haunting requires a storyteller to be present.
 - Eyes of Chaos: Must be declared to an ST before the surprise.
 - Voice of Madness: A victim of this power may not spend a willpower to resist the Frenzy brought on by the power. They ***must*** engage in the Courage challenge.
- Dominate
 - Telepathy can be used for the verbal component of Dominate.
 - Forgetful Mind: Requires a Storyteller to be present and an item card signed by both players and the Storyteller. One item card is to be kept by the player, and one is to be kept in their folder. A note will also be made in the characters note section
 - Conditioning: Requires an item card. A note will also be made in the characters' note section. Conditioning takes time, it cannot be done in a simple night.
 - Possession: STs must be notified if you are in possession. Staff must know where your body is, and how many physical traits the body you're possessing has. Aura perceiving someone in possession shows a duel aura (human overridden by vampire). When possessing a human, you bid their physical traits on challenges instead of your own. You also are unable to use any physical disciplines you possess. If you possess a ghoul however you may use its physical disciplines as if they were your own.
 - As a reminder, per Laws of the Night: Revised when using Possession, you must declare your intention to abandon your possession suit at the beginning of the round, but you do not actually leave your suit until the end of the round.
 - If your suit dies when you are still in it, you will snap back to your body. However you are in torpor.
- Fortitude:
 - Resilience: You automatically negate one point of lethal damage per source of damage.
 - Resistance: You automatically convert one point of aggravated damage to lethal per source of damage.
 - Aegis: Unspent traits must be spent first when burning for Aegis. You must use Aegis **before** the two simples in a staking challenge
- Melpominee:
 - All uses of Intermediate or Advanced levels require a Storyteller to be present.
- Necromancy:
 - Soul Stealing To Compel a soul which has been stolen, you still must first successfully use Summon Soul on the target, as per the requirements listed for Compel.
 - You are considered a ghost/wraith while Soul Stolen and are unable to use Vampiric Disciplines.
 - A Kindred's stolen Soul will return to its body in torpor if the Soul loses all of its corpus (health levels).
 - Soul Steal can only be declared against targets in the same realm as the caster (ie. no soul stealing across the Shroud).
 - A "vacant" body can still use Fortitude. If the "vacant" body blows Aegis from damage taken, the Soul returns to its body.
 - Note that vampires do not have fetters.
- Obeah:

- All uses require a Storyteller to be present
- Obfuscate:
 - Obfuscate vs. Auspex: When both individuals are using contrasting powers the parties may add their levels of the discipline to their traits.
 - Obfuscate does not trick technology (barring merits)
 - Obfuscate is an offensive power not defensive.
 - Mask of 1000 Faces Allows you to change your clothing as well as your physical features. Vanish from the Mind's Eye: In combat, this requires a declaration to the Storytellers at the beginning of the round.
- Obtenebration:
 - All Obtenebration effects happen at the end of the round.
 - Shroud of Night clarification: There is a common belief that Shroud provides a retest against those affected and that they are Clumsy x2. The correct mechanical effect is that they are Clumsy x1, suffer from the Shroud retest and suffer a 2-trait penalty on all challenges (Eyes of the Beast, Heightened Senses or Tongue of the Asp each negate 1 trait penalty).
 - Arms of the Abyss: The maximum number of arms you can have is your levels in Obtenebration. Each arm still costs a social trait to produce.
 - Black Metamorphosis: This is not a shape changing power.
- Potence:
 - Potence can be used defensively, assuming the situation allows for it. "Potently" dodging a bullet would not be allowed, however trying to Potently shrug off a grapple would be.
 - Refreshes only strength related traits.
 - Might: This is your last retest. Not the last retest for the challenge.
 - Vigor: The Bomb does not need to be declared prior to the challenge (though, it can if you wish).
 - Puissance: Causes an additional lethal damage. Ties do not need to be declared prior to the challenge (though, it can if you wish).
- Presence:
 - Awe: This power is a retest for social challenges if you are aware of of the challenge happening.
 - Entrancement: This power improves the attitude of the target by one. I.E. from Hostile to Neutral, from Neutral to Friendly, and from Friendly to your Best Friend and companion that you would do almost anything for.
 - Summon:
 - To summon someone, you must have previously successfully used a Presence power on them or have engaged in an active conversation with them for at least 15 minutes.
 - Responding to a Summons does not require you to evade your allies if they are not stopping you, but it also does not allow you to pause to gather your allies. We will do our best to scrutinize this for the fairest adjudication we can.
 - You can be summoned in to combat.

- However, if you are summoned to a location in which staff is aware is a life or death scenario, you will have a phantom danger sense go off.
 - Majesty:
 - This power works out to 30 feet. If you move out of the radius you're still effected by the character's Majesty.
 - Once majesty has been broken, it is broken until dropped again.
 - Majesty during combat drops at the end of the round.
- Quietus:
 - Silence of Death:
 - The radius of this power stops all noise within 10' diameter from the center of the user. It will move with the user.
 - It does not stop the casting of Blood Magic.
- Thanatosis:
 - All uses of this discipline require a Storyteller.
 - A character whose head is withered can only use the Celerity, Fortitude, and Potence disciplines.
- Thaumaturgy:
 - Unless otherwise noted, casting Thaumaturgy takes a full turn, and the magic takes effect at the time of your action.
 - You cannot use Alacrity to preempt normal actions with Thaumaturgy and Celerity does not allow for additional actions that round, however the Bomb and Ties may be used defensively or as part of the Thaumaturgy action.
 - Paths Focused Mind: Perfect Clarity: The bonus provided in winning ties is not against *all* mental and social actions, just those that are mind or emotion affecting. So, it will allow you to win ties against Presence, Dominate and Chimestry, but it will not protect you from effects such as Soul Steal.
 - Elemental Mastery: Elemental Form. We run Elemental Mastery from Laws of the Night
 - Path of Blood:
 - Blood Potency. The caster gains the new maximum blood pool from the new temporary generation, but his/her current blood pool does not change. Example, a 13th gen potencies down to 10th gen. His/her blood pool would be 10 of 13 max.
 - Mastery of the Mortal Shell: Seizure will not render a character unable to act, they will simply be -4 traits on any physical challenge.
- Rituals
 - Eyes of the Past:
 - No disciplines are to be used while viewing the past from Eyes of the Past. All powers and effects that were up in the past are still consider up when viewing the incident from the future. (Example: Molly uses Eyes of the Past in a warehouse where it's believed the Sabbat have been meeting. Simon the Sabbat was at the meeting, but was hidden with Obfuscate. Molly can't use Heightened Senses with Eyes of the Past to see Obfuscated people, so she doesn't know Simon was at the meeting.
 - You cannot use eyes of the past without a roof over your head.
 - Pavis of the Foul Presence:

- This only affects targeted presence, So Dread Gaze, Entrancement and Summon. It will not affect any elder level of Presence.
 - Bureaucratic Condemnation:if successful, choose one of your spheres of Influence and double the number of traits that you have. These excess traits can be used either to initiate a BLOCK action or a CONCEAL action.
 - Expedient Paperwork: If successful, choose one of your spheres of Influence and double the number of traits that you have. These excess traits can be used either to initiate an additional action or used to STEALTH your action. They may not be added together to perform a larger action.
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- Blood Bonds
 - If the Domitor dies, the blood bond slowly fades over the course of the next two weeks. It is not an immediate *snap* for vampires. It will snap for ghouls.