

Members Only

Camarilla Series 5 Rules Supplement

The Prime Supplement and National Addendums are used in conjunction with the Venue Supplements to govern the rules for each Venue. This page indicates the most recent versions of each Supplement Chapter with the current version of each chapter (5.0, 5.1, etc). Please check the National Addendums for variations or exclusions. Specific implementation periods for each country are as follows:

Country	Vampire Chapter 5 Version 5.11
Australia	Transition: Contact NST
Canada	Transition: Feb. 5 to March 1, 2002
Ireland	Transition: Contact NST
United Kingdom	Transition: Feb. 5 to March 1, 2002
United States	Transition: Feb. 5 to March 1, 2002

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The Camarilla's Rules Supplement Prime, Series 5

**Composition by Steven Bronsert, Daniel Fruchterman, and Jason J Carter
Editing and revision by the NST- Circle community and the DOST Rules Team**

Introduction

This supplement gives additional details and clarifications for all venues of the World of Darkness. These rules were created for The Camarilla's Sanctioned games. They are intended for use in conjunction with White Wolf Game Studio's Mind's Eye Theatre line of live action storytelling games. The Series 5 Supplement draws upon the following source books for Sanctioned games:

- Laws of the Night (Revised) (Camarilla and Sabbat venues)**
- Laws of the Night: Camarilla Guide (Camarilla and Sabbat venues, all Venues for Influences)**
- Laws of the Night: Sabbat Guide (Camarilla and Sabbat venues)**
- Liber Des Goules (Camarilla, Sabbat and Mortals venues)**
- Laws of the Wild (Garou venue)**
- Laws of the Wild West (Garou venue)**
- Oblivion (Wraith venue)**
- The Shining Host (Changeling venue)**
- Laws of the Hunt (Mortals venue)**
- Laws of the Hunt Players Guide (Mortals venue)**
- Mind's Eye Theatre Journals (Various venues)**
- Revised Clanbooks (Camarilla and Sabbat venues)**

How to Use These Rules

These rules are intended for use by members of The Camarilla, White Wolf's Official Fan Club during Sanctioned games. Permission for use by any organization or individual not a current member in good standing is strictly denied. Permission is given to members in good standing to photocopy these rules for distribution to other members in good standing only.

These rules, when used for Sanctioned play, are to be applied without change, deviation, alteration or addition by any member, save the presiding National Storyteller. This is to enforce a homogenous set of rules throughout the organization, insuring that wherever a member goes, they may play with a minimum of problems.

Storytellers are allowed and encouraged to use their judgment in the World of Darkness to develop richer stories and enrich the flavor of the game. If a presiding storyteller judges that the flow of the story would be enhanced by minor exceptions to the rules (on an individual basis only), this creative license is allowed. Storytellers found to be abusing this occasional liberty are subject to review and possible disciplinary action. These licenses are not to be for such things as allowing members to play rare clans, but are to help the flow of the story while running the game.

The content of some of the Series 5 Supplement is in many ways geared for use in the United States, as that is the nation the supporting products are produced within. The Series therefore contains national addendum for each nation approved by the respective National Storytellers.

Disclaimers

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Prime Chapter One (1.0)

Character guidelines

The Camarilla's Sanctioned games use slightly different character creation processes than those presented in the Mind's Eye Theatre source books. Members who have performed certain duties or attained positions in the real world organization (as described in The Tome of the Camarilla), receive higher levels of Member Class, allowing them to create more experienced characters for use in Sanctioned games. Specifics on character creation for each venue can be found in the appropriate 5.0 series supplements.

Character Limits (1.1)

Primary characters may be created with the full Membership Class (MC) available to the player, or in accordance with the United Kingdom Prestige system for members in the United Kingdoms. Characters that are not Primaries are called Secondary Characters, and are made without the benefits or enhancements from the player's Member Class and instead are considered Membership Class one (1). The distinction between Primary and Secondary is applied to a character at its creation and may not be changed afterward.

Each player is limited to one Primary Character for each Sanctioned venue. A player may choose to have a second Primary Character in one venue, at the cost of not having a Primary from another venue. A player may only have one venue "doubled up" in this manner at any given time. A Primary Character that has approval for permanent cross venue play (see below) is considered to take up two Primary slots, one for both venues.

All of a player's characters must be designed in such a way as to not conflict and/or interact with each other in any way. The best way to limit such interaction is to create completely different types of characters. No player may have more than one Primary Character that is considered to be of an unusual type (a clan, tribe, kith, etc. which requires *High* or *Top Approval*).

Concepts that give characters backgrounds specific to other venues (i.e. the character used to be a Mage, Changeling, Ghoul, etc.) require *High Approval*. Any historical figure or character taken from White Wolf materials or from any work of fiction, without the consent of the author, may not be recognizably used as the basis for a character.

Approval Levels (1.11)

Throughout the supplement, there are various items that require approval of a specific level of storyteller before the character type may be played or a character may purchase that item. Please consult the following table to determine which storyteller that is depending upon your country.

Approval Level Table

Approval Level	United States/Canada	United Kingdom	Australia	Ireland
<i>Low</i>	Chapter Storyteller	Domain Storyteller	Chapter Storyteller	Chapter Storyteller
<i>Mid</i>	Domain Storyteller	Regional Storyteller/ANST Vampire	Domain Storyteller	National Storyteller
<i>High</i>	Regional Storyteller	Assistant National Storyteller Venue	National Storyteller	National Storyteller
<i>Top</i>	National Storyteller	National Storyteller	National Storyteller	National Storyteller

Venue Crossovers (1.2)

Characters must be made according to the guidelines given in the appropriate supplement, and each character must be created within a "home venue" (even Mortals). Characters may occasionally be played in other venues, provided *Mid Approval* is given on a case by case basis. *High Approval* is required to approve a character for permanent cross venue play, or for all occasional cross-overs that exceed three in one year.

Proxy Play (1.3)

Proxy play occurs when one or more player characters are given to a storyteller to portray in the player's absence. At least 48 hours notice must be given to all players and storytellers involved in the proxy play scene. In order to proxy a character, the player must give to the storyteller:

- 1) their character sheet
- 2) a brief write-up of character attitude, personality and motivation
- 3) a brief write-up of the character's intentions
- 4) a brief write-up of the character's reactions to possible situations

By giving a character over to a storyteller for proxy play, the player grants the storyteller all rights to the character for the duration of the proxy scene. The requirements above are the minimum. Storytellers are encouraged place any restrictions to Proxy Play in their venue style sheet.

Changes in Member Class (1.4)

The benefit(s) to Primary Characters for increased player Member Class are detailed in the venue supplements appropriate to the character. If a player loses one or more Member Classes, the Experience Points granted to the character for the player's Member Class must be re-accounted for. These points are not lost, instead they create an Experience Point "debt" that must be paid off before the character can spend Experience Points on anything else.

If a player loses one or more Member Classes to a point where he can no longer play the Power Class that a character had the opportunity to gain in play, those characters become forfeit. An appeal may be made for High Approval to continue play of the character(s), but otherwise they are to be removed from Sanctioned play within a maximum time span of one month.

Experience and Learning Times (1.5)

The maximum number of experience points that a Player Character can receive in one month is four Experience Points. Experience Points for Member Class at character creation or from increases afterward are an exception, as well as points granted from the Lore of the Stage Ordeal (if recognized by your National Staff). *High* and *Top Approval* may be given for a character to exceed their cap in a given month by one or two points respectively. This exception is usually reserved as a "good role playing" award given to some at regional or national events.

Experience Point expenditures after character creation take a minimum of one week to implement, though the Storyteller can require the time to be longer.

Character Sanctioning and Records (1.6)

All characters must be approved by the player's *Low Approval* Storyteller, and should be kept up to date and on file with that Storyteller. The *Mid Approval* Storyteller in the hierarchy will function in this Storyteller role for the characters of the *Low Approval* Storytellers. *High Approval* Storytellers, if not the same as *Mid Approval*, and the appropriate *Low Approval* Storyteller will function in this storyteller role for the characters of *Mid Approval* Storytellers. *Top Approval* Storytellers and the appropriate *Low Approval* Storyteller will function in this Storyteller role for the characters of *High Approval* Storytellers.

A complete character record should include a character sheet, the character's Experience Point log and records/verification of any special approvals made on the character. An Experience Point log will detail how starting points (including Free Traits) were spent at character creation, and how points earned after were spent. It will also list games attended and the Experience Points gained for each game. Dates should be noted for each entry in the Experience Point log. If there is uncertainty over a discrepancy between what is on the player's character sheet, and the copy kept in the Storyteller's records, the copy in the records will be considered accurate.

Character Retirement (1.7)

As a player is limited to a specific number of Primary Characters, they will sometimes wish to retire a character from play to allow them to utilize their primary character slot. A Primary Character is considered retired one month after the sanctioning storyteller (See Prime 16 Above) has been informed of the intention to retire the character or immediately upon the approval of a new Primary Character that requires the use of the designated Primary Character slot. Retired characters are considered dead for all intents and purposes. The player may request that the Storyteller run an appropriate "closing scene" to describe how the character leaves play, but the Storytellers is not obligated to comply.

Non-Player Character Limitations (1.8)

The creation process of Non-Player Characters is limited in the same manner as Player Characters, except experience points may be added to reflect the length of the chronicle. The type is still subject to the Storyteller approval levels, but is one level lower than indicated on the venue chart. Venue-specific antagonist, such as Fomori for Garou or Autumn People for Changeling, are allowed with *Low Approval*, except for those eligible as Player Characters in other venues, which require *Mid Approval*. Players may only play Non-Player Characters whose Power Class is available as a Player Character based upon either the Players Member Class, or the Member Class of the Storyteller sponsoring the Non-Player Character. Any of these restrictions may be superseded with *High Approval*.

Chapter Two (2.0)

Homogeneous Abilities, Backgrounds and Merits and Flaws

While the Traits listed in this chapter are universal, some venues have Abilities, Backgrounds and Merits and Flaws that remain specific to that venue, and as such will be listed in the appropriate venue rulebooks and supplement. Taking an Ability Trait or Derangement from a different venue requires *Mid Approval*. Taking a Background, Merit or Flaw from another venue requires *High Approval*. Any ability, background, power, etc. for a player character that requires the creation of new rules requires *Top Approval* for the rules, with specific approval for the item set by that storyteller.

ABILITIES (2.1)

There are many abilities listed in one Mind's Eye Theatre rulebook or another that are appropriate to all characters. They are listed below, with the most recent location of publication, and do not require special approval for any character. Also listed here are any changes or clarifications needed for abilities in Sanctioned Play:

- **Academics (Laws of the Night):** Directing your studies in Academics counts as a specialization, although there is no cost to do so.
- **Archery (Laws of the Hunt)**
- **Athletics (Laws of the Night):** Do not use this ability to retest thrown weapons, instead use *Throwing*.
- **Awareness (Laws of the Night):** Retest for *Awareness* are done with *Awareness*, not *Occult*.
- **Blindfighting (Laws of the Night: Sabbat Guide):** For each Trait of *Blindfighting* remaining, the Trait penalty for darkness is reduced by one. A *Blindfighting* ability can be expended to negate the retest required by darkness or to force another character to make the test if neither of you can see. This does not prevent you from using another ability retest in the challenge.
- **Crafts (Laws of the Night)**
- **Demolitions:** You are trained or experienced in the use of proper use of explosives, such as C-4, dynamite and possibly white phosphorous. When setting an explosive, you have a decent chance of arming the device without accidentally setting them off. You can also try to disarm explosives with a Static Mental Challenge; the difficulty equals the total Mental Traits of the individual who set the explosive. If you do not possess this Ability, you cannot use or disarm explosives at all. Similarly, *Demolition* does not help you to aim a thrown bomb or grenade, it simply allows you to build, arm, and disarm explosive devices. Note that the use of explosives in The Camarilla's Sanctioned games is strictly regulated. While in reality it is quite easy to acquire or create a myriad of explosive devices and substances, we must acknowledge that such things rarely aid in the telling of stories. Explosives are not to be used as tools to kill characters, but rather as story aids rarely allowed by the Storytellers, and carefully monitored even then.
- **Dodge (Laws of the Night):** Dodge can be used to retest physical attacks on you as long as you are aware of the attack and you are not attempting to harm or otherwise affect the attacker. This includes unmatched attacks created by an opponent's use of *Celerity* or similar powers.
- **Empathy (Laws of the Night)**
- **Etiquette (Laws of the Night)**
- **Expression (Laws of the Night)**
- **Fortune-telling (Laws of the Night: Sabbat Guide)**
- **Intimidation (Laws of the Night)**
- **Linguistics (Laws of the Night):** There is only one *Linguistics* Ability, which allows a character to know languages other than his native language. A character with one trait allows one additional language, two traits allows two additional languages, three traits allows four additional languages, four traits allows eight additional languages, and five traits allows sixteen additional languages. Ancient vampires with six traits can know twenty-four additional languages, while those with seven traits can know thirty-two additional languages.
- **Lore:** You have gained some inside knowledge about a particular subject, such as vampires, werewolves, wraiths or changelings. You know what is true and what is folklore concerning their strengths and weaknesses. You even have some knowledge of their society including any divisions within it. You must specify what creature type this *Lore* concerns when it is taken. Having it more than once allows knowledge of more than one type of creature, or more in-depth knowledge of a particular supernatural entity. Specific types of *Lore* include, but are not limited to, *Vampire Lore*, *Wraith Lore*, *Faerie Lore*, *Spirit Lore* and *Infernal Lore*. A character does not need to take a *Lore* Ability for knowledge that she could reasonably have due to personal capabilities. Thus, any vampire other than the rankest neonate does not need *Vampire Lore* in order to know that sunlight is dangerous and that blood is necessary for survival. Similarly, a werewolf who has already undergone a Rite of Passage knows the names for the various changing forms, auspices and tribes without *Werewolf Lore*. This is not an excuse to come up with reasons why your character should have *Lore* Abilities for free; it simply indicates that vampires, werewolves and the like have no need to study *Lore* that relates to their own species, unless they desire particularly esoteric knowledge. Mortals generally have to learn

supernatural *Lore* the hard way. Each particular *Lore* is considered a separate Ability for the purposes of maximum ratings. The Storyteller may also award *Lore* to characters at their discretion for no cost in order to reflect things learned in play. This award is not to be more than one free level per month that the character has been in play. *Lores* at levels five and six require *High Approval*, while level seven requires *Top Approval*.

- *Meditation*: You are able to center your thoughts, calm your emotions, control your mind and relax your body. This is a very personal Ability for which you develop your own technique. It is useful for reaching the state of mind necessary for using Psychic Phenomenon and regaining True Faith Traits. A Storyteller may allow a character to regain Willpower or True Faith Traits by meditating out of play at a game session for an hour and making a Simple Test for each level of *Meditation* Ability expended. Each success or tie returns a Willpower Trait (one maximum per session) or a Faith Trait. Characters with Gnosis may use this Ability to channel and renew their Gnosis pools. For each ten minutes spent in meditation, the character can convert one *Meditation* Ability or (appropriate) Mental Trait into a Gnosis Trait. Wraiths may use *Meditation* to catch up on Slumber once per session by performing a series of Simple Tests, with each win counting as a single hour of effective Slumber. Tests may be continued until a loss or tie occurs, although levels of *Meditation* can be spent to convert ties to wins (allowing further testing).
- *Stealth* (Laws of the Night)
- *Throwing* (Laws of the Hunt)
- *Torture* (Laws of the Night: Sabbat Guide)

Specialization (2.11)

Within a given area of expertise, some practitioners further hone their knowledge by specializing in a focused area of that Ability. After the character attains the third level in an Ability, the player may choose to spend an Experience Point (or Free Trait) to specialize that Ability. Whenever a task is performed within that specialization, the character gets a bonus Trait for use in any associated challenges, so long as she has not spent all of her levels of that Ability for the session. A character may only have a single specialization in any particular Ability, and may not gain more than one bonus Trait from specialization(s), regardless of the number of Abilities that might apply to a single challenge.

Specializations need to be fairly specific to avoid abuse. A good rule to use in judging whether something is an appropriate specialization is "can this be almost always apply if the player is creative in his challenges". If the answer is yes, the desired specialization is too broad. For example, a Brawling specialization in 'grabbing' or 'feral claws' are appropriate, but 'karate' is much too general. Similarly, an Occult specialization in 'inferalism' or 'kabbalistic practices' is appropriate, but 'thaumaturgy' or even 'Lure of Flames' is too general.

Background-Based Abilities (2.12)

Based upon the written background of the character, the Storyteller may waive the Experience Point cost of some of the character's *Craft*, *Linguistics*, *Lore*, and *Performance* Abilities at character creation. A character should be allowed a combined number of levels not to exceed three plus the player's Member Class. This bonus is only available at character creation.

BACKGROUNDS (2.2)

If a character gains a Background during play (keeping it more than a month), Experience Points must be spent to pay for it. If a character loses a Background (or levels of) during play, those lost levels are held in reserve in case the character should later re-acquire/develop more levels of that Background during play. Influences do not follow this restriction. All backgrounds are limited to five Traits, although those representing items (such as Treasures or Fetishes) or specific people (such as Companion or Retainers) are only limited to five traits per item/person.

New Backgrounds (2.21)

The following backgrounds are from Laws of the Night and are appropriate for all characters, except for Wraiths and Specters. Please consult Laws of the Night pages 93 to 105 for details and note the following changes:

- *Allies*: Allies for non-vampires are not useful for finding Blood or other types of mystical power (like Gnosis or Glamour).
- *Contacts*: Contacts are limited to gaining information and performing the Influence endeavors of Trace and Watch (See Prime 4).
- *Fame*: Fame of Level 5 requires *High Approval*. Any bonuses for using Influences outside of your local area are subject to the discretion of the affected areas Storyteller(s).
- *Resources*: Resources of 5 requires *High Approval*. Incomes listed are monthly, and are considered to be spent/squandered/re-invested if not used. A character can permanently expend a Resource Trait to attain 10 times the listed income in cash.
- *Retainers*: For one Background Trait your Retainer is a basic Mortal (Attribute Traits of 6-4-3, 5 Abilities, 4 Humanity, 1 Willpower), although you may elect to make him your venue's partial Awakened Mortal (such as ghouls

for vampires) at no cost. For each Additional Background Trait spent on the Retainer you may add five Experience Points to the Retainer or have an additional Retainer. Retainers may have Derangements and Negative Traits, but they never possess any Merits (other than being Partial Awakened), Flaws, Background Traits (including Influences) or anything requiring *Mid, High, or Top Approval*. Retainers do not gain Experience Points, but they can be improved by purchasing more levels of this Background. No more than five Background Traits may be assigned to one Retainer though you may have more Retainers to a maximum of 5 Retainers with 5 Background points in each.

MERITS AND FLAWS (2.3)

A character cannot possess more than 7 Traits of Merits nor take advantage from more than 7 Traits of Flaws. If a Merit or Flaw is no longer applicable to the character, the Storyteller should assign an appropriate number of Merit or Flaw Traits as replacements. This also applies if the Storyteller feels that the Merit or Flaw is being abused or ignored. Players may not choose Flaws that describe qualities already inherent to the character, such as a Lasombra antitribu taking the Flaw Dark Secret: "true clan" while pretending to be a Brujah, or a Silent Strider taking the Flaw Haunted.

Below are listed some clarifications and additions to Merits and Flaws for all venues. If the description and/or cost of a Merit or Flaw differs between this source, and the Mind's Eye Theatre source book appropriate to the character's venue, use what is listed in this supplement. Additionally, Bonus Traits granted by Merits do not apply to challenges to employ supernatural powers.

Ability Aptitude (1 Trait Merit)

You have a natural affinity for a particular (but not combat related) Ability. You are up two Traits on all tests directly related to that Ability only (but not with powers that would use the Ability for a retest). This bonus only applies to one specific ability for those that require a specific form or specialization (such as Crafts or Performance).

Ambidextrous (1 Trait Merit)

You are equally skilled at using either hand. You do not suffer the normal two Trait penalty for performing actions with your off hand. In addition, you do not need to have the prerequisite number of Ability levels appropriate to a weapon in order to get the advantage of using two weapons (or a shield) in combat.

Destiny

This Merit is not allowed for Sanctioned play.

Iron Will (3 Trait Merit)

This Merit gives the character a free retest when attempting to resist *Dominate* and *Dementation* (unless the vampire has Superior level), or when fending off other mind-altering magics, etc.

Quiet Heart (4 Trait Merit)

This Merit gives the character a free retest when attempting to resist *Presence* and *Fascination* (unless the user has Superior level), or when fending off other emotion-altering magics, etc.

Luck/Lucky (3 Trait Merit)

The character gets one free retest per session on any non-combat challenge.

Natural Linguist (2 Trait Merit)

You have a remarkable grasp of any languages that you speak or write (as per your *Linguistics Ability*). You gain three bonus Traits on all challenges related to language. You may also know twice the number of languages your *Linguistics Ability* allows.

Supernatural Ally (3 Trait Merit)

One or more of your Retainers that is a supernatural being (Vampire, Werewolf, Wraith, Changeling, or Mortal with Numina) perhaps even from a different venue. You must purchase your retainer separately from this Merit, but the first trait gets you a basic creature of the appropriate type. Supernatural Allies are always of the same level as those created by Member Class one characters and they never have Advanced powers. Storytellers may limit the use of your supernatural ally at any time.

True Faith (7 Trait Merit)

This Merit requires *High Approval*. Traits of True Faith beyond the first cost 3 Experience Points each and must receive *High Approval* before purchase.

Unbondable

This Merit is not allowed in Sanctioned Play.

Prime Chapter Three (3.0)

Systems clarifications

TESTING (3.1)

The Camarilla uses a blend of systems from the assorted Mind's Eye Theatre source books that White Wolf has published, as well as a few systems of their own. For the purpose of The Camarilla's Sanctioned games, when two players compare Traits, they declare their total number of Traits (including Traits lost in previous challenges or for other reasons). A player may still declare fewer Traits than she actually possesses in the category if she desires. This system change is made to more easily suit the large scale games run by The Camarilla.

Order of Challenges

A single character may only be subjected to one Mental and one Social Challenge in a turn. A single character may only be subjected to one Physical Challenge per "Round". (Multiple attackers may take part in that challenge.) Rounds refer to the normal action taken in a turn ("Everyman" Round), as well actions taken for *Celerity* and similar powers (*Swiftiness Round*, *Legerity Round*, *Quickness Round*, *Velocity Round*, etc.).

Mob Rules

The Mind's Eye Theatre sources give differing systems for Mob Rules in Physical Challenges, so the system that The Camarilla uses for its Sanctioned games is being stated here. Please note that this differs slightly from both systems given by the White Wolf source material.

First, determine who is challenging whom. This is usually obvious, but when it's not, have the players all point to the person they are challenging on the count of three. Each combatant must bid one Trait, plus an additional Trait for each person attacking her beyond the first (no more than five individuals may attack a character at one time). If the defender cannot match the required number of Traits to be bid, she automatically loses the challenge. If she does have enough Traits, she tests as normal with the leader of the group. The leader of the group is chosen by consensus of the group's members. (They should not compare stats when doing so.)

Only the leader of the group calls out Negative Traits. The defender against Negative Traits need only bid extra Traits once for each Negative Trait applicable, not each Negative Trait per person challenging.

The leader of the group may apply a number of bonus Traits to his total (for ties and overbids) equal to the number of people assisting him (up to four).

If the defender wins, she remains unharmed and can choose to affect any one member of the attacking group (usually by inflicting a wound), and the attackers lose all Traits they bid. If the attackers win, the leader may choose which attackers victory condition applies (usually by inflicting a wound), and the defender loses all of the Traits she bid. Continue the process until all who declared an action have been the target of a challenge or donated Traits as appropriate.

Retests

A character may only retest a single challenge once from each of the following categories: Abilities, Willpower, Merits, Powers (Disciplines, Gifts, etc.), or similar sources. For example, a character resisting *Dread Gaze* could only use one Ability Trait to retest (as could his opponent), but he could not use a second Ability for another retest.

When a character calls for a retest to a challenge, the opponent can employ a retest (appropriate to the challenge) to negate it. The retest used to negate must be from the same category (see above). A retest called for with a Willpower Trait may not be negated in this manner.

Extended Challenges

It has been determined that Extended Challenges are often too cumbersome for Sanctioned play. Therefore we are

offering another system by which Extended Challenges can be resolved at the discretion of the player. When engaging in an Extended Challenge, the player performs the first test as normal, gaining one "success" if he wins the test. If he gets that first "success", he can opt to spend up to four additional Attribute Traits from the appropriate category to gain extra "successes" (for Gifts like *Secrets* and *Obedience* more traits may be spent as per their charts). For example, a wraith attempts to use *Mindspeak* (Basic *Mnemosynis*). After winning the Mental Challenge, the Wraith may spend up to four Mental Traits for extra successes.

COMBAT (3.2)

Movement in Combat

Anyone in or just entering combat is subject to the "three step rule". You may take up to three steps during any combat action and still attack. (Moving two or three steps causes the character to be down one Trait in Physical Challenges, though.) These steps are allowed in conjunction with each extra attack given by speed increasing powers. A character that is not attacking may move twice his allowed distance in a single action by taking drastic measures such as diving, leaping or sprinting.

Two Weapon Combat

Characters may use an additional weapon in their off hand, but the benefits require special training to achieve. If the character has four or more levels of the Ability appropriate to the weapon being used (ie. *Firearms*, *Melee*, etc.), he may add one to the number of Bonus Traits given by the weapon he is striking with. Characters using a weapon and a shield are only required to have one level of *Melee* to make use of the shield's additional Trait(s).

During the challenge, only one weapon is considered to have a damaging effect, while the other simply aids with parrying, spraying, etc. This means that a character with Incendiary ammunition in one pistol and Armor Piercing in the other may not take advantage of both types of ammunition in the same attack (although rounds from both guns would be expended). For another example, a character with *Baal's Caress* on his sword, and a *Ward versus Kindred* on his dagger could not apply both effects to the same attack.

Combat in Darkness

In darkness, characters suffer a two Trait Penalty to all combat challenges. In the case of absolute darkness (or blindness) they must also retest any successful challenges (once per challenge), unless their opponent is suffering the same penalty for darkness. Certain powers can affect the Trait penalty, while others can allow the character to disregard darkness penalties altogether.

HEALTH (3.3)

This supplement applies the expanded Health Levels system from *Laws of the Night (Revised)* to all venues.

Health Levels

The effects of each of the four Health Level types are cumulative.

Healthy -- No modifications (this is the Health level that characters begin at, ie. when they are uninjured)

Healthy -- No modifications

Bruised -- One Trait down on all tied Challenges

Bruised -- One Trait down on all tied Challenges

Bruised -- One Trait down on all tied Challenges

Wounded -- Lose all Ties, or Normal Trait Comparison if you have a power (or powers) to win all ties

Wounded -- Lose all Ties, or Normal Trait Comparison if you have a power (or powers) to win all ties

Incapacitated -- Character is rendered unconscious for 10 Minutes. After that, he cannot move or initiate challenges until healed to at least Wounded.

Mortally Wounded -- Character is rendered unconscious and will stay so until healed to Incapacitated. The character loses a Physical Trait every 10 minutes until he has none left (resulting in death). This loss of Physical Traits continues until successfully treated by a character with the *Medicine* Ability. Vampires go to the Torpor Wound level instead of Mortally Wounded (see the *Laws of the Night: Revised* for details).

Character Death

To kill a character in combat requires that the character first be brought to the Mortally Wounded or Torpor Health Level. His attacker must then declare that he is performing a "killing blow" and defeat him in a Physical Challenge. Vampires can only be killed with this method if the blow involves aggravated damage or decapitation.

If a character is at the Mortally Wounded or Torpor Health Level and is left in a position that would logically lead to their demise, such as on fire or in a trash compactor, a Storyteller will declare the character to be dead after the appropriate amount of time.

Players, Narrators and Storytellers should never allow an "instant kill" without the consent of the target (ie. he agrees to die for story purposes). An instant kill is any challenge or effect that takes a character from his first Healthy Health Level to Mortally Wounded or Torpor. The Mind's Eye Theatre rules are designed to be theatrical, not realistic, so emphasize story over combat.

MISCELLANEOUS (3.4)

Willpower

Most Mind's Eye Theatre source books list different ways to use Willpower Traits. Rather than list them all out, we will instead list what source book uses are not allowed or are altered for The Camarilla's Sanctioned chronicle.

- When spending a Willpower Trait to replenish all lost Traits in one category: Physical, Social or Mental, each given category may only be replenished once in any game session.
- Expending one Willpower Trait allows a retest to defend against a Mental or Social Challenge, it does not automatically negate the challenge. This may not be used for such challenges as those involving perception, using Mental Traits with *Firearms*, or Mental versus Physical Challenges. It may not be used to retest challenges that are the result of the character's own power, even if he is the challenge's defender (such as with *Majesty*).
- Willpower may not be used to automatically succeed in Static Challenges or Simple Tests.

Recovering Traits

Temporary Attribute (Physical, Social, Mental), Ability, Gnosis, Rage, Glamour, Pathos, Humanity and similar Traits are recovered at the end of the session. A single Willpower Trait may be recovered each week, however additional Willpower may be recovered during play by appropriate role-playing of one's Nature, or through the use of certain powers at Storyteller discretion.

Noticing Powers in Effect

When a power is used unsuccessfully upon a character, that character can initiate a Static Mental Challenge to detect its use (difficulty equal to the Mental Traits of the character using the power). The *Awareness Ability* may be used as a retest in this challenge. If the Static Challenge was won, the character may recognize the power used (at Narrator discretion). Some powers are obvious in their affect, target, and/or source. The Narrator may rule that any of the above information is available without testing.

Prime Chapter Four

Influence (4.0)

The Influence rules from the Mind's Eye Theatre source books are expanded upon here. The **Military and Espionage Influences presented in *Laws of the Hunt* and *Laws of the Hunt Players Guide* are not used in the Camarilla's sanctioned game.**

Level Restrictions (4.1)

Maximums listed here refer to any given Influence category, not a total of all categories, though no character may have more total levels of Influence than his or her Physical, Social and Mental Traits combined. Characters cannot purchase beyond the fifth level of an influence at character creation or with experience points, although they may rise as high as level ten through the course of play.

Low Approval is required for a category to get up through level seven. *Mid Approval* is required for levels eight, nine and ten. Storytellers are encouraged to limit the number of higher levels allowed in their areas to prevent excessive growth without interacting with other character's Influences. It is suggested that no city have more than one level ten influence, two level nine influences and three level eight influences in any single category.

Number of Actions (4.2)

For the Camarilla's sanctioned games, players may use a number of actions each month (not session) equal to twice their Influence level. No more than thirty actions can be spent towards a single endeavor in any given month, including all actions spent for modifications. Players should register actions with their local storyteller who will moderate their interaction with other Influences if necessary.

For possible uses of Influences, refer to the influence charts in *Laws of the Night Revised* and *Laws of the Night: Camarilla Guide*. The cost noted on the chart is both the number of actions it takes to partake in that endeavor and the minimum level of influence required to be able to utilize that endeavor.

New Endeavors and Modifiers (4.3)

In addition to the endeavors listed on the Influence charts, characters may perform these additional endeavors and modifiers. The rules for additional endeavors and endeavor modifications are optional for use in each game. The local storyteller may use their own systems to govern these activities, so check before attempting them.

New Endeavors (4.31)

ATTACK

A character can attempt to reduce another's Influence with her own Influence of that category, provided he has completed Trace on it or that influence performed an *Attack* on him. To *Attack*, the character assigns a number of actions, with a minimum of four actions required, which becomes the level of the *Attack* endeavor. If the level exceeds the victim's Influence level (plus of the highest level Block put up to defend it), the victim drops a level at the beginning of the following month. Banked Growth actions aren't affected.

BLOCK

Block is used to prevent endeavors from taking place in the same category as the blocking Influence. Any endeavor from the sourcebooks may be blocked, provided the blocker's Influence level is at least equal to the endeavor's level on the chart. The *Block's* effective "level" is the total actions spent towards it and it affects all attempts at that endeavor in the city in that month. For example, two actions will produce a level two *Block*, which is assigned to a single type of endeavor.

A *Block* can also be set up on a single character's Influence to protect it from the *Attack* endeavor. It will protect against all endeavors in that month.

GROW

To *Grow* Influence in a category to the next level, a number of actions must be spent equal to the current level of the influence squared or six actions, whichever is greater. For example, to *Grow* from a level three to a level four requires nine actions. [$3 \times 3 = 9$]. *Grow* actions are accumulated from month to month, with the influence increasing at the beginning of the next month. There is no interaction between *Grow* and *Attack*.

TRACE

Trace is used to establish the identity of a character whose Influence the tracer's own has come into contact with. This "contact" is established by noticing one of the target's endeavors with the *Watch* endeavor, by *Blocking* one of the target's endeavors, or by having one of their own endeavors *Blocked* by the target. The total actions spent on the *Trace* defines its level. If the level of this *Trace* exceeds the highest level of *Conceal* put up to guard the influence, it is successful.

WATCH

Watch is used to notice a certain endeavor in a city from the chart listed in the sourcebooks, provided that character's Influence is sufficient to perform that endeavor itself. For example, a *Watch* on "Acquire a body" would need at least level four in Health. The character would then know when and how many times the "Acquire a body" endeavor is attempted in the city for that month. The total actions spent on the *Watch* define its level.

Endeavor Modifiers (4.32)

BOOST

Boost is simply a term used to describe adding additional unneeded actions to an endeavor, which is used to overcome *Block*. If the actions spent to *Boost* equal the level of the *Block*, the endeavor is successful.

COMBINE

Combine occurs when one character wishes to aid the Influence endeavor of another. No endeavor on the charts can be attempted by a character that doesn't have the appropriate Influence level according to that chart, regardless of use of Combine. For every two actions spent on Combine, the character being aided gains one action to use towards their endeavor. Influence borrowed through the Allies and Mentor Backgrounds are also subject to this rule. No more than thirty actions can be spent towards a single endeavor in any given month, including all actions spent for modifications.

CONCEAL

Conceal is added to endeavors to counter the use of *Watch*. If the number of actions spent for *Conceal* with an endeavor equals the level of the *Watch*, the character using the *Watch* does not detect the endeavor or come into contact with the character's Influence.

Conceal can be used in the same way to protect an Influence from a *Trace*. The number of actions spent towards *Conceal* in this manner generates a *Conceal* level, which is pitted against any attempts to *Trace* it for that month.

The Scope of Influences (4.4)

Usually an Influence can only effect Influence from the same category. For example, an attack with Finance only affects the target's Finance Influence. Similarly a Block put up to protect a character's Media (which would have to be done with Media actions), would not protect any of the character's other Influence categories. In very rare circumstances a storyteller may allow Influences from one category to assist endeavors in another, but only for the same city. In this case, every two actions spent becomes one action in the cross-influence assist.

Some endeavors on the charts state that they can effect an entire nation or other area larger than a city. For these to actually affect any area larger than a single city, the player must have permission of the storyteller with the appropriate geographical jurisdiction, which is only given out in rare cases. If a character wishes to attempt an endeavor in a city other than the one his Influence is located in, he may attempt to do so, but each action used for an endeavor costs two actions to accomplish. This limits total actions for out-of-city endeavors to be no more affective than ten actions. If a character wishes to effect a city on another continent, then each action used for an endeavor costs four actions to accomplish (limiting total actions for such to be no more affective than five actions).

Characters may have Influences in multiple cities (subject to local storyteller approval), which are considered to be entirely separate Influences even if they are of the same category. Players that move to other cities may have their characters transfer Influences to their new local city at no cost (subject to local storyteller approval).

The United Kingdoms is an exception the above rules, due to the nature of this small island nation that is still tightly ruled by monarchy and aristocracy. For further details please refer to the UK National Influence rules.

Prime Chapter Five (5.0)

Weapons, armor and equipment standards

For the purpose of the Camarilla's Sanctioned games, it is important to provide a reasonably homogenous set of weapon and armor statistics for all venues. Regional Storyteller approval is required for any weapon or armor whose statistics do not match those listed below. Regional Storyteller approval is required to access any of the other miscellaneous equipment listed in **Laws of the Hunt outside of the Mortals Venue**.

WEAPON STATISTICS (5.1)

Melee Weapons

- **Broken Bottle (+1) Fragile / Pocket**
- **Dagger or Knife (+2) Short / Pocket**
- **Club or Stake (+2) Clumsy / Jacket [Staking (if wooden)]**
- **Mace or Small Axe (+2) Heavy / Jacket [Destroy Shield]**
- **Short Sword (+2) Short / Jacket [Speed]**
- **Fencing Sword (+3) Fragile / Trench Coat [Speed]**
- **Spear or Staff (+3) Heavy / NA [Staking (if wooden)]**
- **Broadsword (+3) Heavy / Trench Coat**
- **Large Axe (+3) Clumsy and Heavy / Trench Coat [Destroy Shield]**
- **Greatsword, Scythe or Polearm (+4) Clumsy and Heavy / NA**

Throwing Weapons

- **Thrown Rock (+0) Clumsy / Pocket**
- **Thrown Dagger, Knife or Shuriken (+1) Clumsy / Pocket**
- **Molotov Cocktail (+2) Fragile / Jacket (until lit!) [Incendiary, Spray]**
- **Grenade (+2) Heavy / Jacket [Spray]**
- **Thrown Hatchet (+2) Heavy and Clumsy / Jacket**
- **Thrown Spear (+3) Heavy and Clumsy / NA [Staking]**

Missile Weapons

- **Crossbow (+2) Heavy and Slow / Trench Coat [Staking, Armor Piercing, Destroy Shield]**
- **Short Bow (+2) Fragile / Trench Coat [Staking, Armor Piercing]**
- **Compound Bow or Long Bow (+3) Fragile and Heavy / NA [Staking, Armor Piercing, Destroy Shield]**

Firearms

- **Flame Thrower (+0) Hot and Heavy / NA [Spray, Incendiary]**
- **Spike Thrower (+2) Loud / NA [Staking OR Incendiary]**
- **Pistol (+2) Loud / Pocket**
- **Heavy Pistol (+2) Loud / Jacket [High Caliber]**
- **Submachine Gun (+2) Loud / Jacket [Spray, Fully Automatic]**
- **Rifle (+3) Loud / NA**
- **Sniper Rifle (+3) Loud / NA [High Caliber]**
- **Shotgun (+3) Loud / Trench Coat [Spray, Mass Trauma]**
- **Assault Rifle (+3) Loud / NA [Spray, Fully Automatic]**
- **Combat Shotgun (+3) Loud / NA [Spray, Fully Automatic, Mass Trauma]**

NOTES (5.2)

All Melee and Thrown Weapons inflict one Health Level of damage, except for Broadsword, Large Axe, Greatsword, Scythe and Polearm, each of which inflict two. Missile Weapons and Firearms also inflict two levels of damage. Characters may only employ two-handed weapons with both hands, meaning that they may not also make use of a shield or second weapon when doing so. Two-handed Melee Weapons include Greatsword, Scythe, Polearm, Spear and Staff. All Firearms except Pistol, Heavy Pistol and Submachine Gun are considered two-handed weapons.

SPECIAL WEAPON CAPABILITIES and HARDWARE (5.3)

Concealed weapons or items may be noticed by someone with the *Investigation Ability* who wins a Mental Challenge. Physically searching the weapons carrier automatically reveals hidden weapons without a test in most cases. At Narrator discretion, the challenge is still required for Pocket concealable weapons that the carrier has gone to great lengths to hide.

Armor Piercing Extra health levels granted by armor may not be used to absorb the damage from these types of weapons. Armor Piercing is usually possessed by firearm rounds, which require Underworld 4 or Police 5 to acquire. Shotguns, Combat Shotguns, Stake Throwers and Flame Throwers may not benefit from such ammunition.

Incendiary While in reality it is possible to easily acquire, and in some cases manufacture Incendiary explosives and ammunition, we must acknowledge that such things are, more often than not, too powerful for our Sanctioned games, and rarely aid in the telling of stories. For weapons with Incendiary ammunition, only one damage level is converted to aggravated, regardless of the number of levels inflicted. Flame Throwers still inflict two aggravated levels of damage.

Destroy Shield A weapon capable of destroying shields can automatically penetrate a shield and render it useless in a successful attack against the wielder.

Fully Automatic By completely emptying their clip, Firearms with this Special Weapon Capability may inflict an additional level of damage with a successful hit. After using the Fully Automatic ability, the user must spend an action to reload the weapon before it can be fired again.

High-Caliber Firearms of particularly high caliber can inflict crippling injuries with only a few shots. When a high-caliber weapon successfully strikes a target, the shooter should immediately perform a Simple Test. A win or tie indicates that the target suffers one additional Health Level of damage from the shot.

Mass-Trauma Certain attacks are so powerful that they inflict massive damage on the target, literally tearing away chunks of flesh. Such weapons score an additional Health Level of damage when used on a target within five feet.

Rate Firearms have an additional Special Weapon Capability called Rate which governs their interaction with Celerity and similar powers. The number of times a firearm is fired in a single turn cannot exceed its Rate. Other Special Weapon Capabilities may be employed without affecting Rate (except Fully Automatic, which empties the weapon of ammunition). Shotguns, Rifles and Sniper Rifles have a Rate of two. Heavy Pistols and Combat Shotguns have a Rate of three. Submachine Guns and Assault Rifles have a Rate of four. Pistols have a Rate of five. Flame Throwers and Spike Throwers, and (although not actually Firearms) Bows and Crossbows have a Rate of one for the purpose of interacting with Celerity and similar powers.

Scope This includes a variety of added hardware such as laser sights, scopes, etc. One additional bonus Trait is given to a weapon with a Scope for one challenge if the user spent the entire previous turn aiming.

Sound Suppression Only Pistols, Submachine Guns and Sniper Rifles may make use of Sound Suppression. This hardware removes the Loud Negative Trait by dampening the sound of the weapon's discharge. One bonus Trait is removed from a weapon with Sound Suppression.

Speed In close combat with someone whose weapon has the Negative Traits of Slow, Clumsy or Heavy you gain one additional Bonus Trait, provided you have at least one level of the *Melee Ability*.

Spray Weapons that spray can strike up to three targets at once, provided those targets are standing close together. For firearms, the victims must also be more than five feet away from the shooter. The shooter makes one test simultaneously against everyone targeted, but risks only the Traits necessary for one challenge. Each target who fails the challenge is affected by the weapon.

Staking Staking weapons paralyze vampires when a successful blow penetrates their heart. The attacker must win (not lose or tie) two successive Simple Tests in order to successfully stake the vampire. At least one level of

damage must be inflicted in the attack for the stake to have any chance of reaching its mark.

AVAILABILITY (5.4)

This section describes how various items can be acquired through use of Influence. Note that with the use of the Police Influence, characters can only acquire items (other than Pistol, Shotgun, Ballistic Vest and Reinforced Vest) determined by the Storyteller to be available in confiscated weapons lockups.

Quantity is usually a big problem and we caution Storytellers to regulate the quantity of any item they introduce. The Influence cost for special ammunition is considered to be for 10 rounds of that ammunition type.

Melee Weapons, Throwing Weapons (except Grenades), all Missile Weapons, Antique Armors and Shields (see above) are available without the use of Influence (just cash). Pistols, Heavy Pistols, Rifles and Shotguns are available without the expenditure of Influence, but this requires that the weapon be registered (going through background checks, waiting periods, etc. as appropriate to the state).

- Police (4): Pistol, Heavy Pistol, Rifle, Sniper Rifle, Shotgun, Submachine Gun, Armor Piercing and Incendiary ammunition, Scope, Ballistic Vest
- Police (5): Reinforced Vest
- Police (7): Combat Shotgun
- Street (3): Pistol
- Street (4): Heavy Pistol, Rifle, Shotgun, Submachine Gun, Scope
- Underworld (2): Pistol
- Underworld (3): Heavy Pistol, Rifle, Sniper Rifle, Shotgun, Submachine Gun, Scope, Ballistic Vest
- Underworld (4): Armor Piercing and Incendiary ammunition, Sound Suppressor, Reinforced Vest
- Underworld (5): Assault Rifle, Flame Thrower
- Underworld (7): Combat Shotgun

ARMOR (5.5)

Armor protects the character by stopping damage. Each type of armor absorbs a certain amount of damage before it is rendered useless. When a character is struck, simply subtract the levels of damage from the armor first, before applying wounds to the character. The first three armor types listed here (antique armor) do not protect against Firearms, while the last two do not protect against Melee Weapons. Flame Throwers do not count as being Firearms for the purpose of affecting armor.

- Leather Armor: +1 Health Level (no Negative Trait)
- Chainmail Armor: +2 Health Levels (Heavy Negative Trait)
- Platemail Armor: +3 Health Levels (Heavy and Clumsy Negative Traits)
- Ballistic Vest: +2 Health Levels (Heavy Negative Trait)
- Reinforced Vest: +3 Health Levels (Heavy and Clumsy Negative Traits)

A Ballistic Vest can be worn concealed under a normal shirt, or clothing can be disguised to mimic its effects. Leather Armor can be concealed if it is specifically made to look like normal clothing. A Reinforced Vest or suit of Chainmail Armor is bulky and extends below the waist, meaning it can only be concealed by a Trench Coat. Platemail Armor can not be concealed. Just as with firearms, concealed armor can be detected with an *Investigation* Mental Challenge. Multiple armor types cannot be layered.

SHIELDS (5.6)

Shields are now changed to abide by the following rules. Shields give their user one or more extra Bonus Traits in hand-to-hand combat, which can add to the Traits given by a melee weapon. In order to receive these Bonus Traits, the wielder must possess at least one level of *Melee* ability. Body Shields also give their bonus when the wielder is being attacked with a Thrown Weapon or Missile Weapon.

- Buckler Shield (+1) no Negative Trait / Jacket
- Large Shield (+2) Heavy / NA

- **Body Shield (+2) Heavy and Clumsy / NA**

EXPLOSIVES (5.7)

The use of explosives rarely adds to the telling of stories. We realize that if we do not define explosives, players may do the devil's work themselves and fail to follow these, our principle guidelines:

- **Two Players may narrate results between themselves however they wish and agree upon.**
- **There are no instant kills. Everyone gets challenges should they choose it.**
- **Story over realism.**

For the sake of dramatization, the Storyteller may have explosives destroy large tracts of lands, busses of helpless victims (non Player Character scenery) and floors of skyscrapers if it adds to the story. For interaction with Player Characters however, bombs should not do damage in excess of four aggravated Health Levels.

- **Dynamite, grenade, Detcord/Cordite, pipe bomb: 1 Lethal**
- **Molotov Cocktail: 1 Aggravated**
- **Land mine, fuel air bomb: 1 Aggravated and 1 Lethal**
- **Claymore: 1 Aggravated 2 Lethal**
- **C-4: 3 Lethal**
- **Flaming Hoary Death Overlord bomb (the type you see in Hollywood movies): 3 Aggravated**

Storytellers should limit availability of explosives so that they do not become commonplace in their games. Attempting to use explosives without having the *Demolition* Ability should result in bad things for the foolish character. Lost limbs, hands and nasty scarring should all be consequences of uneducated construction of bombs.

Coming soon...

Camarilla Ireland 5.1 Addenda

Section 1: How to Use These Rules

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Section 2: Ireland Only Alterations

Nov 2000

At this time, Ireland is implementing no changes to the rules. Any questions about the Rules Supplement or character translation concerns should be emailed to Richard Mosses at baphomet@eircom.net.

Camarilla UK 5.1 Conversion Document

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Section 2: Linguistics Ability

The Linguistics ability has undergone a change in the new supplement, allowing a greater number of languages with a lower level ability.

Players may elect to reduce their Linguistics Ability to the minimum required to know the languages the character knows. This includes removing the Merit Natural Linguist from the character sheet. Any experience points spent on those abilities become unspent Experience Points and must be spent using the normal process. Alternatively players may opt to retain their current level of Linguistics and select additional languages in order to make up the difference.

Example: Devon has Linguistics 4 and the languages French, Spanish, German, and Italian. Devon may elect to reduce his Linguistics to 3 and recover the one experience point difference OR retain Linguistics at 4 and select another four languages.

Section 3: Gift of Proteus

The Gangrel Clan merit "Gift of Proteus" is hereby removed from sanctioned play. Characters receive a number of experience points equal to the level of the merit. Characters with alternate animal forms for *Shape of the Beast* should follow the Guidelines in the Vampire 5.1 Rules Supplement (Chapter 5) and Clanbook Gangrel in order to retain those forms.

Section 4: Altered Experience Point Costs

The Experience cost for Disciplines have changed. The revised costs are as follows:

Out of Clan Basic Discipline	4	In Clan Basic Discipline	3
Out of Clan Intermediate Discipline	8	In Clan Intermediate Discipline	6
Out of Clan Advanced Discipline	12	In Clan Advanced Discipline	9
Out of Clan Elder Discipline	16	In Clan Elder Discipline	12
Out of Clan Master Discipline	20	In Clan Master Discipline	15

Further more Caitiff are no longer considered to have any "In Clan" Disciplines Instead they pay one point greater than the in clan cost (4/7/10 etc.) for the eight common disciplines (*Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence*). Caitiff, however, no longer require a teacher for the Basic and Intermediate levels of those eight disciplines.

Character conversion is as follows. Firstly, recalculate the experience point value of the character based on the revised discipline costs presented above. Should the Experience value exceed the current experience total for the character then the difference will be counted as an Experience Debt. Half of all Experience earned after conversion must be spent to repay the Experience Debt (until the debt is paid in total). The other half may be spent as normal or used to retire the debt early.

Section 5: Missing Expert Level Disciplines

Several of the former Expert Level Disciplines have been removed from the rules. These include *Quickness, Invulnerable, and Force* to name a few. Do not apply for approval to keep these powers; they are removed from play. Instead you may replace them with another power from the same Discipline at the same or lower level. If you are unable to replace any disciplines the experience points spent on them are refunded.

Section 6: Altered Teaching Requirements

The Teaching Requirements have changed, I have copied Section 4.2 of the Vampire 5.1 supplement below for ease of reference :

Follow the rules in *Laws of the Night: Revised* on page 133 for learning Disciplines. All teachers must be active player characters and may teach up to one level less than they possess of their in-clan Disciplines. For example, a vampire possessing an Intermediate level of an in-clan Discipline may teach the Basic levels. In the teaching of Superior Disciplines, characters are further limited to teaching only powers that they possess. With the exception of *Mentors*, NPCs may not teach Disciplines.

To teach Advanced *Necromancy* or *Thaumaturgy*, the teacher must be 8th or lower Generation, have the Discipline in-clan and must have two paths of the Discipline purchased to the Advanced level.

To teach combination disciplines a character must possess that power and have the disciplines required to learn it at the next level. For example, to teach *Burning Wrath*, which requires Intermediate *Celerity* and Intermediate *Potence*, you must have *Burning Wrath*, Advanced *Celerity*, and Advanced *Potence*.

Camarilla US 5.1 Addenda

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Section 2: US Only Alterations

Nov 2000

- Vampire 362 - Sabbat Status -
 - 1 The line "A Sabbat cannot hold more than two positions, one of which must be Ductus" should read as "A Sabbat cannot hold more than two positions, one of which must be a Pack Position (Ductus, Priest, etc)"
 2. Status from Position is counted above the maximums.
 3. Status from Path Traits are treated as in the conversion below. For a Path rating of 3 or more on one of the basic six Sabbat paths (Cathari, Caine, Death and the Soul, Feral Heart, Honorable Accord, Power and the Inner Voice) or Metamorphosis or Night, you may receive one to three additional status (*Devoted* for 3, *Devoted, Blessed* for 4, *Devoted, Blessed, Enlightened* for 5). This can take you over the max of 8.

The Experience Table

In the US and Canada, the maximum number of experience points that a Player Character can receive in one month is based upon its current amount of earned Experience Points. Earned Experience refers to those points gained through the course of play, not from Membership Class or Ordeals. At the beginning of the month, check the amount of earned Experience Points the character has, and compare it to the chart below to see how many points the character can earn in that month. The first month in which this calculation should be done is January 2001. Prior to January 2001, all characters are subject to a 4 xp per month cap.

Earned XP Total	Maximum Earned XP for the Month
0 to 66	6
67 to 121	5
122 to 165	4
166 to 198	3
199 to 220	2
221 or more	1

Camarilla US 5.0 to 5.1 Conversion Document

Section 1: How to Use These Rules

Principle Changes

The points below enumerate the principle changes from 5.0 to 5.1 Instructions are provided to bring a 5.0 character into compliance with 5.1 for each point. Any questions or problems should be sent to your CST/DST who can then clarify the process or inquire of their RST if there are still problems.

Section 2: Linguistics Ability

The Linguistics ability has undergone a change in the new supplement, allowing a greater number of languages with a lower level ability.

Players may elect to reduce their Linguistics Ability to the minimum required to know the languages the character knows. This includes removing the Merit Natural Linguist from the character sheet. Any experience points spent on those abilities become unspent Experience Points and must be spent using the normal process. Alternatively players may opt to retain their current level of Linguistics and select additional languages in order to make up the difference.

Example: Devon has Linguistics 4 and the languages French, Spanish, German, and Italian. Devon may elect to reduce his Linguistics to 3 and recover the one experience point difference OR retain Linguistics at 4 and select another four languages.

Section 3: Gift of Proteus

The Gangrel Clan merit "Gift of Proteus" is hereby removed from sanctioned play. Characters receive a number of experience points equal to the level of the merit. Characters with alternate animal forms for *Shape of the Beast* should follow the Guidelines in the Vampire 5.1 Rules Supplement (Chapter 5) and Clanbook Gangrel in order to retain those forms.

Section 4: Altered Experience Point Costs

The Experience cost for Disciplines have changed to reflect the addition of Expert, Master, and Ascendant Disciplines. The revised costs are as follows:

Out of Clan Basic Discipline	4	In Clan Basic Discipline	3
Out of Clan Intermediate Discipline	8	In Clan Intermediate Discipline	6
Out of Clan Advanced Discipline	12	In Clan Advanced Discipline	9
Out of Clan Elder Discipline	16	In Clan Elder Discipline	12
Out of Clan Master Discipline	20	In Clan Master Discipline	15
Out of Clan Ascendant Discipline	n/a	In Clan Ascendant Discipline	18

Furthermore Caitiff are no longer considered to have any "In Clan" Disciplines Instead they pay one point greater than the in clan cost (4/7/10 etc.) for all disciplines purchased. Caitiff, however, no longer require a teacher for the Basic and Intermediate levels of the eight common disciplines (*Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence*).

Character conversion is as follows. Firstly, recalculate the experience point value of the character based on the revised discipline costs presented above. Should the Experience value exceed the current experience total for the character then the difference will be counted as an Experience Debt. Half of all Experience earned after conversion must be spent to repay the Experience Debt (until the debt is paid in total). The other half may be spent as normal or used to retire the debt early.

Section 5: Missing Expert Level Disciplines

Several of the former Expert Level Disciplines have been removed from the rules. These include *Quickness, Invulnerable, and Force* to name a few. Do not apply for approval to keep these powers; they are removed from play. Instead you may replace them with another power from the same Discipline at the same or lower level. If you are unable to replace any disciplines the experience points spent on them are refunded.

Section 6: Altered Teaching Requirements

The Teaching Requirements have changed, I have copied Section 4.2 of the Vampire 5.1 supplement below for ease of reference :

Follow the rules in *Laws of the Night: Revised* on page 133 for learning Disciplines. All teachers must be active player characters and may teach up to one level less than they possess of their in-clan Disciplines. For example, a vampire possessing an Intermediate level of an in-clan Discipline may teach the Basic levels. In the teaching of Superior Disciplines, characters are further limited to teaching only powers that they possess. With the exception of *Mentors*, NPCs may not teach Disciplines.

To teach Advanced *Necromancy* or *Thaumaturgy*, the teacher must be 8th or lower Generation, have the Discipline in-clan and must have two paths of the Discipline purchased to the Advanced level.

To teach combination disciplines a character must possess that power and have the disciplines required to learn it at the next level. For example, to teach *Burning Wrath*, which requires Intermediate *Celerity* and Intermediate *Potence*, you must have *Burning*

Wrath, Advanced Celerity, and Advanced Potence.

Section 7: Sabbat Status Changes

The rules for Status in the Sabbat Venue have changed. There are a few changes that will affect the distribution of status for some PC's, but most PC's should roughly have the same amount of status post-conversion.

These changes are:

- same base status maximum (8) for all PC's
- additional status for study and dedication on a path
- different status for existing positions
- loss of the initiated/proven distinction for False/True Sabbat; FalseSabbat have -no- status under 5.1, True Sabbat have Initiated.

To convert your status simply follow these guidelines:

1. Take your PC's pool of existing status. Write them down. Remove any position-related status, and remove Initiated and Proven. You should have a pool of remaining status.
2. Is your PC a False Sabbat?
 - a. If so, you don't have to worry about status. :) It's zero.
 - b. If not, you have *Initiated*, and can put that back onto your charactersheet.
3. Your PC may or may not have a pool of status left over that was unrelated to your PC's position. This includes status from exceptional mastery of the sect's rites (Scholar, Mystic, Savant). If your PC's new clan advantage includes status, add those in as well to the pool.
 - a. If it's 7 or less status, add it back onto your character's sheet.
 - b. If it's more than 7 status, remove points of status as necessary until your pool of additional status is only 7, and add those seven points back to your character sheet.
4. Look at your PC's morality rating on their path.
 - a. If it's 3 or more on one of the basic six Sabbat paths (Cathari, Caine, Death and the Soul, Feral Heart, Honorable Accord, Power and the InnerVoice) or Metamorphosis or Night, you receive one to three additional status (*Devoted* for 3, *Devoted, Blessed* for 4, *Devoted, Blessed, Enlightened* for 5) at this conversion. This can take you over the max of 8.
 - b. If you are on humanity or openly avow the tenets of a different path, you receive no additional status. If you have invested serious work into imitating another path, you may receive some morality status at the discretion of your storyteller, but never more than *Devoted*. Your storyteller can also remove morality-related status if he does not feel you are following the path in question; this status reflects extreme devotion and adherence to an alien mindset.
5. Does your PC hold a position?
 - a. If not, you are done.
 - b. If you do, check to see if status for the position is listed in LotN: SG. If so, add this to your character sheet. Like morality status, this can exceed your maximum of 8. You are done.
 - c. If it's not listed in LotN: SG, then refer back to the 5.1 US/Canada National Addendum, and use the position-related status listed there, or below.

Unlisted position related status:

- Black Hand Members - *Branded*
- Dominions - *Branded, Feared, Ominous*
- Seraphim - *Branded, Feared, Ominous, Glorified*
- Knight or Judge Inquisitor - *Blessed, Feared, Sanctified*
- Inquisitor General - *Blessed, Feared, Glorified, Sanctified*
- Paladin (or Templar to the Inquisition) - switch Ominous for Sanctified, so *Respected, Sanctified*

The Camarilla Vampire Supplement to Laws of the Night (Revised), 5.1

1.0-2.0 by Wade Racine

3.0 by Mark Gilmore

4.0 by Daniel Fruchterman

5.0 by Steven Bronsert and Daniel Fruchterman, Editing by Wade Jones

5.1 Vampire Supplement by Jason J Carter. Editing and revision by the NST-Circle community and the DOST Rules Team.

Introduction

This supplement gives additional details for vampires in the final nights of the World of Darkness. These rules are for The Camarilla's Sanctioned games (Camarilla and Sabbat venues), and are intended for use in conjunction with White Wolf Games Studio's **Laws of the Night (Revised)**, **Laws of the Night: Camarilla Guide**, **Laws of the Night: Sabbat Guide**, **Liber Des Goules** and the **Revised Clanbooks**.

How to Use These Rules

These rules are intended for use by the members of The Camarilla, White Wolf's Official Fan Club during their Sanctioned games. Permission for use by any organization or individual not a current member in good standing is strictly denied. Permission is given to members in good standing to copy these rules for distribution to other members in good standing only.

These rules, when used for Sanctioned play, are to be applied without change, deviation, alteration or addition by any member, save the presiding National Storyteller. This is to enforce a homogenous set of rules throughout the organization, insuring that wherever a member goes, they may play with a minimum of problems.

Storytellers are allowed and encouraged to use their judgement of the World of Darkness to develop richer stories and enrich the flavor of the game. If a presiding storyteller judges that the flow of the story would be enhanced by minor exceptions to the rules (on an individual basis only), this creative license is allowed. Storytellers found to be abusing this occasional liberty are subject to review and possible disciplinary action. These licenses are not to be for such things as the allowing of players to play rare clans; they are to help the flow while running the game.

Disclaimers

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Vampire Chapter One, Character Creation (1.0)

VAMPIRE CHARACTER CREATION PROCESS (1.1)

The character creation process for Vampire characters is based upon **Laws of the Night: Revised**. **Following is a step by step aid to the creation process listed in Laws of the Night: Revised, as modified for the Camarilla's Sanctioned games.**

STEP ONE: INSPIRATION

For vampire characters, it is suggested that players limit their character's age to no greater than 100 years per Membership Class, while UK members should refer to the UK prestige system for age limit details. Concepts that include holding sect positions above the domain level, whether past or present, requires *High Approval*. This includes Archons, Alastors, Justicars, Prisci, and Cardinals. *High Approval* is also required if the character used to be a member of the venue's opposing sect, such as a former Camarilla member turned Sabbat.

STEP TWO: ATTRIBUTES

As Laws of the Night: Revised.

STEP THREE: ADVANTAGES

As Laws of the Night: Revised, except for Generation. The character's allowable starting Generation is determined by your Membership Class. You may play any Generation in that range at no Background Cost. You may not expend Background Traits on Generation.

Starting Generations allowed by Member Class

Member Class	1 to 3	4 to 5	6 to 8	9 to 11	12 to 13	14 to 15
Generation range	11th to 13th	10th to 13th	9th to 13th	8th to 13	7th to 13th	6th to 13th

Camarilla UK players should ignore the Generation rules above and instead refer to the UK Prestige System.

STEP FOUR: LAST TOUCHES

As Laws of the Night: Revised.

STEP FIVE: SPARK OF LIFE

As Laws of the Night: Revised.

STEP SIX (ADDED): CAMARILLA MEMBERSHIP CLASS ENHANCEMENTS

Multiply your Membership Class by 5 to determine the number of starting Experience Points you may add to the character. Check the chart below to see the most powerful Generation you may play. Camarilla UK players should refer to the UK Prestige System for Starting Experience.

QUALIFIERS (1.2)

Special Storyteller approval is required to play certain types of character or vampires, even if Created/Embraced in-game. If a character clan or type is not listed on the appropriate venue chart below, it requires *Top Approval*.

Camarilla Venue

- *Low Approval*: Brujah, Caitiff, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventrue and Mortals.
- *Mid Approval*: Giovanni, Ravnos, Followers of Set, and Mortals with Psychic Numina.

- *High Approval:* Assamite, Daughters of Cacophony, Gargoyles, Lasombra antitribu, Salubri, Samedi, variant Bloodlines, such as Serpent Warriors and Assamite Viziers, Revenants and Mortals with Sorcery Numina.

Sabbat Venue

- *Low Approval:* Assamite antitribu, Brujah antitribu, Gangrel antitribu (City and Country), Lasombra, Malkavian antitribu, Nosferatu antitribu, Panders, Ravnos antitribu, Toreador antitribu, Tzimisce, Ventrue antitribu and Mortals.
- *Mid Approval:* Serpents of the Light, Revenants and Mortals with Psychic Numina.
- *High Approval:* Blood Brothers, Harbingers of Skulls, Kiasyd, Salubri antitribu, Samedi, variant Bloodlines, such as Tzimisce Kolduns, and Mortals with Sorcery Numina.

Note: Ghouls for both the Camarilla and Sabbat venues require the same approval level as their domitor's Clan or bloodline.

RESTRICTIONS (1.3)

- **All Out of Clan Disciplines taken at character creation must be justified in the character's background and approved by the Storyteller. This includes Disciplines purchased with Experience Points granted by your Membership Class.**
- **You may not take Out of Clan Disciplines higher than Intermediate at character creation.**
- **Low Approval Out of Clan Disciplines:** *Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence.*
- **High Approval Out of Clan Disciplines:** *Chimerstry, Dark Thaumaturgy, Dementation, Necromancy, Protean, Serpents, and Thaumaturgy. Sabbat venue vampires may learn Obtenebration and Vicissitude with High Approval. Tremere characters may learn Thaumaturgical Countermagic with High Approval.*
- **Top Approval Out of Clan Disciplines:** *Necromancy: The Mortuus Path, Thaumaturgical Countermagic and any Discipline not listed as Low or High Approval.*
- **Characters possessing Thaumaturgy require High Approval to learn some Paths of Thaumaturgy. Camarilla Vampires need it for Hands of Destruction, The Green Path, The Path of Corruption, The Path of Mars, The Path of Technomancy, The Path of the Father's Vengeance and Spirit Manipulation. Sabbat Vampires need it for Elemental Mastery, The Green Path, Neptune's Might, The Path of Corruption, The Path of Technomancy, Spirit Manipulation and Weather Control.**

CHANGE IN MEMBER CLASS (1.4)

When members increase their Membership Class after character creation, each of their Primary characters receive 5 Experience Points per Member Class increased. These Experience Points are spent as normal, so learning Disciplines may still require a teacher. Vampire characters do not automatically improve their generation when the player gains Membership Class.

Gen-Drop Cards (1.41)

The awarding of Gen-Drop Cards has been discontinued. Contact your National Storyteller for details on the use and viability of Gen-Drop Cards you have not already used.

Vampire Chapter Two

Morality Paths, Backgrounds, Disciplines, Merits and Flaws

Please refer to Prime for Abilities, Backgrounds, Merits and Flaws. Specific restrictions for the Vampire venue are listed below.

Morality Paths (2.1)

For characters in the Camarilla/Anarch venue Paths of Enlightenment other than Humanity require *High Approval*, **unless otherwise noted. Clan Specific Paths are *Mid Approval* for a character of that Clan.**

Paths of Enlightenment are *Low Approval* for Sabbat, except that *High Approval* is required for the Path of Evil Revelations.

The Clans (2.2)

Sabbat characters use the Advantages and Disadvantages presented in *Laws of the Night: Sabbat Guide*.

Caitiff:

Caitiff are vampires without a clan. Born with thin-blood, lacking the characteristics of their sire's Clan, they are looked down upon and even feared for the role they that are prophesied to play in Gehenna.

Disciplines: Caitiff have no Clan Disciplines, but may select their starting disciplines from the eight common disciplines.

Advantage: Despite having no Clan Disciplines, Caitiff do have a slight instinctual feel for the eight common disciplines. They pay one point greater than the Clan Disciplines cost (4/7/10 etc.) and do not need a teacher for the basic or intermediate levels of those disciplines.

Disadvantage: The thin-blooded Caitiff may not have a starting generation more powerful than 10th and are incapable of teaching disciplines to other vampires as they have no Clan Disciplines. Additionally, Caitiff are scorned in Camarilla Society and therefore always possess the extra negative Status trait of *Caitiff*.

Harbringers of Skulls:

Clan Disadvantage (Clarification): A Harbinger in his "normal" visage cannot initiate any Social Challenges except for the purpose of intimidation, although he may defend against Social Challenges normally.

Lasombra:

Clan Advantage (Clarification): The Status Trait granted by the being Lasombra cannot be permanently removed and does not increase the character's Status Maximum.

Panders:

See Caitiff for Clarifications on Clan Disciplines and Advantage.

Salubri:

Clan Advantage (Clarification): Instead of two Free Traits of the Generation Background, Salubri receive two Free Traits of any Background(s).

Tzimisce:

Clan Advantage (Clarification): The ability to purchase Lores does not extend to lores of *High or Top Approval* character types or non-generic lores of other venue creatures (Lupine Lore is allowed, but Garou Lore is not).

Backgrounds (2.3)

Generation

See Chapter One for beginning Generation. None of the optional Generation rules are used in Sanctioned Play. Character's starting Willpower does not change when his Generation does.

Herd

Herd refreshes once per week instead of once per game session.

Mentor

Mentor cannot be used to purchase Out of Clan Advanced or Superior Disciplines. Mentor will only teach *Low Approval* Out of Clan Disciplines. A character may not learn more Discipline powers from their Mentor than the level of his Mentor Background. Powers learned from a Mentor must be so noted on the Experience Point Log. Example: Sally Salubri has Mentor 3. She may learn any combination of Basic and Intermediate out of Clan disciplines from her

Mentor. She chooses Command, Mesmerism and Forgetful Mind as her 3 and lists Mentor as the teacher. Alternatively, she can choose to learn Command, Awe, and Mask of 1000 Faces (providing she already possesses Cloak of Shadows and Unseen Presence).

Retainers

A retainer devoted to Influences adds 3, not 1, to your Influence Trait maximum. Vampire characters may only have 5 normal Retainers as per Prime, but may have an unlimited number of Retainers devoted to Influences.

Merits and Flaws (2.4)

- Flesh of Corpse is changed to a one Trait Flaw.
- Grip of the Damned is not allowed for Salubri Antitribu.
- Nine Lives is not allowed in sanctioned play

Ritae (2.5)

- The optional *Performing the Rites* rules on page 140 of *Laws of the Night: Sabbat Guide* are used in Sanctioned Play.
- *The Blood Feast*: A character's Blood Pool cannot exceed his Generational limit by more than half (round down) as a result of this Ritual. Additional Traits are lost.
- *Fire Dance*: No more than three Social Traits can be gained as a result of this discipline. It is suggested that only the most impressive jumper receive more than one Social Trait.
- *Rite of Scorn (New Auctoritas Ritae)*: This rite is performed to declare a Sabbat disloyal to the sect and remove him from the Sect. A bishop, or higher ranking member of the Sabbat, calls forth a Cainite, called the Right Hand during the ritae, who names the accused. The accused, or the bishop if the accused is not available, chooses someone, called the Left Hand during the ritae, to speak in his defense. Both hands speak short words of accusation and defense. The bishop then declares the accused to be innocent, which forgives his crimes, or guilty, which causes him to lose all Sabbat Status. The accused has the option of calling Monomancy to the Final Death against the Right Hand instead of hearing the bishop verdict. If he wins, he is declared innocent. Note that a Cainite must be informed of the ritae and given a chance to attend before it can be performed in his absence.

Vampire Chapter Three

Errata (3.1)

- **Virtue and Morality Costs:** A new Virtue Trait costs 2 Experience or Free Traits and a new Morality/Path Trait costs 3 Experience or Free Traits. (pg. 72 & 124)
- **Physical Trait:** The Miscellaneous Physical Trait, Brutal, is not included in the Physical Traits list, but may be used in the Camarilla Sanctioned game. (pg. 80)
- **Feeding:** Those who have the ability to spend Blood Traits (Vampires, Ghouls, etc.) do not take damage when Blood Traits are drained from them. Also, Mortals are considered to have 10 Blood Traits in their bodies. (page 106)
- **Healing Time:** Healing can be performed while doing other actions. (page 106 & 199).
- **Healing Bashing Damage:** One blood heals two levels of Bashing Damage. (pg. 106 & 199).
- **Healing Lethal Damage:** One blood trait heals one level of Lethal Damage. (pg. 106 & 199).
- **Healing Aggravated Damage:** Healing one Aggravated wound takes one full day; the damage is healed at Sunset. A character can heal one Aggravated Wound each day, at a cost of three Blood Traits and one Willpower Trait. (pg. 107 & 200.)
- **Halving Bashing Damage:** Bashing Damage is not halved but is easier to heal. Vampires take Bashing Damage from Firearms (pg. 199 & 200).
- **Controlling Frenzy:** Willpower may be used to stave off Frenzy for ten minutes in a non-combat situation or one turn in a combat situation. (pg. 108 & 209)
- **Torpor Duration:** Characters remain in torpor for twelve weeks minus two weeks for each Morality Trait possessed. (pg. 111 & 199)

Virtue Testing (3.2)

The rules presented on pages 108 - 112 of **Laws of the Night: Revised** present some interesting difficulties. The following rules change some of the mechanics of losing Morality and failing Virtue tests.

- **Characters compare current Traits on all Virtue test, but they also win ties on them. Thus if he currently has the same number of Traits as the difficulty of the Test, the character wins the Virtue Test.**
- **If a character fails a Self-Control or Courage Virtue Test they do not gain the Negative Trait, although they lose a temporary Virtue Trait for the session. Should the character choose to risk another Virtue Trait to retest, loss results in the gain of the Negative Trait along with the loss of another temporary Virtue Trait for the session.**
- **If a character fails a Instinct Virtue Test, they do not gain a negative trait even if they risk a Instinct Virtue trait for a retest.**
- **Vampires with Instinct automatically Frenzy only if their Instinct is less then twice the level of the provocation.**
- **Your Storyteller may remove a Virtue or Morality Trait once a month if she feels you are not playing the character's level of Morality appropriately. For example, Conrad has 5 Traits of Humanity and Conscience. In the last month, Conrad ate five babies. He succeeded each of his Morality Tests, but his Storyteller still has the option of removing a Morality Trait and a Conscience Virtue Trait to reflect Conrad's unrepentant ways.**

Experience (3.3)

- **The cost for Out of Clan Disciplines has been changed to the following: Basic - 4; Intermediate - 8, Advanced - 12, Elder - 16, Master - 20.**
- **Buying a new Morality or Virtue Trait requires *Mid Approval*.**
- **Twelve months must pass between purchases of Morality Traits. Three months must pass between purchases of Virtue Traits. This limit does not apply during character creation.**
- **Approval levels for Out of Clan Disciplines are listed in Vampire Chapter One.**
- **Additional In-Clan Thaumaturgy/Necromancy Paths cost the same as Clan Disciplines.**

Diablerie (3.4)

- There is no Experience Point award for committing Diablerie.
- Characters never gain disciplines or more than one Generation from an act of Diablerie.
- Characters with Humanity who commit Diablerie lose one Morality Trait and must make a Conscience Test for killing their victim.
- Characters on Paths other than Humanity must make a Conscience/Conviction Test with a Difficulty of One upon committing Diablerie, unless not committing diablerie in this instance would have required a Conscience/Conviction Test. Storytellers should carefully check the Hierarchy of Sins for character's committing Diablerie to see if they made other moral lapses in the manner they brought down their prey.
- *Camarilla Venue*: Diablerie attempts on NPCs that would result in a lowering of the character's Generation automatically fail in the 4th Phase of Diablerie.
- *Sabbat Venue*: Diablerie attempts on NPCs that would result in a lowering of the character's Generation below a Generation the player can create a character at automatically fail in the 4th Phase of Diablerie.
- *Reporting*: All Diablerie that results in a lowering of Generation must be reported to the the *High Approval Storyteller* within a month. It must also be included in all reports to higher level storytellers until it is acknowledged by the *High Approval Storyteller*.
- *Record Keeping*: Each instance of diablerie that increases Generation must be noted in the character's Experience Log (See Prime 16). This information must include date of the diablerie, the name and generation of the character diablerized, and the name and membership number of the player of that character.

Systems and Rules (3.5)

- To stay awake during the day requires a Courage Test vs. 3 Traits each hour. If the Courage Test is lost, the player may choose to stay awake and gain a permanent Negative Trait (as listed on page 110 for failing a Courage Test) or fall asleep where they stand.
- Staking a vampire requires two Simple Tests which must be won and not tied. These two simple test may each be retested with the same ability you use to retest attacks with the weapon. No other retests are allowed on Staking Test.
- Compressed Willpower and Health Levels are not being used.
- Golconda is *Top Approval*.

Status (3.6)

The use of Status is deeply ingrained in older Kindred. Even the young fear to ignore this system of social classification. It is considered deeply offensive to ignore the Status of another. The mannerisms of a character that ignores another's Status are generally obvious to those around her. One must be careful lest they risk the ire of their peers and prince. You may not have status from more than one Sect (unless you have two completely separate identities that each has a different set of Status.)

CAMARILLA STATUS (3.61)

Additional information about the use of Camarilla Status and workings of Camarilla society may be located by referring to The Protocols of the Camarilla. Please check with your storytellers for where to locate your nations version of the Protocols.

Uses of Status (Addendum)

- Permanent, not Temporary, Status Traits may be added to your Social Traits during Social Challenges. This applies to any Social Challenges with members of the sect in which the source of the challenge is obvious, even discipline challenges (for example Dread Gaze is obvious, so you may use the Traits, but Summon is not).
- Temporary Status Traits that are lost or expended are regained at the end of the month. Any extra temporary Status Traits accrued are lost at this time. This also applies to the permanent Status Traits linked to Stations that cannot be permanently lost while the station is held.
- Anytime a character can remove Status Trait from a character, he may instead elect to award a Negative Status Trait. Similarly, anytime a character can grant or restore a Status Trait, they can remove a Negative Status Trait instead.
- You cannot use a station's ability to grant Status to give a character more Status Traits than you possess (ie. if you have 4 Status, you cannot give someone their fifth Status Trait).

Negative Status

A character who possesses a Negative Status Trait is down a Status Trait in all comparisons of Status. Additionally, the character loses the comparison of Status should a tie be the result of the comparison. A character can normally only possess one Negative Status Trait. Should one be gained while the character already possesses one, the earlier one is replaced with the new and the character loses a Permanent Status Trait. Examples of Negative Status Traits are *Blood Hunted*, *Deceitful*, *Despised*, *Disreputable*, *Foolish*, *Hated*, *Ignorant*, *Incompetent*, *Powerless*, and *Reviled*.

Gaining and Losing Status

The ability to grant or remove status possessed by a prince or court officers (Primogen, Harpy, and all stations appointed by the Prince) is only available in the Domain wherein that court resides. Any Kindred physically present in that Domain can be affected by those court officers (even if only traveling through). Any loss of status or negative status assigned stay with the character even after leaving the Domain. "Domain" in this regards refers to the game being played. Even if the character lives 5 miles outside of the cities limits, if he is part of the Domain's game then he can be affected. The only ones who are exempt from this rule are the Justicars, whom transcend such local politics.

Friendship, Protection etc. Status are now listed from an individual who granted such and is only a role-playing in-character declaration: "I am considered protected by the Ventrue Prince of Cleveland", and does not constitute any rules mechanic in game.

Harpies may only strip status publicly during a game session. The only exception of this is to strip status of those who traveled to the city and have since left, this status can be stripped up to a month after the visit and *must* be done either on a forum that constitutes a public announcement, such as Domain or Regional email list, or via the storyteller hierarchy. Other officers may strip status over in the same manner, subject to the Domain limitations above.

Status Maximums

The maximum number of Camarilla Status Traits a Kindred may possess is determined by the character's Clan, Social Class, and possession of Station in Kindred Society. A character can only receive one bonus for Station. Refer to the following chart for details:

Camarilla Status Maximums

Clan	Maximum	Social Class	Bonus	Station	Bonus
<i>Camarilla Clan</i>	4	<i>Neonate</i>	None	<i>Court Officer</i>	+1
<i>Other Clan</i>	3	<i>Ancilla</i>	+1	<i>Prince</i>	+2
		<i>Elder</i>	+2	<i>Justicar</i>	+3

Stations

HARPY

Temporary Status loaned to the Harpy from each primogen member is loaned again at the beginning of each story (month).

PRIMOGEN

To vote a prince out of office, the primogen council must expend a number of Permanent Status Traits equal to the prince's permanent level. These traits cannot be ones gained from an office (such as the Revered trait they receive for being Primogen).

PRINCE

When a prince calls a Blood Hunt, she grants the Negative Status Trait of *Blood Hunted* to the target, which may not be removed or replaced by another Negative Status Trait, except by a Prince. The Hunted individual also automatically loses half of their current Status (round down).

ARCHON

Archons are the servants of a Justicar, and are almost always members of her brood. Archons are immune to the powers and authority of the domain stations, answering only to the Justicar. The Justicar appoints archons in-character, but *High Approval* is required for any of these that are Player Characters.

JUSTICAR

A Justicar is immune to the powers and authority of the domain stations, answering only to the Inner Circle of the Camarilla. Justicars are Non-Player Characters appointed by the Vice President of Storytelling with assistance of the

Social Classes

Camarilla characters are divided by society into three Social Classes, those of Neonate, Ancilla, and Elder. Social Class is determined by combination of generation and age. It is common knowledge what Social Class a character belongs to, although it is possible for a character to be known to be a class other than his true age and generation allow. For a character to be considered to be of a class higher than indicated by generation and age, the character must have Storyteller Approval (see below).

NEONATE

Characters of the thirteenth, twelfth and eleventh generations are considered to be Neonates, as are the vast bulk of Kindred who have existed less than 50 years in society. It is advised that characters created of these generations be made at less than 200 years of age, as very old Neonates tend to suffer a great deal of scorn. Characters don't often claim to be Neonates, but those without another Social Class are assumed to be Neonates by default.

ANCILLA

Characters that reach this level have proven themselves worthy of respect, and are known to be of the tenth or lower generations and having been a Kindred for not less than 50 years. *Mid Approval* allows a character not meeting these guidelines to be considered an Ancilla.

ELDER

Elder characters are known to be eighth generation or better, and to have lived in excess of 400 years. Most Elders know of one another or have heard of one another over the span of the centuries they have lived. *High Approval* allows a character not meeting these guidelines to be considered an Elder.

Prestation

The Prestation system in *Laws of the Night: Revised* is wholly optional. Temporary Status Traits are loaned to back Prestation, although they are returned at the end of the story (regardless of whether or not the boon still exists). If a character does not have enough Temporary Status to give at the time the boon is settled upon, the character does not use Influence Traits in their stead. This is because of the alterations to the Influence systems used in The Camarilla's Sanctioned games.

SABBAT STATUS (3.62)

Use the systems presented in *Laws of the Night* and *Laws of the Night: Sabbat Guide* with the following changes:

- Temporary Status Traits that are lost or expended are regained at the end of the month. Any extra temporary Status Traits accrued are lost at this time. This also applies to the permanent Status Traits linked to Stations that cannot be permanently lost while the station is held.
- You must have the Status Trait *Initiated* before you can hold other Sabbat Status Traits. This trait cannot be removed without a successful enacting of the *Rite of Scorn*.
- Granting one new Permanent Status Trait requires one Temporary Status from each pack member.
- The Status maximum for Sabbat is eight, plus their Morality Level if they are on a Sabbat Path of Enlightenment, including Path of Metamorphosis or Path of Night.
- The Traits of Blessed, Devoted, and Enlightened are granted at Morality levels of three, four and five. Additionally, they are only granted for those on a Sabbat Path, Path of Metamorphosis or Path of Night.
- A Sabbat who gains a third Negative Status removes both his oldest Negative Status and one Permanent Status Trait.
- A Sabbat cannot hold more than two positions, one of which must be Ductus.
- Bishops cannot appoint Ducti and Priest, although he may remove them and require the pack to select anew. Packs have been known to reappoint the removed member, but Bishops have been known to perform the *Rite of Scorn* or even the *Wild Hunt* on the entire pack in response.

CLAN STATUS (3.63)

Clan status as a rules mechanic does not exist in any form in the Kindred Venue. See Clan SA's for examples of what constitutes Clan Prestige, but that is up to each character to roleplay.

ANARCH STATUS (3.64)

Anarchs do not have Status as understood by the Camarilla or the Sabbat. Instead they have Reputation, usually abbreviated as Rep. Reputation is simply a system of deed recognition for those players who play Anarchs. There are no rule mechanics for using Rep, nor is it something declared by the bearer to others. A character does not say "I have six Rep", although the player is free to inform other the players of other Anarchs of his characters Rep Traits if they ask. The only way in which Rep functions similar to status is that you may not pretend to have Rep that you have not earned.

For details on the Anarch Reputation Traits, see the National Anarch Webpage at www.revolutionbynight.org/

CHANGING SECTS AND AUTARKIS (3.65)

Anytime a character joins a new sect, he loses all status in his former sect and gains the Flaw *Probationary Sect Member* with no benefits. This flaw remains in effect for one year and one day, or until it is removed from the character sheet by an expenditure of experience points. Characters who started play with the flaw, and thereby benefited from the Flaw Traits, must expend experience points before the Flaw can be removed from the character sheet.

Rather than joining a new sect, a character may reject all sects declare himself Autarkis. An Autark removes all status from all Sects from the character sheet, including those indicating acceptance by the sect such as Acknowledged, except for Negative Traits such as Blood Hunted. The character has no standing within any sect. It is a lonely existence that they choose. To end being Autarkis, the Autark need merely change his sect.

Chapter Four, Disciplines (4.0)

Basic through Advanced levels in a Discipline path must be purchased in the order listed. Superior levels need not be purchased in order, so long as the character has a Discipline in the same path from the level just below the one she wishes to purchase. For examples, a Master level *Obfuscate* **is required when purchasing an Ascendant level *Obfuscate***. **Superior Disciplines are listed in Laws of the Night: Camarilla Guide, and Laws of the Night: Sabbat Guide with additions in this chapter.**

All out-of-clan Disciplines taken at character creation must be justified in the character's background and approved by the Storyteller. You may not take out-of-clan Disciplines higher than Intermediate at character creation.

APPROVAL REQUIREMENTS (4.1)

Low Approval out-of-clan Disciplines: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence.

High Approval out-of-clan Disciplines: Chimerstry, Dark Thaumaturgy, Dementation, Necromancy, Protean, Serpents, and Thaumaturgy. Sabbat venue vampires may learn Obtenebration and Vicissitude with High Approval. Tremere characters may learn Thaumaturgical Countermagic with High Approval.

Top Approval out-of-clan Disciplines: Necromancy: The Mortuus Path, Thaumaturgical Countermagic and any Discipline not listed as Low or High Approval.

Characters possessing Thaumaturgy require High Approval to learn some Paths of Thaumaturgy. Camarilla Vampires need it for Hands of Destruction, The Green Path, The Path of Corruption, The Path of Mars, The Path of Technomancy, The Path of the Father's Vengeance, and Spirit Manipulation. Sabbat Vampires need it for Elemental Mastery, The Green Path, Neptune's Might, The Path of Corruption, The Path of Technomancy, Spirit Manipulation, and Weather Control.

Custom Superior Disciplines and rituals require Top Approval.

TEACHING REQUIREMENTS (4.2)

Follow the rules in Laws of the Night: Revised on page 133 for learning Disciplines. All teachers must be active player characters and may teach up to one level less than they possess of their in-clan Disciplines. For example, a vampire possessing an Intermediate level of an in-clan Discipline may teach the Basic levels. In the teaching of Superior Disciplines, characters are further limited to teaching only powers that they possess. With the exception of *Mentors*, NPCs may not teach Disciplines.

After character creation, the approval level for learning out-of-clan Disciplines for Sabbat members is reduced to *Mid Approval* if the teacher is a member of the character's pack and the discipline is a Basic Discipline. Otherwise the normal restrictions apply.

To teach Advanced *Necromancy* or *Thaumaturgy*, the teacher must be 8th or lower Generation, have the Discipline in-clan and must have two paths of the Discipline purchased to the Advanced level.

To teach combination disciplines a character must possess that power and have the disciplines required to learn it at the next level. For example, to teach *Burning Wrath*, which requires Intermediate *Celerity* and Intermediate *Potence*, you must have *Burning Wrath*, Advanced *Celerity*, and Advanced *Potence*.

USAGE RESTRICTIONS (4.3)

Whenever the description of a Discipline states that it lasts for a scene, the power ends at the end of the scene or after one hour, whichever is shorter. If a Discipline power does not list duration, duration defaults to one scene.

A character cannot simultaneously use multiple powers that substantially transform the character's body. Such powers should be considered mutually exclusive, with the activation of one canceling any other that is active. Powers such as *Shape of the Beast*, *Horrid Form*, *Skin of the Adder* and *Black Metamorphosis* invoke this rule, but minor transformations like *Eyes of the Beast* or *The Tongue of the Asp* do not.

Extra levels of damage caused by Disciplines apply only to the specific type of attack noted in the Discipline's description, which rarely includes weapon attacks. Be careful to note the difference between general combat bonuses (like *Puissance*), brawling attacks (such as *Horrid Form*), and even more specific attacks (like the bite bonus from *The Skin of the Adder*).

ANIMALISM

Subsume the Spirit: Negative Traits gained from using this Discipline are only cumulative to a maximum of five. Animals generally have between two and ten health levels, and between three and twelve Physical Traits, depending on size.

Drawing Out the Beast: A Beast lost through use of this power returns after one month if not otherwise recovered.

AUSPEX

The interaction between *Auspex* and *Obfuscate* is clarified in this supplement. *Auspex* and *Obfuscate* are opposing disciplines. The examples listed under *Auspex* and *Obfuscate* in *Laws of the Night: Revised* conflict. Do not use the Bonus Trait system listed. Instead, players compare their Discipline levels. Precise powers (*Heightened Senses*, *Aura Perception*) do not matter, only the Discipline Levels (Basic, Intermediate, Advanced, Elder, Master, or Ascendant) matter for this comparison. If an *Obfuscate* power is defeated, the viewer perceives a glow around the user, allowing the viewer to know she has defeated an *Obfuscate* power.

With a Mental Challenge, a character with *Heightened Senses* active may attempt to perceive characters or objects that have been rendered invisible or altered by use of *Obfuscate*. If the *Auspex* level is higher than the *Obfuscate* level, the *Auspex* user wins without a test. If it is lower, the *Auspex* user loses without a test. Only if the two Disciplines are of the same level is the challenge actually performed.

To compare the *Auspex* vs. *Obfuscate* levels in a challenge, the player using *Auspex* announces her *Auspex* level. She states the level she has (Basic, Intermediate, Advanced, Elder, Master, or Ascendant). The Visual sign for this is counting numbers on fingers, one through six; one finger is for Basic, two is for Intermediate, three for Advanced, and so on. The character under *Obfuscate* will give a verbal level or hold up fingers to show their level of *Obfuscate*.

The same process applies to *Auspex* vs. *Chimerstry* (or other venues' illusion effects).

Psychic Projection: Characters in *Psychic Projection* are limited to using perception-based powers. Any such powers which require a non-static challenge can only be used while the character has manifested his form. Projecting characters have no access to their bodies, which prevents use of Blood for any purpose.

Telepathic Communication (new Elder): The character can now form a telepathic web allowing communication among all members of the web. To include an unwilling target requires a Mental Challenge as per *Telepathy*, and the expenditure of a Mental Trait. Those known to the *Auspex* user, but not within line of sight, can also be included in the web, up to a maximum range of 100 miles times the character's permanent Mental Traits.

Mirror Reflex (new Master): This power is similar to *Prediction*, but rather than social reflexes, this power taps into the physical reflexes of an opponent, allowing the vampire to anticipate an enemy's actions in personal combat. At the beginning of any turn of combat, you may spend a Blood Trait to prevent a specific character from using any retest in physical challenges with you during that turn. Additionally, that opponent must declare his victory conditions for the challenge before you do.

Psychic Assault: The kill result for *Psychic Assault* is not allowed in Sanctioned play.

CELERITY

Alacrity: *Alacrity* is for a physical defensive action only or prepares the character for offensive action. *Alacrity* cannot be used to avoid a challenge or to take any action that requires you to challenge another character. The Storyteller may award the character extra Traits if she ended her *Alacrity* action behind cover.

Flower of Death: Strike the sentence "This power cannot be used in concert with other *Celerity* powers." Not only can *Flower of Death* can be used in concert with other *Celerity* power, the Bonus Traits granted only count on turns you have spent Blood to activate 'normal' *Celerity* powers.

CHIMERSTRY

Ignis Fatuus and *Fata Morgana:* You do not need to defeat an opponent in a Social Challenge to activate these powers. Pay the cost listed and the illusion springs into life visible by anyone present. If a character has a valid reason to disbelieve the illusion, they may attempt a Static Mental Challenge against the illusionist's permanent Social Traits. Success on this challenge dispels the illusion.

Horrid Reality: This power is an exception to the new rules presented under *Auspex*. All of the challenges for *Horrid Reality* apply, regardless of the target's level of *Auspex*. *Horrid Reality* cannot be used to dictate reality without engaging in challenges. Each turn the illusionist may make Social Challenge to have the illusion create a new effect on the target, such as being hit by a chimerical attacker or engulfed in flame. Damage from attacks created by *Horrid Reality* is equal to the normal damage such an attack would cause, such as a punch doing one level and a pistol doing two levels. Additional effects of attacks, such as

staking, must be tested as normal. Where there is a question on the amount of damage done, consult with a Storyteller.

Mass Reality (new Elder): The vampire may now use *Horrid Reality* against multiple subjects at the same time. Up to five characters can be targeted as per the Mob rules, but the user only pays the cost of using *Horrid Reality* once.

Far Fatuus (new Master): This power allows the character to use the Basic and Intermediate powers of *Chimerstry* at any range, providing she can mentally picture the area to be effected. This means the character must have personally been to the site, viewed a photograph of it, etc. The Basic or Intermediate power must be paid for as normal, but this power has no additional cost. The use of this power to augment Basic or Intermediate *Chimerstry* is reflexive.

DEMENTATION

Personal Scourge: Damage caused by *Personal Scourge* cannot be resisted with *Fortitude*, nor is it reduced by other Disciplines.

DOMINATE

The one-retest limit mentioned in the description of *Dominate* refers only to the use of Willpower Traits. It does not prevent the target from using Abilities, Overbids, etc.

Mesmerism: Once triggered, the duration of a command from *Mesmerism* may be no longer than a scene. A victim may only have one *Mesmerism* implanted per mesmerist at any given time.

Conditioning: The victim of this power is *not* able to shake off *Conditioning* in six game sessions minus the number of Willpower Traits spent. The victim must go six consecutive months, minus one month per Willpower Trait spent. The minimum period that the victim must go without seeing her regnant, in order to shake off the *Conditioning*, is one month. Morality path tests may apply for use with this power.

Possession: Partially Awakened Mortals, such as Ghouls and Mortals with Numina, may be targets of *Possession*. While possessing such Mortals, the vampire may only access powers inherent to the form, such as *Fortitude* and *Potence*, but not other supernatural powers.

Still the Mortal Flesh: The duration of this discipline is dominator's permanent Willpower Traits in Turns.

Far Mastery: Note that this Discipline replaces the need for eye contact, but not the need for the target to hear your voice.

FORTITUDE

Aegis: Physical or Willpower Traits permanently expended to power Aegis must be Traits that were available to bid or expend. Invoking Aegis does not prevent a successful staking of the character unless it is done before either of the staking test are performed.

Personal Armor: Damage caused to unarmed attackers by *Personal Armor* is always Bashing Damage, regardless of the type of damage caused by the attack. Attackers do not suffer the inability to use limbs when they take damage due to *Personal Armor*.

MYTHERCERIA

Riddle Phantastique: A character under the effects of this Discipline will temporarily snap out of the trance if he enters imminent danger (such as an attack on himself or the rising of the sun for a vampire). He may then take whatever actions are necessary to remove himself from the danger. Once out of danger, the trance returns, with the timing of challenges restarting where it was when he left the trance.

NECROMANCY

Few vampires become Wraiths upon suffering the Final Death as most immediately slip into Oblivion. It requires *High Approval* for a dead Vampire to be an eligible target for summoning with Necromancy.

NECROMANCY, THE SEPULCHRE PATH

Compel Soul: *Compel Soul* will fail if you order the Wraith to perform an action that will cause it harm (such as requiring to leave an area it is being held in by *Haunting*) You may not compel a soul to remain out of its body more than one day. If it is a restless Wraith then you may compel it longer.

Haunting: You may not keep a soul out of its body by using *Haunting* for longer than a day. If it is a restless Wraith then you

may haunt it longer.

NECROMANCY, THE BONE PATH

Shambling Hordes: The number of animated corpses you control at any time may never exceed the number of permanent Willpower Traits you possess.

Soul Stealing: A spirit ejected through *Soul Stealing* may return to its body immediately if the body is injured, although it must still perform the normal test to eject any other spirit inhabiting the body. This is true, even if the spirit is compelled or haunted. If the spirit is damaged enough to be Incapacitated it returns to the body as above and regains consciousness ten minutes later. For example, Conrad's Soul is stolen from his body. Conrad's body is placed carefully in the trunk of a car. As the car is driving down the street, it is hit by a bus causing Conrad's body two Bashing damage. Conrad's Soul is automatically pulled back into his body.

Daemonic Possession: If the original owner of a body returns to their possessed body, they may engage in a Mental Challenge once an hour for control of the body. If the true owner succeeds, they have removed the foreign spirit and need not test again. Daemonic Possession may not be used to take one vampire's soul and place it another vampire's body. You cannot use Daemonic Possession on yourself. A dead PC given a new body with the use of this power requires *High Approval*.

NECROMANCY, RITUALS

Free rituals are only gained from the primary path, not all paths the character learns. Therefore, characters will only receive a maximum of 5 free rituals.

Call of the Hungry Dead: The lock of hair used in this ritual is destroyed during the casting.

Call Upon the Shadow's Grave: This ritual only works on Wraiths and only on one Wraith per casting.

OBFUSCATE

Cloak of Shadows, *Unseen Presence*, and *Vanish from the Mind's Eye* are the same 'invisibility' power, just with varying degrees of skill. A character cannot benefit from layering these powers, including if someone attempts to assist him by using *Cloak the Gathering* in an attempt to duplicate the 'invisibility'.

Mask of a Thousand Faces: You may modify the specific details of clothing but not add or remove items in full. Thus, a ratty windbreaker can be made to appear as a new and stylish Tuxedo jacket, but not a trench coat. Mask of a Thousand Faces cannot conceal items, nor does it increase the character's ability to conceal items.

Vanish from the Mind's Eye: A character attempting to Vanish, only needs to bid one Trait against the entire crowd. Then conduct the Mental Challenge against the leader of the group as per Mob Rules.

Cloak the Gathering: Cloak the Gathering cannot be used on unwilling, torpored or unconscious targets.

Veil of Blissful Ignorance (new Master): This Discipline, said to have been developed by the Malkavians, allows the user to grant the powers of Obfuscate to an unwilling target, removing him from the notice of others for the remainder of the scene. To do so the user must spend a Blood Trait, touch his victim, and defeat him in a Mental Challenge. If successful, the victim disappears from sight and is treated as if he were under the effects of Unseen Presence, except that this obfuscation extends to the character's words and actions. Every sound he makes is ignored and his interactions with the environment, even physical attacks, are attributed to the person closest to the interaction. Veil of Blissful Ignorance may never be used on anyone who willingly accepts its effects, and is immediately negated should the target attempt to take advantage of the effect. Storytellers are required to keep close tabs on this restriction and may negate the effects of this power at any time.

OBTENEBRATION

Arms of the Abyss: Potence and Fortitude cannot be added to *Arms of the Abyss*. The number of Traits possessed by each arm is equal to the number of Discipline powers the character has in *Obtenebration*. For example, a character with Advanced *Obtenebration* would create *Arms of the Abyss* with 5 Physical Traits.

Black Metamorphosis: The Negative Trait: *Clumsy* is not cumulative with other Negative Traits afflicted by *Obtenebration*.

POTENCE

At Storyteller discretion, Advanced or higher levels of *Potence* may allow a character to throw objects that inflict two levels of damage. The object must be of sufficient mass; engines, sewer lids, and I-beams are examples of objects capable of inflicting two points of damage. With the above exception, Potence does not modify ranged combat.

Might: Once you invoke Might, you cannot call for any additional retest although your opponent may.

Imprint: Imprint causes an extra level of damage when squeezing any target, not just vampires.

PRESENCE

Awe: Awe may only be used with Presence powers or non-Discipline Social Challenges.

Summon: The Social Trait bid and the Leadership Ability used (if you elect to use one) are considered expended regardless of the result of the challenge. This done is to prevent the transmission of Out-Of-Character knowledge concerning the results of the challenge. The Summon power dissipates at dawn at the victim's location. Also, the power cannot place someone in a dangerous situation. A summoned individual will take steps to avoid danger and mitigate risk, and the summoning is broken if there is no way to reach the summoner except through dangerous or fatal territory (such as walking through flame or traveling through gang territory alone and unarmed).

Father Knows Best: This power is not used in Sanctioned Play.

PROTEAN

Earth Meld: Normal disturbances to the ground will not end the effects of *Earth Meld*, although digging will cause the character to be ejected.

Shape of the Beast: Please use the following statistics for the forms from Clanbook Gangrel Revised.

Vampires in wolf form gain the Physical Traits Quick, Lithe, and Tireless and the Mental Traits Attentive and Alert. They can bite and inflict two aggravated wounds or attack with their claws for one aggravated wound. The form allows them to travel twice as fast as normal (six steps per action and still attack).

Vampires in bat form may only declare three Traits in challenges to harm or otherwise attack someone. They can fly at their normal running speed and all attacks against them suffer a two Trait Penalty. If more than five steps away from their nearest attacker, they can declare a Fair Escape unless an attacker possesses more heightened speed.

QUIETUS

A weapon may hold a maximum number of *Scorpion's Touch* or *Baal's Caress* coatings equal to three times the number of bonus Traits it possesses. The two powers cannot be used on the same weapon. Such coatings last for one session.

Scorpion's Touch: Traits lost to *Scorpion's Touch* also apply to the comparison of ties, causing the victim to bid fewer Traits.

Dagon's Call: This power takes one Turn to activate. Only the base Physical Traits are applicable for the comparison of ties in these Static Physical challenges.

Taste of Death: This power does two levels of aggravated damage instead of one.

Blood Sweat (new Elder): This power causes the victim to lose a quantity of blood through her skin. *Blood Sweat* requires the expenditure of a Willpower Trait and a Mental vs. Physical Challenge to activate. If successful, the user causes her target to sweat two Blood Traits at the beginning of each turn, for the next three turns. Mortals suffer damage as if drained and may very well die as a result of the blood loss unless they have some means of healing. A vampire must test against three Traits for Frenzy or Röttschreck (Frenzy if her Self-Control/Instinct is lower than her Courage, otherwise Röttschreck).

Hinder the Cainite Vitae (new Master): This power prevents the target from utilizing a portion of her vitae. By spending three Blood Traits and touching the target (may require a Physical Challenge), the user can reduce her target's maximum blood expenditures by three per turn. Multiple uses of this power are cumulative (to a minimum of one maximum blood expendable per Turn), and can leave even an elder vampire crippled. Each application of *Hinder the Cainite Vitae* lasts a number of turns equal to the user's permanent Willpower Traits.

SERPENTIS

The Form of the Cobra: Characters using *Form of the Cobra* are not affected by the darkness rules. Also, their venom causes one Lethal wound per Turn for 3 turns on living beings.

The Heart's Temptation (new Elder): After telling the target about her weakness, the user can make a Social Challenge to force the victim to perform in a highly corrupt and decadent manner. If the Social Challenge is successful, the user spends from one to five Willpower Traits. If the amount she spent is equal to or greater than the target's Morality Traits, the target's Nature is changed to Monster. The user may initiate further Social Challenges to direct the corruption to some degree. The target may act with her old Nature for ten minutes by spending a Willpower Trait. If the victim does this a number of times equal to twice the number of Traits the user spent, the power ends.

The Darkest Fear (new Master): The vampire may instill a target with an irrational fear of a certain object or condition by talking to the target about the fear and making a Social Challenge. If the Social Challenge is successful, the user spends from one to five Willpower Traits. If the amount she spent is equal to or greater than the target's Courage Traits, the target is effected by *The Darkest Fear*. The fear is considered to be equivalent to the Phobia Flaw, and the object of the fear can be as broad (e.g. cars) or specific as the user desires (e.g. pink limousines). The target may suppress her fear for ten minutes by spending a Willpower Trait. If the victim does this a number of times equal to twice the number of Traits the user spent, the power ends.

THANATOSIS

Withering (Errata): A successful use of *Withering* against the head of a vampire prevents him from using any disciplines *except, Celerity, Fortitude, and Potence* as opposed to preventing them from using those disciplines.

Necrosis: This power inflicts Aggravated rather than Lethal damage.

THAUMATURGY

Characters may choose a *Thaumaturgy* path other than *The Path of Blood*, as their primary path with *High Approval*.

THAUMATURGY, THE PATH OF BLOOD

Blood of Potency: The virtual Generation granted by this power affects only the character's interaction with powers that compare Generation, the maximum size of her Blood Pool, her ability to spend blood in a Turn, and her ability to awaken vampires from Torpor. No other benefits of the lower Generation are gained. No character can reduce his effective Generation below 4th with this Discipline.

THAUMATURGY, PATH OF CORRUPTION

Followers of Set and Serpents of the Light with *Path of Corruption* do not possess *Thaumaturgy*, rather they possess a unique path unrelated to *Thaumaturgy*. A Storyteller should be consulted to help determine the exact effects of Basic *Path of Corruption* Disciplines. *Path of Corruption* uses Subterfuge for retests.

THAUMATURGY, ELEMENTAL MASTERY

Animate the Unmoving: Objects animated with this power have Physical Traits equal to the thaumaturge's current Willpower and inflict one level of damage, the type which is determined by the Storyteller.

Summon Elemental: Storyteller assistance is required for use of this power. ST's are encouraged to be harsh towards players who make frivolous use of *Summon Elemental*, as it can disrupt game play if not closely monitored. This power may only be used once per session.

THAUMATURGY, THE PATH OF THE FATHER'S VENGEANCE

Feast of Ashes: No more than 3 Mental Traits can be spent when activating this Discipline.

THAUMATURGY, THE GREEN PATH

Speed the Season's Passing: Using this power to destroy an item in combat may require a Physical Challenge.

Dance of Vines: Consult with a Storyteller to determine the exact damage and reach of plants animated with this Discipline.

THAUMATURGY, HANDS OF DESTRUCTION

Acidic Touch: This power lasts for the duration of the scene. The vampire can choose to inflict an aggravated wound level upon an unarmed attacker, even if the thaumaturge loses the Physical Challenge. The acid can only inflict a maximum of one Aggravated level of damage per turn, regardless of the amount that comes in contact with a victim, or the means by which it does so.

THAUMATURGY, MOVEMENT OF THE MIND

Flight: To retain an ensnared victim, the thaumaturge must win a Mental vs. Physical Challenge at the end of every other turn.

Control: To retain an immobilized victim, the thaumaturge must win a Mental vs. Physical Challenge at the end of every third turn.

THAUMATURGY, NEPTUNE'S MIGHT

Blood to Water: Using this power requires an action, which includes a Physical Challenge to touch the target. A maximum of 3 Mental Traits may be spent on this power.

THAUMATURGY, SPIRIT MANIPULATION

Entrap Ephemera: Creating a Fetish requires *High Approval*. The approving storyteller will provide a signed write-up of the exact effects of the fetish.

Duality: Living (or Undead) beings may not be moved between the physical and spirit world with this power, although the thaumaturge might not be so lucky. Mental Traits may be spent to determine duration instead of making Simple Test.

THAUMATURGY, RITUALS

Free rituals are only gained from the primary path and not all paths the character learns, therefore, characters will only receive a maximum of 5 free rituals.

If a ritual does not list an approval level, it is *Low Approval*. Rituals with a specific group (such as a clan or sect) denoted after the title are *High Approval* for anyone not of that group. All rituals listed in *Laws of the Night: Revised* are Camarilla Rituals unless otherwise noted.

Below are some new rituals (and a few clarifications). They are listed alphabetically by level.

THAUMATURGY, RITUALS, BASIC

Bind the Accusing Tongue (Camarilla): This power lays a compulsion upon the subject preventing her from speaking, writing or otherwise communicating ill of the caster, thus allowing the thaumaturge to commit literally unspeakable acts without fear of reprisal. Casting requires a picture or effigy of the target, a lock of the target's hair, and a black silk cord. The caster then cast the ritual, winding the cord around the image and the lock of hair, and engages the target in a Mental Challenge. If successful the target must spend a Willpower Trait and defeat the thaumaturge in a Mental Challenge to communicate ill of the caster in any manner. The ritual last until the target manages to speak ill of the caster or the cord is unwound, at which point the components turn to dust.

Blood Walk (Camarilla): This ritual is used to trace a subject's vampire lineage and the blood bonds in which the subject is involved. The thaumaturge must have a Trait of the subject's blood, and must win or tie a series of Simple Tests, continuing until she loses. Each successful test allows the vampire to look back one generation, giving both the true identity of the ancestor and an image of his face. The caster also learns the generation and clan from which the subject is descended. If at least three tests were successful, the identities of all parties with whom the subject shares a blood bond, either regnant or thrall, are revealed. Note that this ritual does not allow the character to see ancestors beyond the originator of the subjects Clan or Bloodline.

Burning Blade (Camarilla): This ritual can only be used on melee weapons. The caster must wound herself with the weapon to be affected, and spend at least three Blood Traits. The weapon then flickers with an unholy green flame, inflicting aggravated wounds until the end of the scene. The ritual ends prematurely if the number of times the weapon inflicts damage ever equals the number of Blood Traits spent in the casting.

Donning the Mask of Shadows (Camarilla): While this ritual does not create true invisibility, it renders the subject translucent. Her

form becomes dark and smoky, and the sounds of her footsteps are muffled. The ritual may be cast to effect a number of willing subjects equal to the thaumaturge's level of the *Occult Ability*. The subjects are concealed exactly as per the *Obfuscate* power, *Unseen Presence*. The effect may be seen through or dispelled in exactly the same manner as that Basic power. For example, Conrad is concealed by *Donning the Mask of Shadows*. Johnny successfully uses *Auspex* to see Johnny, who appears as a dark and smoky shape. *Donning the Mask of Shadows* lasts a number of hours equal to the caster's level of the *Occult Ability* or until he dispels the effect.

Engaging the Vessel of Transference (Tremere): This ritual enchants a container filled with blood to transfer its contents with blood from any living or unliving being making skin contact with it. When the ritual is cast the object, which must be between the size of a mug and a gallon jug, is sealed with a quantity of blood that it transfer with an equal amount of blood from anyone who touches it, until the object is opened. The target feels a slight chill as the container trades the Blood Trait within it for a Blood Trait within the target. As this sensation seems quite normal and varies with each casting, characters must have at least four levels of the *Occult Ability* or three levels of the Tremere Lore Ability to recognize the effect for what it is, even if they have experienced it before. Tremere find this ritual useful for acquiring blood and creating Blood Bonds.

Incantation of the Shepherd (Camarilla): This ritual allows the vampire to locate any member of his herd. If the character does not have any Herd Background, it locates the closest five mortals from whom he has fed at least three times each.

Principal Focus of Vitae Infusion: After breaking down the ensorcelled object, it becomes a pool of the caster's blood. To utilize this blood, a character will need to ingest this blood. As listed on page 106 of *Laws of the Night: Revised*, only 3 traits of blood may be consumed in a turn.

Purity of Flesh (Camarilla): The caster cleanses her body of all foreign material with this ritual. This includes dirt, alcohol, drugs, poison, bullets lodged in the flesh, tattoo ink, etc. The character spends a Blood Trait in the execution of this ritual. She must be completely naked in the casting, lest her clothes, jewelry, makeup, etc. be dissolved as well.

The Rite of Introduction (Tremere): This is a method by which a Tremere announces her presence to the others of her clan in a city. When the caster recites this incantation and speaks into a cloud of water vapor (such as steam or fog), a telepathic message is received, first by the Regent of the city's chantry (or the Tremere of the highest station in the city) and then by the others of the city's hierarchy in descending order. The ritual allows for a very short dialogue between the caster and each individual subject, but only the Regent of the chantry is traditionally bound to answer. Thus, although the other Tremere may know of the caster's presence (assuming the caster does not break off the ritual before it gets to them), the caster will only know of those others at their discretion. This is a very old and formal ritual, and no longer as common as it once was; many younger Tremere aren't even aware of its existence. However, some Regents are very insistent that it be used when any Tremere enters "their" city, and tolerate no excuses if it is not done. This ritual can also be used as a distress call.

Warding Circle vs. Ghouls (Tremere): This ritual is enacted in a manner similar to *Ward vs. Ghouls*, but it creates a circle (up to 50 feet in radius) centered on the caster into which a ghoul cannot pass without risking harm. Any ghoul who attempts to cross the boundary of the circle feels a slight tingle on her skin, just in time to stop herself from crossing it. Those who ignore this warning must succeed in a Static Willpower Challenge (no Traits risked) vs. the ritualist's Willpower Traits to cross the barrier. Should he fail the challenge, the ghoul is barred from the area protected by the ward until the next sunset and she suffers a lethal wound. Attempts to leave the circle are not opposed, but once the ghoul has left, he must challenge again to reenter.

The casting time for *Warding Circle vs. Ghouls* is normal to create a circle that last until sunset, or one whole night to create one that will last for a year and a day.

The Tremere have access to five other *Warding Circle* rituals: *Warding Circle versus Lupines* and *Kindred* (both Intermediate), and *Warding Circle versus Spirits, Ghosts and Demons* (all Advanced). Each of these *Warding Circles* must be learned separately. The effects against the targeted beings are the same as for *Warding Circle versus Ghouls*, except the affected creature is determined by the version of the ritual. All six rituals require material components equal to those of the corresponding ward for each five feet of radius in the created ward.

Ward vs. Ghouls: Wards are permanent once cast, remaining on the object until it is destroyed or until the same ritual is used to create a new ward (this is how wards are 're-attuned'). Anyone who will be affected by a ward can sense it just before they cross or touch it. When a ward is placed on a melee weapon, the weapon does its normal damage plus one lethal wound from the ward. Characters do not receive cumulative damage from contact with multiple wards at the same time.

THAUMATURGY, RITUALS, INTERMEDIATE

Bottled Voice (Camarilla): This ritual draws out an individual's ability to create any sound with their voice. The caster prepares a bottle (sealed by wax) into which the voice becomes trapped, remaining lost to the target until the seal or bottle is broken. The caster performs the incantation within the normal speaking range of the target. Once cast, the vampire must expend a Willpower Trait and then win a Mental Challenge to successfully capture the voice of the target. The victim knows the source of the attack.

Flesh of Fiery Touch (Camarilla): This defensive ritual inflicts a level of aggravated damage on anyone who voluntarily touches the ritualist (such as an unarmed attack). The caster must swallow a red-hot ember, suffering an aggravated wound, after which she is protected for the entire night.

Heart of Stone (Camarilla): A vampire under the effect of this ritual is rendered impervious to staking and gains three Bonus Traits in challenges to resist Presence disciplines, as his heart is transformed into solid stone. This ritual requires the caster to suffer a level of aggravated damage as a candle burns on his chest. The effects last until the caster desires to break them. While affected, the thaumaturge's emotional capacity becomes almost non-existent, giving him an effective Conscience Virtue of 1, barring the use of the Empathy Ability, allowing him to bid only half his Traits in Social Challenges he initiates not involving Intimidation, and temporarily negating all Merits pertaining to positive social interaction.

Pavis of Foul Presence (Tremere): When a *Presence* power is used on the ritualist, he may elect to activate the ritual. Then if the ritualist wins the Social Challenge to resist the *Presence* power used against her, the *Presence* user is affected by the power instead. If the challenge is failed by the ritualist, the *Presence* power is simply nullified. After being cast, the activation of this ritual is reflexive and negates the ritual after the challenge.

Sanguine Assistant (Camarilla): This ritual creates an automaton out of the caster's spare laboratory pieces. The construct stands about one foot high and is roughly human in shape. It aids the thaumaturge in research and rituals, but is useless in combat. The exact benefits of the aid of these constructs are left to the Storyteller, but they generally allow research to be completed in a shorter amount of time.

Shaft of Belated Quiescence (Camarilla): This ritual turns an ordinary stake (or other pointy weapon) made of rowan wood into a particularly vicious weapon. It costs three Blood Traits to treat the stake in this fashion. A successful strike with the treated weapon causes its tip to break off in the target and burrow towards the heart. A normal staking check is immediately performed against the victim, which if successful, stakes a vampire or Mortally Wounds a mortal, ghoul, etc. If the check fails, another is made each hour until the tip succeeds in its attempts. Each hour, a character with the *Medicine* Ability may surgically remove the tip if she succeeds in a Static Mental Challenge against ten Traits.

Splinter Servant (Camarilla): *Splinter Servant* consists of a stake carved of wood from a tree that has nourished itself on the dead and is bound in wax-sealed nightshade. When activated, the servant splits itself into roughly human form and begins single-mindedly trying to impale the target's heart. A *Splinter Servant* has three health levels and a number of Physical Traits equal to the caster's permanent Willpower Traits. It will continually attempt to stake its target until it is destroyed or destroys itself (i.e. runs out of Traits). This ritual is not usable in combination with *Shaft of Belated Quiescence*.

Ward versus Lupine (Camarilla): This Ritual wards an object in a manner identical to *Ward versus Ghouls*, except that it affects werewolves instead of ghouls. Additionally, to cast the ritual requires a handful of silver (approximately \$1,000 worth) instead of a trait of mortal Blood. Note that this ritual has no effect on Changing Breeds other than the Garou.

Ward versus Kindred (Camarilla): This Ritual wards an object in a manner identical to *Ward versus Ghouls*, except that it affects Cainites instead of ghouls. Casting the ritual requires a trait of the caster's Blood, instead of a Trait of mortal blood, and the ward does not affect the caster. This ritual has no effect on *kuei-jin*, and there is no known ritual that does.

THAUMATURGY, RITUALS, ADVANCED

Enchant Talisman (Camarilla): This ritual is the first taught to most Tremere once they have attained mastery of their first path. A ritualist's talisman is a source of personal pride. It cost a permanent Willpower Trait to enchant the item, which may be any rigid object close to a yard in length. Swords and staves are the most common, but even violins, shotguns, pool cues and classroom pointers can be used. When grasping his talisman a thaumaturge is one Trait up on all challenges involving *Thaumaturgy* and its rituals. He also gains a bonus Trait while using it in melee combat (in addition to what is normally given for using such a weapon or item). A vampire can only have one talisman at a time and ownership of a talisman can not be transferred. If another thaumaturge gets a hold of the ritualist's talisman, she is three Traits up on all *Thaumaturgy* challenges against the ritualist while she holds it.

Escape to a True Friend (Camarilla): *Escape to a True Friend* allows the caster to travel to a person whose friendship and trust she values. The vampire steps into a ritual circle (which requires six nights to create), speaks the True Name of her friend, and is instantly transported to that individual. She does not appear directly in front of the friend. Instead she materializes in a location out of sight of any observer and within a few minutes' walk from the friend. Activating this ritual requires a full turn of concentration while within the circle. The thaumaturge does not actually escape until the end of the turn.

Nectar of the Bitter Rose (Tremere): Possession of this ritual is a killable offense by the Camarilla. It requires *High Approval* to learn.

Ward versus Spirits (Camarilla): This Ritual wards an object in a manner identical to *Ward versus Ghouls*, but the ward created also extends beyond the physical world to affect spirits, such as those controlled with *Spirit Manipulation*. The material component of this ritual is a handful of pure sea salt, instead of a trait of Mortal Blood required in *Ward versus Ghouls*. The ward created affect spirits both the physical and the spirit realm, allowing the ward to harm them even when they are not material.

There are two variations to this ritual, *Ward versus Ghost* and *Ward versus Demons*, which function in the same manner but must be learned separately. The material components of these Advanced Rituals are a handful of powered marble from a tombstone for *Ward versus Ghost*, and a vial of holy water for *Ward versus Demons*.

VALEREN

Burning Touch: *Endurance* and other similar powers do not negate the wound level effects caused by this Discipline.

Vengeance of Samiel: For attacks with weapons with the staking power, this Discipline wins the first of the two Simple Tests.

Blissful Agony: *Endurance* and other similar powers do not negate the wound level effects caused by this Discipline.

VISCERATIKA

Scry the Hearthstone: Use the *Auspex* vs. *Obfuscate* interaction rules given above instead of those in *Laws of the Night: Revised*.

Armor of Terra: Remember that bashing damage is not halved in Sanctioned play.

Rockheart (new Elder): The vampire's innards become hard and rocklike. Incoming damage from physical attacks such as fists, claws, swords, firearms or explosives is reduced to half (round up). This effect does not reduce damage from fire, sunlight or magic. Additionally, the vampire cannot be staked unless his attacker possesses superhuman strength, such as granted by *Potence* of at least Intermediate level or by *Horrid Form*, *Crinos* form, etc.

Dark Statue (new Elder): By spending three Blood Traits and remaining completely still, the user is invulnerable to sunlight until the next sundown. This power does not preclude the vampire from having to make a Courage check for the presence of sunlight, but she only has to make one for the entire day. While in this form, the user is aware of her surroundings, and can use her complete range of senses and sensory powers. If the vampire moves while *Dark Statue* is active, the power ends, and she becomes vulnerable to sunlight. Additionally, she is then subject to the rules for staying awake during the day.

Crawling Chamber (new Master): By spending three Blood Traits, the user can animate up to 100 cubic feet of free standing stone (usually a statue). The animated mass is not sentient, but it can move and attack at the user's bidding. It has Physical Traits and health levels equal to the user's, but no Abilities or other powers. The user can only control a number of these equal to her permanent Willpower Traits at any one time.

Vampire Chapter Five

Other Vampire Rule Sources

Laws of the Night: Storytellers Guide (5.1)

Bloodlines and their Disciplines (5.11)

Baali, Nagaraja, and True Brujah are Top Approval Clans.

DAIMOINON (*Top Approval*)

Fear the Void Below: The difficulty of the Courage Test caused by this discipline is equal to twice the number of Traits risked in the preceding *Sense the Sin* challenge.

Psychomachia: The difficulty of the Courage Test caused by this discipline is twice the number of Traits risked in the preceding *Sense the Sin* challenge. The nightmare construct created is a match or near match for the character in every way, taking into account powers and equipment the character has available to them.

Condemnation: To clarify, the character does not permanently expend Traits to use this discipline. Instead, Traits used to reduce those of his victim are unavailable to the character in any way until he chooses to end the curse or the victim dies. This means the traits cannot be bid or expended, nor do they count in comparisons of Traits for ties, overbids, or other purposes.

Concordance: Mechanics representing 'powers' granted by this discipline require *Top Approval*. This discipline can be purchased multiple times.

VITREOUS PATH (*Top Approval* for Non-Nagaraja)

This Path is retested with the Occult Ability, not Wraith Lore.

TEMPORIS (*Top Approval* for Non-True Brujah)

The rules regarding *Celerity* and *Temporis* in the box labeled *You Can't Get There From Here: A Storyteller Option* are used in Sanctioned Play. No character can have both *Celerity* and *Temporis*.

Clotho's Gift: The maximum number of Physical Traits a character can risk on this discipline is equal to half the number of *Temporis* disciplines the character possesses, rounded down.

Clio's Kiss: Use of this discipline requires *High Approval*.

Thaumaturgy (5.12)

Creation of Thaumaturgy Paths or Rituals requires use of the rules presented in *Laws of the Night: Storytellers Guide*, along with *Top Approval* for the mechanics of the Path or Ritual.

The following Thaumaturgy paths in *Laws of the Night: Storytellers Guide* are *High Approval* for characters possessing Thaumaturgy: *Biothaumaturgy*, *The Focused Mind*, *Path of the Blood's Curse*, *Path of Curses* and *Path of the Vine of Dionysus*.

Thaumaturgical powers that require touch do *not* require skin contact despite the rule on page 47 of *Laws of the Night: Storytellers Guide*.

MASTERY OF THE MORTAL SHELL

Seizure: This power lasts for one turn per Mental Trait expended by the Thaumaturge (up to a maximum of five Traits), not one scene as listed.

Body Failure: This power lasts for one turn per Mental Trait expended by the Thaumaturge (up to a maximum of three Traits). Each round, a vampire may "soak" the damage by winning a Static Physical Challenge against the Thaumaturge's Mental Traits to avoid one level of lethal damage.

Marionette: This power lasts for one turn per Mental Trait expended by the Thaumaturge (up to a maximum of three Traits). While in control of a target's body, the Thaumaturge may force the target to utilize as much *Potence* and *Celerity* as the Thaumaturge knows the target to possess (maximum of Advanced). The target can utilize *Fortitude* as he desires.

PATH OF THE BLOOD'S CURSE

All levels of this path are lost, without refunding of experience or other Traits used to purchase, should the Thaumaturge permanently acquire a Generation below 10th.

Ravages of the Beast: The difficulty of the Virtue Test to avoid frenzy is 4 Traits.

PATH OF TRANSMUTATION

Gaol: Using this discipline to trap an unwilling subject requires the Thaumaturge to make a Mental Challenge against his subject's Physical Traits. No disciplines or other powers can be exercised across the barrier created by Gaol.

RITUALS

Rituals with a Path listed after their name cannot be learned unless the character possesses at least one discipline from that Thaumaturgy Path. If a ritual does not list an approval level, it is *Low Approval* for Camarilla vampires and *High Approval* for others. Rituals with a specific group (such as a clan or sect) denoted after the title are *High Approval* for anyone not of that group. All rituals listed in *Laws of the Night: Storytellers Guide* are considered to be Camarilla Rituals unless otherwise noted.

To learn Elder, Master or Ascendant Thaumaturgy Rituals a character must have two paths at Advanced and must be of sufficient Generation to learn disciplines of equivalent level (ie. you must be 7th Generation to learn Master Disciplines). Casting such Rituals requires a Static Mental Challenge (against 11 Traits for Elder, 13 Traits for Master, and 15 Traits for Ascendant Rituals). The standard casting time for such Rituals are: 40 minutes for Elder; 50 minutes for Master; 60 minutes for Ascendant Rituals. The experience cost for these Rituals are: 8 experience point for Elder Rituals; 10 experience points for Master Rituals; 12 experience points for Ascendant Rituals.

RITUALS, BASIC

The Imp's Affliction: While under the effects of this discipline, the target has a one Trait Penalty to all Physical Challenges and a two Trait Penalty to all Social Challenges. The effects of this ritual cannot be stacked with multiple castings.

Rite of Introduction (Tremere)

RITUALS, INTERMEDIATE

Blood Allergy: The blood used when casting this ritual must be the blood of the target. The caster does not need to be within sensory range of the target to use this ritual. The caster must defeat the target in a Mental Challenge for the ritual to succeed.

Scry: When this ritual is used to spy on a individual using powers to conceal himself (such as Unseen Presence), the caster can and must use *Auspex* to defeat his target's concealment, otherwise the ritual fails. This is the only way that *Auspex* can be used in conjunction with this ritual.

Track Transgressor (Tremere)

RITUALS, ADVANCED

Cobra's Favor (Tremere)

Court of Hallowed Truth (Tremere)

Stone Slumber (Tremere)

Cross-Over Rules (5.12)

Cross-over rules in Chapter Six of *Laws of the Night: Storytellers Guide* are not used in Sanctioned Play. Instead, refer to the rules in the Prime Supplement.

Clanbooks (5.2)

All items with MET rules are approved for play without alteration unless otherwise noted under the heading for that Clanbook. Backgrounds, Merits, Flaws and other items (not including disciplines) located within a Clanbook are restricted to members of that Clan unless otherwise noted.

MET Systems: For some disciplines in the Clanbooks, the rules in the *MET System* section are not fully descriptive of the discipline's effects, cost, duration or activation time. When necessary, refer to the description and *System* rules before the *MET System* section to clarify only those items in question.

New Discipline Powers: New discipline powers in the Clanbooks are sanctioned as written, except as noted under each Clanbook. They may be purchased with *Low Approval* for members of that clan and with *Mid Approval* for members of other clans. Disciplines listed as *Mid Approval* or *High Approval* hold that approval level for members of the clan and are *High Approval* and *Top Approval* respectively for members of other clans.

New Combination Disciplines: Combination discipline powers in the Clanbooks are sanctioned as written, except as noted under each Clanbook. They may be learned with *Mid Approval* for members of that clan and with *High Approval* for members of other clans, except as noted under each Clanbook. Combination disciplines listed as *High Approval* require that approval for members of the clan and *Top Approval* for members of other clans.

To be taught a combination discipline requires a teacher who knows the power in question and has both the prerequisite disciplines at a level higher than that required to learn the combination discipline. For example, the Brujah combination discipline *Burning Wrath* requires *Intermediate Celerity* and *Intermediate Potence* to learn, and therefore requires *Burning Wrath*, *Advanced Celerity* and *Advanced Potence* to teach. Characters can learn a combination discipline from their Clanbook without a teacher if they have 3 Traits of Clan Lore for their own clan and the requisite normal discipline powers (along with the appropriate approval).

Storyteller Discipline Level to MET Discipline Level	
Storyteller Discipline Level	MET Discipline Level
Level Six	Elder
Level Seven	Master
Level Eight	Ascendant
Level Nine	Methuselah

Clanbook Assamite (Revised)

Assamite Bloodlines and Orders

The variant bloodline weaknesses are not used in Sanctioned Play. Instead, all Assamites use the standard disadvantages listed in *Laws of the Night* (for all Assamites whose primary venue is the Cam Venue) or *Laws the Night Sabbat Guide* (for all Assamites whose primary venue is the Sabbat Venue). Assamite Sorcerers and Viziers require *High Approval* to play. Membership in the Web of Knives requires *High Approval* and such characters use the normal creation rules.

Powers

Baal's Bloody Talons: Additional damage caused as a result of winning the simple tests is also aggravated. A weapon may hold a maximum number of coatings equal to its bonus traits. Other special enhancements of the weapon (other Quietus blood powers, wards or any other special enhancements) are rendered permanently useless as soon as the weapon is coated with Baal's Bloody Talons. As each blood trait degrades, the weapon loses one bonus trait. When reduced to 0 bonus traits the weapon is destroyed as per the description.

Blood Sweat: To use *Blood Sweat*, the character concentrates for two turns, doing nothing more than walking a step each turn, and then initiates the challenge as his action on the third turn. He then expends Mental Traits (up to a maximum of three) and makes a Simple Test for each Trait expended. Each Simple Test won will cause the victim to lose 3 Blood Traits, while each tie causes a loss of 2 Blood Traits, and each lost challenge will cost the victim to lose only 1 Blood Trait.

Assamite Sorcery

Assamite Sorcery, a version of *Thaumaturgy* developed by the Assamites, is a *High Approval* discipline and is out of clan for all characters except those of the Assamite Sorcerer Bloodline. *Assamite Sorcery* uses the same rules and approval levels as *Thaumaturgy*. The Primary Path for *Assamite Sorcery* is *Lure of Flames* instead of *Path of Blood*. Characters using *Assamite Sorcery* are no longer required to spend an additional Blood Trait to enact *Assamite Sorcery* paths and rituals. The path *Awakening of Steel* is a *High Approval* path for practitioners of *Assamite Sorcery* and is not available to characters practicing other versions of *Thaumaturgy*.

Clanbook Brujah (Revised)

Dynamic Personality: Not allowed in Sanctioned Play.

Iron Heart (*High Approval*)

Military Force: Not allowed in Sanctioned Play.

Relentless Pursuit: Characters with this discipline may spend an action to leap as noted (count off 12 paces when unable to measure 40 feet). Characters cannot perform secondary activities (such as attacking an opponent) on an action in which they have used *Relentless Pursuit*.

Clanbook Followers of Set (Revised)

Paths of Enlightenment

The *Path of Sutekh* is *Mid Approval* for Followers of Set and *High Approval* for other vampires. The rarer *Path of Ecstasy* and *Path of the Warrior* are both *High Approval* for Followers of Set and *Top Approval* for other vampires.

Follower of Set Bloodlines

Followers of Set, *Children of Damballah* and *Daitya* use the standard rules for *Followers of Set* in *Laws of the Night* and are *Mid Approval* in the *Camarilla Venue*, while *Tlaciue* and *Warrior Setites* are *High Approval* for the *Camarilla Venue*. All of these bloodlines are *Top Approval* for the *Sabbat Venue*.

Disciplines

The Superior *Serpentis* Disciplines *The Heart's Temptation* and *The Darkest Fear* in Chapter 4 of the supplement are replaced (as additional *Serpentis* disciplines) by the *Presence* Disciplines *Temptation* and *Phobia* in the Clanbook.

Cobra Fangs: After activating this discipline, a successful bite by the Setite inflicts an extra level of *Aggravated* damage, plus one additional damage level per Blood Trait expended at that time (up to a maximum of three Blood Traits).

Heart Thief: To use this discipline successfully, the Setite must win a *Physical Challenge* and then win (not tie) two *Simple Tests* to steal a vampire's heart. All of these tests may be retested with *Brawl*.

Mental Maze: It costs a Willpower Trait to use this discipline on a supernatural creature or Partially Awakened Mortal.

Temptation (High Approval for Non-Setites): Effects of this discipline are not permanent. Instead, the power lasts until the victim spends as many Willpower Traits as the user spent to activate it. Each time the victim spends Willpower to resist the discipline, they stop the effects of the discipline for 10 minutes (or 1 round in combat).

Phobia (High Approval for Non-Setites): Effects of this discipline are not permanent. Instead the power lasts until the victim spends as many Willpower Traits as the user spent to activate it. Each time the victim spends Willpower to resist the discipline, they stop the effects of the discipline for 10 minutes (or 1 round in combat).

Corruption (High Approval for Non-Setites): The Setite must spend at least as many Willpower Traits as the target's Path rating for this power to be successful. It will last until the target spends as many Willpower Traits to resist this discipline as the Setite has permanent Social Traits. Each time the victim spends Willpower to resist the discipline they stop the effects of the discipline for 10 minutes (or 1 round in combat).

Setite Sorcery

Setite Sorcery, a version of Thaumaturgy developed by the Followers of Set, is a *High Approval* discipline for which all characters (even Setites) must pay out of clan experience costs. *Setite Sorcery* uses the same rules and approval levels as *Thaumaturgy*. The primary path of *Setite Sorcery* is *The Path of Corruption* instead of the *Path of Blood*. Followers of Set and Serpents of the Light who know *Setite Sorcery* may teach it to others as if it were an in-Clan Discipline.

Clanbook Gangrel (Revised)

Animal Traits: All of the Animal Traits listed on page 58 are Two Trait Merits (which count against your maximum number of Merit Traits) and can be taken during character creation, or purchased after the character gains a Negative Trait due to Frenzy. For each Animal Trait taken during character creation, the character begins with one of the Negative Traits from the Clan Disadvantage without any experience point benefits. Advantages gained from these traits do not apply if the character uses a power that substantially transforms the character's body, such as *Form of the Beast*, *Shape of the Beast's Wrath*, or *Mythic Form*. Armor granted by Animal Traits will absorb the first Wounds of that type inflicted in the session, as calculated before reduction or negation by any discipline or power.

Animal Swarm: The animals created by this discipline can have from 1 to 4 Blood Traits each (divided evenly between the creatures). Each creature has Physical Traits equal to three plus the number of Blood Traits it started with, and Health Levels as follows: Healthy, Bruised, Wounded, Incapacitated, Dead.

Beast Meld: This discipline costs 15 Experience Points.

Claw Immunity: This discipline costs 9 Experience Points. It is effective against shapechangers in their Animal or Near Animal forms (Lupus and Hispo for Garou).

Flesh Wound: This discipline costs 8 Experience Points.

Mythic Form (High Approval; creature statistics High Approval): While in Mythic Form you gain two Bruised and two Wounded (not Hurt) Health Levels.

See the Reflected Form: This discipline costs 12 Experience Points.

Shape of the Beast: Gangrel may use the rules on pages 67 to 69 for *Shape of the Beast* with the following modifications. The second and third paragraph of the *MET System* refer to the fight form only. The fight form may not grant more than three Physical Traits and damage cannot be changed from one aggravated wound for claws and two aggravated wounds for bite. The flight form may only bid three traits in the resolution of ties and overbids in Physical Challenges to harm or otherwise attack someone, but may utilize all traits in other Physical Challenges. *High Approval* is required to sacrifice the Two Trait penalty that characters attacking you receive in favor of retaining all traits when attacking.

Clanbook Giovanni (Revised)

Disciplines

The Maelstrom and Nigrimancy: These rules are not allowed in Sanctioned Play.

Backgrounds

Spirit Slaves: This Background is not used in Sanctioned Play. Instead use the *Supernatural Ally Merit and Retainer* background. Note that the *Retainer* a Giovanni receives as part of his Clan Advantage (and only that retainer) can be a wraith without purchasing the *Supernatural Ally Merit*.

Merits and Flaws

Consanguineous Resistance: This Merit is not allowed in Sanctioned Play.

Proxy Kissed: This Merit is not allowed in Sanctioned Play.

Sanguine Incongruity (High Approval)

Clanbook Lasombra (Revised)

Alternate Paths of Night (Mid Approval for Lasombra, High Approval for others)

Calling the Thing in Darkness: Not allowed in Sanctioned Play.

Descent Into Darkness: Not allowed in Sanctioned Play.

Obtenebration Special Effects: Not allowed in Sanctioned Play.

Obtenebration Optional Rules: Not allowed in Sanctioned Play.

Shroud of Absence: The Shroud has no effects on mechanical recording devices, acting identically to *Obfuscate* in that respect only. A maximum of three Social Traits can be spent to raise the user's Willpower for challenges to the *Shroud of Absence*, but must be spent when the discipline is activated and last for the duration of the discipline. Any attacks made out of a *Shroud of Absence* allow those around it to immediately test against the Shroud, even if they have already failed to pierce it recently. To learn this combination discipline costs 9 Experience Points.

Clanbook Malkavian (Revised)

Malkavian Recognition: As noted in their Clan Advantage, Malkavian vampires are often able to instinctually identify one another. A Malkavian may engage an individual (once per night per individual) in a Mental Challenge (retest with Awareness) to determine if they are a Malkavian. Oddly, vampires with more than one Derangement will be detected as Malkavian when this ability is successfully used. Additionally, it is impossible to determine if a vampire using powers that shield the mind or aura (such as *Soul Mask* or *Mind Blank*) is a Malkavian.

Malkavian Time: Not allowed in Sanctioned Play.

Babble (Malkavian Only)

Deadened Nerves (High Approval)

The Call (Malkavian Only)

Scrawl (Malkavian Only)

Sibyl's Tongue (Malkavian Only)

Sympathetic Bond (High Approval)

Clanbook Nosteratu (Revised)

False Reflection (High Approval)

Lizard Limbs: The cost to regrow a limb is the same as the cost to heal an Aggravated Wound, although it does not count as healing an Aggravated Wound.

Long Fingers: The *Dexterous Trait* gained from this Merit counts towards the character's maximum Physical Traits.

Oversized Fangs: This Merit does not cause the character to inflict an additional level of damage with his bite.

Potent Combat: Not allowed in Sanctioned Play.

Sleep Unseen (High Approval)

Song in the Dark: Not allowed in Sanctioned Play.

Clanbook Ravnos (Revised)

Drawing Out the Beast: The optional rules for Drawing Out the Beast are not used in Sanctioned Play.

Mask of Cathay (Top Approval, High Approval in Australia)

Clanbook Toreador (Revised)

No changes.

Clanbook Tremere (Revised)

House Astor: Membership in the Astors requires *High Approval*.

Disciplines

Oberon's Grail: This is an Elder Discipline, not a Master Discipline. Memories lost to Oberon's Grail cannot be restored except by a kindred who also possesses Oberon's Grail. In that case, the other kindred can try to restore memories using the rules outlined under Forgetful Mind.

Thaumaturgy Paths

Path of the Levinbolt (High Approval)

Path of Shadowcrafting (High Approval)

Thaumaturgy Rituals

All Thaumaturgy rituals in Clanbook Tremere are Tremere Rituals and require *High Approval* to be learned by a character who is not a Tremere. Some of the rituals (labeled below) are never available to characters who are not Tremere. Unless noted, all rituals listed below are *Low Approval* for Tremere. Approval levels for *Scent of the Lupine's Passing*, *The Open Passage*, *Rutor's Hands* and *Soul of the Homunculus* are located in Chapter 4.

Abandon the Fetters (High Approval)

Blood Certamen (High Approval)

Bone of Contention: This is an Elder Ritual.

Deny the Intruder: Influence actions directed at a chantry protected by this ritual require both twice the normal level of influence and expenditure of twice the number of actions to succeed.

Inscription (High Approval): This ritual works on Basic Rituals only. A character cannot use this ritual if his

effective maximum Blood Pool has been reduced to 5.

Mark of Amaranth (High Approval)

Night of the Red Heart (High Approval)

Power of the Pyramid (Cannot be learned by non-Tremere)

Transubstantiation of Seven (Cannot be learned by non-Tremere): **This ritual is only effective when the subject is of Tremere Blood.**

Merits and Flaws

Attuned Taste (Mid Approval)

Double Betrayer: Not allowed in Sanctioned Play.

Embraced Without the Cup (High Approval)

Tremere Starting Rank Approvals

The following chart lists the approval levels for Tremere Ranks when a character enters play. Promotions in play are handled by the character's superiors in the game.

Starting Rank	Approval Level
Acolyte Circle 1 to 7 (Mortals and Ghouls only)	Low Approval
Apprentices, Circle 1 to 7	Low Approval
Regent, Circle 1 to 6	Mid Approval
Regent, Circle 7	High Approval
Lord, Circle 1 to 6	High Approval
Lord, Circle 7	Top Approval
Pontifex, Circle 1 to 7	Top Approval
Councilor	Top Approval NPC

Clanbook Tzimisce (Revised)

***Pater Szlachta:* All Blood Traits spent to power this discipline must be spent in one turn.**

***Birth the VOZHD (Top Approval):* Each use of this discipline requires *Top Approval*. Possession of this discipline is required before you can use the rules for creating Vozhd in *Laws of the Night Sabbat Guide*.**

***Flavoring Blood Bonds:* Not allowed in sanctioned play.**

Revenant Disciplines (High Approval)

***Soul Decoration:* Not allowed in sanctioned play.**

Koldunic Sorcery:* *Koldunic Sorcery, including the Path of Sorrows, requires rules not presented in the Camarilla Supplement. Possession of Koldunic Sorcery is thus subject to Top Approval. The Tzimisce koldun bloodline practices Thaumaturgy, not Koldunic Sorcery.

Clanbook Ventrue (Revised)

***Feeding Restrictions:* Flavor text on page 49 aside, Ventrue cannot gain any special knowledge from tasting blood, except to determine whether or not it is blood allowed by their feeding restriction.**

Paragon: This Merit is not allowed in Sanctioned Play.

Minds Eye Theatre Journals (5.3)

Minds Eye Theatre Journal Issue No.1

For items in the *Enochian Mysticism* article see the rules in *Laws of the Night: Storytellers Guide*. Items in the articles "Master-Level" *Thaumaturgy Rituals* and *Combined Disciplines for The Long Night* are not compatible with *Laws of the Night: Revised* and are thus not used in Sanctioned Play.

Minds Eye Theatre Journal Issue No.5

Items from *Wolves of the Sea* require *High Approval*.

The Camarilla's Supplement to Laws of the Wild, Version 5.1

Supplement by Jason J Carter

Version 5.0 by Steven Bronsert

Editing and contributions by the Camarilla Rules Team and the Storytellers of the Camarilla

Introduction

This supplement details The Camarilla's rules for Garou and other shifters in the World of Darkness. These rules are for the Camarilla's Sanctioned games (Garou Venue), and are intended for use with White Wolf Game Studio's Laws of the Wild Revised and Laws of the Wild Changing Breeds 1 and 2.

How to Use These Rules

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These rules, when used for Sanctioned play, are to be applied without change, deviation, alteration or addition by any member. This is to enforce a homogenous set of rules throughout the organization, insuring that wherever a member goes, they may play with a minimum of problems.

These prohibitions apply only to members' Player Characters. Storytellers are allowed and encouraged to use their judgment in the World of Darkness to develop richer stories and enrich the flavor of the game. If a Chapter, Domain or Regional Storyteller judges that the flow of the story would be enhanced by minor exceptions to the rules (on an individual basis only), this creative license is allowed. Storytellers found to be abusing this occasional liberty are subject to review and possible disciplinary action. These licenses are not to be for such things as the allowing of players to play rare character types or circumvent other required approvals; they are to help the flow while running the game.

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Conversions for the Garou Venues to 5.1

Introduction

The conversion of Garou and Bete from 5.0 to 5.1 is about conceptual rebuild. The goal is to maintain the concept of the character even as you are required to change many items on the character sheet.

The assistance of your Chapter Storyteller is critical to the process of conversion. He or she will help you ensure your character remains as close to the original version as possible. Chapter Storyteller approval is required for the conversion to be official. If the required level of approval for anything on the character sheet has been raised, you must register the character with the Storyteller whose approval is required under this rule set. This must be done before you can make use of the item, or in the case of special character type, before you can play the character.

Step One, Prepare

- Get a copy of your character under 5.0 for use as reference.
- Calculate the total number of Experience Points on your character from Prestige, game play, and any other source. Note this number for future reference.

Step Two, Base Statistics

- Using the character creation rules in **Laws of the Wild: Revised and Chapter One of the Garou Supplement**, perform **Steps One to Five with the the following changes**. Focus on keeping your **Merits, Flaws, Derangements, and Backgrounds** the same as on your old character sheet.
- **Your rank stays the same as on your old character sheet.**
- **Your Permanent Renown stays the same unless it is not enough to maintain your Rank according to Laws of the Wild: Revised. If it is not, adjust Renown until you have enough of the appropriate Traits.**

Step Three, Repurchasing

- Using your Experience Points noted during Step One, repurchased items on your old character sheet as completely as possible. Focus on keeping your character concept over the exact same number and name of Traits, Gifts, Rites, etc.
- Many gifts have changed in availability, level, and name between Laws of the Wild and Laws of the Wild: Revised. The following table includes all gifts from 5.0 that have changed level, name, or availability. Many gifts are no longer in play and may be replaced with a comparable level gift if approved by your Storyteller. For example Disfigurement, a Basic Shadow Lord gift, is no longer in play so can be replaced with another Basic Shadow Lord gift.

Gifts: 5.0 versus 5.1

Laws of the Wild (5.0)		Laws of the Wild Revised (5.1)	
Gift	Gift Type	Gift	Gift Type
Alter Scent	Basic Ragabash	No Longer in Play	
Attunement	Intermediate Wendigo	Attunement	Intermediate Bone Gnawer Intermediate Glass Walker Intermediate Silent Strider
Babble	Intermediate Red Talon	No Longer in Play	
Bacchantes' Rage	Advanced Black Fury	No Longer in Play	
Balor's Gaze	Advanced Fianna	Balor's Gaze	Intermediate Fianna
Beast Life	Basic Lupus Basic Child of Gaia Basic Red Talon	Beast Life	Intermediate Lupus Intermediate Child of Gaia
Beastmind	Intermediate Red Talon	Beastmind	Basic Red Talon
Berserker's Song	Advanced Get of Fenris	No Longer in Play	

Blissful Ignorance	Intermediate Ragabash Intermediate Bone Gnawer Intermediate Silent Strider	Blissful Ignorance	Basic Ragabash Basic Bone Gnawer Basic Silent Strider
Blur of the Milky Eye	Basic Uktena	Invisibility	Intermediate Uktena
Body Wrack	Advanced Black Fury	Body Wrack	Intermediate Black Fury
Bridge Walker	Advanced Galliard	Bridge Walker	Intermediate Galliard
Call Flame Spirit	Intermediate Uktena	Call Elemental	Intermediate Uktena
Call of the Wyrn	Intermediate Galliard	Call of the Wyrn	Basic Galliard
Call to Duty	Intermediate Philodox	Call to Duty	Basic Philodox
Calm the Flock	Advanced Glass Walker	Part the Veil	Advanced Homid
Catfeet	Basic Lupus	Catfeet	Intermediate Lupus
Catfeet	Basic Stargazer	Balance	Basic Stargazer
Curse of Dionysus	Advanced Red Talon	Curse of Lycaon	Advanced Red Talon
Command Spirit	Intermediate Theurge	Command Spirit	Basic Theurge
Counting Coup	Intermediate Wendigo	No Longer in Play	
Disfigurement	Basic Shadow Lord	No Longer in Play	
Dreamspeak	Intermediate Galliard	Dreamspeak	Basic Galliard
Drumbeat of the Shadowlands	Intermediate Silent Strider Intermediate Uktena	No Longer in Play	
Eyes of the Cobra	Intermediate Child of Gaia	Eyes of the Cobra	Intermediate Galliard
Faerie Blood	Intermediate Fianna	No Longer in Play	
Fool's Luck	Intermediate Ragabash	No Longer in Play	
Gift of the Skunk	Intermediate Bone Gnawer	No Longer in Play	
Gift of the Termite	Intermediate Bone Gnawer	No Longer in Play	
Grovel	Intermediate Metis	No Longer in Play	
Hand of the Earth Lords	Advanced Uktena	Hand of the Earth Lords	Intermediate Uktena
Halt the Coward's Flight	Intermediate Get of Fenris	Halt the Coward's Flight	Basic Get of Fenris
Heat Metal	Intermediate Glass Walker	No Longer in Play	
Hero's Stand	Advanced Get of Fenris	Hero's Stand	Intermediate Get of Fenris
Icy Chill of Despair	Intermediate Shadow Lord	Roll Over	Intermediate Philodox
Infest	Advanced Bone Gnawer	Infest	Intermediate Bone Gnawer
Ignore Wound	Advanced Silver Fang	No Longer in Play	
Long Running	Advanced Glass Walker	No Longer in Play	
Luna's Blessing	Advanced Ragabash	Luna's Blessing	Intermediate Ragabash

Mindblock	Advanced Silver Fang	Mindblock	Intermediate Silver Fang
Open Moon Gate	Advanced Silent Strider	Gate of the Moon	Advanced Silent Strider
Paralyzing Stare	Basic Homid Basic Silver Fang	Staredown	Basic Homid
Paralyzing Stare	Basic Shadow Lord	Paralyzing Stare	Intermediate Shadow Lord
Persuasion	Basic Glass Walker	Persuasion	Basic Homid
Phone Travel	Advanced Glass Walker	No Longer in Play	
Pointing the Bone	Advanced Uktena	No Longer in Play	
Quicksand	Advanced Red Talon	Quicksand	Intermediate Red Talon
Reduce Delirium	Advanced Homid	Part the Veil	Advanced Homid
Roll Over	Intermediate Silver Fang	Roll Over	Intermediate Philodox
Rot Weavertech	Intermediate Red Talon	Elemental Favor	Intermediate Red Talon
Secrets	Intermediate Uktena	No Longer in Play	
Scent of Sweet Honey	Basic Bone Gnawer	No Longer in Play	
Scent of the True Form	Basic Lupus	Scent of the True Form	Basic Philodox
Sense Silver	Intermediate Ahroun	Sense Silver	Basic Ahroun
Serenity	Intermediate Child of Gaia	No Longer in Play	
Shed	Basic Metis	No Longer in Play	
Sky Running	Intermediate Wendigo	No Longer in Play	
Song of the Siren	Intermediate Galliard Intermediate Black Fury	No Longer in Play	
Spirit Drain	Advanced Theurge	Spirit Drain	Intermediate Theurge
Spirit Vessel	Advanced Theurge	No Longer in Play	
Spirit Ward	Advanced Homid	Spirit Ward	Intermediate Homid
Strength of the Dominator	Advanced Shadow Lord	Strength of the Dominator	Intermediate Shadow Lord
Summon Talisman	Intermediate Silent Strider	No Longer in Play	
Take the True Form	Advanced Philodox	No Longer in Play	
Taking the Forgotton	Intermediate Ragabash	Taking the Forgotton	Basic Ragabash
The Guilty Mind	Intermediate Child of Gaia	No Longer in Play	
Tongues	Intermediate Homid Intermediate Silent Strider	No Longer in Play	
Troll's Bridge	Advanced Fianna	No Longer in Play	
True Fear	Intermediate Ahroun	True Fear	Basic Ahroun
Unicorn's Grace	Advanced Child of Gaia	No Longer in Play	

Venom	Advanced Lupus	No Longer in Play	
Violation	Advanced Ragabash	No Longer in Play	
Whelp Body	Advanced Ragabash	Whelp Body	Intermediate Ragabash
Wither Limb	Advanced Metis	Wither Limb	Intermediate Metis
Woadling	Intermediate Fianna	No Longer in Play	

Garou Chapter One (1.0)

Character Creation

GAROU CHARACTER CREATION PROCESS (1.1)

The character creation process for Garou characters is based upon Laws of the Wild Revised. Bete character creation is based upon Laws of the Wild Changing Breeds 1 and 2. Following is a step by step aid to the creation process listed in the respective books, as modified for the Camarilla's Sanctioned games.

STEP ONE: CHARACTER CONCEPT

Character concepts that include being a former or current member in a Silver Pack or that include high levels of leadership in the character's Tribe or species require *High Approval*.

Garou Venue

- *Low Approval*: Black Furies, Bone Gnawers, Children of Gaia, Fianna, Get of Fenris, Glass Walkers, Shadow Lords, Silent Striders, Silver Fangs, Uktena (*Mid Approval* in Australia, *High Approval* in UK), Wendigo (*Top Approval* in Australia, *High Approval* in UK), Mortals with or without the Kinfolk Merit (although Kinfolk of *Mid* to *Top Approval* Tribes and Changing Breeds are the same level of Approval as that Tribe or Changing Breed).
- *Mid Approval*: Lupus, Red Talons, Mortals with Psychic Numina
- *High Approval*: Bastet, Corax, Gurahl, Nuwisha, Stargazers and Mortals with Sorcery Numina.
- *Top Approval*: Mokole and other changing breeds not mentioned.

Cub Characters

Cubs have no starting Gifts, but automatically gain them free after their Rite of Passage at no cost. Should you elect to create a Garou Cub (Rank 0) character, you are not required to select a Tribe. If you don't you will be able to select your Tribe after your Rite of Passage, although you cannot choose a Tribe that restricts a Background you possess or requires one you do not possess. Cubs without Tribes have no Advantage or Drawback until after their Rite of Passage and may not purchase any Tribal Gifts nor the Pure Breed Background.

STEP TWO: PRIORITIZE ATTRIBUTES

As Laws of the Wild Revised or Laws of the Wild Changing Breeds 1 and 2.

STEP THREE: SELECT ADVANTAGES

As Laws of the Wild Revised or Laws of the Wild Changing Breeds 1 and 2, except that any character may be created with up to the Minimum Renown needed for their Maximum Starting Rank. For Example: Billy is MC 9 and can start with an Athro, but his local game is mostly Cliath and Fostern. In order to not dominate the game at start, he decides to enter with a Fostern who is almost ready to challenge for Adren. He and ST work together and decide that he will enter play only 2 Renown shy of reaching Adren. He still has to Challenge for Adren just like normal, and still gains all normal benefits of his MC.

STEP FOUR: LAST TOUCHES

As Laws of the Wild Revised or Laws of the Wild Changing Breeds 1 and 2 with the following cost for purchasing items with Free Traits. A character may gain two Free Traits by taking a Derangement at character creation. If he does so, he may only gain Free Traits from 3 Negative Traits. Bastet, Corax, Gurahl, Mokole, and Nuwisha characters get 5 Free Traits in addition to those gained from Negative Traits and Flaws.

Cost	Item
1	Ability, Attribute, or Background Trait
2	Gnosis or Rage Trait
3	Willpower Trait
3	Basic Breed, Auspice, or Tribe Gift
Merit Traits	Merit

STEP FIVE: SPARK OF LIFE

As Laws of the Wild Revised or Laws of the Wild Changing Breeds 1 and 2.

STEP SIX (ADDED): CAMARILLA MEMBERSHIP CLASS ENHANCEMENTS

Each character begins play with five experience points per Member Class of the player. Maximum Starting Rank of a character is based on the players Member Class, as noted on the chart below. Characters cannot enter play knowing Gifts from other Tribes, nor Advanced Gifts that are not from their Breed, Auspice, or Tribe without *High Approval*. Players in the United Kingdom should refer to the UK Prestige Rules for starting rank and experience.

Member Class	Maximum Starting Rank
--------------	-----------------------

1 to 3	Cliath (Rank 1)
4 to 5	Fostern (Rank 2)
6 to 8	Adren (Rank 3)
9 to 11	Athro (Rank 4)
12 to 15	Elder (Rank 5)

Garou Chapter Two

Tribes, Breeds, Traits, Merits, Flaws, Gifts, and Rites

The Tribes and Breeds (2.1)

The Tribes (2.11)

Black Furies

May only gain one Willpower Trait a week during downtime using the Tribal Advantage.

Bone Gnawers

Rather than being available once per session, the Bone Gnawer Advantage gives as many actions as *Contacts* equal to their Rank over the course of a month. This is separate from the *Contacts* Background. Note that the Starting Gifts for Bone Gnawers are *Cooking*, *Resist Toxins*, and *Tagalong*.

Children of Gaia

While the Social Traits from their Advantage cannot be permanently lost, they are still unavailable to bid or expend once lost in a challenge or expended. While determining the effects of the Delirium from seeing Crinos Children of Gaia, double the Mortal's Willpower as noted in supplement section 3.31 before adding three.

Fianna

In addition to the free Ability Traits, each Fianna Garou may have two abilities with a maximum of 6 instead of 5. One of these abilities may be either *Brawl* or *Melee*. The second is a focus of either *Expression* or *Performance*.

Get of Fenris

The starting gifts for Get of Fenris are *Razor Claws*, *Resist Pain*, and *Visage of Fenris*.

Glass Walkers

Glass Walkers Kinfolk dedicated to increasing their maximum number of Influences increase it by three Influence levels, not the normal one Influence level.

Shadow Lords

To clarify, before the first test is thrown, the Shadow Lord can spend one Gnosis to gain Rank Bonus Social Traits for that challenge. This works regardless of the Pure Breed of the opponent.

Silent Striders

After successfully exercising his Advantage, a Silent Strider negates the the first surprise he is subjected to during the remainder of the scene.

Silver Fangs

The Silver Fang advantage is that they may expend a Social Trait to retest a Social Challenge. Ignore the list of Derangements on page 56-57 under the Disadvantage. Instead take any Derangement listed on pages 212-214 of Laws of the Wild Revised.

Uktena

The Uktena Advantage is that they do not need to spend Mental Traits to gain vivid clarity when peeking across the Gauntlet.

Wendigo

Traits granted by the Wheel of Seasons allow the Wendigo to exceed his Trait Maximums. The Physical Traits granted during the Winter by the Wheel of Seasons are not restricted to soaking damage.

The Breeds (2.12)

Metis

Chitinous Skin: This disfigurement also give the character the Physical Negative Trait of *Decrepit*.

Weak Immune System: Rather than having no Bruised Health Levels, characters with this disfigurement have one less Healthy Wound Level.

Abilities, Backgrounds, Merits and Flaws (2.2)

Abilities (2.21)

Rituals

The number of Rituals Traits required before a character may learn rites are 1 trait for Minor or Basic Rites, 2 Traits for Intermediate Rites, and 3 Traits for Advanced Rites.

Backgrounds (2.22)

Ancestors

A Storyteller or Narrator may disallow any Ability if it is inappropriate that any Ancestor would have it. For example, choosing Quantum Mechanics or Revenant Lore. To clarify, a character cannot use Ancestors to gain traits of an ability the character has even if he has expended some or all the traits of that ability.

Kinfolk

Kinfolk takes the place of Retainers for Garou, which Garou cannot purchase due to the effects of *The Curse*. For determining the statistics of a Kinfolk, use the same guidelines as those for Retainers in Prime Chapter 2.

Mentor

Mentors can teach the same level of Rites as they can teach Gifts. Mentors cannot teach Tribal Gifts. Learning a Gift from a mentor includes all the disadvantages of learning Gifts from another Garou (See Learning Gifts (2.31)).

Pure Breed

The Bonus Traits granted by Pure Breed are not automatically added to all Social Challenges with Garou. The challenge must be one where the Garou's noble bearing can be seen (or is known), and where such a patrician demeanor would affect the outcome of the challenge. This includes challenges for stare downs, Etiquette and Leadership Ability challenges, and Gifts such as Calm, Curse of Hatred, Mastery, Obedience, Paralyzing Stare, Roll Over, Staredown and Visage of Fenris. Because of the greater weight of accounting placed upon the descendants of the Garou Nation's heroes, whenever a character with Pure Breed loses temporary Renown Traits, he will never lose less than half his Pure Breed Total, rounding up. For example, a character with Pure Breed 3 will lose 2 Honor for "not protecting a helpless human" rather than 1 Honor.

Rites

The cost of rites through this background is 1 Trait for a Basic Rite, 2 Traits for an Intermediate Rite, and 3 Traits for an Advanced Rite. One Trait of Rite will also purchase 2 Minor Rites. A character must possess the required level of the Rituals Ability to purchase a Rite using the Rites Background.

Merits and Flaws (2.23)

Silver Tolerance: Instead of allowing you to "soak damage" from silver weapons, a win or tie on a Simple Test (retest with the Survival) allows the character to treat the attack as though it had not come from a silver source.

Supernatural Companion: Treat this as the *Supernatural Ally* in Prime Section 2.3, except that the companion uses *Kinfolk* Background Traits instead of *Retainer* Background Traits.

Wolf Years: This Flaw is worth 1 Trait in Sanctioned Play.

Gifts and Rites (2.3)

Learning Gifts (2.31)

As noted in *Laws of the Wild Revised*, Spirits do not automatically teach gifts to Garou just because they want them. Storyteller approval is therefore required before a Garou can learn any gift from a spirit.

Tribal Gifts are a sacred birthright of the Tribes and are not lightly taught to outsiders, no matter how cherished. Spirits will not teach Basic or Intermediate Tribal Gifts unless an Athro or Elder of the Tribe vouches for the Garou. They will not teach Advanced Gifts unless an Elder of the Tribe vouches for the Garou. The spirits will then require the Garou to swear to never use the Gift against members of the spirit's patron tribe nor to teach the Gift to another Gaoru. Failing in this oath is a great way to gain Notoriety and lose lots of both Honor and Wisdom Renown.

To learn a gift from another Garou takes protracted periods of time during which the two Garou must have ready access to each other for training sessions. The period is generally one lunar month for Basic Gifts, two lunar months for Intermediate Gifts, and three lunar months for Advanced Gifts. The storyteller should also exact some manner of penalty during play against the Garou to reflect the difficulty of the training process based on the gift being learned. For example, the Garou

learning *Silver Claws* may always begin game down two Gnosis Traits and with two Aggravated Wounds during the duration of the of the training. Teaching your Tribal Gifts to non-members is a fast route to Notoriety and loss of both Honor and Wisdom Renown.

Specific Gifts (2.32)

Some gifts require a challenge, but are unclear as to who the challenge is against. Unless specifically stated otherwise, the challenge is against the target of the Gift. If there is not a target, then the Challenge is a Static Challenge against 7 Traits.

Many Gifts allow the Garou to expend additional Traits to increase the effectiveness of the Gift. A Garou may only spend three such Traits to enhance the effect of such gifts. This does not apply to Gifts that have a specific list of Traits spent versus effect or duration gained.

Bloody Feast (Intermediate Wendigo): Gain one Ferocious or Tough Trait per level of damage inflicted instead of one for each two levels.

Coupe de Grace (Intermediate Black Fury): This gift will not add more than two levels of damage to an attack.

Create Element (Basic Metis): Flames created as weapons inflict one Aggravated Wound per Gnosis expended (maximum of three) and requires the Garou to win a Mental Challenge against his opponent's Physical Traits.

Exorcism (Intermediate Theurge): Spirits bound into objects cannot be the target of *Exorcism* if the object is in the possession of someone else. Spirits bound into people or animals cannot be the target of *Exorcism* unless the target is restrained or trapped during the current and prior turn. Therefore, a fetish in the hands of an opponent or a loose Foromi are not legal targets of this gift. Ignore the need to gain more successes than the binder gained. Foromi who have their Banes successfully removed with this gift will die.

Fetish Doll (Advanced Uktena): The Garou can only have one Fetish Doll created at a time. The challenge to injure the target is a Willpower Challenge, not a Static Mental Challenge against the target's Willpower. Additionally, this gift allows 10 challenges, not 10 levels of damage, before the doll is automatically destroyed.

Geas (Advanced Philodox): Use of this gift requires a Willpower Challenge, not a Social Challenge against the Target's Willpower.

Gift of the Porcupine (Intermediate Metis): Anyone striking you with bare flesh (ie. without using a weapon) suffers one Lethal Wound, not the same damage they inflict on you. Note that you cannot bite or claw while tackling, grappling or immobilizing an opponent and inflicting the level of aggravated damage.

Gorge (Intermediate Red Talon): The Garou does not need to designate only one Trait type when he purchases the gift. Instead, he can only store one type of Trait with this gift at a time. This gift can only be taken once.

Halo of the Sun (Advanced Child of Gaia): This gift causes attacks to inflict one additional level of aggravated damage, not two, which does not stack with damage from Kiss of Helios.

Howl of the Banshee (Basic Fianna): To clarify, the user makes a Static Social Challenge against 7 Traits. If successful, everyone within 10 feet must win a Static Social Challenge against your Social Traits or flee as noted.

Inspiration (Basic Ahroun): Comrades gain either a Willpower Trait that must be expended that scene or a free retest (not an automatic success) on one Willpower Challenge. A character cannot benefit from Inspiration more than once in a Scene.

Invoke the Spirits of the Storm (Advanced Wendigo): Lightning bolts cause three levels of Aggravated damage, not ten.

Jam Technology (Basic Homid): Successful use of this Gift prevents the use of items of the target complexity (in Traits) and lower. Therefore if you test against 6 Traits you block use of all electronic devices but no mechanical devices.

Kiss of Helios (Advanced Ahroun): This gift causes attacks to inflict one additional level of aggravated damage, not two, which does not stack with damage from Halo of the Sun.

Name the Spirit (Basic Theurge/Intermediate Lupus): When learned by Garou other than Theurges, this is an Intermediate Gift.

Open Wounds (Intermediate Shadow Lord): The Physical Challenge is a Static Challenge against the target's Physical Traits. A character can only be affected by this gift once per scene.

Reshape Object (Intermediate Homid): Weapons created by this gift will only inflict Aggravated Damage for five minutes after creation, regardless of how long it stays reshaped.

Resist Pain (Basic Philodox/Child of Gaia/Get of Fenris/Wendigo): This Gift allows you to ignore the effects of being Bruised, Wounded, or Incapacitated.

Scream of Gaia (Intermediate Get of Fenris): **Characters affected by this may make a Static Physical Challenge with difficulty of the users Rage to reduce the damage in half (round down).**

Shadows by the Firelight (Intermediate Galliard): **This gift causes the participants to act out the story as described, much like actors on a stage. The participants do not cause real harm to one another, nor do they actually employ gifts or use Traits of any type. While affected by this gift, the participants can do nothing except act out their parts and resist the effect of actions taken against them by non-participants.**

Seizing the Edge (Basic Shadow Lord): **This gift may be used once per session. The trait category that receives the bonus must be set during the character's first action each turn, where it remains until his action the next turn.**

Spirit of the Fray (Basic Ahroun): **Traits granted by this gift count for determining Initiative only. If Trait-Based Initiative is not being used, characters with Spirit of the Fray perform their first action of the turn before other characters can act. This includes the resolution of the effects of that challenge. Characters with Spirit of the Fray resolve who goes first amongst themselves in the same manner as other characters would.**

Strength of the Dominator (Intermediate Shadow Lord): **To use this gift, you must defeat your opponent in a Social Challenge instead of winning a Static Social Challenge.**

Strength of Purpose (Basic Philodox): **You only regain one Willpower Trait with this Gift, and it may only be attempted once per Session.**

True Fear (Basic Ahroun): **Use of this Gift requires a Willpower Challenge, not a Physical Challenge against your opponent's Willpower.**

Wall of Granite (Advanced Philodox): **The ten levels of Bashing and Lethal Damage the wall absorbs is per scene, not per turn or round.**

Whelp Body (Intermediate Ragabash): **There is no limit to the number of times a specific individual can be affected by this gift, but he may not lose more than a total of 6 Physical Traits to this gift. Traits lost and later repurchased with experience points no longer count towards the maximum number of Traits that can be lost.**

Wither Limb (Intermediate Metis): **To use this gift, you must defeat your opponent in a Willpower Challenge instead of winning a Static Willpower Challenge versus the target's Physical Traits.**

Rites (2.33)

The following Rites need not be purchased with Experience Points, and can simply be learned with Storyteller approval:

Gathering for the Departed, Rite of the Winter Wolf, Baptism of Fire, Stone of Scorn, The Hunt, Rite of the Winter Winds and Rite of Reawakening. **All other Rites must be purchased with the Rites Background or Experience Points.**

Rite of Accomplishment (Basic Rite of Renown): **This rite is used to turn Temporary Renown into Permanent Renown as noted on page 179 of Laws of the Wild Revised, rather than gaining a rank. Other than that, use the rules on page 160-161 for performing the rite.**

Rite of Summoning (Basic Mystic): **While this rite can be used to summon totem avatar, Incarna, and Celestines avatars, Social Traits cannot be spent to speed up or control their reaction to being summoned. The speed and reaction of such spirits are up to the storyteller or Spirit Guide.**

Garou Chapter Three (3.0)

Systems and the Umbra

Systems (3.1)

Gnosis, Rage, and Willpower Challenges (3.11)

These challenges are performed like any other, except that no Traits are risked and no Negative Traits can be called. In the case of a tie (both players throw the same hand sign), compare the total number of Traits of the appropriate Trait pool (Gnosis, Rage or Willpower), just as you would with an Attribute Trait category.

Unlike standard Attribute Trait challenges, Static Challenges of this variety allow the player to win in the case of a true tie (same hand sign thrown, and same number of Traits as the difficulty).

Initiating a Gnosis or Rage Challenge is considered the same as spending a Trait for the purposes of not being able to spend both types in the same Turn. This does not protect the character from such challenges that they do not initiate (such as when forced to test for frenzy).

Garou and Wins All Ties Powers (3.12)

In Physical Challenges where a Garou's opponent has an ability based on strength or speed that allows them to *Win All Ties* **instead of comparing Traits, the opponent instead gains 10 Bonus Physical Traits for comparison of ties and overbidding.**

The Many Forms (3.2)

Shifting Forms (3.21)

Only one challenge is required to shift from one form to another. The Garou selects the desired form and engages in a Static Physical Challenge using his base Physical Traits only (no bonus Traits from Gifts or Forms). Traits are not lost if this challenge fails. If successful, he transitions to that form from his current form at a rate of one form a turn.

Additionally, a character can change into his Breed Form instantly without a challenge or use of Rage or Primal-Urge.

Form-Based Traits (3.22)

Form-Based Attribute Traits are replenished whenever the Garou's normal Attribute Traits of that category are replenished. Characters do not lose Appearance-Based and/or Manipulation-Based Traits when in Crinos, Hispo, or Lupus forms. The *Customizing Forms* optional rule is not used in Sanctioned Play.

Crinos Form (3.23)

Metis Garou in Crinos do regenerate and are allergic to silver.

Hispo Form (3.24)

Bite and claw attacks in Hispo Form do aggravated damage.

Rank and Renown (3.3)

Characters can accumulate any number of Temporary Renown Traits, but they may only convert one Renown Trait into Permanent Renown each month. This can be increased to two Renown Traits with *High Approval*, or three Renown Traits with *Top Approval*.

Rank-Based Limits (3.31)

All Garou have a maximum of 5 Traits of an Ability. A Garou of any rank may learn any Rite, but use of a rite not allowed by his rank is an dishonorable and unwise act (-1 Temporary Honor and Wisdom Renown) unless the Garou is being directly supervised by a Sept's Master of the Rite. It is possible that a Garou will have a permanent Trait value that exceeds the maximum allowed by his current Rank. If this happens, the Garou may not use any Traits that exceed his maximum for bidding, expending, or comparisons in Ties. The Traits are held in reserve until the Garou gains a rank that allows access to that number of Traits.

For example, an Ahroun Cub starts with 5 Rage Traits, but has a Rage maximum of 3. He therefore acts in every way as if he had only 3 Rage Traits until he becomes a Fostern. Similarly, a Garou who became an Athro and purchased 16 Physical Traits would act as if he only had 4 Physical Traits if he lost enough Renown to be reduced to the rank of Adren.

Renown Loss (3.32)

It is possible for a Garou to lose enough Renown to go down in Rank. A Garou risks Renown loss if he uses Rites and Gifts above what is allowed by his new rank. If characters outside the Garou's Sept wish to strip or add Renown, they should undertake the appropriate in character actions and then contact that character's Storyteller.

Other Garou Traits (3.4)

The Delirium and The Curse (3.41)

When using the Delirium Chart, double the Willpower of the Mortal before applying it to the chart. NPC Mortals that do not have combat and/or occult training should have that number reduced by one. Use this same value compared to a Garou's current Rage for determining when *The Curse* affects interactions with humans and wolves.

States of the Body (3.42)

Rage Healing: To clarify, a Garou who is reduced to Incapacitated or Mortally Wounded by an attack may attempt to stay active by spending a Rage Trait. If he then wins a Rage Challenge against 8 Traits (Retest with Survival), he returns to his first Wounded Health Level, gains a Battle Scar, and must immediately test for Frenzy (see page 185). Rage Healing may not be used if the attack that reduced the Garou in Incapacitated or Mortally Wounded cannot be soaked (such as attacks made with silver).

Regeneration: Garou not in their Breed Form (Metis in all forms) regenerate Bashing and Lethal Damage at an astonishing rate. At the beginning of each Turn, they recover one level of Bashing Damage. If they have not taken Bashing Damage, they must win or tie a Simple Test to recover one level of Lethal Damage, although they automatically win if at rest. Homid and Lupus Garou in breed form heal one level of Bashing or Lethal damage a per day of rest, or at the normal human rates while active. All Garou heal Aggravated Damage at a rate of level per day of rest, regardless of the form they are in.

Battle Scars: Each time a Garou is reduced to Mortally Wounded, he gains a Battle Scar. The first three Battle Scars a Garou receives are Superficial Scars. The fourth and fifth Battle Scars are Deep Scars. For all battle scars exceeding the fifth, the storyteller should select one of the other Battle Scars as appropriate to the attack that caused the Battle Scar.

Caerns (3.5)

Each Domain or Independent Chapter may have one Caern of power level one to three without need of any additional Approval. *High Approval* is required for a Domain or Independent Chapter to have a power level 4 Caern and/or a second Caern. *Top Approval* is required for a Domain or Independent Chapter to have a power level 5 Caern and/or a three or more Caerns.

Spirits (3.6)

The Triat, Celestines, and the Incarnae (3.61)

Spirits of this level are immensely powerful. Far more powerful than any Garou or even pack of Garou. They do not lose challenges unless they are willing to do so. The Triat are never seen in a manifest form, while the Celestines are merely rarely encountered (*High Approval* is required for direct interaction with the Celestines). The Incarnae are easier to find, but they have

little patience for those whom would waste their time on unimportant matters. Storytellers should have them punish those who dare to bring them trivial questions or attempt to use them to avoid performing their own task.

Jagglings and Gafflings (3.62)

The Trait maximums for Jagglings and Gafflings are 10 Traits of Willpower, Rage, or Gnosis, although Gafflings very rarely near the maximum. Spirits do not lose Willpower, Rage, or Gnosis Traits as a result of challenges. The following rules also apply when running challenges for the various types of Spirits.

Willpower: Use the rules on page 238 for unopposed actions by Spirits. When engaged in Physical Challenges with others, including when they attack but not when just resisting other attacks, Spirits use twice their Willpower in comparison to other's Physical Traits.

Rage: When defending against attacks, but not counterattacking, Spirits use twice their Rage in Physical Challenges. When Spirits attack others, they do damage equal to their Rage divided by 3 (Round down, minimum of 1) levels of Aggravated damage.

Gnosis: Spirits use twice their Gnosis when engaged in Mental and Social Challenges.

Spirit Charms (3.621)

Armor: Use of Armor allow a Spirit to ignore a number of wound levels equal to half it's Gnosis during the remainder of the scene. This can only be done once per scene.

Blast: This charm does Rage divided by 3 (Round up) levels of Aggravated damage with a successful Physical Challenge.

Freeze: Anyone in the area of effect may make a Static Physical Challenge against twice the Spirits Rage to avoid the damage from this Charm.

Pack Totems (3.63)

Top Approval is required for any new totem affiliations not listed in Laws of the Wild Revised. It is strongly suggested to base any new affiliations on Werewolf tabletop material. Additional Traits, Abilities, or Rage received from a Totem do not count towards the Garou's Trait Maximums. Ability Traits granted by a Totem are per Scene, not per turn. Willpower Traits granted by Totems are an independent pool of Traits that refreshes at a rate of one Trait per week.

Uktena Totem

Children of Uktena ignore the first Health level of damage they suffer each scene while in the Umbra to reflect their automatic level of soak against all damage. Each story is consider to be a month for the purposes of the additional Experience granted to Uktena's children.

Wendigo Totem

Count the five Rage Traits per story granted by Wendigo as an independent pool of Rage that refreshes at a rate of one per week.

Pack totems are Jaggling spirits. A base totem (see LotWR page 90) cost the number of Background Traits equal to the Background Cost of the Totem (see LotWR pages 243-248). Ignore the charts in the books and use the following for purchasing improvements to the base totem.

Totem Improvement Table

Cost	Totem Improvement
1	Two Traits divided between Rage, Gnosis, and Willpower
1	Per Additional Trait of Essence
1	Per Ability Trait
1	Totem can speak to pack without Spirit Speech
1	Totem can always find pack members
2	Per additional Charm possessed

2	Totem is nearly always with pack members
2	Totem is respected by other spirits
3	Per extra Pack Member who can use Totems power in same turn
4	Totem allows pack members to communicate at great distances
5	Totem is feared by Agents of the Wurm
5	Totem can materialize without cost

Fetishes and Talens (3.7)

All level five Fetishes require *High Approval*. Non-standard fetishes, those without rules in *Laws of the Wild: Revised* or the *Garou Supplement*, require *Top Approval* for the mechanics of the fetish. The approving storyteller will set any other approval limitations when he approves the fetish.

Fang Dagger (Level 3, Gnosis 6)

Extra damage inflicted when activated is no more than 2 levels.

Klaives and Grand Klaives

Klaives and Grand Klaives not made of silver are extremely uncommon and require *High Approval*. Non-fetish Klaives use the rules for Short Sword, while a non-fetish Grand Klaive uses the rules for a Broadsword.

Other Fetish Weapons

Fetish weapons that have different shapes but the same mechanics as Klaives are *Low Approval*, even if they are not silver. Those that have different shapes but the same mechanics as Grand Klaives are *High Approval*, as they are five trait Fetishes. All others use the rules for non-standard fetishes.

Chapter Four (4.0), The Bete

General Bete Rules (4.1)

Forms: The Changing Breeds use all the same rules for forms as Garou in *Laws of the Wild: Revised*, including test to change forms, except where their rules note specific changes. The difficulty to change forms is the same as the equivalent Garou forms in *Laws of the Wild: Revised*.

Regeneration: Use the rules in Garou Section 3.42 for *Rage Healing* and *Regeneration*. Note that some breeds have different metal allergies than Garou that determines when they can not Rage Heal.

Laws of the Wild Changing Breeds 1 (4.2)

Nuwisha (4.21)

Starting play as or becoming a member of the *Umbral Danse* is High Approval. A Nuwisha must be a member of the *Umbral Danse* to learn any *Umbral Danse* Gift or Rite.

Rage, Gnosis, and Willpower

Gnosis: Latrani Nuwisha start with 5 Gnosis, not 3 Gnosis.

Willpower: All Nuwisha start with 4 Willpower, not 3 Willpower.

Merits and Flaws

Umbral Affinity: The Three Trait version of this Merit is High Approval.

Gifts

Backfire (Advanced Nuwisha): Powers that change that type of damage that would be inflicted by an attack instead inflict unmodified damage on the Nuwisha while his attacker takes the damage the Nuwisha should have taken. For example, Prowess causes an attacker's punch to do lethal damage instead of bashing. Successful use of Backfire would result in the Nuwisha taking a Bashing Wound while the attacker takes a Lethal Wound.

Dance of Abandon (Intermediate Nuwisha): To use the gift, the Nuwisha must succeed in a normal Social Challenge, not a Social Challenge against his opponent's Willpower.

Ghost Dance (Advanced Nuwisha): This power is not used in Sanctioned Play.

Happy Thoughts (Intermediate Nuwisha): Touching the target when activating this gift requires a Physical Challenge.

Song of Kokopelli (Basic Nuwisha): The effects of this gift are negated if the subject is attacked.

Swollen Tongue (Basic Nuwisha): Touching the target when activating this gift requires a Physical Challenge.

Trickster's Skin (Advanced Nuwisha): This gift requires a Mental Challenge against the target, not a Static Mental Challenge against half the target's Mental Traits.

Rites

Rite of Dansing: This is an *Umbral Danse* Rite and must be purchased by all *Umbral Danse* characters.

Rite of Dream Danse: This is an *Umbral Danse* Rite.

Sing Back the Dead (Top Approval): Top Approval is required each time this rite is used.

Totem

A Nuwisha may have up to 8 Traits in the Totem Background and can only gain bonus Traits from one Totem. Note that Nuwisha do not get Totem spirits like Garou Packs, just bonus Traits from following a Totem. A Nuwisha gains only the benefits of his current Totem. Those of past Totems are lost.

Oghma (High Approval): For the purposes of the Willpower Traits granted by Oghma, a story is one month. These Willpower Traits are temporary Traits and do not count during the resolution of Challenges

Ptah (High Approval)

Xochipilli: The bonus Health Levels gained are for the scene the Nuwisha is attempting his outrageous stunt. The free retest to soak only counts in challenges where the Nuwisha is not attempting to harm or otherwise affect his opponent.

Fetishes

The Ball of Death (High Approval)

Mirror of Ti Malice (High Approval)

Corax (4.22)

Rage, Gnosis, and Willpower

Gnosis: All Corax start with 6 Gnosis, not 4 Gnosis.

Willpower: All Corax begin with 3 Willpower, not 2 Willpower.

Gifts

Dark Truths (Intermediate Corax): This gift is not used in Sanctioned Play.

Razor Feathers (Basic Corax): This gift may be used in Corvid or Rara Avis forms.

Vulture's Feast (Intermediate Corax): The Negative Trait caused by this gift is removed after 1 month.

Rites

Rite of Battle Blessing (Top Approval): Use of this Gift requires Top Approval.

Rite of the Fetish Egg: Use of this gift requires High Approval.

Rite of Memory Theft (High Approval)

Fetishes

Helios' Mirror (High Approval)

Bastet (4.23)

Rage, Gnosis, and Willpower

Bastet start with one more Trait of Gnosis than the same breed of Garou. See the following Charts for Starting Rage and Willpower for Bastets.

Starting Rage and
Willpower

Tribe	Rage	Willpower
Bagheera	2	4
Balam	4	3
Bubasti	1	5
Ceilican	3	3
Khan	5	2
Pumonca	3	4
Qualmi	2	5
Simba	5	2
Swara	2	4

Backgrounds

Den Realm (High Approval)

Secrets (Variable Approval): **The approval level for Secrets is equal to that of the Storyteller who oversees the area the secret covers. For example, knowledge of the local vampire prince's dark secret would be Low or Mid Approval, while knowledge of a Justicar's haven would be Top Approval.**

Trinkets: **Non-Fetish Trinkets should use the rules for Wonders in Laws of Ascension and the Camarilla Mage Supplement to determine the value of the Trinket.**

Gifts

Swiping Gifts and learning Sorcery are both *High Approval*.

Command Attention (Basic General): **No more than 4 Social Traits can be gained by use of this Gift.**

Dragonroar (Intermediate Khan): **This gift inflicts two Aggravated Wounds the first turn and one on the second and third turns.**

Feed the Gods (Advanced Balam): **This gift is not used in Sanctioned Play.**

Judgment of Pestilence (Advanced Feline): **Willpower is used to retest any of the Simple Test of this Gift.**

Ojas Surge (Basic Bagheera): **The Traits must be divided evenly among the character's Attribute categories as possible and last for the remainder of the scene.**

Paws of the Raging Spirit Tiger (Intermediate Khan): **This gift only functions to allow Bastet in the Realm to strike into the Umbra.**

Spirit Touch (Intermediate Metis): **This gift is not used in Sanctioned Play.**

Sweet Hunter's Smile (Basic Homid): **This gift cannot be reactivated until the Traits gained are lost.**

Withering Stare (Advanced General): **When using this Gift, the Bastet spends on Rage Trait each turn to inflict one Aggravated Wound to the subject.**

Rites

Rite of Nine Lives (Top Approval)

Laws of the Wild Changing Breeds 2 (4.3)

Gurahl (4.31)

Rage, Gnosis, and Willpower

Rage: The effects of spending Rage to gain *Extra Physical Traits* or *Extra Health Levels* last for the remainder of the scene. **Gurahl use the *Rage Healing* rules in Section 3.42, not the *Remaining Active* rule in Laws of the Wild Changing Breeds 2, page 53.**

Forms, Traits, Systems

Crinos Form: There are no rank-based advantages for Crinos form.

Merits and Flaws

Rip Van Winkle (High Approval)

Umbra Affinity (High Approval)

Gifts

Aversion Therapy (Advanced Kojubat): To use this Gift engage the target in a Willpower Challenge, not a Static Mental Challenge against the target's Willpower.

Gaia's Breath (Advanced Gurahl): Use of this Gift requires Top Approval.

Image of the Sky Bear (Advanced Kieh): The seven actions to heal wounds allows the Gurahl to touch and heal one wound level for no cost as an action.

Quell the Mob Rage (Intermediate Rishi): To use this Gift requires a Static Social Challenge, not a Static Social Challenge against the target's Willpower.

Spirit Healing (Intermediate Kieh): This gift replenishes Essence, not Power.

Threaten (Basic Uzmati): To use this Gift engage the target in a Willpower Challenge, not a Static Social Challenge against the target's Willpower.

Waken (Intermediate Rishi): To use this Gift engage the target in a Static Willpower Challenge, not a Static Mental Challenge against the target's Willpower.

Rites

Rite of the Changing Moon: High Approval is needed before a Gurahl may use this Rite to change his Auspice.

Rite of Freed Spirit: If this rite fails and the Gurahl becomes inhabited by the Bane, he becomes an NPC.

Rite of Fighting the Death Bear: Top Approval is required each time this rite is used.

Fetishes

Mother Tongues (High Approval)

Soul Brush (High Approval)

Mokole (4.32)

Forms, Traits, Systems

Archid Traits: A Mokole receives a number of Archid Traits equal to his starting Gnosis plus any Gnosis Traits purchased with Free Traits. Gnosis purchased with experience points do not add Archid Traits.

Suchid Movement: Movement changes listed under the Varna on pages 121-122 are for Suchid Form only.

Gold Tolerance: This Merit operate identically to Silver Tolerance following the rules in Laws of the Wild Revised and Chapter 2 of the *Garou Supplement*.

Step Sideways: This Merit is *High Approval*.

Gifts

Awe (Basic Eclipsed Sun): As the **Homid Gift Staredown** in *Laws of the Wild Revised*.

Become Log (Basic Shrouded Sun, Intermediate Midnight Sun): When other than a Shrouded Sun learns this gift, it is learned as an **Intermediate Gift**.

Calm the Flock (Advanced Decorated Sun): As the **Homid Gift Part the Veil** in *Laws of the Wild Revised*.

Combat Healing (Intermediate Rising Sun/Setting Sun): Once activated the Mokole does not need to test to heal damage during combat.

Grasp the Beyond (Intermediate Shrouded Sun, Advanced General): When other than a Shrouded Sun learns this gift, it is learned as an **Advanced Gift**.

Strength of the Dominator (Intermediate Noonday Sun, Advanced Decorated Sun): When other than a Noonday Sun learns this gift, it is learned as an **Advanced Gift**.

Walking Between Worlds (Intermediate General, Basic Decorated Sun/Eclipsed Sun/Shrouded Sun): When other than a Decorated Sun/Eclipsed Sun or Shrouded Sun learns this gift, it is learned as an **Intermediate Gift**.

Chapter Five (5.0)

Garou Appendix (Living Chapter)

Stargazers (5.1)

Tribal Statistics (5.11)

Tribal Totem: Chimera

Advantage: The Stargazer gains the free Mental trait of "Calm" that can exceed trait maximums, as well as a free level of the Enigmas ability not to exceed ability maximums.

Drawback: If the Stargazer fails an Enigmas Challenge or a riddle contest (not just failing to answer a random overheard riddle, but a riddle placed directly to him) he become distracted with his failure for the remainder of the scene. The Stargazer is one Trait down on all Perception or Awareness challenges and is five traits down for purposes of determining Initiative (order of challenges) in the first action of any combat scene.

Background Restrictions: Stargazers may not begin the game with the Fetish, Influences, or Resources Backgrounds.

Beginning Gifts: Balance, Sense Wyrms, Surface Attunement

Starting Willpower: 5

Stargazer Gifts (5.12)

Stargazer Gifts are *High Approval* for Garou who are not Stargazers.

Basic Gifts

Balance: Once purchased this Gift is always active. The stargazer is able to walk across any ledge, rope, etc., no matter how thin or slippery, so long as it will hold her weight. The Stargazer has 3 bonus Traits for the purposes of ties in challenges when climbing or saving herself from falling.

Inner Strength: Once per session, the Garou can meditate for five minutes and make a Static Mental Challenge (Retest: Meditation) against 7 Traits. If successful, he may convert up to three temporary Rage Traits to temporary Willpower Traits.

Resist Temptation: Spend a Gnosis and make a Static Mental Challenge vs. 7, (Retest: Meditation) if successful the Stargazer receives three Bonus Traits in Social or Mental Challenges to defend against social and mental manipulation or domination, including the effects of gifts, disciplines and other powers. The traits gained in this manner last till the end of the scene.

Sense Wyrms: As the Metis gift.

Surface Attunement: If the stargazer succeeds in a static physical challenge against 7 traits, (Retest Athletics) he may pass effortlessly over mud, water, grease, oil, snow, ice, quicksand, or gifts that mimic these effects, without falling through or leaving a trace. This gift lasts for a scene.

Intermediate Gifts

Avoid Fate: With this gift the stargazer can dodge the wheels of fate for a moment. Though a preternatural connection between herself and the universe, she avoids certain disaster. Once per scene the stargazer may spend a gnosis to retest any challenge. The challenge cannot be further retested by any party.

Clarity: With a static Mental Challenge vs. 7 traits (Retest: Investigation), the Stargazer can see through obscurement such as fog, smoke or even complete darkness. The Stargazer may also attempt to see through magical obscurement, disguise, and illusions (such as *Curse of Aeolus*, *Chimerstry*, *Obfuscate*, or *Obtenebration*.) by defeating the power's creator in a Mental Challenge (retest as dictated by the power being challenged).

Merciful Blow: Instead of inflicting damage, the garou may select stunning his opponent as his victory condition for any brawling or melee challenge. If successful, the Stargazer spends a Gnosis Trait and one to three Mental Traits to stun his opponent. One Trait renders the target unable to act until the end of the next turn, two Traits for 10 minutes, and three Traits for the remainder of the scene. Any attack upon a stunned opponent negates the effects of the gift.

Preternatural Awareness: By spending a Gnosis and making a static Mental Challenge vs. 7 traits, (retest Dodge), the Garou attunes all her senses to her surroundings, thereby becoming preternaturally aware of her opponent's doings and allowing her to anticipate them somewhat. For the rest of the scene, the Stargazer gains a free retest in every combat challenge where an opponent is attempting to harm her while she does not attempt to harm her opponent.

Advanced Gifts

Circular Attack: The Garou can battle multiple opponents, not only avoiding their attacks but actually channeling them into other foes (or causing a foe to strike himself if the Garou is only fighting one foe). To activate his power, the Garou must spend a Willpower Trait and make a Static Mental Challenge (retest: Dodge) against 7 Traits plus the number of foes attacking him. If the Garou then succeeds in a mob challenge where multiple foes are physically attacking him, he can direct the assailants' attacks into each other in addition to inflicting his own victory condition. A single victory condition can only be applied to one assailant, and each assailant can only suffer the results of one victory condition. The Narrator should ensure that each of the attackers declares a victory condition before hand, one that is reasonable given the mob's intent toward the Garou.

Wisdom of the Seer: As the Mokole Noonday Sun Gift (Laws of the Wild: Changing Breeds 2, page 165), except the Garou must look into the night sky.

Additional Fetishes (5.2)

Blanket of Peaceful Dreams (Level 2, Gnosis 7)

This handsome blanket protects the sleeper from bad dreams and invasion of his dreams. Any creature attempting to influence or harm a sleeper ensconced within the Blanket must win a Static Willpower Challenge against the blanket's Gnosis. A failure means that the attacker cannot affect the sleeper for the rest of the night. The blanket also lulls nightmares into submission, allowing peaceful sleep.

Stone of Wealth (Level 3, Gnosis 8)

This fetish appears to be nothing more than a very old "worry" stone. When rubbed (activated), it brings the user wealth. Wealth does not always mean money, which is Wyrms-tainted, nor does the summoned wealth necessarily come instantly. Instead, the stone provides the resources a Garou needs to complete her tasks. These resources usually appear in the form of funds or marketable items. The Storyteller is the final arbitrator as to how the fetish's power manifests. Each time the stone is used in a single session, the next test using the Stone during that session is against an additional 2 Traits.

Gaia's Poultice (Level 2, Gnosis 8)

Gaia's Poultice is an herb-filled bandage. This wrapping, when activated, automatically heals 1 level of damage (any type) from an open wound on which it is placed. This fetish takes 1 hour to recharge between uses.

Gnostic Bag (Level 4, Gnosis 9)

The Gnostic Bag appears as nothing more than a small leather pouch with fringes, odd paintings and Garou pictograms on it. The pouch literally holds Gnosis. To activate it, the user reaches into the bag, "grabs" a Gnosis and eats it. The bag holds 9 Gnosis Traits. These can be recharged if the owner expends temporary Gnosis from his pool into the bag. Taking or leaving a Gnosis in this way is an action unto itself, so it the bag is not easily usable in combat.

Heart of the Spirit (Level 5, Gnosis 10)

This fetish is a small, heart-shaped piece of rose quartz. The Heart of the Spirit allows the character attuned to it to store up to 10 Traits worth of Gnosis, Rage or Willpower (one type at a time). Storage of these Traits is accomplished by activating the fetish and spending the Traits from the user's own pool. These Traits may be called upon by activating the fetish. This allows the Garou to draw on one Trait from the Heart of the Spirit each Turn for the remainder of the scene.

Key to the Umbra (Level 2, Gnosis 8)

This small key, when activated, reduces the difficulty of passing through the Gauntlet by 2. If a character spends 3 Gnosis Traits, she can take one other willing character with her when using the Key, though she must be touching them skin to skin for the fetish to work.

Kinship Doll (Level 2, Gnosis 8)

This fetish appears to be nothing more than a crude handmade doll. However, when a Garou holds and activates it, the doll announces the location and condition of any one Kinfolk whose name is spoken by the user.

Loon's Refund (Level 3, Gnosis 8)

This fetish is an ATM card with mystic Garou symbols covering both sides. It is a universal card that can be used at any ATM machine to get up to 500 American Dollars (or the local equivalent outside of America). In order to use it, the fetish's owner simply needs to succeed in activating it (and has to remember to get the receipt!). If the wielder of the Refund uses it more than once per session, he must make a Simple Test or the fetish is destroyed by the Weaver spirits.

Moon Watch (Level 1, Gnosis 4)

The Moon Watch acts like a normal wristwatch that also shows accurately the phases of the moon, except that it never needs to be wound or set. Furthermore, when it is activated, the Watch displays the auspice of any one Garou in the vicinity.

Wise Bag (Level 3, Gnosis 4)

A Wise Bag is a bag of tokens, bones or other small items. When the fetish is activated, the owner can reach inside and gain on small "fact" about people in his surrounding area (e.g., breed, tribe, species, vampire, mage, ghoul, kinfolk, etc.) This bag cannot detect the Wyrms, but can relate knowledge of a previously unknown Negative Trait possessed by a nearby target if the fetish owner can defeat the target in a Mental Challenge. If any one of the pieces inside the Wise Bag ever goes missing for more than 24 hours, the bag becomes spiritually dead and no longer functions.

Rat's Tooth Necklace (Level 1, Gnosis 4)

When activated, the Rat's Tooth Necklace gives the user the temporary Physical Trait: *Nimble*, the temporary Mental Trait: *Cunning* and the temporary Negative Mental Trait: *Impatient*. Whoever wears the Necklace openly gains the respect and admiration of most Bone Gnawers, who constantly try to barter for it, if not steal it outright.

Sands of Sleep (Level 1, Gnosis 3)

When this fetish is activated and the sand is scattered in an area, all those in the area must spend a Willpower Trait immediately or fall asleep. Even if a character spends a Willpower Trait, she gains the Negative Physical Trait: *Lethargic* for the duration of the scene. Those in frenzy either fall asleep (if they don't spend a Willpower Trait) or come out of frenzy (although they will not be *Lethargic* at that point). The sleep lasts until some loud noise or other outside stimulus wakes the sleepers, some kind of impending threat is presented to them, or until they have gotten a good eight hours of sleep. Sands of Sleep works only once per scene.

Baneskin (Level 3, Gnosis 7)

This tiny piece of spirit, carefully wrapped in leather, causes all malevolent spirits, especially Banes, to react to the wearer as if she were a Wyrms-creature and a trusted soul. Baneskin does not need to be activated, but its effects can be seen through with close scrutiny by suspicious spirits who win a Gnosis Challenge against the fetish's Gnosis.

Tear of Renewal (Level 3, Gnosis 6)

These milky-white, tear-shaped stones grant a Garou Gnosis. By activating the Tear, the Garou gains three Gnosis Traits, up to his maximum. The fetish can only be used this way 7 times before the spirit within dies and the Tear becomes useless.

Elk Tooth Necklace (Level 2, Gnosis 5)

This necklace of teeth allows the wearer to run and jump twice as far and twice as fast. When activated in combat, its bonuses are not cumulative with those of other Gifts.

Additional Talons (5.3)

Basket of Bones (Gnosis 8)

This basket is woven from plant fibers and the bones of fallen agents of the Wyrms. Decorated with beads, it has a handle carved from ash wood. Any one item of the Wyrms, be it a gob of toxic waste or an evil fetish, instantly burns to powder when placed in the Basket. The Basket itself turns to ash after 3 uses. The item must fit completely within the Basket for it to work. You cannot, for example, jam this talen on a fomor's head and hope for the best.

Clear Water (Gnosis 4)

This talen contains a purifying spirit in a flask of water. When the spirit is poured into a polluted body of water, up to and including bodies as large as rivers and lakes, the water is instantly cleaned of Wyrms-taint. When consumed, the talen acts like the Gift: *Resist Toxin*.

Nightshade (Gnosis 5)

This talen is distilled from the very essence of night. One fluid ounce of this liquid, when quaffed, turns the imbiber's body into shadow for the next two scenes, rendering him virtually invisible in dark areas and allowing him access through the smallest of openings. Any form of heightened senses will reveal that the shadow is out of place with a successful Mental Challenge, but it is otherwise undetectable. Nightshade grants the equivalent of a Basic power of concealment for the purpose of cross-venue power comparisons.

Pine Dagger (Gnosis 6)

This talen destroys the *Materialized* form of a spirit upon contact. When struck, the spirit must win a Willpower Challenge against 6 Traits or be banished back to the Umbra. This dagger is made from the heartwood of a downed pine tree.

The Camarilla's Supplement to The Shining Host, 5.0 Series

Original by Daniel Fruchterman and Evan Odensky
Editing and Contributions by the NST-Circle community
Revision by Steven Bronsert

Introduction

This supplement details the Camarilla's rules covering Changelings in the World of Darkness. These rules are for the Camarilla's Sanctioned games (Changeling Venue), and are intended for use with White Wolf Game Studio's The Shining Host.

How to Use These Rules

These rules are intended for use by the members of The Camarilla, A World of Darkness Fan Association during Sanctioned games. Permission for use by any organization or individual not a current member in good standing is strictly denied. Permission is given to members in good standing to photocopy these rules for distribution to other members in good standing only.

These rules, when used for Sanctioned play, are to be applied without change, deviation, alteration or addition by any member. This is to enforce a homogenous set of rules throughout the organization, insuring that wherever a member goes, they may play with a minimum of problems.

These prohibitions apply only to members' Player Characters. Storytellers are allowed and encouraged to use their judgment in the World of Darkness to develop richer stories and enrich the flavor of the game. If a Chapter, Domain or Regional Storyteller judges that the flow of the story would be enhanced by minor exceptions to the rules (on an individual basis only), this creative license is allowed. Storytellers found to be abusing this occasional liberty are subject to review and possible disciplinary action. These licenses are not to be such things as the approval of magic items or the allowing of players to play rare kiths, but to help flow while running the game.

It should be noted that there is a plethora of new powers and systems presented in the source books that this supplement draws from. It is not our intention to create a supplement that lists rulings for every variation or use of every power listed. Storytellers are expected to maintain reasonable control of the uses of these assorted powers so things do not get out of hand. When Storytellers use common sense and try to make fair rulings, there is rarely any difficulty.

Disclaimer

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Chapter Zero (0.0), Conversions for Changeling

CONVERTING 4.5 - 4.7 CHARACTERS TO COMPLY WITH THE 5.0 SUPPLEMENT (0.1)

- **Commoner freeholds allowed.**
- **Shadow Court redefined. Get approval.**
- **Change Attribute Maximums as needed.**
- **Purchase any new levels of arts before progressing any further in that art. For example, if the character previously had *Pyretics* to Intermediate, they must now purchase the new levels included in 5.0 before purchasing the Advanced *Pyretics*.**
- **If the approval level of any item on your character has changed, you must apply to the appropriate Storyteller if you wish to keep that item. Approval is not guaranteed.**
- **Title should not change for existing characters based on these rules.**
- **A Secondary Character may not be made into a Primary character.**
- **All characters must be re-approved by the Chapter Storyteller.**

Chapter One (1.0), Character Creation

CHANGELING CHARACTER CREATION PROCESS (1.1)

Changeling character creation is based upon The Shining Host.

STEP ONE: CHARACTER CONCEPT

For the Camarilla's Sanctioned chronicle, there is a slight change with starting seeming, making the tie between a character's chimerical self and mortal self less concrete in terms of age. With Storyteller approval, a character can have a mortal self that is 15 years old and has just been released from sleeping and is a Childer of five years. Concepts that include membership in the Shadow Court or its houses require Regional Storyteller approval.

STEP TWO: SELECT ATTRIBUTES

As The Shining Host.

STEP THREE: SELECT ADVANTAGES

As The Shining Host.

STEP FOUR: FINISHING TOUCHES

As The Shining Host.

STEP FIVE: SPARK OF LIFE

As The Shining Host.

STEP SIX (ADDED): CAMARILLA MEMBERSHIP CLASS ENHANCEMENTS

Multiply your membership class by five to find the number of starting Experience Points you may add to your characters. These bonus starting Experience Points may be used to buy Backgrounds in addition to other things.

Reference the chart below for the character's Power Class. Changelings have a maximum of five in any single Ability.

Member Class	Character's Power Class	Maximum Attribute	Maximum Glamour	Maximum Willpower	Maximum Starting Title
1 +	Fae 1	10	8	6	Squire
4 +	Fae 2	11	9	7	Knight
6 +	Fae 3	12	9	8	Baron
9 +	Fae 4	13	10	9	Count
12 +	Fae 5	14	10	10	Duke

KITH AND TYPE RESTRICTIONS (1.2)

Occasionally, special Storyteller approval is required to play a fae or kinain of a certain Kith or House. Anything not listed on the charts below requires National Storyteller approval for this venue.

Changeling Venue:

- Chapter Storyteller approval: Boggans, Eshu, Nockers, Pooka, Redcaps, Satyr, Sluagh and Trolls
- Domain Storyteller approval: Churichaun, Ghille Dhu, Selkies and Sidhe
- Regional Storyteller approval: Members of House Scathach, Thallain (Beasties, Boggarts, Bogies, Goblins and Ogres) and Nunnehi

Mortals in Changeling Venue:

- Chapter Storyteller approval: Mortals and Kinain (see restrictions above)
- Domain Storyteller approval: Characters with Psychic Numina
- Regional Storyteller approval: Autumn People, Dauntain and characters with Sorcery Numina

CHANGE IN MEMBER CLASS (1.3)

When members increase their Member Class after character creation, their Primary Characters receive five Experience Points per Member Class level increased. If a player gains sufficient Member Class to play a Power

Class higher than the one they are currently playing, the character's Power Class can be increased until it reaches what the player can now play. Each Power Class gained gives the character an additional point of permanent Banality (temporary Banality is unaffected).

Chapter Two (2.0), Limitations and clarifications

BIRTHRIGHTS (2.1)

Some Kith Advantages give permanent Attribute Traits or Abilities. These Traits act as normal Traits but can exceed Trait maximums. They are expended as normal in challenges but cannot be permanently lost. Non-Sidhe do not gain the advantages listed for membership in a house.

ABILITIES (2.1)

Lore

Gremayre (a.k.a. *Kithain Lore*) only helps in countering a Cantrip and not in casting it. This Ability may not be combined with the Ability Aptitude Merit. It cannot be awarded by the Storyteller as other *Lore* can, and is unavailable to Prodigals.

Shadow Court Lore and *Dreaming Lore* are protected by the Mists. Having either requires Regional Storyteller approval.

ARTS (2.2)

Changelings start with three Basic Arts (they may not take two Basic and one Intermediate level of a single Art as their starting choices).

Chicanery

This entire Art is centered around not directly causing harm. Any time that a *Chicanery* Cantrip is cast that will cause direct harm, the Cantrip fails. An example is using *Veiled Eyes* on a bear trap sitting open on a chair. No character will sit on the chair without noticing the trap.

Chronos

This Art can cause a lot of confusion in game play and should be used carefully. It is required that a narrator be present for any casting of this Art. Taking *Chronos* requires Regional Storyteller approval for Sidhe characters, and National Storyteller approval for others.

Chronos, Dream Time

This cannot be used to reduce a character below the age of 1 year old, nor can it be used to age a target to death.

Chronos, Reversal of Fortune

Every use of this power must be noted in the monthly reports made by the following: the Storyteller running that game session, the Domain Storyteller and the Regional Storyteller. This level can cause catastrophic problems within a game, and should be carefully regulated.

Dream Craft, Dream Riding (second Intermediate, Added)

The character may cast this Cantrip (from the Near Dreaming) upon a sleeping mortal or prodigal, physically transport the caster into the target's dream. Once in the sleeper's dream interaction with the dream is possible but direct control is not. This effectively allows the caster to "ride" the dream into the dreaming.

This art may also be used as a Fair Escape if a sleeping mortal is present, by tagging along with the sleeper's dream. This escape may only be used from the physical world and costs a Glamour Trait. This can be somewhat risky as it could deposit the Changeling anywhere in the Dreaming. Use of Dream Riding is dangerous. If a Changeling dies in a dream, in reality she also dies a Banal Death.

Dream Craft, Dream Weaving

This art may not be used to create Treasures.

Legerdemain, Ensnare

Regardless of whether or not the difficulty exceeds the target's Physical Traits, target always receives at least one Static Physical Challenge to break free.

Legerdemain, Phantom Shadows

Un-enchanted mortals will only see the Shadows if they are made real by calling upon the Wyrld.

Naming

Naming requires Regional Storyteller approval to have Basic and Intermediate levels for Sidhe characters (National for Advanced), and National Storyteller approval for non-Sidhe characters. (These restrictions include non Player

Characters).

Naming, Runic Circle

You may not spend more Mental Traits than twice the Bunk level of the Cantrip. The circle may only be inscribed on the ground, not on people or objects.

Primal, Willow-Whisper

Information gleaned from objects needs to be presided over by a Narrator.

Primal, Eldritch Prime

No more than three levels of damage may be inflicted per use of this power.

Primal, Oakenshield

No more than four levels can be gained for armor, regardless of stacked effects.

Primal, Holly Strike

The casting of this Cantrip always requires a Physical Challenge, and no Willpower need be spent to resist (although it will allow a re-test).

Pyretics

If caught on fire, a target may take a physical action to put out the flames with a successful Simple Test. Additional damage is taken at the rate of one health level of fire damage per turn if the flames are not extinguished.

Pyretics, Willow Light [second basic, added]

This cantrip will allow you to illuminate or cast auras of light upon objects or places. The caster creates a dim and ethereal glow to illuminate the object of the Art. This glow will last for approximately 1 hour for each glamour spent at its creation.

Pyretics, Prometheus' Fist

This cantrip allows the caster to engulf an object or person in chimerical flame. The object will burn with tremendous heat, but will not affect either the caster or the object, though anything else contacting the flames will be chimerically burned. The effect lasts for one turn per point of glamour spent at creation, and it does 1 extra level of chimerical damage with each successful attack. This art is typically used to create flaming weapons, inflicting horrible wounds upon the victim. The Wyrd section of the Art is no longer covered by *Prometheus' Fist* (see *Burn and Boil* below).

Pyretics, Burn and Boil [second intermediate, added]

This cantrip allows the caster to engulf an object or person in real flame, igniting and burning the target of the cantrip (and objects in direct contact with the target) just as normal flames would. To use this art, you must spend a Willpower trait to initiate the flames, followed by a Glamour trait for each turn it is controlled. The flames inflict one Health level of damage per turn a subject is engulfed, although the target may attempt to put the flames with a successful simple test as described above, if this works the cantrip immediately ends. If it is used on an item or person in combat, that item or person does one extra level of damage per turn and anyone else near you must win or tie a Simple Test to avoid catching fire for each turn or challenge she is exposed to you.

Pyretics, Star Body

Use of this power on another Kithain is a breach of the Escheat.

Soothsay, Tattletale

This power cannot cross the Gauntlet or the Shroud.

Sovereign

Characters who are not Sidhe require Regional Storyteller approval for *Sovereign*.

Sovereign, Grandeur

Duration is now one scene or one hour, whichever is longer.

Sovereign, Geasa

As this power can be very abusive, Narrator arbitration is required when it is used. Exact wording is important, but the Narrator is the final call on what the target must do to fulfill the Geas.

Wayfare, Quicksilver

The cost for this art is changed when used in cross venue interaction (comparing it to *Celerity*, *Rage*, etc). In these cases, the Changeling must spend one Glamour Trait as normal to cast this Wyrd Cantrip, but expends Physical

traits for each extra action instead of Glamour, up to the Bunk level of that Cantrip. If cast on another target or a group, the person(s) affected must expend the Physical Traits, not the caster. Ignore the Trait penalty for 'unanswered' actions.

Wayfare, Flicker Flash

This power does not allow crossing of the Gauntlet or Shroud. Destinations teleported to must be known to the caster (visited prior, seen with Tattletale, etc).

BACKGROUNDS (2.3)

The Chimera, Companion, Mentor, Patron, Political Connections, Remembrance, Title, Treasure and Trod Backgrounds require Domain Storyteller approval for level four, and Regional Storyteller approval for level five (even if these things are gained/creating in play). The total levels of the Chimera, Companions and Treasures Backgrounds may exceed this restriction, any single item of levels four or five requires the appropriate approval. These Backgrounds require a lot of Storyteller assistance to weave the character and its Backgrounds into the sanctioned game. Players should make suggestions about specifics of these Backgrounds (such as statistics or powers), but the final specifics are always determined by the Storyteller.

Remembrance

Remembrance cannot be used to retest a *Gremayre* counter Cantrip retest.

Holdings

The level of this Background equals how many Glamour Traits that the Holding generates each week, which are distributed as the Storyteller sees fit. For example, four Knights sleep around the balefire at a Level two Holding. Only two Glamour Traits are available for the Storyteller to split among the four characters (each week that they rest in the Holding).

The Storyteller may approve a Commoner Freehold in which at least three players invest points into a Holding. (The Holding may only be as high as level three). A character may not choose this Background without taking at least the same level of Title unless part of a Commoner Freehold approval.

Influence

Because dealing too heavily in Influences may result in Banality, Changeling characters are limited to beginning with five total levels of Influence. Reference 5.0 Prime, Chapter Four for expanded rules on Influence use.

Title

The Title of Squire, Knight or Baron may be approved by a Chapter Storyteller, Count by the Domain Storyteller, Duke by the Regional Storyteller, and King (level six) by the National Storyteller. After character creation, title may raise through role-play, however approval requirements still apply. The Titles of Baron, Count, and Duke for non-Sidhe (Entitled Commoners) require one higher level of approval than what is listed here.

Only Sained characters can use the benefits of Status. Status used in Social Challenges by characters (other than Knights Errant) that are not part of a fealty chain may be ignored. Status held by Entitled Commoners may also be ignored.

Characters with Titles begin with title Treasures that represent the duties and powers of the office as follows. These Treasures cost nothing. The symbolic weapon is a show piece unless Background Traits are invested into it.

- Dukes: - A signet that allows them to make proclamations, sign treaties, assign lands and issue writs
 - A pennon that allows them to claim a freehold as their personal fief, superseding a Count's pennon
 - A hearthstone that allows them to draw Glamour from any hearth in their fief
 - A symbolic weapon
- Counts: - A pennon that allows them to identify their counties and claim freeholds
 - The ability to demand dross from their vassals to feed the hearths
 - A symbolic weapon
- Barons: - The ability to demand dross from their knights
 - A symbolic weapon
- Knight: - A symbolic weapon

MERITS AND FLAWS (2.4)

Merits that duplicate Birthright Advantages require Regional Storyteller approval.

Poetic Heart (3 Trait Merit)
Requires Regional Storyteller approval

Endless Frustration (3 Trait Flaw)
The cost of this Flaw has changed for Sanctioned play.

Fae Songs (1-5 Trait Merit)
These only work on mortals or animals.

Chapter Three (3.0), Systems

MISCELLANEOUS SYSTEMS (3.1)

Cold Iron

The exposure to Cold Iron affects Fae strongly. While in the possession of such objects, a Kithain is one Trait down in all challenges and has her maximum Glamour reduced by one Trait. Weapons forged of Cold Iron inflict aggravated damage to Changelings and give them one point of Temporary Banality.

Being manacled in Cold Iron prevents a Kithain from casting any Cantrips or employing Birthrights. In addition, the manacles will burn the wrists of the Kithain over time. Other effects of the burning manacles are up to the Storyteller's discretion.

The Enchanted Stroke

The Melee challenge for the Enchanted Stroke is always considered to be a Surprise challenge.

Enchantment

Generally, most enchantments last one day per Trait of Glamour spent if the character is not within a Freehold. Some creatures will stay enchanted longer at Storyteller discretion.

In the text it mentions that Kinain, may learn Arts and Realms. They may learn Basic Arts if taught by a Player Character and have the Merit Faerie Blood.

Calling upon the Wyrd

While the character is Calling Upon the Wyrd, Cantrips subsequently cast do not cost an additional Glamour to be Wyrd.

Siochain

This aspect of the Camarilla's Sanctioned game is run by the Office of the National Storyteller.

FREEHOLDS (3.2)

Ownership

If a character discovers or inherits a pre-existing freehold or glade, she must swear an oath to protect it and then invest an amount of Glamour into it equal to the rating of the freehold. If the freehold is destroyed, the owner gains as many temporary points of Banality as the level of the freehold.

A freehold may be taken at the previous owner's death, or the owner can give it away. A noble with a pennon (Count or higher) can take a freehold from someone with a lesser title by demanding a fior. If the person refuses the fior, the freehold mystically transfers to the noble. This was how the Sidhe reclaimed so many freeholds upon returning to Earth.

If a Freehold owner becomes Undone, the freehold drops one level per year and the balefire gains a bluish light. It will dry up until the owner awakes or someone else claims the freehold. Seelie typically believe that if the previous owner returns, the freehold should go back to them whereas Unseelie believe that the previous owner was weak and has lost any claim to the freehold.

Gaining Glamour

If no one is healing with the balefire, one person per evening may gain an amount of temporary Glamour Traits from the balefire equal to the level of the Freehold. The individual benefiting is generally the owner, but she can let someone else enjoy it in her stead.

Reaving

Reaving is sucking extra Glamour from a freehold. Anyone may do this, but it is a terrible crime. A Simple Test must be won in the presence of the balefire, giving the Reaver a point of temporary Glamour for every three points of permanent Banality she has. On a tie, the character gains one point of temporary Glamour for every two points of permanent Banality she has, and the freehold permanently drops a level. On a loss, nothing happens. The owner of the Freehold will immediately become aware of the Reaving unless the Storyteller deems that he is too far away or insufficiently in tune with his Freehold. A Freehold dropped to level zero is destroyed.

CHIMERA (3.3)

There are 4 basic types of Chimera, Incidental, Dreamed, Crafted and Forged. Incidental Chimera are the most

common type found in the Enchanted World. They are stray dreams that have popped up here and there, and are almost always tied to a specific place or person. While these Chimera may seem solid while in their proper setting, they are actually very frail and will crumble if removed. Most sentient Chimera (Companions) in the real world are **Incidental**.

Dreamed Chimera are the type that is found most common in the Dreaming. They are those that are most generally turned into **Crafted Chimera**. While these Chimera are much sturdier than **Incidental** ones, they are still likely to dissolve if not **Crafted** or **Forged** properly. **Sentient Chimera (Companions)** in the Dreaming are usually this type of Chimera. Chimera or Companions created with **Dream Weaving** are of this type.

Crafted Chimerical Items are the kind that most **Kithain** are familiar with. These are items such as leather, wood, or metal that have been made into something. Generally, Chimera cannot be crafted into items more complicated than a simple mechanical device. **Crafted Chimera** are still as vulnerable to **Banality** as **Dreamed Chimera**.

Forged Chimera are the rarest type because generally only **Nockers** can make them. **Forged Chimera** are Chimera (usually **Dreamed** or **Crafted**) that have been altered on the most fundamental level. **Forged Chimera** have an amazing resilience against **Banality**, and are not connected to a certain person or place like most other Chimera. Through their **Arts**, **Nockers** can create a wide variety of **Forged mechanical monstrosities**. Most **High Level Chimera** are **Forged**.

Creating Chimera

With the **Nockers** advantage of Chimera creation, these Chimera do not have ANY magical properties and are relegated to being in the **Enchanted world** (i.e. do not have a mundane counterpart).

Incidental Chimera may be changed into **Crafted Chimera** as per the rules on page 177 with the following changes. After all the **Glamour** has been spent, a point of **Willpower** must be spent as well. A **Simple Test** must then be won allowing the Chimera to last until it comes in contact with high levels of **Banality (7+)**. These Chimera may still erode over time, and may need to be infused with additional **Glamour** each session at the **Storyteller's** discretion.

Dreamed Chimera may be changed into **Crafted Chimera** as per the rules on page 177. These Chimera are much sturdier than **Incidental Chimera**, but still may fade if they come into contact with high levels of **Banality (9+)**. This is up to the **Storyteller** who may call for a **Challenge** or **Simple Test** as desired.

Chimera Creation Time

The **Storyteller** has final say on the time required to create Chimera and Companions, but it generally ranges from six hours to one year (depending on the **Background** level simulated). These items may need **Domain** or **Regional Storyteller** approval based upon the level of the **Background** that they simulate.

Treasure Creation

Treasures are not Chimera, and are not created like standard Chimera or Companions. The creation of a **Treasure** is an epic undertaking, one that should require an appropriate quest of some sort. There are no raw mechanics for making **Treasures**. Their creation should be a story in itself, with the **Storyteller** determining when (and if) the proper moment of completion has come. **Treasures** created are granted powers by the supervising **Storyteller** with approval restrictions equivalent to the **Treasures Background**. Characters that quest for a treasure must pay an amount in experience equivalent to the rating of the **Treasure** before being able to harness its magic.

OATHS (3.4)

The gaining of temporary **Traits** from **Oaths** may exceed **Power Class** maximums, but these are always the first **Traits** spent. The gaining of permanent **Traits** may not exceed **Power Class**. Taking an **Oath** multiple times generally does not grant cumulative effects.

Oath of Adoption

Sidhe that change **Houses** do not change their original **House Boon** or **Flaw**. Nor do they gain the **Boon** or **Flaw** of their new **House**.

Oath of Clasped Hands

The benefit of this **Oath** may only be gained once.

Oath of Fealty

A character can only be under one **Oath of Fealty** at a time. To swear another **Oath of Fealty** is to break the first.

Oath of the Long Road

A character may only have one Oath of the Long Road sworn at a time, and may only gain the benefit of the Permanent Willpower and Glamour once. Use of this oath on a trivial quest results in consequences as dire as if the Oath were broken.

Oath of the Undoing

This Oath is a sure way of making your character into an NPC.

CROSSOVER RULES (3.5)

In general, the Camarilla uses the rules included in Laws of the Night Revised under the title "Method #2: Relative Power Levels" on p 268 for purposes of Crossovers. These are also elaborated on within the Prime FAQ.

VAMPIRES

If a Changeling is Embraced a Simple Test is performed, with a loss indicating that the character dies. If successful the Changeling reverts to his mortal (vampiric) form, loses all Arts, Birthrights, and Frailties, as well as all Changeling memories (unless Embraced as a Malkavian). If the new vampire is Enchanted, he will regain his memories of his Fae life, but only while Enchanted.

A Changeling who has vampire blood in his system (being a ghoul) may not learn new Arts, Realms, or increase his permanent Glamour. He also gains two Temporary Banality Traits per month in which this condition persists.

Malkavians are completely immune to the Mists. Whenever Fae Blood is consumed by a non-Malkavian vampire a Simple Test is performed. On a loss or tie, the character is at the mercy of the Storyteller, who will inflict hallucinations and the like for the duration of the session.

Chimerstry

Illusions created by Chimerstry are considered Incidental Chimera, capable of doing Chimerical damage to any Changeling. The problem with Chimerstry is that after the Vampire cancels the illusion, it continues to exist in the Dreaming. The Chimera generally only lasts a few days. Vampires are unaware of this effect.

Mytherceria, Fey Sight

When using the power Fey Sight, the Kiasyd is considered self-enchanted and can interact and be normally affected by everything that normally affects an enchanted individual.

GAROU

Members of the Get of Fenris Tribe tend to hate all Changelings except for Trolls and Nunnehi. If recognized as such, Get will generally attack Sidhe on sight. Changelings (or enchanted mortals) are not affected by the Delirium.

Spirit Ward

This extends into the Dreaming and works against any Chimera.

Name the Spirit

If the Garou is currently enchanted, this will work on Chimera.

Spirit Drain

This gift works on any Chimera that the Garou can perceive. Kithain take this Gift as an attack on the Dreaming.

WRAITH

Phantasm

A Changeling may make a Kenning test to detect a Wraith tampering with a Dreamer.

Pandemonium

Apparitions made through this ability can cause chimerical damage to Changelings. This power extends into the Near Dreaming.

Changeling Chapter Four (4.0)

Shadow Court and Thallain (4.10)

Shadow Court and Thallain are RST approval. Even Shadow Court Lore is RST approval. Use the rules presented in Mind's Eye Theatre Journal #3.

Shadow Court Arts (4.11)

The Dark Arts are only allowed to Shadow Court members and may not be taught to non Shadow Court members without National Storyteller approval.

Shadow Court Backgrounds (4.12)

Prestige is assigned by your RST.

Nunnehi (4.20)

Nunnehi are RST approval or a storyteller may ask for a Nunnehi venue game which would make the game RST approval (but everyone in the game is playing Nunnehi). Use the rules presented in Mind's Eye Theatre Journal #2.

Nunnehi Arts (4.21)

Spirit Link is restricted to Nunnehi characters only. It requires RST approval to teach Spirit Link to a non Nunnehi changeling (who must be adopted to the Nunnehi Nation).

Nunnehi Backgrounds (4.22)

The following backgrounds have restrictions upon them.

- Spirit Companion:
 - Level 4 requires DST approval. Level 5 requires RST approval.
- Vision:
 - Follows the same restrictions on Rememberance.
- Totem Link:
 - Level 4 requires DST approval. Level 5 requires RST approval.

The Camarilla's Supplement to Laws of the Hunt, 5.0 Series

Supplement by Steven Bronsert
Editing by the NST-Circle community

Introduction

This supplement details The Camarilla's rules covering Mortals in the World of Darkness. These rules are for the Camarilla's Sanctioned games (Mortal Venue), and are intended for use with White Wolf Game Studio's Laws of the Hunt, Laws of the Hunt Players Guide and Liber des Goules.

How to Use These Rules

These rules are intended for use by the members of The Camarilla, A World of Darkness Fan Association during Sanctioned games. Permission for use by any organization or individual not a current member in good standing is strictly denied. Permission is given to members in good standing to photocopy these rules for distribution to other members in good standing only.

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It should be noted that there is a plethora of new powers and systems presented in the three source books that this supplement draws from. It is not our intention to create a supplement that lists rulings for every variation or use of every power listed. Storytellers are expected to maintain reasonable control of the uses of these assorted Numinae so things do not get out of hand. When Storytellers use common sense and try to make fair rulings, there is rarely any difficulty.

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Chapter Zero (0.0), Conversions for Mortals

CONVERTING 4.1 - 4.5 CHARACTERS TO COMPLY WITH THE 5.0 SUPPLEMENT (0.1)

- Characters must be re-made according to the character creation process defined in this supplement. All previous items on the old character sheet must be present on the new character sheet, save those things that are no longer available, or where they would exceed the new Trait maximums presented in step six of Chapter One.
- There will be no changes to earned experience, although starting experience may change.
- Mortals not formerly assigned to a specific venue must be so assigned.
- A Secondary Character may not be made into a Primary character.
- All characters must be re-approved by the Chapter Storyteller.

Chapter One (1.0), Character creation

MORTAL CHARACTER CREATION PROCESS (1.1)

The character creation process for Mortal characters is based upon Laws of the Hunt. While Mortal characters are created independently of the assorted venue supplements, they must be assigned to this or another particular venue. This will have a large effect on the character creation process.

Following is a step by step aid to the creation process listed in Laws of the Hunt, as modified for the Camarilla's sanctioned games. This process is used for all Mortal types, including Kinfolk, Kinain, Ghouls and Revenants, etc. Liber des Goules is employed specifically to aid in the creation of Ghoul and Revenant characters, while Laws of the Hunt Players Guide is used for Mummies and Dauntain.

STEP ONE: INSPIRATION

Motivations are only chosen in Hunter Settings of Mortal Venues. Associations can only be chosen by characters who's Primary Venue is a Mortal Venue.

STEP TWO: PRIORITIZE ATTRIBUTES

As Laws of the Hunt.

STEP THREE: CHOOSE ADVANTAGES

Mortals may choose to spend their level of Influence as a level of Background instead.

STEP FOUR: FINISHING TOUCHES

All Mortals receive seven Free Traits (except Hunters with an Association, who receive five). Free Traits can also be used to buy Backgrounds.

STEP FIVE: SPARK OF LIFE

As Laws of the Hunt.

STEP SIX (ADDED): CAMARILLA MEMBERSHIP CLASS ENHANCEMENTS

Multiply your membership class by five to find the number of starting Experience Points you may add to your character. These starting Experience Points can be spent to buy Backgrounds in addition to other things.

Mortal characters have a maximum of eight Attribute Traits in any category, eight Humanity Traits, eight Faith Traits, five Traits of Willpower and five levels of any given Ability. Partially Awakened Mortals have trait maximums increased by one for the following characteristics; Attributes, Humanity, Faith, and Willpower. (This includes Ghouls and Revenants, Kinain, Kinfolk, etc. and any Mortal with an Intermediate level of any Numina.)

TYPE RESTRICTIONS (1.2)

Occasionally, special Storyteller approval is required to play a character of a certain type. Anything not listed on the charts below requires National Storyteller approval for this venue. Please note the venue and "setting" notes in Chapter Two for additional guidelines. Special character types should not be mixed in the same venue "setting".

Mortals Venue

- Chapter Storyteller approval: Mortals, Kinain, Kinfolk, Ghouls and Revenants, and characters with Psychic Numina
- Domain Storyteller approval: Dauntain and characters with Sorcery Numina
- Regional Storyteller approval: Characters with True Faith Numina

CHANGE IN MEMBER CLASS (1.3)

When members increase their Member Class after character creation, their Primary Characters receive five Experience Points per Member Class level increased.

Chapter Two (2.0), Limitations and clarifications

BACKGROUNDS AND INFLUENCE (2.1)

Espionage and Military Influence are removed from play as per Prime 4.

The following Backgrounds are only available to characters with Sorcery: Arcane, Familiar, Mana Pool and Sanctuary.

The following Backgrounds are not allowed in Sanctioned play: Destiny, Library and Mentor.

The Artifact Background requires Domain Storyteller approval for level four, and Regional Storyteller approval for level five (even if these things are gained/created in play). The total levels of the Artifact Background may exceed this restriction, any single item of levels four or five requires the appropriate approval. Unlike other Backgrounds, a character may have more than 5 points in the Artifact Background. Each enchantment or Alchemical potion owned by a character must be represented by a point of Artifact. For further information on this background and other equipment backgrounds, see Prime section 2.2.

MERITS AND FLAWS (2.2)

The following Merits and Flaws do not count against a Mortal character's normal maximum of seven in either category: Kinain, Kinfolk, Ghoul, Faerie Blood, Gnosis and True Faith. There is no cost for the Kinain Merit in the Changeling venue, the Kinfolk Merit in the Garou venue, or the Ghoul Merit in the Camarilla and Sabbat venues.

Most Merits and Flaws from Liber des Goules (and many from Laws of the Hunt and Laws of the Hunt Players Guide) are lost or rendered useless if a mortal character experiences a metamorphosis (see Chapter Three for metamorphosis). The Storyteller should work with the player to determine which Merits and Flaws are no longer valid for the character, and should assign new ones that cover the same point spread. The Storyteller has the final call on these changes.

Laws of the Hunt Merits and Flaws (2.21)

Players with the Merit Ghoul, should work with the Storyteller to come up with a domitor for their character, be it a Non-Player Character, or the character of one of the other players in the game. For the Merit Ghoul, use only the boxed text titled 'Powerful Ghouls'. Ignore everything else in favor of the systems presented in this supplement (3.32).

The Traits given for the Soothing Voice Merit do not count when employing supernatural powers like Gifts, Disciplines, Numinae, etc.

For the Merit Kinfolk, the cost of learning a Basic Gifts is changed to four Experience Points. The character does not start with Gifts unless purchased with Experience Points.

For the Merit Kinain/Faerie Blood, the cost of learning Basic Arts is four Experience Points, and Realms are three. All other aspects of this Merit are unchanged.

The Magic Item Merit requires Regional Storyteller approval.

Laws of the Hunt Players Guide Merits and Flaws (2.22)

Totem requires Regional Storyteller approval. It gives the character the Totem Background equal to the level of the Merit. A Mortal character must have this Merit or the Totem Sorcery to gain the benefits of a totem (as per Laws of the Wild). The level of this Background cannot be improved after character creation and cannot be combined with others.

The Traits given for the Soothing Voice Merit do not count when employing supernatural powers like Gifts, Disciplines, Numinae, etc.

The Magic Item Merit requires Regional Storyteller approval.

Mana Pool cannot be substituted for Willpower to speed the casting of Sorcery.

Liber des Goules Merits and Flaws (2.23)

Mortals that are Ghouls may take Merits and Flaws from this source.

NUMINAE (2.3)

Do not use any of the Sorcery Numinae and Rituals listed in Laws of the Hunt, instead use the rewritten versions as given in Laws of the Hunt Players Guide.

Characters normally have access to only one type of Numina. Those wishing to develop a second (or third, etc) path must pay an increased cost for the extra path(s) as indicated in Experience Costs for Mortals (3.4). A character may only take Master level in a path of Numina if he has no other Numina paths. A character with Master level of a Numina may not take any other Numina paths without RST Approval. True Faith is not affected by this restriction.

Numinae that add Attribute Traits are not cumulative, so Physical Traits gained from an Alchemy potion would not add to those gained from an Enchantment talisman, only the highest bonus will apply.

For Numinae that create magical items, a character is limited to only possessing up to the limit of her Artifact background. Permanent Artifacts are assigned a trait value from 1 to 5 in the same manner of a Treasure from Changeling. The Cost in Background Points is equal to the cost of the Artifact.

Characters with Sorcery automatically gain one ritual (of the appropriate type) at no cost for each level of Sorcery learned (ie. Basic, Intermediate, Advanced and Master). This is providing that the Sorcery path in question has rituals of these levels.

Enchantment & Alchemy

These Numina paths are open ended in the potions and items you may make subject to the guidelines given and Chapter Storyteller approval. You must buy two basic slots of these Paths before buying Intermediate slots of these Numina and likewise two Intermediate before being able to buy Advanced.

Coiling (Implant)

Items left in the body beyond the duration expel themselves automatically at that time. Even if the character has absorbed multiple items, only two levels of damage (aggravated) are inflicted.

Cursing

'Permanent' affects can still be undone via Unweaving. The 'Death Curses' systems will not be used for The Camarilla's Sanctioned game.

Daimonis

Having this Numina requires Regional Storyteller approval.

Fascination (Glory)

Majesty, Rollover, Grandeur and Glory do not cancel each other out. Each character must deal with the effects of the other powers as normal.

Hellfire (Firestorm and Inferno, and 'Related Rituals')

Characters in the area of affect may win a Static Physical Challenge (vs. the sorcerer's Mental Traits) to escape damage by taking cover, leaping out of the blast area, etc.

Life Stealing

No power or ritual of Life Stealing will allow a character to exceed normal maximums (Traits, Abilities etc).

Life Stealing (Theft of Power)

A victim's last Trait cannot be taken with this power, so targets with only one Trait (or one Trait remaining) are immune.

Life Stealing (Vacant Mind)

Using this spell in ritual form does not make the effects permanent. The effects last for one week.

Life Stealing (Erosion)

Attributes lost to Erosion are not gone permanently. They are recovered after one month.

Life Stealing (Drinking the Soul)

Ignore the chart on page 156. The gain is permanent.

Mentalis (Surface Thoughts)

Use of this Sorcery only allows for the detection of lies. Targets without mind reading powers can only test to detect the presence of the sorcerer after several lies have been detected, or after ten minutes.

Mentalis (Mindspeak)

Those with Telepathy and similar powers will detect that this power is in use and can eavesdrop by winning a Mental Challenge against the Sorcerer or recipient. Those with Mindspeak can do the same to those using Telepathy and similar powers.

Mentalis (Implanted Thought)

A character can only hold one implanted suggestion at a time from such powers as Implanted Thought and Mesmerism (from any single character).

Mentalis (Mind Link)

This power may only be established with one person at a time, and has an effective range of city-wide, or ten miles.

Mindbending (Destroying the Will)

This may be used against any one target no more than once per month.

Mindbending (Breaking the Mind, ritual)

The duration for this ritual is one month.

Shadows (Shackles of the Abyss)

If the victim is attacked while being held, the effect ends immediately.

Shapeshifting

Bonus Traits given by the various levels of this Numina are not cumulative.

Shapeshifting (Second Form)

Once these bonus Traits are lost in challenges, they no longer add to the Trait for the purposes of ties. A max of 3 Physical Traits can be added, but Mental and Social are limited to one each. Storyteller approval will allow a form to inflict aggravated teeth or claw damage.

Shapeshifting (Change Self)

The Trait adding portion of this power can only be used once per session.

Shapeshifting (1000 Forms)

This adds only to Physical, and can only give a maximum of 5 additional Traits.

Shapeshifting (Transform Other, ritual)

Making a permanent transformation requires the expenditure of a permanent Willpower Trait. Characters with the Restricted Range Flaw are only able to transform others into the shapes that they themselves can assume.

Spirit Calling (Banish)

Ignore the 5+ entry on the chart. 5 or more successes will banish the spirit for longer than one month, but the exact duration is left to the Storyteller.

Summoning (Beastmaster)

While humans can be summoned (with the Mental Challenge), they cannot be controlled as animals can (with the Social Challenge).

Totem Link

Totems should be created using the rules presented in Laws of the Wild (as modified by the Camarilla's 5.0 Supplement for Garou). Sorcerers with this Numina may spend experience points to buy up to 3 levels of the Totem Background for the creation of their totem. The Totem Merit is not required for practitioners of this Praxis, but it will allow characters to start with the Totem Background up to level 6.

Totem Link (Opening the Senses)

The exact effects of this power vary from use to use. When a Sorcerer wishes to employ Opening the Senses, the player must consult with the Storyteller to determine its exact effect for that scene.

Totem Link (Wisdom of the Spirit)

Storytellers need not bend over backward to provide a certain number of details to the user of this power. If no relevant pieces of information are prepared (or not enough for the number of successes), the Sorcerer may find her power to have come up short.

Totem Link (Intervention)

A guide chart for the type of assistance provided by each Totem can be found on page 96 of Laws of the Wild.

Warding (Glancing Blow)

This power is only effective when defending against an attack (i.e. not attacking back).

Warding (Sanctuary)

This power requires the additional expenditure of a Willpower Trait which may not be recovered until the Sanctuary is lifted. Casting the spell in ritual form extends the duration to one day, not one month. Others can be protected by the ritual enactment of this power at the cost of one Willpower Trait per hour per person.

Warding (Lesser Ward, ritual)

This effect lasts for the remainder of the scene.

Warding (Greater Power Ward, ritual)

When used on a person, this effect lasts for the remainder of the scene. When used on an object or area, this power requires the additional expenditure of a Willpower Trait which may not be recovered until the Greater Power Ward is lifted.

Warding (Bastion, ritual)

This power requires the additional expenditure of a Willpower Trait which may not be recovered until the Bastion is lifted.

Weathercraft (Elemental Ward, ritual)

Only the first level of damage from a source can be ignored.

Weathercraft (Earthquake, ritual)

Characters in the area of affect may win a Static Physical Challenge (vs. the sorcerer's Mental Traits) to escape damage by taking cover, leaping out of the blast area, etc.

Weathercraft (Whirlpool, ritual)

Characters in the area of affect may win a Static Physical Challenge (vs. the sorcerer's Mental Traits) to escape damage by taking cover, leaping out of the blast area, etc.

Chapter Three (3.0), Systems

THE MORTALS VENUE (3.1)

No Mortals venue game is required to be focused toward the extermination of supernatural creatures (as might be implied by the term "Hunters"). For the purpose of Mortal venue games, the Storyteller must also consider the Setting. This can sometimes be defined in as little as a single phrase or sentence, such as 'FBI Special Affairs Department' or 'A Cabal of shamans dedicated to Rat, and the defense of her people'. Obviously these two Settings have little or nothing in common, meaning that cross-Setting play would be as difficult or more difficult than cross-Venue play. If the excuse for a character to show up in another Setting of the Mortals venue is too improbable, the Storyteller is encouraged to deny it.

Storytellers must be very careful with games in the Hunters venue, lest they turn into 'zoos' supporting many different characters types who have nothing in common. Venue style sheets are extremely important for letting players know what sort of Hunters game is being run. Regional Storytellers will deny vague Settings in Mortals venue style sheets.

METAMORPHOSIS (3.2)

This is the process by which a Mortal character changes into another character Type (The Embrace, The First Change, etc). Mortals cannot simply morph at the whim of the player, the decision to allow this must come from the Storyteller. Regional Storyteller approval is required if this changes the character's venue. For example, a Kinfolk in the Garou venue gets embraced. Vampires are not one of the character types appropriate for the Venue, so the character must either get approval to stay in the venue or to change to one of the vampire venues (both options require Regional Storyteller approval).

If the character is Embraced, the character loses many benefits (Humanity, Numina, True Faith, Sorcery, Rage, Gnosis, Garou Rites and Gifts and certain Merits like Kinain, Gnosis) and the experience spent on those benefits. They do retain Attribute Traits, Abilities, and Willpower. Unspent Experience Points on the character may be carried over. The Embrace and Death are the only metamorphosis that will break a vampiric Blood Bond. The Storyteller will help the player re select Merits and Flaws from the new, appropriate venue sources, making sure these are as close to the old ones as the new venue allows.

Mortal to Changeling metamorphosis is known as the chrysalis. This should be exceedingly rare and requires Regional Storyteller approval for a character that was not originally intended as a Changeling. If You want to make a mortal character before Chrysalis, then make a starting Changeling without Glamour, Banality, most backgrounds, Kith and Legacy. Add those after the Chrysalis.

Mortal to Garou metamorphosis is known as the first change. This should be exceedingly rare and requires Regional Storyteller approval for a character that was not originally intended as a Garou. If you want to make a mortal character before the first change, then make a starting Garou without Gifts, Rage or Gnosis and Breed, Auspice and Tribe advantages. Add those after the first change.

Mortal to Wraith metamorphosis is covered in the Wraith supplement.

MISCELLANEOUS (3.3)

Delirium (3.31)

Awakened Mortals are immune to the Delirium.

Ghoul and Revenant Rules (3.32)

Revenants are treated exactly as Ghouls, except where otherwise noted. They are allowed in the Sabbat venue with Domain Storyteller approval.

Ghoul Discipline learning rules follow these basic guidelines:

- Ghouls begin play with only one Discipline, the first level of Celerity, Fortitude, or Potence. (Usually whichever one the domitor has in-clan)
- Ghouls need a teacher for all Disciplines except their one physical discipline (Celerity, Fortitude, or Potence)
- Ghouls may learn the in-clan disciplines of their domitor without needing the "Learn Other Disciplines" Merit after they have fed from the domitor for at least two consecutive months.
- Cost to learn a Discipline is always out-of-clan for Ghouls (4 for Basics, 8 for Intermediates, 12 for Advanced)

- Ghouls are limited as per the "Powerful Ghouls" section of Laws of the Hunt Players Guide, p.90 (Basics if the domitor is 11th or weaker gen, Intermediates if the domitor is 10th or 9th gen, Advanced if the domitor is 8th gen or better)
- There is no special approval for learning restricted disciplines other than the approval needed to play a ghoul to one of the clans that possess that discipline. See Vampire 5.0 Chapter 1's Camarilla/Anarch Venue for approval levels. For instance, in order for Joe Member to have serpentis, he needs DST approval to be a ghoul of a Follower of Set. To have Obtenebration, he would need RST approval to be the ghoul of a Lasombra (or Lasombra-anti as the case may be).
- For clarification, the Merit "Learn Other Disciplines" permits the Ghoul to learn Disciplines from vampires other than his current Domitor.

Revenants begin with three Basic Disciplines from those associated with their family. They pay in-clan costs for their family's Disciplines, and may never learn any Disciplines higher than Advanced level. Revenants can only buy non-family Disciplines if they have the Learn other Disciplines Merit, but such Disciplines require teachers as normal. It requires Regional Storyteller approval for a Revenant to be successfully Embraced.

Ghouls and Revenants have ten Blood Traits, but for each Trait they lose/use beyond five, they lose a health level which cannot be healed until the blood is regained. If they lose their last Blood Trait, they are reduced to Mortally Wounded, which cannot be healed unless at least one Blood Trait is regained. Revenants regenerate one Blood Trait per day. Ghouls regenerate one Blood Trait per week, but may regain blood as quickly as one per day by ingesting vampiric blood.

Revenants may begin play with a Morality Path using the rules presented in Laws of the Night Revised. Approval levels for that Path are the same as they would be for the Venue the Revenant is in. For example, a Revenant in the Sabbat venue would need CST approval to be on Path of Caine, while that same Revenant in the Mortals or Camarilla Venues would need RST approval for the Path.

EXPERIENCE COSTS FOR MORTALS (3.4)

New Attribute Trait (1 per)

New Ability Trait (1 per)

New Humanity Trait (2 per)

New Willpower Trait (3 per)

New Numina/Sorcery, (3 / 6 / 9 / 12 for Basic / Intermediate / Advanced / Master)

New Numina/Sorcery, second + path (4 / 8 / 12 for Basic / Intermediate / Advanced)

New Sorcery Ritual (2 for Basic, 4 for Intermediate, 6 for Advanced, 8 for Master)

Remove Negative Trait (2 per)

The Camarilla's Supplement to Oblivion, 5.0 Series

Original material by David Blackwell and Daniel Fruchterman

With contributions by Marc Spencer, Nathan Padberg, Mike Metcalf, Kristen Johnson, and Bruce Baugh

Editing by the NST-Circle community

Revision by Steven Bronsert

Introduction

This supplement details the Camarilla's rules covering Wraiths in the World of Darkness. These rules are for the Camarilla's Sanctioned games (Wraith Venue), and are intended for use with White Wolf Game Studio's Oblivion.

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Chapter Zero (0.0), Conversions for Wraiths

CONVERTING 4.5 CHARACTERS TO COMPLY WITH THE 5.0 SUPPLEMENT (0.1)

- **Starting Status is now different, as is starting Willpower.**
- **A Secondary Character may not be made into a Primary character.**
- **All characters must be re-approved by the Chapter Storyteller.**

Chapter One (1.0), Character creation

WRAITH CHARACTER CREATION PROCESS (1.1)

The character creation process for Wraith characters is based upon *Oblivion*. **Following is a step by step aid to the creation process listed in that source book, as modified for The Camarilla's Sanctioned games.**

STEP ONE: INSPIRATION

As *Oblivion*.

STEP TWO: ATTRIBUTES

As *Oblivion*.

STEP THREE: ADVANTAGES

Wraiths and Specters start with three (not six) Basic Arcanoi. They cannot use their starting Arcanoi to buy two Basic levels and one Intermediate level of a path.

STEP FOUR: SHADOW CREATION

As *Oblivion*.

STEP FIVE: LAST TOUCHES

Additional levels of Thorns can be taken in lieu of Negative Traits, but the total of Negative Traits and additional Thorn Traits cannot exceed the character's maximum of five.

STEP SIX: SPARK OF LIFE

As *Oblivion*.

STEP SEVEN (ADDED): CAMARILLA MEMBERSHIP CLASS ENHANCEMENTS

Multiply your Member Class by five to find the number of starting Experience Points you may add to your characters, then check the chart below to see what Power Classes you can play. Backgrounds can also be purchased with starting Experience Points.

Member Class	Character's Power Class	Attribute Maximum	Starting Willpower	Maximum Willpower
1+	Wraith 1	10	1	5
4+	Wraith 2	11	2	6
6+	Wraith 3	12	3	7
8+	Wraith 4	14	4	8
10+	Wraith 5	16	5	9
12+	Wraith 6	18	6	10

Wraiths have a maximum of five Traits in any single Ability.

TYPE RESTRICTIONS (1.2)

Occasionally, special Storyteller approval is required to play certain types of Restless Dead. Anything not listed on the charts below requires National Storyteller approval for this venue.

Wraith Venue

- Chapter Storyteller approval: Wraiths
- Domain Storyteller approval: Specters
- Regional Storyteller approval: Risen

Mortals in Wraith Venue

- Chapter Storyteller approval: Mortals
- Domain Storyteller approval: Characters with Psychic Numina
- Regional Storyteller approval: Characters with Sorcery Numina

CHANGE IN MEMBER CLASS (1.3)

When members increase their Member Class after character creation, their Primary characters receive five Experience Points per member class level increased. Additionally, if a player gains sufficient Member Class to play a Power Class higher than the one they are currently playing, the character's Power Class can be increased until it reaches what the player can now play. Each Power Class gained gives the character a full Permanent Angst Trait. (Temporary Angst Traits are not affected.)

Chapter Two (2.0), Limitations and Clarifications

ABILITIES (2.1)

Soulforging

Among player character Wraiths, this Ability is only widely possessed by members of the Artificers Guild, although each Guild has its own Soulforgers. All Artificers must take at least one level in this Ability at character creation, or must buy a level when adopted into the Guild.

ARCANOI (2.2)

Wraiths begin play with three Basic Arcanoi (they may not take two Basic and one Intermediate level of a path). For each Arcanos taken with the allotted choices, a player character receives the Innate Abilities for that Arcanos for free. Characters can buy just the Innate Abilities of an Arcanos at the cost of two experience points (or two Negative Traits at character creation) for Innates. If the character later wishes to buy the first Basic Arcanos of that path, she needs only spend two more experience points and receives all Innates and the first Basic.

A character cannot possess the Arcanos Flux, Mnemosynis, or Intimation at character creation without holding status in the proper guild (Alchemists for Flux, Mnemoi for Mnemosynis, and Solicitors for Intimation). These guilds are fairly protective of their secrets and rarely teach their Arcanoi to non-members, so taking these Arcanoi requires Domain Storyteller approval. Flux, Mnemosynis, and Intimation must be taught (even the Innate Abilities), which also requires Domain Storyteller approval.

Note: The storyteller may change the Difficulty of Static Challenges for Arcanoi from what the Shroud rating is to a level of difficulty that they feel appropriate.

Fatalism

Fatalism is difficult to work into a live-action setting and is recommended for Non Player Characters only. Regional Storyteller approval is required for player characters to learn this Arcanos.

Flux

Possessing this Arcanos marks a Wraith as a member of the Alchemist's Guild (regardless if he or she has status in that guild). Characters can be destroyed for merely possessing Flux.

Intimation

While the uses of Deep Desiring (if used to remove desires) and The Craving is unobvious, most non-Solicitors will attribute the behavior to something else (psychological problems, Dominate, Keening, etc). Over time however, they may figure out the cause.

Some of the higher uses of this Arcanos (especially Cupitatis) can completely change a character's motivations and desires. Re-writing characters that don't belong to you is a sure way of getting other PLAYERS mad at you. In any case, a complete changing of a character's personality should require many uses of this Arcanos over time and should be done in the presence of a Storyteller. A Storyteller can rule that drastic changes to a character's behavior can fade with time (at least a few months) and therapy.

Possessing this Arcanos marks a Wraith as a member of the Solicitor's Guild (regardless if he or she has status in that guild). Characters can be destroyed for merely possessing Intimation.

Lifeweb

Lifeweb is difficult to work into a live-action setting and is recommended for Non Player Characters only. National Storyteller approval is required for player characters to learn this Arcanos.

Mnemosynis

Possessing this Arcanos marks a Wraith as a member of the Mnemoi (regardless if he or she has status in that guild). Characters can be destroyed for merely possessing Mnemosynis.

Moliate

Moliate can only be used on Wraiths, Specters, Plasmics, Shadowed Plasmics and other ecologies of the Underworld. Anything composed of plasm is malleable (unless soulforged or otherwise locked into a form).

Martialry

Weapons created by Martialry cannot have moving parts. For example, swords and claws are fine, but crossbows and guns are not. A weapon created by Martialry can only do a maximum of three damage (damage of the

weapon + the number of success used during Martialry). Only one weapon can be created at a time, and a weapon created by Martialry is still attached to the Wraith that made it. Armor can only provide a maximum of three Temporary Corpus and is also still attached to the Wraith that made it.

MERITS AND FLAWS (2.3)

Wraith characters can take up to seven points of Merits and seven points of Flaws. Given here is a list of Flaws specific to the Wraith venue. With Storyteller approval Wraith characters can take Merits and Flaws from other Mind's Eye Theatre source books, as many of these are appropriate to the venue.

Psychological

Addiction (1 - 2 Trait Flaw)

The Restless Dead can develop a psychological addiction to a thing or even a person. If denied access to the subject of the character's addiction, she will be down one or two Traits (depending on the level of the Flaw) in all challenges until access is acquired.

Echoes of the Past (1 Trait Flaw)

The Wraith manifests in the Skinlands in ways she can't consciously control. Often her Haunt offers some clue as to her presence, which alert mortals may notice. For 1 point, the Haunt retains a faint but distinctive scent, sound or image of something that was important to the character: her favorite lilac perfume, gentle sobbing, or images of Fetters in the corner of an observer's eye. Those in the Haunt may make a Static Mental Challenge (difficulty equal to the local Shroud rating) to notice the effect. This Flaw manifests only when the Wraith is present, though she is not embodied or otherwise present in the Skinlands, and cannot gain Memoriam from the emotions of observers.

Mental

Concentration (1 Trait Merit)

The character can focus her mind and shut out distractions and annoyances. She cannot take more than 2 Traits in penalties based on distractions and disorientation for a challenge.

Corporeal

Full of Life (2 Trait Merit)

These Wraiths were vibrant, energetic, and full of life when alive, and this continues to serve them in death. The character has one extra Corpus level, but when her Corpus is above 10, she looks more real and alive to other Wraiths; taking a 1 Trait penalty to all efforts at concealment and disguise.

Malleable (2 Trait Merit)

The Corpus of Malleable Wraiths bends and flows easier than normal. Such characters have a 2 Trait bonus on all efforts to use Moliate on themselves. Unfortunately, the same bonus applies to others' attempts to use Rend/Moliate on the character.

Botched Molation (1-3 Trait Flaw)

Something went wrong in a past effort at Molation: perhaps the character goofed, or someone else really flubbed it. Take a 1 Trait penalty to Social Challenges for each level of this flaw.

Distinctive Appearance (1 Trait Flaw)

Something about the Wraith stands out and stays in others' minds, like a strange hairstyle, a prominent tattoo, or differently colored eyes. This can be concealed with Moliate, but it always comes back each evening.

Rotting (2 Trait Flaw)

In life, the character thought of the dead as rotting, festering things from horrible nightmares. That image now marks her own Corpus. Muscle and tissue show through ragged holes in her flesh, giving a 3 Trait penalty to Social Challenges where appearance might play a part. If Embodied, the character actually gets some benefit from it; mortals who see her are affected by the Fog as if they had 2 fewer Willpower than they actually do.

Fragile Corpus (3 Trait Flaw)

The character just doesn't hang together very well. She loses 2 Corpus rather than the usual 1 when dis-corporating. If she loses more than four Corpus levels in any single blow, she must make a Static Willpower Challenge, difficulty 5, to avoid being dragged into a Harrowing.

Social Ties

Heretic Boon (1-3 Trait Merit)

The members of a Heretic cult owe the character a favor for aid rendered. The higher the level, the more significant and lasting the favor. For 1 point she can enter a meeting of the group, while for 3 points she could get access to some of the group's resources. Arrange the details with your Storyteller, and make sure you agree on

the limits of the boon.

Hierarchy Boon (1-4 Trait Merit)

The members of one of the Legions or Hierarchy administration owe the character a favor for aid rendered. The higher the level, the more significant and lasting the favor. For 1 point she can enter a meeting of the group, while for 3 points she could get access to some of the group's resources. Arrange the details with your Storyteller, and make sure you agree on the limits of the boon.

Renegade Boon (1-3 Trait Merit)

The members of a Renegade faction owe the character a favor for aid rendered. The higher the level, the more significant and lasting the favor. For 1 point she can enter a meeting of the group, while for 3 points she could get access to some of the group's resources. Arrange the details with your Storyteller, and make sure you agree on the limits of the boon.

Reputation (2 Trait Merit)

Some Wraiths enjoy a good reputation among the Hierarchy, Heretics or Renegades. This might come from the character's own actions or as a result of a mentor. She is able to interact with Wraiths of the appropriate group as though she had an additional Status Trait with that group. This doesn't actually give an additional Status Trait to bid or spend. This Merit may not be taken multiple times unless each Reputation applies to a different group (Hierarchy, Heretics or Renegades).

Mortal Companion (2 Trait Merit)

The Wraith maintains close ties with a particular mortal, either one of her Fetters or just a chance friendship. The mortal must have some way of interacting with the character; perhaps he's a medium, or a parapsychologist. In most cases the Wraith will want to be attuned to him, though this must be done in play. Enemies who find out about this companion can use him against the character, of course.

Twisted Apprenticeship (1 Trait Flaw)

The character's Reaper taught her all the wrong things about Wraith society. Her misconceptions will often get her into trouble.

Notoriety (3 Trait Flaw)

The character has a bad reputation among her peers, whichever faction that is. She takes a 2 Trait penalty to all Social Challenges involving those wraiths who've heard of her.

Supernatural

Tomb (1-2 Trait Merit).

The character was buried with a relic or memorabilia. For 1 point, she has a variety of small personal items as relics; for 2 points she has a substantial array of furnishings and goods.

Unknown Fetter (2 Trait Merit)

The Wraith has an additional Fetter, but doesn't know where or what it is. The Storyteller decides the nature of this Fetter, based on the Wraith's history. The character must identify the nature of the connection before she can locate the specific person, place or thing. Lifeweb can locate it, but Fatalism will not reveal the connection.

Cold (2 Trait Merit)

The Corpus of Wraiths with this Merit is very cold. Mortals who pass near feel a distinct chill. This is one of the class para-psychological manifestations of Haunting, and makes it easy for the character to get mortals' attention...whether she wants to or not.

Bright (4 Trait Merit)

Emotions of the character have a particular quality that makes it easy to cross the Shroud. She gets a 1 Trait bonus to all challenges involving piercing the Shroud. Unfortunately, mortals seeking Wraiths tend to find her first.

Weak Shadow (4 Trait Merit)

The Psyche gets a 2 Trait bonus to efforts at resisting the Shadow.

Damned (1 Trait Flaw)

The Wraith believes that she missed her chance at salvation. Every minute she spends in a site dedicated to her old religion drains a point of Willpower; if she touches a religious artifact of her old religion, she immediately loses a point of Corpus from the burning agony.

Improperly Buried (1 Trait Flaw)

Whatever the Wraith's beliefs say shouldn't be done for the dead, she got. Perhaps she was turned face-down in her coffin, or buried on unconsecrated ground, or died without last rites. In any case, you must choose the

character's corpse as a Fetter, but she cannot regain Pathos or get other bonuses from it. All actions involving the corpse incur a 1 Trait penalty. What's wrong can be fixed over time, but it's the Storyteller's discretion how difficult this should be.

Time Cycle (1-5 Trait Flaw)

At certain times it's much harder for the Wraith to act across the Shroud. The time might be some hours of the day, some days of the week, or some phases of the Moon; work out the details with your Storyteller, along with a reason for the obstruction to exist. The character takes a 1 Trait penalty during the affected times per level of this Flaw. Add 1 point to the value of the flaw if the obstruction applies to days of the week. Add 2 if it applies to hours of the day.

Echoes (2-5 Trait Flaw)

The character is vulnerable to old wives' tales about handling ghosts. Salt keeps her from crossing a threshold, animals detect her presence, she cannot cross running water, skeptical disbelief repels her, and so on. Wherever the character goes, she leaves an ectoplasmic residue, and her sounds can be taped with mundane recording devices. Review ghost stories and para-psychological accounts for details of the effects of this Flaw. The cost depends on how severe the limitations are; for the purposes of challenges, take a 1 Trait penalty to affected tests per point of Flaw.

Bound (3 Trait Flaw)

The Wraith is bound, and cannot move more than a hundred feet from a particular spot. She must take the location as a Fetter, and can leave it once the Fetter is resolved. This imposes a very severe limitation on the character, and your Storyteller may simply rule that it doesn't fit the chronicle.

Disembodied Shadow (3 Trait Flaw)

The character's Shadow manifests in a form only she can see, generally that of a small animal. She can talk with it, but she must speak out loud to do so. The Shadow has 1 Physical Trait with which it can move small objects.

BACKGROUNDS (2.4)

Your storyteller must approve all background purchases. Players must have a reasonable explanation for all their character's Backgrounds.

Status

Characters no longer receive free Status Traits based on their Power Class. This does not remove status from characters already in play before the release of this revision. Domain Storyteller approval is needed to gain or purchase Guild Status, which may only be acquired with Free Traits or earned in game. Membership in a Guild is quite uncommon, and players should be encouraged to avoid it at character creation.

Artifacts

These generally require a Pathos expenditure to power them for a scene, the cost of which is equal to the Background rating of the Artifact.

Level four Artifacts require Domain Storyteller approval, and level five require Regional Storyteller approval.

Eidolon

A character cannot have a rating higher than five in Eidolon. Characters with four or five Eidolon tend to be Heretics. Characters with five levels of Eidolon are candidates for Transcendence.

Haunt, New Background

There are some places in the Skinlands where for some reason the Shroud is not as strong as it should be. Whether the place is old and spooky or actually haunted, Wraiths in that place find it easier to cross the Shroud or use Arcanoi. A circle of Wraiths can create a Haunt by crossing the Shroud repeatedly and using their Arcanoi to suspend the disbelief of the Quick (usually by scaring them), but this takes many years of time. Most Haunts are either found by a lucky few, taken over by an ambitious circle, or given to a Wraith by one of the factions.

- 0) You're homeless, and have only your Fetters for refuge.
- 1) It's so small you have to sleep standing up
- 2) It's not too fancy, but at least you have room to breathe. Too bad you can't do that any more. (A small studio)
- 3) You finally have room for some guests. (An apartment or a tiny house)
- 4) You're living in luxury (or as close to it as you can get in the Shadowlands), or you have an unusual or fortified Haunt. (A large house or mobile home)
- 5) Your Haunt's in Deader Homes and Gardens. (A mansion)

Each rating of Haunt lowers the Shroud rating in the area by one. For example, if the Shroud rating would normally be eight, a second level Haunt would lower it to six. While performing Arcanoi in the Haunt, a Wraith gets one free retest per Haunt rating. These retests can only be performed once per session. While anyone may receive the benefits of the lowered Shroud rating, the retests can only be used by the Haunt's owner.

A circle of Wraiths can share the benefits of a Haunt, but they must put in enough Background Traits to make the Haunt rating equal to three or higher. They must also provide ample background justification for it. While anyone in the Haunt can share the lowered Shroud rating, only those who put background points into it can share the free retests for Arcanoi. In this case, the number of retests for Arcanoi for any particular character is the number of Background points that character invested, plus one. If a player character donated Background Traits to Haunt and is destroyed or otherwise is put out of the game, then the Haunt rating is made of the background points of the remaining Player Characters. If the new Haunt rating or number of remaining circle members is less than three, then the circle will not receive free retests for Arcanoi until the situation is remedied.

Regardless of the combined rating of the Haunt, the shroud can never be lowered more than five levels with this Background. Domain Storyteller approval is required for Haunts rated at four or higher.

Legacy, New Background

People dedicate their lives to leaving something behind to mark their existence after they're dead and gone. A Legacy is not the memories that people have about a Wraith (see Memorandum) or things that represent their ties to the Skinlands (see Fetters), but rather it is a measure of the accomplishments that they have left behind. A Wraith's Legacy can be just about anything such as a work of art, a term of slang, or a scientific formula.

- 0) You left nothing behind that marks your existence
- 1) Somebody printed a poem you wrote in an obscure journal
- 2) They still have your paintings in an art gallery
- 3) You helped found a charity
- 4) You drafted important laws during your tenure at public office
- 5) You started the disco craze

Once per story a Wraith can travel to the site of her legacy (or some representation of it) and engage in a Simple Test for each level of the Legacy. Each success (win only) heals a normal wound instantly, or an aggravated wound (with an additional half an hour spent at the legacy). For example, a Wraith with a Legacy of two makes two Simple Tests, but wins only one. In this case, the Wraith can only heal one wound in that one sitting at their Legacy.

A Wraith can only use a Legacy for himself; he can't use the Legacy to heal others. Wraiths cannot combine Legacies like Haunts, nor can a Wraith have a Legacy rated four or higher without Domain Storyteller approval.

Relics, New Background

Relics are the ghosts of items that somehow crossed over to the over to the Shadowlands after their destruction, or items so loved by their owners that they crossed over after their owners died. Unlike Artifacts, Relics have no special powers, they're just useful in and of themselves.

- 0) You're broke
- 1) Something useless but with sentimental value (A wedding ring)
- 2) Something you might trade or find some use (A pair of sunglasses)
- 3) Something useful, but simple (A knife)
- 4) Something with moving parts (A gun)
- 5) Something powerful or really useful (A car)

Complex Relics (or Relics with moving parts) require a Pathos Trait to power them for a scene. It should be noted that some relics need more than Pathos to work (example, relic guns need relic bullets).

Chapter Three (3.0), Shadow creation

EXPANDED LIST OF THORNS (3.1)

The following expands the list of Thorns to give players more options when fleshing out their characters. Every Wraith's Shadow starts off with two points of Thorns. Additional Thorns may be taken in lieu of Negative Traits, but the character is still limited in the number of Negative Traits it can take (these extra Thorns do count against that maximum).

Dark Allies [1/level]

The character's Shadow communicates regularly with specific Specters, and can call on them for assistance.

Death's Sigil [1-3]

The character carries a prominent sign of Oblivion's touch: wings of choking smoke, footprints of sea water, the smell of a charnel house, and so on. Each level of Death's Sigil reduces by 1 the Wraith's effective total Social Traits for the purpose of ties and overbids. The character can spend a Willpower Trait to stifle (negate) the effects for a scene.

Infamy [1/level]

Similar to Memoriam, this Background represents the measure of fear and loathing the character inspires in the living. Each time the character falls into slumber, the player must make one Simple Test per level of this Thorn. Each test that she does not win or tie gives the character a Temporary Angst Trait.

Deafened Ear [1]

The character's Shadow may spend a Temporary Angst Trait to inflict total deafness on the Wraith for 15 minutes. This can be done once per session, and does not grant the Wraith immunity to Keening and other sound-based powers.

Mirror, Mirror [1]

Whenever the Wraith sees itself in a reflective surface, the Shadow can activate this Thorn. Everyone who sees the reflection sees it as horribly distorted, in whatever manner the Shadow desires. This costs nothing to activate, but repeated usage mutes the surprise and shock value this Thorn can have.

Nightmares [1]

The Shadow can inflict wracking nightmare on the Psyche. The Shadow spends a Temporary Angst Trait and engages in a Static Challenge of the Wraith's Permanent Angst against its Willpower (no Traits bid). Success means the Shadow causes the Psyche to immediately wake from slumber without the usual benefits.

Shadow Face [1]

The Wraith can take on a completely different appearance when the Shadow takes over (should it desire to do so).

Shadow Call [2]

The Shadow can use this only when the Wraith is in the Tempest or near the mouth of a Nihil. For each level of Permanent Angst the Wraith possesses, the Shadow can spend a trait of Temporary Angst and perform a Simple Test. Each win (not loss or tie) summons a Specter, the exact nature of which is decided by the Storyteller.

Wrack [2/level]

The Shadow can inflict shooting pain on the Psyche during a Physical Challenge. The Shadow simply spends a Temporary Angst Trait, and forces the Wraith to bid an additional Trait per level of this Thorn. A Willpower Trait can be spent to negate the use of this Thorn.

Silenced Tongue [3]

The Shadow can (once per session) spend a trait of Temporary Angst to render the Wraith unable to make any sound for 30 minutes. The Wraith cannot use any sound-based powers, though it can communicate by writing, gesturing, and the like. Remember that writing implements are rare in the Shadowlands.

Honeyed Tongue [3]

The Shadow can spend a Temporary Angst Trait and engage its target in a Social Challenge. If successful, the next sentence the Shadow speaks will be believed by the target (until irrefutable evidence is shown to the contrary). The Psyche can spend a Willpower Trait to negate this effect.

Shadow Mentor [3]

The Shadow can tap into the Hive-Mind to produce knowledge (*Lores*) for the Psyche. The player informs the Narrator that he wishes to gain some knowledge, and that he is making a pact with his Shadow. The narrator then

determines the level of Lore required for the information, and that number is then added to the Wraith's Temporary Angst Traits. As a side effect of these frequent Pacts, each time the Psyche gains any *Lores* on its own, the player must make a Simple Test for each level learned, with a loss giving the Wraith one Temporary Angst Trait.

Shadowplay [4]

The Shadow can offer an additional action to the Psyche after the Wraith uses up all of its normally available actions for a turn. The Shadow decides whether to offer, the Psyche can't ask. If the Psyche agrees, it loses one, two or three Pathos Traits (win, tie or loss on a Simple Test), and gains one two or three Temporary Angst Traits (win, tie or loss on another Simple Test). The Psyche must spend a Willpower Trait in order to resist when the Shadow offers this.

Tainted Touch [4]

The Wraith becomes a psychic Typhoid Mary. When the character brushes against another's corpus (or vice versa), he must engage that individual in a Physical, Social, or Mental Challenge (whichever is his strongest category). If successful, the other character gains a Temporary Angst Trait. Willpower cannot be used to negate the effects of this Thorn, nor does this Thorn work when the character is in combat.

Whispers [4]

The Shadow can speak directly to other Shadows, without the Psyche's knowledge.

Manifestation [5]

The Shadow can take on independent corporeal existence, with the same Traits as the Psyche. The Shadow must spend three Traits of Temporary Angst for every ten minutes that it wishes to maintain its manifestation.

Chapter Four (4.0), Systems

ATTUNEMENT (4.1)

Player Characters automatically know when a Wraith is making them into a Consort. There is no challenge and they know each time the Wraith spends a Willpower Trait for attunement.

Consort characters can be created like mortals, but a player-character Consort should make sure that the Wraith that the Consort is attuned to is another player-character. Attunement benefits only apply to the Wraith who successfully manifested, Skinrode (or otherwise hid in the Consort), and spent the Willpower for attunement. This means that if a Wraith attunes a mortal to itself, then only that Wraith receives the benefits of attunement, unless other Wraiths spend the time and energy to attune the mortal as well. The process of attunement takes time; each successful manifestation and Willpower spent for attunement must be on different occasions (once per night). A Consort can be attuned to more than one Wraith at a time at Storyteller discretion; otherwise, a Consort is attuned to the first Wraith that successfully attuned the Consort, until the Wraith is destroyed. If a Wraith wishes to attune a Consort of another to itself, then the Wraith must make a greater number of manifestation attempts and spend a greater amount of Willpower to attune the Consort to itself (the number of attempts and Willpower cost is determined by a Storyteller).

Supernatural creatures (not Wraiths) can become Consorts, but they may not start as one. A Consort can become a ghoul, and a ghoul can become a Consort, but a player cannot start out as a ghoul and a Consort. While inanimate objects can become Consorts, Garou fetishes can not. Consorts are meant to be attuned to Arcanoi that effects the Skinlands (which excludes Moliata, Argos, and Castigate). The benefits of Attunement are that Wraiths may use certain Arcanoi.

Mortals with True Faith cannot become Consorts; Wraiths tend to find their presence uncomfortable to say the least. An exorcism on a Consort by one of True Faith will remove the effects of being a Consort.

CROSSOVER RULES (4.2)

Everything written in Oblivion on pages 246 - 248 holds true. Members who wish to play a Specter or a Wraith that was previously a player character mortal, Kinfolk, or Ghoul must send a character sheet, experience point log, and background to a Domain Storyteller for approval in order to play in a Sanctioned game.

Sharpened Senses of Wraiths counts as a level one power in cross venue. Example: Will the Wraith uses his Sharpened Senses to scan the room, in the room is Norm Nosferatu under Advanced Obfuscate and Celia Slugh who is under Basic Chicanery. Will gets to test against Celia but not Norm.

Members who wish to play a Player Character vampire turned into a Wraith or a Player Character Wraith turned into a Risen must send a character sheet, experience point log, and background to their Regional Storyteller for approval in order to play in a Sanctioned game. This may take some time. No characters with True Faith can become a Wraith, regardless of creature type.

Mortals and Ghouls (4.21)

Mortals, Kinain, Kinfolk and Ghouls may become Wraiths with Domain Storyteller approval. They lose any benefits they had before death (Humanity Traits, Numinae, True Faith, Rage, Gnosis, Glamour, Garou Rites and Gifts, Blood Pool and Disciplines) and any experience spent upon these benefits. They do retain Attribute Traits, Abilities, and Willpower. Such characters do not automatically gain Arcanoi in the transformation, they must learn them in-game. Their Willpower rating does not automatically increase either, but it can be raised with experience. Unspent experience on the character may be carried over.

Interaction with Vampires (4.22)

Vampires may become Wraiths with Regional Storyteller approval. This is not possible for vampires who have been Diablerized, or who have achieved Golconda.

Dementation

When using *Passion*, if the emotion empowers one of the Wraith's Passions, Wraith gains one Pathos from what he would normally gain, as well as one Temporary Angst.

Necromancy

Note that to use *Necromancy* on a Wraith, the user must have a way to see the Wraith or have summoned him. *Necromancy* will not automatically be usable to summon the spirit of a dead character. Certain levels of Storyteller permission are required for characters to become Wraiths, as noted above.

Interaction with Garou (4.23)

Werewolves may not become Wraiths, unless they die with Wyrmtaint and do not have a *Rite of the Departed* upon cast upon them.

Interaction with Changeling (4.24)

Changelings may not become Wraiths, unless slain by cold iron.

Returning from the Grave (4.25)

Risen characters require Regional Storyteller approval in any venue. For a character to become a Risen, follow the guidelines on page 211 of *Oblivion*. This includes the need for the character's physical body to be more or less intact (this means older vampires and Garou cannot become Risen). The Disciplines that Risen may develop must be paid for at a 4/8/12 cost for Basic, Intermediate and Advanced. These powers are not really Disciplines, but are learned by practicing (thus they may not be taught to vampires). Disciplines are not available to the Risen if he leaves the Skinlands.

SPENDING EXPERIENCE (4.3)

The Arcanoi of Intimation, Mnemonisis and Flux, require teachers (with the same level as what is being taught) as well as Domain Storyteller approval. The cost for these Arcanoi is 5 / 8 / 12 (for Basic / Intermediate / Advanced).

The point reduction for Guild members is NOT applicable to our Sanctioned game. The bonus encourages too many players to play guild members, something uncommon in the Wraith side of the World of Darkness.

Innate Abilities of an Arcanos require two Experience Points to buy. If the character spends two more points (or three more in the case of Intimation, Mnemonisis and Flux), she has purchased the entire first Basic power, along with all Innate Abilities in that Arcanos path.

The Camarilla Mage Supplement to Laws of Ascension 5.1

5.1 Mage Supplement by Jason J Carter. Editing and revision by the rules team and Storytellers of the Camarilla.

Introduction

This supplement gives additional details for Mages in the World of Darkness. These rules are for The Camarilla's Sanctioned games (Mage venue), and are intended for use in conjunction with White Wolf Games Studio's **Laws of Ascension**.

How to Use These Rules

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These rules, when used for Sanctioned play, are to be applied without change, deviation, alteration or addition by any member, save the presiding National Storyteller. This is to enforce a homogenous set of rules throughout the organization, insuring that wherever a member goes, they may play with a minimum of problems.

Storytellers are allowed and encouraged to use their judgement of the World of Darkness to develop richer stories and enrich the flavor of the game. If a presiding storyteller judges that the flow of the story would be enhanced by minor exceptions to the rules (on an individual basis only), this creative license is allowed. Storytellers found to be abusing this occasional liberty are subject to review and possible disciplinary action. These licenses are not to be for such things as the allowing of players to play rare character types or circumvent other required approvals; they are to help the flow while running the game.

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Mage Chapter One, Character Creation (1.0)

MAGE CHARACTER CREATION PROCESS (1.1)

The character creation process for mage characters is based upon **Laws of Ascension**. **Following is a step by step aid to the creation process listed in Laws of Ascension, as modified for the Camarilla's Sanctioned games.**

STEP ONE: INSPIRATION

For mage characters, it is suggested that players limit their character's age to normal human lifespan. Only the most powerful of mages are capable of significant extension of human lifespan. Concepts that include holding high positions in the various Traditions, whether past or present, require *High Approval*. *High Approval* is also required if the character used to be a member of a Technocratic Convention.

Mage Venue

- *Low Approval*: Akashic Brotherhood, Celestial Chorus, Cult of Ecstasy, Dreamspeakers, Euthanatos, Order of Hermes, Sons of Ether, Verbena, Virtual Adepts, the Hollow Ones, and Orphans. Mortals, including those with Psychic Phenomenon and Sorcery Numina.
- *High Approval*: Ghouls, Kinian, Kinfolk, and Revenants.

STEP TWO: ATTRIBUTES

As Laws of Ascension.

STEP THREE: ADVANTAGES

As Laws of Ascension.

STEP FOUR: LAST TOUCHES

As Laws of Ascension. Please note that a characters six starting Sphere are selected from Apprentice and Initiate Spheres only, as stated on page 137.

STEP FIVE: SPARK OF LIFE

As Laws of Ascension.

STEP SIX (ADDED): CAMARILLA MEMBERSHIP CLASS ENHANCEMENTS

Multiply your Membership Class by 5 to determine the number of starting Experience Points you may add to the character. Characters are limited to a maximum number of Arete Traits at character creation as noted on the chart below. Camarilla UK players should refer to the UK Prestige System for Starting Experience and maximum Arete Traits. All Arete beyond the first point must be purchased, with a maximum of two purchased with Free Traits.

Maximum Arete Traits at
Character Creation

Member Class	Maximum Arete
1 to 3	2
4 to 8	3
9 to 11	4
12 to 15	5

Mage Chapter Two, Traits

The Traditions (2.1)

Akashic Brotherhood

Akashics do not need to have three levels of Brawl to possess the Do specialization. It requires *High Approval* for any non-Akashic to learn the Do specialization of Brawl.

Virtual Adepts

Virtual Adepts do not gain extra time to solve puzzles if doing so will disrupt game play. Instead give them the extra clues.

Orphans

Orphans have no Advantage or Disadvantage, but may select a specialty sphere during the *Assign Specialty Spheres* step of character creation as noted on page 76 of *Laws of Ascension*.

Backgrounds (2.2)

Destiny

Rather than making a test at any point of a session to regain Willpower, a character must expend a Destiny Trait at the same time he spends a Willpower Trait. If he succeeds in the simple test for Destiny, he immediately regains that Willpower Trait.

Mentor

Due to the scarcity of Adepts and Masters, four-trait Mentors are *Mid Approval* while five-trait Mentors are *High Approval*.

Node

Due to their extreme value and rarity, two and three Trait Nodes require *Mid Approval*, while four and five Trait Nodes require *High Approval*. Nodes provide Tass as detailed in *Laws of Ascension* once every two weeks.

Wonder

There is no point limit for the value of a Wonder as long as no specific aspect of it is worth more than five Traits. Each aspect of the Wonder must be paid for in Wonder Traits. Thus a Wonder can have an effect that uses multiple Spheres, but not more than five Sphere levels. It can also have multiple effects, as long as no specific effect has more than 5 Sphere levels. It can also have up to 5 Traits of Arete and hold up to 25 Traits of Quintessence.

Effects created by a Wonder are at the first Grade of Success. If the Wonder is to create a greater Grade of success, count each Grade as an additional Sphere Level used in creating the effect. This does count against the maximum of five Sphere levels in an effect.

There are five types of Wonders: Artifact, Charm, Fetish, Periapt and Talisman. The rules below apply when judging the value of the Wonder and using it in game. It is possible for a Wonder to be multiple types of Wonders, as long as it is not a Charm:

- *Artifact*: An Artifact is a device that has been permanently magically enhanced. Examples include magic swords that are always sharp or magic armor that always deflects attacks better than mundane equivalents. These can generally be used by anyone, because the mage put a permanent, lasting change or spell on the item; the user doesn't have to "activate" it. The Trait value of an Artifact is equal to the Sphere Levels needed to create its effect.
- *Charm*: A Charm is any one set of little disposable magic items, such as doses of an elixir, candles, pieces of chalk, or anything that's used up when it makes its magic. There are no test involved in using a Charm, the mage just expends one of the Charms in the appropriate manner (such as taking a drink of an elixir). The Trait value of a Charm is equal to the Sphere Levels used in its effect minus one, minimum of one Trait. This yields ten Charms.
- *Fetish*: A Fetish is an item with a spirit bound into it, allowing the mage to call upon the spirit's powers. Activating a Fetish requires the mage spend a Trait of Quintessence. The Trait value of a Fetish is equal to the Sphere Levels used in its effect (s).
- *Periapt*: A Periapt is a Quintessence storage device, storing 5 Traits of Quintessence per Wonder Trait. However, unlike Tass, a Periapt is rechargeable. To use Quintessence from or store Quintessence in a Periapt requires the use of the Prime Sphere.
- *Talisman*: A Talisman is a magical device that has an Arete rating of its own and is capable of creating one or more magical effects. When using any effect generated by a Talisman, the mage uses the Arete of the Talisman to create the effect, ignoring modifiers for Resonance and any effects the mage is maintaining while reducing the difficulty by two Traits for using a Unique Focus. Failing to create an effect with a Talisman renders it inoperative for one

minute/conflict. The Trait value of a Talisman is equal to its Arete plus the Sphere Levels used in it's effect (s). For example, a wand with 3 Arete that can cast two Disciple Rotes would be a nine Trait Wonder.

Experience (2.3)

Rotes

The cost of Rotes is changed to 1 experience point for every 5, or fraction of 5, Sphere levels involved in the Rote. Thus a Rote using Disciple Time and Disciple Correspondence would cost 2 experience points as it uses 6 sphere levels.

Mage Chapter Three (3.0)

Systems clarifications

Attributes (3.1)

The *Beyond Human Limits* optional rule is used in Sanctioned Play. A mage has Trait maximums of 10 plus his Arete for each Attribute category, 5 for each Ability, and 10 traits of Willpower. These maximums can be exceeded by magical effects, such as those generated by Sphere Magic or those granted from possession of Resonance Traits.

Increasing Arete (3.11)

In addition to spending experience points and succeeding in a Seeking, there is a minimum amount of time required to have passed between increases in a character's Arete. The chart below indicates the amount of time which must pass between successful Seekings or after a character enters play for his first Seeking. If a character's Arete is below the maximum Starting Arete based on the player's Member Class, the time is halved (round down to the nearest month). For example, Bill has an MC of 12 and can start his Cultist at Arete 5. Bill decides that he wants to play a brand new Mage though and starts with an Arete of 1. He can then increase to a 2 after only one month in play, and to a 3 after another 3 months in play.

Minimum Time between Arete Increases

Current Arete	Minimum Time between Arete Increases	Approval Level Required
1	3 Months	Low
2 or 3	6 Months	Low
4 or 5	9 Months	Low
6 or 7	12 Months	High
8 or 9	12 Months	Top

Arete and Foci (3.12)

A Mage may discard the use of a Focus for one Sphere at Arete 6 as stated on *Laws of Ascension* page 117, not two as stated on page 178.

The Spheres (3.2)

Creating Magical Effects (3.21)

There are several optional rules presented in Chapter 4 of *Laws of Ascension* to allow the storytellers to craft the game to the desired flavor and adjust to the experience level of the players. The storytellers of each mage venue are allowed to determine which of these rules they will use and publish them in their venue style sheet with the following restrictions.

All sanctioned Camarilla Mage Venues will use Optional Casting Modifiers, Using Willpower, Overbidding for Success, Acting in Concert, Rituals and Extended Magic, and Conjunctional Effects. Superhuman Ritual is also used, but each application requires *High Approval*.

Storytellers are allowed, but not required, to use Consensus Coincidence, Fast-Casting, Dynamic Magic, Paradox Flaws, and Paradox Realms.

Creating Effects Errata (3.211)

Using Quintessence: If Quintessence is spent to reduce the difficulty of an effect, the difficulty cannot be reduced lower than three less than the Base Difficulty, or a minimum difficulty of two Traits, as noted on page 135-6 of *Laws of Ascension*. This is true even if there are other modifiers that would theoretically reduce the difficulty of the effect below this minimum if you stacked them on after spending Quintessence.

Spending Extra Time: The advantage of Spending Extra Time when creating an effect is one Bonus Trait on your Arete Test (as detailed on page 136), not a one point reduction in the difficulty of the Test (as indicated on the chart).

Restricted Effects (3.212)

Magical effects that would cause any of the following things to happen requires High Approval before they may be successfully employed:

- Return a player or non-player character to play after the character has been killed. Resurrection requires complex, powerful magic that rarely works correctly.
- Any effect that fundamentally changes the nature of a supernatural creature for longer than a few turns. Few mages possess the power and knowledge necessary to rid a vampire of the Curse of Caine, return a ghost to life, rob a shifter of the blessing of Gaia, or destroy the Avatar of a mage.
- Any effect that will change the history of the chronicle beyond that of the current scene. The events of the past made the present. It is possible to see the past and even change the immediate past, but those who tamper with long settled history will fail and fall to Paradox.

Learning and Teaching Spheres (3.22)

For the purpose of learning Spheres, a session is two weeks. Regardless of any measures used to speed up the learning of a Sphere, a Sphere cannot be learned in less than one session per Sphere level. The overall time required to learn a Sphere depends upon the type of instruction the character has.

Characters training with a member of their Tradition, or using the Mentor Background, learn the Sphere in one session per Sphere level. If trained by a member of another Tradition, it takes two sessions per Sphere level. Finally, those studying without instruction need three sessions per Sphere level.

A player character can teach another a Sphere if he has a higher level of that Sphere or is a Master of that Sphere. While teaching, the character cannot be learning a Sphere or Rote for himself, nor may he teach any other Sphere or Rote. He can teach the same Sphere to multiple characters. Storytellers should feel free to restrict characters of incompatible Traditions from teaching Spheres to one another.

Learning and Teaching Rotes (3.23)

Upon learning each level of a Sphere, the character automatically learns any one Rote of the appropriate level Rote for that Sphere. For example, a character learning Disciple Life automatically learns a Disciple Life Rote. All additional Rotes learned by the character require additional study. For the purposes of learning Rotes, a session is two weeks.

Characters learning a Rote from a member of their Tradition, or using the Mentor Background, perfect the Rote in one session. If learning a Rote from a member of another Tradition, it takes two sessions to perfect the Rote. Characters studying Rotes on their own or creating new Rotes need three sessions to perfect the Rote.

Time to learn a Rote can be reduced in two manners. First, if the character spends the appropriate number of Occult Influence Traits (See Laws of Ascension), the time to perfect a Rote is reduced to one session. Secondly, the character can use the Library Background to reduce the time to perfect the Rote, but only if his level of library is greater than or equal to the highest level Sphere in the Rote.

To teach a Rote, a player character needs to possess the Rote being taught and be capable of casting it. While teaching, the character cannot be learning a Sphere or Rote for himself, nor may he teach any other Sphere or Rote. He can teach the same Rote to multiple characters. Storytellers should feel free to restrict characters of incompatible Traditions from teaching Rotes to one another.

Custom Rotes (3.24)

It is inevitable that players will desire to create custom Rotes for their mage characters. Custom rotes require *Mid Approval*, unless they cause an effect that requires *High Approval*. When creating and approving custom Rotes, players and storyteller are encouraged to carefully read the Sphere rules to determine what is both the appropriate Sphere level for an effect and the appropriate power level for an effect of that level. Use the Rotes published in the rulebook as an additional guide. When in doubt, consult with other players and storytellers.

Avatar Storm (3.3)

The Avatar Storm does aggravated damage equal to the mage's Arete divided by two, rounded up, when he crosses into the Umbra or reaches into it to affect a spirit there as indicated on page 165 of Laws of Ascension. A mage only suffers the 1 Trait penalty for 10 minutes if he crosses into or out of the Umbra, not if he just reaches into it to affect a spirit there.

Primium (3.3)

Primium is a rare substance, difficult to obtain and even harder to produce. *High Approval* is required before any item made of Primium is allowed to enter sanctioned play, whether for player character or non-player character use. Primium armor is considered to be an Artifact Wonder with a Trait Value equal to the health levels of protection the armor gives. Other Primium items will have a Trait value assigned by the approving storyteller.

Mage Chapter Four (4.0)

The Living Chapter, Additional Materials

Backgrounds (4.1)

Familiar: Usually a companion creature, familiars “consume” Paradox that is building up in a mage's pattern, thereby helping the mage to avoid large backlashes. A familiar will eat one Trait of Paradox a night, up to your Traits in Familiar in a month. Additionally, Familiars act as Mentors of a level two lower than its own. Still, this comes with a stiff charge in Quintessence. At the beginning of each Session, the mage must reduce his starting Quintessence by the Traits of the Familiar, and must pay any deficits using Tass or Node Background. Failure to do so results in the loss of the Familiar until a 'quest' is performed to regain the Familiar.

Sanctum: A workshop, laboratory, or ritual area dedicated to the Mage's personal paradigm, in which all of her magic is considered coincidental. Additionally, the traits of Sanctum are added to the difficulty of any challenge or Arete test to attempt to locate the Sanctum or anyone in it without the presence and consent of the owner.

- 1: Owner's magic is coincidental
- 2: Owner's magic is coincidental and difficulties are reduced by 1
- 3: Owner's magic is coincidental and difficulties are reduced by 1
- 4: Owner's magic is coincidental and difficulties are reduced by 2.
- 5: Owner's magic is coincidental and difficulties are reduced by 3.

Merits and Flaws (4.1)

The following Merits and Flaws from Laws of the Night may be used with *Low Approval*:

Acute Sense, Amnesia, Bad Sight, Blind, Catlike Balance, Child, Code of Honor, Common Sense, Concentration, Daredevil, Dark Fate, Dark Secret, Deaf, Deformity, Disfigured, Eidetic Memory, Enchanting Voice, Enemy, Hard of Hearing, Huge Size, Hunted, Lame, Medium, Mistaken Identity, Mute, Natural Leader, Nightmares, One Eye, Oracular Ability, Short, Shy, Soft-Hearted, Speech Impediment, Time Sense, True Love, and Vengeful