Secundus Surrectum

House Rules

Revision 5.0

Contributors:

Joe Norton, HST

Bryan Himebaugh, AST

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Note: The Secundus Surrectum house rules are a living document, subject to change. Players will be notified of changes to the house rules before the change is put in to effect, whenever possible. (Note that this notification policy applies only to permanent changes to the written house rules, not calls by storytellers at game.)

I. General Rules and Guidelines

1. General – Everyone is urged to remember that this is just a game. Players are asked to be courteous and respectful to each other whenever possible. Out-of-character civility is a requirement, not an option.

2. Genre – This is a Camarilla chronicle, players are strongly encouraged to play Camarilla concepts. Furthermore, the Storyteller Staff reserves the right to deny the entry or creation of any non-Camarilla character. While we do allow R&U characters, within the limits of the OWbN bylaws, the Storyteller staff reserves the right to decline the request for an R&U character.

3. Multiple Characters – Players may have a total of one active character and two characters for downtime use, based in Secundus Surrectum, at a time. Players may have as many Inactive characters as they would like. You may switch between existing characters after portraying your active character for a minimum of four games attended (barring unexpected loss of character). Storytellers maintain the right to deny you the opportunity to switch between characters, if it is deemed an attempt to avoid In-Character (IC) consequences. Exceptions to the Multiple Characters rules will be made on a case-by-case basis as needed.

1. Active characters may: be utilized to attend Secundus Surrectum games, receive credit for downtimes and journals, engage in e-mail/online interaction, and to physically attend other OWbN chronicles.
2. Downtime characters may: receive credit for downtimes and journals, engage in e-mail/online interaction, and to physically attend other OWbN chronicles.
3. Inactive characters may NOT: take any actions, attend any games, or communicate in any fashion.

4. Downtime/Online Roleplay – We encourage downtime and online role-play. However if your character gains new, or vital information via downtime role-play (email, chat, etc.) you must be able to produce a copy of the email, chat transcript, etc. for the Storytelling staff. You are encouraged to either save these documents, or if you wish, to send them to the staff list upon initial creation. You may receive journal credit for downtime/online role-play sent to the Storytelling staff in this fashion.

5. Redlines – We try not to redline things, however we do recognize that it is very occasionally necessary.

6. Relenting – If you do not have a copy of your character sheet, you must relent to all challenges (except Static Challenges), and may not initiate challenges.

7. Sheets – Character sheets with any permanent changes, or long-term expenditures (Willpower, etc.) should be turned in to the ST staff at the end of games. Secundus Surrectum recognizes only character sheets maintained and provided by the Storyteller staffs of OWbN member chronicles as valid for play.

8. Storyteller List – The Secundus Surrectum ST email address is:

secundusst@googlegroups.com

9. Visiting Other Chronicles – If a player wishes to visit another OWbN chronicle, they are required to inform the Storytelling staff so we may forward a copy of the appropriate character sheet(s). If you send an email to the Secundus storyteller list indicating when and where you intend to visit, we will email their storyteller staff an updated copy of your character sheet(s). While visiting other chronicles, players are subject to that chronicle's house rules, and are responsible for accepting the consequences of any IC actions.

10. Visitors – Visitors to Secundus Surrectum must have their home chronicle storytellers email a copy of their character sheet, preferably at least a week in advance but no later than two days in advance. Failing this, an unmarked printed character sheet that has been stamped, signed and dated (in ink) by a Storyteller of their Home Chronicle may be accepted.

11. Webpage – The Secundus Surrectum official website can be found at:

http://secundussurrectum.owbn.net

II. Abilities

1. Specializations: Your character must possess four or more levels of the Ability they wish to purchase a specialty for. Specializations may not be taken for entire Disciplines. However, specializations may be taken for specific Discipline levels. Visiting characters that have less than 4 levels in an Ability that they have a specialization in will have their specialization converted into an additional retest. Characters are limited to one specialization per Ability.

Example: A visiting character has Brawl x2 with a specialization in Fisticuffs. While in Secundus Surrectum, he will have Brawl x3 instead.

2. Abilities: To learn uncommon Abilities (includes Lores and other Abilities for which human teachers cannot easily be acquired, as determined by the ST Staff) the character must have a teacher. If you have a PC teacher the teaching character must email the Secundus storytellers (copied to their own storytellers, if other), confirming that they are teaching the other character. Note: Abilities refresh at the beginning of each session, when you receive your character sheet.

   a) Alertness – Per Laws of the East
   b) Awareness – Awareness is the ability to detect if something supernatural is occurring in your vicinity. It does not reveal any details about the supernatural occurrence. Storytellers have the final say as to what you may detect with Awareness. Supernatural occurrences which may be detected with Awareness include mystical events and non-physical supernatural presences

(ghosts, spirits, etc.), but does not include the perception of auras or detection of vampires, concealed or otherwise.

Awareness is also used to detect when someone tries, and fails, to use a Discipline on you. This will not tell you who tried, or what was tried. Only that something supernatural just happened in your immediate vicinity. Note that because Awareness can detect a variety of supernatural things occurring in your immediate vicinity, you are not even automatically aware that it was a vampiric Discipline.

c) Blindfighting – Per Guide to the Sabbat
d) Demolitions – This ability may be used in Secundus Surrectum to disarm explosive devices. Note this is only to disarm, not to construct or employ such devices.
e) Fast-Draw – Per Laws of the Wild West
f) Koldunism – This Ability represents the user's knowledge of Koldunic Sorcery, its principles and applications. It can also be used in conjunction with (Middle Umbra) spirits and in other applicable situations. A character's mastery of Koldunic Sorcery cannot exceed the character's level in this Ability.
g) Legerdemain – Per the Ravnos Clan Packet
h) Linguistics –Per Laws of the East
i) Lores – Characters may learn the first three levels of the appropriate Clan, Sect and Creature-type lore for the character in question. Additional levels require a teacher possessing the level being taught. Learning certain lores may entail some negative consequences (e.g. see the White Wolf descriptions of "Wyrm Lore") and may need coord approval. Consult each clans genre packet.

Please bear in mind you may have more knowledge as a player than your character is privy to, and that it is not appropriate to utilize more knowledge than what a character's levels of Lore reflect knowledge of. Storytellers may penalize players acting upon higher levels of lore than their character possesses, or for too frequently "guessing" right, when they as a player are aware of the correct information from the published materials.

j) Lore, Wraith – This Lore is not being used as an optional retest for Necromancy.
k) Malkavian Time – Per the OWbN Malkavian Genre Packet.
l) Meditation – This ability allows you to regain one extra Willpower per downtime, per level of this ability your character possesses (in addition to the normal rate at which Willpower is recovered), when utilized. To use during a game, a character must remain out of play for fifteen minutes, or role-play uninterrupted meditation for five minutes, per point of Willpower he is attempting to regain, after which point he makes a Mental Challenge to determine if he is successful.
m) Performance (and Crafts) – Any art created with a Performance level of 3 or more will entrance Toreador per the core book. Decoration on a functional item is not enough to trigger the rapture, although a Toreador will certainly pause to notice beauty at all times.

Toreador can be entranced by his/her own art. People with multiple appearance-based traits do not entrance Toreador (exception: Crafts: Body 3 or higher).

For each artistic creation (including performances), the player must make a test:

i.   Win -- the work is at target level.
ii.   Tie -- work is 1 level below target.
iii. Lose -- work is 2 levels below target.

The work may not drop below zero. The player may use one retest with the appropriate ability but is stuck with the results. If the target is 2 or more levels below the character's ability the work is automatically successful.

1. Weapons Modification: This requires the appropriate ability at x4 or higher (Crafts to create new weapons, Repair to modify existing weapons) to permit a weapon to be altered from Dark Epics statistics by one Trait, Concealability size, etc., to increase one aspect in exchange for decreasing another. Storytellers have final discretion on whether a proposed modification to the Dark Epics statistics is acceptable.

2. Creating without Crafts: Some abilities allow a character to create specific items which are not reflect by the Performance/Crafts ability. Examples include, but are not limited to, use of the Law ability to create legal documents, Architecture for drafting blueprints, or use of Security to create security systems.

    For contested ability challenges against such non-Craft creations, (e.g. attempts to bypass a home security system created with the Security ability), attempts to destroy/bypass/etc. the created item have a difficulty of the creator's Mental Traits (or other category as appropriate), and a number of retests equal to the level of the ability utilized in creation (plus one, with appropriate specialization).

n) Repair – See Performance (and Crafts) Weapons Modifications section. This ability may also be used to repair damaged non-weapon physical items. Repair reflects the ability to repair an item above and beyond normal maintenance for wear and tear.

o) Tactics – The Tactics ability is run per Laws of the Reckoning pg. 119.

p) Throwing – Secundus Surrectum utilizes this Ability is the retest for hand-thrown objects (rather than Athletics) in contested/combat situations.

III. Attributes

1. Bidding: Players are encouraged to utilize the trait adjective in a sentence with a clearly defined result rather than simply using the trait adjective without context. Using an inappropriate trait is not allowed. (I.e.: I am ferociously diving out of the line of fire. I am Friendly enough to scare you away with my Dread Gaze.) Everyone is responsible for keeping track of traits lost in challenges. Failure to do so is cheating and disciplinary actions will be taken.

2. Social Challenges: You may not use a Social Challenge to make someone do something they don't want to do without employing an appropriate Discipline. Without a Discipline, you may try to sway someone who is indecisive, however it may have no effect, as it is only a tool to aid, rather than a substitute for, role-play.

IV. Backgrounds

1. Contacts: Contacts are run per Dark Epics

2. Fame: Your total fame determines your maximum range for unimpeded use of your Contacts, and Influences.

Fame Traits	Time to Enact Actions	Maximum Range
0	Full Downtime Cycle	Local Game
1	Functions the Night of the Expenditure	Local Game
2	Functions the Night of the Expenditure	Nearest In-State Game
3	Functions the Night of the Expenditure	State Wide
4	Functions the Night of the Expenditure	West Coast
5	Functions the Night of the Expenditure	Entire United States

3. Herd: A character may expend this background at game to receive 2 Traits of Vitae for every level of the background he possesses.

4. Resources: Characters receive the amount listed on the "Resources" chart in Laws of the Night revised once, per character, per month. This consumes all available money the character has without selling assets (expending permanent levels of Resources), or selling possessions (selling items possessed on item cards/on character sheet). Players must collect this available money during the first game of the month (or contact storytellers ahead of time for an exception), or the funds are reinvested. When a character expends a permanent Trait of Resources this trait, every point expended at once counts as the highest level possessed, and may not be re-purchased for at least three months.

Example: If Vincent the Ventrue wants to permanently burn three of his five points of Resources, he would receive $90,000. Later that month he burns one of his last two points, he would then receive only $10,000, and would not be able to buy back a dot of resources for three months.

5. Retainers: All retainers are to be portrayed by Storytellers and Narrators only. Players shall at no time portray their retainers for conversations, emails, etc. with other players. Retainers are not extensions of the player character, and will not automatically do what the player of said character may wish them to do or say. While it is acceptable to use your retainer to accomplish actions in downtime, it is not acceptable to portray your retainer to other player characters in downtime scenes or at game.

a) NPC retainers may be humans, human ghouls, or animal ghouls (may require domitor to possess Animalism). Humans have a Trait maximum of 9 and possess no Disciplines, nor character sheets. Ghouls have a Trait maximum of 10 and have character sheets equivalent to new characters, players may create the sheet, but cannot assign flaws or natures. If you would like additional points from flaws, you may request them from the ST staff. NPC Ghouls receive seven freebee points, and Potence 1 for free, but do not have backgrounds, or influences. All character sheets and/or additional points invested into character sheets, for NPC Ghouls, are at the discretion of the storyteller staff. Players may request characteristics, skills, etc. but storytellers interpret these requests to create or enhance the character sheet. Note players may be unaware of the true contents of their Retainers' character sheets.

b) Retainers may be multiple points each, however the total number of points in the Retainer Background may not exceed 5 points. Each additional point invested into a single Retainer gives it 10 more points beyond base creation.

c) Note that if your character has a PC ghoul portrayed by someone that later becomes an NPC retainer the Storytellers may scale back the character sheet to comply with our NPC retainer rules.

V. Blood and Feeding

At the beginning of each session the Storyteller staff will determine how much blood characters will come in with. Characters will be down one blood trait for waking up, and one blood trait per point value of any flaws that would make feeding more difficult. Ventrue will be down an additional trait, per their clan flaw. No character will begin game with fewer than two blood traits. Characters may hunt prior to the beginning of the game session, or use other resources available to them to feed. At any time the ST staff may call for a blood test per Laws of the Night. If you choose to hunt, the staff will ask you how you hunt, and your retest(s) will be as appropriate for how you hunt.

VI. Character Creation

Secundus Surrectum uses the standard Laws of the Night revised character creation rules with the changes below. Note the Merit: Common Sense is free to all new players, and a single level each of the appropriate Clan, Sect, and Creature-type Lore are free to all new characters.

1. Clan Advantages – Your Clan Advantage Abilities and Backgrounds/Influences do not count towards your Generational Maximums.

2. At character generation, all characters must start with more Positive attribute traits in a category than Negative traits.

3. Disciplines – You must buy all Disciplines at their full cost (3/6/9 In-Clan, 4/7/10 Out-of-Clan), despite the book costs listed for Character Creation. You may not buy Out-of-Clan non-Cardinal Disciplines at Character Creation. Additionally, you may not buy Out-of-Clan disciplines to a level higher than your highest In-Clan Discipline.

4. Generation – If you do not have a existent, active character as your sire (in Secundus or elsewhere in OWbN) you will have to engage in a series of five static tests with a member of the story telling staff, for every win, or two ties, in these tests you may purchase one dot of the generation background. Characters Embraced in-game after more than eight games as a ghoul receive their Generation background for free.

5. Ghouls – Player Character Ghouls are created just like new vampires with the following differences:

- 6/4/3 Attribute Traits with a cap of 10
- One level of Potence instead of other Disciplines
- 7 Freebie Points instead of 5.
- The Ghoul Merit is not necessary.
- Player Character ghoul's disciplines are limited by the generation of their domitor:

Domitor's Generation	Maximum Discipline Level
14th	1st Basic
13th – 11th	2nd Basic
10th – 9th	1st Intermediate
8th	2nd Intermediate
7th and Lower	Advanced

- Additional Disciplines for PC ghouls are purchased per the following cost chart:

Discipline Type	XP/Freebie Point Cost
Basic Physical Discipline	4
Intermediate Physical Discipline	7
Basic Non-Physical Discipline	5
Intermediate Non-Physical Discipline	8
Advanced Disciplines	12

- Non-Physical Disciplines of the regnant's In-Clan Disciplines do not require the Merit: Learn Other Disciplines, however non-Physical Disciplines that are Out-of-Clan for the regnant cannot be learned without this Merit.
- Should a Ghoul switch to a regnant of another Clan, he will lose any non-Physical Disciplines he has learned that are not In-Clan to the new regnant unless he does one of the following:
    1. Continues to drink the vitae of a Kindred with the Discipline(s) In-Clan at least once per month.
    2. Possesses the Merit: Learn Other Disciplines.
    3. Gets Embraced before he has gone a month without drinking the vitae of a Kindred with the Discipline(s) In-Clan (basically gets Embraced before they fade).

6. Merits & Flaws – Merits and Flaws are subject to ST approval.

7. Traits – All Traits (excepting Attribute Traits) higher than x3 at character creation may be subject to Storyteller approval.

VII. Combat

A Storyteller or Narrator must adjudicate all combat that will remove a character from play (includes staking, torpor and death), or that involves an NPC.

The ST staff will make use of mediation in combat when possible. If a single participant does not wish mediation, then combat resumes as normal.

1. Armor – A character can only wear one type of armor.

2. Called Shots – Called shots are only available for staking, or Disciplines which explicitly detail allowing called shots (Withering, Mastery of the Mortal Shell, etc.)

3. Extended Challenges – Extended Challenges can be substituted with the optional rule in Dark Epics.

4. Movement in Combat – Per Dark Epics.

5. Off Hand Attacks – Must be declared at the start of the round.

6. Order of Challenges – Alacrity, Everyman, Swiftness, Legerity, (Elder Celerity), Off-Hand Attack. Storyteller may choose to run opposed challenges at their discretion.

7. Initiative – A Character's initiative is equal to the traits that they bid in the challenge.

8. Order of Combat each Turn: – Note one Retest of each type per combatant, per turn.

    1. Declare who you are targeting
    2. Bidding, declaring Traits, Intents (to Vanish, to use an Off-Hand attack, etc.)

3. Initial resolution of challenges
4. Ability Retests (only those appropriate to your actions)
5. Situational Retests (Darkness, etc.)
6. Discipline Retests (Awe, Might, etc.)
7. Willpower Retests (Defensive on Mental and Social challenges only)
8. Supernatural Retests (Merit: Luck, Rituals, etc.)
9. Final resolution of challenges (Traits bid in failed challenges are lost at this point)

9. Staking – You must do a minimum of one Health Level of damage to a character to trigger the static challenges of a staking attempt. The Storyteller throws the Staking challenges with the person staked.

10. Tie Powers: You may only use 1 Tie power in a given challenge

11. Damage: You may deal damage from the following sources in a single attack: Base damage, puissance, craft bonus, other discipline bonus.

VIII.Disciplines

1. Unusual and Unique Disciplines – If your character possesses any of the following disciplines, you must bring your character's knowledge of them to the attention of a storyteller before entering play. Be prepared to have a very good explanation of how you learned the disciplines and who taught them to you. Note that this does not apply if the discipline is an In-Clan discipline for your character. Be aware these Disciplines may be subject to redlining from your sheet while in Secundus.

- Abyss Mysticism
- Chimestry
- Daimoinon
- Dark Age specific (all)
- Flight (Gargoyle only)
- Inceptor Disciplines
- Koldunic Sorcery
- Melpominee
- Mythercia
- Necromancy
- Obeah
- Obtenebration
- Quietus
- Serpentis
- Setite Sorcery
- Temporis

- Thaumaturgy
- Unconverted disciplines with no accepted MET conversions
- Valeren
- Vicissitude
- Visceratika

2. Combination Disciplines – Per Genre Packets

3. Dark Ages Powers – Dark Ages Discipline variants and Combo Powers require special approval from the Storytelling staff and are not typically allowed.

4. Form Powers – A character may only use one form-changing Discipline at a time.

5. Animalism

i.   Animalism 3: Quell the Beast: This prevents the expenditure of Temporary Willpower only and does not prevent the expenditure of Permanent Willpower.

6. Auspex

i.   Auspex Versus Chimestry/Obfuscate: Add one Trait for each level of Auspex you possess when comparing Traits on a tie.

ii.   Auspex 2: Aura Perception: This power is obvious when used, because you must stare intently for several rounds. Remember that this power allows you to ask only the specific questions listed in Laws of the Night revised (LotNr).

iii. Auspex 4: Telepathy: You may declare that you are making your presence known to the subject a.k.a. "knocking" (who may then Relent to the initial contested Challenge), or at any point thereafter. Unless you make your presence known, or the subject possesses Telepathy himself, he will not be aware of your presence if you do not speak to him, or you lose the challenge to dig for more information.. Remember that this power allows you to ask only the specific questions listed in LotNr. Telepathy requires line of sight to employ.

iv.   Auspex 5: Psychic Projection: Blood Magic (Tremere, Necromantic, Koldunic, et al) may be used while using Psychic Projection. However, you may not spend Blood while projected, and you do not have any items with you. Any Blood Magic which requires blood or components is therefore impossible. Note: All Thaumaturgy, with the exception of rituals that have been cast before entering Psychic Projection, require blood expenditures.

7. Celerity

i.   General: While Rapidity and Fleetness may be used with Firearms, the user must bid a Dexterity-related Trait (not a Mental Trait) if he wishes to utilize the Bomb or win-all-ties functions of these powers. If for some reason a character cannot bid a Dexterity-related Trait, he may not

use the Bomb or Win-all-Ties functions. Note that no firearm can function more times per round of combat than its listed Rate (or one time if no listed Rate in Dark Epics).

    ii.   Celerity 1: Alacrity: Alacrity is for a non-aggressive action, a one step move, or pulling a weapon

8. Chimestry

    i.   Chimestry Versus Auspex: Add one Trait for each level of Chimestry you possess when comparing Traits on a tie.

    ii.   Chimestry and the Fae: Fae (and those possessing Mytherceria) are unable to attempt to disbelieve Chimestry and it is always considered real to them.

    iii.   Disbelief: To disbelieve an object you must physically displace it, such as falling through a chimerical wall you have leaned on. This means to attempt to disbelieve an attack from a chimerical bullet or sword you must allow the chimerical object to interact with you (effectively resisting the damage with Stamina Traits only), thus gaining yourself one situational "Disbelief" retest to resist the damage, with success freeing you from all effects of the illusion (unless the power is re-initiated). If the illusion is particularly implausible or physically impossible (velociraptors with lasers on their heads, etc.), a storyteller may give you an additional "Disbelief" test to attempt to shake off the effects of the illusion without or prior to physical interaction.

    iv.   Chimestry 1-2: No test is required to activate these powers, unless someone has reason to attempt to disbelieve the illusion.

    v.   Chimestry 4: Permanency: This power cannot be used on higher levels of Chimestry than itself.

    vi.   Chimestry 5: Horrid Reality: This power requires line of sight to employ.

9. Fortitude

    i.   General: To test down damage with Resilience or Resistance you may risk a Stamina-related Physical Trait to win on a tie, losing it only if you fail the challenge.

10. Mytherceria

    i.   Mytherceria and Chimestry: See Chimestry and the Fae above.

    ii.   Mytherceria 3: Aura Absorption: See Auspex 3: Spirit's Touch

11. Necromancy

    i.   The Bone Path: Soul Stealing: If the physical body of a Soul Stolen character is harmed in any way, the soul is returned to the body immediately regardless of any Necromantic bindings placed upon the soul.

12. Obfuscate

    i.   Obfuscate Versus Auspex: Add one Trait for each level of Obfuscate you possess when comparing Traits on a tie.

13. Obtenebration

    i.   Obtenebration 3: Arms of the Abyss: The user may never have more Arms of the Abyss tentacles at a single time than he has permanent levels in the Occult Ability, and a character may only add their Potence or Fortitude up to their Obtenabration rating.

14. Presence

    i.   Presence 1: Awe: An Awe retest cannot be cancelled. Awe may only be used on people who are in your presence (thus, you will not usually be able to use it on or against Summon).

    ii.   Presence 4: Summon: A Summons generally breaks with dawn. A Summons will also break when the Summoned party realizes IN-CHARACTER that they are entering an obviously hostile situation. All Summoning challenges are conducted through a storyteller. All judgments of whether a situation is obviously hostile or whether a character has reasonable information to judge it such is at storyteller discretion. Note that characters will attempt to answer the Summons in the most expedient reasonable fashion but will not take foolhardy actions (i.e. they will walk around a burning building rather than through it to reach the summoner).

    iii.   Presence 5: Majesty: You may "flavor" your Majesty to compliment any Social Trait possessed at the time. Majesty affects everyone in the scene.

15. Protean

    i.   Protean 4: Shape of the Beast Revisited: Only Gangrels use the mechanics for Shape of the Beast Revisited (Clanbook: Gangrel) rather than Shape of the Beast (Laws of the Night revised).

16. Quietus

    i.   Scorpions touch and Baal's Caress count as magical effects for damage.

17. Temporis

    i.   Characters in Secundus Surrectum cannot know both Temporis and Celerity. Any Character who knows Celerity and later learns Temporis will have her Celerity converted to XP, divided in half, and immediately used to purchase as much Temporis as possible, and remaining XP is lost.

    ii.   Temporis 5: Clotho's Gift: To activate this power a Cainite expends three blood traits, risks up to five Stamina traits, and makes a static physical challenge with a difficulty of six plus the number of traits risked, retestable with occult. Activating any discipline while under the effects of Clotho's Gift, except during everyman, causes one unsokable level of lethal damage per activation. Note that Potence and Fortitude are not activated powers and do not cause damage the character.

18. Thanatosis

    i.   Thanatosis 4: Withering: A Cainite struck in the head with this power may use no Disciplines except Celerity, Fortitude, and Potence.

19. Thaumaturgy

    i.   For any power of Thaumaturgy that requires a mental vs. physical challenge, the ST may rule that the target can only bid stamina related traits.

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

  iii.   Focused Mind, Path of
       a.   Dual Thought: Most thaumaturgy takes a turn by definition. Focused Mind allows an extra mental action per turn, therefore only those powers of thaumaturgy which take only an action rather than a full turn can be used with Focused Mind. For example, Lure of Flames: Engulf can be used with Dual Thought, but Cauldron of Blood cannot.

  iv.   Levinbolt, Path of the
       a.   All levels of this thaumaturgical path require the usual expenditure of a Blood Trait. A victim with a Fortitude rating of equal or greater than the Path rating of the thaumaturge is immune to the Stun aspect of this power.

   v.   Lure of Flames
       a.   Firewall: A thaumaturge may only maintain one firewall at a time.

  vi.   Transmutation, Path of
       a.   Gaol: Using this discipline to trap an unwilling subject requires the Thaumaturge to make a Mental Challenge versus a number of Traits equal to the target's current Physical Traits. Nothing may cross the barrier of the Gaol in either direction.

 vii.   Rituals
       a.   Basic: Engaging the Vessel of Transference: You must have an Occult Ability of 4 or Tremere Lore of 3 or higher to identify the cause of the shiver experienced when an object enchanted with this ritual activates. In order for this ritual to work it must touch the skin of the subject.
       b.   Basic: Reawakening the Dead Water: The thaumaturge may only gain benefits of this ritual once per week.
       c.   Intermediate: Pavis of Foul Presence: This ritual does not work against Advanced Presence unless combined with Vires Acquirit Eundo, and never works against Elder Presence. Pavis lasts until sunrise, or is expended. The first time Presence is used against the caster the test is performed normally, if the defender loose the challenge, then the presence power simply fails, if the defender wins, the effect is reflected back on to the user of Presence.
       d.   Intermediate: Scry: A True Name suffices as a link by which to Scry the target. This ritual automatically fails against those who have Elder Obfuscate or an Arcane of 4 or higher.
       e.   Advanced: Seeing with the Sky's Eyes: This will not work on dead mortals or Wraiths.
       f.   Advanced: Vires Acqurit Eundo: The final decision as to how this ritual will affect the casting of all other rituals is up to storyteller discretion.

20. Vicissitude

i. General: Modifications that have game effects must be purchased as Merits or they fade each sunrise.
ii. Vicissitude 4: Horrid Form: No delicate gestures may be performed while this power is active (prohibiting use of Necromancy, Thaumaturgy, etc.).
iii. Vicissitude 5: Blood Form: You may not use Physical Disciplines or Strength-related Traits. Damage taken in Blood Form is subtracted from your Blood Pool, as you are immune to all physical attacks except for Fire and Sunlight. Anyone who drinks (including through Theft of Vitae) your last Blood Trait while in this form is considered to have diablerized you.

IX. Experience and Downtimes

The following table shows how we award experience:

XP Awarded For:	XP Award:
Game Attendance	4
Remaining IC for the Majority of the Evening	1
Costuming	1
Travel (2 Hours)	1
Roleplaying Vote	1
Downtime/Journal Submission	1
Storytelling/Narrating	1
Council Member	1

 Bear in mind you will cap out at a total of 8 per month, per character.

Experience expenditures should be included as part of your downtime submissions.

Downtime & Journals –The time between game sessions is called "Downtime." During this time, your characters are still active and are doing things to interact with their environments and bettering themselves.

If you submit a prose description, in story, first-person journal, et cetera, of what your character is doing (must be longer than a single paragraph and not merely repeating your character sheet's contents), you will receive a Journal XP. This is intended to make you develop your character's personality, goals and emotions between games.

Send Experience expenditures to the ST list, secundusst@googlegroups.com, by the Sunday before the next game. Storytellers will attempt to email players a copy of their character sheet(s) after each game to help facilitate downtime experience expenditures.

Players without suitable computer access may submit downtimes by writing things legibly on their character sheet and turning it in at the end of a game, for a downtime to be submitted that downtime cycle, before the next game.

The most you may purchase in a single downtime, per character, is as follows (note, the higher numbers are due to having only one game per month as opposed to two):

- 2 Attribute Traits per category
- 1 Derangement removed (requires ST approval)
- 6 Different Non-Lore Abilities
- 1 Flaw removed (requires ST approval)
- 1 Humanity (requires ST approval)
- 2 Influence Background
- 2 level of an In-Clan Discipline
- 2 level of an Out-of-Clan Discipline
- 2 Lore Ability
- 1 Merit (requires ST approval)
- 1 Negative Trait removed (requires ST approval)
- 2 Non-Influence Background
- 2 Ritual
- 2 Virtue Trait
- 2 Willpower

X. Frenzy:

By the book with the following changes: The Storyteller infroms you of who you attack, and how you spend your blood. Also at the end of the round of the 3rd succesful social challenge you leave frenzy.

XI. Influences

 You receive one influence cycle for game, and two for downtime.

1. Media Influence - Due to printing errors, there is no Level 4 action per the book. See the correction below

Media Influence	Effect
1	Learn about breaking stories early; Submit small articles (within reason)
2	Suppress small articles or reports; Get a hold of investigative reporting information
3	Initiate news investigations and reports; Obtain project funding and squander it (250$)

4	Ground stories and projects
5	Broadcast fake stories (local only); Kill small local articles or reports completely

2. Influence Action Clarifications

i. Attack: Attacks must be performed with Influence of the same category one is attacking.
ii. Block: You may only block a single Effect per Influence expenditure. Blocks must be performed with Influence of the same category one is blocking.
iii. Boost: Boosts do not need to be performed with Influence of the same category of the Block being overcome, nor the endeavor being boosted.
iv. Combine: Combines must be performed with Influence of the same category. Combine is not subject to the halving effect described in Dark Epics.
v. Conceal: Conceals do not need to be performed with Influence of the same category of the endeavor being concealed.
vi. Defend: Defense must be performed with Influence of the category one is defending.
vii. Follow: Follows must be performed with Influence of the same category one is following. Follows are considered to have a value of two times the Influence applied, as they are in essence a Watch of one category of influence by a single character, which must first be Traced.
viii. Growth: Growth does not need to be performed with the Influence being grown. Cannot be detected with Follow or Watch. Your influence level will not automatically increase when you reach enough Traits for the next level until you also turn in a downtime spending the XP to do so.
Example: To grow Health x4 to Health x5 you must use 12 total levels of Influences. Thus you could use Health x4 three times (does not have to be consecutive weeks, Growth does not expire), or any other combination of Influences for a total of 12 levels.
ix. Stealth: Stealth does not need to be performed with Influence of the category one is stealthing, and is itself considered automatically stealthed (Influence engaging in a Stealthing action to hide another influence cannot itself be seen engaging in that Stealthing action). Stealth can be applied to Boost, Combine, Conceal, Defend and Trace as well as the actions listed in Laws of the Night revised/Dark Epics. Stealth need not be applied to Growth or Watch.
x. Trace: Traces must be performed with Influence of the same category one is tracing.
xi. Watch: Watches must be performed with Influence of the same category one is watching for. Watch observes all actions performed with the influence to the level watched, not merely for a single type of action. Watch can observe Boost, Combine, Conceal, Defend and Trace as well as the actions listed in Laws of the Night revised/Dark Epics. Watch cannot spot Growth or Watch.

3. General Clarifications:

i. Month versus Influence Cycle: Note that while Dark Epics typically refers to an influence cycle as a month, in Secundus Surrectum it is a bi-monthly cycle, with Friday' game as the beginning of the cycle (meaning your influence will refresh for that week at the beginning of game and then two weeks after).

ii. Invisible Endeavors: Only Growth, Stealth and Watch cannot be seen with Follow or Watch automatically, without the need to be concealed with Stealth.

iii. Influence by City: Secundus Surrectum does not allow characters to buy Influence on a city by city basis as mentioned in Dark Epics, restricting each character to one set of Influence, per type, all based in Secundus Surrectum.

iv. Influence Encounter/Trace Expiration: Each time you encounter another player's Influence sufficiently to Trace it, you must do so within the next four consecutive Influence Cycles, or the contact expires and you must contact the Influence again to attempt a Trace. Further, a Trace that is not used (to Attack or Follow) expires in six consecutive weeks if unused, although Attacking or Following the Traced Influence resets this period of six weeks if done before they run out.

v. Disallowed Influences: Military and Espionage Influences are not allowed for Player Characters in Secundus Surrectum.

XII. Merits and Flaws

1. Merits

i. Additional In-Clan (5-pts) – You may only choose a Cardinal Discipline with this Merit.

ii. Common Sense – This Merit is free for new players. It must be used to ask about an action before you take the action.

iii. Iron Will – This Merit lets you expend an additional Willpower defensively as a Supernatural Retest, which may be called for even after the final resolution of the challenge, reopening the challenge at that point.

iv. Luck – One retest per game

2. Flaws

i. Fifteenth Generation – Per MET Anarch Guide.

ii. Fourteenth Generation – Per MET Anarch Guide.

iii. Prestation Debt – This represents one or multiple Boons that you owe. This is a highly recommended Flaw to take if you want an extra point or three, as every Kindred should be involved in the Prestation system. The value of this Flaw is on the following scale:

Level of Boon	Value of Flaw
Trivial	1
Minor	2
Major	3

Blood	4
Life	5
Extremis	6

iv. Severed from the Web – Malkavian only. You are cut off from casual use of the Cobweb. You may not use the MMN mailing list, and you cannot 'ping' or be 'pinged.' You may not purchase the Ability Malkavian Time.

3. Restricted or Disallowed – Speak to an ST before taking any Merit/Flaw to see if it is available.

4. Flaws and the Masquerade – If you take "spooky" or obviously supernatural Flaws, such as Cold Breeze or Eerie Presence, you may be a walking Breach of the Masquerade. This will have the obvious consequences.

XIII.Miscellaneous

1. Blood Bonds – Characters may only have one three-point Bond at a time, barring Merits, Rituals, etc. which explicitly state otherwise. However, a character may have infinite one- and two-step bonds simultaneously in any combination, with or without a three-point bond. Bonds are only guaranteed to break in the following circumstances:

1. Embrace of the thrall.
2. Disciplines and Rituals that explicitly break Blood Bonds.
3. Vaulderie to break a blood bond (See MET Sabbat Guide).
4. Bonds also fade at the rate of one per every year and a day (minus one month per Trait of permanent Willpower the thrall has) without any contact with the regnant.

2. Vinculum – See MET Sabbat Guide. Vinculum does not fade unless the subject one has a Vinculum to should die. Per Mexico City by Night the Merit Unbondable does make a subject immune to the effects of the Valderie ritae.

3. Item traits and abilities:

i. Speed – Items with the speed special ability allow you to add a weapons bonus trait to your own for initiative, so long as you have at least one level of the appropriate ability to utilize that weapon.

XIV. Morality

1. Characters cannot bid more than twice their current Morality on any Conscience/Conviction Virtue test.

2. Time before Game – All characters have an amount of time before the beginning of the game session, in which to conduct pre-game activities on the night of game. Activities consuming more time than the character has before the start of game, require the character to sit out a portion of the game to account for that additional time. The time each character has before the game session is calculated as follows:

Morality Level	Base Time
5	110 minutes
4	100 minutes
3	90 minutes
2	80 minutes
1	70 minutes

Morality Modifiers	Time Modifier
Conviction Virtue	-10 minutes
Instinct Virtue	-10 minutes
Deep Sleeper Flaw	-10 minutes
Light Sleeper Merit	+10 minutes
Expending One Willpower	+60 minutes

Other factors such as Ritual effects, other merits and flaws, etc. may also add to or subtract from the time a character has before the game session.

A character may use this time for Hunting Challenges (see "Blood and Feeding" section above), to cast Thaumaturgical rituals (see "Disciplines" section above), or engage in other activities before the start of game.

3. Buying Humanity – Humanity can be increased, given time and effort. Performing acts of "goodness" and holding yourself to the standards of a higher Morality will help you improve your Morality rating. Inform a ST at the beginning of your attempt, and we will keep track, and may let you increase your score. It is far easier to lose Humanity than to gain it back. You may never buy back Humanity right after you commit Diablerie.

4. Daytime – Characters may not spend more temporary Willpower than they have Morality traits for the purpose of remaining awake during the day each day.

5. Zero Morality – If you reach zero Morality as a vampire you enter Wassail, the Final Frenzy. You are automatically an NPC at this point. Humans and ghouls merely receive one appropriate Derangement of Storyteller choice and automatically return to Humanity One.

6. Paths of Enlightenment:

i. All new Camarilla Characters should be on the path of Humanity. If your character wishes to abandon her Humanity, and seek a monstrous way of looking at the world, speak to the STs.

ii. If you are playing a Clan which has Paths "available" such as Assamite, Gangrel or Setite, you may ask ST's for permission before taking a Path, as most Paths are not suitable for Camarilla games.

iii. Learning a path after Character Creation takes a year and a day of learning. You must drop to Humanity One before beginning on your quest to learn a path. You must have a tutor for learning a path. Upon the time requirements being met for learning your Path, you must win a series of tests, or enter Wassail, as the beast snares you in your moment of weakness.

7. Torpor – Per Laws of the Night revised page 199, with the following additions:

i. Blood Rage may be used once per period of torpor, per target, to bypass the time requirements for torpor and attempt to force the target awake.

ii. Feeding: A character in torpor may be feed the blood of a lower generation character, the character in torpor then adds the difference in their generation backgrounds to their morality rating to determine the length of torpor. If this raises there effective humanity to six, the character awakens immediately.

XV. Status, Prestige and Prestation

1. At Character Creation – Acknowledged is free for newly created Camarilla Characters. Those Embraced In-Game must earn their Acknowledgement In-Game as well. No additional Status may be purchased at Character Creation. Characters start with whatever the default Clan Prestige is for their Clan, if any, that they deserve based on the appropriate genre packet.

2. For assistance in locating a suitable Prince to have Acknowledged you, please contact the ST Staff. If you want to be on the OWBN-CAM yahoogroup email list you will need a specific name for your sire.

3. In Challenges – Status and Prestige may not be used in any Discipline-related challenge.

4. Boons

The value of Boons is as follows:

Type of Boon	Value in Status
Trivial	1
Minor	2
Major	3
Blood	4
Life	5
Extremis	6

A character can only "provide collateral" for a Boon he can match the value of, in Status (Personal + Positional), given that these are the typical number of status which can be stripped for willfully defaulting on a Boon, based on the Boon's value. Someone who holds a Boon over you is also considered to be up that many Traits when you compare Status.

5. Extremis Boon – Per the OWbN Camarilla status packet, no PC is "important" enough to offer an Extremis Boon.

XVII. Chronicle Discipline

The Chronicle's OOC Discipline is at the discretion of Storytelling staff by majority vote with the HST's vote being considered the tie-breaker when necessary.

Examples of unacceptable behavior that may result in Discipline:

i.   Cheating
ii.   Lying
iii. Mommy-Daddying
iv.   Malicious rumor-mongering
v.   Violation of the OWbN Bylaws
vi.   Illegal Activity

Examples of Discipline:

i.   Verbal Warnings
ii.   Written Warnings
iii. Temporary Suspension from game
iv.   Administrative GNC (Generate New Character)
v.   Bans
vi.   Proposal for an OWbN Condemnation Proposal for an OWbN Strike
vii. Proposal for an OWbN Ban