

# House Rules

## Blackened Veins

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### I. General Rules

A. The Storytelling Staff of Blackened Veins reserves the right to make any ruling they see fit at any time.

B. The Game is played by the rules as set forth below:

1. As published in the Laws of the Night (Revised Edition), by White Wolf.
2. As published in the current OWBN Bylaws and binding packets.
3. Other books published by White Wolf, at ST discretion.
4. These House Rules. *If there is no House Rule listed, we play by the rules listed above.*

C. All Players of the Game **must** send a courtesy copy (cc) to the Staff of any interaction with anyone outside of the Game, whether it is another PC, an NPC, a Coordinator, a ST for another game, etc.

1. The only exceptions to this rule are:
  - a. If it is a chat, telephone conversation, or something not in electronic format, please send a summary to the Game staff as soon as possible.
  - b. If the interaction is a discussion on a national OWBN list, copies do not have to be sent.
  - c. If a special agreement has been put in place and signed off on by the HST or Staff. This will be rare, and will be considered on a case by case basis.
  - d. The staff has no need or want to read anything rated X between characters.
2. On-line discussions should be sent to [bv-discussions@googlegroups.com](mailto:bv-discussions@googlegroups.com).
3. If the Staff is not copied on an interaction, and are informed in another fashion, it is within their discretion to reline the scene, or propose disciplinary action, or do nothing. A lot depends on what happened in the scene.

D. Signing Into Game/ Online Email Scenes

1. Anyone who is taking part in a scene online or at a scheduled game in the territory of BV is considered sign into game.
2. Staff reserves the right to request any character sheet at any time for a character signed in to BV.

### II. Disciplinary Policy

Breaking of rules, including but not limited to White Wolf published game rules, House Rules, OWBN Bylaws, the rules and policies of the space we are using, or breaking of the law will result in disciplinary action by the appropriate body.

A. It should go without saying that breaking the law or committing an infraction against the rules and policies of the space we are using will result in action taken by the appropriate group(s), including but not limited to the local Police, as well as the likely banning from the game by the Staff. As well as possible org punishments.

B. If an individual is caught or accused of game-related infractions, an investigation will be done by the Staff and any such person as they request to assist them. These incidences will be decided on a case-by-case basis by the Staff, with the final decision made by the HST. All decisions by the Staff will be presented to the individual in question in writing.

C. Punishment:

1. If it is decided that a punishment is to be given, the Staff will contact the Player in writing to discuss the matter, and give punishment based on the following guidelines:
  - 1 Condemnation = We are annoyed and are giving you a warning*
  - 2 Condemnations = We are Angry and are giving you a warning*
  - 3 Condemnations = We are Pissed – this counts as 1 Strike*
  - 1 Strike - 1 Game Ban*
  - 2 Strikes - 3 Game Ban*
  - 3 Strikes - Indefinite Ban*
2. The punishment will last for 6 month, except the indefinate ban, which can be appealed after 6 months.
3. All punishments stack. This means that if an individual receives 2 Condemnations for one action, and receives 1 more from another action, they are considered to have 1 Strike.

D. If the Staff feels that it is warranted, they will make the appropriate proposals to OWBN Council to have the Player punished at an organizational level.

E. Addition, Replacement and Removal of Storytellers and Council Members

F. Although it is desirable that the Staff remain the same, there will be times when a ST needs to step down, be appointed or removed from Staff.

G. If the Staff believes that an additional ST is needed and/or desired, they should talk to anyone who is interested and then discuss it among the rest of Staff. Any one can apply at any time for a ST position by talking to any member of the Staff. The Staff will then decide who they believe to be the best person to step up, and talk to them about coming onto Staff. The final decision as to who is asked is left to the discretion and judgment of the current Staff.

H. If a ST needs to resign from Staff, they may do so at any time for any reason.

I. If it is believed that a ST should be removed, it is recommended that any dispute

should be discussed and possibly resolve the issue before it becomes an actual accusation against a ST for removal. If discussions are not successful, the following steps must be followed:

1. Any Active Player may bring an accusation against a ST (the “Accuser”). Ideally, this accusation will be discussed with other ST’s and players, and possibly even the ST in question. However, this is not a requirement.
2. The Accuser should announce their accusation at a regularly scheduled game. At that time, a discussion will occur with all Players present in regard to the accusation and the ST’s answer to it.
3. After the game, all Active Players will be contacted via email at their last known email address as well as through the BV General List. They will be informed of the accusation and be sent written statements from the Accuser and the ST. It is hoped that additional discussion happens online during the voting period.
4. All Active Players as of the night of the accusation are eligible to vote either Yes or No in this matter. That night a list will be made of Active Players and given to the person(s) collecting the vote to use as a roster.
5. All votes must be in writing, and state who cast the vote. There will be no anonymous votes, and one vote per Active Player, not per PC. The votes can be written down and turned in the night of the accusation or sent through email over the course of the next month. Voting will end the day before the next regularly scheduled game (approximately one month).
6. The votes will be collected by A representative<sup>7</sup>. In order for the vote to count, a quorum of 75% of Active Players on the night of the accusation must be reached. (For instance, if there are 30 Active Players when the accusation is made, 20 must vote for the vote to count.)
8. Once a quorum is reached, 2/3 (approximately 67%) of the responses must be “Yes” in order to remove the ST.
9. At the next regularly scheduled game, it will be announced by those who collected the votes whether a quorum was reached, and if so, the outcome of the vote.
10. The current ST’s of BV do not get a vote, even if they are considered an Active Player of BV. However, a current ST can be the Accuser to remove another ST. Additionally, the ST’s other than the accused ST’s

J. The Council Member for BV is appointed by the Staff. Again, they will accept applications for this position, and shall use their best judgment in their appointment. The Council Member does not have to be a ST, but it is recommended. The Council Member can be removed at any time with the unanimous vote of Staff.

#### **IV. Player Character (“PC”) Creation**

##### **A. Clans:**

1. Always allowed unless overpopulated: Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere (*Coordinator Approval*), Ventrue
2. All other Clans may be considered on a case by case basis, but require Staff approval and may require additional OWBN approvals.

3. Before being allowed to play a clan that is not stated in 1., a Player must play an Active PC from the Clans listed in 1 for at least 6 months.

B. Morality: All PC's must begin play on the Path of Humanity, with the exception of Giovanni, Followers of Set, Ravnos, and Samedi. PC's in these clans may begin play on an appropriate Path with Staff approval.

D. Backgrounds:

1. At creation you will be given a Generation Limit and build points (see section H)

F. Merits and Flaws:

1. The following Merits are disallowed at creation: True Love, True Faith, Sanctity Lunacy.

G. Disciplines:

1. The starting 3 Basic Levels of Disciplines may only be chosen from the the In-Clan Disciplines of the PC.
2. Any XP given to a PC at creation may not be allowed to purchase any power above second Basic in any out of clan Disciplines, nor above first Basic in any Clan specific Disciplines (Chimerstry, Protean, Mytherceria, etc.), which many also require Org approval.
3. All Paths of Thaumaturgy and Necromancy are considered In-Clan, but the appropriate Path must be purchased first.
4. For each level of the first Path in Thamaturgy and Necromancy, the PC obtains one free Ritual at that level (basic, intermediate, or advanced).

H. Starting Experience Points and Build Packages:

1. PC's generally begin with the starting build from Laws of the Night: Revised.
2. At ST discretion, PC's can add up to an additional 60 extra points, per the OWBN Bylaws. (In BV, we call these Build Points to distinguish them from regular XP, although they use the same costs as XP.) The points are granted using the following guidelines:
  - a. Up to 30 Build Points for a solid concept, approved by a ST
  - b. Up to 15 Build Points for providing a detailed background, or answering a series of questions as set forth by the Game
  - c. The remaining 15 Build Points are at ST discretion, but can include 3 Build Points for a PC sire; Build Points for in-Game connections (or OWBN connections), a clan that is at lower numbers in the Game, etc.
3. If the PC is not granted all 60 Build Points, unspent XP in an amount not to exceed the total of 60 (Build Points plus XP), can be rolled over from a previous PC based in the Game if either of the following criteria are met:
  - a. The previous PC meets Final Death.

- b. The previous PC is Retired (and becomes an NPC). This means that the character may only return to PC status with a OWBN Council Vote.
- 4. Build Packages:
  - a. All Nosferatu shall receive the Merit *False Reflection* at PC creation (at no cost) or must buy it upon transferring into the Game (at the standard 3 point cost, not doubled).
  - b. Players must choose up to 2 levels in any combination from the following Lores: Camarilla, Kindred, or the PC's Clan. PC's who begin play already with the Status Trait: Acknowledged are required to take at least 1 of these Levels in Lore: Camarilla to represent the knowledge generally needed to gain that Status. Additional levels of these Lores can also be purchased.

## V. PC Regulations

B. Players may have:

- 1. Two Active PCs
- 2. Also 1 Inactive PC in the Game

C. The Game uses several Grapevine databases for their PC's. The sheet contained in the Game's database is considered the "official" sheet, and all updates to the sheet will be made in this database by Staff or their designated representative.

D. Experience Points ("XP"):

- 1. XP is awarded to an Active PC in the following ways:
  - a. 4 XP for attending a home game
  - b. 1 XP for being in costume
  - d. 1 XP for exceptional roleplaying nods during game wrap-up ("Wowie")
  - e. 1-3 XP for End of Game (EOG) write-ups submitted by Thursday before game by midnight.
  - f. 2 XP for attending another OWBN Chronicle game or Event (**Staff must be informed by the Player of attendance**)
  - g. 1-3 XP for "Downtime" activities done between game sessions, either via email, in person, etc.
- 2. Experience is capped at 8 per month for any PC per the OWBN Bylaws.
- 3. A PC receives the full 8 XP for their first game as a Player. This does not apply if a player starts a new PC.
- 4. Each ST receives 8 XP a month automatically which can be applied to any PC they have in the Game, either Active or Inactive.
- 5. Active Coordinators or Sub-Coordinators may earn up to 2 points per month (total, not per PC) at Staff discretion.
- 6. Council Members receive 1 point per month (total, not per PC) at Staff discretion.

E. Spending XP:

1. All requests to spend XP must be sent to or discussed with Staff, who has final say over what is approved.
  2. Exceptions to learning times or what can be learned are made rarely and will be considered on a case by case basis.
- F. Learning Times:
1. A PC must learn from an Active PC; if a PC becomes Inactive, Shelved or Retired, they cannot teach other PC's.
  2. If a PC is learning anything from another PC or NPC an ST has to be notified and given a note card with details of the arrangement and a note will be entered into both characters sheets along with a file kept of the note cards. .
  4. Backgrounds: May only be raised 1 Level per month.
  5. Merits, Flaws, Derangements, and Negative Traits:
    - a. Merits purchased after creation cost twice as much as stated in the relevant source material.
    - b. Flaws, Derangements or Negative Traits bought off after creation cost twice as much as their original cost. There must be a RP or mechanic reason.
  6. Willpower:
    - a. Only 1 new WP Trait may be purchased in a month. If one or more Permanent WP was lost due to use of Aegis or other discipline, 1 additional WP traits may be purchased per month until the PC is back to their original WP level.
    - b. If WP is used temporarily, it is regained at the rate of 1 trait per night.
  7. Path Traits and Virtues: Only 1 Level of a Path or Virtue Trait may be purchased in a single month, after several months of roleplay towards that goal.
  8. Disciplines:
    - a. A PC can learn in one month only one of the listings under i., ii. or iii. below. Where two levels may be learned, they do not have to be from the same discipline. However, if the PC is learning an in-clan and an out-clan discipline in the same month, the learning times are as listed under out of clan disciplines.
      - i. In-Clan Disciplines:
        - \* 2 Basic levels, or
        - \* 1 Basic and 1 Intermediate level, or
        - \* 2 Intermediate levels, or
        - \* 1 Advanced level, or
      - ii. Out-of-clan disciplines:
        - \* 2 Basic levels, or
        - \* 1 Intermediate level, or
        - \* 1 Advanced level
      - iii. 1 Combo Discipline
    - b. For a PC to teach a level of a Discipline, they must have that Discipline in-clan

- i. Teaching may be done with multiple individuals in a group setting or one on one.
- ii. A PC may teach in one month:
  - \* 2 basic levels , or
  - \* 1 Intermediate level, or
  - \* 1 Combo Discipline

G. Influences: Are still limited in total number to the amount of all a PC's traits added together.

1. For current Influences, *Dark Epics* (pp. 56-70) provides the rules as used in the Game, with the following changes:
  - a. All influences refresh on the 1<sup>st</sup> and 15<sup>th</sup> of every month.
  - 2b. If no action is given by a Player for their influence, it will be assumed the action for that time period is "hiding" of the influence.
  - c. Spending The Health Influence can give you up to 5 Blood Points per month, not 5 for each time it refreshes.
  - d. Points to build new Influences are only given in months that the PC is Active. If they become Inactive for any reason, they can no longer build Influence. for a growth action to occur, a write-up requesting the growth action must be submitted.
2. Influences can be dropped at any time for any reason by a PC and all XP spent on them will be refunded. However, a new influence may only be bought using the rules, including the time limits imposed.
3. Paragon Merit (Ventrue Only):
  - a. Once the merit and 5<sup>th</sup> level of the Influence are purchased, the 6<sup>th</sup> level of the Influence can be bought immediately with no cost and no waiting times.
  - b. A Ventrue can have multiple Paragon merits, and thereby have several Influences at level 6.
  - c. Only one individual in the City can hold a 6<sup>th</sup> level of an Influence. Once the 6<sup>th</sup> level is purchased, no other individuals can purchase level 6 of that Influence.

GH. Blood Bonds will fade if no blood is taken after the bond is established; proximity to the regnant does not make a difference.

1. 1 blood point – fades after 3 months
2. 2 blood points – fades after 6 months
3. 3 blood points – fades after 1 year and a day

## VI. Disciplines

### A. Animalism:

1. *Feral Whispers*:
  - a. May not be used as a secret language, and you must actually make noises to the animal, which may or may not be considered a breach of the Masquerade/
  - b. Does not allow the animal to communicate with other animals or humans.
2. *Quell the Beast*:
  - a. Does not make a Vampire immune to Frenzy, nor does it negate the ability to expend Permanent Willpower Traits.
  - b. Lasts only the scene or an hour, whichever is shorter.
3. *Drawing Out the Beast*: the beast drawn out will return to its “owner” at the next sunset.
  - a. while you may NOT spend willpower to ignore this, you may spend willpower to retest this power - further, you may expend a PERMANANT self control to resist.

### B. Auspex:

1. When comparing traits in Auspex vs. Obfuscate or Chimerstry challenges, the PC gains a number of bonus traits (1-5) equal to the PC’s level of Auspex, Obfuscate or Chimerstry.
2. *Heightened Senses* can be used on any number of senses at one time.
3. *Aura Perception* can be used on a Kindred who is using Subsume the Spirit, Psychic Projection or Possession and it will read as the Kindred's normal aura.
4. *Telepathy*:
  - a. Works with speakers of different languages.
  - b. Verbal communication is acceptable.
  - c. cannot be relented to
5. *Psychic Projection*:
  - a. Combat uses Astral Combat or Investigation as a retest.
  - b. The PC’s real body must be within the domain of the game they are using the discipline in, and the location must be logged with Staff.
  - c. Spending a Mental trait does not give you ability to access your Thaumaturgy, as there is no access to blood, which is required for Blood Magic to work.

### C. Celerity:

1. *Alacrity*:
  - b. is a pre-empt of physical actions and is not a separate action. (See Challenges & Combat at Section 10).

### D. Chimerstry:

1. When comparing traits in Auspex vs. Obfuscate or Chimerstry challenges, the PC gains a number of bonus traits (1-5) equal to the PC’s level of Auspex, Obfuscate or Chimerstry.

2. An illusion can be made with a ST instead of a PC. In cases where there is no observer to make the Social Challenge against, a Storyteller will assign a Static Difficulty in order to conjure the illusion. When PC's later encounter the illusion, they may make the normal Challenge to see through the illusion (assuming there is a reason to think the object is fake).
  3. For all levels of Chimerstry, a test can be made to break Chimerstry if the PC is using a level of Auspex or has a reason to doubt the reality of the illusion.
  4. The illusions created with Chimerstry do not appear on cameras or any kind of recording device.
  5. *Horrid Reality*:
    - a. Requires concentration. You can only have one effect active at any time.
    - b. If a PC is staked or put into a comatose or torpor state using Horrid Reality, these end at the end of the scene.
- E. Dementation:
1. *Voice of Madness* – the PC may choose who is affected up to any number (per social traits bid) who are within hearing distance of the PC's unmodified voice.
- F. Dominate: For any Dominate power with specific words, they must be written on a card at the time and signed by a ST.
2. *Command - Mesmerism*-the words "sleep," "Torpor," and similar verbs do not affect supernaturals, only mortals.
  4. *Possession* – the PC's real body must be within the domain of the game they are using the discipline in, and the location must be logged with a ST. Any damage done to the possessor's body while they are possessing someone will pull their 'soul' back.
- G. Fortitude: All Fortitude, including Aegis, is reflexive. The body knows to activate it when in torpor, psychic projection, etc.
1. *Endurance* and *Mettle* are not breaches of the Masquerade.
  2. *Resilience* and *Resistance* are breaches of the Masquerade.
  3. *Aegis*:
    - a. may be a breach of the Masquerade
    - b. may be used to stop a stake even after the two Simple Tests are made.
    - c. In Psychic Projection, physical traits must be spent to activate Aegis, WP will not work.
    - d. Aegis is used once per **Round**, not per **Turn**.
- H. Necromancy (Hermetic, Voudoun):
1. Any uses of Necromancy, whether Discipline or Ritual, if successfully cast, will go off at the end of the "Normal" Turn..
  4. In Bone Path: *Apprentice's Brooms* and *Shambling Hoards*, the number of zombies a Necromancer can have at one time are limited to the number of the PC's Permanent Willpower.
- (More work to come)

- I. Obfuscate:
  - 1. When comparing traits in Auspex vs. Obfuscate or Chimerstry challenges, the PC gains a number of bonus traits (1-5) equal to the PC's level of Auspex, Obfuscate or Chimerstry.
  - 2. *Vanish from the Mind's Eye* follows the normal rule that the maximum Traits a PC must bid in a Mass Challenge is 5, regardless of the number of targets. (You may relent to some and not to others)
  - 3. *Cloak the Gathering* may only be initiated and maintained within line of sight.
- J. Obtenebration:
  - 1. *Shroud of Night*
    - a. Eyes of the Beast, Tongue of the Asp, and Heightened Senses: Sight or Hearing may each negate 1 of the Trait Penalties.
    - b. The Clumsy Negative Trait can only be **negated** by a **Blindfighting Specialization of "Shroud of Night"**.
    - c. **The Forced Retest may only be canceled by spending a level of the Blindfighting Ability every turn.**
  - 2. *Arms of the Abyss* are limited in number to the average of the user's Occult Ability and Obtenebration rating (rounded down).
- K. Potence:
  - 1. *Prowess* is not a Breach of the Masquerade.
  - 2. *Might*:
    - a. Retests may cancel each other in tests of contested strength.
    - b. *Might* is not a Breach of the Masquerad
- L. Presence: You must be in the defending PC's physical presence to use any Presence discipline against them (except Summon).
  - 1. *Awe*:
    - a. Retests may cancel each other.
    - b. Can be used to initiate a social challenge used to grab another individual's attention social or mental carrier attack.
  - 3. *Summon*:
    - a. Once a PC is summoned to a scene, if there are any contested challenges made against them, the PC has the option to declare Fair Escape on the \*first round only\* and promptly leave the scene. If they choose to stay and accept the contested challenge, the PC accepts all the consequences.
    - b. Once a PC has arrived at the location they were summoned to, they know the following:
      - i. The person who summoned them, and who they have to present themselves to
      - ii. that they were summoned supernaturally.
    - c. An active Summon that has not been concluded will end at the next sunrise.
  - 4. *Majesty* is line of sight \and can be dropped at any time without a second action.
- M. Protean:
  - 1. *Shape of the Beast*:

- a. Uses the stats listed in the Revised Clanbook: Gangrel (pgs. 67-69).
  - b. Non-Gangrel must take the forms wolf and bat.
  2. *Mist Form*: A PC using this Discipline cannot be affected by Stone of the True Form or Strike at the True Flesh, as there is no physical form to touch. Wards and Warding Circles may still effect the Mist Form normally.
- N. Quietus:
1. *Silence of Death*:
    - a. does not negate the use of Blood Magic unless a target must be able to hear for a specific power to work.
      - b. Sound is still made by voices or things, it just can't be heard.
  2. *Dagon's Call* must have the number of blood spent declared, and each becomes a separate level of damage activated by a Willpower. Thus each may be tested away individually using Resistance.
- O. Serpentis: *Heart of Darkness*:
1. May not be used to put a heart into an individual that it did not come from; only your own heart may go back in your own chest.
  2. A PC cannot supernaturally compel someone into being willing to remove their heart
  3. the PC's heart must be within the domain of the game they are using the discipline in, and the location must be logged with a ST.
- P. Thaumaturgy (Hermetic, Akhu, Assamite Sorcery, Dur-An-Ki, Sadhana, Wanga, Nahuallot):
1. Any uses of Thaumaturgy, whether Discipline or Ritual, if successfully cast, will go off at the end of the "Normal" Turn.
  4. *Path of Duat: Consignment to Duat* - a Kindred victim of a successful use of this power will wake from Torpor when concentration on this power is ended by the caster, when the caster is out of line of sight, or the scene ends unless they were subsequently put into further Torpor through damage.
  5. *Elemental Mastery*:
    - c. With advanced Elemental Mastery the caster may also choose to use fire, though the flame is cool, causes no damage, does not spread as normal fire does, and does not trigger Rotschrek in Kindred.
    - d. With the advanced level of Lure of Flames, the caster may choose to become true fire, though any fire that spreads as a result of this transformation will likely have dire effects when the caster returns to their normal form
  6. *Movement of the Mind: Control* may be resisted with strength-related traits as well as supernatural strength enhancements. Can only attempt to break Movement of the Mind: Control once per **round** and it counts as an action.
  7. *Neptune's Might*:  
Not allowed for PC's
  8. *Spirit Manipulation: Entrap Ephemera*:

- a. Fetishes are limited to the Level of the creator's Spirit Lore.
  - b. Fetishes must be attuned to a PC before they can be used.
  - c. A Fetish may only be attuned to one PC at a time; by attuning it to a second PC it automatically breaks the attuning to the first PC.
  - d. Kindred are limited to the number of attuned Fetishes equal to their Permanent Willpower Traits.
9. *Mastery of the Mortal Shell: Marionette* may be resisted with strength-related traits as well as supernatural strength enhancements. See Control for further information.

Q. Rituals:

1. Modifiers to time for Ritual casting each sunset (We give 1 free hour)
  - a. The Merit Early Riser allows for an extra ½ hour.
  - b. Each Willpower spent adds 1 hour (Trait maximums based on Humanity during this time, unless the PC possesses the Merit Light Sleeper).
2. All Rituals must be written out (mechanics, time to cast, etc) on an item card or on the PC's sheet.
3. If a Ritual is successfully cast at any point before or during the Game, it must be noted on an Item Card and initialed by a ST or have the same noted on the PC's sheet.

R. Specific Rituals:

1. *Eyes of the Past* must be cast in a stationary location once per month, and only grants vision of events that happened in the immediate vicinity of the casting.
2. *Stone of the True Form* must be intentionally activated through a Physical contact (challenge may be required (skin to stone to skin)) One per person at any time.

S. Combo Disciplines:

2. Teaching a Combo Discipline requires that at least one of the prerequisite disciplines be in-clan for the teacher.
3. The creation of "homegrown" Combo Disciplines is handled on a case-by-case basis. PC-created Combo Disciplines will require that no more than one of the requisite Disciplines be Out-of-Clan.

## VII. Abilities

A. Specializations: A Specialization for a Discipline must be focused on 1 specific discipline level, not the whole of a discipline (e.g. Leadership Spec: Dread Gaze, not Leadership Spec: Presence).

B. Specific Abilities:

1. Area Knowledge: Portland covers the whole of the city and surrounding areas. Area Knowledge of any other location must be noted.
2. Malk Time: though malk time a character can send images/ words/ concepts equal to the complexity to the level of malk time. Recipient makes chops to see how clear what was sent is received all at ST discretion.

3. Linguistics:
  - a. Levels of the Linguistics ability give you the following:
    - \* Linguistics 1 - you know 1 language (plus your native language)
    - \* Linguistics 2 - you know 2 languages (plus your native language)
    - \* Linguistics 3 - you know 4 languages (plus your native language)
    - \* Linguistics 4 - you know 8 language (plus your native language)
    - \* Linguistics 5 - you know 16 languages (plus your native language)
  - b. If you have the *Natural Linguist* merit, it doubles all these numbers.
  - c. If you buy the *Linguistics* ability, it gives you the ability to know that many languages. However, you can only buy two languages per month that you actually learn (at no cost). (i.e., if you go from 3-4, or 4 languages to 8, it would take you 2 months to learn all 4 new languages)
4. Meditation:
  - a. All uses of this Ability require that time be taken out of game based on the Level possessed: 1 Level: 30 minutes, 2 Levels: 25 minutes, 3 Levels: 20 minutes, 4 Levels: 15 minutes, 5+ Levels 10 Minutes.
  - b. Meditation may only be used once per night. The time allotted for rituals may be used for meditation.
  - c. After successful use of the Ability, one of the following uses may be chosen:
    - i. The PC may gain a Bonus Trait to either Self-Control/Instinct, Courage, or Frenzy tests for the remainder of the night.
    - ii. The PC may make a Static Mental Challenge against 12 Traits minus their current level of Meditation, to gain Bonus Traits for the next scene or hour equal to their current Meditation Traits when defending against Telepathy Challenges.
    - iii. The PC may regain a spent Temporary Willpower Trait per dot spent.

## VIII. Backgrounds

A. All Backgrounds for PC's are limited to five (5), unless raised by a specific merit (Paragon), or at ST discretion.

### B. Retainers:

1. Retainers are NPC's, under control of the Staff, and they can be ghouls or mortals, as the PC chooses
2. Any number of Retainers may be held by a PC, with exceptions.
3. Each Retainer will have their own sheet created using similar rules to Kindred creation. They being play with the following:
  - a. Traits: 7/5/3
  - b. Abilities: 5
  - c. Backgrounds: 5 (Retainers cannot possess the Retainer Background)
  - d. Merits/Flaws: Maximum of 7 Points total in each
4. Ghouls:
  - a. Must be fed/given one blood point every night of the Game (approximately once a month).

- c. Ghouls have the following Disciplines:
    - i. They begin with 1 Basic Discipline
    - ii. They are limited to second level Basic Disciplines. This cap increases by 1 Intermediate Discipline Level per year of active play.
    - v. They may buy the Merit, “Learn Other Disciplines” and learn any of the eight (8) Cardinal Disciplines from their Regnant who has it In-Clan.
  - d. Animal Ghouls may learn to phrase one syllable worth of words to a maximum of one half of their Permanent Mental Traits rounded down, at a rate of 1 syllable learned per year of play. They may also learn one “trick” per Permanent Mental Trait that they possess.
- 5. Retainers, whether they are Ghouls or not, can provide up to 3 Blood Points for the Vampire PC every month.
  - 6. Retainers earn 1 XP for every month the PC they belong to earns XP. If the PC is not active, the Retainer does not earn XP. The 1 XP is applied to every Retainer belonging to a PC.
- C. Haven
- 1. PC’s may possess more than one Haven. Each Haven will be listed separately with a brief description, and will have its own security rating of 1-5. This level may apply as a bonus in challenges made against the security of the haven.
  - 3. For Havens controlled by multiple PC's (i.e., Nosferatu Warrens and Tremere Chantries, which frequently house whole Clans), the maximum level increases using the following parameters:
    - a. Each PC beyond the first raises the total security rating the Haven can possess by 1. (2 PC's can have Haven 6, 3 can have Haven 7, etc.)
    - b. To buy any Haven security rating above 5, the Haven must have a number of supernatural safeguards 5 times the number of PC's who control it. These safeguards can include Ghouls, Wards, Rituals, etc.
  - 4.. Examples of Havens of each security rating:
    - a. 0 – A cardboard box.
    - b. 1 - Apartment with a deadbolt. Cave with a rock in front of it.
    - c. 2 - Townhouse with multiple locks and basic installed security.
    - d. 3 – House with professionally installed security and/or a guard.
    - e. 4 - Multiple guards, electronic and physical security, remote monitoring.
    - f. 5 – Compound, trained and armed guards, various high-tech security levels.
    - g. 6+ - Nosferatu Warrens, Tremere Chantry. Giovanni Manse.

## IX. Merits and Flaws

- 3. *Oracular Ability* requires three Rounds of concentration (roleplayed with a clear focus point) before a test can be made. It cannot be used generally, but must be focused on some event, person or other situation and the retest it grants may only be used for tests involving that which was read.

4. *Friendly Face* cannot be possessed by a PC that also has any of the following Merits, Flaws or Negative Social Traits: Bruiser, Glowing Eyes, Monstrous, Repugnant, Eerie, Ghastly, Bestial (if the Bestial feature is on the face).

B. Other Merits and Flaws that are disallowed in Blackened Veins: Sanctity, True Faith, True Love.

**X. Paths of Enlightenment( See chaining the beast)**

**XI. Challenges and Combat**

**C. On-Line Combat:**

1. Combat may take place between players in on-line scenes, as long as a ST is adjudicating the combat. It will be discussed with the players in the scene how tests will be decided, with possibilities including, but not limited to:
  - a. each player submits a list of tests thrown and the ST decides based on tests
  - b. the ST making the tests with an on-line generator
  - c. the ST narrates the outcome
  - d. a ST gets together with the player(s) in question and does a quick scene outside of a regularly scheduled game
2. If a player wishes to hold a scene so that tests can be thrown by them in person, they are not allowed to hold up the scene for longer than one week.

**F. Stacking Powers:**

1. Only one Discipline power that requires an Action (typically a challenge or expenditure) may be initiated per Turn.
2. Disciplines that do not require an action can be done at any time, generally at the same time with other powers whether they require an Action or not.
3. No Discipline power that requires touch may be used in conjunction with a strike that causes even a single Health Level of damage.

**H. Damage:**

1. The rules for Aggravated Damage can be found on p. 107 at the third bullet point under the “Blood” heading in LoTN, Revised. The rules for fire and sunlight can be found under the Rules for Aggravated Damage on p. 200, at the second and third subparagraphs. The rest of the rules on p. 200 are to be ignored.
2. The rules for Torpor can be found on p. 111 in LoTN, Revised, and the rules for as found on p. 199 in LoTN, Revised are not to be used. The modifications to this are:
  - a. You do not spend blood each evening while in torpor.
  - b. If you wish to wake, you must spend one blood and make a static mental challenge against three traits. Failure means the Kindred may test again once per night.

I. Diablerie is handled on a case by case basis. A PC does not gain 2 XP for committing this act.

## **XII. Item Cards**

- A. Item Cards created in the Game must have:
  - 1. The specific game name and stamp
  - 2. The date of creation.
  - 3. The signature or initials of the ST that approved the card.
- B. Item Cards from other OWBN Member Chronicles must be approved on a case-by-case basis by Staff. If approved, they will be stamped with the appropriate game stamp, initialed and dated.

## **XIII. Clan Specific Notes**

A. Brujah: The clan flaw has been changed to: Brujah may not choose to expend a Temporary Willpower Trait to ignore a Frenzy stimulus, and must make a challenge as normal at no trait penalty. They may Retest the challenge by risking a Permanent Self Control/Instinct Trait as normal, and may still expend Temporary Willpower to attempt to guide their Frenzy.

B. Gangrel:

- 1. The Clan Flaw has been changed to: after a Gangrel has Frenzied the player throws a Simple Test with a ST. There is no Retest. The Negative Social Trait gained is based on the following:
  - a. Win: The player may choose a Trait. The Storyteller must approve, but generally the player may take whatever Negative Trait they feel is appropriate.
  - b. Tie: The player is allowed input but the Storyteller chooses the Negative Trait. This animal feature should be more difficult to hide or in some way hindering, but within reason.
  - c. Loss: The Storyteller chooses the Trait for the player. The Trait should be very difficult to hide or fairly hindering to the PC.
- 2. Mixed Blessings: Upon their fifth Frenzy in play a player may choose to forgo the Simple Test in favor of taking a Mixed Blessing from the Clanbook: Gangrel Revised.
- 3. Gangrel-speak/Woodspeak: This Linguistics language requires the Disciplines powers of Protean: Shape of the Beast and Animalism: Feral Whispers. This language must be taught by a Gangrel.

C. Malkavian:

- 3. Malkavians do not “ping” each other. You cannot tell by walking into a room who is and who is not Malkavian. But you can check the network to see if we sense others.

D. Nosferatu: The Warrens are generally constructed according to the Nosferatu Genre Material. For non-Nosferatu, you do not find the Warrens unless you are being led there by a Nosferatu. Directions do not work, and cannot be recalled after the fact.

1. Nosferatu may begin play with any 3 neg social appearance based traits it does not have to be repugnant x3

E. Toreador: If a Crafts or Performance 3+ appears, the Toreador observing it are simply very taken with the object. They may speak, but chances are all they are going to be talking about is the art. They may move, but it will not be far and it will be to bring others to see the amazing work before them; “entranced” does not mean “catatonic.”

1. Once you spend a mental trait the idem doesn't effect you for the rest of the game.

F. Tremere: The Chantry is generally constructed according to the Tremere Genre material. For non-Tremere, you do not find the Chantry unless you are led there by a Tremere. After the fact, you can find the building, but may not be able to find the correct door.

G. Ventrue:

1. Clan Flaw: This feeding preference must be selected at PC creation.
2. Lineage: This must be detailed no later than before the second game of play. Please consult the Staff for OWBN approved Lineages.
3. Dignitas: All Ventrue start play with 1 Dignitas at PC creation.

#### **XIV. Miscellaneous**

A. Pursuant to a Binding Agreement with Shadows & Light, and the rules and regulations of OWBN, the current Territory of the Game is:

1. BV holds all rights to the Counties of Cumberland, York, Penobscot and Oxford in Maine.
2. BV shares the rights to the City of Augusta, and the Counties of Aroostook, Franklin, Hancock, Knox, Piscataquis, Somerset, Waldo and Washington with Shadows & Light. The only exception to this is a Red Talon Cairn held by the Changing Breeds Coordinator.
3. If scenes are held in shared Counties, the game with the PC will be the one to run the scene, with full proxy over other PC's. If there are PC's from both games, the Staff's will decide who is in charge between themselves.

B. For purposes of a definition for Domain as used in the Game, we have decided the following:

1. Princes hold Cities, not Domains. Therefore, while the Prince of Portland holds Portland and arguably the towns surrounding it, they do not hold all of the Territory held by the Game.
2. There are additional Domains known to be held in the Game besides the City held by the Prince:
  - a. Bradbury Mountain in Pownal, Maine is held as a Domain by M-da-weelh-ak
  - b. The City of Bath, Maine is held by Anarchs
3. There are additional Domains held by other NPC's and PC's, but since they are not known, they are not listed here