

A grayscale photograph of the Springfield State Capitol building at night, illuminated by streetlights. The building's dome and classical architecture are prominent. The text is overlaid in a bold, black, serif font.

Springfield
Capital City
Cauldron
House Rules

Updated 12-12-09

Table of Contents

<u>Introduction</u>	Page 1	<u>III. Blood Magic</u>	Page 20-32
<u>I. Code of Conduct</u>	Page 2-3	<u>Part 1: Overview & General Clarifications</u>	
<u>Offenses</u>	Page 2	<u>A. Purpose</u>	Page 20
<u>Punishments</u>	Page 2-3	<u>B. Paths</u>	Page 20
<u>II. General House Rules</u>	Page 4-19	<u>C. Rituals</u>	Page 20
<u>Golden Rule</u>	Page 4	<u>D. Verbal, Somatic & Material Components</u>	Page 20-21
<u>Exemptions</u>	Page 4	<u>E. Activation Costs</u>	Page 21
<u>Clan Notes</u>	Page 4-5	<u>F. Out of Clan Blood Magic</u>	Page 21
<u>Death and Experience</u>	Page 5	<u>G. Learn Times</u>	Page 21
<u>Trevor Mullet Point</u>	Page 5	<u>Part 2: Clarifications & Alterations: Paths</u>	
<u>Traits</u>	Page 5-6	<u>A. Thaumaturgical Paths</u>	Page 21-25
<u>Abilities</u>	Page 6	<u>B. Necromantic Paths</u>	Page 25-26
<u>Backgrounds</u>	Page 6-7	<u>C. Assamite Sorcery Paths</u>	Page 26
<u>Willpower</u>	Page 8	<u>D. Setite Sorcery Paths</u>	Page 26
<u>Blood</u>	Page 8	<u>E. Koldunic Sorcery Paths</u>	Page 26
<u>Virtues</u>	Page 9	<u>Part 3: Clarifications & Alterations: Rituals</u>	
<u>Merits/Flaws</u>	Page 9	<u>A. Thaumaturgical Rituals</u>	Page 26-29
<u>Ghouls</u>	Page 9-10	<u>B. Necromantic Rituals</u>	Page 29
<u>Challenges/Combat</u>	Page 10-12	<u>C. Assamite Sorcery Rituals</u>	Page 30
<u>Combat Note</u>	Page 10	<u>D. Setite Sorcery Rituals</u>	Page 30
<u>Challenges</u>	Page 10-11	<u>E. Koldunic Sorcery Rituals</u>	Page 30-31
<u>Retests</u>	Page 11	<u>Part 4: Banned List:</u>	Page 31-32
<u>Ranged Retest</u>	Page 11		
<u>Two Gun Mojo</u>	Page 11		
<u>Follow-up Action</u>	Page 11		
<u>Order of Combat</u>	Page 11-12		
<u>Diablerie</u>	Page 12		
<u>Torpor</u>	Page 12		
<u>Disciplines</u>	Page 12-19		
<u>Note</u>	Page 12		
<u>Learning</u>	Page 13		
<u>Combination</u>	Page 13		
<u>General</u>	Page 13-19		

Capital City Cauldron's
House Rules
Springfield, Illinois

Welcome!

The Staff of Springfield CCC strives to offer a fair, enjoyable and safe playing experience for all of its players. In the event this does not happen the below are our procedures. Thank you to the CIET staff for the original player code of conduct we modified. The Staff can be approached at any time for any problem.

WARNING:

We are a pleasant, fun, and affable group and our players are the best in OWbN...you'll be hooked.

I. Code of Conduct

Offenses

Possible offenses include but are not limited to the following:

- Lying, this includes omission.
- Cheating/Meta-Gaming.
- Mommy & Daddying.
- Magic Penciling.
- Excessive Arguing.
- Indigo Montoya.
- Failure to acknowledge the OWbN By-Laws or Springfield CC House Rules.
- Failure to CC: the Storytelling Staff any/all Communication with Coordinators or their NPCs.
- Ignoring the No-Touching Rule beyond the scope of the game or necessity.
- Harassment of any Kind
- Anything deemed Conduct Unbecoming of a Player.
- Anything classified as an Illinois Misdemeanor or Felony.
- Real Life Violence, Threats of Violence or Verbal Assault.
- Substance or Alcohol Possession or Use.
- Weapon Possession.
- Vandalism or Theft.
- Assault and/or Battery.
- Anything in violation of the Rules of the Site Provider.
- Receiving a Disciplinary Action from another Chronicle.
- Generally being a douche-nozzle.

Punishments

All punishments are traditionally given to the Player privately and require a complete explanation to the Player when given. Players should be aware that Springfield CC reserves the right to make their punishments publicly known should the Storytelling Staff deem the Player's violation warrants it. Punishments may be increased or decreased in measure based upon the Player's past record.

A Player may receive a Verbal or Written warning. Typically such punishments are reserved for lesser violations.

A Player may receive a Chronicle Strike, which requires a majority vote of the Storytelling Staff. If a Player receives three Strikes within one year's time, the Player receives an automatic one-year Ban. Strikes dissolve after one year but can be extended by a majority vote of the Storytelling Staff.

A Player may have their Character permanently retired, which requires a majority vote of the Storytelling Staff. This punishment is usually accompanied by a Strike or Ban.

A Player may receive a Chronicle Ban, which requires a unanimous vote of the Storytelling Staff. Bans vary in length from one month to a permanent. A Ban may only be removed by the unanimous decision of the Storytelling Staff.

A Player may be brought up for an OWbN Strike or Ban, which require a unanimous vote of the Storytelling Staff. This requires the Storytelling Staff to bring forth the Player's offense(s) to OWbN Council and is the harshest punishment(s) a Player can receive for her actions. It is usually accompanied by Chronicle Strike(s)/Ban and/or permanent Character retirement.

In order that a Strike be lifted. A player must be in good-standing and attendance for six months. Following which the STs will revisit the issue pending a formal acknowledgement of wrongdoing before the entire game.

In the event that someone actually believes they are a vampire, they will be banned.

Don't laugh...it's happened.

III. General House Rules

NOTE: *The Staff of CCC recognizes that circumstances may arise that require a reassessment or re-interpretation of the House Rules based upon a number of extenuating situations. Therefore we reserve the right to, on occasion where necessitated, take liberties to preserve the spirit of CCC. The presented House Rules are, however, the general standard that will be applied in all other normal circumstances. Think of this as the “we’re fair people, but stuff happens,” Golden Rule.*

Note on Exemptions: *If, for some insane reason, a player or PC needs an exemption for a really good reason to any of the House Rules, then please supply an advance request over email to the ST staff and we will evaluate its necessity and vote. The vote must be unanimous by the Staff or the request will be denied.*

Clans:

NOTE: Before a character sheet will be approved for a clan that possesses any type of blood magic and any PC that is non-camarilla, a background must be submitted and approved by the staff.

Assamites – All Assamites require backgrounds, unless previously arranged with the Staff several weeks prior, Schismatic Camarilla Loyalists. All Assamites require a background before entering play.

Caitiff – Springfield will not accept Caitiff with more than two physical in-clan disciplines. Additionally, Caitiff may not start without a PC sire at a generation of less than 10th, unless they take the flaws Secret Diablerist or Known Diablerist.

Malkavian - With a simple test, a Malkavian can attempt to use the Madness Network to tell if a person they are conversing with is also a Malkavian after 15 minutes of conversation. Malkavians can choose 1 extra dot of Stealth, Investigation, Empathy, or Awareness at Character Creation.

Toreador - The Toreador advantage is not doubled.

Tremere - All Tremere start as Apprentice of the 1st Circle, unless a “Rank” background is purchased. Further all Tremere start with Path of Blood as their Primary. Tremere pay out of clan costs for their non-primary path of Thaumaturgy. All Tremere must have a background submitted before entering play. **Important** – All Tremere have “cooties” and it is a highly contagious disease that is nearly undetectable through means both mundane and magical. It is at ST discretion whether there is a sudden virulent outbreak and the way it can be spread, as well as the consequences of said plague. Kindred Lore x6 will indicate that it was unleashed by Selene Lazarion and that she was Patient Zero.

Consequently, it is known as both “Cooties” and “The Lazarion Leprosy (Lazarion Lep, for short).

Ventrue - Static mental vs. 9 to find heritage of fellow Ventrue usually during out of game “down time.” To do this during game, Ventrue Clan Lore ability will be required.

Lasombra - They do not appear in B&W video or via implements that require the use of mirrors, they do appear in digital color though, as it does not involve mirrors. Ask an ST for clarification if necessary.

Followers of Set - Can access Setite Sorcery via elder Setites (similar to how Tremere learn their non-original path of Thaumaturgy. To use this faith-based magic, they must be in compliance with the Setite Packet.

Giovanni - All wraith retainers should be written up on 3x5 cards and stamped as items. All Giovanni Necromancers begin on the Sepulchre Path. All Giovanni Kindred require a background to be submitted before being in play.

Sabbat PCs - All Traveling Sabbat PCs that wish to play in CCC require unanimous ST consent.

Character Death and Experience:

- When a PC dies, they do **not** get back any spent Experience Points.
- They may use on their next character any unspent XP up to a maximum of 30.
- Experience points earned for game play goes to the Character not the Player. Experience points earned by one character may not be spent on another character. All CCC PCs gain two experience points per game of play in Springfield.
- Springfield recognizes Travel experience points. In addition, any player that travels to or from ANY game in OWbN, will be awarded a travel experience point.
- New players get an additional 1 experience point on their first night of OWbN play.
- Players of CCC characters must CC a CCC ST whenever contacting a Coordinator in regards to their character.
- Narrators of any type receive 2 experience points per month.
- In order for a PC to remain active, a PC must be played once every three months within CCC.
- Sufficient downtimes may be awarded experience points by the appropriate ST.

Trevor Mullet Point:

- Should Trevor get his hair cut into a “Mullet” and sign in to CCC, he will be awarded an additional Mullet Point for each time he signs in and swishes his flowing mane. In addition, his mullet will grant him an additional social trait: “Mullet”. In order to get this bonus, “Mullet” must be bid in the challenge. Said “Mullet” is indestructible and will survive even the PC death.

Traits:

- Generational limits are enforced.
- Abilities are added to challenges. Please see **Abilities** for further clarification.
- At no point, per book, may a PC bid more than twice his permanent traits in any challenge, due to any modifiers.
- Morality Loss and Derangements count for 2 free points; only one of these options may be taken at character creation.
- Given 7 points of Flaws, 5 negative traits, a derangement or morality loss (which counts against your negative traits), plus your 5 freebie points. A starting character may have no more than 17 points above the standard 7/5/3.
- The trait is lost by the loser of the entire challenge, not just the first chop. Overbid being a separate challenge with the initiator of the overbid admitting defeat in the initial challenge.
- We will not be allowing Gangrel Negative Traits that have neat effects and powers as mentioned in the Gangrel Clanbook.

Abilities:

- **In CCC abilities are added into the challenge for determining total traits. When comparing traits or bidding traits, each PC adds his or her total permanent number of the appropriate ability. As with Specializations, these additional traits can continue to be bid at their total permanent rate until such time as the last ability is burned for a retest. At this point, the PC can no longer add abilities to trait total.**
- Awareness- must have an ST present to use.
- Any Ability higher than level three may **only** be purchased with permission of ST.
- One specialization may be purchased per base ability with ST permission. Two-Gun Mojo is considered a Firearms specialization.
- Only abilities found in LotNR are approved. All other abilities from other books are approved on a case-by-case basis. Once an ability is expended for a retest, it is considered gone for the duration of the evening.
- Specializations are long and difficult to learn. Consult an ST about how long the specialization you wish to buy will take to learn.
- Linguistics – Linguistics utilizes the following system: 1 = 1, 2 = 2, 3 = 4, 4 = 8, and 5 = 16. Individuals with the Natural Linguist Merit double their pool. However, while slots are opened at the expense of experience points, each language used to fill said slots require one month learning PER LANGUAGE. Thus for characters interested in learning the merit: Natural Linguist, there is a learn time of 3 months.
- Meditation - May be used during game to regain a single willpower. 15 minutes is required to regain a single willpower.
- No player may start with more than three dots in any given ability without permission of an ST. The only exception is the use of the clan advantage, which will grant a fourth dot.

- No player may start with a specialization in a skill without permission of an ST.
- Lores: No PC may have, while in CCC's jurisdiction or possess while based from this game, ores above level 3 for those lores considered out of genre. For Example... While Kenny the Camarilla Brujah can have Camarilla Lore, Kindred Lore, and Brujah Lore at an eventual level 5 a piece, he can never have lores like Nosferatu Lore, Sabbat Lore, or Wraith Lore above 3. The exceptions for this are obvious. For those whose paths of magic are linked directly to specific lores, they may, as with Giovanni and wraiths, or Setites and Spirits. This is to provide individuality and the precedent has already been established by genre coords.

Backgrounds:

Generation:

- Generation maximum is determined by rolling a 20-sided dice with the following results:
 - 1-3 = 13th generation
 - 4-7 = 12th generation
 - 8-12 = 11th generation
 - 13-17 = 10th generation
 - 18-19 = 9th generation
 - 20 = 8th generation

Herd:

- Herd is stair-stepped in the following fashion:
 - 1 Point = 1 Trait
 - 2 Points = 3 Traits
 - 3 Points = 6 Traits
 - 4 Points = 10 Traits
 - 5 Points = 15 Traits

Military Force:

Military Force functions as follows and may only be used in downtimes and are non-ghouls...those who are ghouls are bought as retainers individually:

- x1 = 4 troops, 6 base traits requiring a leader with Tactics x3 to be bid in full
- x2 = 8 troops, 6 base traits requiring a leader with Tactics x3 to be bid in full
- x3 = 12 troops, 6 base traits requiring a leader with Tactics x3 to be bid in full
- x4 = 16 troops, 8 base traits requiring a leader with Tactics x4 to be bid in full
- x5 = 20 troops, 8 base traits requiring a leader with Tactics x5 to be bid in full

Additional Backgrounds:

- Mentor - 5-point mentor can teach you 2 advanced out of clan disciplines. Your highest level of Mentor is lost every time Mentor is used for a permanent XP purchase gain (e.g. teaching Aegis, etc). The levels may eventually be repurchased for XP and role-play over a long period of time.
- Military and Espionage Influences are banned.
- Retainers: Retainers are not capped as a background. This means you may purchase an unlimited number of retainers...assuming you can feed them all. Each retainer may have up to five dots placed into it. For each dot above 1...you may spend 5 additional points into it.
- The background of Information Network functions as an extra set of Contacts, which allows Nosferatu to garner even more information than other clans. This Background is for Nosferatu only.
- Spy-Network as possessed by Setites only allows them to obtain information as with the level of fame, but off the records, so as possessing no actual need to be famous.
- Status/Prestige may be purchased as a Background on a one for one basis with ST permission.

Willpower:

- Willpower is refreshed with a full day's rest.
- Willpower can be used defensively in most challenges where the defender is using a Mental or Social Trait. This includes Majesty
- Willpower can be used to gain an ability that is not possessed, but said ability may NOT be used for a re-test, just to initiate ability challenges.
- Willpower can be used to regain all traits in one category once per night.
- Willpower may be used to ignore the effects of Frenzy if it is spent **prior** to any Virtue tests.
- Willpower may be spent to control Frenzy for one round after it has started per LotNR.
- Willpower may be spent to stay awake during daylight hours for a number of hours equal to your Morality rating per Willpower.
- Willpower **is** the last retest, *for the player using the willpower*. The other player may use all applicable retests. Also, some exceptions may apply, including luck and other merits and some magics. Please consult an ST.

Blood:

- Healing is instantaneous and blood can be spent for healing at any time during a combat so long as it does not exceed generational limits. This is considered "reflexive" spending. Aggravated damage may only be healed while in restful sleep during the day.
- When a Regnant's blood bond breaks, only 3-point bonded Thralls can feel the bond breaking, and even those are not felt if they have not been reinforced to the ST's satisfaction.
- A Regnant does not feel the blood bond break if a Thrall dies/commits Vaulderie.

- Blood bonds dissipate at a rate of 12 months minus your permanent willpower rating, as per the LotNR. This time may be reduced through role-play, please consult an ST for a rules call on this question. The dissolution of a bond is NEVER an easy thing and is worse than any addiction you can imagine.
- Per LotNR, A Kindred on Path of Humanity may spend blood to gain an aspect of mortality. One extra blood must be spent for every level your Humanity falls below three, in addition to the first. Kindred on a Path may not attempt this.
- Blood expenditure for Physical traits beyond generation limits, last for the round, per LotNR.

Virtues:

- Losing a Virtue test results in the gaining of the appropriate negative trait as well as the resulting frenzy.
- Losing a test where a Virtue trait was used in a retest results in the permanent loss of the virtue, the gaining of a temporary derangement, as well as the resulting frenzy, plus the addition of the appropriate negative traits from the initial challenge.
- Winning the retest results in the temporary loss of the Virtue trait that was retested.
- A character may only bid a number of Self-Control Virtue traits equal to the amount of blood he/she currently possesses in the resolution of ties on said Self-Control challenges.

Merits/Flaws:

- **No** character may use more than 1 merit that adds traits to a particular category (i.e. no Natural Leader and Enchanting Voice) in a single challenge.
- All new players receive the Merit: Common Sense at no cost.
- Ability Aptitude is 2nd Ed. It has been replaced by Ability Specializations.
- **Restricted Merits:**
Acute Sight, Ambidextrous, Debt of Gratitude, Enchanting Voice, Iron Will, Natural Leader, Medium, Lucky, Unbondable, True Faith, Oracular Ability, anything not in LotNR.
- **Restricted Flaws:**
Eerie Presence, Fourteenth Generation, Infectious Bite, Disease Carrier, Flesh of the Corpse, Touch of Frost, No Reflection, Probationary Sect Member, Mistaken Identity, Cold breeze, Beacon of the Unholy, anything not in LotNR.
- **NOTE:**
There are certain supernatural flaws that are unable to be concealed with Mask 1000. Please read the Obfuscate section for clarification.

Ghouls:

- An Embraced Ghoul will be rebuilt as Kindred with the Experience earned from when the ghoul was played. The player will be expected to at least try to keep as many of his old disciplines and abilities as possible and will be allowed to buy back any previously learned out of clan disciplines if the points allow.
- A ghoul gets 6, 4, 3 for traits, 5 points in backgrounds, 5 points in abilities, 1 dot in a physical discipline of the player's choice.
- The ghoul may pay for further levels of the 3 physical disciplines at out-of-clan costs.
- Ghoul discipline levels are limited to Second Intermediate Levels for any Kindred above 8th generation. 7th generation blood will allow them to develop greater disciplines at ST discretion.
- The ghoul may learn non-physical disciplines per normal rules, but includes blood consumption for all disciplines from a Clan that has that discipline as an in-clan and the Learn other Discipline merit.
- The ghoul gets 7 freebie points, but an embraced ghoul only gets 5 points when rebuilt.
- NPC Retainers are bought in the following fashion:
- For each dot in retainers for each ghoul, 7 freebies are given at character creation. The formula is as follows:
 - 1 = 7
 - 2 = 14
 - 3 = 21
 - 4 = 28
 - 5 = 35
- After character creation, expenditures cost an experience point for each and every point spent on the retainer. There is no other conversion.
- It is encouraged that PCs buy their retainers. Failure to do so will mean that something bad can (and most likely will) happen to your retainer.
- Ghouls earn a point towards embraced Generation for every month that the ghoul is played

Combat:

- **AN ST OR NARRATOR MUST BE PRESENT FOR ALL COMBATS UNLESS SPECIFICALLY AGREED TO BY ALL PARTIES INVOLVED.** The best way is to just have an ST or narrator there just in case someone cries foul.
- If PC death is involved an ST **MUST** be present.

Challenges:

- **Courtesy Rule (10 Minutes):**

- Comes into play when a character makes use of a Mental or Social Disciplinary challenge against another Character and fails. Before attempting another action of the same type again against the same Character you must wait 10 minutes before making a new challenge. This rule is ignored in Combat.
- **Carrier Attacks:**
- No more than a single carrier attack may be used per round and ONLY on the initial action.

Retests:

- Discipline retests, such as Might and Awe, cannot be canceled. Trait loss is determined by the final test, and this loss applies in all future trait comparisons, including overbids.

Ranged Retest:

This is a little known retest in LotNR that allows a free retest on the victim of your ranged attack, in the event that they cannot fire back. It is broken, busted, and dumb. It is not allowed.

Two-Gun Mojo:

A character must bid 3 extra traits when using their off-hand after having used their primary hand as their normal action. Again, two-ability major is a specialization and cannot be taken in addition to another specialty in the same ability.

- This specialization is for Firearms. Florentine or the like would be for melee.
 - Normal 2 traits primary hand, 4 traits off-hand
 - Ambidexterity 2 traits primary hand, 2 traits off-hand
 - Two- gun Ability 1 trait primary hand, 3 traits off-hand
 - Both Merit and Ability 1 trait primary hand, 1 trait off-hand

Follow-Up Actions:

Any PC may attempt an "off-hand action" if it is declared at the beginning of the round with appropriate penalties in traits where appropriate. This action takes place immediately following celerity actions. It can only involve the "off-hand" so movement or another type of action is disallowed.

Order of Combat:

Initiative will be determined by traits in a regular round. Numbers will be called starting high and ending low. You may add in the bonuses of your weapons, disciplines, and other such modifiers for this purpose. Once your number of traits has been called you may initiate a challenge any time thereafter. If your number is called and you choose to hold to see what an opponent is setting to do, you may do so and initiate any time after your trait number is called.

Beginning of Round:

- 1) **Blood and Willpower Expenditures.** This includes all expenditures except those used in reflexive healing or for retests. This round also requires all intended declarations.
- 2) **Alacrity:** This is a round of preparation/movement. Those with this discipline may pre-empt the actions of others but MAY NOT engage in challenges in this turn. They may choose to hold it until the regular actions so as to pre-empt the actions of others. Once the end of regular actions is announced it is too late to take this held action.
- 3) **Regular:** The ST's will begin announcing trait numbers as mentioned above. This is all inclusive for mentals, socials, and physicals, at the same time.
- 4) **Swiftness.**
- 5) **Legerity.**
- 6) **Off-Hand Actions** (See "Two-Gun Mojo or "Follow-up Actions")
- 7) **End of Round Resolutions** (i.e. Vanish, Form Changes, etc.)
- 8) **End of Round.**

Diablerie:

After the victim of a to-be diablerie has been drained of all blood and health levels, then the diablerist must win 3 challenges of an on-going series. For each test lost, the diablerist takes exhaustion damage (this may be healed instantly). If the to-be diablerist falls incapacitated before winning the 3rd test, the teeth rip out of the victim killing the body of the victim. Any diablerist will gain flaws/negative traits/derangements/etc. from their victim, assigned by the ST. This applies to all Springfield based characters as well as any visitors. Those PCs committing diablerie must make appropriate path checks. There is an automatic path rating loss for those on Humanity.

Torpor:

Kindred who enter torpor may rise in 5 months minus their Humanity rating, to a minimum of one game session. Those Kindred on Paths default to 5 months.

Disciplines:

A character may not have more out of clan advanced disciplines than in clan advanced disciplines, until they have completed their in-clan disciplines, then there is no ceiling. All form powers do not become active until the end of the round after proper expenditures are fulfilled. Multiple form powers cannot be used at the same time. Characters start with 3 dots in basic in-disciplines, before points are spent.

Discipline Learning:

While learning a PCs “in clan” disciplines means simply expending experience points in order to obtain them, learning out of clan disciplines takes not only a dedication from the teacher and student to meet at least 4 hours a night for 5 nights a week, but it also means that the over all time to learn said discipline follows the schedule of: Basic: Two weeks, Intermediate: Four Weeks, and Advanced: 6 weeks. To learn an out of clan discipline, the teacher must have one higher level than the level being taught. There are no limits on out of clan disciplines, unless otherwise stated per OWbN By-Laws.

Combination Disciplines:

Aside from any combination disciplines obviously being at the discretion of the ST Staff of CCC, Kindred cannot learn clan-specific combination disciplines if they are not of that Clan. Additionally, the Kindred learning the combination discipline must have one of the disciplines utilized as an “in clan” discipline for said character. Learn-times for approved combination disciplines are at the rate of the “out of clan learn time” for the highest discipline employed in the combination discipline. For example: Sally the Brujah wants to learn “Iron Heart.” Sally is a Brujah and has access through a teacher. Since the highest discipline is an intermediate, it will take her 4 weeks to learn it.

Clarification on Specific Combination Disciplines:

- **Memory Rift:** This combination requires that you spend a Mental AND a Blood Trait per target. It is a single social challenge per use. It cannot, as the book states, be used in a mass challenge. Additionally, it is a fair escape combination discipline. Abuse gets it removed or it auto-fails.
- **Instantaneous Transformation:** The minimum number of rounds that the transformation is reduced to is one.
- **Iron Heart:** This power works in **defense** against all of the powers of Dominate, Presence, and Mind-Controlling Thaumaturgy. These are all. This includes combinations that employ these powers as the book says ALL USES of the powers.
- **Thaumaturgical Sight:** This involves no chop, thus it is broken. Thus it is not allowed. So sayeth the current staff. Maybe someone should suggest a house rule that fixes this. The current staff does not care enough to fix it. Instead, we rule it out. Be creative.

General Disciplines:

Animalism

- Beckoning summons one Animal containing one blood trait per social trait spent. There are other more creative uses of this discipline that are not limited by this restriction.
- Drawing out the Beast works per book and ends at the end of the night.
- Quell does NOT cancel Permanent Aegis.
- When using Subsume the Spirit, if the animal should die, then the user will enter Torpor.
- When a character is made to Frenzy by the use of Drawing out the Beast, the victim may not attack the one who cast his Beast into him or her. The Beast will not kill its Master.
- You must have a stamped character sheet or an item card with all relevant stats, for your “suit.”
- Further, your real body may use any levels of Fortitude it possess to soak sympathetic damage except in the case of the suit’s death. If the suit should die, then you will enter Torpor.

Auspex

- Willpower may not be used as a retest to pierce Obfuscate, except in the case of Vanish from the Mind's Eye.
- Spirit’s Touch:
 - 1 Mental: Last strongest emotional impression upon the object.
 - 2 Mentals: Above, plus auditory for 3 seconds.
 - 3 Mentals: Above, plus visual for 3 seconds, note: all other images or persons are obscured except the individual leaving the emotional attachment.
- With proper IC suspicion character may use Aura Perception to look for Characters in Psychic Projection and Wraiths by expending a mental trait prior to the test, then initiating a Mental Challenge.
- The victim cannot detect telepathy unless the user wants to let them know, or someone else has Telepathy. There is no mental ‘knock, knock’ for Telepathy. Verbal signs can be used, but no mental.
- Psychic Projection does allow for user to use mental and social disciplines if the user expends the willpower trait necessary to manifest each round.
- Kindred in Psychic Projection may burn blood for Disciplines that require as such. Generally this can occur only while manifesting. The user of continuous powers must remain manifested for the discipline to continue to be used.
- Bonus Traits granted in tests between Auspex and Obfuscate are the level of the possessor's appropriate Discipline (Mask grants 3, while Telepathy grants 4, etc.).
- When Telepathy is active in the immediate presence of anyone with Telepathy, there is a noted “buzz” in the metaphorical air. By making a mental challenge against the sender, anyone with Telepathy may “hack the line.”

Celerity

- Per Book.

Chimerstry

- An ST must be present for all uses of Horrid Reality, unless otherwise sanctioned by an ST.
- There IS a test for disbelief. It is when the social challenge is thrown. If you really REALLY don't believe it, then try a Willpower. Otherwise, you are convinced.
- In making **obvious** illusions, the user is only required to expend a social trait.
- All uses of Chimerstry require line of sight to be initiated. Following this, in order to maintain the illusions of Horrid Reality, line of sight must be maintained, unless the victim has entered Torpor.
- Chimerstry may not be employed while unseen through the uses of Obfuscate or similar.

Dementation

- Haunting and Total Insanity last for one hour.
- The user of Total Insanity must use note cards approved by an ST of CCC to randomly draw the derangements. Players should carry a set, and each card should have description and game effects.
- The victim of Total Insanity may not attack the one who placed the Insanity on them so long as any one of the derangements is active. It is their crazy and it just won't let you.
- The victim of Total Insanity may choose to suppress each derangement for 1 hour per derangement per Willpower expended.
- The rule regarding the length of time to initiate Total Insanity is ignored.
- Voice of Madness targets are not able to use willpower to ignore the Rotschreck challenge.

Dominate

- The ST's must know and have authority over where your real body is and it must be within the area under the ST's control.
- When burning blood while possessing, the blood comes out of the possessed body. Therefore, when possessing a mortal, there is no vampire blood to burn for disciplines, and there are only 5 traits at most in a ghoul. Further a ghoul may only spend one vampire blood per round.
- You must have a stamped character sheet or an item card with all relevant stats, for your "suit."
- While in Possession, a Kindred may Obfuscate at an expenditure of the two trait level, according to the chart.
- PC's that have been forgetful minded must have an item card that is signed by the domitor stating the number of traits used, what is behind the wall, and what it has been replaced with. Otherwise it ends up being entirely at the discretion of the staff, who may rule that it never took place.

Fortitude

- Endurance – Per Book
- Mettle – Per book plus an additional health level for a total of 2
- Resilience – Per book
- Resistance – Per book, plus an additional challenge to test down an additional health level up to 2 lethal per hit.
- Aegis – You may burn a temporary willpower to ignore all damage from one attack. Automatically wins ties for Resistance and Resilience without trait expenditures. Permanent Aegis is as written in LoTNR.
- If Fortitude eliminates all damage from a staking, then there are no simples to stake the heart. Aegis must be blown before the simples are thrown.
- Aegis does not necessarily eliminate the effects of a Carrier attack like Cauldron or the effects of Scorpion’s Touch.

Necromancy

- Only rituals in LotNR are approved. All other rituals must be submitted to ST’s at least two weeks prior to consideration for purchase or play.
- Soul Steal only lasts one hour or one scene (whichever ends first), including all further uses of Necromancy upon the “wraith.” A Kindred who is Soul Stolen may employ NON-blood based mental or social powers. Under no circumstances may they learn or employ wraith powers...they are not a true wraith.
- See additionally the Blood Magic Section.

Obfuscate

- Willpower may not be spent as a re-test to defend against Auspex, except in initial challenge to Vanish.
- Obfuscate may be used while in possession. This falls in the 5 mental category on the chart in LotNR.
- Obfuscate is broken by active uses of (tests against another PC) of Blood-Magic, Necromancy, and Horrid Reality.
- When employing Mask of 1000, all five senses are affected by this power while in the presence of the user. However, since certain flaws like Eerie Presence, Cold Breeze, Inhumane, Obvious Predator, Beacon of the Unholy and similar affect the 6th sense, they are not covered by use of Mask.
- Cloak the Gathering is limited to line of sight and 30 ft’ diameter and can only be used on lesser Obfuscate powers.
- Lowers surprise count by 1 and stacks with Silence of Death.
- Bonus Traits granted in tests between Auspex and Obfuscate are the level of the possessor's appropriate Discipline (Mask grants 3, while Telepathy grants 4, etc.)

Obtenebration

- Shadowplay - Gives the user plus one trait in ties in tests of intimidation. It does not give the Intimidation trait to the user.

- Arms of the Abyss have as much Potence or Fortitude as the Kindred has levels of Obtenebration, assuming they have either discipline.
- Arms created are limited to blood expenditure rules. That is a 9th Gen kindred can spend as many social traits with their blood expenditure as they choose, but create only 2 Arms per round. A user of Arms of the Abyss can never have more active Arms than the user possesses levels of Obtenebration.
- While in Tenebrous Form a Cainite may only move two steps per combat action, and cannot expend blood.
- Clumsy traits gained from Black Metamorphosis can stack with either Shroud of Night or Shadowplay, but not both. A single victim cannot receive multiple Clumsy traits from Black Metamorphosis during the same combat.
- Shroud of Night breaks line of sight. Shroud does not negate Dread Gaze, Entrancement, or Majesty.
- Non-standard Arms of the Abyss (to make a table-top black with abyss or other roleplay effects) cannot be used for combat.
- Black Metamorphosis is a form power. Black Metamorphosis gives the user 1 additional attack with which no weapons or similar bonuses may apply. Black Metamorphosis does not imbue the user with extra social traits, but allows her to bid 3 traits higher in challenges of intimidation.
- To transform into Tenebrous Form does not require concentration, but does still require blood and time as per book.
- All Obtenebration effects occur at the end of the round.

Potence

- Per Book.

Presence

- Awe only works in the presence of the other party. It does not work on Summons, unless the user of this power can be seen by the other party.
- Awe is ONLY a retest in social challenges. The trait loss is counted after the resolution of the challenge.
- Natural leader applies to all Presence levels.
- Majesty is broken for the round (all levels of celerity in a round).
- Majesty must be re-broken EVERY round. Per book, upon the first completely failed challenge, you may not attempt to break their Majesty again for the duration of the scene or an hour.
- Players who attempt to step back out of the range and majesty and shoot them, as an attempt to circumvent the rules will be penalized. Unless you have defeated their Majesty, this thought wouldn't even cross your mind.
- Majesty has an area of effect that is determined as 30 feet unless in a room, hallway, etc. In such cases, it covers said room, hallway, etc.
- Per Mind's Eye Journal #6, you cannot be summoned into danger. Final decision on what constitutes danger is left up to the ST. The danger must be obvious (i.e. dark field in the middle of nowhere, the sun is coming up, etc.)

Protean

- The Sharp trait gained from Feral Claws can be bid and lost, and if lost, the claws lose their ability to do Aggravated damage for the night.
- A character in Mist Form may move at 2 steps per action, use disciplines that do not require a physical form, and cannot expend blood. Mundane physical attacks do not include the uses of magic and some powers. See ST's for specific questions.
- Stone of the True Form cannot be employed on a Kindred already in Mist Form.
- All Protean Form powers including Claws do not take effect until the end of the round which blood was spent to achieve those forms.
- Wolf Claws are a form power and become active at the end of the round that blood was spent.
- The MET conversion for Shape of the Beast from the Clanbook will be the current system used. No more than 3 traits of the 5 can be assigned to any one trait category for the fight form. Only Gangrel can choose a form other than wolf or bat. Wolf gains the additional 3 physicals and two mental per book and Bat has the three physicals alone, this is the generic form and that form used by non-Gangrel.

Quietus

Blood coatings on weapons are limited to the number of bonus traits of the weapons

Baal's Caress converts one damage per hit into an Aggravated Damage.

- Silence of Death lowers the 3 count for surprise by 1 and stacks with Obfuscate.
- The trait loss for Scorpion's Touch is one of the traits off the character sheet of the victim, not physical traits gained from blood expenditure. The trait lost is also not able to be refreshed until the next sunset.
- Number of coatings from Scorpion's Touch and Baal's Caress cannot exceed the user's level of Quietus and the effect ends at sunrise.
- Scorpion's Touch DOES NOT need to damage the target to affect the victim, Baal's Caress DOES need to damage the target.
- Dagon's Call requires an action to invoke and the user must only risk willpower to activate the power instead of spending it.
- The range for Taste of Death is 3 steps.

Serpentis

- Tongue of the Asp allows user to either inflict 1 Aggravated wound or take 1 blood trait, not both, after the initial hit has been scored doing 1 Aggravated damage. The distance is 3 steps.
- Both Skin of the Adder and Form of the Cobra are Form powers and do not take effect until the end of the turn that blood was expended to achieve that effect.
- Tongue of the Asp uses Athletics as a retest, and uses Celerity instead of Potence, due to it being a ranged attack.
- If your heart is removed, you should have it on your character sheet and on a stamped 3x5 card stating such. The card should say who removed your heart and

when. Someone should also have a 3x5 item card for your heart, be it you or someone else. The location of this heart should also be on the card.

- Heart of Darkness can only happen on the night of the new moon, and can only be performed on a willing victim/beneficiary, and not on a torpored body. Assuming that the entire night is spent towards this goal only two hearts may be removed in a given lunar cycle. May only be used on willing subjects, meaning no supernatural influences may apply. Also the heart must be bathed in one trait of blood once a month.
- Eyes of the Serpent only prevents physical movement.
- The venomous bite of Form of the Cobra is considered to do an extra level of Aggravated damage to kindred. This form also only takes 1 round.

Thanatosis

- Only one use of Thanatosis is allowed per round on a victim.
- The Withering “Head Shot” was corrected by MET. It ONLY allows the uses of Celerity, Fortitude, and Potence, NOT everything BUT.

Vicissitude

- You may gain a health level with the loss of a permanent physical trait, but not the opposite.
- Fleshcraft and Bonecraft are healed as if they were Aggravated, and the victim must be equal or better generation than the Vicissitude user.
- A carrier attack may be used during a hand-to-hand combat strike using Fleshcraft to inflict the victim with the negative trait Repugnant, or with Bonecraft to inflict an extra level of lethal damage, but not specific targets.
- Vicissitude will allow appearance changes under the following guidelines: Level 1 requires at least 5 minutes. Level 2 requires at least 10 minutes. Level 3 is solely for ST call, but is recommended to be required to be performed during out of game time. These times are presuming a change to a random person, not trying to perfectly mimic another specific individual.
- Bloodform: When in full Bloodform, the user chooses which portion contains her entity. Changing into or out of Bloodform takes one round and is the only action allowed for the user.

III. Blood Magic: Part 1:

Overview & General Clarifications

A. Purpose

This Appendix is meant to overlay the OWbN Blood Magic Packet(s). Any rule(s) not covered is considered to be per the OWbN packet(s).

Rule of Three:

Unless otherwise noted, the limit on powers that require mental expenditures or blood expenditures for thaumaturgical effect are thus limited to THREE. For example: Blood to Water.

B. Paths

- The Standard Starting Paths for all Non-Rogue Blood Magic Practitioners is covered in each Clan's OWbN Blood Magic packet.
- A Blood Magic practitioner may only learn her additional Paths beyond the second basic once her primary Path is Advanced.
- Unless otherwise noted all Blood Magic powers require a full round to cast and the effect goes off in the normal action. A Character making use of Blood Magic may move around, dodge, etc. but may not attack or make exceptionally wild movements while casting. Concentration has the same limitations as verbal and/or somatic components.
- Unless otherwise noted only 1 Blood Magic action may be taken in a round.

C. Rituals

- A Character receives a free Ritual at each level of her primary Path.
- Rituals require the caster to win in a static challenge with a difficulty based upon the level of the ritual. Basic Rituals are set at 3 and take 5 minutes to cast, Intermediates are set at 6 and take 10 minutes to cast and Advanced are set at 9 and take 15 minutes to cast, unless specifically noted otherwise. Characters are not automatically aware whether or not her Ritual(s) has been successfully cast unless the Ritual produces telltale signs of its active state.
- Rituals that are capable of being prepared beforehand normally take 1 action to activate, unless specifically noted otherwise. A Ritual may only be prepared beforehand for 1 use at a time.

D. Verbal, Somatic & Material Components

- All forms of Blood Magic require verbal and somatic components unless specifically stated otherwise. The verbal and somatic components cannot be disguised in any way, although the Character is free to chant in whatever language she wishes. All verbal chanting is loud enough that anyone within 10 feet in a moderately quiet area can hear the caster. Blood Magic powers that require less than a full round still require verbal and somatic components

unless noted otherwise. Blood Magic powers that count as free actions normally do not require verbal or somatic components.

- Any attempt to make use of a Blood Magic power without verbal or somatic components requires the Character to bid 1 additional trait per category ignored (IE: 2 traits to ignore both) in the related challenge, this is in forced circumstances...not just opted for. Blood Magic is impeded within Silence of Death, as per this ruling and an additional trait must be bid. Any Blood Magic power that requires line of sight generally has no effect within Shroud of Night or any other ability/effect that eliminates line of sight.
- Blood Magic powers that require material components require approved item cards for the component, regardless of how trivial, at all times. All material components such as totems, talismans, figurines, etc. must be of at least Crafts 3 or greater. All active Blood Magic powers require a stamped item card listing what Rituals or Paths are active upon the Character. Any Blood Magic powers that carry an effect which is felt, seen, etc. by other Characters must be clearly displayed on a sticker.

E. Activation Costs

- Unless specifically noted otherwise, all Blood Magic requires the expenditure of a Blood trait, Mental trait or Willpower when activated. If the power does not state an activation cost, it should normally be assumed that it requires a Blood trait to be expended.
- Blood Magic may not be used Cross Plane unless the Character is able to directly affect the target Plane in question normally or with another power.

F. Out of Clan Blood Magic

- All uses of Out of Clan Blood Magic require the expenditure of 1 additional trait per use (IE: 2 blood for most Thaumaturgy & Sorcery, 2 Willpower for most Necromancy & Koldunic Sorcery, etc.). If the Character cannot burn the additional trait in 1 round, then the casting takes multiple rounds.

G. Learn Times

- Learning Blood Magic Out of Clan requires the normal double learn time in addition to the year and a day training required. During the year and a day learn time Characters may spend experience as normal but may not learn any other Out of Clan Disciplines.
- All Blood Magic powers require approval based upon their rarity to research and learn. Even if approval is given, the Character must still find a teacher in which to learn the power she seeks. The source does not automatically come to the Character. In addition, Blood Magic learned without the proper permission In Character will most likely result in In Character punishment of varying degrees at a later date.
- Any OWbN created powers must be brought to the Storytelling Staff prior to their use within our game, even if the Appendix allows the power within our game. In addition any “converted” Blood Magic (IE: a Thaumaturgical power translated to Necromancy) must also be brought to the Storytelling Staff prior to its use. This also includes any power that does not have a standard MET conversion.

Part 2:
Clarifications & Alterations: Paths

A. Thaumaturgical Paths

Blood

- **Blood Rage** – Requires no chanting or gesturing requires 1 action and is a carrier attack. This may bring a kindred out of torpor.
- **Theft of Vitae** – This may only create 1 level of a bond per night.
- **Cauldron of Blood** – Requires no chanting or gesturing, requires 1 action and is a carrier attack.

Lure of Flames

- **Hand of Flame** – This requires 1 action and is a carrier attack.
- **Fire Wall** – Eliminates Shroud at the end of the round.
- **Engulf** – The 1 burning damage from Engulf does not stack. Targets must bid a stamina trait against Engulf.
- **Firestorm** – Eliminates Shroud at the end of the round. If centered on the caster, she must pass the appropriate Rotschreck test first and automatically takes the damage. All targets that have no means of escaping the Firestorm's effects automatically take damage. Firestorm does not require concentration and up to 3 may exist at any 1 time.

Movement of the Mind

- **Manipulate** – Maintaining Manipulation requires no additional blood, but does require concentration.
- **Flight** – A Character flying through the use of Flight in combat takes 4 steps a round. Outside combat, the Character flies at 1 step a round. All steps are taken in the Normal action. Maintaining Flight requires no additional blood, but does require concentration. Targets may not declare dexterity traits against Flight and against the initial challenge; targets must bid a stamina trait against Flight.
- **Repulse** – Up to 5 objects may be Repulsed at a time. The caster may affect targets up to 20 feet from her. All affected targets are thrown 7 steps from where they were located and fall prone. Repulsed objects cannot target and the caster cannot repulse herself. Targets may not bid dexterity traits against Repulse.
- **Control** – A Character flying through the use of Control in combat takes 8 steps a round. Outside combat, the Character flies at 3 steps a round. All steps are taken in the Normal action. Maintaining Control requires no additional blood, but does require concentration. Targets may not declare dexterity traits against Control and against the initial challenge, targets must bid a stamina trait against Control.

Alchemy

- Abuse of this power will result in In-Character consequences up to and including death.

Biothaumaturgy

- Abuse of this power will result in In-Character consequences up to and including death.

Conjuring

- Abuse of this power will result in In-Character consequences up to and including death.
- Requires a working knowledge of any item Conjured. Items created through Permanency cannot be simply destroyed by physical harm.

Corruption

- This Path requires no chanting or gesturing and requires 1 action to activate.
- **Addiction** – May only be used in what is locally regarded as a vice by the Storytelling Staff. This power has no combat effectiveness.
- **Dependence** – Duration is 1 night per mental trait expended to a maximum of ½ the caster's maximum mental traits, rounded down.

Elemental Mastery

- **Elemental Strength** – Does not count as a Thaumaturgical action for a round and is a free action.
- **Elemental Form** – The Character must burn a Willpower to have any sensory perception or to have the ability to access Disciplines while in this form. This is considered a Form Power.
- **Summon Elemental** – Requires at least 15 minutes of Ritual preparation and casting. Spirits are not always happy to be summoned.

Faux Path

- This Path does not require chanting or gesturing. Identification powers are free actions that do not count as Thaumaturgical actions for the round. All other powers take only 1 action to activate.

The Focused Mind

- This Path, except for One-Tracked Mind when used against someone else, does not require chanting or gesturing and does not count as Thaumaturgical actions for the round and are free actions.
- **Readiness** – Does not apply to any Discipline use, although it may apply to Thaumaturgical applications at the decision of the Storytelling Staff.
- **One-Tracked Mind** – The target must be paying attention to the caster in some way. This power does require an action if used on another target.
- **Dual Thought** – Duration is 1 round. The 2nd Thaumaturgical action goes off at the same time as the first.
- **Perfect Clarity** – Duration is 1 scene or 10 minutes.

Gift of Morpheus

- Abuse of this power will result in In-Character consequences up to and including death.
- This power is broken if the target is actively engaged in any physical challenge.
- **Dream Mastery** – the target makes one challenge versus the caster to wake up following each "round" of combat. Willpower may be used as a retest by the target of the Morpheus in this challenge.

Hands of Destruction

- **Gnarl Wood** – Affect up to 5 objects at a time.
- **Acidic Touch** – Its use is very obvious and cannot be stacked with Hand of Flame. This requires 1 action and is a carrier attack.
- **Atrophy** – Requires no chanting or gesturing, requires 1 action and is a carrier attack. No head shots.
- **Turn to Dust** – Repugnant traits are cumulative. A Ghoul gains a Repugnant and a Decrepit for every 50 years she is aged.

Hearth Path

- Only 1 building may be designated as a Haven at any time and requires the caster to have resided there for 7 days in a row beforehand.
- Activating the effects of the Hearth Path once in place require no chanting or gesturing. In addition they do not count as Thaumaturgical actions for the round and are free actions. However each effect may only be activated once per round.

Mars

- Comrades at Arms – Each comrade affected requires a mental trait to be expended.

Neptune's Might

- Characters need not specialize in fresh/salt water.
- **Prison of Water** – Requires the caster to make a mental versus physical challenge to imprison a target. Up to 5 cages may exist at any 1 time. Additional Blood expended to strengthen cages is not limited to Generational limits. Cages may not possess more traits than the Character's Generational max.

Spirit

- **Spirit Slave** – Recently dead Wraiths may only be forced to haunt their present location for a year.
- **Journey** – A Character in this state is affected by Necromantic powers as if she were a Wraith, but not a Natural Wraith.
- **Fetishes** – Only Natural Wraiths may be Fetished. They are not happy to be bound.

Spirit Manipulation

- Abuse of this power will result in In-Character consequences up to and including death.
- **Entrap Ephemera** – Activating a fetish requires a Willpower and a challenge per scene of activation, on the first failure the object does not work...on a subsequent failure...it breaks. Spirits are not happy to be bound.
- **Duality** – Only objects may be tossed into the Umbra. Your Umbral reflection reflects the position and actions of your physical body.

Technomancy

- Abuse of this power will result in In-Character consequences up to and including death.
- **Telecommute** – A Character attempting to remain in Telecommute through the Sunrise must succeed in a Simple Challenge, win or tie, each day she makes the attempt. This Challenge is retested with Willpower, Luck and 9 Lives. Characters feel damage being dealt to their real body while in Telecommute.

Thaumaturgical Counter Magic:

- This Path does not require chanting or gesturing, does not count as Thaumaturgical actions for the round and are free actions.
- **Levels 1 & 2** – Can only be used offensively once per round on pre-existing Blood Magic effects.
- **Level 3** – Canceling a Blood Magic effect by touch allows for only 1 Blood Magic power to be canceled offensively per round. The Counter Magic user may choose what to cancel.
- **Levels 4 & 5** – Can only be used offensively once per round on pre-existing Blood Magic effects.

Transmutation

- Any attempts to use this path upon objects upon another Character require a mental versus physical challenge.
- **Goal** – Goal is unbreakable, seamless and non-conductive as well as completely opaque. Targets must bid a stamina traits against Goal. The caster need not concentrate to maintain Goal and up to 3 Goals may be in effect at any 1 time.

Weather Control

- **High Winds** – If successful, the target is thrown to the ground. In order to stand, the target must win a physical versus mental challenge against the caster and bid a strength trait.
- **Lightning Strike** – Targets must bid 2 additional dexterity traits and must attempt to dodge the bolt, otherwise she automatically takes the damage. In addition to the 3 lethal per strike, the caster receives a simple test, win or tie, to deal a 4th lethal.

B. Necromantic Paths

Ash

- **Lifeless Tongues** – Does not require a Willpower to be expended.
- **Ex Nihilo** – May be prepared beforehand but only 1 may be prepared beforehand at a time. It takes a full round to activate.

Bone

- **Apprentice Brooms** – Brooms function for 4 months, during which time they decompose at a rate of 1 health level per month. This decomposition doesn't count as actual damage. Corpses animated by this power that are destroyed may not be raised again.
- **Shambling Hordes** – Decomposition of Hordes has no effect other than reducing them from zombies to skeletons. Corpses animated by this power that are destroyed may not be raised again.
- **Soul Steal** – Soul Steal only lasts one hour or one scene (whichever ends first), including all further uses of Necromancy upon the “wraith.” If a Wraith is Possessing the Character's body when the Character's soul returns to her body, the wraith is forced out. Kindred who are soul stolen may use all mental or social powers that do not require blood expenditures. They are NOT true wraiths and have not been cauled. Under no circumstances may they learn or employ wraith powers...they are not a true wraith.
- **Daemonic Possession** – Once Soul Steal's duration is up or the Character's soul is “killed” while Soul Stolen, the Character automatically kicks out any possessing Wraiths.

Nigrimancy

- **Summon Soul** – See Sepulchre.
- **Compel the Shade** – See Sepulchre.
- **Fetter the Dead** – See Sepulchre.

Haunting

- This path is at ST discretion
- **Morbid Fascination** – This power lasts for the scene or an hour
- **Torment** – This requires a social challenge against victim.

Mortuus

- **Reaper's Shroud** – It's bonus traits do not add into Dominate challenges.
- **Reaper's Coil** – Requires 1 action and does not require chanting or gesturing.
- **True Death** – Does not require chanting or gesturing and is a free action.

Sepulchre

- **Summon Soul** – Requires the target's name and fetter. If used on a non-natural Wraith, a personal possession is required as well.

- **Compel Soul** – Attempting to Compel a Character in a way that is an obvious “kill attempt” causes the Compel to fail. Compelling a PC lasts for a scene or 10 minutes and cannot be extended.
- **Haunting** – Attempting to haunt a Character in a way that is an obvious “kill attempt” causes the Haunting to fail. Haunting a PC lasts for a scene or 10 minutes and cannot be extended.
- **Torment** – This power has no ranged effect. Requires 1 action, does not require chanting or gesturing and is a carrier attack.

C. Assamite Sorcery Paths

Whispers of the Heavens

- Abuse of this power will result in Character consequences up to and including death.

D. Setite Sorcery Paths

Dry Nile

- This Path requires no chanting or gesturing and requires 1 action to activate.

Snake Inside

- This Path requires no chanting or gesturing and requires 1 action to activate.
- May only be used in what is locally regarded as a vice by the Storytelling Staff.

Ushabti

- Ushabti created gain Abilities, Attributes, etc. at Storyteller decision. A sorcerer may possess as many Ushabti as she possesses Occult Ability.

E. Koldunic Sorcery Paths

Way of Spirit

- The caster can be affected by powers used by targets if he is employing Way of Spirit to locate them or use powers on them similarly.
- If the target is employing a discipline that conceals them from view then the caster is aware of the target’s general presence as a presence and does not “see them” but is instead aware of a general, presence somewhere in the area.

Part 3:

Clarifications & Alterations: Rituals

A. Thaumaturgical Rituals

- ***Bind the Accusing Tongue*** – The victim may make a static mental challenge against the caster to speak ill of her, if successful at any time in a night, the power ends. The power automatically ends at dawn.
- ***Bladed Hands*** – May only be cast upon oneself.
- ***Blood Contract*** – The effect appears identical to Cauldron of Blood and cannot be resisted. If the contract is broken, the offender immediately takes enough damage to fall into torpor. The offender may only wake from torpor by waiting the time designated by her Humanity/Path rating. The contract ends when it is fulfilled or destroyed. Both parties are aware if the contract is violated but only the caster is aware if it is destroyed.
- ***Blood Mastery*** – Only 1 use of this Ritual may be in effect at a time.
- ***Blood Walk*** – The caster may choose to learn the Clan, Lineage, Generation, Regnant or Thralls of the Blood per trait used in the Ritual. Lineage and Thralls are extended simple challenges where each success reveals the name and visage of either a Thrall or someone elder to the Character's Blood. Clan, Generation and Regnant are simple, non-extended challenges. The caster may only use this Ritual on a target's Blood once per month.
- ***Craft Blood Stone*** – A Character may not have more Blood Stones than her level of Occult Ability.
- ***Craft Spirit Blood Stone*** – A Character may not have more Spirit Blood Stones than her level of Occult Ability.
- ***Dominion*** – This Ritual cannot be attuned to anyone other than the Caster. All others entering the room are automatically affected.
- ***Donning the Mask of Shadows*** – The first time this Ritual is broken it ends.
- ***Engaging the Vessel of Transference*** – The vessel must be able to hold at least 8 fluid ounces (IE: ¾ of a soda can). The vessel may contain any creature's blood and may only be activated by the caster. The vessel requires skin contact to activate and is comparable to the Flaw: Touch of Frost.
- ***Eyes of the Beast*** – This Ritual's duration is 1 week.
- ***Eyes of the Past*** – The caster may only be used upon an area once per month, each casting views up to a scene/hour.
- ***Extinguish*** – This Ritual requires one action to activate. This Ritual may be prepared beforehand.
- ***Fire in the Blood*** – This Ritual must be targeted once completed. The target of this Ritual takes 1 aggravated damage per opposing Character per combat round from this Ritual once activated. This Ritual may be prepared beforehand.
- ***Firewalker*** – If the damage caused by cutting off the Character's toe is healed, the Ritual ends.
- ***Flesh of the Fiery Touch*** – If the damage caused by swallowing the coals is healed, the Ritual ends.

- ***Illuminate the Trail of Prey*** – The Ritual does not allow for tracking through air. This Ritual may not be used for tracking Cross Plane. The current visage of the target as well as a fairly exact starting point, within a footstep, must be known prior to casting this Ritual. The Ritual ends where the target alters her visage or completely immerses herself in water for at least 1 round. This Ritual is not infallible.
- ***Infirm Inert*** – The caster gains the negative trait Lethargic for the entire night of this Ritual's casting. The casting requires a mental versus physical challenge against the target to complete the Ritual. This Ritual lasts for a scene/hour. This Ritual may be prepared beforehand.
- ***Innocence of a Child's Heart*** – This Ritual completely cloaks all aspects of the caster's aura. The caster is seen as Mortal, Innocent or Calm in all Aura Perception challenges. Since Possession isn't completely part of the caster's aura, it can still be perceived through Aura Perception.
- ***Inscription*** – The creator of the Inscription may only create a number of Inscriptions equal to her Occult Ability. A subject may only make use of 1 Inscription per night.
- ***Invisible Chains of Binding*** – The target need only risk a Willpower in the related challenge to attempt to break this Ritual. This Ritual may be prepared beforehand.
- ***Iron Mind*** – The caster must keep a piece of iron on her head during the Ritual's duration. The Camarilla version grants 5 additional Insightful traits and a free retest against Auspex challenges initiated against the caster. The Sabbat version requires 1 Willpower to be expended by anyone initiating Auspex challenges against the caster. In the case of the Sabbat version, the Character may choose not to burn the Willpower and simply drop the challenge instead. The 2 versions of Iron Mind cannot be stacked.
- ***Lion Heart*** – This Ritual will not work if the caster has no heart. The caster must rest for 1 hour immediately after the scene/hour of Lion Heart has expired. For every 10 minutes the Character does not rest, she takes 1 unsoakable lethal damage, which is healed as though it were aggravated. This Ritual may be prepared beforehand.
- ***Pavis of Dark Dementia*** – This Ritual has charges equal to the caster's Occult Ability. When the Character fails a Dementation challenge, a charge is expended and the Pavis warns to alert the caster of the expenditure. The necklace must be worn around the neck. Pavis reflects the Basics and first Intermediate powers and negates the second Intermediate and Advanced powers of Dementation. This Ritual may not stack with other Pavis Rituals.
- ***Pavis of Foul Presence*** – This Ritual has charges equal to the caster's Occult Ability. When the Character fails a Presence challenge, a charge is expended and the Pavis warns to alert the caster of the expenditure. The cord must be worn around the neck. Pavis reflects the Basics and first Intermediate powers and negates the second Intermediate power of Presence. This Ritual may not stack with other Pavis Rituals.
- ***Power of the Invisible Flame*** – The caster may burn a mental trait each time she uses a Blood Magic based fire effect to conjure invisible flames.
- ***Principal Focus of Vitae Infusion*** – The caster may have a number of beads equal to her Occult Ability multiplied by her primary Path. Activating a bead is a free action but only 1 bead may be activated per round. Attuning a bead to another requires 1 hour per bead attuned.
- ***Rite of Introduction*** – All Tremere Characters have the option of taking this Ritual at no cost when learning their first dot of Thaumaturgy,

- ***Rutor's Hands*** – A Character may not have more Rutor's Hands than her Occult Ability. The creator may make use of Heightened sight, hearing and touch through her Rutor's Hands.
- ***Sense the Mystical*** – Only the caster of this Ritual may perceive the glittering of magical effects.
- ***Shaft of Belated Quiescence*** – The Caster may only create as many Shafts as she possesses Occult Ability.
- ***Splinter Servant*** – The Caster may only create as many Servants as she possesses Occult Ability.
- ***Steps of the Terrified*** – Dread Gaze, Voice of Madness and similar fear inducing effects will not activate this Ritual. Each round the target attempts to flee, she loses 1 action or 1 step, whichever is greater, to a minimum of 1 step per round. When the target stops fleeing, she regains her full speed so long as she does not attempt to flee again. When she attempts to flee again, she is still limited to the same number of actions or steps as she was before she stopped fleeing. This Ritual may be prepared beforehand.
- ***Stone of the True Form*** – The target is forced into her natural form and cannot willingly change form or use any form powers/Vicissitude for 10 minutes or the remainder of the scene. The caster may have a number of stones equal to her Occult Ability. Only the caster may activate the stone, and it must be held to be activated, thrown stones have no effect.
- ***Summon Guardian Spirit*** – This Ritual's only effect is to render the caster immune to surprise attempts.
- ***Touch of Nightshade*** – The next creature touched is affected by this Ritual. The damage is healed as normal.
- ***Track Transgressor*** – This Ritual is cast at a difficulty of 12 rather than 6. The caster may attempt to use this Ritual once per location of known Blood Magic use.
- ***Ward versus*** – A temporary mental trait must be expended before the creation of a Ward. The Ward must be cast upon a solid, rigid object that carries at least 1 trait. Wards cause 1 additional lethal damage when touched to the appropriate creature type. An item may only have as many Wards as it has traits and may only have 1 Ward of each type. A creature that falls under multiple creature types only takes damage from 1 Ward. Wards require skin contact to function. A creature may be attuned to a Ward during or after the creation of a Ward by adding a trait of its blood to the Ritual and then burning 1 additional temporary mental trait by either the caster or the recipient.
- ***Warding Circle versus*** – A temporary mental trait must be expended before the creation of a Warding Circle. Circle Wards deal 3 lethal to the appropriate creature type passing through them, in or out. A creature may be attuned to a Warding Circle during or after the creation of a Warding Circle by adding 3 additional traits of its blood to the Ritual and then burning 1 additional temporary mental trait by either the caster or the creature.
- ***Whispers of the Ghost*** – When casting this Ritual, the caster must expend a mental trait. This Ritual lasts for 1 hour but an additional mental trait may be expended at the end of each other to extend the duration for another hour.
- ***Widow's Spite*** – The caster must defeat the target in a mental versus mental challenge to complete this Ritual.

B. Necromantic Rituals

- ***Bastone Diabolico*** – Any attempt to enchant a Bastone with any other enchantments destroys the Bastone. If the victim dies before the completion of the Ritual, then the Ritual fails.
- ***Calm the Storm*** – Necromancer(s) involved in the casting of this Ritual are enthralled in the casting, any attempt to do anything else negates the Ritual.
- ***Esilio*** – Only affects natural Wraiths. Any creature within the Shadowlands that is not a natural Wraith cannot be affected by this Ritual in any way.
- ***Eyes of the Grave*** – The caster may only affect a retest that is being used upon her.
- ***Hand of Glory*** – Affects the 5 closest targets with each use and its effects last for 1 hour. The hand is a permanent item and is not consumed in the Ritual.
- ***Luck of Acteaon*** – The effects and Retests created by this Ritual last until Sunrise.
- ***Occhio d' Uomo Morto*** – Activating/deactivating the eye is a free action. The Occhio has no special effects regardless of what type of ghost is used. The effects of the Flaw: Bad Sight are per the 1 point version. The 1 trait bonus to Dominate and Eyes of the Serpent count only defensively.
- ***Skull Sentry*** – Only the presence of uninvited kindred is detected.
- ***Tempesta Scudo*** – Casting the Tempesta takes 1 action.

C. Assamite Sorcery Rituals

- ***Rite of Marduk Slain and Risen*** – The flashbacks only occur the night of the diablerie. The intent of diablerie must be acted upon the night of the casting.
- ***Pebble from the Mountain*** – A Sorcerer may only create 2 pebbles at a time, 1 for her and 1 for the recipient. In conjunction with Touch of Earth, the Sorcerer may cast any Sorcery effect up to the Intermediate level. The recipient's abilities have no effect upon the effects she receives, the strength of powers received rely solely on the Sorcerer who casts the power.
- Creation of new Pebbles must be registered with the Assamite Cord.
- ***Seeing with the Sky's Eyes*** – Requires the target to be within line of sight of a starry night's sky.

D. Setite Sorcery Rituals

- ***Dismembering the God*** – Causes a victim to lose Blood and Willpower equal to the number of traits expended with a maximum of 3. May only be used on a target once per week and may be prepared beforehand.
- ***Linked Soul Elixir*** – Subjects under the Elixir's effects may resist Dominate, Presence and any other mind controlling powers but must bid 2 additional traits in the related challenge. A Character may not spend Willpower against Setite Sorcery while under the Elixir's effects.

- ***Opening the Gate*** – The Caster must be in the presence of the mummy to draw from it. The caster may not draw more Blood or Willpower than her Generational maximum.
- ***Opening the Mouth*** – Only functions once per corpse.
- ***Prepare Canopic Jars*** – Only affects Supernatural creatures once per week.
- ***Severing Sand*** – May be prepared beforehand.
- ***Summon Sebau*** – Sebau statistics are drawn from the Sebau list within the OWbN Setite Sorcery Packet.
- ***Warding Chippus*** – Wraiths of greater power than the Chippus' creator may pass unaffected by the Chippus. This is defined by the traits of the creature involved and will almost always be the exclusive purview of NPCs. All other wraiths with direct, physical, mental or social actions against possessor of the Chippus take 1 level of unsoakable aggravated damage per round that they remain within the radius. This power does not effect kindred possession nor persons using Auspex powers.

E. **Koldunic Sorcery Rituals**

- ***Conjure Greater Demon*** – Only 1 Spirit may be summoned at any given time. Spirits are not always happy to be summoned.
- ***Conjure Lesser Demon*** – Only 1 Spirit may be summoned at any given time. Spirits are not always happy to be summoned.
- ***Create Revenant Line*** – Restricted to NPCs.
- ***Earth's Embrace*** – The soil may only be used for a night's sleep.
- ***Mephistophelean Minx*** – Up to 3 traits of Blood may be dedicated to this Ritual.
- ***Merging of the Souls*** – Up to 3 traits of Blood may be dedicated to this Ritual. This Ritual only effects Ghouls and while in effect, the Ghoul may not be possessed.
- ***Service for Souls*** – Up to 3 traits of blood may be dedicated to this Ritual. Such Spirits are simple Umbral Spirits with no noteworthy powers.
- ***Raze the Lelek*** – Only objects may be destroyed by this Ritual.
- ***Ties that Bind*** – This Ritual lasts for 1 night. The soil that is ingested must be soil from the caster's homeland.
- ***Withering Agony*** – This Ritual only affects Mortals and Ghouls.

Part 4
Banned List:
Paths

Thaumaturgical Paths:

Binding of the Abyss
Blood's Curse
Borealis
Curses
Father's Vengeance
Mastery of the Mortal Shell
Path of Better Self
Vines of Dionysus
Way of Levinbolt

Necromantic Paths:

Dragon Path
Path of Israfil

Sorcery Paths:

Divine Hand
Duat
Immanence of Set
Path of Blood Nectar
Path of Karma
Soul of the Serpent

Koldunic Sorcery Paths:

Way of Sorrow

Banned Rituals

Thaumaturgical Rituals:

Apport Item
Beacon of the Self
Blood Allergy
Blood Mead
Chill of the Windsaber
Detect the Hidden Observer
Diamond's Doom
Empathic Jar
Escape to a True Friend
Father of Mine
Grave's Defiance
Import Item
Lightning Rod
Knowledge of the Childe's Peril

Mark of Amaranth
Mindcrawler
Mirror Attunement
Mirror Walk
Refresh the Wearied Mind
Return of the Heart
Ritual of Darkness
Scry
Spirit of Torment
Summon Mischievous Spirit
Teleport to Safe Haven
Trima
Ward Vs. Vitae

Necromantic Rituals:

Ancestor's Graces
Bestow Death
Bestowing the Kaimyo
Bottled Death
Chair of Hades
Draught of Dust and Ashes
Echoed Sacrifice
Embrace to Kaimyo
Inscribing the Kaimyo
Jade Surrogate
Knell of Doom
Knowing Stone
Leap into the Shadowlands

Assamite Sorcery Rituals:

Blood Call
Blood of the Chameleon
Light of Vengeance

Setite Sorcery Rituals:

Armor of Diamond Serenity
Dreams of Duat
Garimaa
Leper's Curse
Milk of Set
Milk of Set Variants
Mirror of the Gods
Shroud of Day
Strength of the Vanquished

Mass Grave
Ritual of Tevolia
Scream of the Banshee
Shadow Portal
Shadowgate
Shadowland Passage
Spirit Bringer
Thirst of the Beast
Torment of the Shattered Spirit
Voodoo Economics
Warding the Family
Wisdom of Bone

Koldunic Sorcery Rituals:

Beyond the Wall of Death
Create Blood Brothers
Gaze of the Gorgon
Incubus Visage
Ritual of Death's Embrace
The Inmost Tug
Weirding Stone