

# Front Range Sabbat House Rules

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## Upcoming changes:

## General House rules:

The staff may adjust rules and rules calls to fit the need the of the game at any time. The Staff will do their best to adhere to strict book and house rules interpretations in PVP (player versus player) situations. The Staff will often simplify, abridge, or skip rules in PVE (player versus environment, aka vs NPCs) situations in order to create a better story.

### **Packets - Merits, Blood Magic, and Sabbat Genre**

Please Email the STs for relative Clan Packets, Status Packets, and Faction Packets. By White Wolf's rules these packets are not allowed to be posted on public websites.

**Diablerie** to 7th Generation retires the PC to an NPC.

# Experience

You automatically earn 1 experience per game for attendance.

You may earn 1 experience for:

1. Costuming each game. Costuming experience requires some effort put into the costume.
2. Donating non-perishable items. This reward may be "banked".
3. Roleplaying and character development.
4. Role playing recommendations at the end of game.

You may earn a maximum of 8 experience per month.

You may purchase 1 level of any trait/discipline/background/sheet aspect you are able to acquire and have the XP for each downtime session. Diablerie generation gain does not cost experience.

Aegis use must be marked in your XP log.

Roleplaying Awards: Not all roleplaying awards result in experience gain. Some will result in plot, mentors, favors, and other benefits to your PC.

# Abilities

## Linguistics

Every level in Linguistics give 2 extra languages.

## Rituals

Levels 1, 2, and 3 each allow for learning 3 auctoritas ritae. Level 4 allows 4 auctoritas ritae. Level 5 has no mechanical benefit and is only for character growth and RP benefit.

## Specialty

Occult specialties can only work for a given thaumaturgy path. Abilities that affect a discipline can only affect 1 power in that discipline. Melee, firearms, archery can only affect a particular

weapon (E.G. Broadsword, Crossbow, Shotgun).

### **Crafting**

Crafting specialties include but are not limited to: gunsmithing, blacksmithing, armoursmithing, melee weapon smithing, woodworking (includes carpentry).

See Weapons and Armour below for crafting times.

## **Morality Paths and Virtues**

With enough role play and ST permission, you may skip the test for changing from humanity to a path of enlightenment.

## **Backgrounds**

### **Alternate Identity**

Can be taken multiple times. Alternate Identity can be used to create a mortal identity that is resistant to certain types of investigation at Level 1 and immune at level 2. Investigations affected include: paperwork, credit checks, police records, birth certificates, etc.

### **Influence:**

Influences are still limited in amount by Laws of the Night. Maximum amount of influences available in a given area is dependent by plot and ST ruling. Influence may be based in the following areas:

Denver Metro (Aurora, Littleton, Centennial, Lakewood, etc)

Golden/Blackhawk

Boulder/Longmont

Fort Collins/Loveland/Greeley

Colorado Springs

### **Influences actions**

Theatrical Explanations: All influence actions may include explanations. From talking to Bob the fence to buy your Heavy Pistol, to buying 51% of Acme stock to take over the company, all the way to blood bonding the Mayor. Every action submitted per type of influence may have an explanation showing how the influence is doing submitted action. For further examples, read the

“Descriptive Example” sections under each action type in Dark Epics. There will be bonuses to "Roleplaying" your influence.

Rule of 20: No more than 20 traits can be spent towards a single endeavor. This means you can only put 20 influence towards an Attack action, Grow action, etc.

Attack actions do not result in the loss of the XP for the level, just the level becomes unavailable until regrown.

### **Changing Influences:**

If you wish to switch the influence you currently possess, a scene will be required to lose the current influence, a scene to start up the new influence, and the standard growth actions. In effect you will be roleplaying the loss of the influence, the start of the new one, and then growing it from 0. Switching influence will have roleplaying effects upon the persona used.

### **Fame:**

1. Instant Actions. Without Fame 1 all influence actions must be submitted in downtime.
2. Surrounding cities.
  - a. Boulder can affect: Golden, Denver, Fort Collins
  - b. Denver Can affect: Golden, Boulder, Colorado Springs
3. Statewide
4. Surrounding States. All Midwest games.
5. Country Wide. All games based in the US.

### **Generation:**

Starting generation is determined randomly. See Character Creation Document.

### **Havens:**

Not treated as a background. The Staff will use a write up of your haven to determine how others interact with it.

### **Retainers:**

Retainers have 3 categories: Ghoul/Mortal, Spirit/Wraith, Animal. Each is a separate background, and you may have up to 5 of each.

Ghouls are created just like 7/5/3 Vampires, with the exception of having only one level in a discipline. Ghouls grow by 1 xp per home game attended. Both creation and XP expenditures on ghouls must be approved by an ST. Influences must still be grown, disciplines taught, etc. If

you lose your retainer, the next retainer to replace it starts over at basic 7/5/3.

### **Revenants:**

Tzimisce may purchase Revenants as their Retainers. Non-Tzimisce must gain Revenants as Retainers through in-game roleplay.

## **Weapons**

### **Two Weapon and Offhand Rules:**

Rules are by Laws of the Night. P. 207

### **Weapon & Shield Rules:**

Carrying a shield allows you to block defensively with the traits a shield has. Contested actions with a shield gives +1 trait in combination with your weapon in that challenge.

### **Weapons & Armor Crafting:**

Base weapons & Armor are by Dark Epics. With the following additions.

Crafting time takes 1 week per level of crafting to make a given item. Level 1 and 2 items are only limited by ST discretion.

Level 1 and 2 - Create basic weapons and armor and add cosmetic features.

#### **Weapons**

Level 3 - Adds an extra trait or damage

Level 4 - Adds an extra trait and damage

Level 5 - Previous effects and removes a negative trait.

Level 5 with Puissance (Level 5 Potence) - Previous effects and add "Puissance Proof."

#### **Armour**

Level 3 - Affects all types of damage

Level 4 - Previous effects and adds an extra health level

Level 5 - Previous effects and removes a negative trait.

#### **Damage:**

No single source may add more than 3 levels of damage. This rule may be stacked from multiple sources. An example:

My weapon does 4 levels of damage

My weapon is warded to do an extra lethal

My weapon has a Quietus coating to change my base damage to Aggravated Damage.

My weapon is fetished to do 1 extra lethal

I am using Valeren 5 to do 2 extra levels of damage

I am using Potence 5 to do 1 extra level

Total damage:

6 Aggravated Damage (Base with Quietus+Valeren), plus 3 Lethal (Potence, Ward, Fetish) for a total of 9 Damage: 6 Aggravated, 3 Lethal.

#### **Number of effects:**

Weapons may have up to it's traits in additions total – Wards, Quietus Coatings, Fetishes, Magical Additions.

4 Trait Weapon Examples:

- 4 Wards
- 2 Wards, 2 Quietus Coatings
- 2 Wards, 1 Fetish, 1 Quietus Coating
- 1 Ward, 1 Fetish, 1 Magical Addition, 1 Quietus Coating
- 4 Quietus Coatings

## **Disciplines**

### **Form disciplines**

Only one form discipline may be used at a time. A form discipline is any discipline that alters your form like Shape of the Beast and Horrid Form.

### **Carrier Attacks**

A carrier attack is an attack that requires touch to activate. A physical challenge is used to determine success or failure. Only one carrier attack may be delivered per challenge.

### **Potence & Celerity:**

You do not have to declare Bomb and Ties in the start of a challenge.

Typical Potence 5 & Celerity 5 in combination: You bid Potent to hit someone. You have the Brawl/Melee Ability Retest, Plus the Might Retest. You have Bomb & Ties. You may use this combination for your Everyman, Swiftiness Action, Legerity Action, and Offhand Action. If you decide to Fair Escape or Dodge, you would instead use a Dexterity related trait, utilizing only an ability retest appropriate (Dodge, Athletics), and you will still have Bomb & Ties.

### **Animalism**

**Quell The Beast** – Intermediate, Level 3 Does not counteract being able to burn permanent willpower, it will not stop aegis.

**Subsume The Spirit** – Intermediate, Level 4 You may expend 3 social traits to use Obfuscate while subsumed.

### **Auspex**

**Psychic Projection** – Advanced, Level 5 Inform a ST or Narrator when using this discipline. You cannot expend blood in this form. You may freely use Auspex levels 1, 2, and 4 in the physical realm without manifesting. Level 3 Auspex and any touch related discipline is unavailable in this form. You cannot enact this discipline while torpored or staked. If torpored or staked while in an astral form, you lose consciousness in the astral plane.

Your body must be physically present in the game's jurisdiction to interact with PCs save bland social interaction

### **Celerity**

In order to gain the benefits of Rapidity and Fleetness you must bid a speed related trait. Ranged attacks gain the benefit of Rapidity and Fleetness (Thrown or Firearms).

**Alacrity** – Basic, Level 1

Not run as per Laws of The Night. Instead you are given a bonus movement and non challenge related action.

### **Chimeristy**

Clarification/Reminder: Only the victim and creator of Horrid Reality is aware of the illusion being created. Other illusions created from lower levels only need be tested by others or Staff when they are being created. When brought into a new scene, they are considered to be already

created and no test is necessary.

Only Staff may rule if an illusion is unbelievable enough to be challenged.

### **Dementation**

You do not need to be seen to utilize levels 1-3 of this discipline.

**Total Insanity** - If your current active derangements exceed your permanent willpower rating (spend or not), you enter a comatose state where you may only defend yourself from harm.

### **Dominate**

**Possession:** Your body must be physically present in the game's jurisdiction to interact with PCs save bland social interaction.

### **Fortitude**

All levels of Fortitude are reflexive and do not require an action to use. You may consciously choose to not enact it, but loss of consciousness causes it to activate automatically. Damage must occur in order to stake a vampire with Fortitude regardless of placement.

**Resilience and Resistance** - Intermediate, Level 3 and 4

You may risk instead of expend a stamina related trait to win ties on the challenge to test down the damage.

**Aegis** – Advanced, level 5

You may expend “Spent” willpower to fulfill the cost of the use of this discipline.

### **Necromancy**

If soul stolen, you may elect to spend a willpower to go back to your body at the end of the round. If your body takes damage, your soul automatically attempts to go back to your body at the end of the round.

### **Obfuscate**

Unconscious targets automatically relent to this discipline.

**Mask of a Thousand Faces** – Intermediate, Level 3

You have one mask to be your permanent mask trait free.

You may replicate clothing changes for an extra 1 mental spent. You may emulate clothing changes and reasonable body changes for an extra 2 mentals spent.

## **Cloak The Gathering** – Advanced, Level 5

You may cloak as many other people as you have permanent levels in stealth at any one time. Targets must stay within 15 feet of the discipline enactor. Unconscious targets automatically relent.

## **Obtenebration**

**Arms of The Abyss** – Intermediate, Level 3 You may only have as many arms as you have levels in Obtenebration in existence at one time. Arms of The Abyss attack at the end of the everyman action, and count towards maximum number of challengers of 5.

## **Potence**

You must bid a strength related trait to gain the benefits of Potence.

You may choose to do no damage with this discipline, and instead hit your target for distance, up to 3 steps per level of Potence.

All Potence may be used in any strength related challenge.

Might does not prevent the opponent from retesting with might. Might does not Cancel Might in PVP situations, but an ST may call for it to do so in PVE to speed along combat.

## **Presence**

### **Awe** – Basic, Level 1

By expending a social trait and initiating a simple social test against a target, you can invoke this power to grab the target's attention and make eye contact. Your target must be within line of sight in order to use this discipline on them.

Awe does not cancel Awe in PVP situations, but a ST may call for it to do so in PVE to speed along combat.

### **Dread Gaze** – Basic, Level 1

Your target must be able to see your face in order to use this discipline on them.

### **Summon** – Intermediate, Level 4

You may not be summoned to a situation with people whom intend to do you harm, or conditions that will do you harm. This is also known as the "No summon to boot party" rule.

### **Majesty** – Advanced, Level 5

This discipline affects the entire scene. Utilizing this discipline in open spaces will fall under ST

discretion in terms of range.

### **Protean**

To gain the benefits of the “Sharp” trait in comparison of ties, you must be using your feral claws in the challenge.

### **Quietus**

See [Weapons](#) sections, under “Number of Effects” to determine the number of Quietus coatings that any weapon may have.

**Taste of Death:** Due to the lack of usefulness of this discipline, we have made the following changes: The spit does 2 agg. It may burn through materials as per ST discretion. You may utilize celerity ties and bomb with this discipline. A single activation allows one to use this power for all actions in a round. Range for this discipline is 10 steps.

### **Thanatosis**

**Withering** – Intermediate, Level 4

“rendering them unable to use the powers of Celerity, Fortitude, and Potence.” changes to “rendering them unable to use any powers except Celerity, Fortitude, and Potence.”

### **Thaumaturgy**

**Taste of Blood** - Diablerie may be detected permanently by Taste of Blood.

### **Valeren**

**Level 4 Valeren** has been change to the Dark Ages version “**Armor of Caine’s Fury**”. The armor bonus is limited to 3 levels per activation, and may only be activated once per turn.

### **Vicissitude**

Vicissitude uses the ability "Body Crafts". Vicissitude modifications are by the book, with exceptions on a case by case basis as users of the discipline develop “recipes” unique to each artist.

**Horrid Form** - Intermediate, Level 4: This form may not be modified to look "normal" or disguised. This form supersedes any Vicissitude modifications.