General Rules:

The staff of Wasting the Dawn (contactable at WastingDawnST@googlegroups.com)) reserves the right to alter any of the game rules below at any time if we feel it is in the best interests of fairness, balance, narrative of the game, or for any other reason. The ST staff may make rules calls which disregard these rules at any time for any reason.

Obey the 7 Rules Thou Shalt Never Break.
1: No touching without consent, no stunts.
2: No weapons.
3: If you choose to come to game drunk or high, you may be asked to leave.
4: It's only a game.
5: Be mindful of others.
6: Do what works for you.
7: Have fun.

Anyone over the age of 18 can play. ST staff of Wasting the Dawn reserves the right to ask any player to leave at any time. By signing into game you acknowledge that you are a responsible adult. That means you are responsible for your own safety, and that you agree to both these house rules, OWbN wide rules, and our code of conduct.

We want to create a safe space for our players, and every player has the right to opt out of scenes or descriptions involving content that they find objectionable or triggering. Opting out of a scene after incurring in-game consequences will not prevent in game consequences.

Excessive arguing with the ST staff is not tolerated. You may politely point out when you believe the rules as written are not consistent with the rules call made on scene. However, when the ST says their decision is final, there will be no further discussion at that point. (It should go without saying that) Threats, foul language, and yelling are not tolerated on an Out of Character level. If, after a scene, you wish to contact the staff to voice your issue, that's acceptable. However at all times staff should be treated with respect.

Our Priorities with players:

1. Our local players
2. Visitors during game or submitting follow up downtimes after a visit
3. People submitting Downtimes who aren't in our game

We worry about the fun of our players before visitors, and both groups before people sending us Downtimes.

Our Disciplinary Policy:

Violations of the rules as written or inappropriate behavior (as determined by the ST staff) will result in a single warning being issued. Continuing violations or inappropriate behavior will result in punishment to be decided by the ST staff. Punishment includes and is not limited to: temporary or permanent ban from game, PC killed or administratively rendered unplayable, removal of xp (experience points), and potential OWBN Disciplinary Action. For extreme situations STs can choose to bypass a warning and assign a punishment instead.

Wasting the Dawn Reserves the right to ban players for any reason, including for actions reportedly taken in another game or outside of game. Bans can be appealed to WTD staff. We also maintain the right to bring disciplinary actions, up to and including lifetime bans, to One World By Night, following the procedures in the OWBN bylaws.

Source Books:

We use White Wolf's Mind's Eye Theater "Laws of the Night" Revised for our general rules and "Dark Epics" for influence, items and supplemental rules. Materials from OWBN packets will be used when binding but may be used when optional at ST discretion. Various other White Wolf books may be used.

Sign In:

You must sign in before you can enter play in-character. You need to officially sign out if you wish to leave active game-play but still remain at game site. Do this by notifying a

storyteller and having *them* sign you out on the sign in sheet. STs may determine you cannot sign out based on IC events. In Discord use the sign in channel. Visitors should see the Travelling to WTD section below.

All item cards must be signed by WtD staff in order to be valid for play, and stamped if possible. All sheets must also be signed and stamped if available. If your home game doesn't use a stamp, a signature with the game name is acceptable. Item cards that are checked into WtD may be confiscated, transferred to another player or destroyed at the discretion of an ST. For Discord, we want to approve item cards being brought in.

You will receive XP for attending game so long as you arrive before the end of game, sign in, and do some roleplay. If it's 11:45 and you show up, you'll still get XP.

Scenes may be run with your characters in downtime. If those scenes are set in the territories claimed by Wasting the Dawn, they are considered "hard proxy" and anyone taking part in those scenes are considered under the jurisdiction of Wasting the Dawn. The STs may waive the need for visitors to send a sheet.

You may only sign in one character per night.

Accessibility:

We currently have two locations in the East Bay, one in Berkeley and one in Oakland; both sites are accessible by wheelchair - the Berkeley location at ground level with ramps, and the Oakland location with an elevator.

Staying In Character:

If you are physically present at game and are in the process of speaking with or interacting with people who are IC, you are considered to be IC. To be OOC, you must have the appropriate hand signal up indicating that you are OOC, and must be speaking of OOC things, or speaking to an ST to "not be here". If you wish to be OOC for more than a few minutes, please meet your friends elsewhere and don't interrupt gameplay.

Private meetings: Private meetings should not be held within view of other players. If you are standing, sitting or grouped in the view of players you are there unless you have a "Private Room" or "Not here" card, displayed prominently. Large official meetings must be notified to an ST, or have an ST present to be valid if chops are or might be thrown.

In Contention:

1. A PC is in contention when they are being sought by one or more PCs, or NPC's (in or outside of WtD). If a PC survives for more than 3 game sessions of active RP (meaning they are AT game, in WtD, and IC the entire night) then they are considered to have slipped past the guard of their enemies and can then be shelved. If you never come to game, but piss off a group of people through DT and IC correspondence, they may be allowed to track you in downtime depending on the circumstances.
2. If you survive 3 games, and on the last RP session piss off a NEW set of people, you are now back in contention, and cannot shelve for another 3 games. This is subject to ST discretion
3. It is the responsibility of the aggressors to make their intentions known to the WtD ST staff, otherwise we will presume the PC got away with it, and they can shelve at any time.
4. If your PC becomes a significant issue in downtime scenes that it affects other areas or email lists to the point that you gain the attention of a Coord level NPC, your PC will not be shelved until that Coord NPC's actions are resolved.
5. A player actively avoiding the consequences of their IC actions by not showing to game (as the PC in contention) in WtD, but showing in other games will be subject to any resolution the ST staff sees fit. This includes having your PC portrayed by an ST at WtD

Character Creation:

General:

1. We currently allow ghouls, Camarilla, Giovanni, Kuei Jin, Independent or Anarch PC's in game at this time. We don't allow Sabbat, Inconnu, or Revnants.
2. Sect Status and equivalents can be bought at character creation, but are limited according to the pre-exisiting genre packets and bylaws.
3. Access to the OWbN Cam list requires that your PC tell the List mod the domain they were acknowledged in as well as who acknowledged them, so deciding where your character was acknowledged early is best. Certain cities require working with Coords to receive approval to have been acknowledged in them, as do some merits or flaws.

4. You may start as low as 11th generation without a written background. Anything lower (10-8) requires a background and approval by the WtD staff. The more detailed the background, the higher the chance we will approve a lower gen. Even if you have a PC sire, we will still require a background. For people with a PC sire, your generation background is free, as permitted under the OWBN Character bylaws.
5. You may not play magic-using clans or the same clan back to back, nor may you be in that clan as a ghoul. Please vary your characters. It will enrich your game experience.
6. We run character creation based on the Laws of the Night Revised.
7. Please be aware that some clans are EXCEPTIONALLY structured and difficult to play and thus are not recommended for players new to OWBN.
8. Some clans and bloodlines require Coord or Council approval before they can be played.
9. A starting character may not buy any ability or discipline at higher than 3 (excluding Attribute Traits) without Storyteller permission.
10. Negative Traits must be taken from Laws of the Night Revised. Alternative Negative Traits from other books are not permitted for WTD PCs.
11. You cannot have more than one active PC of the same sect based in WTD.

Creation Experience Points (XP):

OWBN allows up to 160 XP to be awarded beyond base character creation within 1 month of the character being played. These rules govern that.

1. New characters may get up to 160 rollover XP from a previous PC per OWBN bylaws.
2. Camarilla characters are recommended and will receive bonus XP.
3. Writing a background will earn you bonus XP.
4. New characters may receive bonus XP for playing under-represented clans at ST discretion.
5. Characters created using the hallergames.com online character database may receive bonus XP.
6. Your PC must start with 1 dot in the following Lores: Your Sect, Your Clan, Your Creature type. This does not count against the starting build for your PC if you have no bonus XP, but does reduce the maximum Creation XP you can get.

Downtime:

1. The two Downtime Cycles begin after game and end the 2nd and 4th Tuesdays of the month respectively. This may change at the discretion of the staff.

2. Downtimes must be sent via hallergames.com by Tuesday at 11:59 pm PST the week of game or it may not be counted toward that game. Visiting characters may submit downtimes via e-mail to the group email: wastingdawnst@googlegroups.com

3. During downtime you may have 3 Major, and 3 Minor actions per Downtime (Each action should try to be concise). Examples of Major Actions: Extensive Feeding, Haven Hunting, Complex Investigations, Patrolling, teaching/learning combo disciplines or out of Clan, Crafting things beyond x3, Creating most magic items. Examples of Minor Actions: Irregular Feeding, research, most substantial Influence actions, learning lores or new abilities/skills, simple crafting, some Rituals.

   (Human Retainers - if not dedicated to expanding Influence or other tasks - can add to your Minor Action pool on a 1/1 basis)

   (If a Major Action is used to Feed, you come in at full Blood; if a Minor Action is used to feed, you will come in at 1/2 Blood; if neither is used, you will come in at 1/4 blood; Visitors will always come in at 3/4 Blood.)

4. You may teach any 2 things per downtime (disciplines, Lores, etc).

5. Influence, abilities and traits other than willpower. refreshes at sundown on the 2nd and 4th Fridays. Willpower refreshes one per game, or at ST discretion for accomplishing a significant character goal.

6. Your DT period IC includes the time between when DTs are Due and when backgrounds refresh.

Experience Expenditures:

Players are allowed one experience expenditure per month, due the Tuesday before game at the latest. Wasting the Dawn may, as per the Bylaws, occasionally award or remove backgrounds including influences for no cost to a PC in play, or, at the STs discretion.

When backgrounds are awarded it must be explicitly noted in the xp at the time as an award without cost. There can be no refunds of xp for awarded backgrounds.

1. You may purchase a maximum of 4 things in each of the following categories per experience expenditure session. Backgrounds (including Influence), Abilities including Specializations, Attribute Traits. So in each of those you can buy 4 things.
    a. For backgrounds, you are limited to two in a single background max.
        i. You may be limited in purchases at ST discretion
        ii. You must provide a way to justify your purchases including assistance from other characters, theft after tracing, roleplay during game or downtime actions to develop the influence.
        iii. The aid of another character can help you get one additional influence expenditure per DT.
    b. For abilities including specializations you may not purchase more than two in a single ability in one downtime.
        i. A specialization counts as a purchase of the ability for this restriction.
        ii. Unusual abilities require a teacher.
        iii. See Lore Rules for special restrictions.
    c. For attribute traits, you are limited to 2 in Physical, Social or Mental per downtime.
        i. A negative trait being bought off counts as purchasing an attribute trait in the category it was a negative trait for, for this purpose.
2. Discipline purchases which are limited to 3 per downtime.
    a. You are limited to two in any one discipline
    b. A combo power counts as one in each prerequisite discipline for this restriction.
    c. Combo powers require a teacher who possesses one prerequisite discipline in clan, and know the power they are teaching.
    d. A type of blood magic (Thaumaturgy, Dur An Ki) counts as a category regardless of path or rituals.

    e. Out of Clan Disciplines require someone who possesses a greater level than they are teaching.
    f. Disciplines other than the Cardinal 8 require a trait of blood to have been consumed from someone who possesses that discipline in clan.
3. Morality Traits, Virtue Traits and Willpower are limited to 2 per downtime.
    a. Morality Traits and Virtue Traits require justification to buy, preferably roleplay with PCs.

Earning Experience:

1) XP is used to refer to an Experience Point, as defined in LotN Revised.
2) No XP can be earned by inactive or shelved characters.
3) Your PC will only earn Org Service XP if you request it each DT session.
4) You cannot earn more than 3/4s of your max xp for the character in Org Service XP per month, awarded at the beginning of that month.
5) No Character may earn more than 12 XP per month after character creation, per OWBN bylaws. That max lowers based on experience points total, see http://www.owbn.net/bylaws/character for details
6) You must indicate any extra xp you believe you have earned beyond attendance at Wasting the Dawn in your xp spends.
7) **Do not put XP spends in Downtime Actions, our Sheet Admin can't see those.**
8) XP Awards:
    a) Attendance: Max for Home Game; 6xp for visiting another game.
    b) Downtime RP with other PC's: 2xp per month.
    c) Additional Travel XP may be awarded if you physically travel to a game outside of the SF Bay Area at ST discretion
    d) Journal (a narrative about your character, an in character journal entry, or a description of your character's thoughts that is shared with STs; a journal has to include information about other PC's or current plot): 4/6/8xp per month depending on max earnable XP.
    e) KUBLACON or other special event XP: Automatic max
    f) Service XP for Coord, Subcoord, CM, ST or sheet admin duties: 6 XP a month for one character + 1 if the character earns max 10 XP, + 2 if they earn max 12 XP, provided no other game is awarding for that position.
    g) Attending additional games when already at max xp for the month will earn a PC 1 PvE retest in WTD per game attended; these retests will reset at the beginning of each year.

Traveling to WTD:

1. If you are visiting WtD - Character sheets must be sent to us no later than 7pm Tuesday night before the game you wish to attend. If we don't receive your sheet you must have a current printed (unaltered: no pen/pencil additions) sheet signed off by your storyboard on your person when you visit the game. We don't allow Sabbat, Inconnu, or not Vampire/Ghoul sheets.
2. Sheet elements or items in general may be removed or changed to preserve game balance in WtD.
4. Visiting characters who wish to take on a position as a court officer or other role with local authority over local PCs (Tremere Regents, Ventrue Aediles and Giovanni Dons for example), must transfer to Wasting the Dawn.
5. Reiterated from 'Bodycard'; signing into WTD is considered a Hard-Proxy and requires that a PC be physically present within the chronicle; exceptions may exist, but are on a per-case basis as determined by staff.

Travelling from WTD:

1. If you are going TO another Chronicle, please request you sheet to be sent no later than Tueday at 7:00 pm the week you wish to visit the other game.
2. If the game you are visiting uses Haller Games, please send your sheet using that.

For Travel Only

Certain game play elements are permitted in other games but not in Wasting the Dawn. For the purposes of travel, Players of PCs based in Wasting the Dawn may have such elements on their character sheet, or may have item cards. Such items cards or elements must note that they are For Travel Only - Not for WTD Play.

Transferring Home Chronicles for your PC:

1. In order to transfer any PC's housed in our chronicle you must notify both our board and the board you wish to transfer the PC(s) to in writing via email. BOTH boards must agree to the transfer.
2. Either board has a right to refuse the transfer for any reason.

3. NO transfer of a PC will be approved if the PC is in contention.

6. Characters who IC live in or have court positions in WTD must be based in WTD or request a transfer before next game.

Active/Inactive/Shelved/Retired PC Status:

1. Active: An Active PC is one that does not fit the definition of Shelved, Inactive or Retired.
2. Shelved: Your PC is considered to be shelved if you report to us you intend to shelve. Once it is “on the shelf”. Your character is effectively paused. You cannot communicate IC, either in scenes or online, in any way and does not earn xp. You can request to become Active again at any time but most attend a game with the character to do so.
3. Inactive: Your PC may be designated as Inactive if you do not attend game for 3 months and is not in contention. Inactive PCs will be treated in a similar manner to Shelved PCs. During this time of Covid-19, we aren’t designated any PCs as inactive.
4. LIST PC: You may arrange, with the staff, to run your PC over the lists should things such as LIFE get in the way of coming to game. We must have written notice of why you need to run a list pc, and your approximation of when you can return to game. Your PC is subject to any and all downtime attacks, haven hunting, etc as any other active PC is. The same goes for ‘Con PCs’. Once you attend a game outside of WtD, you must attend a WtD game in order to maintain active status.
5. Retired: Sometimes playing a PC loses its fun. You may retire your PC at any time, for any reason, and in any state of play. The PC will become an NPC of WTD. At that point, make a new PC, and enjoy! The ST board has the right to run your PC in order to finish any plotline you have created. You may not argue with the ST staff on how your Retired PC is played.
6. If one of your PCs is in contention, you MUST play that PC until the contention is resolved or 3 months pass.

Body and Item Cards:

Item Cards:

1. Unless noted on the card and signed by the ST staff, all items will use stats from the Dark Epics item rules. See For Travel Only regarding items only approved for travel.
2. All item cards used must be presented when in use. Players or storytellers in a scene have a right to ask to see the card.
3. All item cards must be signed and Stamped (if available) by an WtD storyteller before they can be used.
4. Item cards that are found on a table, the street, etc become the property of the finder, as if they had found the actual object lying about. The item card is only considered found if the player/PC dropped it, or if it was taken off a torpored or ashed victim. Players removing cards from a jacket, purse, car, card holder, someone's house etc will likely be subject to GNC and a game strike at the discretion of the ST staff.
5. It is good form to ask an ST before simply keeping unattended item cards.
6. Item cards are not required for minor non weapon items, such as $20 cash, a Swiss Army Knife, or basically anything you can buy at a 7-11.
7. As stated previously, item cards checked into WtD can be confiscated, transferred to another PC or destroyed by an ST. Just because you wrote an item card or created it, you may not claim it's your personal property to prevent an ST from taking it.

Body Cards:

1. If a character leaves their "real" body (i.e. possession suit, psychic projection, etc.) then a card stating where the body is must be given to the Storytellers before entering play.
2. Players "real" bodies must at all times be within the boundaries of the WtD chronicle. This includes when in hard proxy during a downtime scene.
3. If a Body Card is not turned in to an ST it will be assumed that character is in their real body.
4. When using Possession or Subsume the Spirit a card for the Ghoul/Animal used must be on the player at all times.
5. Any Staked or Torpored bodies must be represented by Body Cards signed off by WtD Storytellers.

6. Bodies brought into WtD from out of town must also be cleared by the WtD Staff.
7. To prevent possible problems, an ST must be present in any scene where a character is staked or otherwise made into a Body Card.
8. If there is not an ST signature on a Body Card for a scene, it is redlined.

LOST BODY CARDS, IC PROPS, ETC.:

1. Your character sheet is not an item card; it merely represents what your PC has within their own person, and as such, if you lose your "soul" (IE: drop your character sheet), it cannot be used against you. If you find someone else's sheet, you are required to turn it in to our board or the player it belongs to. If it is found in your possession, and has not been turned in right away, disciplinary actions may ensue.
2. IC Props: If you find someone's prop lying about, you can bring it to the ST board, and we will write an item card for it, so your PC has it. Then we will inform the owner that the item is no longer in their possession but WILL be giving the physical prop back to them. They cannot use that prop unless they either make /find/buy a new one IC, or they get their toy back IC. Props cannot, in any way, take the appearance of anything that could be mistaken for a weapon.

Backgrounds, Influences, Havens, and Mentors:

Havens:

Your overall security is a combination of your resource level and the level of the background Haven. If you have not submitted where your haven is located, you are considered to be living in the Van under the Freeway. Haven defenses can either be specific or generic, depending on how much of a write up you send in. The level of resources expended for each haven determines how safe you are. We encourage being creative. (We do have the right to refuse a Haven that we feel is meant only to kill other PC's.) You are considered to be at your own haven by dawn each evening unless you submit to our board a notice telling us where your PC is staying. The notice must be submitted, either in writing at the end of the game, or in writing online. Maintaining a Haven in another Chronicle is not allowed at this time. If you want to have someone stay in your haven, they must submit to our board and their board (if applicable) that they are doing so. They are subject to the mercies of your haven's securities, and are considered to be at our mercy if they are staying at a location controlled by our Board.

Haven Hunting IS allowed:

If you wish to Haven Hunt, you must send a detailed description of what you are doing, what resources you are using, and run the chops during game or via e-mail. Your success will vary depending on the various factors involved. Retired PC's who are in our control can still be found and hunted. Hunting PC's who are shelved will not work. You may choose to hunt NPCs at your own risk. Haven Hunting in other domains is subject to the House Rules and the ST board of the domain in question; we have zero control over that situation.

Influence

Influence caps at your total number of traits plus the number of human or ghoul retainers up to your Humanity rating. If you are not on Humanity, you don't get this benefit. Retainers do not need to be dedicated solely to managing influence, they can be available for other tasks.

Influence use must explain how the influence is being used thematically.

We use Dark Epics Influence Endeavors with some clarifications:

Affect one Specific Endeavor you are aware of in a category	**Pick a specific Endeavor in a category you can do, affect all endeavors like that**	**Affect your own Influence in one category**	**Affect someone else's Influence in one category**
Normal Influence Actions	Watch (Normal, Attack, Block, Follow (if you), Growth and Watch)	Conceal (your influence only) Vs Trace attempt	Trace Vs Conceal Level
Stealth (If not your action you can Trace it.)	Block (Normal only) Vs Boost for the Boosted endeavor	Defend (your influence only)	Attack (if Traced) Vs. their level in the category + Defend
Boost (If not your		Growth (your	Follow (if Traced)

action you can Trace it.)		influence only)	Vs Stealth
			Combine (2 to 1 unless by Procurati or Ventrue to Ventrue)

1. All Influence use, rumors, etc is at ST discretion.
2. Where Dark Epics reads month, read downtime period.
3. Influence endeavors may cause rumors. The more unusual or high level the use, the more likely this is. The use of Fame to affect things will also affect this. Rumors may be investigated, but even if generated by influence use they may not be Traced or retroactively Watched for.
4. Successful Stealth hides the affected endeavor from Follow and Watch Actions but not Traces (ignore the text under Trace). It represents concealing knowledge of the endeavor happening. If there is an influence rumor about an influence use, stealth usually bumps up the level of influence required to get that rumor.
5. Conceal hides your influence from Trace Actions for a single downtime, not just a single endeavor, but all of that category of influence. It represents hiding the connections between you and your influence. If someone attempts to Trace your influence but fails to exceed your Conceal level, the trace turns up no source, the same as if no influence was behind it, however a person can try again in the next downtime.
6. Block can prevent a particular Influence action from being done, not meta actions.
7. We don't use Growth meta actions as per Dark Epics. Instead your XP spend is considered a Growth for the Month it happens in. It may be Stealthed as normal. RP may allow additional Growth.
8. We don't allow influence meta actions from one category to another. You can't Stealth your Politics with your Finance. We may allow lower level cross influence actions at ST discretion, but it costs 2 extra influence traits, can only be used on the first three levels and always result in a rumor (example, spending all three traits of your Finance 3 could be used

to perform Politics 1, minor lobbying, but will result in a rumor about local bankers meeting with the city).

9. In order to be able to tell someone how to Trace an Influence someone must have Traced it themselves, or it must be their own influence.
10. Fame may be spent to Boost an Action either your own or from someone whose Fame reaches (for Fame beyond what's needed to reach the Bay Area, but every dot of Fame you spend lowers the maximum Stealth rating that can be applied by you.
11. Influence Combined using Fame likewise lowers the maximum Stealth Rating of the action.

Allies:

Can be expended to get a semi-persistent mortal NPC for the duration of a Downtime. If they have influence, it doesn't pool with yours, but is used at your direction. This NPC is not fungible, if you spend 3 levels of Allies so that your Ally only has Health 3 to Watch something and get a hit, you can't spend 5 dots of Allies as Health 5 to Trace the influence next downtime as that's a different NPC, nor can you Trace it yourself. You can repeatedly spend to maintain the same ally. If they Trace an Influence, they can show you how to Trace the next downtime as a separate Allies expenditure at the same cost. Allies can only be used by PCs based in the Chronicle unless they possess the Follower of Set Spies Background.

Contacts:

Contacts unlike allies are like having the relevant influence yourself, but only for info gathering. You can do normal influence stuff if it's information gathering, getting a police report for example. If you get a hit on a Watch with Contacts, you can Trace the hit yourself or with any level of Contacts used at the same influence, and if you have Watched they can Trace. The same is true for Follow endeavors. However this means that your Contact Use can be subject to all influence endeavors. If you have dots in a category that you use contacts for and your Contacts action is traced, your influence in that category is Traced. If you don't have any dots of your own in a category and your Contacts are Traced while you are using them for that influence, then any subsequent Follow or Attack Action on that Trace prevents the use of Contacts for the Downtime as they get spooked, but has no other effect. By the next downtime any Trace on them is gone as you gather new Contacts. Contacts can only be used by PCs based in the Chronicle unless they possess the Follower of Set Spies Background.

Herd:

Blood obtained from the Herd Background can only be utilized ‘per session’, which usually means once per month during our official game night; if WTD Staff chooses to run a ‘Downtime Session’, Herd can be utilized for these sessions in addition to during the official game date. Additionally, Herd may be ‘pumped’ for extra blood, if used in this way: at x2 blood per Herd - all dots of Herd will be unavailable for one month; at x3 blood per Herd, all dots of Herd will be unavailable for 2 months. Theoretically, Herd can be drained for more, but permanent dots will be removed for such an action - with no xp refund.

Mentor:

Mentor points are built through RP. Mentors are Elders or those with Elder level Knowledge or power. You can have a mentor in our game, or any other game, as long as that chronicle is willing to run them. We have the right to veto anything the mentor teaches/gives you if we feel it is not realistic for your PC to have convinced said elder to do. There is no timetable for building mentors, it is all IC. You may request that the mentor level go “up a notch” if you have been RPing favorably with the NPC. You can lose mentor points by acting like a rube. The powers and limitations of mentors are at the whim of the ST staff. Mentors will not act as bodyguards for PCs under any circumstances. They are characters with their own agendas that may not align conveniently with their protégés.

Retainers:

You may have up to 5 animal retainers, and up to 5 other types of retainers, a combined pool including ghouls, wraiths, mortals or any other type of dedicated servant. Each one may be up to 5 points. Stats for these will be done on a case by case basis. If you wish your retainers to have influence of their own/ increase your total influence cap, here’s the formula. Each retainer (that is not an animal, wraith, or anything other than a person) increases your PCs influence cap by 1 point as per 105 of Laws of the Night. Retainers may not use backgrounds themselves.

Retainers may not be used in combat except if possessed or subsumed. Supernatural Retainers including Wraith and Spirit Retainers, IE retainers with any powers other than an ordinary mortal or animal, must have a sheet. They can travel no faster than a PC, regardless of powers or abilities… the umbra/shadowlands are not a cakewalk.

Additionally, all uses of Retainers need ST permission to enter into challenges against PCs. Once a Retainer of any kind enters the Chronicle, they become an NPC under ST control.

Resources:

Income from resources represents the money your PC left over after expenses to spend. Cash is not automatically banked. To better reflect the wealth disparities between the rich and the poor, we have decided to increase the cash amount at higher levels. You now get Cash once a month rather than once a downtime, and the amount is equal to the amount of resources given in the Laws of the Night Revised, multiplied by the level of the background as below. Level 6 resources is only available to Ventrue who take Paragon Resources

0. $200
1. $500
2. $2000
3. $9000
4. $40,000
5. $150,000
6. $600,000

Additionally: the Finance ability will increase your cash income by 10% per dot, and the Finance influence will increase your cash income by 20% per dot. For example, a character with Resources x4 - Finance [Ability] x3 and Finance [Influence x5] would have a monthly income of [40,000 * (1+{.2*5}+{.1*3}) = $92,000]

Health:

Expending Health Influences to obtain blood traits is usually on a one for one basis; however, at the highest levels, you may obtain more given your access to blood resources. At Level 4 you may acquire 10 blood traits (a cooler's worth) as an action; and at level 5 you may acquire 30 blood traits (a freezer's worth) as an action.

Abilities: Standard, Performance/Crafts, Languages:

Ability types:

Standard abilities found in Laws of the Night Rev, dark epics, and the Camarilla Guide,, can be purchased at the normal rate, as described in the Downtime Actions section. You may specialize in almost anything with valid IC reasons, and must assign them to an appropriate ability. IE: Your PC is a doctor. You would take Medicine with specializations possible in fields such as Surgery, Neurology, or Obstetrics. Specializations: Specializations may be in a specific level of a

discipline, but not the entire discipline. So you may have Animal Ken spec: Quell the Beast, but not Animal Ken spec: Animalism. You must have Level 3 in the ability before you can attach a specialization to it. All abilities will be held to what is common sense for a PC to be able to learn in a certain time frame. Other abilities may be purchased at ST discretion.

Alertness:

Spending Alertness to nullify Surprise is expended per instance; it is not a blanket spend for the round or the scene.

Area Knowledge: [area]

You can buy the ability Area Knowledge to reflect extensive experience in a particular area. The more focused, the more knowledge you will get, IE Area Knowledge: Berkeley would only work for the city of Berkeley, but a dot in it is going to give you more specific info than Area Knowledge: Alameda County. The biggest area you can cover is a county.. Smallest is a particular neighborhood. You have to go to the places to buy this ability.

Lip-Reading:

A custom ability required to read lips. An opposed test against the opponent’s mental traits to get the gist of what they are saying, appropriate abilities like subterfuge or ventriloquism can be used to retest. For recordings it is a static challenge with a difficulty equal to the mental traits of the individual or set by the ST. If you can’t visibly see their mouth, you can’t lip read them.

Blood Preparation:

"You know the effects of various substances on the blood. You can use this knowledge to recognize foreign substances in any blood you taste, and you also know the art of feeding your victims certain substances to get the desired taste and effects. You are knowledgeable in chemicals, intoxicants, herbs, spices, and food, and how they affect mortal and immortal blood. You can prepare a variety of flavors for blood feasts, and are capable of combining this art with Toxicology to make the blood of living mortals dangerous to Cainites." -DSBH

We run Blood Prep per the written rules of 'Dirty Secrets of the Black Hand'; meaning, while at higher levels truly phenomenal acts of blood preparation can be accomplished (i.e. by combining with, cooking [molecular gastronomy] or toxicology skills), it must all be accomplished through the slightly to seriously inhumane acts of preparing 'victims'; akin to people foie gras. (The monstrous nature of preparing people in this fashion may negatively impact the Morality of some Paths in addition to Humanity). If there are exceptions in 'Blood Feast' preparation, they will have to be expressed to Staff on a case by case basis.

Cosmology:

We allow the Cosmology ability from Mage for PCs who have travelled in the Umbra.

Martial Arts:

Only available to Kuei-Jin characters. Visiting Characters with Martial Arts who aren't KJ will have it converted to either Brawl or Melee, as appropriate, not stacking with any level of that ability.

Tactics:

Found in Laws of the Reckoning. Can be purchased with an appropriate teacher.

Languages:

You may pick one native language at creation. You do not need the language ability for it. Any additional language needs a teacher and you must spend the points for it if needed.
Rules for Languages as contained in Kindred of the East, which are as follows:
1 level - 1 additional
2 levels - 2 additional
3 levels - 4 additional
4 levels - 8 additional
5 levels - 16 additional
Someone with Linguistics level 5 would know a total of 17 languages. Someone with the "Natural Linguist" Merit, doubles the number of languages obtainable.

Lore Rules:

OWBN Packets: OWBN Packets act as the standard for lore knowledge IF they include lores in specific. Any other information a lore contains is up to the STs

Gaining Lore after Character Creation:

- Lores from level 1-3 generally require a teacher. STs may allow lores at level one to be learned from libraries, but mainly you'll need a teacher.
- For levels 4 and 5, you need as many teachers with that level of lore to learn it. For example, to increase kindred lore 3 to 4, you need 4 teachers with kindred lore 4. You may use Occult Library at level 4 or 5 respectively as one

teacher. You may use an appropriate influence action (Occult, Church, etc) to count as a teacher. You may use other PCs Occult Libraries or Influences as half a Teacher. You must have at least one PC or Staff approved NPC teacher among the others. Merits or advantages that allow you to purchase Lores without a teacher are an exception to this rule.

· If you are unable to achieve the required number of teachers for level 4-5 Lores you may instead opt to 'Research'. It's an extended Static Mental test per Downtime Cycle (two per month), with a number of cumulative successes required (equal to the level of Lore being researched multiplied by the number of missing teachers); retest 'Research', difficulty dependent on the obscurity of the Lore.

General Rules Clarifications:

1. Trait Cap: Characters may bid double the generation maximum for their original generation. (28 for an 8th gen PC). Potency of Blood cannot improve this.
2. Generally speaking, abilities, backgrounds, merits and some specific things that only appear in 1 Clan's genre material, will only be available to the Clan. So for example, only Nosferatu may have the merit False Reflection.
3. The damage cap from PC to PC is 6. Against NPCs it is 7. NPCs are not bound by a damage cap.
4. 2-gun Mojo and Two-Weapon Fighting: A combination of the Ambidextrous Merit and the ability specialty to wield two weapons does NOT grant an extra action per turn. Based on Dark Epics, obtaining x4 in any fighting ability (Firearms, Melee, Brawl, Rend, Martial Arts) and holding a second weapon (claws or fists count) in your offhand (while in close combat) provides a +1 bonus trait (like a buckler) - other weapon specializations still apply once; all bonus traits and damage only apply to one called weapon per action. Mix-and-matching requires x4 in both abilities; i.e. gun in main hand, stake in offhand. Utilizing this effect excludes the use of a shield in any form.

4.a The Ambidextrous Merit: allows you to use your offhand without a two-trait penalty; meaning you could switch between using each hand every action without penalty (The +1 bonus from two weapons at x4 ability still applies if relevant regardless of which hand is used to attack).

5. Virtue tests may at ST discretion happen before you undertake the action. If you win a morality challenge but repeat the same or a similar violation that night, you may be forced to automatically lose the morality trait.
6. Wasting the Dawn does not use the Dark Ages Aura rules.
7. The same type of bonus traits from multiple Merits do not stack, only the

highest for that particular challenge; i.e. ‘Enchanting Voice’ and ‘Natural Leader’ do not stack with each other, but can be used for different challenges - you could still claim N.L. while gagged for instance.
8. Bonus Traits from magical effects: Only a single source of magical enchantment on an item may provide Bonus Traits - however, other sources may provide unique effects or abilities.
9. Peter’s Torcs only provide +3 bonus traits, not biddable traits; and they cannot be used to double traits in a single challenge.

Frenzy Rules:

Regarding Frenzy

While in Frenzy or Rötschreck the Kindred is up two traits against Dominate or controlling the frenzied individual's mind, perceptions or thoughts; though not their emotions or physical body. They also gain the retest 'Frenzied' against such powers. Additionally, Telepathy gains nothing from surface thoughts; any effort to collect information must involve a deep dive test. (TT Frenzy)

Failing a Self-Control/Instinct or Courage check gives ***Temporary*** negative traits; not permanent ones as is described in LotNR.

Self-Control: Spending a willpower holds off Frenzy or Rötschreck for 10 minutes, however - the Rage or Fear is still inevitable - and taking any actions which directly interact with the trigger will require the expenditure of a willpower per turn.

Using one's last available temporary Willpower to fend off Frenzy induces a temporary Derangement depending on the test: Hunger Frenzy gains 'Blood Fetishism', any Anger based Frenzy gains 'Berserk', general Fear Frenzy gains 'Paranoid', Jealousy based Frenzy gain 'Histrionic', Humiliation based Frenzy gain 'Avoidant' or 'Hysteria'.

Instinct: must test **every round** to control the Frenzy; if the source of Frenzy is still present, it cannot be ignored. For Anger or Hunger Frenzy particularly, the new target for controlled Frenzy must make sense - and can't be hidden.

Item Rule Clarifications:

Items that don't abide by these rules may be created for travel in other games using another game's rules if they permit downtime submissions from visitors.

Crafting

You can make multiple items or pieces of art like a painting in downtime. An item card can hold multiple items that are thematically part of the same "thing", a set of finely crafted winecups, a pair of dueling pistols, a Katana and matching scabbard etc. For each item card beyond the first, subtract 1 from it's maximum crafts level, even if it uses a different ability, down to a minimum of 1.

An appropriate crafts chop and at least one dot of the appropriate crafts ability can craft any non supernatural item from Dark Epics, Laws of the Night Revised or Laws of the East unless the items has its own rules. If an item has a writeup in Dark Epics, that item must use those rules. If a non supernatural item is listed in a Clan packet, it may be crafted by members of that Clan. Crafts can still be used to craft arts and crafts.

Weapons use Dark Epics if they are in Dark Epics.

Ammunition can add additional features (silver bullets, dragon's breath ammo, armor piercing, laser sight, etc) which may be added as a 'unique quality'. Particularly exotic modifications may require multiple crafting abilities or knowledge.

Players can spend Crafts to make a weapon on a 1 for 1 basis (so 1 x5 weapon or 5 x1 weapons). Crafting weapons follows the same rules as other items.

Crafting x1: as per dark epics except must have one less bonus trait, (minimum 0), and the first listed negative trait is x2

Crafting x2: As per normal item in dark epics

Crafting x3: Visually appealing (Activates Toreador Flaw); may add +1 bonus trait (health level for Armor) AND remove a negative trait.

Crafting x4: Crafts 3 + May add a unique quality to the item; such as silvered, or capable of a carrier utility. Weapons may be crafted in a way that makes them break down to be more easily concealed, or may be concealed in an object (example: a sword cane). Such a modification may require a separate crafting skill equal to the item level being crafted at ST discretion.

Crafting x5: Crafts x4 + May add +1 bonus damage (to a maximum base of +3) /+1 Health Level for Armor AND remove an additional negative trait AND add a second unique quality to the item (subject to the same requirements).

Pussiance Proofing

Most items do not resist Pussiance particularly well unless specifically constructed to resist damage, like a bank vault. Every blow struck with normal melee weapons wielded with Pussiance causes them to lose one bonus trait, gain a negative trait Clumsy (which those viewing them should be informed of) and do one less damage with each blow. They may be repaired so long as they retain at least one bonus trait; if they lose all of them they must be completely remade.

No mundanely crafted items are truly Pussiance proof in WTD, but they may be proofed against being damaged unintentionally, as described in LotN:Revised pg 167.

Melee weapons made of appropriate materials may be designed to be resistant against Potence x5:Pussiance if they are made by someone with crafts x5 or greater, this is called Pussiance Proofing. Appropriately crafted durable items like doors/walls/vehicles may also be made Pussiance Proof. Intentional attempts to break such items with Potence x5 or other powers Like Hands of Destruction:Decay still work, but only outside of combat. Generally this will be handled thematically along the following lines: a potence proofed armored vehicle will likely last long enough for help to get there, if help is coming/can be summoned; a potence proofed door set in an ordinary wall lasts at least long enough to fair escape out another entrance, a small potence resistant prison cell or panic room reinforced and built thick on all sides can contain a prisoner with potence x5 from one game to another, or keep out aggressors for that time. For thematic purposes potence proof can help keep people out, or in, but not both. Likewise for thematic purposes you can’t build a Pussiance Proof room that kills or torpors people through damage.

A Pussiance resistant weapon probably can’t be broken in combat even if striking blood tempered or potence resistant weapons or hit with molten lava by an angry Koldun, but it’s wieder/holder could choose to break it over their knee outside of combat with ST permission for thematic purpose.

Path of Transmutation 1 (Temporarily) and a few other powers can make an ordinary melee weapon or impact tool Pussiance Proof. However just because something is crafted or changed with magic doesn’t grant it Pussiance Resistance, unless resistance to damage is specifically part of the effect.

Melee Weapons, Vehicles or other item cards will be marked Pussiance Proof, other game's STs may interpret such terms differently.

Supernatural Items

All supernatural items must list the name and home game of the crafter and type of magic used.

Within Wasting the Dawn Items possessed by PCs cannot be enchanted/empowered in more than one way unless explicitly permitted/mentioned by the power (Create Talisman etc), with the following exceptions:

Wards (Ward Vs Ghoul etc) may be stacked with other Wards on the same item.
A warded Item may be Blood Tempered, a Blood Tempered item may be warded.

Path of Transmutation may be used temporarily on other magical items.
Conjured or Alchemical items are considered altered if affected by other magic and thus break down as described under those powers.

Intrinsically magical items such as those available from certain backgrounds cannot be further altered.
Items affected by permanent or long lasting mortal hedge magic or True Magic as well as any non vampiric supernatural power are not generally permitted, except for plot purposes.

Fetishes are restricted to items with MET writeups in the books or packets where the items are not restricted by subcategory. IE a werewolf fetish from laws of the Wild could be copied, but not something from a Tribebook or tribal packet.

The total maximum number of activated magical items [which provide a non-Vampiric effect or bonus traits] you may possess is equal to your Occult ability rating, this includes: Fetishes (Spirit and Wraith), items enchanted with Hedge Magic, Talismans, and other items at our discretion; excluded from this are minor-use items which include: warded items, blood-beads [separately limited], and many other ritually cast items.

Discipline Clarifications:

1. No power that gives ties against another power works on disciplines above its level, or the highest level in the case of combination disciplines. For example, Iron Heart is not effective against powers above level 3 and Path of Mars level 1 is not effective against powers above level 1. Characters with Puissance do not get ties against characters with Potence or Celerity 6.
2. Auspex vs Obfuscate: Page 108 of Laws of the Night says that 'you cannot use Willpower to see through Obfuscate.' Page 137 says the opposite. Page 161

says ‘hidden individuals cannot use Willpower to defend against Auspex challenges to Obfuscate.’ Here’s how it works in Wasting the Dawn: Willpower may be used by the defender as a retest in any mental or social challenge. So if someone initiates a mental challenge to use their Auspex to break through someone else’s Obfuscate, the defender (the one using Obfuscate) can retest with Willpower. If someone initiates a mental challenge using Obfuscate level 4 to disappear, anyone in the vicinity who is trying to keep track of them is the defender in the challenge, and can retest with Willpower as normal. In other words, the defender may always use Willpower to retest a mental or social challenge.

3. For touch powers, a physical challenge is needed for most things beyond a willing handshake. Per the Storyteller’s Guide Pg 47, Thaumaturgy powers that work by touch require skin contact. We are extending that to all powers and rituals that require touch.
4. Powers cannot cross “Levels of Reality” unless they specifically say they can. Meaning that if you are in the ‘physical world’ you cannot entrance someone in the Umbra, even if you can somehow see them. If you are in the Shadowlands you cannot use telepathy to read the mind of someone in the Skinlands even if you can see them. You can use torment (for example) to initiate physical challenges into the Shadowlands, since the power specifically says it can do this.

6. Sympathetic Links: A sympathetic link is any item belonging to a person (a physical object like a precious religious talisman from your Sire, or a body part like hair, blood, skin, etc.) that can be used to empower a supernatural ability like Scry or Path of Curses. All sympathetic links are good for 1 use only, after which they lose their ‘metaphysical significance.’

7. Benefits from form powers do not stack. A character cannot activate two form powers at once. If a character activates a form power while one is already activated, they must choose which remains active.

Animalism:

1. Feral Whispers: You can only communicate with animals. Two kindred cannot speak to each other using Feral Whispers unless one or the other of them are in the form of an animal or using Subsume the Spirit. Because this power

requires eye contact, you may only communicate with one such individual at a time.

2. Quell the Beast: This lasts for the remainder of the scene, not the entire night. Permanent Willpower points may still be spent while Quelled.
3. Subsume the Spirit: See Body Card rules! You may expend 3 mental traits to have access to Obfuscate while using Subsume the Spirit (or 2 traits if using Enhance the Wild Ride).
4. Animalism 5: victims of this power are thrust into frenzy as if they'd just failed a virtue test. They may not burn will to avoid the frenzy trigger for 10 minutes. However, the victim does treat the frenzy as their own with respect to spending will to control actions for a round.

Auspex:

1. Aura Perception: Reading someone's Aura is a static challenge. It allows you to read another's aura, but that alone is not directly a lie detector. Your PC needs to be experienced enough with the target's aura in order to see the differences between a normal aura and a "lying" one. With ST discretion, abilities such as empathy, investigation, and psychology may aid in determining if someone's aura indicates they are actually lying.
2. Spirits Touch: Is run per the book. You may also gain a temporary derangement if the ST feels it's warranted.
3. Telepathy: People don't remember every little thing they ever see. Sometimes a deep probe simply cannot get you the information you want. Sometimes you need to give a verbal command to get the information to bubble up. You can't deep probe for "things you don't want me to know" without actually asking the person to make them think of it. You CAN, however, probe for "What did you do last Tuesday?" or "Did you kill Mr. X?" without anyone knowing you're in their head, as long as it is the subject of conversation. When in doubt, involve an ST.
4. Psychic Projection: You may not spend blood while in Astral Form. You may attempt to track someone's body using their silver cord; an ST will determine the difficulty. You can also attack their silver cord, but doing so instantly notifies them of the attack as well as the location. You may only use powers in Astral which do not require blood. You must manifest to use any power which requires being seen. Manifesting requires 1 willpower per round.

Chimerstry

1. All rules applying to Auspex vs. Obfuscate apply to Auspex v. Chimerstry tests.
2. There are no passive uses of Chimerstry. If you wish an illusion to affect multiple people, you must challenge each of them.
3. Horrid Reality: The Chimerstry user does not necessarily know details about the victim. These details could render the illusion ineffective. For example, if a victim has had a heart removed via Serpentis and the illusion is to stake them, the illusion will fail. If a victim of the staking illusion burns Aegis after losing the challenge, the illusion of staking them will fail as it will not be believable. If the Chimerstry user is crafty, they can get around this at the discretion of the ST. Characters incapacitated by Chimerstry may make an Auspex challenge to disbelieve the illusion if Heightened Senses was active at the time the victim fell under the effect of the illusion and IF they have a reason to disbelieve the illusion.

Celerity:

1. Alacrity: Alacrity grants you one action which does not require a chop, such as drawing a weapon, taking 3 steps, or pointing. It cannot be used to completely cancel an aggressive action toward the user.
2. Fleetness: Can be used while shooting a gun, in addition to dodging gun fire.
3. When Celerity is active, the user may bid a dexterity related physical trait in defense to dodge, and gain the benefit of Celerity powers.

Dementation:

1. Total insanity: Run per Laws of the Night, PG: 146, with this modification: This power lasts for the remainder of the scene or an hour, not the remainder of the evening. If you have more active derangements than your temporary willpower traits, you lapse into a non-functional, psychotic state wherein you can only take defensive actions. Other effects may occur at ST discretion. You may not be under the effect of this power more than once at a time.

Dominate:

1. Any uses of dominate level 2 and up require a storyteller. It's generally a good idea to get a story-teller for any complex Dominate work so we can verify its legitimacy and that it is properly worded.
2. Forgetful Mind cannot "scan for memory alterations" but users can make a static challenge against the Dominator's traits to tell if a specific memory is false. When using Forgetful Mind, the subject is in a hypnotized state and recounts memories verbally. If used with Telepathy, the subject will not recount memories vocally.
3. You may expend 3 mental traits to have access to Obfuscate while using Possession.

Fortitude:

1. Resilience/Resistance: If you have Aegis, you win ties in the challenges to test down.
2. Aegis: Even if you have exhausted your temporary Willpower Traits, you can still power Aegis. Likewise, if challenges have reduced your available temporary Physical Traits below three, you can still expend permanent Physical Traits to power Aegis normally. Quell the Beast does not pevent the use of Aegis. You must declare the use of Aegis before the "placement" throws in order to avoid being staked.

Obfuscate :

1. Celerity breaks obfuscate at levels over 1 (Alacrity). Celerity is a physical interaction with your environment. Add the highest level of Obfuscate you possess to your traits in tests using or defending your Obfuscate. Conversely, Auspex level is added to the traits of defenders or those attempting to break your use of Obfuscate. Obfuscate levels are added to your traits even if the opposition does not have Auspex.
2. Mask of 1,000 Faces: This power does not alter clothing, nor can it hide wounds. If you have recently had your head set on fire, you'll be an ambiguous person with a burnt face.
3. Cloak the Gathering requires players to relent to having their PC put under the cloak when it's established. The only stacking that Cloak the Gathering allows is using individual powers to hide from other people you are cloaked with

Obtenebration:

1. Unless otherwise specified in the individual power description, all uses of Obtenebration require actual shadows of at least somewhat commensurate size in order to generate the desired effect. (Each Arm of the Abyss requires at least a roughly child-sized area of shadow to spring from, just to get the ball rolling.) Shadows must be genuine cast shadows, not just areas of “less light” — an area must be well and truly dark in order to be a candidate for use/manipulation with this Discipline. Thus players should bear in mind that in order to summon a truly impressive number of tentacles or other effects from this Discipline, they may have to first extinguish some existing light sources and/or supernaturally shift and stretch local shadows to their liking beforehand. Obtenebration resonates within the Shadowlands as a manifestation of the thing all wraiths fear the most. They will avoid it at all costs. Spectres, on the other hand, love Obtenebration. Obten may be visible in other planes at ST discretion.
2. Shroud of Night: This power blocks line of sight. Individuals within can only be targeted with directed attacks if they make a noise as loud as a gunshot or if they attack you within melee distance. Heightened Senses and Eyes of the Beast will not allow the identification of targets on their own, but by activating both at the same time individuals within a shroud may be targeted.
3. Arms of the Abyss: You may only summon a number of Arms equal to the number of levels of Obtenebration you possess.
4. Black Metamorphosis/Tenebrous Form: If you have levels of Abyss Lore, you may alter the outward appearance of your Black Met. This will have no affect on the mechanics of the power, but will allow customization for aesthetics benefit.

Potence:

1. There is no hitting for distance in Wasting the Dawn.
2. Potence may not be used to jump like a superhero.
3. A character with potence is strong enough to lift 200 lbs per level of Potence.
4. A character with potence may break sturdy items of a crafts rating BELOW their potence rating. Ex: Someone with Puissance could break down a crafts 4 iron door, but not crafts 5.
5. Prowess: All Physical traits can be returned by using Prowess. Prowess is usable once per night as normal.

6. Might is only the last retest in the challenge for the player who bids it. Opponents are not restricted on retests thrown.
7. Vigor: You don't have to declare the bomb.
8. Puissance: You break most normal weapons. A melee or thrown weapon must have a crafts 5 rating to insure you do not break it.
9. See also Pussiance Proofing under Item Rule Clarifications

Protean:

1. Feral Claws: Feral claws adds the physical trait: sharp to the character's traits. This means that the trait adds to the total in any physical challenge, not just challenges where the claws are being used.
2. Shape of the Beast: Any beast form has to be thematically appropriate to Vampire the Masquerade. For visiting PCs, forms will be changed to Wolf and Bat if the ST decides that a character's form powers are not thematically appropriate. We will otherwise use the rules in the Gangrel Clan book for this discipline.
3. Mist Form: Read Laws of the Night to see to what kind of attacks a kindred using this discipline is vulnerable.

Presence:

1. Awe cannot be used as a retest for Summon unless you have line of sight. You must be within Line of Sight of your target to use Awe. Awe cannot cancel Awe.
2. Summoning: You CAN summon to a Boot party in WtD. Once you see the summoner, if you know IC they are hostile, you can try and run. If you are being summoned, it is considered cheating to indicate in any way that you are going somewhere against your will. However, asking someone to walk with you to finish a conversation is legit if you were summoned mid-topic. You may not Summon someone while you are Obfuscated. If you Summon someone then activate Obfuscate, the Summon ends. You will not leave active combat if summoned. The summoning will take effect once you are able to leave relatively safely. You may expend a willpower to postpone responding to a summon for 10 minutes.
3. Majesty: The person breaking majesty is considered the defender. There is no obvious boundary for Majesty. Majesty's power over you depends on whether you are focused on the Majestic person or not. If you are in the immediate vicinity, and able to sense the target, you are affected. If you are more than 10

feet away and also not paying attention to the user of Majesty, you are not affected. If you look at a target through a sniper scope, you have brought yourself within the influence of the target's Majesty and are affected by it. However if you aim at a target a long distance away that you can't even see, and fire a catapult (or howitzer if you have the item card) at it, you are not affected by that Majesty.

Quietus:

1. Only Quietus in Laws of the Night is used by PCs in Wasting the Dawn.
2. Silence of Death: This discipline does not prevent Blood Magic users from using Blood Magic. The sphere of silence created by this power dampens all noise within it. You cannot use it to have a conversation with someone unheard.
3. Scorpions Touch and Baal's Caress: Coated weapons are limited to their bonus traits. Per the Laws of the Night, Pg 171, you can coat nothing smaller than a dagger. You cannot coat bullets. Example: A +2 trait weapon can hold two levels of Scorpion's touch OR 1 Scorpion's Touch and 1 Baal's Caress. Each coat requires a blood point. Remember that a weapon with a kindred ward CANNOT be coated with Quietus blood unless the kindred coating it is immune to the ward. Otherwise the blood just burns off.
4. Scorpion's Touch: Traits lost to Scorpion's touch are cumulative but can be refreshed with willpower or Prowess. Blood traits cannot be lost permanently due to Scorpion's Touch, but physical traits gained with blood can be removed.

Thaumaturgy:

1. All Thaumaturgy powers, including rituals, require the expenditure of blood unless otherwise noted in the power description.
2. The rule of three will be used in most cases where traits must be spent to fuel the power. Path of Transmutation is a notable exception. Others may occur and the ST has the final say.
3. Thaumaturgy: Path of Transmutation: Gaol requires a mental v. Physical challenge against a sentient target. Mental traits that fuel the power are spent only on a successful challenge.
4. We reserve the right to alter any paths and rituals we feel are unbalanced, even if we don't list them all here.
5. As per the book, Basic rituals normally take 10 minutes, Intermediate take 20 minutes, and advanced take 30 min unless they say otherwise.

6. You have the equivalent of an hour to perform rituals that effect only the caster without having to spend time out of character at the start of game.
7. Thaumaturgy actions occur on initiative as normal, but require the full round.
8. Blood beads/stones created by Principle Focus: In combat, these must be individually activated manually at a rate of 1 per round. You must activate them in your mouth, swallowing them ahead of time will not work. See the feeding rules for further information. We want blood to be scarce, to reflect that. You may activate your morality rating at game, and the same again in DT.
9. Methods of mystically storing blood: See the feeding rules for more information.
10. Stone of the True Form: May only be used if you have the ritual on your sheet. Also see rule 4 of the discipline clarifications.
11. Thaumaturgy: Focused Mind - Focused Mind 1 does not provide three additional mental traits for Thaumaturgy. It only applies to logic, investigation, memory or reasoning.
12. Perfect Clarity – This discipline does not give the user ties in Majesty challenges.
13. Spirit Manipulation: Entrap Ephemera (Fetishes): We reserve the right to veto any fetish we feel is over-powered at any time. All fetishes must be activated with willpower and chops per The Guide to the Camarilla. All fetishes must have a drawback. If a fetish is signed in without one, one will be added per ST discretion. PCs can only carry as many Fetishes as they have dots in Occult. Any item can only have one spirit bound into it.
14. Pavis of the Foul Presence: Only functions on Presence levels 1 through 4. The power simply makes Presence ineffective against the user, it does not reflect the power.
15. Engager the Vessel of Transference: The Vessel can hold 2 blood traits at most. Also see rule 4 of the discipline clarifications.
16. Eyes of the Past: Will only function on the immediate area. If cast in a room/elevator/van/whatever, you will not be able to see out the doors or windows of the room in the past. If done outside a building, you won't be able to see in the building. If done in a field, you will only be able to see the area around you approximately the size of a large room. In other words, you have to be in the place where you want to look, in order to look back in time there; you can't examine the past in a location that you are not in. You must be willing to risk entering a place to look into the past there.
17. Inscription: May have active scrolls up to their highest Path Rating; i.e. 5

18. Mastery of the Mortal Shell. You must succeed at the challenge each round to cause the effect to continue.
19. We aren't currently allowing Custom Thaumaturgy Paths or rituals

Necromancy:

1. Soul Steal: An ST must be present for all uses of this power. The victim of Soul Steal may spend 1 permanent willpower to return to their body at the end of the round. Quell the Beast cannot prevent this expenditure.
2. The victim of a Soul Steal does not become a true wraith, they cannot be affected by further necromancy, but they can be affected by wraiths per ST discretion.
3. If someone using any form of possession is affected by Soul Steal, the current, dominant soul of the possessor, not the possessed, is removed
4. Ash Path; Ex Nihilo: The door must be drawn on a wall or other vertical surface. It cannot be drawn on clothing or life forms. The drawing of the door is a part of the activation of the power; this power cannot be activated without drawing it. The door cannot be drawn ahead of time. Only the user of the power may step through the door.
5. We aren't currently allowing custom necromancy paths or rituals

Combination Powers

Alpha Glint – This is a social trait challenge on the part of the Alpha Glint user against anyone who is their aggressor. Use of Alpha Glint is reflexive and does not take up the users other actions (everyman, celerity, etc). This power can only be attempted once per aggressive character per scene.
See the Reflected Form - Shows full form powers useful in combat, not partial changes like Claws or eyes, or powers like Mist where an individual can't fight. Examples of powers: Protean 4, Serpentis 3, Obtenebration 4, Vissicitude 4. Can spend an additional mental trait to see all forms and the one most regularly adopted, For potential forms the player who the power is being used on may OOC choose to share or decline to disclose, and declining to disclose means that the person seeing the reflected form tries but can't make out such powers, not that they know the person doesn't have them.

Banned Items

The Espionage and Military Influence and the Military Force Background are not permitted in WTD:

The following powers are not usable by PCs in Wasting the Dawn:

1. Dur An Ki: Ex Infernis
2. Thaumaturgy: Binding the Abyss
3. Luciferian Charm – the infernal investment
4. Fallen Lores
5. Custom/Combo Powers except as below*:
6. Dark Ages Obtenebration
7. PC infernalists

Per Council Prop, all v5 stuff that hasn't passed a 2/3s vote on Council is banned in the org. Just in case, we are banning anything from it, even if it's passed council, unless it's part of a council passed plot that we are forced to accept.

*Wasting the Dawn characters may have these powers on their sheets to use in other games. They may not use them in the Wasting the Dawn game.

Out of genre:

Merits, abilities, flaws or powers specifically associated with creature types that are NOT kindred will not be allowed for Kindred PCs.
If it's not from a Kindred book, you can't have it on a Kindred sheet. In particular that means no merits from non-Kindred books. If you are a Kindred, you are Kindred, not Kuei-Jin, Fae, Demon, or Garou. If you are a Kuei-jin, you are a Kuei-jin, not a Kindred, Fae, Demon, or Garou. You are a banality engine to the Fae and a wyrm fountain to Garou. Even if you have humanity 5, they still dislike you, but they might do the courtesy of just avoiding you instead of killing you. You cannot activate any item or power that requires Quiescence, Rage, Pathos, Chi, Glamour, etc. Retainers, supernatural allies or spirits may allow some cross genre powers at ST discretion, but can be dangerous to use.

Custom Content:

The staff reserves the right to restrict or disallow any player created stuff/any custom content. That includes player created combo powers, fetishes, thaumaturgical paths, or anything else not directly in a Mind's Eye Theater book or OWbN packet. With regards

to what the staff will or will not allow, custom content that gives bonus traits, retests, increases damage, mimics something that already exists somewhere else, or gives increased offensive capability to a PC, it is not likely to be approved.

Custom Content permitted in Wasting the Dawn:

- Blind the Watchful Eye
- Can't Fool a Fool
- Essence Eating (KJ)
- Feral Understanding
- Hidden Predator (though see our animalism house rules)
- Loaded Word
- Manicanese
- Veiled Interaction
- Water in the Rock
- Awaken Iron
- Skin of Steel
- Advanced Hermetic Sight (Does not work past the Penumbra)
- Feral Resolve (listed Path Traits doubled [4,8,10])
- Crimson Claws of Rage
- Studied Gaze (Only provides +1 Action per round, no more; exclusively physical actions [cannot use mental or social Disciplines]; Lore spends extend the effect into extra rounds.)
- Piercing Acumen
- Blessings (Can only effect food/drink composed almost entirely of blood [i.e. Blood Preparation] its benefit is that any such creation will have the full effects of flavor and intoxication; but this is still only an illusion, not a true subversion of the curse.)

Allies and Antagonists:

Garou:

For now we're using the 'red-book' interpretation of Garou's passive empowerment by rank; i.e.
Cliath: Deal Lethal damage with unarmed strikes
Fostern: Might
Adren: Vigor

Athro: Reduce damage from incoming attacks by 1
Elder: Ties on Strength challenges

Wraith:

Obliviate: Per the write up in Oblivion [pg. 126], the Advanced level of Outrage applies separate damage types to Wraiths and non-Wraiths; that being ‘Health Levels of Damage’ for non-Wraith characters. This is different from the write up in the OWBN Packet, and we’ll be using the original interpretation of the power from this point on.

Uses of Obliviate functions the same against non-Wraith characters as defined in the packet, except that a successful challenge does unsoakable lethal damage which ignores armor; and the same character can be affected by more than one use of Obliviate per hour.