



DARK PROSPECTS VAMPIRE RULEBOOK

VERSION: 8/31/19 (Season 6 / S6R)

Some concepts used in this book are copyright White Wolf Publishing. Rules for Mortal and Vampire characters.

Due to real world liability and themes in the World of Darkness we can only accept players age 18 and up.

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Introduction

Our Site

We play out of Camp Harmon, part of the Easter Seals organization, dedicated to helping Austistic individuals lead fuller lives. The camp has a requirement for quiet hours after from 10PM to 6AM. This doesn't mean we can't use signature calls or provide some volume, but we are required to keep from making excessive noises (all-out screaming) during this time. Because the camp is making many allowances for us, we want to do everything we can in order to ensure the camp stays happy with us. Kitchen use is limited - please contact an Executive Officer to use the kitchen. Be sure to clean up any mess you create at camp, and help during game-down if at all possible.

Setting

To understand what Dark Prospects is you may need a bit of California history.

Over 13,000 years ago humans first pushed into the Americas by way of what is now known as Alaska. About 10,000 years ago these peoples made their first push into California. Over the next 9,500 years California, a virtual paradise, grew in population. During the 1500s the Spanish and other Europeans began to claim territory. In 1821 Mexico declared independence from Spain - the territory of California came with it. Then, in the 1840s a war broke out between Mexico and the United States - at the end of which Mexico ceded the coastal territory to the Americans.

In January 1848 something of particular interest happened. A man in Coloma, California discovered gold. This didn't become a big issue until 1849.

This is where our story begins. When gold surfaced in California it started a boom - people came from all over the world to join in the search for gold, creating an environment full of opportunity - anyone could be the next one to discover a massive vein of gold and become rich, or just profit off of all of the prospectors barely making it by.

What is our goal with this game?

With Dark Prospects we wanted to create a total immersion game, one which would allow you to stay in character for an entire weekend. More than that, we wanted to make sure that we stayed true to the source material wherever possible, and that the setting was well respected. We chose the California Gold Rush of 1849 for a number of reasons - it provided a setting where everyone could be involved, but was truly historical. The California Gold Rush was a wonderful example of equal potential between races, creeds, sexuality, and gender. While there may have been plenty of isms, it didn't seem to impact whether or not you could work a field. There was still plenty of inequality, and thus conflict. Really though, part of the reason is that it's California - the place that many of our players call home. There's plenty of Historical documentation for the period, and it should be pretty easy to have a good time in the setting. Above all else, we wanted to create a game that you, the player, would enjoy. So we do hope you'll enjoy it!

What is this book?

The Dark Prospects Rule Book is intended to give you the mechanics and setting information that you'll need to play the game. In it, you'll find information about 1849 California, resources to use for more information, mechanics, and rules for how to play. The following pages are a loaded with information that we hope you'll find useful.

What is a LARP?

If you're completely new to LARP, you might not know what we're talking about here - **LARP** stands for **Live Action Role Play**. It's what we're doing here! In this game, you'll take on a role of a historical character (one you create, not a real person). Throughout the weekend you'll spend time being this person - from their personality, to their behavior, to anything that might happen to them.

What is WYSIWYG?

You may have seen it before, but **WYSIWYG** is an acronym that stands for "**What You See Is What You Get**" - it means that we're trying to keep everything as in character as possible - everything that happens to you, our players, is as close to reality as we can make it (we're not giving you real guns and swords to play with, but we're using the closest analogs we can for a Live Action Game.) There are some obvious exceptions to this rule, such as a body card being left behind or headbands representing different planes of reality, but we generally tried.

A quick note on Trust

Our rules system is loose in many ways because we intend to trust our players and hope that our players trust us in turn. We support the idea of rarely using a mechanic in an abusive way in order to supplement your RP experience. That said, if something seems too good to be true, it probably is. If you or someone you know is repeatedly abusing a system, please contact the Rules team and get help. Seriously, if you don't actively abuse it, it will remain flexible. If you are seen abusing it regularly, it will get fixed.

What is the World of Darkness?

The **World of Darkness** is a setting created by White Wolf Publishing. It's a world not entirely dissimilar to our own, except that in it everything is a bit darker - the monsters you know from legends are real, though normal people don't know anything about them. Every supernatural creature in the World of Darkness wants to keep its secrets because without them, humans would likely try to wipe them out, and nobody wants that! We hope that through our mechanics and our storytelling we're able to stay true to the Source Material while still being lots of fun for you, the player.

Drama

Dark Prospects is a dramatic game. Life in a LARP town is more exciting than real life and you should expect to be in lots of dramatic situations - if you find yourself getting overwhelmed it's okay to take a step back, take a deep breath, and relax.

Theatricality

You may notice some kind of odd abilities in this game - ones that don't necessarily fit in with reality, but that you've certainly seen in movies. Totally intentional, folks. Be theatrical - what's the point in playing a game if you're not having fun with it!

Representations of the 1850s

We ask players to try your best with costuming, but we also understand budget and space constraints. While Levi's iconic 501 wasn't created until 1890, and they did not sell a pant until 1870 at all, we believe that it's an acceptable element of costuming to help keep your costs down. Similarly, true revolvers weren't readily available until the 1860s, but we use

both those and repeating rifles in our setting. We can explain this a few ways. Firstly, it's more fun to have these types of weapons. Secondly, this takes place in an alternate reality - it's quite possible they were created a few years earlier in our universe.

Characters

The person you will become during our game weekends is your Character, a personality you will assume. Characters may either be completely normal mortals, or various forms of supernatural monster. Whatever you choose to play, you'll find some mechanical information about them in the rest of this book, as well as some information on playing them.

Primary Characters, Secondary Characters, and Alternates

Primary and Secondary characters are two characters who have linked XP and are otherwise not connected. The characters may not have linked backstories and should not be part of the same supernatural Type. They absolutely cannot share knowledge between them. Both characters belong to you. You may not spend earned XP directly on your Secondary character, but as you spend XP on your Primary, you receive $\frac{1}{3}$ as much spendable XP on that Secondary character; $\frac{1}{2}$ if one character in the pair is on a Mortal sheet. Alternate characters are simply other characters you have on the books but are not being played on the current weekend. Any Alternate character that is not already in a pair can become a Primary and can have its own Secondary, though we recommend you stick to a small number of Primary characters. During a game you receive a special benefit for having a Primary/Secondary pair, allowing you to swap between these characters twice during the game weekend. If a Primary character exits play (retired, killed) then you may make your Secondary into a Primary with all of the surviving character's current XP available. If a Secondary character exits play, you may attach a replacement secondary during check in the following game. If your character is killed (or dispersed) or otherwise made unavailable for more than 6 hours during gameplay you may switch to the other character at game even if you have already switched twice. When switching between your Primary and Secondary characters please notify ST camp.

Splitting a Primary/Secondary Pair

- You may not attach a pre-existing character as a Secondary to a Primary unless the proposed secondary has never had XP spent on them.
- Newly built secondaries are recommended for attaching to primaries.
- If your Secondary character is killed, you may replace them - however, abuse of this system (Creating characters specifically to kill them, losing characters multiple games in a row intentionally) will result in that being disallowed. New secondaries attached this way receive the full amount of XP that a Secondary for that Primary should have.
- If you retire a Secondary character, you may replace them as above, though this may only be done twice a season.
- If a Primary dies, your Secondary becomes a Primary, operating at their current XP level going forward and may have a new Secondary attached to them.
- You may break a Primary/Secondary pair at any time. If you do, your Secondary may become a Primary operating at their current XP level and may take on a new Secondary at any time. You may attach a new Secondary to an original Primary split this way without delay once per season. Beyond once per season, attaching a new Secondary to an original Primary split this way incurs a 3 game delay. The characters who were previously paired **cannot** be reattached, and cannot ever be played in the same session as each other again.

Creating your character

Every character should have come into this world as a mortal concept. That's the person your character grew up as - maybe a street rat, or a businessman, or a circus performer. From there, you'll have to decide how they got to be the person they are today. Are you a human, or a monster in human skin? Did you stay the person you grew up as, or did you evolve into someone very different?

Once you've decided on the key events that led your character to our town, you can send your concept into our **Character Guides** - their job is to help make sure your concept fits into our world at large. If your concept doesn't, the guides will help you find your way until your character does. Their job isn't to make your character for you, it's to help you make a character who works for the setting.

Progressing your character

Experience (referred to as XP, or Experience Points) is used to allow you to progress your character. As you play the game, your character becomes more powerful, and XP is how we measure this change. You gain XP in the following ways:

- 3XP for attending a game.
- Up to 3XP for NPCing at any given game. (Storytellers receive this XP at all games)
- 3XP per game for being active on Staff.
- Up to 3XP per between games for writing literaries (short format fiction)
- Variable XP for participating at non-game events, such as workdays.
- Variable XP for donating materials, written articles, or accepted rituals

XP remains on your account until you spend it on a character.

Character Sheet

Every Character has a Character Sheet. This is a record for what your character is mechanically capable of (there are plenty of things you can do that don't have mechanics as well). It's also a record of how your character has progressed. Creating a character doesn't mean you now have a static person that never changes, it means you've codified what your character can do right now on paper. There's an advancement mechanic as well, and we hope we've made it easy to take advantage of. Please use the Character Sheets tool to build your character.

The Character Guides are available to help you with your character, and you should work with them to help make sure your choices make sense with your concept. A character who has never touched a gun in their backstory probably shouldn't be a Crack Shot, but if they used to be a cattle rustler they might be really good with a gun. You may build your character yourself, but all newly-created characters must receive final approval from CGs before entering game.

Things you'll find on a Character Sheet

Type: The natural (or supernatural) type of character you are playing.

Player Name: This is your real life name - who you are. It helps us keep track of your character for you.

Character Name: This is the name you chose for your character during the creation process.

Subtypes: These are specializations within the Type of character you're playing. Most of them will be covered as the book progresses as well. They have things with names like Clan, Tribe, etc.

Patron: Patrons are the spiritual beings that your character may be tied to. Usually to become

a Patron, you need to have a special bond with that being - a Christian character might have the Patron Jesus Christ, while a Buddhist might take Buddha. Along similar lines, some of the supernatural creatures in this world have tangible bonds with spirits like Coyote, or Bear. We'll go more in-depth with this in their sections.

Health: Health is a mechanical representation of how much life your character has left in them.

Energy Type: Energy comes in a few different types, all of which will be covered in their Type-specific sections. Mortals come with an energy called Essence. This is the innate power that your character has inside of them. Shifters and Gaian Spirits use Gnosis, Vampires Blood, and Wraiths Pathos.

Energy: This defines the maximum energy your character has, and the amount you come into game with.

Secondary Energy Type and Amount: Some characters have an additional secondary energy - if you have one, it will be called out specifically in the type-specific rules section of the book.

Willpower: This is a psychological resource for your character! It's sometimes used to resist certain effects that are used on your mind, but it has more purposes including changing how the Delirium (mask) effect works on mortal characters.

Powers: These are special abilities your character has that use your energy resource. Most characters can get access to some kinds of powers, but you'll have to read on for more on that! Powers can either be Innate (your character has access to them naturally for some reason) or Learned (you have picked them up from somewhere) - Innate Powers generally have a lower purchase price than Learned ones.

Skills and Abilities: Abilities are things that your character either can or can't do - they might have the Ability to use firearms, or fighting knives, or fight with their fists. Abilities only have one level because they allow you to use your skill as a player to perform them. Skills are things that your character has learned but come with more than one level. A list of Skills and Abilities comes later in this chapter.

Merits, Flaws, Advantages, and Weaknesses: These are usually referred to as "final touches", or sometimes "quirks" - they provide some mechanical advantage or detriment to create more role play options for you - think of it as an additional framework for your character's behavior.

New Rulebook Releases

We will only publish new rulebooks between seasons, or at mid-season, but some errata may appear on the forum between releases.

Systems: General

Consent to Physical Roleplay

Physicality is entirely opt-in. Before touching / getting physical with another player, ask if they Consent to Physical Roleplay - and remember that consent can be removed at any time. If you are not comfortable with any physical contact whatsoever, including boffers/packets/darts, please consider registering as a Non-Combatant.

Pools, Counts, and Tags

Pools

The Health Pool is a number which defines how much health your character can have. You always enter game at full health on Friday night. The default value for this pool is 10, though certain powers or other character sheet items may allow this number to be modified. If your health pool is greater than 10 for any reason, you may choose to respond "10" when asked what your health is.

Energy Pool(s) are usually used to activate Powers. Anything that requires Energy to activate will have an energy cost listed with it. All character types have their Energy Type and Pool defined in their sections. In this book Energy (capital E) refers to generic energy, while energy (lowercase e) refers to any given energy.

The Willpower Pool: You may use Willpower to Resist or Shake Off any power that is classified as Mental. Willpower refreshes to full daily at sunrise. Frenzy can also be overcome with Willpower.

Specialty Pools: These are found on specific characters, and are defined in those sections.

Losing Health - When a character is dealt damage or has their health reduced, this normally refers to **Temporary** or **Current** health. There are some abilities, rare though they are, that reduce your **Maximum** health. If something reduces Maximum health, there will be a defined condition for removing that reduction and restoring your maximum health to its previous value.

Interrupting a Count

A count represents an obvious action which must be performed before an associated effect can occur. Unless otherwise specified, a count is interrupted if the target of the count moves out of range, or if the count initiator is attacked and either suffers or resists the attack. An effect to which the count initiator is immune does not interrupt the count. Most counts must be restarted from the beginning if interrupted.

Releasing an Effect

Once you have placed an effect on a target you may pay the original cost again to release the effect, or you may wait sixty seconds to release the effect for free. If there is no cost, you must wait the full sixty seconds. Releasing an effect clears the effect you placed. Use the sig call "Release [original sig call]" to clear the effect.

In and Out of Combat - You may find that certain abilities in this book require you to be “out of combat.” You are considered “in combat” if you have attacked, been attacked, or taken damage in the last 5 minutes. You become “out of combat” 5 minutes after you have attacked, been attacked, or taken damage.

Touch Abilities - Certain abilities require touch to perform. Without consent, you may only touch another player on the tops of the shoulders or on the arms. You may not physically restrain a player. You may deliver touch powers via any brawl or melee boffer or latex weapon even if you do not have the appropriate skill.

Mental Abilities - Mental abilities that do not require touch are assumed to operate at any range where both parties can clearly discern the target and call without yelling, or 10 feet if that’s untenable. If you do not believe the target heard you, you may repeat the sig call without additional cost and may add the target’s name.

Tagging Items Any item with a mechanical effect, be it mundane Equipment or magic Items, must be tagged with a staff-provided tag outlining the purpose of the item. Tags must be placed where a person could reasonably see them over the course of the weekend (hiding a tag on the inside cover of a book is not acceptable, but on the spine of a book is fine). Tags vary in size from 2x1” to 2x2”.

Similarly, any tag with a mechanical effect, be it mundane or magic, must be attached to an object to be usable. Loose tags are not usable in general. (A character cannot realistically carry 100 potions on their person without a large container full of those individual potions.) There are some practical exceptions to this, such as for ammunition, alcohol, and some herbalism applications.

A tag may be moved from temporary prop to a permanent prop (e.g. from a loot drop), as long as the destination prop is similar enough to the original that they could be defined as “the same item”. Attaching a crafted tag provided by another player should be done as soon as possible after the tag is received. Tags may not be moved between dissimilar props without ST or Rules Team approval. There are* in-game mechanics for changing to a dissimilar prop, so it should not occur out-of-game.

Some items have multiple purposes. A Wraith may be bound to his trusty old sidearm. What if someone wants to use that gun? They should totally be able to! As such, items can have multiple tags, and in some cases must have multiple tags. No item may have more than 2 tags, only one of those may be a weapon, firearm, or bow tag. No item may have two of the same type of tag. EXCEPTION: A reasonable number of identical alcohol tags may be placed on a single bottle. Tags must be visible on the outside of an item when the item is not being worn, so you may tag the back of a pendant, or the bottom of a box, but not the inside of a locket. You may store tagged items where the tag and item cannot be seen, such as in a bag or under your shirt, but if the magic item itself is visible, its tag should also be somewhere it could reasonably be seen during a game weekend.

Types of Tags There are 2 types of tags currently in game. White and Green tags.

White Tags are standard items. They may only be seen by a character with an associated skill or the Item Sight power.

Green tags are used for Shifter Renown. Green Tags are not visible, except to Gaian Spirits and Shifters. affix to a decorative costume piece. If you do not have a decorative costume piece to affix it to, you may ask the Storytellers for a small prop, which they will provide. These green-tagged items cannot be destroyed or stolen, but cannot be attached to items that are tagged in other mechanical fashions (you cannot tag your Fetish, Ritual, Weapon, etc. items with this type

of tag) You are not required to wear these tagged decorative costume items except when at gatherings of your own Shifter type, when requesting Renown, or when requesting a Rank Challenge. Certainly, some spirits may act more favorably toward a Shifters who proudly displays their Renown though.

In- and Out-of-Game Paper Unbound white paper is considered out of game. Please use off-white or other non-white paper for unbound in-game paper, including ritual sheets. If you need off-white paper for ritual sheets please let check-in know during pre-check-in or on site at check-in. If you need off-white paper for other purposes, for example to print advertisements for an in-game event you are hosting, please provide your own.

Natural Effects

If you are under the effects of a drug or alcohol, please notify anyone who feeds from your blood what effect you are under, as they will take on the same effects. If a side effect is listed in the back of the tag, please show it to the feeder.

Unconsciousness, Dying, and Death

Unconsciousness - A state where your character is no longer awake. While in this state you may not react to anything that occurs in game except for sig calls directed to you. You may not react to things that are not sig calls that occur in game.

Dying - Upon reaching 0 health you enter a state called "Dying". While dying, all other effects on your character are suspended - consider them "on pause". You may not be affected by new mental or status effects while in this Dying state except when indicated. Dying characters can only regain health through being Given Health, Healing Powers, Regeneration, a Philter of Life (Herbalism), or the level 5 Medicine Skill. The Dying state remains active for 10 minutes or until canceled through regaining health. Your maximum death timer is halved when you are suffering from aggravated damage.

Death - When your Dying timer has expired you die and enter a new state called Dead. Once you enter this state you may choose to stand up, go out of game, and visit ST camp, or you may remain where you died for as long as you like. If you become Dead while tainted, your body acquires the "Static Nature" merit and the taint begins to decay. Once Dead, you may only regain health through abilities that have the Resurrection sig call.

When entering any of these states, you return to whatever the native realm is for your character type.

Aggravated Damage

Aggravated Damage represents a number of effects like being struck in an organ or getting an infected wound. If struck for aggravated damage, instant sources of healing heal for half as much. This means that any instant ability (such as Healing Touch) that normally heals for 1-2 will heal for 1. If they heal for 3-4, they heal for 2. Basic Medicine (the "Bandage" sig call) does not affect targets who have been dealt aggravated damage. Passive Regeneration is slowed, as described in the power. The duration of your Dying state is halved by this effect.

Removing Aggravated Damage - Aggravated damage must be healed for 2 at once in order to be removed. Order of operations matters here. Healing happens first, then the removal of aggravated damage. An instant heal that normally heals for 3-4 will heal for 2, and also remove the effect. You cannot be healed cumulatively to get rid of the aggravated damage, the health must all come in one call.

Exposure Damage

If your character spends 30 seconds in a situation that would cause Exposure Damage they begin to take damage at a rate of 1 point every 10 seconds after the first damage is taken. After a target is reduced to 0 health, continued exposure for an additional 60 seconds will cause the affected character to Die.

Fire - Fire deals aggravated damage to all creatures except Fire Based Gaian Spirits. Fire Based Gaian Spirits take aggravated damage from water instead. Constant exposure to fire causes Exposure Damage. Holding a flaming weapon against a target is constant exposure. Fire props can be represented by a hearth shaped object or pit containing visible fake fire. Do not expose players to actual fire.

Substances

We do not allow actual drugs on-site. We do not allow alcohol on-site, and our site is non-smoking. Use non-alcoholic alternatives tagged as alcohol, use a pipe prop to represent smoking, use non-drug alternatives tagged as your drug type.

Alcohol - Alcohol without a tag does not have any mechanical or RP requirement, but should be declared as alcohol. Tagged alcohol does not have a particular mechanical effect, however characters under the effects of tagged alcohol should speak more loudly than they usually do, slur their words together, and stumble about when moving. If you are currently affected by alcohol, you have alcohol tags with you, and someone drains your blood, hand them one of the alcohol tags.

Opiates - Opiates are drugs that come in multiple forms. Liquid - Laudanum, Smoked - Morphine, Solid - Opium, and Injected - Heroin. All of them behave similarly for our purposes. A single opiate dose will abate the symptoms of any disease for 6 hours. A single dose of Opium causes reduced pain for 1 hour, granting immunity to powers with the words "pain" in their description during that time. While the immunity to pain is in effect it is recommended that you act more relaxed than normal, calm, and care less about the goings on around you. This substance is **addictive** - see "Addiction mechanics" below.

Cocaine - Cocaine is a drug. A single cocaine dose will double any healing on your character for 1 hour and grants one use of the power Hanging On for 60 seconds within that hour for no cost. While the double healing effect is occurring it is recommended that you act high-strung, energized, and generally unable to sit still. This substance is **addictive** - see "Addiction mechanics" below.

Peyote - Peyote is a drug. Unlike other drugs, peyote does not provide any particular positive effects, but can provide visions. Upon using tagged peyote we ask that you visit ST camp and turn in the tag. ST camp may choose to give you a vision but does not need to. These visions need not be accurate or even make any sense.

Side effects of drugs Read the back of your drug tag when taking a drug, it will describe a side effect which your character will experience. Destroy the tag once you have taken the drug. A drug that is not tagged is no drug at all. Some possible side effects are temporary versions of the Derangements: Anxiety, Dissociation, Fugue, Paranoia, Schizophrenia, or Vocalization, or the Flaws Short Fuse or Phobia. Some doses may cause more than one effect.

Addiction Mechanics - Four doses of a specific addictive drug over the course of a single game weekend will give your character the Flaw **Addiction** for that substance. It will also cure any diseases the character may have. Doses may not be taken more than once every 4 hours. If they are, your character will be reduced immediately to 0 health.

Supernatural Effects

Certain effects can modify your character's state of being without necessarily being caused by a Mental, Status, or Physical ability.

Delirium - A supernatural effect caused by seeing a character in beast form or war form - this is represented by the player wearing an animal mask. Mortal characters (without the Kinfolk or Ghoul merits) react to delirium by forgetting or rationalizing what they've seen. Rationalization consists of coming up with explanations - that wasn't a giant wolf-man you saw, it was a theatrical performance gone wrong. 1-3 willpower characters should flee from the situation or collapse unconscious and rationalize or forget what occurred. 4-9 willpower characters may stay and watch, but will rationalize or forget what occurred. They may even engage in a fight if they wish - they may also choose to react as if they have 1-3 willpower. Characters who reach 10 willpower are automatically immune to Delirium. They need not rationalize or forget. If a character who is playing a mortal character sees you and does not react, you may make a "Delirium" call to let them know what should be happening.

Enchantment - Enchantment - A supernatural effect usually caused by coming into contact with certain Changeling abilities. When Enchanted, you should receive a card that reminds you how this effect works. [Gift of Enchantment](#) is a Special Mental power effect that lasts for 1 hour - it does not interact with overwrite mechanics. Everything should seem more interesting and fantastical while Enchanted. Enchanted characters receive [Enchanted Sight](#), Reduced [Delirium](#), and [Impunity](#) toward the person who Enchanted them. When this effect ends characters will [Rationalize](#) everything they experienced while under the effects of Enchantment.

Astral Projection - An individual in Astral Projection must leave a 3x5 card where their body was prior to entering Astral. This card is a descriptor for their body. Being a mostly WYSIWYG game, it's not really fully possible for us to represent this - as that's the case, consider this body invisible. If you have the ability to read tags you may see the body - and you may even take and move it. If you do, drop a replacement card stating that you took the card. You may not obscure the Astral player's card while walking with it. You may find a new location for the body if you wish, or give the card to another individual. You may use Mental powers on the card - when the player returns to reclaim their body, let them know what power was used - they will return to their body under that effect.

Blood Drinking - In certain situations some creatures can convert health into their energy pool by drinking it. The basic mechanic for this is fairly straightforward and consists of these steps.

1. Place a hand upon the target's shoulder.
2. Call out: "Biting 1, Biting 2, Biting 3" - this call should take approximately 3 seconds.
 - Vampires may call "Invoking Kiss" - this applies an effect that makes the target forget the feeding process. Blood Drinking done this way is extremely pleasurable for the target. Without invoking the kiss, blood feeding should be agonizing. Once this effect is in place, the target may not break the draining calls.
3. Begin actually feeding by calling out "Draining blood 1, Draining blood 2, ..."

You may not drain more health than a target has. In most cases where conversion occurs, it takes place at a rate of 1 health => 1 energy. Any other rate will be called out specifically. When a target reaches 0 health they should notify the person draining them that they have reached 0 health and are now Dying. If a target has the Blood energy type, they lose their Blood pool before they begin to lose their Health.

Form and Body powers Form powers are typically represented by masks, or in rare cases puppets, and change the appearance of a character as well as usually providing one or more additional benefits. Body powers are represented by a mantle, which is a piece of cloth that wraps across your shoulders, and change a character's outward appearance, usually by changing what a character appears to be made out of. You will see descriptions of both types of powers later in this book that may help clarify the role play implications of them. At any one time you may have no more than one Form and one Body power on your character at a time.

Taint - A type of supernatural effect that modifies your character's behavior. Taint is resisted as a Mental effect, but cannot be removed except by abilities that specifically call out taint removal. There are 5 levels of taint, however they can be thought of as 3 for simplicity's sake.

- 1,2) Subtle/Minor Taint, which should be barely visible to a character other than yourself - this should change the way your character thinks, and may cause minor action differences.
- 3,4) Significant/Strong taint, which should affect your behavior and generally be visible.
- 5) Major Taint, which should be visible to anyone - even characters that don't know your base state of being... because seriously, you're tainted.

When struck by a tainted power, such as "Wyrms Fire", gain 1 level of Taint each time you are struck. When struck by a power that specifically applies Taint (such as "Apply Taint"), gain as many levels as stated in the sig call or 1 if no amount is specified. If regenerating at a Tainted Node, receive 1 level of Taint for each separate instance of regeneration at that node. When receiving tainted energy from a target you gain 1 level of Taint per instance of receiving Energy. Vampires and Ghouls do not gain Taint from taking tainted blood.

There are three types of taint: Wyld, Weaver, and Wyrms. The following are guidelines, but you may play the taints however seems appropriate for your character.

Wyld Taint - is about chaos - wyld tainted characters are more likely to act without thinking and at higher taint levels may just start randomly acting out. Wyld is also about creation - these characters may take their tainted state to become hyper-creative.

Weaver Taint - is about order - weaver tainted characters always think before they act and at higher levels may go about putting the world in order. The weaver is also about perfecting - these characters may take their tainted state to become somewhat OCD.

Wyrms Taint - is about destruction - wyrms tainted characters are likely to get into fights, try to twist relationships against each other, or otherwise look to harm things.

Tainted Items - Certain items in game may be Tainted. If the item has no effect then you receive one effective level of Taint as long as you carry the item on your body; this level goes away when you set the item down. If the item has an "always on" effect then you receive 1 level of Taint for every hour you gain the effect. If the item has an active effect (energy expenditure) then you gain 1 level of Taint for each activation of the item. Tainted Fetters cause their owner to have 1 uncleanable level of Taint until cleansed but may be cleansed with the Cleanse Taint power.

Shedding Taint - Taint decays in a few specific ways. The first is that if you have only one level of Taint on your character that level will go away on its own after 1 hour. The second is a merit called Static Nature, which allows any level of Taint to decay over time. Third, Meditation can allow a character to cleanse themselves. Finally, there is cleansing, usually done through rituals or powers.

Infernalism - A type of supernatural effect that is gained when you use a demon's power. Any item or ritual which causes this effect will be clearly called out. It has no specific RP effect, but may get you killed. While you have the Infernalist effect on you certain sensory powers may expose you.

Physical Realm VS Other Realms - Our normal world is but one of many realms. For purposes of this book, The Realm refers to the mundane, mortal world that most everyone can see and interact with.

Umbra / Shadowlands / Astral Realm - Several supernatural realms that sit atop our normal world - Fera refer to this as The Umbra, while Wraiths may call it The Shadowlands and Vampires may refer to it as The Astral Realm. In the World of Darkness these are usually separate from each other. In the Savage West the Storm-Eater has awakened and done some very odd things to the barriers between the regular world and all of the various realms. The barriers between the Umbra, the Shadowlands, and the Astral Realm have decayed to the point where these places seem to be shared with each other. In Dark Prospects, we refer to this combined supernatural space as The Umbra; the regular world is called The Realm, and the barrier between them is the Gauntlet.

All characters are native to either The Realm or the Umbra. It is possible to cross from one to the other, and very rarely to exist in both at once. If you become Unconscious when across the gauntlet from where you belong, you will fall into your native realm. (For more information on this mechanism, please see the section "Unconsciousness, Dying, and Death" in Chapter 2.)

Interacting with The Umbra - Characters in the Umbra must wear a white headband; an orange-and-white headband (whether twisted, striped or otherwise combined) indicates a character visible in both realms at once. Only items that are magical in nature (tagged as Fetish, Talen, Talisman, or Relic) can be used in the Umbra. Guns, bows, and other ranged weapons must also have magical ammunition or an associated power. Without use of specific powers, a character may only perceive, attack, or interact with characters in the same realm. Breach, Gauntlet, and Echo are key words for powers that cross the gauntlet. To allow players in the Realm to successfully ignore Umbral characters, conversations in the Umbra should be kept to a lower conversational volume. In combat, you may speak at whatever volume is necessary for your power calls to be heard.

Soft Spots in the Barrier - The barrier that keeps the Umbra separated from the physical world has also been damaged by the Storm-Eater. While walking around town you may find these soft spots in the barrier (usually referred to as the Gauntlet or Shroud). If you do, stepping inside may have a specific effect. If you step on a white square containing an orange circle containing an "R" then you will be shunted into the Realm. If you step on an orange square containing a white circle containing a "U" then you will be shunted into the Umbra. For a circle on the ground, stepping onto that sheet causes the effect. Similarly, some rituals can cause these soft spots to form in doorways. If this happens, you'll see a white rope bordering a doorframe with the letter in the center of the door. Stepping off does not cause a second effect. These symbols are not visible in game unless you have both Umbrasight *and* Cloaksight active. Headbands must be available on the sheet or hanging next to the doorway in order for the versions that send you into the Umbra to work. If no headband is available, you simply don't enter the Umbra (even if you have your own headband.)

Patrons: Divinities, Familiars, Totems, Greater Totems - Patrons are the spiritual beings that your character may be tied to. There's an order of precedence, and if you have a Patron listed on your sheet at all, it will be the one that your character is closest to. In order of closeness this is expressed as: Divinities > Familiars > Totems > Greater Totems, with Divinities being closest. A Familiar or Totem can also act as a Divinity to a third party in cases of Faith, but they do not instill the benefits of being a Familiar or Totem when they do. Faith rituals, unless otherwise specified, always affect the target's Divinity. Greater Totems do not benefit from Totem Points granted by characters. Player characters cannot become Greater Totems.

Equipment

Searching a Target

You may search unconscious targets for tagged items, money, and any other item that a target wishes to hand over. Searching may not be done by physically touching a target. Find an unconscious, dead, or dying target and begin a 30 count while in touch range of "Searching 1, Searching 2, ... "Searching 30" - upon reaching 30, the target is required to hand over all items described above. A shorter 10 count can be used to take an individual item that is known and visible to the searching player. If an item is dropped and not on the body it can be picked up without a count.

Locks and Doors

There are 3 levels of Lock in this game - Class 1, Class 2, and Class 3. Consider this the complexity of each lock. Any lock may be opened by its corresponding key. You should use a key operated padlock prop to represent your lock. Locks must be placed on doors in order to function - to do this, hang the lock from the doorknob or another location on the door. By default, locks operate only from the outside of a door. You may choose to make a lock work on both sides of a door. To do so, ask Check-in for a second Lock tag for that lock. Two identical lock tags may only be used when placed on the same door. You will need to provide 2 Lock props to use a lock this way. When a lock is on your side of a closed door you may only pass through with the corresponding key or by overcoming the lock. When a lock is on the opposite side of the door you may pass through regardless of whether it is locked.

Class 1 Locks are the most simple, and can be overcome by any Lockpicks, or any Bypass power. Class 2 Locks require Class 2+ Lockpicks, or the Bypass 2+ power (leveled from Bypass 1) to overcome. Class 3 Locks are the most complex - they may only be overcome by Class 3 Lockpicks, or the Bypass 3 power (leveled from Bypass 1+). Any lock may be destroyed with Shatter or Dynamite.

Using Lockpicks

Place the lockpick prop against an appropriate level lock prop. Make a silent 30 count. Upon completion, you may open the locked door and destroy the lockpick tag. Characters with Locksmithing need only make a 10 count.

Repairing Non-Magical Equipment

You may repair any non-magical item (such as a tagged weapon, armor, or shield that has been shattered) during game by visiting ST camp with the prop and the tag. The cost to repair an item that has been shattered is equal to its crafting cost.

Using Magic Items

Magic Item refers to Talens, Fetishes, and Talismans. **Rituals** are another way to access supernatural powers. Dark Prospects uses a dynamic **Ritual/Item Creation System** for those that wish to create their own items. Prepackaged Items can be found here: <http://darkprospects.endogaming.net/Items> - custom Items can be created here: <http://darkprospects.endogaming.net/Itemmaker>

Fetishes are reuseable magical items. Fetishes must be attuned in order to use them. Expend the energy amount on the Fetish tag and then use the power listed. Any special requirements for using a Fetish should be on its tag (such as requiring Faith) - Fetishes that do not have special requirements may be used by anyone who shares the item's Energy type.

Fetish Attunement To attune a Fetish, you must have at least 3 maximum energy for the first Fetish and double that amount for each Fetish after the first (3,6,12,24). You may attune an additional Fetish when your Energy pool reaches maximum. A fetish must be unattuned before it can be attuned to you, you may not use fetishes that are not attuned to you, and you must share an Energy type with the Fetish to use it. Attunement takes 10 minutes, during which time you cannot expend energy. Completing the Fetish Attunement costs its level in Energy (Level 1 Fetishes cost 1, Level 5 Fetishes cost 5). You must hang from or affix to the fetish a white label no larger than 2x2" with the text: "Attuned: [your character name]" on it. You may also break your attunement of a Fetish. Breaking attunement takes 10 minutes, during which time you must be physically touching the object and cannot expend energy, then remove the attunement label. A Fetish may only be attuned to one person at a time, though effects can linger for up to 1 hour, not to exceed its normal duration, after breaking your attunement. You may choose to follow the Attunement rules on a Fetish that does not belong to your character. You may break an attunement on any Fetish you are physically touching, regardless of energy type.

Faith Idols (Fetish)

Faith characters gain access to a specialized type of Fetish called an Idol. Idols may only be used by characters with the Numina: Faith merit. This Fetish is used in the Level 0 Ritual: Power from Faith. Faithful characters may have as many Idols as they wish but each additional Idol after the first counts against the character's total Fetish limit.

Psychic Foci (Fetish)

Psychics gain access to a specialized type of Fetish called a Focus. Foci may only be used by Psychics, and Psychics may not use Faith Fetishes. Unlike many other items, these Foci do not grant access to additional powers, but a psychic using a Focus can alter their active power set. A focus must follow the normal tagging rules for equipment. A Focus can modify 2 characteristics of a power at the same time, but cannot modify more than 2 characteristics in total, and a single focus can only be used to modify a single power. No power may be affected by more than one Focus. A Focus can modify the Intensity, Power, Type of Slot, Target, or Level of a power. Changing the Level of a power effectively

changes its place with the power in the new level slot in the same tree on your sheet. Your sheet itself does not need to be updated. Changing the Type of a Power Slot will also change the power itself, but will increase the cost by 1 of the original resource. A list of possible Foci can be found on the Dark Prospects website.

Creating Psychic Foci

To create a Focus, a character must choose an item that they intend to turn into a Focus. Over the course of a game, a character must give a total of 44 Essence to the item for a single effect. During waking hours, this must be done at a rate of at least 2 Essence every 2 hours. While asleep you may store this giving amount up and place a large chunk in during the first hour awake each day. If you are not playing your character for a time, such as when NPCing, or playing your alternate, then you can also place additional energy in during the first hour after returning to game. To add a second effect you must repeat the energy giving process at a second game. At game down turn in a check-out card describing the effect of the Focus you wish to create. If creating a Focus with two effects you must turn in a separate card at each game. The first card should describe the first effect. The second card should note which Focus you are modifying and what effect is being added to it. You should receive your Focus card at the following game.

Using Psychic Foci

Foci follow the standard Attunement and usage rules for Fetishes. They must be held in hand or touching skin in order to be used. Once a power is changed by a Focus, you cannot use the original power without first unattuning the Focus and may not use the modified power without being in contact with the Focus.

Talens are single use magic items. To use a Talen, use the ability written on the tag and then destroy the tag.

Talismans are rechargeable magic items. Talismans have a number of charges built into them and must be recharged to be used once emptied. A character may only use charges that they themselves put into a Talisman. We recommend keeping removable ribbon, string, or rubber bands around the object to keep track of the number of charges. A special ritual is required to refill a Talisman. Talismans may only be used by Hedge Mages. To activate a Talisman's ability, simply expend one of the charges and then use that ability. When recharging a Talisman, Health based Talismans reduce your maximum health by the charging cost of the Talisman for 1 hour. Health and Essence Talismans that are Connected to a character come into game fully charged for that character when a character is checked into game for the first time in a game weekend. Willpower Talismans that are Connected to a character come into game with a single charge for that character when a character is checked into game for the first time in a game weekend.

Talisman Connections Talismans may only be Connected to one character at a time. A Talisman must belong to a character stated on the tag in order to be Connected to them. At check-in each game, you may overwrite the ownership on a single item, by showing it to check-in so they can update the tag. The item must then be Connected during uptime by fully charging it with the Infusion ritual. Newly created Talismans are automatically owned and Connected to the character that creates them, unless that character does not have enough Connections available to them, in which case only ownership is transferred. Hedge Mages come into play with the ability to connect to any 5 Talismans. Once you have 5 Talismans connected, you must purchase the Connection background to obtain additional Connections if you wish to have more active Talismans at one time. You may choose which Talismans you are Connected to, and thus which enter game fully charged, at game-on.

Relics are special items that can be used in either realm. Most but not all Relics are Umbra Bound. Relics function correctly and can be used in either realm, but if dropped or set down return to their native realm. Umbra-bound Relics should be wrapped in white mesh. *A note on ranged weapons:* Relic bows and guns work just fine in the Umbra, but without Relic arrows or bullets there's really nothing to fire. Each piece of ammo would be its own item, making them cost-prohibitive.

Rituals

Ritual Limits - The maximum number of beneficial rituals any given character may have on them is 3 + character's levels in Rituals background, regardless of caster. A character may still have an unlimited number of hostile rituals on them.

Learning Rituals - After your character has been created you can continue to gain new Rituals through in-game methods. It requires as many games to learn a Ritual as that Ritual's level (so, a Level 1 Ritual only requires 1 game, while a Level 3 Ritual requires at least 3 games). You may learn a ritual and purchase the rituals background concurrently, but you may not use a ritual if you do not have the total required levels in the background, and you may not learn dots in a ritual above your level of Rituals Background. You may cast a ritual you have not fully learned, by spending WP equal to the unlearned dots in addition to any other costs. You may only begin learning one ritual per game, but can be actively learning up to 9 levels worth of rituals at one time (so, you may work on a level 5 and a level 4, or three level 3 rituals, but not two level 5s).

There are three ways to learn a ritual:

1. "Acquire" (buy, steal, loot, etc.) a signed in-game ritual page prop of your very own. Turn in a checkout-card with your name, character name, and the text "Learning [Ritual Name], [dot learned] of [total levels]". In this learning process, you are imbuing your intent into the document you already have. Your signed in-game ritual page prop must be presented at every check-in you acquire a dot.
2. Get a teacher who knows it and has a signed in-game ritual page prop for you to learn from. To begin learning a ritual you must be taught by someone who has already learned the ritual. This learn-teaching process spawns a new ritual page prop - think of it as copying down the recipe as part of your homework, and simultaneously imbuing it with your intent. Turn in a check-out card at game-down with your name, your character's name, teacher's name, and the text: "[Teacher] taught [student] [Ritual Name], [dot learned] of [total levels]". Have your teacher bring their ritual page prop to check-in so a photocopy can be made. After you have been taught all the dots, check-in will sign the copy they have on file to give you. You are permitted to bring your own prop - check-in will compare to the copy on file before signing.
3. Develop your own unique ritual. This method requires games of in-character work equal to level of ritual. You will also need to work with Rules Team to have your ritual approved - this process will likely take several months. Because unique rituals are an intensive process, each player is limited to one per season, no matter how many ritualist characters they have. Once the process is complete, the ritual enters game with all the dots filled in. You may not cast this type of ritual before it is fully learned.

Because awesome custom props are encouraged, you are permitted to bring to STs or Check-in a signed ritual page prop and your own un-signed copy of that ritual page prop. Staff will compare the two; if they match they will sign your copy and destroy (or confiscate) the original.

Copying Rituals - There are two ways to copy a ritual.

The first is using the above learn-teaching process.

The second is to use your learning levels toward copying. In order to copy a ritual, you must have it learned fully. Copying a ritual takes the same amount of time as teaching or learning a ritual - one game per level. Submit in a check-out card stating your intent to copy the ritual. At next check-in, show your original ritual page prop to check-in, who will make a copy and place it in your folder. You may fill in one pip of "Copy Ritual" each game until you have completed your copy.

Using Rituals - In order to use a Ritual, you must have the Rituals Background at the level required by the ritual, have begun learning the Ritual itself, and the Ritual's page must be present so you can look up the information provided. If you have learned the Ritual in its entirety (filled in the dots on your sheet up to the Ritual's level), you may cast it for the cost as written. If you have not, but you have at least as many levels of the Rituals background as the Ritual's level, you may still use the ritual. The cost for using a Ritual you are still learning is 1 Willpower per dot you haven't filled in, plus the cost listed on the Ritual page. You may only use a Ritual you are learning if you have gained a dot in that Ritual during checkin for the current game.

Non-Combatants

Non-combatant (non-com) players will be designated by a high-vis green/yellow sash running from one shoulder to one hip. We ask that non-com players use a piece of cloth at least a few inches wide, as greater visibility only benefits them. This sash must be visible from all sides, which means if a wheelchair or similar device is involved that you mark it as well, to be sure people can see it.

Non-combatants should avoid initiating combat unless it is absolutely integral to story. Other players and storytellers should avoid making situations in which it is integral for a non-combat to initiate combat. Players and storytellers should avoid initiating combat with non-combatants unless it is absolutely integral to story.

Dealing with Awkward Situations

There may be times during role play where you are uncomfortable or feel unsafe due to the physical nature of this type of game. If another player is making you uncomfortable by, for example, being too close to you, halt the scene by holding up an Out of Game signal, then notify the other player and ask them to back off. If the other player refuses to do so notify a staff member.

In the World of Darkness there are many adult themes, one of which is sex. If your character moves into a sexual situation, it is appropriate to halt the scene by holding up an Out of Game signal then asking for a Fade to Black. A good way to burn time during a fade to black is to give each other massages, though this is not required (if you're not comfortable with physical contact, we'll never force it on you!). You and your partner for the scene should decide together when the scene ends and thus when to return to play. If you walk in on someone giving massages or back rubs, please verify if what you're seeing is an FtB scene or an actual needed massage of sorts (it happens!)

Character Sheet Changes

At check-in each game you may spend your XP to make changes to your character sheet. To do so notify check-in of what things you would like to buy. You may purchase 1 thing in each category on your character sheet; that is, 1 Willpower, 1 Energy, 1 Secondary Energy (if applicable), 1 Skill or Ability, 1 Background change, 1 Technique or Power, and 1 Merit or buy off 1 Flaw. You do not need to purchase one thing from every category, but you are allowed to. Buying off a Flaw costs twice as much XP as the number of points provided by that flaw when taken.

This power is in two of my trees! If you find an identical power in two trees or treesets that you're able to purchase, you may progress past that power in the second tree or treeset after spending only half of the XP normally required to purchase the power in that tree or treeset (round down). The exception to this is powers that stack on top of each other (like Augment) - since you can have multiple levels of this, they all cost their normal value. An added power and a power with no adder are different powers from each other and must be purchased separately. Powers that level are considered identical, even if purchased at 2 different levels.

Teaching and learning Non-Innate Powers, Skills, Abilities, And Techniques

You may teach as many Skills, Abilities, or Techniques as you wish in any given game, but you may only learn one of each at a time. You may teach Innate Powers, but may not teach Non-Innate Powers. Powers and Techniques are the same category on a character sheet. The teacher should drop a card in the game-down box after game stating their name, their character name, your name, your character name, and the thing they're teaching. Once you have the first level of a Technique or Skill you do not need to be taught the other levels. Check-In will only keep the most recent learning card for any character in one category, meaning you cannot learn multiple non-innate powers, skills or abilities, or techniques before actually purchasing them. The older card will be discarded, and you will need to do another teaching session.

Unless otherwise specified, in order to learn any non-innate power or ability, the first level of a Technique tree, or the first level of a Skill tree, you must have a teacher. Teaching can be done by spending a downtime action or by a 10 minute scene in uptime. Teachers must provide a teaching card, as described above. Once you have the first level in a Technique or Skill, you may learn additional levels without a teacher.

Character Sheet Changes During Game

Becoming Something Else Events, both player-driven and ST-controlled, can cause your mortal character to change type during gameplay. Supernatural characters cannot change type*.

Player-driven methods include Vampires turning Mortal characters into Vampires through the Embrace. Ratkin and Corax may attempt to convert a Mortal character through a Ritual. Characters can be killed and become Wraiths.

For an ST-controlled change, players of Mortal characters may request a First Change by checking the First Change box during the pre-checkin process. You may indicate your desired type to change into from those available in the rules. Leave the desired type blank for "Storyteller Choice." The upside to ST-controlled change is that Mortal characters can become anything in the rulebook - and through Storyteller Choice might be changed into types otherwise unavailable to players. The downside is that the timing is outside player control.

First changes will not happen every game and there will be no more than one first change per game without extraordinary circumstances. The exact timing of the change is at ST discretion, and you should expect a delay of approximately one to three games from the time of request submission. Between submission and first change, STs will work with you to nail down the details of your first-change story and will give you a heads up when change will occur; CGs will guide you through the sheet re-write in preparation for your change.

- Except Once-Ever Re-Write. (see XO for details)

Converting a Sheet At Game While ST-controlled changes are planned and sheet changes can be prepped during downtime, sometimes sheets are converted during uptime rather than between games. If this occurs, go to ST camp and request a CG. They will walk you through a limited number of changes to your sheet to get you through to end of game, and then between games CGs will guide you through a complete re-write.

Characters may never convert to Wraiths during uptime - doing so means becoming a mortwight... which would be bad.

Adding a mortal merit to your sheet, such as becoming a ghoul or gaining a numina, is not a major change, and does not come with a sheet rebuild. You may purchase any relevant merits or flaws and the first level of an innate power; Ghouls gain Potence at this time.

Becoming a Ghoul Only mortal characters may become Ghouls. Feeding two points of Blood to a Mortal character within ten minutes ghouls that character. If a Mortal character is ghoulled during game they go to ST camp to modify their sheet. They gain the Ghoul Merit for no cost but do not gain the points for purchasing an innate discipline. They still immediately get the first level of Potence for free, regardless of the parent clan.

Becoming a Changeling Only mortal characters may become a Changeling. The first change will likely take place during uptime at game.

Becoming a Vampire Only mortal characters may become Vampires. To embrace a character in game: Begin by placing the target mortal in the Dying state. A vampire character who wishes to embrace a character should stand over them and call: "Intent to Embrace" and then feed the target mortal 5 Blood. Both the original Vampire and the new Vampire go to ST camp to move the mortal over to a Vampire Character Sheet. You are given one step below the sire's Generation numerically on your new character sheet and gain the flaw "Disrupted Generation" if necessary. You may not alter this generation at character conversion.

Becoming a Wraith Only mortal characters may become Wraiths. If you choose to become a Wraith your character must first die and between games should contact the Character Guides to perform a character sheet conversion. Characters may never convert to Wraiths during uptime - doing so means becoming a mortwight, which would be bad. Upon entering game you must arrive wearing a thin (see-through) cloth covering your face - this represents a Caul. You may not uncaul yourself in game, but any character may remove the cloth. Until they do your character has no access to powers and is confused. Once uncauled you become your character. Characters who become Wraiths may not immediately go after a person who killed them - that's not what this mechanic is for.

Becoming a Werewolf or Fera Only mortal characters may become a Werewolf or Fera. The first change will likely take place during uptime at game and will almost assuredly involve a frenzy. When converting Energy for a Werewolf or Fera, you must convert your new character's starting Rage (as defined in their character section) from your Energy pool, meaning that this amount does not go to your Gnosis pool (excepting Nuwisha). You may purchase up to 1 additional Rage at this time. You may not purchase Rank or Renown merits at this time.

Restricted Character Concepts

Some creatures in the World of Darkness are more rare than others. We've decided to represent that with a rarity system intended to help make rare characters rare by discouraging rare concepts with a lot of characters already in play. Next to each rare concept below you'll see a number - that number is how much XP you must pay per one of that concept already in play. If there are none in play, there is no XP cost. If there is one in play, you must pay 1x that number, for 2 it's 2x that number, etc... The list of Restricted Concepts can be found at the end of the Equipment, Specs, and Glossary chapter.

You must play a restricted character once every 3 games or the cost-slot for your character gets returned to the game. This is to ensure that players with restricted characters aren't just increasing the cost by having characters on the books, but are instead actually playing them. If a character is not played for 3 games (on the 4th game) the cost of reprising the character will be half of the current restricted cost. Starting after 6 games (on the 7th game) the cost returns to the full current restricted cost. We can extend these sessions based on circumstance. If, for example, a player was heading on a vacation, a trip abroad to work, or stuck at work for a game weekend, we can keep their cost at 0 to return to their restricted character. We prefer to know this kind of thing in advance where possible. TO provide notification, contact the XO and Character teams.

You can find the current Restricted Costs in the Systems: Information chapter under [Restricted Character Costs](#)

Systems: Conflict

Off Limits - You may not strike another player or staff member in the head or groin or attempt to trip them. The head and groin are particularly sensitive and tripping can injure a player - we don't want to do that. As a safe rule, your best damage targets are from the shoulders down to the waist and both arms.

Light Touch Combat - Combat is intended to be light touch - a hit should be hard enough to be felt, but not so hard as to leave bruises. Try your best to avoid causing actual pain.

Attacking - Any aggressive action taken against a character constitutes an attack. If an action helps a character, such as removing a Mental effect, or restoring health to them, it does not count as an attack. Only actions which result in a negative effect are considered attack. All Damage effects, Mental effects, and Status effects count as attacks. Draining health or energy does not count as an attack.

Machine Gunning - Players must allow enough time for a Resist to be called between attacks in order for the attack to count. Attacking faster than this is called "machine-gunning", and is a form of cheating. Players being attacked this way may notify you with the call "Machine Gunning" to let you know that you need to slow down, and that they may have ignored one or more of your attacks. However, you can deflect and riposte without worrying about a machine gun call. You may not strike the same location twice in a row.

Detecting Attacks - Physical attacks are obvious. You know instantly when someone is attacking you physically. Packet attacks that deal damage except for the "Force" call are detectable. The Force call is damage dealt, but the source is unknown. When any non-damaging packet or Mental attack succeeds, you immediately suffer the effect but do not know who attacked you unless they are the only one nearby. If you resist any non-damaging packet or Mental attack you do not know what effect you resisted or who used it.

Defending against Melee and Brawl attacks - Innately, your defenses are things like moving out of the way or parrying an incoming attack. Certain powers will also allow you to avoid incoming attacks. When using these powers, simply call "Resist".

Defending against packets, bullets, and other thrown objects - Your innate defense against these ranged attacks is to dodge them. As with Melee and Brawl, call "Resist" when using a power to avoid an attack.

Shaking Off Mental Attacks - Once per hour, you may expend a Willpower point to immediately Shake Off and cancel the remaining duration of a Mental Effect as if you were just now Resisting it. This includes those effects with extended, signaled, or persistent modifiers, but not effects with 'Irresistible' in the original call. Any limitations and cost increases for Resisting the original effect still apply.

Duration and Instant - Effects which have a duration describe how long they last in the power descriptor line. Instant effects do not list a duration. Effects with durations may not be activated reflexively. In other words you may not choose to activate an effect with duration in response to an attack. The effect must be active on your character when you receive the attack. Instant effects that allow a resist, immunity, or otherwise impact an incoming effect must be used reflexively.

Resist vs Immune - If you would resist an ability used on your character, call "Resist." If you are immune to an ability you may call one Resist for the duration of the immunity the first time you resist a power, but after the initial resist must switch to "Immune" calls. You may do this for each different sig call used to which you are immune.

Immunities don't stack - Always on immunity effects remain on at all times and do stack with other immunity effects. Any immunity effect with a duration does not stack. Once a new immunity is activated on your character, the previous immunity is suppressed, though the timer continues. If the first immunity is part of a larger power (such as elemental form) you keep any other functionality.

Filtered - The incoming effect was modified. If a power doesn't outright resist an effect, but the effect is modified, you call "filtered" - this lets the attacker know that while you did not resist the effect was changed, but not how.

Effects that Level and Effect Caps - While a number of effects allow you to increase your damage or healing, or level up from their basic amount, of damage or healing, these effects all have a maximum amount of damage or healing they can reach called their cap. Damage dealt by firearms caps at 5. Healing and all other sources of damage cap at 4. There are some systemic exceptions, such as the Imprint power, which allows you to exceed the brawl damage cap under certain circumstances, and effects like Fill Pool or Revitalize, which restore an entire pool to full, ignoring these caps.

Resolving Damage - Damage reduces your current health, not your maximum health. If you hit with a damaging attack in an area that is not off limits and a resist is not called then damage is dealt. Players can lose temporary health by being damaged. You can also lose health through health draining abilities and by being fed upon.

Death Blows - A special type of attack intended for theatrical effect. Any character may perform a death blow using any method with which they may normally deliver a damage effect. The target is immediately reduced to 0 health and enters the Dying state. The normal cost of that method applies. A special note about Death Blows is that they can be resisted for no cost by the targeted character. If a character chooses to resist the attack they may choose to take any amount of damage from the attack including none. This resist must be called when used. To perform a Death Blow, call out "Death Blow" when you would normally make your sig call.

Becoming Grappled - A player with the Grapple power may initiate a grapple by placing their hand on your shoulder and calling "Grapple." You may resist this with abilities that defend against physical attacks. While grappled, you may not use any abilities tagged as physical or cause damage. You may not move away from the grappling character. This effect ends if the hand is removed from your shoulder, if either character is dealt damage, or upon completing the "Breaking Free" call as below.

Breaking Free from Grapple - While grappled, you may not do anything that does damage or has the Physical tag, but may attempt to end it with a "Breaking Free" 10-count. Any damage to either party breaks the grapple.

Staking - Driving a stake through the heart of a humanoid thing isn't an easy process, but it is important when dealing with certain types of supernatural creatures. In order to drive a stake through the heart you must have a tagged Stake. Place the tip of the Stake against your target's chest, and make a 10 count. "Staking 1, Staking 2, ... Staking 10". Upon completing the count, if your target is a Vampire they immediately enter Unconsciousness. While they do not lose any actual health they respond to any power which would detect their health with "0". Leave the Stake across the chest of the target. If the weapon is removed, the Vampire may return to a conscious state at whatever health level they had prior to the staking. Driving a stake through the heart of something that *isn't* a Vampire reduces the target to 0 health, forcing it into the Dying state if it was not already there. This is considered a physical effect.

Cutting off the Head - You can actively kill a Dying being by "removing the head." For balance reasons, since this game is intended to include Player vs. Player regularly, you can't just stab something and kill it. There needs to be a chance to interrupt the kill. Since cutting off the head does not require any uncommon tools, it takes longer to perform.

Place a boffer/foam blade, a claw boffer, or a tentacle boffer against your target's neck (gently please). Begin an audible 60 count of "dismember". You do not need to be skilled with the weapon to perform this action. Each count should take 1 or more seconds. If you complete the count without being interrupted, the creature is Dead.

Regaining Health

You may regain health through the following methods:

1. Being Given Health - Certain abilities let other characters give you health. These will use a signature call of "Giving Health". Unless specified in the signature call (such as a # change to "Giving 2 health"), each time someone makes the signature call it restores 1 health.
2. Medicine - The Medicine ability lets someone heal a character other than themselves. The signature calls for Medicine are "Bandage", "Medicine", "Stabilize", and "Surgery". The amount of health restored should be called out.
3. Health Potions - Created by Herbalists, health potions allow you to regain a small amount of health. These cannot be used on dying characters.
4. Healing Abilities - Healing Touch restores health as stated in the signature call (such as Healing touch 4).
5. Regeneration - Certain abilities allow a character to restore their own health.
6. Mortal Regeneration - Mortals regenerate a small amount of health. If your health is reduced from maximum by 2 or less (and no more) then you will regenerate those 2 health at a rate of 1 per hour.

Complications - If under the effects of Aggravated Damage your healing is affected - please see the Aggravated Damage section.

Stealing Blood - Any time you would take blood from a target you may choose to not ingest it and instead place it inside of a container. It must be the last point of blood you take and you do not gain the blood for feeding. If you take blood this way you must already have a closable container available. Mime spitting the blood into the container, then at your first opportunity write on a 3x5: "Blood Vial: [name of target], [date], [time], taken by [your character] / [your name]." Blood vials last for 24 hours. These may be used in some rituals. You may not speak between draining the last point of blood and spitting into the vial (your mouth is full of blood). These vials are not usable as Blood Talens and cannot be used to refill Blood Pool.

What You Know About Your Own Health Characters can feel when they're injured, but may not know exactly how badly. When reduced by 2 or more health, characters know they are injured or in pain. When reduced below 1/3 of their maximum health, characters can tell they are in extreme pain or badly injured. It is recommended that you role play some level of pain at these levels. While you are welcomed to continue to play pain after your injuries have been healed, it is not required. You may also wish to use terms like "I'm in pain, but it will pass" to describe situations where your natural healing will take care of gaining the remainder of your health or where you have already been healed but wish to continue role playing the effects of pain. You know when you are not feeling well as well, such as when under the effects of aggravated damage, poison, or disease, but do not know the reason for this unease, and should not be able to say "I've been poisoned" so much as "I feel sick"

Overriding Effects

Shorter duration effects of a different effect class and/or modifier take precedence, but do not overwrite the original effect. To overwrite an effect, the new effect must be of the same effect class and modifier, and have a longer duration than the remaining duration on of the current effect. If someone has Extended the duration on an effect, and you wish to overwrite it with the same effect class, the Extended period must pass first or you must use your own Extended

effect. The different classes of effect in game that can be overwritten are: Status, Mental, Physical, and Form. There are two modifiers to these effects classes, Instant and Persistent. Instant Effects do not interact with the overwrite mechanism, but are otherwise treated as their original power type. Persistent Effects run a much longer duration and use an overwrite mechanism based on that duration, but are otherwise treated as their original power type. Form powers, represented by a mask, are usually unlimited duration unless otherwise specified. This means that Form powers without set duration always override other Form powers when used.

Nodes

A Node refers to a static location where characters can re-generate one or more energy types. Many individual Node types are described in the Supernatural Rule sections they apply to. Many nodes cannot be attacked, but some nodes can. Node regeneration is described on the card. While regenerating at a plot-provided Node, individuals gain energy at an accelerating rate. As long as you remain at the node, every 4th time you gain energy increase the amount of energy generated per tick by 1. If you spend energy, your energy level decreases, or leave the regeneration radius this effect resets. While more than one node may be near each other, or one node may provide more than one energy type, you may only gain energy via tick from one node or person at a time, and may only gain one type of energy at a time from nodes or people.

Attacking, Restoring, and Strengthening Nodes

To attack a Node, approach the Node. Spend 1 of any Energy type, remove 1 Node Health token from that node. One character may only remove 1 token every 15 seconds, but may continue to do this until the Node is empty by spending an energy for each health removed and waiting 15 seconds between removals. If you are currently Tainted, you may choose to Taint any node that you remove 5 Node Health from with a single Taint type that you are affected with. To Taint the node, drop a 0.5x5" slip of paper in front of the node card with the text: "Tainted: [type]". When removing Health Tokens, please place them next to the Node Card. When a Node is reduced to 0 health, it ceases to function. If a Node that is attackable has 0 health, that Node no longer functions (it provides no benefit). It will provide no benefit until restored to its Normal Health. When the Node reaches 0 health, add a card that says "BROKEN: [node health]" where [node health] is the amount of health required to restore the Node. IF such a card already exists, move it in front of the Node card.

To restore a Node, approach the Node. You must be able to spend the Energy type that Node supplies. Spend as much of the Node's Energy type as you wish, and restore that many Node Health tokens by placing them in the Node baggie. When a Node is restored to its Normal Health, the Node will function as normal. Place the "BROKEN" card behind the regular Node card.

To strengthen a Node, approach the node. You must be able to spend the Energy type that Node supplies. Spend as much of the Node's Energy type as you wish, and add that many tokens to the Node baggie. This has no mechanical effect except to make your Node harder to reduce to 0 Node Health. One character may only do this once every 6 hours.

Examples of attackable nodes include the Caern, Bastet and Gurahl Dens, or Ratkin Crash Space.

Non-Combatants in Combat

When fighting a non-combatant, the rules simplify significantly. Abilities can only be used within appropriate range of the non-com player (melee abilities within melee range, packet-delivered and ranged weapons within about 20 feet, and mentals around 10). Designate the target by pointing a boffer, nerf gun, packet, etc. in their direction but do not strike, throw, or fire. Call out the normal call for the ability. You must wait 2 seconds between signature calls when engaged in this type of combat. If a non-com wishes to flee before being attacked they should be allowed to do so, assuming they have not been part of the action already. If a non-com wishes to flee once combat has begun, you may pursue them continuing to call numbers for up to 50 feet. If you have not reduced them to 0 health or unconsciousness by this point, they may flee the combat provided they do not return to the combat zone for at least 10 minutes.

Healing others as a non-combatant, if you are unable to physically reach the target, requires that you touch them on the shoulder prior to making the healing call. If you are unable to reach targets easily, for example due to a wheelchair, you may use a claw-length boffer to perform the touch, though it should not be marked as a claw unless you are also using claws. If you used a potion or bandage to provide this healing, expose the prop within touch range during the process. As always potions and other single use items should have their tags torn after

Systems: Information

Gameplay Expectations

We've added a generalized gameplay expectation into each Character Type chapter in this book. These expectations are not intended to tell you how to play your character, but to set expectations for the types of plot and gameplay that often get aimed at your character. The general categories of gameplay are: Social, Political, Action, Support, and Mystery. Social gameplay will usually revolve around interactions in social settings, like visiting the church, having a tea party, or keeping your eye on the town's gossip mill. Political gameplay will focus more on managing hierarchies. Action gameplay tends toward combat - whether with enemies or among allies. Support gameplay involves healing, buffing, or otherwise changing the flow of a scene. Mystery gameplay may involve solving puzzles, or finding non-straight-forward answers to problems. As you go into each Character Type's chapter, you'll see a generalization for that type's gameplay. Some subtypes (clans, tribes, etc...) may expect different kinds of gameplay. We'll indicate these characters with the delta symbol (Δ). Please see the wiki article for these character types for more information on how these characters differ.

Ranged Weapon Specifications

Any weapons used to do damage at range.

| | |
|---------------------|---|
| Thrown | Coreless foam-latex ≤ 12 " or an oversize packet wrapped in silver cloth, packets must be ≥ 8 " end to tail. Base 1 damage. |
| Bows | Bows can be any height over 24". Base 3 damage. |
| Crossbows | Crossbows can be any length. They may fire arrow packets or foam darts, but may not fire heavy foam arrows. Base 3 damage. |
| Derringers | Dart blasters that fire no more than twice before reloading and are designed to be held in one hand. Base 2 damage. |
| Rifles and shotguns | Dart blasters that fire no more than once before reloading and are designed for use with two hands. Base 3 damage. |
| Revolvers | Dart blasters that fire no more than 6 rounds and are designed to be held in one hand. Base 2 damage. |
| Repeating Rifles | Dart blasters that may have cylinders, magazines, or other mechanisms for firing more than once and are designed for use with two hands. No magazine should hold more than 6 rounds and you may not change magazines during gameplay (must use the same magazine). Base 3 damage. |
| Bullets | Bullets can be any foam dart that would fit in a foam dart blaster. |
| Arrows | Arrow packets must be ≥ 8 " end to tail, with a brown cloth tail. You may not use heavy foam arrows. Carrying arrows or arrow packets requires that the carrier prominently display the packets or, preferably, carry a prop quiver on their person. The packet itself need not be brown, but may have a brown streamer as the tail. |

Foam dart blasters may only be modified cosmetically. You may not install or upgrade any mechanical parts on your blasters. Blasters may not use batteries to power their loading or firing action and must use either a lever, hammer, or slide/bolt action to chamber a round. Derringers may use pulls, and rifles may use a barrel break chambering action. The weapon must require chambering between each trigger pull.

Thrown Weapons - Do not need to be tagged, but should be shown at check-in if they are not packets. Any character may use a thrown weapon - no skill purchase required. Thrown weapons do 1 base damage and are not affected by Augment.

Dynamite - Dynamite - A special item crafted through Gunsmithing/Ammosmithing 5. Dynamite has multiple uses. The lighting mechanism consists of using a flame prop, Flint and Steel, or a power which lets you call fire damage and calling: "Lighting Dynamite", you may switch to only one hand after the call. Make an audible count of "Burning". Once the effect of your Dynamite fires off, destroy the Dynamite tag.

- The combat use for Dynamite starts with holding the Dynamite prop in both hands and using the lighting mechanism with a 3 count, then remove the sheath (if there is one) and throw the dynamite at the ground with a bit of force. The discs should shatter apart. Call "Boom Fire 4". If it fails to explode, you may reset the prop and use it again.
- A single stick of Dynamite can be used to destroy any tagged item. Place a Dynamite prop on top of the item or temporarily attach it to the item, then use the lighting mechanism with a 3 count while moving away from the item. After the count yell "Boom Shatter [name of item]".
- 10 sticks of Dynamite can be used to disable any Node for 24 hours. Place the bundle of Dynamite at the node and use the lighting mechanism with a 30 count and move at least 30 feet away. Any targets within 30 feet of the dynamite when the Burning count completes will take 4 Fire damage. Use the sig call of "Massive Explosion. Within 30 feet of Dynamite take 4 damage." - it's long, but it matters.

Melee and Natural Weapon Specifications

Natural weapon boffers:

Natural Weapons are always 1-handed with 6" maximum grip. Pommels may extend up to 2 inches past end of grip.

Fist: 8-12" striking surface

Claw: 8-24" striking surface

Tentacle: 24-36" striking surface

Regular weapon boffers:

1-Handed Weapon: 8-24" striking surface, 6" maximum grip

Versatile Weapons: 25-36" striking surface, 10" maximum grip. May be used with 1 or 2 hands.

2-Handed Weapon: Total length >48". You may only strike with striking surfaces. 2h weapons should be declared as having no grip (all padded) or 2 small handhold grips spaced along the length which must both be used at all times so there's a reduced risk of hard strike.

Foam-latex weapons are categorized by their total length:

<36" - 1H

36" - 48" - Versatile

>48" - 2H

Weapon requirements:

All homemade boffers with cores must use a flexible core between 0.5" and 0.75". Epoxy Tubing and PVC are examples of valid materials.

All homemade boffers must use foam with a minimum thickness of 5/8". 3/4" or thicker is

preferred.

All homemade boffers that are used with 1 hand may not have a grip length greater than 6", but can have foam pommels that extend beyond this. Pommels may not be used as striking surfaces. Any length up to the maximum weapon length is acceptable; when striking, your foremost hand must be within 2 inches of the padded part of the weapon and the weapon must be controlled.

All foam melee weapons with cores, homemade or not, must include thrust-safe tips. This is a safety feature. A thrusting tip consists of a foam area at the top of the weapon that extends 2-4" past the end of the core and covers the end of the core to prevent coring out, the core of the weapon breaking through the tip of the foam.

All throwing weapons, homemade or not, may not have a core.

Claw boffers must have a white claw painted near the striking tip, or a solid white tip.

Tentacle boffers must have a white stripe running their length.

Staves and other 2 handed weapons must be used with 2 hands. You must keep your foremost hand within 2 inches of the striking surface.

Defensive Equipment

Armor and Shields - Armor and shields in this game provide an "armor pool" that sits on top of your Health pool. Both take damage before the character's body and cannot be healed; they must be repaired or replaced. They also do not benefit from powers such as Stone Body or Hardened Flesh. To repair them, visit ST camp with the armor prop. Repairing a piece of armor or a shield costs 1/2 the amount required to replace the item. If you can craft the item you are repairing, use the crafting cost to determine this amount. If not, use the purchase cost. This repair process can be used to repair shattered equipment, but only replaces the mundane tag, not any magical tags that were on the item. When health or blood are drained, they do not affect the armor pool. Armor takes damage **before** character health.

Shields lose pool **after** armor, but **before** character health. When you are reduced to or below your maximum health, the shield has also been reduced to 0 pool. A shield reduced to 0 pool is broken, cannot be used in combat and must be dropped (you can pick it up when not in combat, but must drop it again if you go back into combat). Striking the shield directly with melee damage has no effect, but hitting it with bullets or spell damage will reduce the pool of that item. Status effects go directly through shields. Characters cannot resist Shatter powers used against shields.

Each piece of armor (chest, arm, leg) provides 1 armor pool. A shield provides 5 armor pool.

Glossary

Special Actions are things your character can do that may be beyond the player's capabilities, or allow the player to do certain things. We generally refer to Special Actions by the action type:

Abilities are things you know how to do - they are binary: either you know how, or you don't. For example, if you don't have the Brawl ability you may not fight with unarmed boffers, but if you do have the Brawl ability then you may.

Skills are things that have degrees of usefulness - they do not require energy but may require props.

Techniques are special abilities beyond the basics that require training and energy to achieve.

Powers are supernatural abilities that are above and beyond normal human capacity.

Non-innate powers require a teacher (another character) as described in each section.

Effect Types define the general behavior as well as resist methods of an effect.

Bufs grant a benefit that a character doesn't have access to normally; they are freely resistible.

Mental Effects are an effect class that targets a character's mind. These effects usually last 10 minutes unless explicitly labeled otherwise, and can be Resisted or Shaken Off by Willpower.

Physical Effects directly effect the body. These usually have short durations and are delivered by touch or boffer.

Status Effects are an effect class that targets a character's body. Status effects usually last 60 seconds unless explicitly labeled otherwise.

Sensory Powers always target "Other". They allow you to actively detect. Because they are used on others, you need a breach power or similar to use them cross-gauntlet. They can be resisted with Willpower, and are subject to Magic Awareness.

Sight Powers always target "Self". They allow you to passively view. You may have multiple Sight powers active at the same time, and they function in any realms your character can see.

Restorative Powers restore something a character has lost, such as health. They are resisted as physical or damage.

Modifiers have been moved to the Powers section of the Rulebook.

Rule Language These are terms we use to wrap an idea up in a single word to make it easier to describe a Special Action in the book.

Signature calls, also called **sig calls** are phrases used to designate effects. These are usually designed to take at least a full second, however certain calls (like damage numbers) may take less time. For these calls we recommend counting a second between attacks. Make your sig call in an audible, clear voice. Signature calls are required for most abilities and will be called out. We've tried to make most of our signature calls generally obvious, but if you have a question you may always hold up an Out of Game signal and ask.

Cooldown refers to a period of time you must wait before using a power again. Cooldowns begin when the power ends.

Tick refers to an event that occurs in a timed interval. Each time the event occurs it "ticks". For example, Medicine 1 "ticks" every 30 seconds while using it.

Tree is a named grouping of powers, skills, or techniques that each have levels.

Treeset is a named grouping of powers that each have levels. They differ from trees in that there may be more than one power at each level. Wherever you see multiple Trees described under a single name, those are considered a Treeset.

Out of Game Signals are used to specify that you the player are doing something, rather than your character - in this type of immersive game we expect people to use these as rarely as possible. The following things designate a player as out of game: A closed fist, thumb facing down, placed atop your head. A weapon held horizontally across the head. A hand held up with the index and middle fingers crossed and the thumb extended. A solid orange headband.

Visual Cues

Headbands

- Orange - Out of Game - this person is not currently playing a character.
- White - Umbra - this character is in a non-physical realm. If you do not have an ability that specifically allows you to see into the Umbra then your character may not see things in the Umbra.
- Orange/White Twisted - Cross-Realm - this character exists in both the physical and Umbral realms - as such they can affect and be affected by things in either realm.

Masks

When a character is wearing a mask, unless you have seen them shape shift or seen them in a form and had them admit to who they are, you should not recognize the character.

- Animal Masks - Beast Form / War Form - Characters in this form usually come with claws or tentacles. They also cause the Delirium Effect. These characters appear to be half that animal form and half man.
- Black Mask - War Form - This version of War Form does not cause Delirium, but does appear to be an inhuman shadow creature
- Other Masks - We ask that players use distinct masquerade masks to represent in-game masks, rather than forms or shapes, as often half face or full face masks will be used to represent inhuman characters in-game.

Mantles

- White - Vaporous Body - this character appears as a cloud of vapor, vaguely human in shape - you cannot make out their features. Weapons pass through without causing damage and most powers seem to deflect except for damaging spells and Mental effects.
- Black with silver trim- Incorporeal Body - this character appears as a translucent human form - you cannot make out their features. They cannot be harmed in this form, but may be affected by most non-damaging powers.

- Red - Stone Body - this character's flesh appears to be made of stone - they are reducing all damage taken to 1.
- Silver - Steel Fur Body. The character's fur appears to be made of metal - they are reducing ranged damage taken to 1.
- Orange - used by ST Camp to designate a handler - these individuals are not valid targets and cannot be seen by any powers.

Hand Signals

- Crossed index and middle fingers, thumb pointed outward - Out of Game.
- Closed fist, thumb down atop head - Out of Game
- Weapon horizontal atop head - Out of Game
- Arms crossed ~90 degrees against chest - [Hasty Escape](#), immune to damage as long as they continue to move away from you
- Arm straight out, hand toward you. Avert - Mental, you may not approach this character
- Closed fist with thumb upward, front of fist aimed directly at you - [Command](#), do as this character says.
- Hand in front of face palm toward face, fingers spread - Cloak, this target is invisible to you unless you have the [Cloak Sight](#) power and can see the realm they are in.
- Hand in L shape with thumb to forehead and finger pointing outward - One-way telepathy.
- Hand with first 3 fingers closed, thumb and pinky spread (Shaka) - Regular telepathy.

Other Signals

- 3x5 Cards in-game represent lasting effects or messages sent via non-physical means. If you receive a card from another player, read the text to determine how and if this card affects you. If you see a card attached to an object that card should describe its visibility. [Item Sight](#) allows you to read any 3x5 card attached to an object, please see Item Sight for further details. If a card is attached to an immobile object, the card cannot be moved by a player unless a power specifically states that it can move that card.
- White mesh encompassing an object says that the object is Umbra-Bound, meaning falls into the Umbra instead of into the Realm when not held.
- A white square containing an orange circle inside with an "R" in the center is a "soft spot" that will send you into the Realm. These soft spots are visible if you have both Umbrasight and Cloaksight.
- An orange square containing a white circle with a "U" in the center is a "soft spot" that will send you into the Umbra. These soft spots are visible if you have both Umbrasight and Cloaksight.
- White rope bordering a doorframe with a "U", "R", or both in the center of the door or directly above the frame is a "soft spot" that will send you into the Umbra, Realm, or switch the side of the Gauntlet you are on when passing through it. These soft spots are visible if you have both Umbrasight and Cloaksight.
- Brown packets with ≥ 8 " overall length represent arrows.
- Blue glow sticks or dim blue lights worn around the neck or head are NOT REQUIRED, but may be used to augment white headbands while in the Umbra after dark. They are not a replacement for headbands.
- Green glow sticks or dim green lights worn around the neck or head are NOT REQUIRED, but may be used to augment white and orange striped headbands while under the effects of the Convergence power. They are not a replacement for headbands.
- Other glow-stick colors may be used by ST camp, these characters will also be in the Umbra, but hold unique characteristics. Those colors are not designated here and may be learned about in-game.
- A high-vis green/yellow sash, This character is a non-combatant, please see the appropriate rules.
- Red ribbon wrapped around an object. This object is on fire.

Equipment Costs

When taking the Equipment Background, use the Equipment Buy Value (EBV) for each individual point taken. You may only receive equipment tags for Craft cost at check-in, but you may purchase equipment tags for their Buy value at any time by visiting ST camp.

Gunsmithing/Ammosmithing

| Item | Skill | EBV | Craft # | Craft \$ | Buy \$ |
|-------------------------|----------------|------|---------|----------|--------|
| Dynamite | Gunsmithing L5 | 1/2 | 1 | \$0.40 | \$1.60 |
| Heavy Shot ‡ | Recipe | 1/30 | 1/10 | \$0.01 | \$0.04 |
| Large Firearm | Gunsmithing L1 | 1 | 1 | \$0.35 | \$1.40 |
| Large Repeating Firearm | Gunsmithing L3 | 1 | 1 | \$0.45 | \$1.80 |
| Phosphor Shot ‡ | Recipe | 1/30 | 1/10 | \$0.01 | \$0.04 |
| Small Firearm | Gunsmithing L2 | 1 | 1 | \$0.30 | \$1.20 |
| Small Repeating Firearm | Gunsmithing L3 | 1 | 1 | \$0.40 | \$1.60 |
| Specialty Ammunition | Gunsmithing L4 | 1/30 | 1/10 | \$0.01 | \$0.04 |

Weaponsmithing/Armorsmithing

| Item | Skill | EBV | Craft # | Craft \$ | Buy \$ |
|----------------------------|-------------------|-----|---------|----------|--------|
| Armor (1), chest, arm, leg | Weaponsmithing L4 | 1 | 1 | \$0.30 | \$1.20 |
| Long Melee Weapon | Weaponsmithing L3 | 1 | 1 | \$0.40 | \$1.60 |
| Medium Melee Weapon | Weaponsmithing L2 | 1 | 1 | \$0.35 | \$1.40 |
| Small Melee Weapon | Weaponsmithing L1 | 1 | 1 | \$0.30 | \$1.20 |
| Specialty Material (+ wpn) | Weaponsmithing L5 | 1 | 1 | \$0.35 | \$1.40 |

Carpentry/Fletching

| Item | Skill | EBV | Craft # | Craft \$ | Buy \$ |
|--------------------|-----------------------|------|---------|----------|--------|
| Bow | Carpentry L2 | 1 | 1 | \$0.35 | \$1.40 |
| Crossbow | Carpentry L3 | 1 | 1 | \$0.45 | \$1.80 |
| Shield | Carpentry L4 | 1 | 1 | \$0.50 | \$2 |
| Specialty Arrows | Carpentry L5 & Recipe | 1/30 | 1/10 | \$0.01 | \$0.04 |
| Specialty Thrown ‡ | Recipe | 1/5 | 1/2 | \$0.15 | \$0.60 |
| Stake | Carpentry L1 | 1/2 | 1 | \$0.07 | \$0.28 |

Other

| Item | Skill | EBV | Craft # | Craft \$ | Buy \$ |
|-------------------|--------------|------------|----------------|-----------------|---------------|
| Flint and Steel † | Recipe | 1 | 1 | \$0.15 | \$0.60 |

Herbalism

| Item | Skill | EBV | Craft # | Craft \$ | Buy \$ |
|-----------------------|--------------|------------|----------------|-----------------|---------------|
| Adhesive Goo | Herbalism L4 | 1/5 | 1/3 | \$0.10 | \$0.40 |
| Alcohol † | Recipe | 1/20 | 1/10 | \$0.005 | \$0.02 |
| Coca † | Recipe | 1/3 | 1/3 | \$0.07 | \$0.28 |
| Flame Oil † | Recipe | 1/3 | 1/2 | \$0.09 | \$0.36 |
| Flame/Poison Arrows † | Recipe | 1/30 | 1/10 | \$0.02 | \$0.08 |
| Moonshine † | Recipe | 1/40 | 1/15 | \$0.0033 | \$0.02 |
| Opiate † | Recipe | 1/3 | 1/3 | \$0.07 | \$0.28 |
| Peyote † | Recipe | 1/3 | 1/3 | \$0.07 | \$0.28 |
| Philter of Life † | Recipe | 1/5 | 1/2 | \$0.10 | \$0.40 |
| Potion of Lethargy | Herbalism L2 | 1/5 | 1/3 | \$0.07 | \$0.28 |
| Potion of Strength | Herbalism L5 | 1/5 | 1/3 | \$0.11 | \$0.44 |
| Potion of Weakness | Herbalism L5 | 1/5 | 1/3 | \$0.11 | \$0.44 |
| Sleeping Potion | Herbalism L3 | 1/5 | 1/3 | \$0.09 | \$0.36 |
| Smelling Salts | Herbalism L3 | 1/5 | 1/3 | \$0.09 | \$0.36 |
| The Antidote † | Recipe | 1/5 | 1/3 | \$0.10 | \$0.40 |
| Tonic of Health | Herbalism L1 | 1/5 | 1/3 | \$0.05 | \$0.20 |
| Tonic of Vitality | Herbalism L2 | 1/5 | 1/3 | \$0.09 | \$0.36 |
| Toxic Mixture | Herbalism L1 | 1/5 | 1/3 | \$0.05 | \$0.20 |

Locksmithing

| Item | Skill | EBV | Craft # | Craft \$ | Buy \$ |
|-----------------|---------------------------------|-----|---------|----------|--------|
| Individual Keys | Locksmithing, appropriate level | 1/5 | 1/3 | \$0.05 | \$0.20 |
| Lock 1 + 2 keys | Locksmithing L1 | 1 | 1 | \$0.30 | \$1.20 |
| Lock 2 + 2 keys | Locksmithing L3 | 1 | 1 | \$0.50 | \$2 |
| Lock 3 + 2 keys | Locksmithing L5 | 2 | 1 | \$0.70 | \$2.80 |
| Lockpick 1 | Locksmithing L2 | 1/2 | 1/3 | \$0.15 | \$0.60 |
| Lockpick 2 | Locksmithing L4 | 1 | 1/3 | \$0.30 | \$1.20 |
| Lockpick 3 † | Recipe | 1 | 1/2 | \$0.50 | \$2 |

Recipes

Certain craftable items require recipes to make. These are designated above by the symbol †. Recipes should get added to the Rituals section of your character sheet when you purchase them. These recipes can be purchased from the following table:

| Item | Skills | EBV | Buy \$ |
|---------------------|---|-----|--------|
| Alcohol | Herbalism 2 + (Gunsmithing 1 or Weaponsmithing 1) | 1 | \$.75 |
| The Antidote | Herbalism 2 + Medicine 1 | 1 | \$.50 |
| Coca | Herbalism 3 + Medicine 3 | 2 | \$1.50 |
| Flame Arrowheads | Fletching 4 + Herbalism 2 | 1 | \$.75 |
| Flame Oil | Weaponsmithing 4 + Herbalism 2 | 1 | \$1 |
| Flint and Steel | Weaponsmithing 2 + Detection 2 | 1 | \$.50 |
| Heavy Shot | Gunsmithing 4 + Locksmithing 2 | 1 | \$.75 |
| L3 Lockpicks | Locksmithing 4 + Weaponsmithing 2 | 2 | \$1.50 |
| Moonshine | Herbalism 2 + (Gunsmithing 1 or Weaponsmithing 1) | 1 | \$.50 |
| Opium | Herbalism 3 + Medicine 3 | 2 | \$1.50 |
| Peyote | Herbalism 4 + Detection 2 | 1 | \$1 |
| Philter of Life | Herbalism 4 + Medicine 2 | 1 | \$1 |
| Phosphor Ammunition | Gunsmithing 3 + Herbalism 2 | 1 | \$.75 |
| Poison Arrowheads | Fletching 4 + Medicine 2 | 1 | \$.75 |
| Specialty Thrown | Fletching 3 + Weaponsmithing 3 | 1 | \$.75 |

A description of all tags and recipes can be found here: <https://darkprospects.endogaming.net/rulesweb/index.php/Equipment> .

Restricted Character Costs

Learn what a Restricted Character is in the Systems: General chapter under [Restricted Character Concepts](#).

You can always find the *current* restricted cost for characters by visiting the restricted page, located at: <https://darkprospects.endogaming.net/Characters/builder/?act=restricted>. These costs can be paid with either freebies or earned exp.

Vampires: 0

Assamite (any): 5

Daughters of Cacophony: 8

Giovanni: 3

Ravnos: 3

Salubri: 8

Samedi: 4

Setite: 3

Gargoyle: 9

Revenant Merit (Ghouls): 10

Werewolves: 0

Silent Strider: 1

Stargazer: 3

Fera: 1 per Fera +

Bagheera: 3

Balam: 3

Bubasti: 4

Khan: 3

Pumonca: 1

Qualmi: 1

Simba: 3

Swara: 5

Corax: 2

Gurahl: 4

Nuwisha: 6

Engineer: 3

Plague Lord: 3

Munchmausen: 3

Twitcher: 3

Changeling: 2

Sidhe: 2

Power Format and Descriptor Line Tags

Throughout this book you'll find powers and skills. In the type-specific sections you'll see a specific format. We refer to this as the "power descriptor line" or "PDL". It reads as follows:

Level) Name, Cost, Target, Duration (if applicable), Additional Tags

The Level is the purchase level for that power. The Name listed here is the name of the power in the Powers section of the book. If a power is written as Power: Power that means that the first power works on or against the second power. The Cost is what resource this costs your character. If there is no cost, it should read "No Cost". The Target should be either Self, Other, or a combination of the two. This means you use this power on yourself, on another target, or on either target. Unless otherwise specified, the target must be in the same realm you are in (Realm: No Headband. Umbra: White Headband.) The Duration is the amount of time the ability lasts or the words "Always On" - Always On abilities remain on at all times. If you possess an Always On effect, you may choose not to use it.

An important note on No Cost powers

Any power that can be resisted and has No Cost cannot be used twice on the same target in a 1 minute period.

A partial list of Additional Tags follows. We believe most of them are self-explanatory, but in case they aren't...

- Cross-gauntlet: This power can be used against Realm targets if you are in the Umbra, and Umbral targets if you are in the Realm (unless otherwise specified).
- Realm-only: This power can only be used against targets in the Realm.
- Umbra-only: This power can only be used against targets in the Umbra.
- "Quoted Text": Text that should be added to your sig call.
- Touch: This ability requires you to touch the target. Please see the "Touch Abilities" section above.
- Unconscious/Dead/Dying target: The target must be in one of these states. You may have put them there yourself.
- Enforced: This ability must be used.
- Irresistible: Cannot be resisted.
- vs. [target description]: Only against the described target.
- Mass: Affects multiple targets - targets should be described on this line.
- Levels: This ability gains power as you buy further up the character sheet column it is in.
- 1x/[time]: this indicates a cooldown.
- Resist ([thing1] + [thing2]): You may resist any one of the list per use of resist.

Addition of powers: You may see two powers on the same line as follows.

Power 1 + Power 2, Cost, Target, Duration, Additional Tags - this means that both powers must be used together at the same time. Please note, that if the first power is resisted then you cannot continue with the second sig call. The entire power combination is resisted. If only the second part is resisted then only the second part is resisted.

Power 1, Cost, Target, Duration, Additional Tags & Power 2, Cost, Target, Duration, Additional Tags - this means that each power is used independently.

Universal Character Information

The following table lists the costs for various types of character sheet purchases.

| Type | Point Cost |
|---------------------------------------|---|
| Innate Powers / Techniques | 4 :: 5 :: 7 :: 10 :: 14 |
| Non-Innate Powers | 6 :: 8 :: 11 :: 15 :: 20 |
| Skills | 2 :: 3 :: 4 :: 5 :: 6 |
| Backgrounds | 3 :: 4 :: 5 :: 6 :: 7 |
| Willpower - maximum value 10 | 6 |
| Morality (Vampire) - Maximum value 10 | 3 |
| Energy - no maximum value | 3 |
| Abilities | 6 |
| \$0.30 Additional money | 1 |
| Merits | Variable, unless specified (*) only purchasable with freebies and flaw points |
| Flaws | Variable, maximum 10 points from Flaws |

Universal Character Creation

- Start by filling in 10 dots in your Health pool and 2 dots in your Willpower pool.
- Place 20 points into Skills or Abilities.
- Place 10 points into your energy pool

You may take up to 10 points in flaws. You may take flaws above this value, however you will only receive points for the first 10.

Purchasing Non-Innate Powers at Character Creation All characters may purchase non-innate powers at character creation, however you may not buy above your lowest level innate power, must have filled out all innate powers at that level, and may not purchase more non-innate trees than you have levels of non-innate powers. In other words, you must have level 1 in all 3 innates to buy a level in 1 non-innate; you must have at least 2 levels of 1 non-innate to buy 1 level of a second non-innate.

Abilities and Skills

Abilities

These do not have levels. They allow you to simply do specific mechanical things.

Archery - You may use a bow or crossbow and arrows.

Brawl - You may cause damage with fist boffers, which deal 1 base damage. If you have access to them you may cause damage with claw or tentacle weapons.

Firearms - You may use any gun type.

Melee - You may use wooden or metal weapons of any size.

Shifter Rites - *Werewolf/Fera only* - You may use Rituals. (Rituals background is also required.)

Crafting Skills

These allow you to make items of some sort at check-in, or to repair items during game. For tradeskills that allow you to craft 1 item per game per level, those enter a pool that you may use to craft any item you can make, not just the items from that skill. Unless explicitly specified any crafted item counts as 1 item. You may craft 1 item per game per level of crafting skills. Purchasing these skills grants access to crafting of the appropriate level, as detailed in the Equipment and Equipment Costs sections. The list of Crafting skills is:

Weaponsmithing / Armorsmithing

Carpentry / Fletching

Gunsmithing / Ammosmithing

Herbalism

Locksmithing

Trapping (COMING SOON!)

Active Skills

These Skills do special things for you in-game with no attached Energy cost.

Detection *Upon reaching Level 4 of Detection the timer for Detection skills is reduced by 1/3.*

- Level 1) **Type of Damage**, No Cost, Other, 15 seconds
- Level 2) **Conscious Search**, No Cost, Other, 60 seconds
- Level 3) **Keen Eye**, No Cost, Other, 15 seconds
- Level 4) **You're Sure Acting Funny**, No Cost, Other, 15 seconds
- Level 5) **Forensics**, No Cost, Other, 15 seconds

Medicine *Upon reaching Level 4 of Medicine the timer for Medicine skills is reduced by 1/3.*

- Level 1) **Healing**: Bandage, No Cost, Other, 30 seconds, 1 health, bandage prop & **Assess**: hp/dt, No Cost, Other, 15 seconds, ("What are your current health levels?" & "how long do you have left on your death timer?")
- Level 2) **Healing**: Practice, No Cost, Other, 15 seconds, 1 health, bandage prop & **Assess**: drugs, No Cost, Other, 15 seconds, "Are you under the effects of a drug?"
- Level 3) **Stabilize**, No Cost, Other, variable & **Assess**: disease, No Cost, Other, 15 seconds, "Are you under the effects of disease?"
- Level 4) **Healing**: Advanced, No Cost, Other, 30 seconds, 2 health, medical tool prop & **Assess**: agg, No Cost, Other, 15 seconds, "Have you taken aggravated damage?"
- Level 5) **Surgery**, No Cost, Other, 60 seconds, 2 health, medical tool prop & **Assess**: poison, No Cost, Other, 15 seconds, "Have you been poisoned?"

Meditation *Upon reaching the 4th level of Meditation the timer for Meditation is reduced by 1/2.*

- Level 1) **Meditation**: 1, No Cost, Self, 10 minutes
- Level 2) **Meditation**: 2, No Cost, Self, 10 minutes
- Level 3) **Meditation**: 3, No Cost, Self, 10 minutes
- Level 4) **Meditation**: 4, No Cost, Self, 10 minutes
- Level 5) **Meditation**: 5, No Cost, Self, 10 minutes

Trapping COMING SOON!

Backgrounds

Income*

This character receives money equivalent to this value at each attended game

Level 1) \$0.15/game

Level 2) \$0.35/game

Level 3) \$0.60/game

Level 4) \$0.90/game

Level 5) \$1.25/game

Prospecting*

At check-in for each attended game, a player will roll a 6 sided die. The following values correspond to the sides of the die, 1-6. They will receive money equivalent to this value at that session.

Level 1) \$0.00/\$0.06/\$0.09/\$0.12/\$0.27/\$0.45

Level 2) \$0.00/\$0.14/\$0.21/\$0.28/\$0.63/\$1.05

Level 3) \$0.00/\$0.24/\$0.36/\$0.48/\$1.08/\$1.80

Level 4) \$0.00/\$0.36/\$0.54/\$0.72/\$1.62/\$2.70

Level 5) \$0.00/\$0.50/\$0.75/\$1.00/\$2.25/\$3.75

Resources

This character receives money equivalent to this value at their first attended game

Level 1) \$0.90

Level 2) \$2.10

Level 3) \$3.60

Level 4) \$5.40

Level 5) \$7.50

Equipment

You have some tagged equipment (weapons, etc.) - these items may not be supernatural.

Level 1) 1 item

Level 2) 2 items

Level 3) 3 items

Level 4) 4 items

Level 5) 5 items

Item

You own a supernatural item of some sort. To create an item, please see

[http://darkprospects.endogaming.net/Custom Items](http://darkprospects.endogaming.net/Custom%20Items) or <http://darkprospects.endogaming.net/Items>. Relics are considered Level 1 Items. At character creation you may not create more Items than you have levels in the Item Background, and no more than 2 Items may be the same Level.

Level 1) 1 level worth of items

Level 2) 2 levels worth of items

Level 3) 3 levels worth of items

Level 4) 4 levels worth of items

Level 5) 5 levels worth of items

Rituals*

You may use appropriate rituals at the level you have in the rituals background. If taken before character creation you may come in with any number of rituals where the ritual levels total the

below values. You can create Custom Rituals using the same chart for Custom Items above. We also have pre-existing Rituals created by your Rules Team, which can be found at game or here: <http://darkprospects.endogaming.net/Rituals>. Please see the appropriate section of the book to determine if your character can take this Background.

Level 1) 1 level worth of Rituals

Level 2) 3 levels worth of Rituals

Level 3) 6 levels worth of Rituals

Level 4) 10 levels worth of Rituals

Level 5) 15 levels worth of Rituals

Connection*

Hedge Mage only

This Background may be purchased multiple times. Each level of this background allows you to charge a single Talisman at that level while using the Infusion ritual, as well as Connect to an additional single Talisman at that level. Connection may be purchased multiple times. You may have any number of Connection trees at 5 dots each. You may have no more than two Connection trees with fewer than five dots at a given time.

Supernatural Knowledge

You may take this background as many types as you wish - specify the supernatural type of knowledge you would like. This background only applies to what knowledge you come into game with. Any knowledge gained in game is learned in game. Many character types start with "effective supernatural knowledge" - information regarding what knowledge is available can be found in the setting section of the wiki for each character type. If your character has effective supernatural knowledge, add the value of the effective knowledge to the purchased levels. Purchasing levels above 5 has no effect.

Purchasing levels above 5 has no effect.

Level 1) You know that this type of supernatural exists and may have seen one once.

Level 2) You know the basics - their energy type and loosely know their organizational structure.

Level 3) You know some in-depth information and can name the common clans/tribes/legions.

You may purchase specific tribe/clan/legion knowledge for a single supernatural type. The level of that knowledge may not exceed the level of the parent supernatural type's knowledge.

Level 4) You know everything except the deep, dark secrets.

Level 5) You know all there is to know about this supernatural type.

Totem*

You have a bond via your pack to a Gaian Spirit.

Each rank of this background provides 1 point toward purchasing Powers for your Totem (see the Gaian Spirits section of the Rulebook for information). A Gaian Spirit may not be both a Totem and a Spirit Familiar. Gaian spirits may not take this background.

Spirit Familiar*

You have a personal bond to a Gaian Spirit.

Similar to the Totem background, but for a bond between yourself and a single spirit. Each rank of this background provides 1 point toward purchasing Powers for your Familiar (see the Gaian Spirits section of the Rulebook for information). Only one non-spirit character may be bound to any one spirit this way, and each character may only take this background once. Each rank of this background can be used to help purchase Totem Powers for your bound spirit. A Gaian Spirit may not be both a Totem and a Spirit Familiar. Gaian Spirits may not take this background.

* You may improve the backgrounds: Totem, Spirit Familiar, Income, Prospecting, Rituals, or Connection with experience after character creation. Please note that the Totem and Spirit Familiar backgrounds are *not* mutually exclusive. You may have a Totem (shared with a pack) and a Spirit Familiar (connected only to you) at the same time.

Techniques

Bowplay

- Level 1) **Enhance**, 1 energy, Self, 10 sec, with arrow
- Level 2) **Hidden Hunter**, 2 energy, Self, 10 minutes, with bow in hand
- Level 3) **Bind Foot**, 1 energy, Other, 60 seconds, with arrow
- Level 4) **Disarm**, 2 energy, Other, with arrow
- Level 5) **Staking Arrow**, 4 energy, Other, with arrow

Defense

- Level 1) **Resist**: (Physical + Damage), 2 energy, Self
- Level 2) **Health Increase**: 2, No Cost, Self, Always On
- Level 3) **Cloak**, 1 energy, Self, requires a silent 3 count
- Level 4) **Resist**: Status, 2 energy, Self
- Level 5) **Hanging On**, No Cost, Self, once per day

Gunplay

- Level 1) **Enhance**, 1 energy, Self, 10 sec, with guns
- Level 2) **Double Tap**, 2 energy, Other, with guns
- Level 3) **Merciful Sleep**, 1 energy, Other, 10 minutes, Touch, must be holding gun, "Blatant Merciful Sleep"
- Level 4) **Disarm**, 2 energy, Other, with guns
- Level 5) **Aggravated Damage**, 2 energy, Other, with guns

Hand-to-hand

- Level 1) **Augment**, 1 Energy, Self, 10 sec, with unarmed boffers only.
- Level 2) **Grapple**, 1 Energy, Other, with unarmed or no boffers only.
- Level 3) **Counter**: Melee or Brawl Damage, 3 Energy, Self, with unarmed or no boffers only.
- Level 4) **Augment**, 1 Energy, Self, 10 minutes, with unarmed or no boffers only.
- Level 5) **Disarm**: Take Weapon, 2 Energy, Other, touch range, with unarmed or no boffers in hand.

Melee

- Level 1) **Augment**, 1 energy, Self, 10 sec, with melee weapons
- Level 2) **Resist**: Ranged Damage, 2 energy, Self, with melee weapons
- Level 3) **Disarm**, 2 energy, Other, with melee weapons
- Level 4) **Aggravated Damage**, 2 energy, Other, "1 agg" with melee weapons
- Level 5) **Augment**, 1 energy, Self, 10 minutes, while armed

General Merits and Flaws

General Merits

- Bad Taste** - 1 point Merit - When someone is blood feeding, notify them that you taste terrible (no mechanical effect)
- Hidden Taint*** - 5 point Merit - Respond to powers that Sense Taint with two levels below your current taint level or 0, whichever is greater.

Huge Size - 3 Point Merit - You have 2 additional Health, but must physically represent your character being particularly large. Platform shoes, bulky shoulder pads, and other pieces of costume are recommended.

Lucid Dreamer - 2 point Merit - You are less susceptible to the mists than others. When you become Enchanted, you may choose to remain Enchanted for an additional hour. While Enchanted, you may remember things that were Rationalized after a previous Enchantment. When the Enchantment effect wears off, your character again Rationalizes everything that occurred while Enchanted until the next time they gain the effect.

Static Nature - 4 Point Merit - If you have a Rage Pool you cannot take this Merit. Any type of Taint decays from your character. It takes the level of the taint in hours to reduce 1 level. (A level 5 taint takes 5 hours to decay to level 4, then 4 hours to decay to 3, 3 to 2, etc...) You decay to your natural state (if you are permanently tainted, you return to your tainted state.)

Willful* - 8 point Merit - Increase your current and Maximum Willpower by 1 (may take up to twice)

Supernatural Merits

Calm Heart* - 3 Point Merit - 3 times a day you may spend 1 less Willpower to Resist the Enrage power. You must have a Frenzy mechanic to take this merit.

Human Aura - 4 Point Merit - Any Supernatural creature may take this merit. You appear as human to sensory powers; when targeted by a power with the sensory tag, reply as though you are human.

Supernatural Kinfolk - 7-9 Point merit - May only be taken by Supernatural Creatures who are not already Werewolves or Fera. You receive the equivalent of the first 2 levels of the appropriate Knowledge background for free. For 7 points you are kin to a Werewolf. For 9 points you are kin to a specific kind of Fera instead, chosen at character creation.

General Flaws

Alcohol Addiction* - 2 Point Flaw - If you do not consume alcohol at least once every 12 hours you lose the ability to use Willpower-based resists until you once again consume a tagged alcohol drink.

Drug Addiction* - 3 Point Flaw - Choose either Opium or Cocaine. The same mechanical effects apply as do to alcohol addiction with this substance.

Deformity - 2 Point Flaw - Physically represent a deformity that impacts your character - this deformity must be highly visible. Examples are: non-functional limb, facial deformity, extra limb, etc...

Illiterate - 3 Point Flaw - You cannot read any in-game text, use any Recipes, or use Rituals.

Lame* - 3 Point Flaw - You have an old leg injury and may not run no matter the situation.

Magic Susceptibility* - 5 point Flaw - Choose a harmful Power located in at least 3 Character Type power trees. You may not resist this power. A list of these powers can be found on the forums.

Mute* - 2 Point Flaw - You may not speak while In Game and must find other ways to communicate.

Permanent Subtle Taint* - 2 point Flaw - you have (1) Subtle Taint (your choice which Triat member) that cannot be removed.

Permanent Significant Taint* - 5 point Flaw - you have (3) Significant Taint (your choice which Triat member) that cannot be removed. This is highly discouraged.

Phobia* - 3 Point Flaw - Choose an object or situation that you are likely to encounter somewhat regularly at game. Your character is terrified of that thing and must do whatever is in his power to escape it. You may expend a Willpower to suppress this reaction for 10

minutes.

Short Fuse* - 2 Point Flaw - Costs 1 additional Willpower to resist the Enrage power. You must have a Frenzy mechanic to take this flaw.

Slow Healing - 6 Point Flaw - All heals while not Dead or Dying heal you for 1 less. This reduction takes place before any other healing reductions.

Taint Susceptible* - 3 point Flaw - All taint gains are increased by 1

Unskilled - 5 Point Flaw - You have 8 fewer points to spend on Skills and Abilities.

Weak Willed - 6 Point Flaw - Willpower costs 9 points instead of 6 to purchase..

Derangement* - 2 Point Flaw - See Derangements.

Derangements

Choose a trigger. Triggers must be common enough that they occur at least once per game. Upon encountering that trigger, activate the Derangement's effect for the next 10 minutes.

Anxiety - While in this state you are incapable of making a decision - everything you think about gets second guessed. You may not initiate combat.

Compulsion - While in this state you must perform a specific activity when active. Activity must take 10 minutes to complete or should be repetitive.

Dissociation - While in this state, behave as if affected by the Dispassionate power.

Fugue - While in this state, act as if you have been affected by amnesia - you do not remember who you are or what has happened in your past. You may walk and speak just fine, but things that identify your character as themselves are gone. Once the state ends, return to normal with no memory of the Fugue state.

Paranoia - While in this state your character believes everyone around them is out to get them in some way, or to take something from them. Characters should act defensively and may wish to be away from everyone, especially those they trust most.

Power Object Fixation - Specific Trigger: Unable to hold item. Your character believes they cannot use powers without a specific item in their hand. If you are unable to hold this item for any reason you lose all access to powers (including "Always on" and "No Cost" effects.)

Schizophrenia - While in this state, act as if affected by Haunting.

Vocalization - While in this state your character's inner monologue becomes external. Speak your character's every thought out loud.

Mortal Rules

Mortals are the bread and butter of society. Other types of supernatural creatures use mortals to recruit from, and as such mortals are often a protected commodity. In general, as a mortal player you are society.

Advantages to playing a mortal:

- You are not a supernatural being and thus are not afflicted by any of their limitations.
- You have access to special power classes called Numina that supernaturals do not.
- You are society and will never have your supernatural betters tell you not to take a mortal position.
- Expected Gameplay: Social
- Expected Gameplay for Numina: - Numina Δ
- Native Realm: Realm

Building a Human

Use the Universal Character Creation rules, then add...

- Place 18 points into Backgrounds.
- Mortal Energy is called Essence
- Place 20 points (freebies) anywhere you want on your sheet, including Techniques. Please note that you can spend these points WHILE spending the rest of your character points.

Essence

Mortal Energy refreshes to full daily at sunrise.

Ritual and Fetish Access

Mortals with the Hedge Magic Numina may use Hedge Magic Rituals and with the first level of Hedge Knowledge allows the use of Talismans.. Mortals with the Faith Numina may use Faith Rituals and Fetishes. Other Mortal types may not use Rituals. Some special Mortal Fetishes may come into game. These will include special text to indicate that any mortal may use these, but those should be incredibly rare.

Mortal Powers: Numina

Numina are abilities, generally considered rare among mortals, that have some form of supernatural origin. In order to take Numina, you must first take the Numina Merit for that specific Numina. You may only take the Numina merit once.

When purchasing Numina Powers, you must purchase them in order. In order to purchase a level 2 power, you must have purchased the level 1 of the same tree. To purchase a level 3 power, you must purchase the level 2 power from the same tree, etc... Numina do not require teachers to learn. Up to 3 Numina trees may be purchased at Innate costs. If there are additional trees to purchase, these are bought at non-innate costs.

Faith Numina - you must purchase the **Numina: Faith** Merit to take any powers in these lists. Faithful characters enter play with the Level 0 Ritual: Patron's Blessing. This ritual imbues a Symbol of Faith (Fetish) with power for a cost of 1 or more Essence. Wearing the symbol, prominently displayed, provides 3 times that much Essence after wearing

the symbol for 15 minutes per Essence put in during the Ritual. All of the Essence is gained at once at the end of this duration. Removing the symbol breaks the Ritual. This Ritual may only be used by a character who lacks both the active Ghoul and Gnosis Access merits. Faithful characters are created with a single Symbol of Faith (Fetish).

Dark Faith

- Level 1) [Absorption](#), No Cost, Self
- Level 2) [Blindness](#), 1 Essence, Other, 60 seconds
- Level 3) [Haunting](#), 1 Essence, Other, 10 minutes
- Level 4) [Counter](#): (magic damage), 2 Essence, Self
- Level 5) [Energy Burn](#), 1+ Essence, 1x/60 seconds, Other

Faith in Something Greater

- Level 1) [Instill Emotion](#): Calm, 1 Essence, Other
- Level 2) [Taint Cap](#), No Cost, Always On
- Level 3) [Ward Door](#), 2 Essence, any door, 1 at a time, vs 2 Willpower
- Level 4) [Element](#) 2: Fire, 1 Essence, Other, Levels & [Cure Ailment](#), 1 Essence, Other, Touch
- Level 5) [Resist](#): Mental, 2 Essence, Self

Totemic Faith - pre-req: Knowledge of at least one type of shifter at Level 3 or above, RP equivalent in game, or Kinfolk Merit.

- Level 1) [Healing Touch](#) 2, 1 Essence, Other, Does Not Level
- Level 2) [Sense Supernatural](#), 1 Essence, Other
- Level 3) [Quell Beast](#), 1 Essence, Other
- Level 4) [Gauntlet Sight](#), No Cost, Self, Always On
- Level 5) [Forgetful Mind](#), 1 Essence, Other

Hedge Magic Numina - you must purchase the **Numina: Hedge Magic** Merit to take any powers in this list. Hedge Mages receive double Essence when gaining Essence from Energy Talens, Tonics of Vitality, and Meditation as long as they lack both the active Ghoul and Gnosis Access merits. All Hedge Mages may use Talismans. The Talisman Infusion ritual is required to recharge Talismans. The Talisman Creation Ritual is required to create a Talisman. Hedge Mages should also consider the Connection background, to recharge and connect to additional talismans beyond the first five.

Hedge Knowledge - At character creation only: upon taking the first level you receive 1 free L1 Talisman

- Level 1) [Protect Item](#), 1 Essence, Item, End of Game, Any Talisman
- Level 2) [Sense Aura](#), 1E, Other & [Resist](#): (Any Drain or Burn effect), 1E, Self
- Level 3) [Item Sight](#), No Cost, Self, Always On & [Conceal](#), 1E, Self, Cost is per item, Any number of items.
- Level 4) [Magic Awareness](#), No Cost, Always On
- Level 5) [Essential Transaction](#), Variable, Self, 1x/hour

Psychic Numina - you must purchase the **Numina: Psychic** Merit to take any powers in these lists. Psychic characters who do not have an active Gnosis Access or Ghoul merit on their sheet gain access the following powers:

- [Amplify Emotion](#): Excitement, 1 Essence, Other, 10 minutes, 1x/1m, Realm Target Only
- [Emotional Regeneration](#): Excitement, No Cost, Self, Always On
- [Sense Emotion](#): Excitement, No Cost, Other, Realm Target Only
- **Crowd-Based Passive Regeneration**: No Cost, Self, Always On: When with a group of 5 or more other people in

a non-combat setting, the psychic regenerates 1 essence per 30 minutes. The individuals within the group may change, so long as 5+ remain present. Group is defined as a range of 20 feet or within a single room.

Psychics also gain access to specialized fetishes called **Psychic Foci**.

Body over Mind

- Level 1) [Hard-to-kill](#), No Cost, Self, Always On, 20 minutes
- Level 2) [Healing Touch](#), 1 Essence, Self, does not level, 1x/10 minutes OR after 10 minutes in the dying state
- Level 3) [Steal Health](#), 1 Essence, Other
- Level 4) [Healing Touch](#) 2, 1 Essence, Other, Levels
- Level 5) [Augment](#), 1 Essence, Self, 1 hour

Control

- Level 1) [Suppress Emotion](#), 1 Essence, Self/Other
- Level 2) [Resist](#): Status, 1 Essence, Self
- Level 3) [Freeze](#), 1 Essence, Other
- Level 4) [Cloak Sight](#), 1 Essence, Self, 1 hour
- Level 5) [Obedience](#), 1 Essence, Other

Mind over Body

- Level 1) [Telepathy](#), 1 Essence, 1 other, 10 minutes
- Level 2) [Cloak](#), 1 Essence, Self, unlimited duration
- Level 3) [Element](#) 2: Fire, 1 Essence, Other, Levels
- Level 4) [Resist](#): Mental, 2 Essence, Self
- Level 5) [Astral Projection](#), 1 Will, Self

Spiritualism

- Level 1) [Medium](#), No Cost, Self, Always On
- Level 2) [Channeling](#), No Cost, Self, 10 minutes
- Level 3) [Wraith Magnet](#), 2 Essence, Others, 10 minutes.
- Level 4) [Resist](#): (Any breach power), 2 Essence, Self
- Level 5) [Exorcism](#), 2 Essence, Others, 10 minutes & [Gauntlet Sight](#), 1 Essence, Self, 1 Hour

Granting - Granting cannot be your highest level Psychic tree.

- Level 1) [Give Energy](#): Essence, 1 Essence, Other
- Level 2) [Shared Strength](#): [Hard-to-kill](#), 1 Will, Other, 24 hours
- Level 3) [Shared Strength](#): [Augment](#), 1 Essence, Other, 10 minutes
- Level 4) [Mass Cloak](#), 1 Essence Per Target, Others
- Level 5) [Shared Strength](#): [Astral Projection](#), 1 Will, Other

New Background: Connection (Hedge Mage Only) - This Background may be purchased multiple times.

Each level of this background allows you to charge a single Talisman at that level while using the Infusion ritual, as well as Connect to an additional single Talisman at that level.

Mortal Merits

Ghoul* - 2 Point Merit - May only be taken by Mortals. You are a ghoul, as described in the Ghoul Section of the Rulebook.

Kinfolk - 3-5 Point merit - May only be taken by Mortals; see the Kinfolk section of the

Rulebook for further information. For 3 points you are kin to a Werewolf. For 5 points you are kin to a specific kind of Fera instead, chosen at character creation.

Numina - 5 Point Merit - You may purchase a single Numina type as Innate Powers. Mortal Only. The Numina merit may only be taken once and only for one type of Numina.

Psychic* - See the Psychic Numina section in this chapter.

Hedge Magic* - See the Hedge Magic section in this chapter.

Faith* - See the Faith section in this chapter.

===*Mortal Flaws*===

Precluded First Change - 6 point flaw - As a Mortal character, you may never First Change into a Supernatural.

Vampire Rules

Vampires have been part of a secret society for a very long time. They have their own legal system with laws that supersede the mortal legal system amongst them (since it's a secret society mortals don't necessarily know about this). There are two major factions within Vampiric society: The Camarilla, and the Sabbat. A second type of organization exists in that Vampires separate themselves into Clans. You can find significantly more information on Vampiric society in both the source material from White Wolf and on our website.

Advantages to playing a vampire:

- Fast access to your energy source - Blood. The Kiss covers up your feeding.
- You may be taught any number of levels at once up to Level 5.
- May create supernatural blood bonds and create Ghouls
- May convert blood into health for self and others
- May reach significantly higher health levels than mortals
- Expected Gameplay: Social / Political
- Native Realm: Realm

Disadvantages to playing a vampire:

- Costume requirements - you must cover your head (hat or better) and hands (gloves) and as much skin as possible.
- You have a supernatural beast and are thus able to frenzy, losing control.
- If you become less human your beast gains control.
- You cannot be healed by mundane means. Healing potions still affect you.

Building a Vampire

- Start by following the Universal Character Creation section in the Universal Character Information chapter and then...
- You may (but do not need to) take the Merit Static Nature for no XP cost at character creation.
- Choose a Clan (listed below)
- Choose a Morality (listed below) - most characters should start on Humanity. Fill in 7 dots in that Morality.
- If you wish to improve your Generation, as per the chart above, locate the Generation merit. Choose a Generation, and then fill in an appropriate amount of Blood Pool on your character sheet.
- Spend 18 points on Backgrounds. (Mortal Rules)
- Spend 12 points on Powers (called Disciplines.)
- Spend 10 points (freebies) anywhere you like on your sheet.
- Elder Powers cost the same as Level 5 Powers, but are considered Level 6; they may be purchased in either order.

When purchasing powers as a vampire, you must purchase them in order. In order to purchase a level 2 power, you must have purchased the level 1 of the same tree. To purchase a level 3 power, you must purchase the level 2 power from the same tree, etc...

Built-In Powers

Vampires come with a set of built-in powers, many of which are detailed below.

- **Augment**, 1 Blood, Self, 60 seconds
- **Blood Bond**, 1 or more blood per day, Other, enforced
- **Blood Feeding**, No Cost, Other
- **Blood Healing**, 1 Blood Per Health, Other
- **Cure Ailment**, 2 Blood, Self
- **Diablerie**, No Cost, Other
- **Energy to Health**, Variable, Self, 1x/60 seconds
- **Enrage**, 1 Willpower, Self
- **Grapple**, No Cost/1 Blood, Other, No Cost when used out of Combat, 1 Blood when used in combat
- **The Kiss**, No Cost, Other, after "Biting 3"
- After 10 minutes in the Dying state you may spend 1 Blood to regain 1 Health.

Vampire Pools

Blood' - This is the Vampire Energy pool - use this to power your Disciplines.

Ritual and Fetish Access

Vampires with Thaumaturgy, Necromancy, or Ritemaster of the Sabbat have access to Rituals. Other Vampires do not. All vampires may use blood-fueled Fetishes.

Learning Non-Innate Disciplines

You may learn any level of a Discipline Tree using the rules found in the section: "teaching and learning non-innate powers, skills, abilities, and techniques". Each level requires a teacher, however vampires may specify any number of levels being taught at once up to Level 5. Elder Powers must be taught individually.

Power Interaction: Maximum Health Gains

When purchasing powers, whenever an **Innate** Tree reaches Level 5, you gain 1 maximum health.

Frenzy

Vampires have two types of Frenzy: Rage and Hunger.

Rage Frenzies are generally caused by the Enrage power but can come from other sources. When a character enters a Rage Frenzy they gain an instant level of Augment and become immune to Mentals except for Quell Beast. While in this state you cannot use active resists, Mentals, or Status powers, but can use any other powers on your character sheet. While in Frenzy you may not choose the targets of your wrath, you simply attack your nearest possible target. If you do not have a weapon or brawl boffers you may instead choose to behave like an aggressive beast. Upon entering Frenzy it is recommended that if you have a form power you enter it. You may enter any Form you have once for no additional cost when entering Frenzy. This effect lasts 60 seconds.

Hunger Frenzies are caused by reaching 0 blood. Once this occurs, you will attempt to obtain blood at all costs. When a character enters a Hunger Frenzy they gain an instant level of Augment and become immune to Mentals except for Quell Beast. While in this state you may not use active resists, Mentals, or Status powers, but can use any other power that does not require blood expenditure. You will defend yourself, and may attack any character who contains blood or health. If you are able to feed from a willing target you may do so. You will attempt to feed from a living target until your blood pool is full, regardless of the target's state of health. If you are unable to find a willing target, you must attack the nearest target until you reduce them to 0 health, then attempt to feed from that target. A dying target still has blood in

their body, even if they have no remaining health (note, they do not necessarily have a Blood Pool) and only a Hunger Frenzying Vampire can draw this out. As soon as you complete the 'biting 3' count when feeding from a dying target you will gain a single point of blood and the Frenzy effect will end. You may also attempt to grapple-feed, as described later in this chapter.

Costume Requirements and Exposure to Sunlight

Vampires are creatures of the night and outside of our bizarre little town cannot walk in sunlight. Here, for whatever reason, daylight will not kill them instantly - it can, however, cause damage and agonizing pain. Unless you are wearing something that covers as much of the head as a wide brimmed hat, a long sleeve shirt (thin materials are fine), full length pants, and gloves or other covering that at least covers the palm and top of the hand, being in direct sunlight will cause Exposure Damage. This damage is considered aggravated. For purposes of costuming, you may have a gap of no greater than 2 inches between any two pieces of clothing without burning to death in sunlight (for example, between gloves and sleeves.)

Blood Feeding

When vampires feed from targets that can not use the blood energy type, they feed from the health pool of those targets - after all, blood is health for most life on earth. On the other hand, feeding from a target that can spend Energy as blood will drain from the Energy pool before it drains from the health pool. When feeding, the return is always 1 blood drained to 1 blood regained except when feeding from Shifters or Ghouls (see below).

Shifters with rage pools feed at double density - 1 blood drained becomes 2 blood in system, however vampires will automatically frenzy from this feeding. The frenzy can be resisted with willpower. Similarly, ghouls feed you at a double density rate as long as you are feeding from their energy pool but do not cause the frenzy effect. Once you reach and start feeding from health, the rate becomes the normal drain rate of 1 blood per health drained. The downside to feeding on ghouls is that you cannot feed blood to and from the same ghoul target in a 1 hour period. Ghouls also receive 2 effective blood for every 1 point of blood you feed them.

Feeding from Changelings causes Enchantment, which can be resisted with Willpower.

Without a specific power you cannot drain blood while in Astral. Additionally, you can never drain Wraiths or Gaian Spirits in the Umbra of blood; they don't have any, they're non-substantial. Once a Wraith or Gaian Spirit materializes in the Realm, they have a corporeal body, blood and all.

The Kiss

While feeding from a target, that target may be placed in a state of bliss where they forget the feeding. Be sure to call "Invoking Kiss" while feeding.

Vampires and Grapple

A vampire grappling another character may make the biting call. The Kiss will make the target forget the duration of the grapple as well as the normal feeding time.

Blood Healing

Vampires may also choose to restore health to another target with their blood. To do so, the vampire must cut themselves - A thrown weapon prop, a bladed weapon prop, or the vampire's fangs may be used for this; (call “cutting 1, cutting 2, cutting 3” regardless of the implement, while pantomiming the action) you will take no damage from this process. Then follow the rules for the [Blood Healing](#) power. Although conscious targets may choose to reject this health, unconscious targets must accept it. Successfully giving health this way incurs a Blood Bond (see below). A target in the Dying state may have life restored to them through this mechanic. If they do you may choose to keep them Unconscious until awakened by any player (no damage required, roleplay shaking or otherwise trying to awaken them) or for 10 minutes, whichever comes first (notify the player). You may give blood above someone's maximum health, though they will not receive health above their maximum.

Blood Bond

Blood bonds are a type of supernatural bond between a vampire (called a regnant) and another being (called a thrall). Even a vampire may be blood bonded to another vampire. A thrall may be subject to major and minor bonds from any number of regnants, but may have only one full bond at a time. The first full bond takes precedence, rendering a thrall immune to other full bonds while it remains active. To change the regnant they are fully bonded to, a thrall must reduce their full bond to a major bond (by not consuming any blood from their regnant for an entire game), and then acquiring a new full bond the following game.

Any target who drinks a vampire's blood, including through [Blood Healing](#), is subjected to a blood bond, starting at a minor bond. When this occurs, the vampire whose blood is consumed must call ‘enforce blood bond’. If a subject is conscious when they drink blood, they will remember the event. They will have no reason to automatically understand the relevance of this event, and may choose to talk about it if not expressly prevented (through powers, or by orders given by a regnant at a major or full bond).

There are three steps of blood bonds, representing increasing loyalty by the thrall towards their regnant. A blood bond may only be increased by one step per game day. A minorly or majorly bound thrall requires a great effort of will to refuse blood offered by their regnant; a fully blood bound thrall is unable to refuse. If a thrall receives no blood from a particular regnant for an entire game session, their bond to that regnant will be reduced by one step. When a minor blood bond is reduced this way, it has expired.

A blood bond will last until the bond expires or is removed, though the effects change depending on the strength of the bond. A blood bond cannot be removed in the same way as other powers; they can only be removed by mechanics or powers which explicitly remove bond effects, such as the Break Bond power.

The effects of each step of blood bond are below:

- 1) Minor or one-step bond: The character is subjected to a [Charm](#)-like effect towards their regnant. When minorly bound, they may spend 1 willpower to refuse blood from their regnant for 24 hours.
- 2) Major or two-step bond: The character is subjected to a [Love](#)-like effect towards towards their regnant. They may spend 2 willpower to resist taking blood from the regnant for 24 hours.
- 3) Full or three-step bond: The character is subjected to an [Obsession](#)-like effect towards their regnant. A full blood bond may be refreshed by the regnant feeding a single point of blood to the thrall.

Diablerie

Immortal souls are tasty. So tasty, in fact, that there's a mechanic for eating them. Among Vampires, the act of devouring another Vampire's soul is called Diablerie. To commit this heinous act, one must reduce their target vampire to 0 health and 0 blood. At this point you need to start sucking out the soul (remember, it's tasty!) - use the call "Devouring Soul 1, Devouring soul 2 ... Devouring Soul 10" - at the end of this 10-count the target immediately dies - they should head to ST camp to NPC or build a new character. You should head down there soon afterward (finish any scenes that you must on the way) - you get some stuff for eating a tasty soul. If the target was a lower generation than you then you get two options - you may either improve your generation by 1 or you may choose to take a level in one of their innate disciplines without finding a teacher and for the innate cost. You may learn up to 2 additional levels of this discipline at non-innate costs without a teacher. You cannot exceed your Generational Power capacities. If they are not a lower Generation, you only have the power option. You can choose to take neither benefit. In case I hadn't mentioned it already though, souls are tasty. Note down the Diablerie on your character sheet, and pay attention to your morality... you may have just lost some. Ask the deceased what their Maximum Willpower was - if it was equal to or higher than yours, gain a permanent Derangement flaw.

Morality Paths

Vampires constantly struggle with their Beast - the side of themselves that comes out during a Frenzy. A monster with no control and nothing but the instinct to feed, kill, repeat, driving it. In order to retain control, they choose a path of morality to help tie them to their conscious selves.

Losing Morality

When a character commits a sin against their Path they have 1 hour to spend 1 willpower and begin to roleplay contrition, or they lose 1 Path. Path can only be lost in this way once per game, however, for every act that a character commits below his new sin level the character must feel contrition for the remainder of the game. At game down, players who lost Morality are expected to leave a 3x5 in the check-out box stating their name, the date, their character's name, the name of their Path, and the new Path value. Once your Morality reaches 3 or fewer you gain an uncleansable subtle wrym taint. If your morality raises above 3 again, this additional level of taint goes away. If your Morality reaches 0, you become a Wight and enter a Rage Frenzy that cannot be ended in any way, even due to time. If you manage to get out of combat, head down to ST camp and trade your character sheet in. Be ready to change to another character should your vampire become a wight - the character becomes unplayable and will likely not live much longer.

Gaining Morality

A player may purchase morality back for 3 XP per morality point, however we expect players to only do this if they feel they have played up higher morality than their current level. You may only purchase one point of morality per game.

Switching Morality Paths

A character may change paths once they reach a path rating of 2 on their current path. They must find a teacher for the new path and spend 2 games learning the new path. For each game, the teacher must submit a 3x5 card at end of game stating their name, the date, their character's name, "Teaching" and the name of their Path, the name of the

learning player, and the name of the learning character. Check-in must receive two of these on separate dates in order to complete a path change. Paths aside from humanity all come with an uncleansable subtle taint. The type is defined next to the description of each path below.

Sins of the Path of Humanity

- 10 - Selfish Thoughts
- 09 - Minor selfish acts
- 08 - Injury to another, including in self defense.
- 07 - Theft
- 06 - Accidentally drinking a vessel dry
- 05 - Intentional property damage
- 04 - Manslaughter, killing a vessel in hunger frenzy
- 03 - Murder, savored exsanguination
- 02 - Casual murder, overfeeding, etc...
- 01 - Utter perversion or heinous acts

Vampire Moralities - See Vampire Moralities on the wiki at <https://darkprospects.us/moralities> .

- Path of Blood - +1 permanent wurm taint - Usually taken by the Assamite clan, this path is about honor, obligation, and Caine.
- Path of Bones - +1 permanent wurm taint - Converts are nearly religious in their behavior, they believe death is something to respect and study, rather than a punishment. They do not seek their own death, but to learn from the deaths of others, and when death comes they must not hide from it.
- Path of Cathari - +1 permanent wurm taint - Converts to this path live life to the fullest, ignoring obligation and going to extremes. They operate on instinct and should not behave like normal humans.
- Path of the Feral Heart - +1 permanent wurm taint - Converts believe you need to work with your Beast rather than against it in order to truly progress as a Vampire. They operate on Instinct and should not behave like normal humans.
- Path of Honorable Accord - +1 permanent weaver taint - Duty and Honor are major elements in this path.
- Path of Night - +1 permanent wurm taint - This path is about being a superior hunter. One must never feel guilty or weak when one is the greatest hunter of all.
- Path of Paradox - +1 permanent wurm taint and +1 permanent wyld taint - A path dedicated to serving the self and denying others their realities.
- Path of Power and the Inner Voice - +1 permanent weaver taint - A path dedicated to gaining and maintaining power as well as respecting order.
- Path of Typhon - +1 permanent wurm taint - Usually taken by the Setite clan, this path is dedicated to corrupting others and thus bringing about the resurrection of their Patron, the god Set.

Generation

The default Generation at Dark Prospects is 12. The 11-13th Generation flaws, the 13th Generation Technique benefit, and the 8th Generation Techniques flaw apply to your character creation points and XP spent. All other benefits and flaws apply only to XP spent, not to free character creation points.

| Generation | Benefit | Flaw |
|------------|--|--|
| 13th | Prices for all Abilities and Skills are reduced by 1. You may start with the first level of 1 Technique for free. Starting Blood Pool: 10 | You may only have 2 of your clan's innate disciplines and start with only 8 points for powers.. May not access Elder Powers. |
| 11th-12th | Standard prices for Abilities, Techniques, Skills, and Powers. Starting Blood Pool: 10 | May not access Elder Powers. |
| 9th-10th | You may access one Innate Elder Power in each tree. Starting Blood Pool: 11 | Costs for Rank 4 and 5 Skills and Techniques increase by 1. Cost for all Abilities increase by 1. |
| 8th | You may access both Innate Elder Powers in each tree. You may additionally access one Non-Innate Elder Power in each tree. Starting Blood Pool: 12 | May not purchase Techniques. Costs for all Skills and Abilities are increased by 1. If you become this Generation during gameplay then you may receive a refund for Techniques you had previously. |

The Clans

The Common Clans

Brujah Δ

Disciplines: Celerity, Potence, Presence

Weakness: Short Fuse - You must take the Short Fuse flaw for no cost benefit.

Clan Brujah are known for philosophy, grace, and quick tempers. They go back and forth between being referred to as "scholars" and "brawlers" as a clan, and can often be both.

Gangrel Δ

Disciplines: Animalism, Fortitude, Protean

Weakness: Bestial Traits - Every third frenzy Gangrel must add a new animal trait to their game makeup

Clan Gangrel are closer to their Beasts than most clans, they are famous for their unique Discipline of Protean and often act as soldiers for their sect.

Lasombra

Disciplines: Obtenebration, Dominate, Potence

Weakness: Light averse - Exposure damage from sun sets in after 10 seconds, and Resilience's effectiveness is reduced to 30 seconds between ticks, 30 for the first tick.

Clan Lasombra is known for their love of darkness and thus their Obtenebration discipline. They often aim for positions of leadership among other Kindred, which causes conflict between them and the Ventrue.

Malkavian

Disciplines: Auspex, Obfuscate, one of Dementation or Dominate

Weakness: Cracked - All Malkavians must take at least one Derangement Flaw for no cost benefit. This derangement can never be bought off.

Clan Malkavian are collectively insane. They can take advantage of this through the Dementation discipline, but for the most part they are known to be 'pranksters' - often with rather dark pranks.

Nosferatu

Disciplines: Animalism, Obfuscate, Potence

Weakness: Hideous - Nosferatu are expected to wear makeup that makes them either look diseased or disfigured. This is a costume requirement. When you are hidden by Visage, Animalism Self power costs are increased by 1.

The Nosferatu are horribly cursed by their appearance. That doesn't stop them from being known as some of the best spies in Kindred society.

Toreador

Disciplines: Auspex, Celerity, Presence

Weakness: Artistic Trance - The first time a Toreador experiences a new piece of art they become Frozen (unable to move or act) for 60 seconds while they study it. Being attacked or physically moved will break this effect.

The Toreador are usually beautiful and seductive. They also tend toward making and maintaining art and will latch onto other artists.

Tremere

Disciplines: Auspex, Dominate, Thaumaturgy: Path of Blood

Weakness: Initiation - One-step bound to Clan Tremere. Tremere override the Unbondable Merit.

Clan Tremere are the wizards of Kindred society - they have an odd internal structure that is very rigid, involving rank and magic and blood... it's all very interesting.

Tzimisce Δ

Disciplines: Animalism, Auspex, Vicissitude

Weakness: Tied to the Land - must keep 2 "Earth Fetter" jars with them. If they are without either of them for 24 hours their health pool halves. Without both, their health pool is reduced to one quarter.

The Tzimisce are an atrocity - their unique discipline, Vicissitude is based around the concept of modifying the physical form, molding it into whatever they like. Beneath a pleasant exterior, they are usually cold and lifeless.

Ventrue

Disciplines: Dominate, Fortitude, Presence

Weakness: Prey Exclusion - You must take the Prey Exclusion flaw for no cost benefit.

They call themselves the Clan of Kings - and their disciplines are pretty obviously aimed in this direction. The Ventrue tend toward natural leaders and perform that role somewhat regularly.

The Rare Clans

Assamite (Warrior) Δ

Disciplines: Celerity, Obfuscate, Quietus

Weakness: Blood Addiction - Must ingest 1 point of blood from another vampire every game. If they fail to do so, they may not spend blood or willpower until they do. If a power would reveal diablerie they must answer yes even if they have never committed that sin.

Historically the Warriors were defenders of their Clan's homeland. As the Assamites have pushed their way out into the world, they tend toward the heavy lifting of assassinations.

Assamite (Sorcerer) Δ

Disciplines: Obfuscate, Quietus, Thaumaturgy: Elemental Path

Weakness: Blood Addiction - Must ingest 1 point of blood from another vampire every game. If they fail to do so, they may not spend blood or willpower until they do. If a power would reveal diablerie they must answer yes even if they have never committed that sin.

The Sorcerers are seekers and keepers of mystery - always looking for the next mystical secret. They are also quite secretive themselves - they will not admit to their existence.

Assamite (Vizier) Δ

Disciplines: Auspex, Celerity, Quietus

Weakness: Blood Addiction - Must ingest 1 point of blood from another vampire every game. If they fail to do so, they may not spend blood or willpower until they do. If a power would reveal diablerie they must answer yes even if they have never committed that sin.

Viziers tend to the mortal herd, caring for them, teaching, and learning. They are fairly rare outside of their homeland and will not admit to their existence.

Daughters of Cacophony

Disciplines: Fortitude, Melpominee, Presence

Weakness: Schizophrenic - Must take the schizophrenia derangement for no cost benefit.

Suspected to be a bloodline of either the Toreador or the Malkavians, the Daughters tend toward song and beauty, but with that they bring madness.

Giovanni

Disciplines: Dominate, Necromancy (Any Path), Potence

Weakness: Painful Feeding - The Giovanni may not induce The Kiss while feeding.

The Giovanni are a family as much as a Clan - they are the usurpers who stole the gifts of the blood from Clan Cappadocian and are obsessed with death.

Ravnos

Disciplines: Animalism, Chimerstry, Fortitude

Weakness: Derangement: Compulsion for a specific criminal activity

Clan Ravnos are known as tricksters and criminals - for a reason. More often than not though they look to introduce others to their deepest desires.

Salubri

Disciplines: Auspex, Fortitude, Obeah OR Valeren

Weakness: Bad Blood - Feeding from an unwilling target causes 1 damage to the Salubri per blood taken.

Clan Salubri are mostly extinct, thanks to the Tremere. You see, the Tremere diablerized their clan's progenitor and made it worse by claiming the entire clan were demons and must be murdered. Not true, of course.

Samedi

Disciplines: Fortitude, Obfuscate, Thanatosis

Weakness: Rotting Flesh - You are expected to wear makeup that represents your body decaying, greenish gray with patches of red. This is a costume requirement. When you are hidden by Visage, all Thanatosis powers cost double.

The Samedi are a group of vampires in a constant state of decay. They resemble zombies and have a much closer relationship to death than other vampires.

Setite / Follower of Set Δ

Disciplines: Obfuscate, Presence, Serpentinis

Weakness: Light averse - Exposure damage from sun sets in after 10 seconds, and Resilience's effectiveness is reduced to 30 seconds between ticks, 30 for the first tick.

Setites are corrupters and looking to do whatever they can to bring their clan's Patron, the god Set, back to this world from wherever he is.

Other Vampires

Caitiff

Disciplines: Any 3 of the following; Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence

Weakness: Hard Learners - Innate Power Trees cost 1 more than normal

Caitiff are the rifferaff - for whatever reason their blood did not correctly tie itself to a parent clan and they are not technically part of any because of this.

Gargoyles Δ

Disciplines: Fortitude, Potence, Visceratika

Weakness: Stony Flesh - You are expected to wear visibly gray or grayish makeup. This is a costume requirement. When you are hidden by Visage, Visceratika Self powers are halved in duration.

Gargoyles were created by Clan Tremere to act as guardians of their weird magical lairs. Most Gargoyles remain slaves to the Tremere, but some few have escaped to become free.

Vampire Powers: Disciplines

Animalism

Level 1) [Snarl](#), 1 Blood, Other, 10 minutes & [Sense Beast](#), 1 Blood, Other

Level 2) [Quell Beast](#), 1 Blood, Other

Level 3) [Enrage](#), 1 Blood, Other & [Resist](#): Status, 2 Blood, Self

Level 4) [Shared Strength: Immunity](#): Frenzy, 1 Blood, Other, 1 hour

Level 5) [Conquer Beast](#), 1 Blood, Self

Elder) [Crimson Fury](#), No Cost, Self

Elder) [Sustenance](#), No Cost, Self, Always On

Auspex

Level 1) [Sense Aura](#), 1 Blood, Other & [Item Sight](#), No Cost, Self, Always On

Level 2) [Telepathy](#), 1 Blood, Other, may use for 10 minutes & [Resist](#): (any Breach power), 1 Blood, Self

Level 3) [Cloak Sight](#), No Cost, Self, Always On

Level 4) [Astral Projection](#), 1 Blood, Self

Level 5) [Clairvoyance](#), 1 Blood, Self, 10 minutes

Elder) [Sap Will](#), 2 Blood, Other

Elder) [Sense Deeply](#), 1 Blood, Other & [Watcher Sight](#), No Cost, Self, Always On

Celerity

Level 1) [Hasty Escape](#), 1 Blood, Self, 10 minutes

Level 2) [Augment](#), 1 Blood, Self, 10 minutes

Level 3) [Disarm](#): Melee/Brawl, 1 Blood, Other & [Resist](#): Status, 2 Blood, Self

Level 4) [Enhance](#), No Cost, Self, Always On & [Flawless Parry](#), No Cost, Self, 60 seconds, 1x/10 minutes

Level 5) [Counter](#): Melee or Brawl Damage, 2 Blood, Self

Elder) [Projectile](#), No Cost, Self, Always on

Elder) [Counterkill](#), No cost, Self, once per day

Chimerstry

Level 1) [Monsters](#), 1 Blood, Other, 10 minutes

- Level 2) [Trash is Treasure](#), 1 Blood, Self, 1 hour
- Level 3) [Displace](#), 1 Blood, Other
- Level 4) Persistent: [Daydream](#), 1 Blood, Other, 24 hours
- Level 5) [Premonition](#), 1 blood, Other, 10 minutes
- Elder) [Ultimate Logic](#), 1 Blood, Other, Until end of game
- Elder) [Truth in Lies](#), 1 Blood, Self, 10 minutes

Dementation

- Level 1) [Instill Emotion](#), 1 Blood, Other, 10 minutes, Things you can feel passionate about
- Level 2) [Haunting](#), 1 Blood, Touch, Other, 10 minutes
- Level 3) [Instill Desire](#), 1 Blood, Other, 10 minutes
- Level 4) [Mass Power: Terror](#), 3 Blood, Other (mass), 10 minutes, "All who hear me: Terror"
- Level 5) [Total Insanity](#), 1 Blood, Other, Touch, 10 minutes
- Elder) [Derange](#), 1 will, Other, 10 minutes
- Elder) [Sap Will](#), 2 Blood, Other

Dominate

- Level 1) [Command](#), No Cost, Other, 60 seconds
- Level 2) [Obedience](#), 1 Blood, Other, 10 minutes
- Level 3) [Forgetful Mind](#), 1 Blood, Other
- Level 4) [Extend](#), No Cost, Other, +10 minutes, Dominate powers & [Turncoat](#), 1 Blood, Other, 10 minutes
- Level 5) [Possession](#), 2 Blood, Other, Touch, 10 minutes, Realm target & [Resist](#): Mental, 2 Blood, Self
- Elder) [Trigger: Body Wrack](#), 2 Blood, Other, "If you break my [Dominate Power] Irresistable Body Wrack"
- Elder) [Vitalsigns](#), 1 Blood, Self/Other, Touch, 10 minutes

Fortitude

- Each level of Fortitude purchased increases your maximum Health by 1.
- Level 1) [Hard-to-kill](#), No Cost, Self, 20 minutes
 - Level 2) [Resist](#): (Physical + Damage + Body Wrack), 1 Blood, Self
 - Level 3) [Health Increase](#) 2 + [Resilience](#), No cost, Self, Always On
 - Level 4) [Hardened Flesh](#), 1 Blood, Self, 1 hour
 - Level 5) [Aegis](#), 2 Will, Self, 60 seconds, 1x/1 minute
 - Elder) [Remove Agg](#), No Cost, Self, 1x/5m, usable while unconscious
 - Elder) [Shared Strength](#): This Tree, 1 Blood, Other, 10 minutes

Melpominee

- Level 1) [One Way Telepathy](#), No Cost, 1 other
- Level 2) [Silent Voice](#), No Cost, Other, 1 card
- Level 3) [Instill Emotion](#), 1 Blood, Other, duration: "While I sing: Instill Emotion"
- Level 4) [Paralyze](#), 1 Blood, Other, duration: "While I sing: Paralyze"
- Level 5) [Mass Power: Paralyze](#), 3 Blood, Self, duration: "While I sing", "All who hear me" & [Mass Power: Instill Emotion](#), 3 Blood, Self, duration: "While I sing", "All who hear me"
- Elder) [Shattering Crescendo](#), 2 Blood, Self, 60 seconds while singing
- Elder) [Persistent Echo](#), 1 Blood, Other, 1 hour or less

Necromancy - You must reach Level 3 in your first Path before you can purchase a second path. You must reach Level 3 in your second path to take a third. If other paths come into game they may be purchased in this same fashion. You must have a teacher for every level of Necromancy unless Necromancy is innate. This discipline cannot be stolen with Diablerie. Additional paths are purchased for non-innate costs.

The Sepulchre Path (Necromancy)

- Level 1) [Gauntlet Sight](#), No Cost, Self, Always On
- Level 2) [Breach: Obedience](#), 1 Blood, Other, Cross-gauntlet only, Umbra-only
- Level 3) [Gauntlet Strike](#), 1 Blood, Other
- Level 4) [Summon Spirit](#), 1 Blood, all nearby Wraiths & [Induce Catharsis](#), 1 Blood, Other
- Level 5) [Breach: Soulbind](#), 1 Will, Other, 1 hour, 15 feet, Cross-Gauntlet & [Breach: Turncoat](#), 1 Blood, Other, 10 minutes

The Ash Path (Necromancy)

- Level 1) [Cloak Sight](#), No Cost, Self, Always On
- Level 2) [Ventriloquism](#), No Cost, Other, Unconscious/Dead/Dying target
- Level 3) [Soul Walk](#), 1 Will, Self, 10 count
- Level 4) [Convergence](#), 1 Will, Self & [Break Catharsis](#), 1 Blood, Other
- Level 5) [Gauntlet Lock](#), 1 Blood, Other & [Breach: Shunt](#), 1 Blood, Other, Cross-gauntlet

The Bone Path (Necromancy)

- Level 1) [Tremens](#), No Cost, Other, 60 seconds, Unconscious/Dead/Dying target
- Level 2) [Zombie](#), 1 Blood, Other, 10 minutes, single Unconscious/Dead/Dying target
- Level 3) [Zombie](#), 1 Blood, Other, 10 minutes, multiple Unconscious/Dead/Dying targets
- Level 4) [Shared Strength: Possession](#), 2 Will, Other, 10 minutes
- Level 5) [Shared Strength: Astral Projection](#), 1 Will, Other, 1 hour, [Enforced](#)

Obeah

- Level 1) [Healer](#), No Cost, Self
- Level 2) [Remove Agg](#), No Cost, Other, 1x/1 minute
- Level 3) [Healing Touch](#) 2, 1 Blood, Other, Levels & [Third Eye](#), No Cost, Self
- Level 4) [Guardian](#), 1 Will per target, Other, Touch, 10 minutes
- Level 5) [Clarity](#), 1 Blood, Other, Touch & [Merciful Sleep](#), 1 Blood, Other
- Elder) [Revitalize](#) + [Cleanse Taint](#), 3 Blood, Other, Touch, 15 second charge
- Elder) [Rebuild Soul](#), 1 Will, Other (vampire target w/ 2+ humanity), 2 hours, 1 use/game

Obfuscate

- Level 1) [Cloak](#), No Cost, Self
- Level 2) [Visage](#), 1 Blood, Self, minimum 10 minutes
- Level 3) [Conceal](#), No Cost, Self, 2 items
- Level 4) [Unseen](#), 1 Blood, Self
- Level 5) [Mass Cloak](#), 1 Blood, 1-2 others & [Resist: Mental](#), 2 Blood, Self
- Elder) [Vanish](#), 1 Blood, Self, 6 seconds
- Elder) [Reminisce](#), 1 Blood, Other, 10 minutes

Obtenebration

- Level 1) [Tentacles](#), 1 Blood, Self, 10 minutes
- Level 2) [Blindness](#), 1 Blood, Other, 60 seconds
- Level 3) [Monsters](#), 1 Blood, Other, 10 minutes
- Level 4) [War Form](#) + [Tentacles](#), 1 Blood, Self, no duration, black mask, 2 tentacles, augment
- Level 5) [Shadow Body](#), 1 Blood, Self, 10 minutes

Elder) [Shadowstep](#), No Cost, Self
Elder) [Aegis](#), 2 Will, Self, 60 seconds, 1x/1 minute

Potence

Level 1) [Immunity: Disarm](#), No Cost, Self, Always On
Level 2) [Bypass](#) 1, No Cost, Self, Always On, Levels
Level 3) [Augment](#), 1 Blood, Self, 10 minutes
Level 4) [Augment](#), No Cost, Self, Always On
Level 5) [Shatter](#), 3 Blood, Other (item)
Elder) [Force](#) 3, 1 Blood, Self
Elder) [Imprint](#), No Cost, Self, Fist boffers, Always On

Presence

Level 1) [Fascination](#), 1 Blood, Other, 10 minutes
Level 2) [Terror](#), 1 Blood, Other, 10 minutes & [Charm](#), 1 Blood, Other, 10 minutes
Level 3) [Love](#), 1 Blood, Other, 10 minutes
Level 4) Persistent: [Love](#), 3 Blood, Other, 24 hours
Level 5) [Majesty](#), 1 Blood, Self, 1 minute
Elder) [Paralyze](#), 1 Blood, Other, 10 minutes & [Mass Power: Paralyze](#) 2 Will, Other, 10 minutes
Elder) [Mass Power: Quell Beast](#), 3 Blood, Other & [Riot](#), 3 Blood, Other, 10 minutes

Protean

Level 1) [Immunity: Blindness](#), No Cost, Self, Always on & [Avert](#), 1 Blood, Other, 10 minutes
Level 2) [Claws](#), 1 Blood, Self, 10 minutes, 2 claws
Level 3) [Meld](#), 1 Blood, Self, 4+ hours
Level 4) [War Form](#) + [Claws](#), 1 Blood, Self, no duration, wolf mask, 2 claws
Level 5) [Vaporous Body](#), 1 Blood, Self, 10 minutes
Elder) [Stone Body](#), 1 Blood, Self, 10 minutes
Elder) [Shadow Body](#), 1 Blood, Self, 10 minutes

Quietus

Level 1) [Toxicity](#), No Cost, Self, Always On
Level 2) [Weaken](#), 1 Blood, Other, 60 seconds
Level 3) [Boiling Blood](#), 1 Blood, Other
Level 4) [Deadly Strike](#), 1 Blood, Other, you must have not have left combat since the last damage taken.
Level 5) [Element](#) 4: Toxic, 1 Blood, must have dealt damage to yourself within the last 10 minutes.
Elder) [Clarity](#), 1 Blood, Other, Touch & [Break Bonds](#), 1 Blood, Other, Touch
Elder) [Shared Strength: Toxicity](#), 1 Blood, Other (non-vampire), 24 hours

Serpentis

Level 1) [Freeze](#), 1 Blood, Other, 60 seconds
Level 2) [Aggravated Damage](#), 1 Blood, Other, "1 agg" packet
Level 3) [Hardened Flesh](#), 2 Blood, Self, 1 hour
Level 4) [Beast Form](#) + [Tentacles](#), 1 Blood, 1 tentacle, green reptilian mask
Level 5) [Heart of Darkness](#), 2 Will, Other, willing target
Elder) [War Form](#) + [Claws](#), 1 Blood, Self, green or black reptilian mask, 2 claws
Elder) [Augment](#), No Cost, Always On, Natural Weapons only

Thanatosis

- Level 1) [Conceal](#), No Cost, Self, 1 item
- Level 2) [Aggravated Damage](#), 1 Blood, Other, "1 agg" touch
- Level 3) [Meld](#), 1 Blood, Self, 4+ hour
- Level 4) [Wither Limb](#), 1 Blood, Other, 60 seconds
- Level 5) [Vaporous Body](#), 1 Blood, Self, 10 minutes
- Elder) [Zombie](#), 1 Blood, dying target, 10 minutes
- Elder) [Pathogen](#), 3 Blood, Other, Touch, 10 cards

Thaumaturgy - You must reach level 3 in your first path before you can purchase a second path. If Thaumaturgy is innate, your first path is determined by your clan. Tremere start with Path of Blood, Assamite Sorcerers start with the Elemental Path, and Setites may take the Setite Sorcery merit to gain access to Path of Corruption. You must reach level 3 in your second path to take a third, etc... You must have a teacher for every level in Thaumaturgy unless Thaumaturgy is innate. This discipline cannot be stolen via Diablerie. Additional paths are purchased for non-innate costs.

Path of Blood (Thaumaturgy)

- Level 1) [Blood Sense](#), Drain 1 Blood, Other
- Level 2) [Sap Blood](#), 1 Blood, Other
- Level 3) [Boiling Blood](#), 1 Blood, Other
- Level 4) [Blood of Potency](#), No Cost, Self, Always On
- Level 5) [Subtle Blood Theft](#), No Cost, Other, Touch, 1x/10 minutes

Path of Corruption (Thaumaturgy)

- Level 1) [Instill Emotion](#), 1 Blood, Other, 10 minutes
- Level 2) Persistent: [Instill Goal](#), 2 Blood, Other, 24 hours
- Level 3) [Dispassionate](#), 1 Blood, Other, 10 minutes
- Level 4) [Confess Guilt](#), 1 Blood, Other
- Level 5) [Displace](#), 1 Blood, Other & [Disguise Taint](#), 1 Blood, Self, 1 Hour

Elemental Path (Thaumaturgy)

- Level 1) [Element](#) 1: Fire, 1 Blood, Other, Levels
- Level 2) [Bind Foot](#), 1 Blood, Other
- Level 3) [Shatter](#), 2 Blood, Other
- Level 4) [Body Wrack](#), 1 Blood, Other
- Level 5) [Elemental Form](#), 3 Blood, Self, 60 seconds, 1x/10 minutes

Path of Mars (Thaumaturgy)

- Level 1) [Resist](#): (Physical + Damage), 1 Blood, Self
- Level 2) [Augment](#), 1 Blood, Self, 10 minutes
- Level 3) [Punch Through](#), 1 Blood, Other
- Level 4) [Resist](#): Mental, 3 Blood, Self
- Level 5) [Shared Strength](#), 1 Blood, Other, 10 minutes, this tree

Valeren

- Level 1) [Healer](#), No Cost, Self
- Level 2) [Sense Liability](#), 1 Blood, Other
- Level 3) [Body Wrack](#), 1 Blood, Other, 60 seconds & [Third Eye](#), No Cost, Self
- Level 4) [Armor](#), 1 Blood, Self
- Level 5) [Punch Through](#) + [Imprint](#), 1 Blood, Other
- Elder) [Cleansing Blow](#), 1 Will, Other
- Elder) [Elemental Weapons](#): Fire, 1 Will, Self, 60 seconds, Melee Damage

Vicissitude

- Level 1) Shared Strength: Claws or Tentacles, 1 Blood, Self/Other, 30 count, 10 minutes
- Level 2) Visage, 1 Blood, Self/Other, minimum 10 minutes
- Level 3) Frozen Form, 2 Blood, Other, 10 minutes
- Level 4) Stone Body, 2 Blood, Self, 10 minutes
- Level 5) Vaporous Body, 1 Blood, Self, 10 minutes
- Elder) Toxicity, No Cost, Self, Always On & Element 2: Toxic, 1 Blood, Other, requires active Vaporous Body & Terror, 1 Blood, Other, requires active Vaporous Body
- Elder) Element 4: Fire, 1 Blood, Other, requires active Stone Body & Remove Vulnerability: Fire, No Cost, Self, requires active Stone Body

Visceratika

- Level 1) Cloak, No Cost, Self
- Level 2) Immunity: Staking mechanics, 1 Blood, Self, 6 hour
- Level 3) Meld, 1 Blood, Self, 4+ hours
- Level 4) Remove Vulnerability: Fire, 1 Blood, Self, 1 hour
- Level 5) Stone Body, 1 Blood, Self, 10 minutes
- Elder) Remove Vulnerability: Sunlight, No Cost, Self, up to 1 hour, may not move, 1x/1 minute
- Elder) Elemental Form: Earth, 1 Will, Self, 60 seconds, 1x/10 minutes

Vampire Merits and Flaws

Vampire Merits

Extra Discipline - 7 Point Merit - You may purchase an extra Power Tree at Innate costs. You may choose from the list: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence. This merit is Discipline Exclusive and may not be taken with other Discipline Exclusive merits

Generation - 5 Point Merit - May be taken twice. Taking Generation once reduces your generation to 10th or 9th (your choice). Taking it a second time reduces your generation to 8th.

Hidden Diablerie - 5 Point Merit - If a power would reveal your Diablerie you may answer "no", even if you have committed the act. Assamites may not take this Merit.

Ritemaster of the Sabbat* - 6 point Merit - As a member of the Sabbat you can use Thaumaturgy Rituals (you do not have access to Thaumaturgy itself unless you have it by other means.)

Setite Sorcery* - 5 Point Merit - As a Setite, you may purchase Thaumaturgy: Path of Corruption. This merit is Discipline Exclusive and may not be taken with other Discipline Exclusive merits

Observant Ritualist* - 10 Point Merit - You can use Rituals without a requisite discipline. You may cast Itemmaker rituals, or Unique rituals of the "Blood" type; you may not learn or cast rituals from any existing systemic or canon list, nor rituals with a discipline requisite.

Unbondable - 4 Point Merit - You cannot be effected by a blood bond.

Vestiges of Greatness - 10 Point Merit - As a Caitiff, you may purchase an extra Power Tree at Innate costs. You may choose from the list: Chimerstry, Dementation, Melpominee, Obeah, Obtenebration, Protean, Quietus, Serpents, Thanatosis, Vicissitude. This merit is Discipline Exclusive and may not be taken with other Discipline Exclusive merits

Gift of Proteus - 2 Point Merit - You may use an animal mask other than Wolf in your Protean War Form. Protean must be innate to take this Merit.

Additional Humanity - 3 point Merit - Start the game with 1 more Path than normal - only available if that path is Humanity. You may take this Merit up to 2 times.

Vampire Flaws

13th Generation - 4 Point Flaw - You are 13th generation - see the chart above. You may not create childer.

Conspicuous Consumption - 5 Point Flaw - You feed at half the normal vampire rate. You must drain 2 blood to receive 1 blood.

Diablerist - 0 Point - you have committed Diablerie. This flaw provides a single level of a non-innate Discipline at innate cost. You may additionally learn up to the third level of that Discipline at non-innate costs without a teacher. Decrease your starting Morality by 1 and improve your Generation by 1. When asked if you have committed Diablerie by a power, the answer is yes. You may take this Flaw multiple times, however the Generation improvement is only received once.

Disrupted Generation - 0 point Flaw - You receive the flaws of your Generation but not its benefits. You may not buy this Flaw off, however buying up to your proper generation automatically removes this flaw. You may not take this flaw at character creation.

Permanent Fangs - 2 Point Flaw - You must wear fang prosthetics at game. This is a costume requirement.

Prey Exclusion - 3 Point Flaw - Choose a type of person that represents between

approximately $\frac{1}{3}$ and $\frac{1}{2}$ of the player base - you may only feed from this type of person - example: men or women. Feeding from any other character does not grant Blood, but can still result in other effects, such as Blood Bonds.

Vulnerability to Silver - 2 Point Flaw - You take aggravated damage from silver.

Weak Blood - 3 Point Flaw - You may not create childer, maintain a blood bond, or heal others with your blood.

Loss of Path - 2 point Flaw - start the game with 1 lower Path. This Flaw may be taken up to 3 times.

Ghoul Rules

Vampires have been part of a secret society for a very long time. Throughout their unlives they've used mortals as tools - in some cases, Ghouls. These servile creatures are made to work in the sun where Vampires cannot normally tread.

Advantages to playing a Ghoul:

- Access to Vampire Powers up to Level 3 using the same methods Vampires use to learn them
- No Vampire costume requirements
- Feed to and from Vampires at double rate
- Vampiric Knowledge
- Native Realm: Realm

Disadvantages to playing a Ghoul:

- Bound to Regnant
- Primary Energy source is feeding from vampires

Building a Ghoul

Follow the normal Mortal rules with the following modifications:

- Choose a single Innate Discipline tree from your Domitor's Clan. You may take powers from this tree up to level 3. The first level is free. You may spend your Free XP on your normal options and any Discipline from your Domitor's Clan, however only the first tree is considered Innate for spending purposes. In the case of Disciplines with multiple trees, such as Thaumaturgy, the innate tree is the tree your parent Clan receives.
- You receive a free level of the Potence Discipline, but it is not considered innate. If Potence is your Innate discipline, you still receive a free level of the Potence Discipline (Level 2).
- Ghouls may take any Mortal merits or flaws and/or the Vampire merit Extra Discipline at character creation. Extra Discipline cannot be taken during conversion.

Ritual and Fetish access

Use the Vampire rules for Ritual and Fetish access.

Regnant and Domitor

A Regnant is the vampire who holds another in Thrall through use of a blood bond, a Domitor is the Vampire who created a ghoul. A ghoul's clan is determined by their domitor. While the terms are often used interchangeably, and they are often one and the same, Regnant and Domitor can be two different vampires to the same ghoul.

Changing Clan/Domitor

A ghoul who wishes to change innate disciplines may do so by changing their Domitor. This process requires a minimum of four game sessions. 1) The ghoul must first remove all blood bonds, either by stepping down over several games, or through use of a power such as Break Bonds. 2) Then the ghoul must spend one full game without consuming any vampire blood. At the end of this game, their ghoul merit will become inactive. 3) At the next game, the character may drink the blood of a new domitor, reactivating their ghoul merit and access to their disciplines. 4) At check-in of the following game, the player may register their new clan and change their innate discipline. They may not purchase any new disciplines until the exp debt

from the previous innate has been paid off. If you have the revenant merit, you may not change your innate disciplines.

Parent Clan relationships Most ghouls don't suffer the flaws drawn from their parent clans because the blood isn't thick enough to impact their physical bodies, however there are a few notable exceptions. Revenants suffer a modified version of the flaw; Tremere ghouls - because of the intense and mystical inductions - suffer the standard Tremere flaw.

Becoming Inactive

- A character with the ghoul merit may only learn vampiric powers while the merit is active and they have access to the blood energy type; they may purchase previously learned vampiric powers as long as the merit remains on their sheet.
- A character who was not fed blood at all during the previous game and does not have any level of the blood bond on them loses access to vampiric powers and reverts to the normal mortal energy mechanic.
- A character who has not fed blood during the previous game but does have a level of blood bond on them continues to use the ghoul mechanic.
- Revenants generate vampiric blood.

Power Access

Ghouls gain access to a single Vampire Power Tree as Innate, this tree must be chosen from their original Domitor's clan. Ghouls also get the first level of Potence for free, but unless chosen as the innate tree other levels cost as normal. They may purchase up to the 3rd level of any discipline they can get their hands on except for Protean, Quietus, Serpentis, Vicissitude and Thanatosis, as changing the body to these levels is beyond the power of the living.

While the Ghoul merit is active the Ghoul Energy mechanic replaces all other Energy mechanics on your character. If a Ghoul also has the Gnosis Access Merit, that merit goes dormant as long as the Ghoul merit is active. As a Ghoul, your energy pool still detects as a normal Essence pool, but your Essence Pool no longer regenerates naturally at sunrise. Ghoul energy counts as both an Essence pool and a Blood pool for most purposes and you are able to use items which require Blood or Essence energy types. You may regain energy from items or powers which restore either Blood or Essence, or by feeding from a vampire's blood pool - feeding from any creature's health does not restore your energy. When being fed from by a vampire, your energy pool is drained before your health pool. You may be Given Blood by a vampire character, or you may take blood from a vampire. In order to take blood as a ghoul you must cut a target - you may use a thrown weapon prop or a bladed weapon prop to cut (call "cutting 1, cutting 2, cutting 3") the target will take no damage from this process. Afterward you may drain as much blood as you wish, 1 at a time, unless the target breaks the drain. Ghouls drinking this way receive 2 Essence for every Blood drained. You may not be fed from or use any form of 'grant energy' for 1 hour after feeding from a vampire. If someone attempts to feed from you during this time, you must respond "No effect." If you have been fed from by a vampire you may not feed from a vampire for 1 hour.

Ghouls are not damaged by sunlight as vampires are, and thus do not have the vampire costume requirements.

Frenzy

Ghouls have one type of Frenzy: Rage.

Rage Frenzies are generally caused by the Enrage power but can come from other sources. When a character enters a Rage Frenzy they gain an instant level of Augment and become immune to Mentals except for Quell Beast. While in this state you cannot use active resists, Mentals, or Status powers, but can use any other powers on your character sheet. While in Frenzy you may not choose the targets of your wrath, you simply attack your nearest possible target. If you do

not have a weapon or brawl boffers you may instead choose to behave like an aggressive beast. Upon entering Frenzy it is recommended that if you have a form power you enter it. You may enter any Form you have once for no additional cost when entering Frenzy. This effect lasts 60 seconds.

Ghoul Merits

Unbondable - 4 point Merit - You cannot be effected by a blood bond, however you only feed to and from vampires at a 1:1 rate and all feeding cooldowns remain in effect. Bond-like effects like Love still affect your character. When being fed from, for each blood drained you may spend an extra blood to provide the "take 2 blood" response to the character feeding from you.

Revenant - 2 point Merit - Restricted; See the section on Restricted Concepts in chapter 1. Your energy pool fills completely at dawn each day. You do not receive the free level of Potence, but may choose an additional Innate Discipline tree. You may not purchase the Unbondable Merit. As a Revenant you have a version of your parent clan's flaw.

Brujah: Costs 2 Willpower to resist the Enrage power.

Lasombra: Take exposure damage from the sun every 5 minutes if you do not meet the Vampire costume requirements.

Malkavian: Must take at least one Derangement Flaw for only 1 point. This derangement can never be bought off.

Nosferatu: Required to wear makeup that makes you either look diseased or disfigured. This is considered a costume requirement.

Toreador: The first time you experience a new piece of art you become Frozen (unable to move or act) for 60 seconds while you study it. Being attacked or physically moved will break this effect.

Tremere: Two-steps blood bound to Clan Tremere

Tzimisce: Must keep 2 "Earth Fetter" jars with you. If you are without either of them for 24 hours your health pool is reduced by 1/4. Without both, your health pool is reduced to 1/2.

Ventrue: You may only receive Blood from Vampires of the following clans: Ventrue, Toreador, Lasombra, Cappadocian, Tzimisce, and Brujah.

Assamite: Must ingest at least 1 point of vampire blood every session. Failing to do so halves the blood that you replenish at dawn each day.

Giovanni: Take the Obsession flaw for "watching death" for 1 point.

Ravnos: Derangement: Compulsion for a specific criminal activity

Setite: Take exposure damage from the sun every 5 minutes if you do not meet the Vampire costume requirements.

Daughters of Cacophony: There are no DoC Revenants

Gangrel: There are no Gangrel Revenants

Salubri: There are no Salubri Revenants

Samedi: There are no Samedi Revenants.

Caitiff: There are no Caitiff Revenants.

Gargoyle: There are no Gargoyle Revenants.

Skills

Assess

Perform a 30 second silent count while examining the target. Afterward, use the sig call: "Asses:" you may now ask the target the question provided on the descriptor line.

Conscious Search

Maintain a conversation with another character. At the end of this period, you may use the sig call "Detection: Where are your tagged items?" - the target must tell you how many tagged items are on their person, including those in containers, and clearly point to the locations where these items are located.

Craft

Allows a character to craft the described item during downtime between games. Instead of paying the purchase cost for an item, you pay the craft cost to obtain the tag.

Disarm Trap

(COMING SOON!) Allows you to disarm any trap at or below your level of Trapping. Spend 1 minute miming working on the trap per level of trap you are planning to disarm. Upon completion, ignore the trap's effect and destroy the tag.

Forensics

Upon discovering an unconscious, dying, or dead target you may spend the described time examining a scene, then you may ask the target what happened during the last minute before they fell. Use the sig: "Detection: Tell me what happened" - the answers should not be exact - "Bob stabbed me" isn't okay, but "I was walking, I stopped to talk to someone and was stabbed in the chest" is fine.

Healing

Use the count call "Medicine" to heal the target after a count. The count, amount, and any required props are provided on the power descriptor line. Pantomime treating the character with the prop while you count. This skill can never heal the target to more than 2 below their maximum health or bring a character at 0 health back from Dying or Dead.

Keen Eye

Examine a target. You may ask a target if they are carrying any hidden weapons - use the call: "Detection: are you armed?" - the target must answer if they have any In-Game weapons on them - tagged or otherwise. Please note that thrown weapons and ammunition will cause a yes answer.

Meditation

You may use each of the following effects once per day: Regain the described amount in Willpower (1-5). Reduce all of your taint levels by the described amount. If Mortal, regain 2 times the described amount in Essence. To use any of these effects, find a place to meditate for 10 minutes uninterrupted.

Set Trap

(COMING SOON!) Allows you to set any trap you can craft.

Stabilize

To use Stabilize pantomime life-saving actions on a dying target (please don't actually perform them - that's painful). The target's death timer will freeze as long as you continue to pantomime these actions. Maximum of 10 minutes. Use the count call "Stabilize" and maintain a count as long as you continue.

Surgery

Use the count call "Surgery" to heal the target after a count. The count, amount, and any required props are provided on the power descriptor line. Pantomime the actions of surgery while you count. If the target's death timer has not expired at the end of this time you may restore 2 health to them, removing them from the Dying state. Surgery can never heal the target to more than 2 below their maximum health.

Type of Damage

Examine a target. You may ask what type of damage caused a target's wounds. Use the sig call: "Detection: What harmed you?" Answers must be vague "Claws" is fine, but "Werewolf claws" is not. This can be used on any target.

You're Sure Acting Funny

With a brief study of a target and direct eye contact you may determine if they are under a Mental effect. Maintain eye contact with the target, then use the sig call: "Detection: are you under a Mental effect?"

Powers

Modifiers

Modifiers change the characteristics of an effect.

Blatant is a Modifier that makes the effects and source of a power completely obvious to all observers. "Blatant" will be at the start of the sig call for the power it modifies.

Damage Effects are any effects that directly cause damage to another character. If you have a damaging effect that deals damage you may call less damage, however it only counts as an attack if it deals at least 1 damage.

Disable Effects prevent a character from defending themselves in any way (sleep, paralyze). Disable effects may immediately end upon taking damage or unresisted attack other than a drain health or energy power.

Enforced is a modifier that causes a Buff to no longer be freely resistible, instead it must be resisted as a physical.

Extend is a Modifier that increases the duration of a power, usually doubling it. Extend is usually placed on another power by using the Extend power, which also modifies the sig call of the power to include the word "Extended".

Instant is a Modifier that ensures the power does not have a duration and does not interact with the overwrite mechanism.

Persistent is a Modifier that sets the duration to 24 hours, and for overwrite purposes modifies the power to only interact with other Persistent effects.

Signaled is a Modifier that means a power has no specific duration and does not interact with standard overwrite mechanics. Signaled powers are designated by either a stated conditional or a hand signal. If the conditional is not met, or the hand signal ends, the power ends immediately. Any other Signaled effect overwrites a current Signaled effect. Signaled effects cannot exceed the standard duration for their effect type. If a power gains a signal, such as 'while I sing' in the Melpomonie power tree, the duration becomes signaled and the power no longer overwrites.

Special is a Modifier that identifies a power as not interacting with the overwrite mechanism.

Subtle is a Modifier which makes the effect and source of a power undetectable. "Subtle" will be at the beginning of the sig call for the power it modifies. If you resist a Subtle power you still know you resisted something, but don't know what the effect was (unless you have Magic Awareness) or where it came from. If you don't resist the power you'll have no idea you've been affected, unless the effect is damage, in which case you know you've been hurt, but not where the damage came from. Drain powers (such as subtle blood theft) don't count as damage, and their effects are not immediately noticed.

Absorption

When struck for damage you may choose to take that damage to your Energy pool instead of your Health pool if you have at least as much Energy as damage taken. Use the "Filtered" call with this power.

Aegis

Physical. Use the sig call "Aegis" and designate the target. Target is immune to all damage and Status for the next 60 seconds and all brawl or melee attacks deal at least 4 damage. Target can still be affected by Mentals, but will not take damage while under their effects. Use the Immune calling rules when struck. Irresistible damage does not penetrate Aegis. This power may not be used for at least 1 minute after the effect ends.

Aggravated Damage

Physical. You may call the described damage as Aggravated. Use the sig call "[number] Agg". If a duration is not specified, this power lasts for a single attack.

Amplify Emotion

Mental. Use the sig call: "Amplify emotion: [described emotion]." The target must already be feeling the emotion described. The target becomes overwhelmed by the emotion described for the duration of this power.

Animal Form

Form. Carry a small animal prop wrapped in an orange OOG ribbon. When you use this power, take the orange ribbon off the prop, and put on an orange headband onto the target. The target now controls the animal prop as their character's new form. While using this form, the character cannot use a weapon prop of any kind, and cannot deal weapon damage. They can still use mental, status, and self powers, and may deliver non-attack touch powers through the prop. While in this form and in the realm, the character in this form may not speak verbally. They may speak normally while in the umbra, or may communicate via powers such as Telepathy.

Apparition

Other. Touch a target that you can see and call "You see me" - the target may see and hear you for the duration of this power. You may not touch each other as long as you remain on opposite sides of the Gauntlet unless you would otherwise be able to.

Appear

Other, Disable. Remove your white headband and enter the Realm. You are only partially there. You cannot use powers or attack while in this state. If you are struck by a damaging effect call resist (take no damage), immediately re-equip your white headband to return to the Umbra.

Apply Taint

Mental, Instant. Call "Apply taint: [amount] [type]" where the amount is the amount of Energy spent. The target receives that many levels of Taint.

Armor

Place your hands on an in-game shirt, worn or unworn (if worn, get permission from the player) - this item must not be tagged Armor. Make a 3 count of "Creating Armor", then spend the described amount for every 2 armor pool you wish to infuse the item with. This armor lasts up to 24 hours.. This armor, once lost, cannot be repaired. Attach a 3x5 to the shirt with: "Armor: [your name], [your character's name], [the start time], [the end time], and [the total amount of armor provided]". No target may have more than 10 armor pool added this way.

Astral Projection

Drop a 3x5 card that states "All who see this card may read it", [Your name], [Your character's name], and "Astral Projection". Then equip a white headband and travel as normal. While in Astral Projection, you may use any Mental or Status powers against targets in the Umbra but may not attack anyone physically, you also effectively have the **Gauntlet Sight** power active. If you would take damage from any source, lose 1 willpower instead. If your willpower reaches 0, go out of game, return to your body, then remove any headbands you may have on. You return to consciousness with 0 willpower. You may return to your native realm instantly at any time - there is no energy cost for this. When returning to your native realm, regardless of the reason, go out of game and return to where you left your body card, then remove any headbands you may have on and return to game. While in Astral Projection you may open doors as if in the Realm.

Augment

Increase that damage you deal with brawl and melee attacks by 1 unless otherwise specified. You may not increase your damage above 4. This ability stacks with other instances of Augment, but you cannot use the same source of Augment twice (each use must come from a different power tree location.)

Avert

Mental, Signaled. Hold your arm straight toward a single target with your palm out and fingers pointed upward, use the sig call "Avert: come no closer". The target may not move closer to you but can move in any other direction as long as you maintain the hand position. You may not attack a character you have Averted.

Beast Form

Form. Equip a mask designated by this power. This power lasts until deactivated unless otherwise specified. Falling unconscious while in this form reverts you to your natural form. Remember that while wearing an animal mask you inflict the Delirium effect on mortals. While in this form, gain the powers **Augment** and **Resist: Status, 2 Energy, Self** - if you have more than one Energy type, use your Primary Energy type for this.

Bestow Patron

Use the sig call: "Bestow Patron: [name]". The target character changes their sheet Patron to the current Spirit. This ability can be freely resisted. Players with this ability used on them should turn in a 3x5 card at game-down with the text: "Bestow Patron", [your name], [your character's name], [the new Patron], [the player of that Patron].

Bind Fetter

This requires any non-magical Realm item, tagged or untagged, and a willing target. Touch the item and the target, call "Bind Fetter". Head to ST camp when possible with yourself, the target, and the item, and obtain a Fetter tag for the item.

Bind Foot

Status. Throw a packet with the call "Bind Foot". The affected target may not move from their current location.

Blindness

Status, Disable. Throw a packet at the target and call "Blindness" - the target cannot see anything while this effect is active. The player is expected to keep their eyes open for safety reasons, but cannot use any power that would normally require sight. That is, they cannot throw packets, attack, or use any non-touch power.

Blood Bond

Other. Please see the Vampire section for Blood Bonds.

Blood Feeding

To feed from a target, place your hand on their shoulder and start a 3 count of "biting" - once completed, switch to "Draining blood [n]" where N is the total amount of blood drained so far. You may drain 1 blood per count. If the target can not spend energy as blood then they lose 1 Health per count. You gain 1 blood for each health taken this way; see the Vampire section for exceptions. When feeding from a character's health pool, you may not feed from the same target again for 10 minutes. Feeding from a Changeling causes Enchantment. This effect can be resisted with Willpower. The Changeling player must provide an Enchantment card.

Blood Healing

Vampires may also choose to restore health to another target with their blood. To do so, the vampire must cut themselves - A thrown weapon prop, a bladed weapon prop, or the vampire's fangs may be used for this (call "cutting 1, cutting 2, cutting 3" regardless of the implement, while pantomiming the action); you will take no damage from this process. Begin using the sig call "Giving Health" to heal the target by 1 for each blood given. Although conscious targets may choose to reject this health, unconscious targets must accept it. Successfully giving health this way incurs a Blood Bond. A target in the Dying state may have life restored to them through this mechanic. If they do you may choose to keep them Unconscious until awakened by any player (no damage required, roleplay shaking or otherwise trying to awaken them) or for 10 minutes, whichever comes first (notify the player). You may give blood above someone's maximum health, though they will not receive health above their maximum. More than 1 health in 10 minutes to a single mortal target will create a Ghoul; more than five in a single blood healing will cause the Embrace. Out-of-game consent is vital before taking these in-game actions. The player of the vampire is required to warn the player of the mortal about the imminent ghouling/embrace.

Blood of Potency

You may purchase Powers as if 1 generation classification lower, however any power purchased this way costs an additional blood to use.

Blood Sense

Other. By draining one blood from a target you may ask how much blood or health remains in their system, whether the target is under a Blood Bond, if the target is a Vampire, what Generation Vampire, or whether the target has ever committed Diablerie. You may not ask the Generation or Diablerie questions without first knowing the target is a Vampire. You may ask all questions from a single point of blood. If you are draining more than one point of blood you must drain a point between each question up until the last.

Body Wrack

Status, Disable. Throw a packet with the call "Body Wrack". Your target falls to the ground in agony.

Boiling Blood

Physical. Touch the target and call "Boiling Blood 2" - if the target has blood as their energy type they lose 2 energy and take 2 damage. Otherwise the target simply takes 2 damage.

Borrow Power

Physical, Touch. You may use a single power that you know the target has once. Use the sig call: "Thieving Talons - Borrow Power: [power name]". The target will respond with the cost. You must spend 1 of the called resource type - energy, willpower, health - immediately in addition to the cost of this power. Convert the resource type to your native type if possible. If you do not have an equivalent resource (mortals borrowing rage powers, etc...), you may not use the power. You may not use this power to borrow a power you already own, nor may you borrow Thieving Talons; you may have only one borrowed power at a time. Powers without durations (unlimited, always on) or self powers with durations longer than 10 minutes are reduced to 10 minutes. You may not borrow the same power twice in any given hour.

Breach

You may use the described power Cross-gauntlet. Use the sig call "Breach:" preceding your normal sig call. Unless otherwise specified, you may also use the power without the Breach call to use it in your current realm. If the power you are using over Breach has its own cost, you must also pay the cost of that power.

Break Catharsis

Mental, Instant. Use the sig call "Break Catharsis" and touch the target. If the target is in Catharsis, they immediately exit the Catharsis state.

Break Bonds

Touch your target, say "Break all Bonds" - if the target is under the effect of any bond-like effects then they are removed.

Bypass

You may open Locks of the Class defined on your power descriptor line (or Class 1, if not defined). If a door, you alone may enter, closing the door behind you. If this power levels this amount increases by 1 for every second level you purchase in its associated power tree past where it was obtained, maximum 3.

Channeling

Other. Raise your right hand into the air with a closed fist, look down. Any Umbral target may approach you and possess your body even if they do not have the Possession power.

Charm

Mental. Use the sig call: "Charm". The target takes a very favorable attitude towards you and will generally be disinclined to attack you. They will likely support your position when not counter their own, or do small things you ask. This effect ends after the duration passes or if you attack the target. If you have learned this power on one of your power trees, it may be used at no energy cost once every ten minutes.

Chimerical Creation

This power allows you to create a Glamour Fetish for the next game you attend. Write an index card with the Text: “Chimerical Creation, Description: <Prop Description>, Power: <Fetish Power>, Level: <Fetish Level>” and put it into a check-out box. When you receive the Fetish tag during check-in at the next game, reduce your maximum Glamour by 1 for each level of the Fetish, and your Maximum Willpower by 1 for that entire game.

Claim Item

Mental, Special. You may take a tagged item from another character. You must be able to see the actual item to use this power, the item cannot be in the target’s hand. Use the sig call: "Claim Item: You never had this", touch the item. The target does not remember ever having had this tagged item or that you took it. Other characters may. This effect lasts until the end of the game weekend.

Clairvoyance

Other, Irresistible. As Astral Projection, except that you equip an orange headband and may only visit a character who you believe is friendly to you, a target who you can currently see, or the thing defined on the power descriptor line. You may follow the target, listening and seeing what they do for up to 10 minutes at which point you must return to your body. While traveling to or from the target you may not overhear or oversee events. While this power is active you may not use any powers except for Possessing Heal - you are only able to follow, listen, and watch. This power is not usable in combat.

Clarity

Mental, Instant. Remove any single Mental Effect or Dream effect or shut off a Derangement - if shutting off a Derangement it cannot be reactivated again for 10 minutes.

Claws

You may use 1 or 2 Claw boffers. While using these boffers you receive Augment (does not stack with Augment from War Form or Beast Form). You may defend with your Claws, but must have the Brawl skill to attack with them.

Cleanse Taint

You may remove 1 level of taint and 1 additional level of taint per energy spent above the base cost. To do so, call “Cleanse [number] [type] Taint” - if type is not defined, you may call “any.”

Cleansing Blow

Use the sig call: “Cleansing Blow: Agg from Taint”. Removes all taint from the target and deals an amount of aggravated damage equal to the highest taint level the target had on them.

Cloak

Buff. Use the cloak hand sign: place your hand in front of your face, palm inward, fingers spread. You are considered invisible except to the power Cloak Sight. You cannot be targeted by a character who cannot see you, but you are affected by mass powers. You may not move your feet, speak, use any power which requires your character to speak, or take any aggressive action aside from Mental powers while using this power. This power has a 1 minute cooldown.

Cloak Sight

Buff, Sight. You may see any individual with the cloak hand sign up who is in a realm you can see; you are aware they are cloaked, and can target them normally.

Combat Healing

Make the call "Combat Healing". For the duration of this power and while you are conscious you may spend 1 energy and call "Healing Touch 3" to restore 3 Health to yourself. You may do this as many times as you like for the duration of the power. After this power ends you lose as much health as you gained this way. If this reduces you to 0 or fewer health then you will enter the Dying state at 0 health.

Command

Mental, Signaled, Disable. Use the sig call "Command: [single word]" in conjunction with the command hand signal. The target must attempt to complete the command as given to the best of their understanding. The target must continue to attempt to enact this command for as long as the hand signal is maintained, or until they are out of line of sight from the user. Example commands are: "Dance", "Duck", "Come", "Follow", "Stop", "Leave". If the command is nonsensical or impossible to achieve, the target may choose to either attempt to do so anyways, or may stand still and think about how they could do so for the duration.

Conceal

You may wrap a number of tagged items described in your power descriptor line with an orange band, making them out of game. If the power does not describe a number, then you may do this with a single item. If someone searches you for tagged items you do not need to turn these items over. If you do this with a weapon and a concealed weapon check is used on you, you may answer "no" regarding that weapon. If you have other weapons on you, you must still answer "yes". In order to use an item that was previously Concealed, you must first remove the orange band.

Confess Guilt

Mental, Instant. Use the sig call: "Confess Guilt". The target must tell you what their character feels the greatest guilt over in-game.

Confusion

Mental. Use the sig call: "Confusion" For the next 10 minutes the target cannot fathom what's happening around them - it is as if they are a child learning about the world for the first time. When this period ends the target returns to normal, forgetting the time they were under the Confusion effect.

Conquer Beast

You may expend energy to resist the Frenzy effect, to exit any Frenzy, or to voluntarily enter Frenzy. If you voluntarily enter Frenzy, you may exit at any time without needing to expend further energy.

Convergence

Equip a distinctively orange and white striped headband - you may achieve this effect by twisting your white and orange headbands if you do not have another headband available, as long as the striping is clearly visible and discernible. In addition to the headband, you may optionally wear a green glowstick to help indicate this power in dark conditions. A character affected by this power exists in both the Realm and the Umbra at the same time. Characters who are Native Realm: Realm behave as they normally do in the Realm. Characters who are Native Realm: Umbra behave mechanically as if under the effects of Materialize. Being shunted ends this effect and returns you to your native realm.

Convert Blood

You may convert any Blood you receive into your innate Energy type.

Convert Essence

You may convert any Essence you receive into your innate Energy type.

Convert Gnosis

You may convert any Gnosis you receive into your innate Energy type.

Convert Health

You may convert any amount of Health into your innate Energy type at a rate of 2 Health to 1 Energy.

Convert Pathos

You may convert any Pathos you receive into your innate Energy type.

Counter

When you are struck by the damage type described you may spend energy to call "Resist, counter [resisted call]", where number is the amount of damage you would have been dealt. Your attacker takes that damage instead of you. This damage cannot be modified and can also be countered back.

Counterkill

Other. Upon having your health reduced to 0 you may call "Counterkill". Your killer's health is instantly reduced to 0. This effect cannot be resisted. Counterkill cannot be used in conjunction with other powers and must be the last power used. Using Counterkill reduces all of your character's pools to 0 and applies Aggravated Damage to your character.

Counterpassion

Mental. Reverse the target Wraith or Specter's passions for 1 hour. Use the sig call: "Counterpassion: Reverse your passions".

Create Relic

You may go to ST camp with a prop and one or more Obolus tag/prop. You may create a Relic item (such as a weapon or other Umbrabound item) from this Obolus. You must have a prop to turn into this Relic. When creating a Weapon, please obtain an appropriate Weapon tag to add next to the Relic tag.

Creative Crafting

During game outside of combat, you may go to ST camp and buy any craft skill item at its base money cost to create.

Crimson Fury

Physical. Upon having your energy drained you may immediately respond with the "Enrage, Frenzy" call to your attacker. The Enrage effect is a *Mental, Instant*. You may make this call even if you could not otherwise make signature calls (for example, due to The Kiss).

Cure Ailment

Remove a single disease or poison effect from the target. If curing a disease effect, the target may destroy any disease cards they have on them. Touching a target while using this power to cure a disease prevents the remaining disease cards from being handed to you.

Daydream

Mental. Hand the target a 3x5 card. The first line on both sides should be the word: "Daydream" - this does not count as a word for determining word counts. On one side, describe a dream that character would have. On the other, give a 10 word command. For the duration, the target should attempt to follow that command as long as it does not directly counter their nature. Someone is not likely to attack individuals they consider trusted allies, but they might be unable to attack when they would otherwise be aggressive. If the target is asleep, they may not resist this ability.

Deadly Strike

Physical. You may spend energy to strike for 4 damage with a brawl or melee weapon. Note that this is not an Augment ability and can be used even if you may not use Augment.

Death Ray

Damage. For the duration of this power, you may call any bullet fired from a gun as Element 4.

Derange

Mental. Give a target an active Derangement for the next 10 minutes. You may choose the Derangement.

Devour Body

Physical. Touch a Dying target, make an audible 30 count of "Devouring Body". Once you reach the 30 count, the target's body is destroyed. They must go immediately to ST camp. The user of this ability is restored to full health and restores 3 in all Energy pools they possess.

Diablerie

Physical. Please see the Vampire section for Diablerie.

Disable Item

Physical. Touch a tagged item on another player and call "Disable Item" - the target may not use that item for 10 minutes.

Disarm

Physical. Use the sig call: "Disarm, drop your gear", while attacking. You must make a successful attack with this sig call to cause the Disarm. Targets struck with Disarm drop one weapon that is held in hand. If they have a second weapon and are struck with a second Disarm, they drop the second weapon. The same holds true for shields or magical weapons. If specified on the command line, you may call "Disarm, give me your weapon", instead of dropping, the target should pass their weapon to you.

Disguise Taint

No matter your taint level, you may respond to Sense Taint powers with any amount or type. It is highly recommended that you only respond with a value of the type requested, rather than answering with some other type.

Dispassionate

Mental. Target becomes unable to feel emotions. This also prevents anyone with a Frenzy mechanic from Frenzying.

Displace

Mental, Instant. After using a power or causing damage to a target, point at a second target and use the sig call: "Displace: They did it" - the target of the original power is affected as though the power or damage came from the second target, even if they might not otherwise be able to sense that a power was used. Any resource or answer is returned to the caster.

Double Tap

Physical. This power may only be used on a target in the dying state. Aim your firearm prop at the target and make a silent 10 count, then fire a foam dart at the target. This dart must hit. Use the sig call "Bang, Double Tap." The target's death timer is halved. This effect stacks with Aggravated Damage and is removed as soon as the target has any health restored to them.

Drain Pool

Physical. You may drain the pool described in the power descriptor line. Once the sig call for this power begins, the user may not move from their current position. You may use your natural reach to maintain contact, but you may not lean to increase your reach. The target may move away from the user to disengage from this power, unless another power has immobilized them. Use the sig call: "Tapping 1, Tapping 2, Tapping 3, Draining [type] 1, Draining [type] 2..." If the target does not have that pool, they must respond with "No effect." If you have the named pool then you gain the same amount that you drain all at once after the draining call ends.

Dreamshape

Mental, Irresistible. Place a 3x5 card on a sleeping target. The first line on both sides should be the word: "Dreamshape" - this does not count as a word for determining word counts. On one side, describe a dream that character would have. On the other, give a 10 word command. For the duration, the target should attempt to follow that command as long as it does not directly counter their nature. Someone is not likely to attack individuals they consider trusted allies, but they might be unable to attack when they would otherwise be aggressive. As the target is asleep, they may not resist this ability.

Echo

For the duration of this ability you may communicate Cross-gauntlet with the Sig Call: "Echo:" followed by the words you wish to send across the Gauntlet. This power does not let you use other powers cross gauntlet.

Element

Physical. Throw a packet with the sig call: "[name of element] [amount of damage]" (Example: Fire 3). If the element is not defined, you may use any of the 4 Western elements (Earth, Air, Fire, Water) or the five Eastern elements (Fire, Earth, Water, Wood, Metal) - you must choose which elemental system you intend to use before ever using this ability and should not switch between them. If this power levels this amount increases by 1 for every level you purchase in its associated power tree past where it was obtained, to a maximum 4.

Elemental Form

Form. Equip a mask that clearly represents the element you are going to be using. You become immune to all damaging effects for the specified duration and may throw Element 4 for that element at no cost during that time. Call "Immune" when an effect you are immune to is used on you.

Elemental Immunity

Call out: "Elemental Immunity!" You are immune to any damage from any of the 4 Western or 5 Eastern elements for the duration of this power.

Elemental Weapons

Call "Elemental Weapons: [type]" As described in the power descriptor line. Described damage is dealt as that element and you are immune to damage from that element.

Emotional Regeneration

If you remain within 10 feet of a character who is under the effect of Amplify Emotion and feeling the emotion described, gain 1 Essence every 2 minutes. If you remained within range of an individual whom you used Amplify Emotion on for the full duration of that power then you may choose to grant the target 1 Essence at no cost to yourself. Increase this grant to 2 upon reaching Level 3 in the Psychic Granting tree, and 4 upon reaching Level 5 in the Psychic Granting Tree.

Empower Shadow

Mental, Instant. Restore the target Shadow or Specter to 10 Angst if they have fewer than 10. If they do not have a shadow, they may freely resist with either "Resist" or "No Effect". If they are not in Shadow, then they may resist as normal.

Enchantment

Special. See the Enchantment section under Systems: General.

Enchanted Sight

Buff, Sight. You may see into the Umbra from the Realm, but not hear.

Enchant Object

Create a 3x5 card with the following: "Enchantment, 1 hour - 1 WP to resist" - "You are Enchanted. Gain Enchanted Sight (see but not hear into umbra from realm) & Reduced Delirium (if affected by Delirium, respond as if your WP is at least 4) & Impunity toward [your name] (you may not attack unless they attack you first); 1 Willpower to resist. At the end of the effect Rationalize everything that happened while Enchanted and destroy this card. If resisted, destroy this card." At any point, you may offer any object to another individual. If they accept the object being offered, hand them the Enchantment card. They take the effects of the card unless they spend one Willpower to resist the entire effect. You may not store up enchanted objects; you may have only one ungifted enchanted object.

Energy Burn

Physical. By default, this power drains 1 energy then deals 1 damage for each energy drained. Touch your target and call "Energy Burn: [number]" where [number] is the amount total amount of damage you wish to do. Putting up to 3 additional energy into it will increase [number] by 1 per energy added. The target loses that much of their energy pool and takes as much damage as energy drained.

Energy to Health

While conscious the character may spend any amount of energy to regain the same amount of health. While out of combat you may use this power with no cooldown.

Energy Vampirism

Physical. This ability only costs to initiate. Use the counted call: "Draining Energy" to drain any Energy resource from your target. You may drain 1 Energy per Draining Energy call. Gain as much health as Energy drained this way. Because you are not drinking it, a vampire's blood taken this way will not cause a blood bond.

Enhance

Increases your damage with bows, firearms, and thrown weapons by 1 to a maximum of 4. This ability stacks with other instances of Enhance, but you cannot use the same source of Enhance twice (each use must come from a different power tree location.)

Enrage

Mental, Instant. If the target is capable of Rage Frenzy, causes the target to enter Rage Frenzy - you will be the first target of their Beast's onslaught.

Escape Bond

You may remove any mundane restraint (such as rope, handcuffs, a bear-trap, or a straight jacket), or you may remove a grapple or bind foot effect. If used out of combat, you may do so in a whisper.

Essential Transaction

Allows the target to exchange 1 in a pool with an amount from another pool. 1 Willpower and 2 Energy can be exchanged. 1 Energy and 2 health may be exchanged. 1 Willpower and 4 Health may be exchanged.

Exorcism

Mental, Instant. This ability has two uses. One, touch a target you believe is possessed, call "Exorcism: leave this vessel now" - if the target is being possessed then the possessor must leave the body and the target falls unconscious as if affected by Merciful Sleep. The second is usable only indoors. Use the call "Exorcism: All in the Umbra leave this room now" - all beings in the Umbra must do as commanded and leave the room. They may not return for the next 10 minutes as long as they remain in the Umbra.

Extend

This power has two uses. The first will Extend the duration of a power designated on the power descriptor line. Prefix your sig call with "Extend:". Powers modified by Extend may only be used with hostile intent. The alternate usage clears the Extend effect from the target. To use this form, use the sig call "Remove Extend" and designate the target. If the power has more than 10 minutes remaining then the remaining time is halved. Removing an Extend does not remove the effect itself.

Fascination

Mental, Signaled, Disable. Use the sig call "Fascination: While we converse" or "Fascination: While I entertain". As long as you can maintain your end of a conversation or otherwise provide entertainment the target must keep their attention focused on you and may not attack you. You may not initiate power usage while this power is in use.

Fetter Sentry

Receive up to 5 special tags each game session. These special tags replace the tags on already tagged fetters (they cannot be used to create false fetters or new fetters). If the fetter would be destroyed, instead remove the tag and when the scene winds down, go find the person whose name is on the tag. That person takes 3 damage and restores the original fetter tag.

Fill Pool

Fill the pool listed on the power descriptor line.

Flawless Parry

Hold 2 weapons up in an "X" - you may call "resist" to any damaging attack directed at you. This effect can last no longer than defined on your power descriptor line. You may not attack as long as you are in Flawless Parry. You must have 2 weapons to use this ability.

Flog Soul

Mental, Instant. Over the duration specified, role play an attempt to repair the target's soul. You may use fire and brimstone speeches or help explain how they can reconnect with their humanity. At the end of that time notify the recipient that they may lower their Angst by up to 5, but must take the same amount of damage.

Flush Angst

Physical. Drain the target entirely of Angst. Your Angst pool immediately goes to 10 if the target had any Angst. Use the sig call: "Draining all Angst."

Force

Physical, Subtle. Throw a packet to deal up to 3 melee damage at range. Use sig call "Subtle Force [number]" where number is the number of damage you wish to cause. The target is aware they have taken damage, but not the source. This ability cannot receive a benefit from augment.

Force Delirium

Mental. Use the Sig call: "Force Delirium". The target is afflicted by the Delirium even if normally immune.

Forgetful Mind

Mental, Instant. Use the signature call "Forgetful Mind" - the target forgets the last 10 minutes of in-game activity.

Freeze

Status, Disable. Use the signature call "Freeze" and throw a packet. If successful the target may not move their body for the duration of this power. Characters under this effect may move their head and speak, as well as use mental effects, self powers, and resist powers. Resisted effects will not end this power.

Frozen Form

Physical. Your target is locked in their current form for the duration of this power. They may not equip masks or mantles even if another power would allow them to do so. Revert Form removes Frozen Form in addition to reverting.

Gauntletfallen

Your target crosses the gauntlet and remains there, even if they would normally revert to the opposite side. When used on Other targets touch the target and use the sig call “Gauntletfallen: Shunt”, otherwise simply switch sides. If the target is Self then you may use Gauntletfallen while Dying or in the Dying state.

Gauntlet Grasp

You may pick up an item from the other side of the Gauntlet, or may attempt to open a closed door while in the Umbra. Locked doors are still locked in the Umbra. Opening doors does not cost Energy.

Gauntlet Lock

Physical. Your target is unable to cross into or out of the Umbra in any way for the duration of this power, even if another power would normally let them do so.

Gauntlet Sight

Buff, Sight. You can perceive across the gauntlet, into both realms at once. You are aware which side the gauntlet someone is on, or if they're in both. You may not target cross-gauntlet (including sensory powers) without Breach or similar.

Gauntlet Strike

Physical. You may use your melee or brawl attacks across the Gauntlet. You must call “Gauntlet Strike” before calling the melee attack damage.

Give Angst

Mental, Instant. Give the target 1 level of Angst if they have an Angst pool. Use the sig call: “Giving Angst 1”

Give Energy

Allows the user to give one of their primary Energy pool. If an energy type is not specified it is converted automatically to the recipient’s Energy pool. Use the sig call: "Giving Energy 1" for universal exchange and "Giving [pool type] 1" for specific energies.

Grapple

Physical, Disable. Touch the target's shoulder, spend energy if required, and call out “Grapple,” the target becomes grappled. Neither character in a grapple can use powers that have the Physical tag or do anything to cause damage. A grappled character may break out with a 10 count of "breaking free". If you remove your hand from the grappled character's shoulder this also breaks the grapple.

Guardian

Physical. Touch as many as 2 willing targets - they may not take damage as long as you remain in contact with them. They cannot attack, or use Abilities or Powers, but may break contact to do so. If you wish to bring them back to this damage immunity, you must spend another will. The user of this power may still be damaged.

Gunbreach

When firing a gun you may deal damage to targets on both sides of the Gauntlet. To do so, call "Gunbreach: [damage]" where damage is the amount of damage you are dealing.

Hard-to-kill

You may remain in the dying state for up to the duration of this power. Overrides Aggravated Damage.

Hardened Flesh

Call "Hardened Flesh" to activate this effect. You may not take more than 2 damage from each hit for the duration of this power.

Hanging On

Buff. When you are reduced to 0 health, make the call "Hanging On." For the next 60 seconds, you may only move at a shambling pace and speak. During this time, you are immune to all attacks and cannot enter the dying state. You may not use powers, items, or otherwise attack. You may allow allies to affect you with healing powers and buffs. At the end of the 60 second duration, if you are still at 0 health, you fall unconscious and enter the dying state.

Has a Knack

During Check-in, you may purchase up to 3 items for only their base creation cost. If you use this ability to create an item which requires a recipe that you don't possess, it costs double base money cost to create instead.

Hasty Escape

Cross your arms over your chest in an "X". As long as you take no action other than moving away from enemy targets as quickly as you safely can you will take no damage. This power has a 1 minute cooldown.

Haunting

Mental. Use the sig call "Haunting: The Voices Call". For the duration of this power your target must roleplay hearing voices and sounds that aren't there.

Healer

You receive the first 3 levels of the Medicine skill at no cost when you purchase this power. (Bandage, Assess, Stabilize)

Healing Storm

Plant your feet and make a silent 90 count. At the end of the count, spend the indicated energy and use the sig call "Healing Storm" to activate it. For the duration you may use **Healing Touch 4, No Cost, Other**. This power ends if you move your feet or spend energy for any reason.

Healing Touch

Touch the target and use the sig call "Healing Touch [x]". The target of this power is healed for the amount designated on your power descriptor line. If this power levels this amount increases by 1 for every level you purchase in its associated power tree past where it was obtained, to a maximum 4.

Health Increase

Increase your maximum health by the amount given on the power descriptor line. This ability stacks with other instances of Health Increase, but you cannot use the same source of Health Increase twice (each use must come from a different power tree location.) This power also increases your current health if your current health is at more than half of your maximum pool.

Heart of Darkness

Physical. Call "Heart of Darkness: Immune to staking," and follow that by a 30 count while touching a vampiric target. For the next 24 hours your target is immune to staking. At the end of this effect, the target begins to lose maximum health at a rate of 1 per hour until they are reduced to half of their normal maximum health. This health can be restored by having the power used a second time. Either to return the heart ("Heart of Darkness: Returning heart") or to reinforce the effect. If the target would be staked, they may call resist. At the same time, fill out a 3x5 with "Heart", their character's name, and the start time. If you or anyone else presents this card to the target and calls "Crushing Heart" the target must immediately fall unconscious as if effected by Merciful Sleep - this effect cannot be resisted. If you use the Heart of Darkness Power on a mortal, Werewolf, manifest Spirit or manifest Wraith, if the target does not escape the 30 count they are immediately reduced to 0 health and enter the Dying state. If used on a Wraith or Spirit not in the Realm, the target may call a free "Resist".

Hidden Hunter

Attempt to actually put yourself somewhere someone might hide (off the edge of a path under a tree, around a corner from a fight, etc.) Make a 6 count of "hiding", then spend your energy to cloak. As long as you remain in the same location, do not speak except to call bow attacks, or use powers other than Bowplay, you may re-cloak for no cost with no count. This power does not incur the normal limitation of cloak preventing you from re-cloaking when attacking.

Honesty

Mental. You may ask the target a number of questions as defined on the Power Descriptor Line. They must answer honestly. Use the sig call "Give me Honesty:" before each question. Targets need not reveal character sheet information, such as supernatural type, powers, etc.

Hurt to Heal

Use the sig call: "Hurt to Heal" and designate the target. Whenever the target would take damage, they gain 1 Health instead.

Immunity

You are immune to the effect in the title. Immunity effects with durations are exclusive.

Impostor

When asked by powers if you have the energy type, health type, or supernatural Type described on the power descriptor line, you must answer as if that Type. When asked for other characteristics defining that Type (such as Tribe, Clan, Auspice, etc...) you may answer with any answer your character would know. You may also choose to answer any question that would identify your native Type with a negative response ("No", "None", etc.)

Imprint

Provides a level of augment when using fist boffers (this cannot be used with weapons or any other form of natural weapons). You may hit for up to 5 damage this way.

Impunity

Use the Sig: "Impunity, you may not attack me". Your target may not attack you for what you say no matter what you say to them, even if they enter Frenzy, unless already doing so. If the target is already attacking you, or already in Frenzy, we wish you the best of luck in surviving your ordeal. While not technically a Disable, this effect breaks on the same conditions as Disable effects.

Incorporeal Body

Moved to Shadow Body

Induce Catharsis

Mental, Instant. Touch your target, call "Induce Catharsis" - if the target is a Wraith or Specter then they immediately enter Catharsis.

Inert

Status. Use the sig call: "Inert: no Energy" and throw a packet. If struck the recipient of the packet may not spend Energy for the duration of this power.

Inflation

Sig call: "Inflate cost: [energy type]". Target's expenditures of that energy type are increased by 1.

Inspiration

Use the sig call: "Inspiration: [target] gain 1 Willpower" - defined targets within 10 feet regain 1 Willpower.

Instill Desire

Mental. Use the sig call: "Instill desire: [an identifiable person or object physically at game]" - for the duration of this power the target will try to obtain that person or object, whatever that means to them. If the duration of this power is 'persistent', you may simplify the sig call to 'Persistent: Desire'.

Instill Emotion

Mental, Instant. Use the sig call "Instill Emotion: [name of emotion]". The emotion becomes the primary thing the character feels, pushing all other emotions to the side. This change in emotion may only be instant, but the effects last until external forces begin to impact that character. Making a character happy may only last until they turn to see their friend bleeding out again. Making a character angry may only last until someone offers them a kindness.

Instill Goal

Mental. In 10 words or fewer give the target a purpose to achieve. They need not act overtly, but must do everything in their power to complete it before the duration runs out. The purpose may not directly kill the target. If the duration is 'persistent', you may simplify the sig call to 'Persistent: Goal'.

Instinct

Mental. Use the sig call: "Instinct: [animal]" - the target behaves as if they were that animal. This power may be treated as a Disable if the creature the target is given is incapable of defending itself.

Invigorate

Use the sig call "Invigorate: Double Healing" - any effect that would restore Health to the target has its value doubled for the duration of this ability.

Item Sight

If you are able to physically read the tag or 3x5 card on an item then you may read and understand its contents. This means that you must be within range to study the item. If you see that an item is tagged and you are standing near the person, you may ask to see the tag. The in-game effect is that the individual sees you staring at their item. A person using this ability is obviously and in-game studying the object in question.

Killing Strength

Gain 2 rage whenever you cause a target to reach 0 health. You cannot gain Rage while you yourself are at 0 health.

Kith Form

Form. The Changeling pulls their chimerical form into substance. Each kith gains specific bonuses while their kith form is active. While in Kith Form, a Changeling loses their Fragile Magic weakness. However, if a Changeling drops to the dying state while in Kith Form, they immediately gain 1 permanent Banality, and they lose the mechanical benefits of Kith Form for the rest of the day (change out of Kith Form costuming at earliest convenience). A Changeling cannot gain Banality this way more than once per day. Use either a mask or other distinct costuming (such as removable beards or noses), represent your Kith. While in Kith Form gain Gauntlet Sight, No Cost, Always On, and Echo, No Cost, Always On.

Knit Soul

Willing Wraith target loses 2 maximum health for the remainder of this game session and reduces their Shadow level by 1.

Lifeline

Use the sig call: "Lifeline: Return here upon death." Point to the target and one of their stationary Fetters. Upon reaching 0 health, the target Wraith immediately goes out of game and returns to that Fetter, returning to game at 1 health instead of entering the dying state and does not incur a Harrowing. This power ends once this effect occurs or at the end of this game session. You may only have one instance of this effect on you at a time.

Love

Mental. Use the sig call: "Love me". The target is overcome with love, respect, and adoration for you. The target will protect you to the best of their ability, but will not necessarily sacrifice their life for yours. The target is inclined to do things you ask, short of inflicting harm to themselves or others.

Magic Awareness

When you resist any power that is used on your character you know what power was used. You do not know where the power came from. This power has no effect unless you resist a power

Majesty

Hold your arms down and outward, palms forward. None may take any aggressive action against you. You may not run while using this power, you may only move at a walking pace. You may not attack while this power is active. This power has a 1 minute cooldown.

Mass Cloak

Physical. Place one hand from up to 2 targets on your shoulders, call “Mass Cloak”, then you and the associated targets use the cloak hand sign; place your hand in front of your face, palm inward, fingers spread. If either of those targets take an action or speak then they leave cloak. If you leave cloak, all targets leave cloak. If you wish to bring a target into cloak without leaving cloak, you may bring that target’s hand to your shoulder assuming you are able to. Cost is per target and must be spent each time you place a hand on your shoulder.

Mass Power

Use the described power(s) as mass powers. Targets should be described on the power descriptor line.

Materialize

Remove your white headband and enter the Realm. You have full access to powers in this state and effectively are a living being. You become vulnerable to poisons, diseases, drugs and alcohol. While in the Realm you may be healed by any means that would restore health to a living being. Any passive Energy generation is halved while in the Realm.

Medium

You may hear individuals in the Umbra even when you are in the Realm. You may not see across the Gauntlet, unless you could normally, but you can hear just fine.

Meld

Place a marker (an orange 3x5 card) that states “[Player Name] / [Character Name] [Time], Meld”. Make an audible 3 count and go out of game. You may not return to game for a minimum of 4 hours and may remain out of game as long as you would like beyond that. This power may be used to sleep. This power may not be used in combat.

Merciful Sleep

Mental, Disable. Designate the target and call “Merciful Sleep”. The target falls unconscious for 10 minutes.

Merit

For no additional cost, you receive the merit from the Power Descriptor Line.

Monsters

Mental. Call out "Monsters". The target believes they are surrounded by monsters. They may choose to react by attacking or hiding from them, but will do so indiscriminately.

Move Object

Move any object in the Realm. You may not pick the object up, but may knock it off of a surface or move it along a surface.

Muse Regeneration

You regain 1 Glamour per 5 minutes that you continuously observe a character creating art, such as writing, drawing, painting, performing music, or enthusiastically reciting a story.

Obedience

Mental. Lasts 10 minutes or until task is completed, whichever comes first. Use the sig call "Obedience: [command less than 10 words]" in conjunction with the command hand signal. The target must attempt to complete the command as given. This power cannot be used to force a character to do anything that would obviously cause them to suffer damage, change their state of consciousness, or prevent them from defending themselves when attacked.

One Way Telepathy

Make an L shape with your thumb and forefinger, place the thumb at the center of your forehead and point at your target. They can elect to ignore the message if they wish. Speak in a whisper or very soft voice - your target will hear your voice in their mind. Others who see this should ignore your communication.

Open Wounds

Physical. Call "Open Wounds, cannot heal". The target cannot be healed. This effect cannot be applied to any target at 0 Health, and is immediately removed when a target is at 0 Health.

Paralyze

Mental, Disable. Use the sig call "Paralyze" and designate a target. For the duration the target may not move their body. Characters under this effect may move their head and speak, as well as use mental effects, self powers, and resist powers. Resisted effects will not end this power.

Passion Regeneration

If you remain within 10 feet of a character who is under the effect of Amplify Emotion and feeling the emotion described, gain 1 Pathos per minute. Additionally, if you have a Pathos pool, while standing within the range defined on a Haunt or Citadel card gain Pathos at the appropriate rate as described on the Node card.

Passive Regeneration

While not in combat, gain 1 health every 60 seconds up to your maximum health. This ability only functions while conscious. If under the effects of Aggravated Damage, this health gain is slowed to 1 health every 5 minutes instead.

Pathogen

This ability cannot be resisted, but cannot be used in combat. Call "Subtle Pathogen", then hand your target 10 cards with the following text: "Subtle Pathogen, Disease: Your maximum health is immediately reduced by 2. For the remainder of game you cannot regenerate your own health without energy expenditure, and the Medicine skill will not have an effect. If you have more than one of these cards, hand approximately half of them to the next person who touches you or who you touch. Keep at least 1 card." The caster of Pathogen is Immune to the Pathogen power for 10 minutes after use and may return any Pathogen cards handed to them during this time.

Pathos Healing

Once per minute, while sitting, spend any amount of Pathos to gain that much Health.

Persistent Echo

Hand a 3x5 card to an individual with the following text: "[name], [delay up to 1 hour], [melpominee power and effect], [duration of song if applicable]" - the target will receive that effect for the duration once the delay runs out.

Poison

Physical. Use the sig call: "Poison [damage]", touch your target - they receive the described amount of damage every minute for the next hour.

Portalwalk

When you are in the Umbra, you may interact with a door as if in the Realm. Locked doors are still locked; warded doors are still warded and the stated effects and costs still apply.

Possessing Heal

For each minute you are following a target in either Clairvoyance or Possession you may give the target 1 health. This health is granted all at once when you end the effect. Simply let the player know once you leave Clairvoyance or Possession.

Possession

Mental. Place your hand on target's shoulder, call "Possession", and if the power is not resisted equip an orange headband, then for the duration you can give simple commands to the target - the target must follow your commands to the best of their ability. If you command the target to do something that would cause them damage they may expend a willpower to resist the command. You may not repeat a resisted command or attempt to circumvent the resisted command. While possessing a target the possessor may use any Mental or Status powers they possess except for Possession or Clairvoyance or any power that crosses the Gauntlet. Powers that have an actual verbal or physical component, such as Command, must be performed by the possessed. Upon crossing the Gauntlet, Possession becomes broken. The possessor is affected by any Mental powers, the possessed is affected by any other powers. You may possess a dead or dying target, when doing so, the target's death timer immediately freezes. Since the target has no health at this point, any damage dealt to the target instead harms the possessor.

Premonition

Mental. Disable. Call "Paralyze; Premonition." The target is affected by the Paralyze power. Hand the target a 3x5 containing the text: "Premonition" followed by descriptions of ways the character may die - these should be quite grisly. These are the images pouring through the character's mind while Paralyzed. The Paralyze power cannot be used this way without the 3x5 card.

Projectile

Thrown weapons receive all Augment and Enhance bonuses. You must have a thrown weapon or projectile dart/arrow to use this ability. As with both Augment and Enhance, you may not deal more than 4 damage in a single attack.

Protect Item

Target may call a single resist to any Shatter or Disable Item call on that item. If this effect happens then you know who used Shatter on your item, and that they attempted to shatter it. This effect lasts until end of game or until the effect occurs.

Proxy

Blatant Use the signature call "proxy (full power call)" to indicate your pool costs are obviously being paid by another source. Because Proxy is always Blatant, you may include the call "blatant", but you do not need to. An individual proxy effect will only cover the costs of one pool, such as gnosis or willpower, but you may be under the effect of multiple proxies at once. The specified pool cost for activating powers or items is reduced to 0 while the proxy is active. This does not need to be a physical connection."

Punch Through

Physical. You may make a single melee or brawl attack for at least "4 Irresistible Agg". If the player physically dodges the attack you lose the energy but the target does not take the damage. If the target is immune to damage then they take no damage.

Quell Beast

Mental, Instant. Use the sig call "Quell Beast, calm your Frenzy" and designate your target. The Frenzy effect is removed from that target.

Quicken

Use the sig call: "Quicken, Double passive energy regeneration" - the target receives double regeneration from all time based and passive sources.

Rage Regeneration

For the duration of this power every time you take damage you regenerate 1 Rage up to your maximum. While this ability is active you may not expend Rage.

Rationalize

Mental, Instant. The target will remember the most mundane and uninteresting possible explanation for the rationalized event or time frame. Upon reflection, nothing will have seemed particularly striking or out of the ordinary, nor needs to be followed up on. This power is intended to keep secrets and repair the veil.

Read All

You may read any and all written text, even if you may not use it.

Rebuild Item

Take a magic Item that has had its tag destroyed to ST camp, replace the tag with a new one.

Rebuild Soul

Choose a willing Vampire target with at least 2 Humanity (this does not work on other paths.) This character becomes a shell of themselves who will follow the user's every command - they will not speak unless spoken to and even then will respond in very few words. They may defend themselves but can take no aggressive actions. During this time, they are immune to all Frenzy mechanics. This effect must be played for 1 waking hour before it will wear off. This ability may only be used once per game. At the end of game place a 3x5 in the check-in box stating your name, your character's name, "Rebuild Soul", the target player and target character name. The target receives a humanity gain for no XP cost at the following game session.

Redirect

While active you may redirect damage to a target designated by this power. Use the sig call: "Redirect [damage amount] [damage type]" and indicate the target taking the damage by gesturing their direction. The target may resist this redirection for free, in which case you take the damage. The target may reduce the damage, but if they resist it, you take the damage.

Refund

Use the call "Immune, Refund" to completely negate an attack, power, or other effect; any cost or limit associated with the attack is refunded: A Talen is un-consumed, energy is un-spent, a cooldown is not started, etc. The refunded power may not be used against the same target for 60 minutes.

Reminisce

Mental. Use the sig call "Reminisce: I am an old friend" - the target believes they have known you for a long time but does not know any details they may not already have known - they simply have vague memories of knowing you for a long time.

Remove Agg

Use the sig call "Remove Agg" to remove the Aggravated Damage effect from a target.

Remove Vulnerability

The damage type on the Power Descriptor Line may deal no more than 1 damage to you, and no longer applies the Aggravated Damage effect.

Repair Soul

Mental, Instant. Use the sig call: "Repair Soul: Lose 3 Angst". Decrease the target's Angst by 3.

Replenish

Regain 1 in the described pool every 30 minutes as long as this effect remains in play and your character is conscious.

Resilience

Exposure damage takes 60 seconds between ticks rather than 10, and takes 60 seconds for the first tick rather than 30.

Resist

You may call resist to the power(s) described on the power descriptor line.

Resurrection

On a Dead target (as defined in the power descriptor line) call: "Resurrection. Return to life" - the target may return to life at 1 health. The target's health pool is halved for the remainder of game and they lose one point of PERMANENT Energy. Your Primary Energy pool is halved for the remainder of game. For each of the involved characters the effects linger through the next game they are present for if this power is used on the last day of game.

Revert Form

Special, Touch. Use the Sig Call: "Revert to True Form", touch the target. They are Forced to revert to their natural form. If a homid Shifter, Vampire, Wraith, or Mortal they remove any masks or prosthetics mantles, claws, or tentacles they have equipped. If a Metis or Lupus shifter, any Gaian Spirit, or anything else that naturally reverts to an animal state, they must equip their masks, prosthetics, mantles, claws, and/or tentacles as appropriate. Revert Form removes and cancels Frozen Form.

Revitalize

Make a silent 15 count. You may not use any offensive powers or speak while making this count. Touch your target and use the sig call: "Revitalize, your health pool is now full." The target is healed to their full health value.

Rigging

Receive a single free tag of any type once each game. Tags created with Rigging should receive a Rigging label, which has the word "Rigging" and the game or date written on it. When using Rigging to create a Fetish item, this item must be created using the ItemMaker during check-in and the caster must reduce their maximum Glamour and Willpower pools by a combined total equal to the level of the Fetish. This power may not be used to create a Fetish item that uses the same power more than once every 6 games. Tags created with Rigging expire and must be destroyed at the end of game.

Riot

Mental. Call "Mass Riot" Those within 10 feet should immediately turn on their nearest target and start arguing and/or fighting.

Safe

Disable. Immediately remove your white headband to appear in the Realm. You may not move your feet, take any aggressive actions, or use any powers. As long as you do not do any of these things you take no damage and cannot be effected by any powers. If you wish to move your feet, take any aggressive action, or use a power, immediately replace your headband to re-enter the Umbra first.

Sap Blood

Status, Instant. Throw a packet, use the sig call "Sap 2 Blood" - the target loses 2 Blood if they use the Blood Energy type. If they do not, they need not call a resist, there is simply no effect.

Sap Will

Status, Instant. Throw a packet with the sig call "Sap 1 Will" - if your packet hits the target the target immediately loses 1 willpower if they have any. This power can be used while in Astral Projection.

Scrounge

Visit ST camp. Spend the described amount and notify the storytellers that you are using Scrounge. Receive a single-use item from ST camp. While at ST camp for the use of this power, you may not gain energy via any means.

Sense Aura

Mental, Instant, Sensory. Use the sig call "Sense Aura", you may ask the target their current strongest emotion, if they are supernatural, if they are your Type, if they are under a ritual effect, or if they have any magic items on them.

Sense Beast

Mental, Instant, Sensory. Use the sig call "Sense Beast, do you possess a Frenzy mechanic?". Yes answers by the target would include vampires, ghouls, and anyone with a Rage pool (even temporarily). Impostor and other deceptive powers allow a "no".

Sense Bond

Mental, Instant, Sensory. Use the sig call "Sense Bond, are you under the effects of a bond or bond-like effect?" The target must answer honestly.

Sense Deeply

Mental, Instant, Sensory. Use the sig call "Deep Sense" - you may ask the target three of the following questions: their current Willpower rating, if they are under a Mental Effect, how many ritual effects they are under, if they have Magic Susceptibility, If they have the Infernalist effect on them, or if they are under a Blood Bond, Charm, Love, or Obsession. Shifters, Gaian Spirits, and Kinfolk may ask if the target is Kinfolk. Vampires and Ghouls may ask the target's Path, Path rating, if they have committed Diablerie, or if they are a Ghoul. You may use this power multiple times on a single target to ask 3 questions for each expenditure.

Sense Desire

Mental, Instant, Sensory. Use the sig call: "Sense Desire" - target must tell you their strongest current desire.

Sense Emotion

Mental, Instant, Sensory. Ask the target if they are currently feeling the described emotion.

Sense First Form

Mental, Instant, Sensory. Use the Sig call: "Sense First Form", target must answer "Man", "Metis", "Beast", or if a Gaian Spirit, the thing that they are a spirit of. If they don't have an additional form, they answer with what they appear to be. In most cases, this will be "Man."

Sense Liability

Mental, Instant, Sensory. Use the sig call: "Sense Liability: Are you under any negative effects?" - the target must answer yes if they are under any harmful Mental, Status, or Physical effect. You may not choose to use a more precise call.

Sense Passions

Mental, Instant, Sensory. Use the sig call "Sense Passions", target must respond with any passions they may have. If they do not have Passions they may freely resist with either "Resist" or "No effect".

Sense Pool

Mental, Instant, Sensory. Use sig call: "Sense:" followed by the name of the pool, as described on the power descriptor line, the target should reply with their current Pool level or "Resist", or "No Effect" if they don't have that pool.

Sense Supernatural

Mental, Instant, Sensory. If a type is not specified on the power descriptor line then you may use the sig call: "Sense Supernatural: Are you a supernatural creature?" - you may not ask the type. If a type is specified, you may ask "Sense Supernatural: Are you a [type]?" - the target must respond truthfully. A supernatural creature is any character not written on a Mortal character sheet. If "any" is listed in the power description, or if multiple supernatural types are listed, you must choose one type each time you use the power.

Sense Taint

Mental, Instant, Sensory. Sig call: "Sense Taint: [type]", where the type is listed on the Power Descriptor Line. If the target is affected by that type of taint then they must answer with what level. If "any" is listed in the power description, you must choose one type each time you use the power.

Sense Triat

Mental, Instant, Sensory. You may use **Sense Taint: Wyld**, **Sense Taint: Wyrms**, and **Sense Taint: Weaver** all in one call. Target must respond with the levels of each.

Shadow Coax

Mental, Special, Touch. Touch a target, as long as you remain in contact with that target their shadow is in charge of the body. This does not increase the target's Angst. If they do not have a shadow, they may freely resist with either "Resist" or "No Effect".

Shadows by Firelight

Mental. While telling a story, spend the required energy, touch a target, call "Firelight Shadows: Join my Story:" and name a character in your story. The target takes on the role of that character and performs the actions described. Characters in the story may not cause actual harm while taking part in it and should call all damage as 0. The effect ends if you pause in your story for more than 10 seconds, if the target takes damage, or if your story reaches a total time of 10 minutes. All targets must be able to hear you while you tell your story.

Shadow Body

Equip a black mantle with a silver rim. You become immune to Elemental and Physical damage and may only attack with Brawl based weaponry. You may not use Medicine or Resist: Mental while in Shadow Body. While in this form you may only move at a walking pace. Call "Immune" to any effect you are immune to. You may not use this power while in Frenzy, and entering Frenzy while in Shadow Body immediately ends the power.

Shadowspeech

Mental, Special, Touch. Touch a target who has a Shadow, use the sig call "Shadowspeech: [question you wish to ask]" - the target player should respond to the question as their character's Shadow. If they do not have a Shadow, they may freely resist with either "Resist" or "No Effect". The target character should not recall being asked or answering the question. Must remain in contact for the duration of both the question and answer.

Shadowstep

While not in combat you may step into a shadow, go out of game, immediately travel to any other shadow within line of sight, then return to game. During this travel time you may not open any doors, nor retain any information you overhear or see.

Shape Object

Misc. Create a temporary umbra-bound relic using your energy. Objects created this way will last 1 hour or until they leave the user's sight, whichever is shorter. The object must be mundane and non-mechanical (nothing that requires a tag). Indicate your object is umbra-bound by wrapping it in white mesh or attaching a white ribbon. If you hand this item to anyone else, tell them it is spiritcrafted and if they leave your sight they must wrap it in orange ribbon, or go out of game briefly to return it to you. You may optionally attach a label that says "Shaped Object" and includes the end time. Items created with this power are created from the user's being - moving too far from the user or keeping it present for too long will cause the item to dissolve.

Shared Strength

Grant the allowed power(s) to another target for up to 1 hour unless otherwise specified on the power descriptor line. Shared Strength may only be used to grant one power per use. The cost listed is to use the Shared Strength power itself. You must also pay the cost of the power described. In the ItemMaker, this means the cost of the unmodified item. In a power tree, this is the cost of the power in that tree. If the power is not located in that tree, there is no additional cost. If the power can be used multiple times during that hour, you must spend energy per use you wish to give. Notify the player with sig call: "Shared Strength: [power name] [number] uses [time]". The target does not *need* to use the power if they do not wish to. You may not give Shared Strength as a power. Shared Strength is freely resistible.

Shatter

Physical. Destroy a tagged item by touching it with a physical attack. Use the sig call "Shatter."

Shattering Crescendo

Physical. For the duration of this power you may throw a damage packet for "2 sonic" once every 5 seconds.

Short Temper

Mental. Touch a target, call "Short Temper". The target begins looking to start a fight or argument over any little thing.

Shunt

Mental, Instant. Force another target into or out of the Umbra. If the target is entering the Umbra you must be able to provide the white headband.

Silent Voice

Offer a white 3x5 card to a target of your choosing. The target may read the card in its entirety but need not do so immediately upon receiving the card. The card must start with the text: "Phantom Speaker, you hear a voice:" followed by the full text you wish to convey. As 3x5s are not physical objects in the world of our game, the message cannot be intercepted intentionally or otherwise.

Snarl

Mental, Signaled, Disable. Hold your arm straight toward a target with your index finger pointed straight down and use the sig call "Snarl: Kneel before me." The target must kneel in place, is unable to attack in any way, and cannot speak louder than a quiet voice unless prompted by the power user. This power additionally ends if the user steps away.

Soul Walk

Count to 10, then equip a white head band to enter the Umbra. All damage that counts as aggravated to Wraiths counts as aggravated to you. You may return to your native realm instantly at any time simply by removing the head band - there is no energy cost for this.

Soulbind

Mental. Your target must be a Wraith, notify them that they are now bound to a card for 10 minutes, place the card. The Wraith must remain within 15 feet of the card for the next hour and cannot pick it up or move it.

Staking Arrow

Physical. Use the sig call: "Staking Arrow [damage]", where [damage] is the amount of damage you can do with your arrow. If you hit a vampire target then they take no damage, but are staked. If you hit a non-vampire target, deal [damage].

Steal Health

Physical. Touch a target, call "Steal Health 1", the target's health is reduced by 1 and your health is increased by 1.

Steel Fur Body

While in Beast Form equip a silvery mantle. For the duration of this power reduce all physical ranged damage (bullets, arrows, Force) to a maximum of 1.

Stone Body

Equip a red mantle. While in this state, you reduce all incoming damage to 1. You may not move faster than a walking pace, but you may otherwise attack and act as normal. While in Stone Body no damage is considered aggravated.

Subtle Blood Theft

Mental, Instant. Drain 1 blood from your target without the count call. Use the call "Subtle Blood Theft 1" to do so. You may only drain 1 blood from any 1 target once every 10 minutes this way. Please note that this power can be used in combination with Blood Sense. The target will not feel pain from this or notice the effect for at least 10 minutes. Because it immediately enters your system it is not considered swallowed - you will not incur a blood bond or be forced to frenzy via this type of drain. If the target does not use the Blood energy type they will instead lose a point of Health.

Summon Spirit

Mental, Instant. Use the sig call "Summon Spirits, Appear to me". Any Umbral Beings in the room are immediately drawn to the caster and made to Appear as with the "Appear" power in the Realm next to the user. An additional point of energy must be spent for each target beyond the first. Targets not naturally from the Realm who are brought into it this way may not use powers except for Astral Projection, Materialize, Shunt (Self), Traverse Gauntlet, or Convergence. Upon being struck by a damaging attack, they take no damage and immediately return to the Umbra. The target cannot deal damage to themselves in this state.

Suppress Emotion

Mental. Use the sig call "Suppress emotion:" followed by an emotion you believe the target is experiencing - the target finds themselves unable to feel that emotion for the duration of this power.

Sustenance

Physical. Gain additional blood for every 2 blood drained while feeding. This additional blood only applies to actual feeding, not to blood gained through other means. This additional blood rounds down.

Swollen Tongue

Status. Throw a packet and use the sig call: "Swollen Tongue", if it connects the target is unable to use words; they cannot use powers with spoken sig-calls (such as Obedience) or Rituals. If under the effect of this ability, you may make noise, but not words.

Tagalong

Once per game you may temporarily join any Werewolf pack without requiring the ritual to do so. This effect lasts the remainder of the game, and you receive the full benefits of being a member of that pack. You need not have permission from the pack or totem to do this. If asked what you are doing at a pack or caern activity, simply respond: "Tagalong."

Taint Cap

You have a maximum Taint level of 3 rather than 5.

Taint Item

Apply the Taint Effect to an object. Apply a temporary label with the text "[type] Tainted" to the object in a visible location. This effect is permanent until the object is cleansed.

Taint Reduction

Reduces taint level by 1 from any source.

Take Weapon

Mental, Instant. Call "Give me your weapon" - the target hands you a tagged weapon (not natural weapons) from one of their hands.

Telepathy

Mental, Special. Use the telepathy hand sign, hand with first 3 fingers closed, thumb and pinky spread. Look into the eyes of your target - the target may refuse Telepathy by simply not returning the gesture for no cost. Speak in a whisper or very soft voice - your target will hear your voice in their mind. Others who see this should ignore your communication.

Teleport

Physical. Touch the target, call "Teleport: [location]" where the location is defined on the power descriptor line. The target must go out of game, then go to the nearest of that defined location type they know of. If you are within 10 feet of that location and there is another one, then they may choose to go to the next nearest.

Tentacles

You may use 1 or 2 long brawl boffers marked as tentacles. While using these boffers you receive Augment. In order to deal damage with Tentacles you must have the Brawl skill. You may use them to defend even if you may not deal damage.

Terror

Mental. Use the sig call "Terror: Run from me." The target must flee from you and must attempt to remain away from your presence for the duration.

The Kiss

While feeding from a target, state "Invoking Kiss". The target should feel a sense of euphoria and will forget the 30 seconds before you began feeding and the time it takes you to feed. While under the effects of this power the target cannot act on their own. They cannot move, use powers, skills, or speak to anyone except you - if speaking to you, they must speak in a near-whisper. They will remember a pleasant sensation, but will not necessarily know why.

Thieving Talons

Physical. You may use a power that you know the target has for the next hour for 1 energy plus the target's cost. Touch the target and use the sig call: "Thieving Talons: [power name]". The target should respond with the cost. Convert the resource type to your native type if possible. If you do not have an equivalent resource (mortals borrowing rage powers, etc...), you may not use the power. You may not use this to steal a power you already own, nor may you steal Borrow Power; you may have only one stolen power at a time.

Think on That

Mental, Disable. Use the sig call: "Mediate on: [subject]" where the subject is something you know has happened that this character knows about - can be a past action, something the characters affected, or failed to effect.

Third Eye

Expose a third eye (drawn or prop) on your forehead. For Valeren, this eye must be red, while Obeah eyes should generally be natural colors. Reduce blood costs for Obeah and Valeren powers by 1 but add a 15 second cooldown. With this third eye exposed the skills granted by Healer heal for twice as much and you may choose to spend 3 Blood instead of a Will for Obeah or Valeren powers.

Thorns

Variable. For the duration of this power, whenever you experience the condition described at the end of the power descriptor line you may reply "Thorns: [Effect]"; the effect will be listed on the power descriptor line. You may filter the incoming strike, but may not resist or immune out of the effect in order to use the Thorns call.

Tool Usage

Other. After a 10 count of "attuning" the character gains the ability to use a single, specific, non-magical item that they do not have the Ability for. The ability to use this item lasts the duration of the power.

Total Insanity

Mental, Disable. Touch your target, use the sig call "Total Insanity: Collapse". The target should immediately drop to the ground and gibber or otherwise cease to make any sense. They must remain in this state for the duration.

Touch of Rage

You may give 1 Rage to the target, even if they do not normally have a Rage pool. This Rage will last until the end of the current game or until used. A target cannot have its rage pool brought above its normal maximum of 10 through use of this power. A target which normally does not possess Rage may not be given more than 5 total rage through use of this power. If giving Rage to a target that normally does not have Rage, the target gains a frenzy mechanic, and their health feeds vampires blood at double rate and incites frenzy. Additionally, a target given Rage gains each of the following powers: **Enrage, 3 Rage, Self, 60 seconds, when this effect ends, your rage pool is set to 0.; Augment 1, 1 Rage, Self, 60 seconds.; Healing Touch 1 (does not increase), 1 Rage, Self.; After 10 minutes in the Dying state you may spend 1 Rage to regain 1 Health.; Hanging On, 1 Rage, Self, 60 seconds.**

Toxicity

Your blood is dangerous to drink. When someone feeds from you, lose a point of blood (or health if you have no blood) as normal, but respond to the feeding with "Resist, 1 irresistible damage" - the individual feeding will not gain any blood and will instead take 1 damage. This effect cannot be resisted. This effect also applies to the Devouring Soul call as well.

Toxin Resistance

Target reduces all poison and toxic damage taken by 1. Target may ignore the side effects of Drugs and may not be affected by Alcohol. If under the effects of a Drug or Alcohol when this ability is activated then the target must immediately remove both the beneficial and detrimental effects, however, the 4 hour minimum limit between effective doses of Cocaine or Opium remains.

Transfer

You may give or take the energy type specified from a willing target. To do so, use a tapping 3 count followed by a draining or giving count for each energy given. You may also fill or empty an Energy Storage Fetish of the energy type specified while not in combat.

Trash is Treasure

Target may use any single untagged weapon as if it were a basic tagged version of the same item. If another player asks to see or use the item they should note that it lacks a tag and is thus unusable. Gaian Spirits may use any item they bring back with Trash is Treasure in any realm. Firearms still do not work in the Umbra. You may only use any given untagged item once per weekend this way, though it can be used by another person when you're done. We won't hold it against you if you accidentally use the same weapon twice because someone hands you something you already used but didn't realize. Just try to keep it in mind. You may extend the duration of this power to 6 hours with the expenditure of 1 Willpower.

Traverse Gauntlet

You may equip or remove a white headband to enter or leave the Umbra. This ability costs 2 Energy indoors, 1 Energy outdoors, or no energy in a place of power. If you are touching a window, mirror, or node card, you may step across immediately. If not, you must make a silent 10 count.

Tremens

For 60 seconds you may give precise commands to an unconscious, dying, or dead character. These commands should be whispered. Start these 60 seconds with the sig call: "Tremens: Act as I command" - the target cannot speak, stand up, or walk, but may do things like "roll onto your back", "sit up", "lift and lower your right arm", etc.

Trigger

Mental, Special. Instill a trigger in the target with 10 or fewer words. When that trigger condition is met, the target receives the effect described on the power descriptor line. Unless specified in the sig call, this effect cannot last beyond the end of game. The Trigger ends when the triggered power begins.

Trust Me

Mental, Persistent. Tell the target a story, end the story with sig call "Trust Me: You believe this." All who heard the story will believe that your story was true until the end of the current game session.

Truth in Lies

This power provides a foil to Honesty. When commanded to give an Honest answer through powers or rituals you may answer with a falsehood.

Turncoat

Mental. Sig Call: "Turncoat, you are my ally" The allegiances of the target switch entirely. The target must attempt to fulfill the goals of the user of this power by whatever means are available. The target must defend and heal the allies of the power user, and attempt to defeat the enemies of the power user to the best of their ability. The target will be inclined to follow the orders of the power user, but will act to the benefit of the power user even when orders and objectives are unclear. This power cannot force a character to directly injure themselves or to kill another fallen character. This power ends when the target is dropped unconscious. After the effect of this power ends, the target may come to the conclusion that their actions were somehow manipulated, but not necessarily how or by whom without reason.

Ultimate Logic

Mental, Persistent. After 10 minutes of conversation with a target, use the sig call: "Ultimate Logic: [10 word statement]" - the target believes this statement is true until end of game, or until significant evidence is presented to them otherwise. This effect can be broken by Clarity.

Unhidden

A character with this power may designate targets (as defined on the power descriptor line) - notify them that you are Unhidden to them. For the rest of the game weekend, those targets are allowed to see you, even if in a realm they cannot normally see, and even if you would normally be hidden from their sight (through, for example, cloak)

Unseen

While in Cloak, spend the required energy, you may choose to move. If you leave Cloak then this power ends. You may use this power with Mass Cloak with no cost increase.

Vanish

Target must go Out of Game for no more than the duration and no less than 1 second under the duration. This does not break Mental or movement impairing effects, otherwise the target may move as normal during the time they are OOG.

Vaporous Body

Equip a white mantle. You are immune to Damage and Status effects, may only use non-offensive or Mental powers, and may not use any power that is considered "Physical". You may not use Medicine, Resist: Mental, or any effect which is tagged as Physical while in Vaporous Body. While in Vaporous Body, you may walk through any door, even if locked with a level 3 lock. Call "Immune" when you are hit with an effect that you are immune to.

Ventriloquism

This effect lasts 60 seconds. Use the sig call "Ventriloquism: Repeat after me, [short phrase]". The target must repeat the phrase verbatim in a loud, clear voice. For the remainder of the effect, you need only say "Ventriloquism: [phrase]"

Visage

After a 10 count, you may alter your outward appearance; equip or remove any mask or prosthetic including mantles that represents another power. You may wear any other mask or prosthetic that you wish; if you equip an item you do not get the benefits of that power. You may remove any mask, mantle, or prosthetic that you wish; if you remove an item that is a requirement for a power, pause any timers and suppress all effects of the associated power. The power returns at its original timers when you release Visage, requiring you to restore any props required. You may also remove any costuming requirements while this is in effect. Using this power **only** to remove costume requirements has no cost. If this effect was used on you, you may cancel it after its minimum duration.

Visions

Send the target to ST camp to obtain a Vision. Instruct them to provide your name and request a Vision.

Vitalsigns

Mental. You may give a target a different answer to any diagnostic question. Touch the target and state the sig call "Alter Vitals" followed by the status, such as "If asked your health levels, you are at 10." "If asked what happened to you, you fell on a rock." Or even "If asked any diagnostic question, the answer is 'no'". Each imprinted answer incurs the cost. The effect lasts for 10 minutes unless otherwise specified.

War Form

Form. Equip a mask designated by this power. This power lasts until deactivated unless otherwise specified. Falling unconscious while in this form reverts you to your natural form. Remember that while wearing an animal mask you inflict the Delirium effect on mortals. While in this form, gain access to the powers **Resist: Mental, 3 Energy, Self** and **Aggravated Damage, 1 Energy, Other, 1 brawl attack** - if you have two Energy Types, use the Primary with these powers.

Ward Door

Attach a 3x5 card to a door with the following text: "This Door Is Warded [start time], [duration], Spend [cost] to enter". Unless otherwise specified, this power lasts for 2 hours. You may expend additional energy to increase the duration by 1 hour per energy spent. None may not pass through this door from the warded side without spending the required pool or being invited. In order to invite another character, you must remain within touch range of the door. If the power descriptor line lists a type and target cost, adjust the text to: "This Door Is Warded against [type] [start time], [duration], Spend [cost] to enter". The target type must spend the required pool to pass through the door from the warded side or be invited.

Ward Walking

For the duration of this power, you may pass through wards that would otherwise affect you as if they did not exist.

Watcher Sight

You may see characters in orange headbands who are either following another individual or are stationary. This allows you to see individuals using Clairvoyance or Possession. If a player is out of costume or obviously not playing a character, this power does not allow you to see them. A player wearing an orange headband who is truly out of game (if you're not sure) may clarify their out of game status by flashing or maintaining a second Out Of Game signal.

Weaken

Status. Throw a packet with the sig call "Weaken". If it connects your target receives no benefit from Augment effects for 60 seconds.

Wither Limb

Status. Your target loses the ability to use one of their limbs. If holding weapons in both hands or a weapon and shield they must drop one of them. If holding a 2-handed weapon, you may not use that weapon. If holding only one weapon or shield, drop that piece of equipment. Being struck a second time by this power affects the opposite limb, but the original limb returns to a functional state.

Wraith Magnet

Mental, Instant. Call "Wraith Magnet: Wraiths come to me!" all Wraiths in the room or within 10 feet must come to you. They need not be friendly once they arrive.

Written Word

You may use any written communication tool to communicate with individuals on the other side of the Gauntlet.

Wyrmcalls

Mental, Instant. Use the Sig Call "Wyrmcalls: Wyrms show yourselves!", all wrym tainted individuals within 10 feet must focus all of their attention on you until either you fall into the Dying state or for the duration of this ability.

Wyrmfoe

While attacking a Wrym Tainted target you may call "Wyrmfoe 5" damage with any attack you may perform. You must first determine whether the target is Tainted with the Sense Taint: Wrym power.

Zombie

Use the sig call "Zombie, do my bidding" against single dying target, this immediately freezes their death timer for the duration of the power, a command (such as "Defend me") must be given when the target is placed in the zombie state. A zombied character has 10 health and cannot use powers. Zombies are immune to mentals while active. Reducing the target zombie to 0 health removes the Zombie effect.

