

LSHOAN HARAH  
THE SHADOWS OF NIGHT

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Rules and Setting Document

Pocket Edition

Updated May, 2009

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## Welcome to our Labor of Love

This document has been a long time coming. In late 2004 many players decided to come together and codify many of the rules decisions, changes, alterations, and replacements that the storytelling staff of *Lshoan Harah* had put into place since its inception. This task was daunting, and became of interest to the playerbase as a whole, who voiced their collective opinions as to what rules calls should stay, which should change, and which should be thrown out.

When *Lshoan Harah's* first chronicle ended, it gave everyone, from STs to players alike, the chance to create something new with the budding second chronicle, both in- and out-of-character. Thus, the redoubled effort to create this document began. It has been a long time coming, but we are ready to release our rules supplement, which contains everything someone coming from another *Vampire: the Masquerade* game to ours should need to start playing.

The creation of this document in no way is an attempt to infringe on the copyrights and trademarks held by *White Wolf Publishing*, a subsidiary of *CCP North America*, but instead is a guide to help people enjoy their game within the confines of our troupe. Without the books White Wolf has published this document is fairly useless, as it contains only references and changes to the source material, and not the source material itself.

All in all it is our collective hope, and mine personally, that you enjoy what you find herein, and enjoy coming to our game. See you on Sunday!

— Christopher "Poetics" Wright  
LshoanHarah.com Site Admin

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### Conventions used in this Document:

<i>LH</i> – Lshoan Harah	<i>Clan</i> – Clanbook ( <i>Clan</i> )
<i>WoD</i> – World of Darkness	<i>CtB</i> – Chaining the Beast
<i>LotN</i> – Laws of the Night	<i>DE</i> – Dark Epics
<i>CG</i> – Guide to the Camarilla	<i>ST</i> – Storyteller's Guide
<i>GttS</i> – Guide to the Sabbat	<i>WAT</i> – 'Win-all-ties'
<i>IC</i> – In-character	<i>OOC</i> – Out-of-character



## 1 Setting

All kindred in the Bay Area have heard the whispers. Some choose to believe the whispers, some choose to doubt and still others choose to disregard them entirely. Know that the whispers you hear are never the whole of the story; no matter whose whispers you choose to heed you will still have no better an understanding than any other kindred. For any and all of those whispers may be true, or none of them. It is for you and your character to decide what, who and how much to believe.

It is whispered that an Ancient Methuselah has resided within Marin and Sonoma Counties . . .

They say it kills all who trespass . . .

They say it devours them body and soul . . .

They say it drains them translucent and hangs them from the twisted oaks of its home, to blow in the wind and burn in the sun . . .

They say it is a myth perpetuated by the Elders to cement their control . . .

They say a powerful Elder once lived there long ago, killed many and was in turn killed . . .

They say the Ancient sleeps and will not wake until the end of time . . .

They say it never was . . .

They say . . .

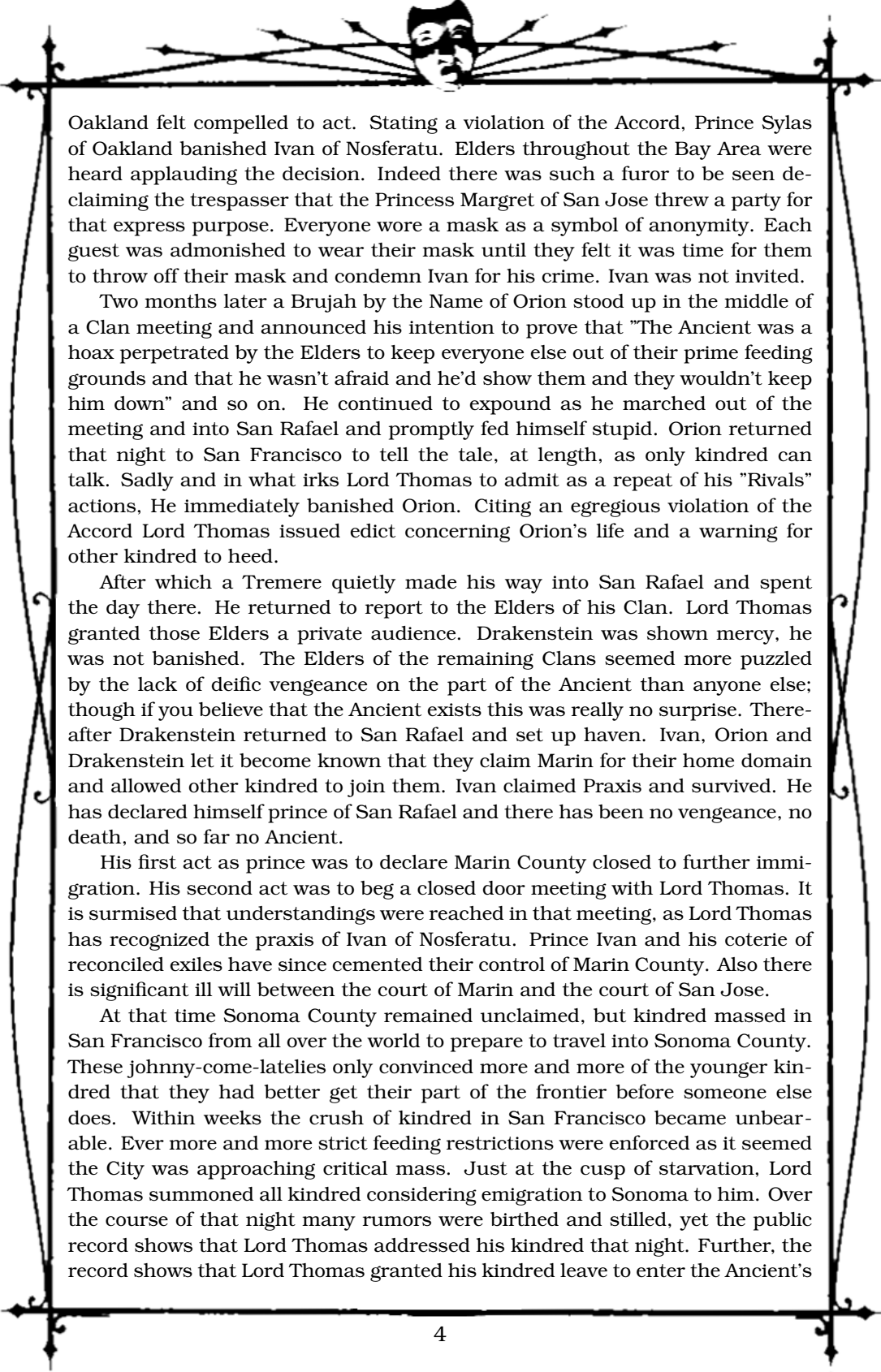
They say . . .

They say . . .

They say . . .

What is known for certain . . . No, what everyone agrees is true . . . No, what everyone who matters agrees is true is that between the end of 1600's and the end of 2006, no kindred entered the domain of the Ancient and survived. The Elders speak gratefully of an accord they reached with the Ancient; as if long ago there was no peace with their quasimythical neighbor. Always they are quick to remind errant Neonates not to trespass and always with dire warnings and promises of personal retribution. The Venerate rarely discuss the Ancient, even amongst themselves. There are those who say they are afraid, but whose wrath do they fear; that of the Ancient or that of the Elders? Now the Ancillae are of differing opinions where tales of the Ancient are concerned. Many of them even claim to believe they know which tale is true. Unlike their venerated older cousins, the Ancillae seem less personally troubled by the tales. Of course it seems each neonate holds a different opinion on the tales and each and every neonate is sure they know the truth. Having little better to do; the Neonates often use the topic as something else to argue about.

A Nosferatu named Ivan was first kindred to cross into Marin County and return to his home domain unharmed in over 300 years. News of his successful trespass began to leak out of his home Domain of Oakland. By September 2006 it was all anyone in the Bay Area could talk about, and talk they did, at great length, as only kindred can talk. With public gossip awhirl the prince of



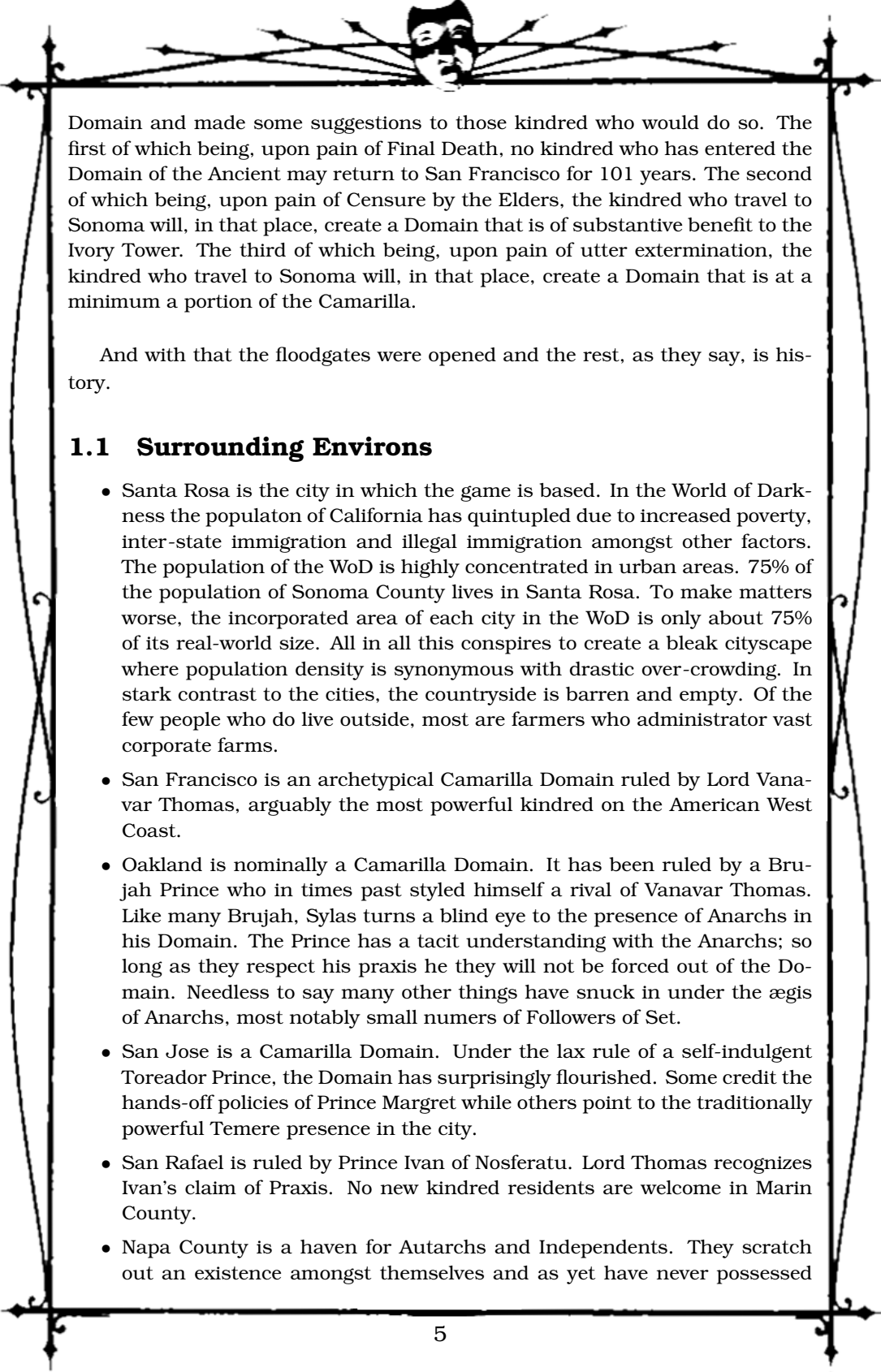
Oakland felt compelled to act. Stating a violation of the Accord, Prince Sylas of Oakland banished Ivan of Nosferatu. Elders throughout the Bay Area were heard applauding the decision. Indeed there was such a furor to be seen declaiming the trespasser that the Princess Margret of San Jose threw a party for that express purpose. Everyone wore a mask as a symbol of anonymity. Each guest was admonished to wear their mask until they felt it was time for them to throw off their mask and condemn Ivan for his crime. Ivan was not invited.

Two months later a Brujah by the Name of Orion stood up in the middle of a Clan meeting and announced his intention to prove that "The Ancient was a hoax perpetrated by the Elders to keep everyone else out of their prime feeding grounds and that he wasn't afraid and he'd show them and they wouldn't keep him down" and so on. He continued to expound as he marched out of the meeting and into San Rafael and promptly fed himself stupid. Orion returned that night to San Francisco to tell the tale, at length, as only kindred can talk. Sadly and in what irks Lord Thomas to admit as a repeat of his "Rivals" actions, He immediately banished Orion. Citing an egregious violation of the Accord Lord Thomas issued edict concerning Orion's life and a warning for other kindred to heed.

After which a Tremere quietly made his way into San Rafael and spent the day there. He returned to report to the Elders of his Clan. Lord Thomas granted those Elders a private audience. Drakenstein was shown mercy, he was not banished. The Elders of the remaining Clans seemed more puzzled by the lack of deific vengeance on the part of the Ancient than anyone else; though if you believe that the Ancient exists this was really no surprise. Thereafter Drakenstein returned to San Rafael and set up haven. Ivan, Orion and Drakenstein let it become known that they claim Marin for their home domain and allowed other kindred to join them. Ivan claimed Praxis and survived. He has declared himself prince of San Rafael and there has been no vengeance, no death, and so far no Ancient.

His first act as prince was to declare Marin County closed to further immigration. His second act was to beg a closed door meeting with Lord Thomas. It is surmised that understandings were reached in that meeting, as Lord Thomas has recognized the praxis of Ivan of Nosferatu. Prince Ivan and his coterie of reconciled exiles have since cemented their control of Marin County. Also there is significant ill will between the court of Marin and the court of San Jose.

At that time Sonoma County remained unclaimed, but kindred massed in San Francisco from all over the world to prepare to travel into Sonoma County. These johnny-come-latelies only convinced more and more of the younger kindred that they had better get their part of the frontier before someone else does. Within weeks the crush of kindred in San Francisco became unbearable. Ever more and more strict feeding restrictions were enforced as it seemed the City was approaching critical mass. Just at the cusp of starvation, Lord Thomas summoned all kindred considering emigration to Sonoma to him. Over the course of that night many rumors were birthed and stilled, yet the public record shows that Lord Thomas addressed his kindred that night. Further, the record shows that Lord Thomas granted his kindred leave to enter the Ancient's

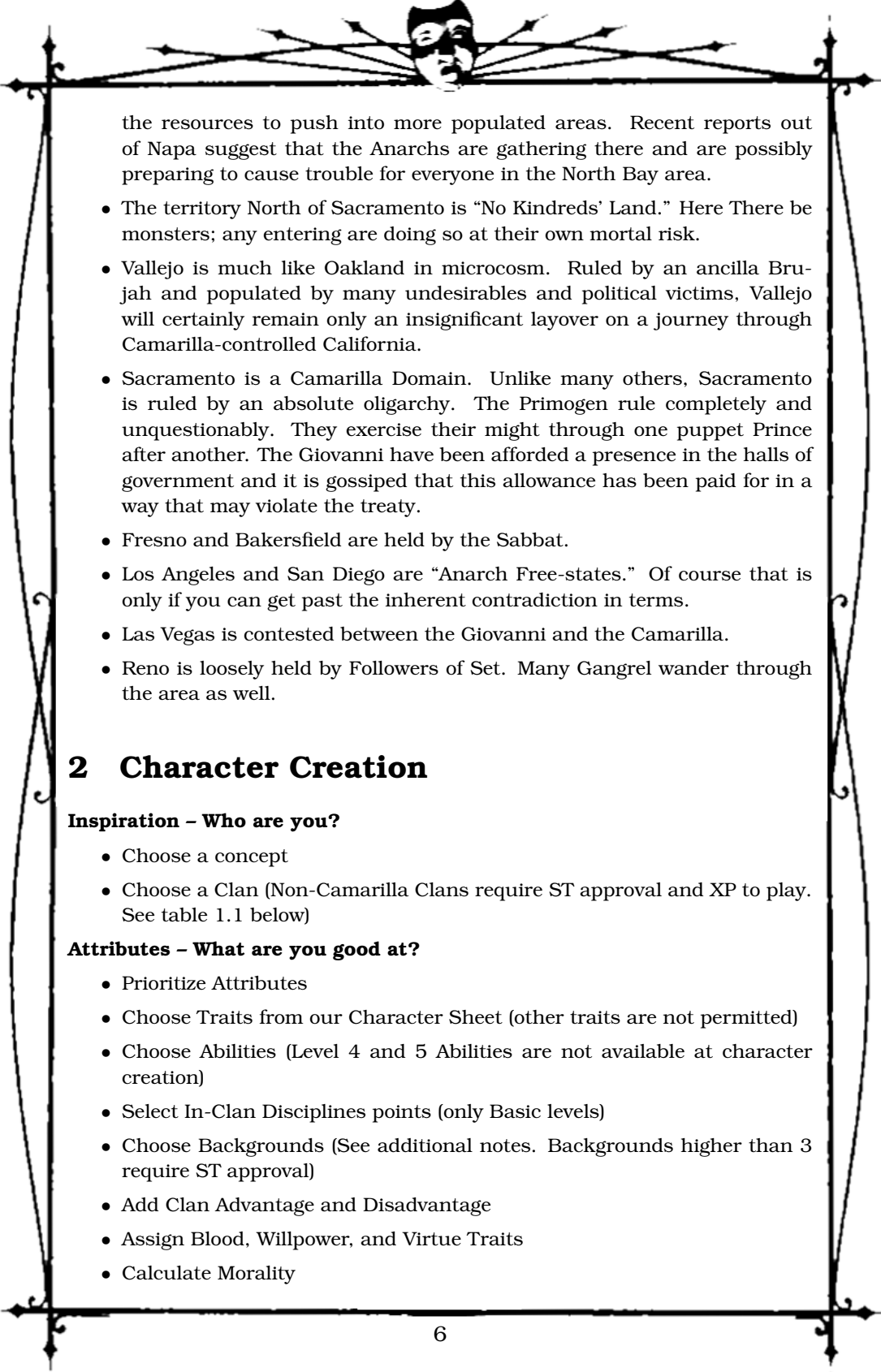


Domain and made some suggestions to those kindred who would do so. The first of which being, upon pain of Final Death, no kindred who has entered the Domain of the Ancient may return to San Francisco for 101 years. The second of which being, upon pain of Censure by the Elders, the kindred who travel to Sonoma will, in that place, create a Domain that is of substantive benefit to the Ivory Tower. The third of which being, upon pain of utter extermination, the kindred who travel to Sonoma will, in that place, create a Domain that is at a minimum a portion of the Camarilla.

And with that the floodgates were opened and the rest, as they say, is history.

### **1.1 Surrounding Environs**

- Santa Rosa is the city in which the game is based. In the World of Darkness the population of California has quintupled due to increased poverty, inter-state immigration and illegal immigration amongst other factors. The population of the WoD is highly concentrated in urban areas. 75% of the population of Sonoma County lives in Santa Rosa. To make matters worse, the incorporated area of each city in the WoD is only about 75% of its real-world size. All in all this conspires to create a bleak cityscape where population density is synonymous with drastic over-crowding. In stark contrast to the cities, the countryside is barren and empty. Of the few people who do live outside, most are farmers who administer vast corporate farms.
- San Francisco is an archetypical Camarilla Domain ruled by Lord Vanavar Thomas, arguably the most powerful kindred on the American West Coast.
- Oakland is nominally a Camarilla Domain. It has been ruled by a Brujah Prince who in times past styled himself a rival of Vanavar Thomas. Like many Brujah, Sylas turns a blind eye to the presence of Anarchs in his Domain. The Prince has a tacit understanding with the Anarchs; so long as they respect his praxis he they will not be forced out of the Domain. Needless to say many other things have snuck in under the ægis of Anarchs, most notably small numbers of Followers of Set.
- San Jose is a Camarilla Domain. Under the lax rule of a self-indulgent Toreador Prince, the Domain has surprisingly flourished. Some credit the hands-off policies of Prince Margret while others point to the traditionally powerful Temere presence in the city.
- San Rafael is ruled by Prince Ivan of Nosferatu. Lord Thomas recognizes Ivan's claim of Praxis. No new kindred residents are welcome in Marin County.
- Napa County is a haven for Autarchs and Independents. They scratch out an existence amongst themselves and as yet have never possessed



the resources to push into more populated areas. Recent reports out of Napa suggest that the Anarchs are gathering there and are possibly preparing to cause trouble for everyone in the North Bay area.

- The territory North of Sacramento is “No Kindreds’ Land.” Here There be monsters; any entering are doing so at their own mortal risk.
- Vallejo is much like Oakland in microcosm. Ruled by an ancilla Brujah and populated by many undesirables and political victims, Vallejo will certainly remain only an insignificant layover on a journey through Camarilla-controlled California.
- Sacramento is a Camarilla Domain. Unlike many others, Sacramento is ruled by an absolute oligarchy. The Primogen rule completely and unquestionably. They exercise their might through one puppet Prince after another. The Giovanni have been afforded a presence in the halls of government and it is gossiped that this allowance has been paid for in a way that may violate the treaty.
- Fresno and Bakersfield are held by the Sabbat.
- Los Angeles and San Diego are “Anarch Free-states.” Of course that is only if you can get past the inherent contradiction in terms.
- Las Vegas is contested between the Giovanni and the Camarilla.
- Reno is loosely held by Followers of Set. Many Gangrel wander through the area as well.

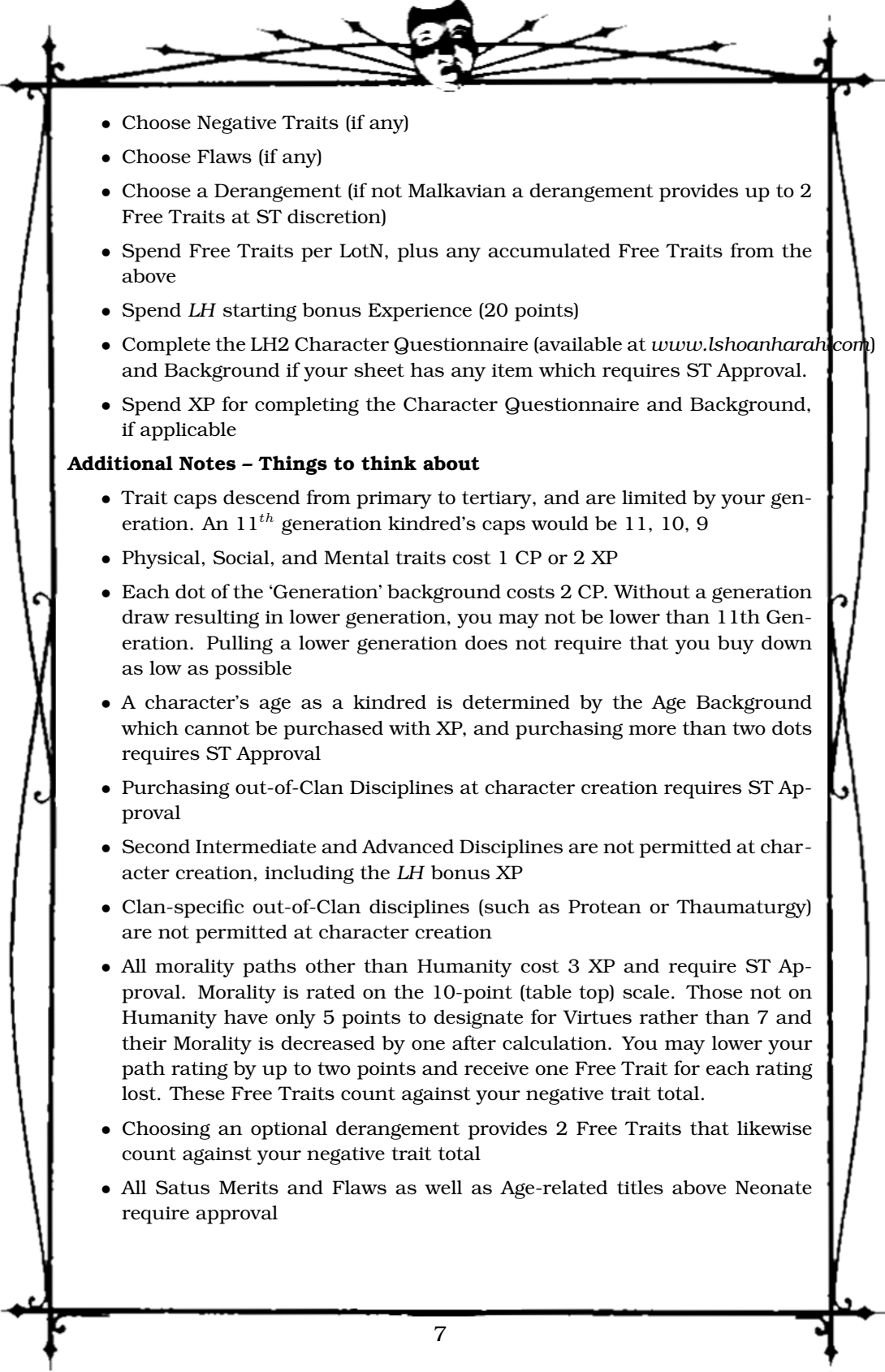
## 2 Character Creation

### Inspiration – Who are you?

- Choose a concept
- Choose a Clan (Non-Camarilla Clans require ST approval and XP to play. See table 1.1 below)


### Attributes – What are you good at?

- Prioritize Attributes
- Choose Traits from our Character Sheet (other traits are not permitted)
- Choose Abilities (Level 4 and 5 Abilities are not available at character creation)
- Select In-Clan Disciplines points (only Basic levels)
- Choose Backgrounds (See additional notes. Backgrounds higher than 3 require ST approval)
- Add Clan Advantage and Disadvantage
- Assign Blood, Willpower, and Virtue Traits
- Calculate Morality

- 
- Choose Negative Traits (if any)
  - Choose Flaws (if any)
  - Choose a Derangement (if not Malkavian a derangement provides up to 2 Free Traits at ST discretion)
  - Spend Free Traits per LotN, plus any accumulated Free Traits from the above
  - Spend *LH* starting bonus Experience (20 points)
  - Complete the LH2 Character Questionnaire (available at [www.lshoanharah.com](http://www.lshoanharah.com)) and Background if your sheet has any item which requires ST Approval.
  - Spend XP for completing the Character Questionnaire and Background, if applicable

**Additional Notes – Things to think about**

- Trait caps descend from primary to tertiary, and are limited by your generation. An 11<sup>th</sup> generation kindred's caps would be 11, 10, 9
- Physical, Social, and Mental traits cost 1 CP or 2 XP
- Each dot of the 'Generation' background costs 2 CP. Without a generation draw resulting in lower generation, you may not be lower than 11th Generation. Pulling a lower generation does not require that you buy down as low as possible
- A character's age as a kindred is determined by the Age Background which cannot be purchased with XP, and purchasing more than two dots requires ST Approval
- Purchasing out-of-Clan Disciplines at character creation requires ST Approval
- Second Intermediate and Advanced Disciplines are not permitted at character creation, including the *LH* bonus XP
- Clan-specific out-of-Clan disciplines (such as Protean or Thaumaturgy) are not permitted at character creation
- All morality paths other than Humanity cost 3 XP and require ST Approval. Morality is rated on the 10-point (table top) scale. Those not on Humanity have only 5 points to designate for Virtues rather than 7 and their Morality is decreased by one after calculation. You may lower your path rating by up to two points and receive one Free Trait for each rating lost. These Free Traits count against your negative trait total.
- Choosing an optional derangement provides 2 Free Traits that likewise count against your negative trait total
- All Satus Merits and Flaws as well as Age-related titles above Neonate require approval



Clan	<i>LH v2.0</i> bonus XP cost
Camarilla Six	0 xp
Caitiff, Gangrel	3 xp
Followers of Set, Giovanni	6 xp
Ravnos <sup>†</sup> , Schismatic Assamites	9 xp
Assamites, Lasombra Antitribu	12 xp
Daughters of Cacophany, Samedi	15 xp
Alternate Morality Path	3 xp

<sup>†</sup> Ravnos have Obfuscate in place of Chimerstry for their “in-Clan” disciplines. Chimerstry does not exist, is not allowed, and cannot be discovered.

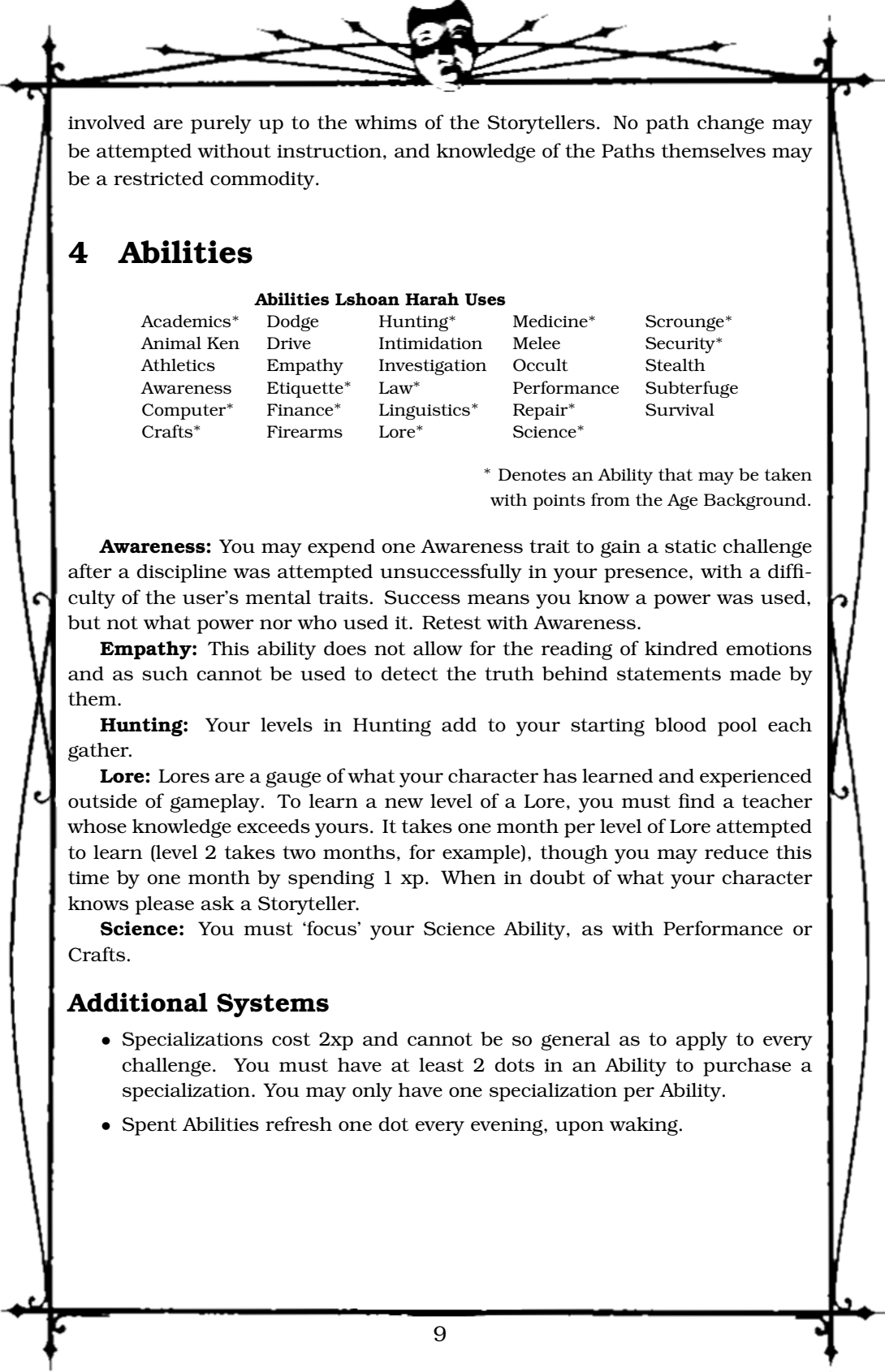
### 3 Morality and Changing Paths

Morality, that which keeps the Beast at bay, is a touchy subject for most kindred. Many find themselves falling into depravity and inhumanity while others become far more concerned with what is ‘right’ and ‘wrong’ than ever they were in life. Below is the Hierarchy of Sins for Humanity (the default Morality Path) and additional information for morality traits. We use the 1–10 (a.k.a. “Table-top”) morality system; your starting humanity is found by combining your Conscience and Self-Control scores.

The Sins of Humanity	
10	Selfish thoughts
9	Minor selfish actions
8	Injury to others (Accidental or otherwise)
7	Theft
6	Accidental violation (Drinking too much from a vessel)
5	Unreasoning destruction (People or property)
4	Impassioned violation (Manslaughter, killing while in frenzy)
3	Planned violation (Murder, savored exsanguination)
2	Casual violation (Thoughtless killing, feeding past satiation)
1	Utter perversion

Alternate morality paths do exist, but they are rare and will be expensive to gain. Knowledge of alternate paths is rare, and is allowed by express ST approval only. Starting play with an alternate path requires an initial expenditure of 3 XP from the *LH* bonus xp as well as Storyteller Approval. Paths that use Conscience and/or Self-Control receive a free dot in those virtues; everyone receives one free Courage trait.

Changing paths is a long and arduous process that has only three potential outcomes: the process fails and the character becomes disenfranchised with the idea, the character fails and falls to wassail, or the character skirts death and arrives on morality’s alternate shore. The mechanics and roleplay elements



involved are purely up to the whims of the Storytellers. No path change may be attempted without instruction, and knowledge of the Paths themselves may be a restricted commodity.

## 4 Abilities

### Abilities Lshoan Harah Uses

Academics*	Dodge	Hunting*	Medicine*	Scrounge*
Animal Ken	Drive	Intimidation	Melee	Security*
Athletics	Empathy	Investigation	Occult	Stealth
Awareness	Etiquette*	Law*	Performance	Subterfuge
Computer*	Finance*	Linguistics*	Repair*	Survival
Crafts*	Firearms	Lore*	Science*	

\* Denotes an Ability that may be taken with points from the Age Background.

**Awareness:** You may expend one Awareness trait to gain a static challenge after a discipline was attempted unsuccessfully in your presence, with a difficulty of the user's mental traits. Success means you know a power was used, but not what power nor who used it. Retest with Awareness.

**Empathy:** This ability does not allow for the reading of kindred emotions and as such cannot be used to detect the truth behind statements made by them.

**Hunting:** Your levels in Hunting add to your starting blood pool each gather.

**Lore:** Lores are a gauge of what your character has learned and experienced outside of gameplay. To learn a new level of a Lore, you must find a teacher whose knowledge exceeds yours. It takes one month per level of Lore attempted to learn (level 2 takes two months, for example), though you may reduce this time by one month by spending 1 xp. When in doubt of what your character knows please ask a Storyteller.

**Science:** You must 'focus' your Science Ability, as with Performance or Crafts.

### Additional Systems

- Specializations cost 2xp and cannot be so general as to apply to every challenge. You must have at least 2 dots in an Ability to purchase a specialization. You may only have one specialization per Ability.
- Spent Abilities refresh one dot every evening, upon waking.



## 5 Backgrounds

### Backgrounds Lshoan Harah Uses

Age	Fame	Resources
Allies	Generation	Retainers
Alternate Identity	Herd	
Contacts	Mentor	

**Age:** This trait signifies how long your character has been embraced. Without any points in this Background your character is less than 25 years dead. One dot signifies between 26 and 50, two between 51 and 100, three 101 to 201, four 201-300, and five 301-500 years. You must have approval to begin with Age three or higher; characters over 500 years old are not allowed. Each dot of age grants three free Ability dots which may be assigned to associated Abilities mentioned on that page.

**Alternate Identity:** This background may be purchased by kindred for alternate political personas. Each dot grants the alternate identity more depth and verisimilitude, or an additional alternate identity (similar to the 'Retainers' Background).

**Contacts:** See the *Influences* chapter for more information.

**Fame:** This background has no mechanical effect and represents how well-known your character may be in a particular social circle.

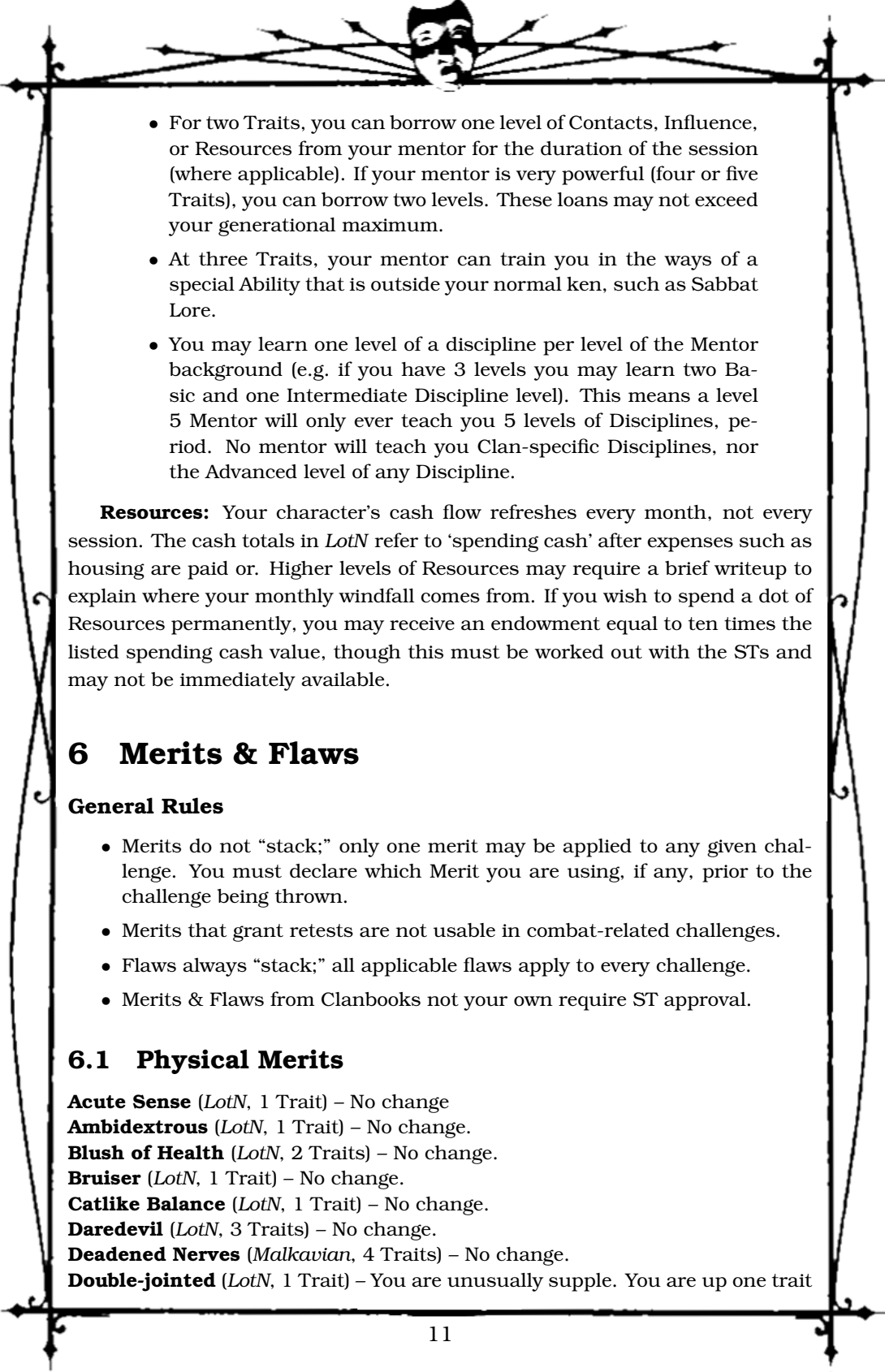
**Generation:** Cost for Generation is doubled at character creation – a single dot may be purchased for two Background or Free Traits. You may not begin play at lower than 11<sup>th</sup> generation unless as a result of a generation draw.

**Mentor:** The following is modified from page 104 of *LotN*:

An older or more experienced Cainite looks after you and comes to your aid occasionally. Whatever the case, you can get assistance from your mentor, though his favor may be fickle. A lowly one-Trait mentor probably knows only little more than you, while a five-Trait mentor may well have luminous standing within your Sect and a wide range of potent powers. Regardless, taking up your mentor's valuable time is costly. You must engage in a Simple Test when you call on your mentor. If you succeed, your mentor deigns to aid you. If you tie, your mentor grants you assistance, but then requires something in return. If you fail, your mentor demands the favor first before helping. In any case, your mentor can be called on only once per story and only if you have an appropriate way to contact him.

The level of aid that your mentor can give depends on the number of Traits in the Background, and Storyteller approval:

- For one Trait, your mentor is privy to a single piece of specialized information at level above your own. If you have Kindred Lore 2 for instance, your mentor can be called on to gift you with one piece of information from Kindred Lore 3.

- 
- For two Traits, you can borrow one level of Contacts, Influence, or Resources from your mentor for the duration of the session (where applicable). If your mentor is very powerful (four or five Traits), you can borrow two levels. These loans may not exceed your generational maximum.
  - At three Traits, your mentor can train you in the ways of a special Ability that is outside your normal ken, such as Sabbat Lore.
  - You may learn one level of a discipline per level of the Mentor background (e.g. if you have 3 levels you may learn two Basic and one Intermediate Discipline level). This means a level 5 Mentor will only ever teach you 5 levels of Disciplines, period. No mentor will teach you Clan-specific Disciplines, nor the Advanced level of any Discipline.

**Resources:** Your character's cash flow refreshes every month, not every session. The cash totals in *LotN* refer to 'spending cash' after expenses such as housing are paid or. Higher levels of Resources may require a brief writeup to explain where your monthly windfall comes from. If you wish to spend a dot of Resources permanently, you may receive an endowment equal to ten times the listed spending cash value, though this must be worked out with the STs and may not be immediately available.

## 6 Merits & Flaws

### General Rules

- Merits do not "stack;" only one merit may be applied to any given challenge. You must declare which Merit you are using, if any, prior to the challenge being thrown.
- Merits that grant retests are not usable in combat-related challenges.
- Flaws always "stack;" all applicable flaws apply to every challenge.
- Merits & Flaws from Clanbooks not your own require ST approval.

### 6.1 Physical Merits

**Acute Sense** (*LotN*, 1 Trait) – No change

**Ambidextrous** (*LotN*, 1 Trait) – No change.

**Blush of Health** (*LotN*, 2 Traits) – No change.

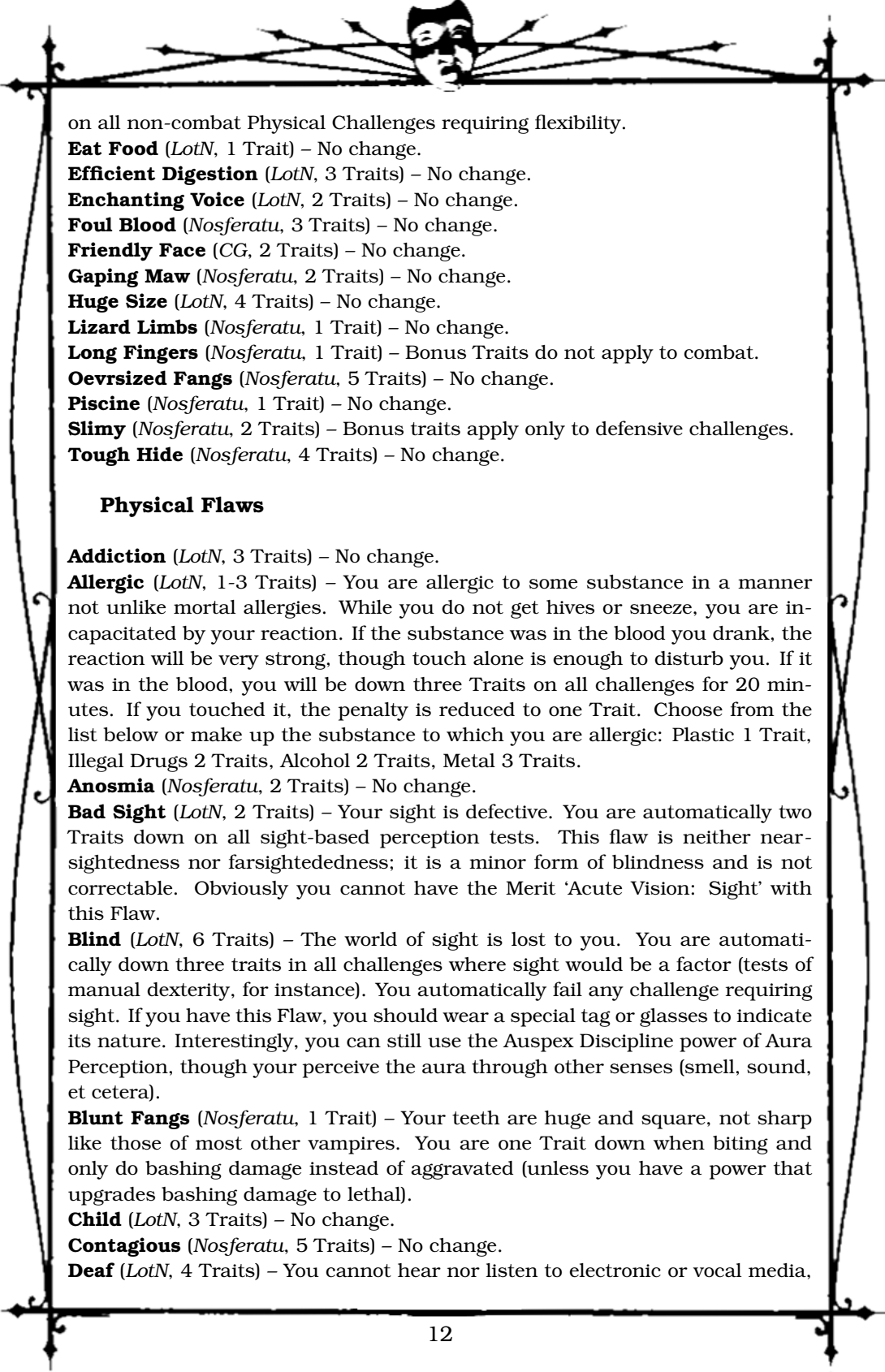
**Bruiser** (*LotN*, 1 Trait) – No change.

**Catlike Balance** (*LotN*, 1 Trait) – No change.

**Daredevil** (*LotN*, 3 Traits) – No change.

**Deadened Nerves** (*Malkavian*, 4 Traits) – No change.

**Double-jointed** (*LotN*, 1 Trait) – You are unusually supple. You are up one trait



on all non-combat Physical Challenges requiring flexibility.

**Eat Food** (*LotN*, 1 Trait) – No change.

**Efficient Digestion** (*LotN*, 3 Traits) – No change.

**Enchanting Voice** (*LotN*, 2 Traits) – No change.

**Foul Blood** (*Nosferatu*, 3 Traits) – No change.

**Friendly Face** (*CG*, 2 Traits) – No change.

**Gaping Maw** (*Nosferatu*, 2 Traits) – No change.

**Huge Size** (*LotN*, 4 Traits) – No change.

**Lizard Limbs** (*Nosferatu*, 1 Trait) – No change.

**Long Fingers** (*Nosferatu*, 1 Trait) – Bonus Traits do not apply to combat.

**Oversized Fangs** (*Nosferatu*, 5 Traits) – No change.

**Piscine** (*Nosferatu*, 1 Trait) – No change.

**Slimy** (*Nosferatu*, 2 Traits) – Bonus traits apply only to defensive challenges.

**Tough Hide** (*Nosferatu*, 4 Traits) – No change.

### Physical Flaws

**Addiction** (*LotN*, 3 Traits) – No change.

**Allergic** (*LotN*, 1-3 Traits) – You are allergic to some substance in a manner not unlike mortal allergies. While you do not get hives or sneeze, you are incapacitated by your reaction. If the substance was in the blood you drank, the reaction will be very strong, though touch alone is enough to disturb you. If it was in the blood, you will be down three Traits on all challenges for 20 minutes. If you touched it, the penalty is reduced to one Trait. Choose from the list below or make up the substance to which you are allergic: Plastic 1 Trait, Illegal Drugs 2 Traits, Alcohol 2 Traits, Metal 3 Traits.

**Anosmia** (*Nosferatu*, 2 Traits) – No change.

**Bad Sight** (*LotN*, 2 Traits) – Your sight is defective. You are automatically two Traits down on all sight-based perception tests. This flaw is neither near-sightedness nor farsightedness; it is a minor form of blindness and is not correctable. Obviously you cannot have the Merit 'Acute Vision: Sight' with this Flaw.

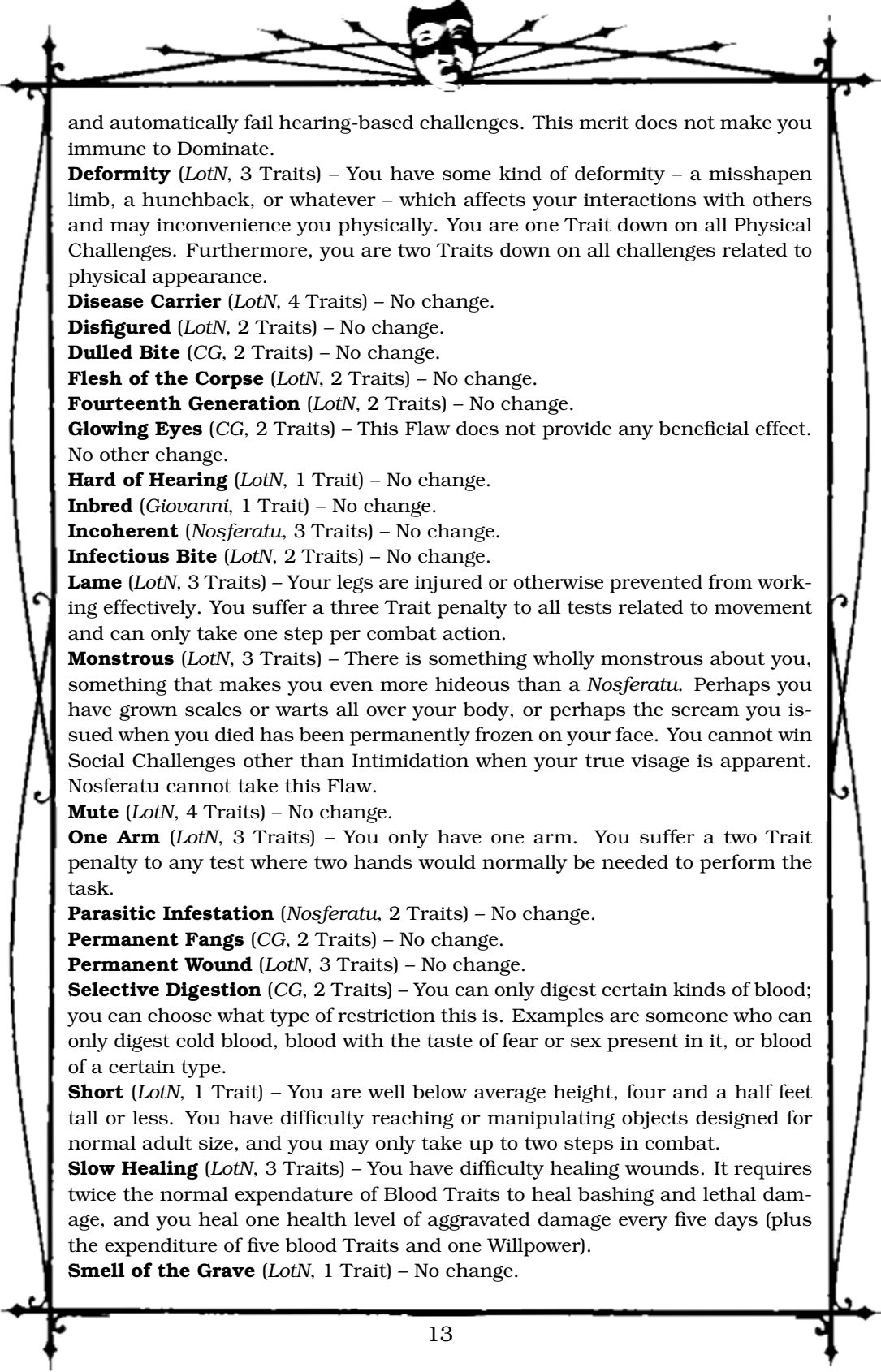
**Blind** (*LotN*, 6 Traits) – The world of sight is lost to you. You are automatically down three traits in all challenges where sight would be a factor (tests of manual dexterity, for instance). You automatically fail any challenge requiring sight. If you have this Flaw, you should wear a special tag or glasses to indicate its nature. Interestingly, you can still use the *Auspex* Discipline power of *Aura Perception*, though you perceive the aura through other senses (smell, sound, et cetera).

**Blunt Fangs** (*Nosferatu*, 1 Trait) – Your teeth are huge and square, not sharp like those of most other vampires. You are one Trait down when biting and only do bashing damage instead of aggravated (unless you have a power that upgrades bashing damage to lethal).

**Child** (*LotN*, 3 Traits) – No change.

**Contagious** (*Nosferatu*, 5 Traits) – No change.

**Deaf** (*LotN*, 4 Traits) – You cannot hear nor listen to electronic or vocal media,



and automatically fail hearing-based challenges. This merit does not make you immune to Dominate.

**Deformity** (*LotN*, 3 Traits) – You have some kind of deformity – a misshapen limb, a hunchback, or whatever – which affects your interactions with others and may inconvenience you physically. You are one Trait down on all Physical Challenges. Furthermore, you are two Traits down on all challenges related to physical appearance.

**Disease Carrier** (*LotN*, 4 Traits) – No change.

**Disfigured** (*LotN*, 2 Traits) – No change.

**Dulled Bite** (*CG*, 2 Traits) – No change.

**Flesh of the Corpse** (*LotN*, 2 Traits) – No change.

**Fourteenth Generation** (*LotN*, 2 Traits) – No change.

**Glowing Eyes** (*CG*, 2 Traits) – This Flaw does not provide any beneficial effect. No other change.

**Hard of Hearing** (*LotN*, 1 Trait) – No change.

**Inbred** (*Giovanni*, 1 Trait) – No change.

**Incoherent** (*Nosferatu*, 3 Traits) – No change.

**Infectious Bite** (*LotN*, 2 Traits) – No change.

**Lame** (*LotN*, 3 Traits) – Your legs are injured or otherwise prevented from working effectively. You suffer a three Trait penalty to all tests related to movement and can only take one step per combat action.

**Monstrous** (*LotN*, 3 Traits) – There is something wholly monstrous about you, something that makes you even more hideous than a *Nosferatu*. Perhaps you have grown scales or warts all over your body, or perhaps the scream you issued when you died has been permanently frozen on your face. You cannot win Social Challenges other than Intimidation when your true visage is apparent. *Nosferatu* cannot take this Flaw.

**Mute** (*LotN*, 4 Traits) – No change.

**One Arm** (*LotN*, 3 Traits) – You only have one arm. You suffer a two Trait penalty to any test where two hands would normally be needed to perform the task.

**Parasitic Infestation** (*Nosferatu*, 2 Traits) – No change.

**Permanent Fangs** (*CG*, 2 Traits) – No change.

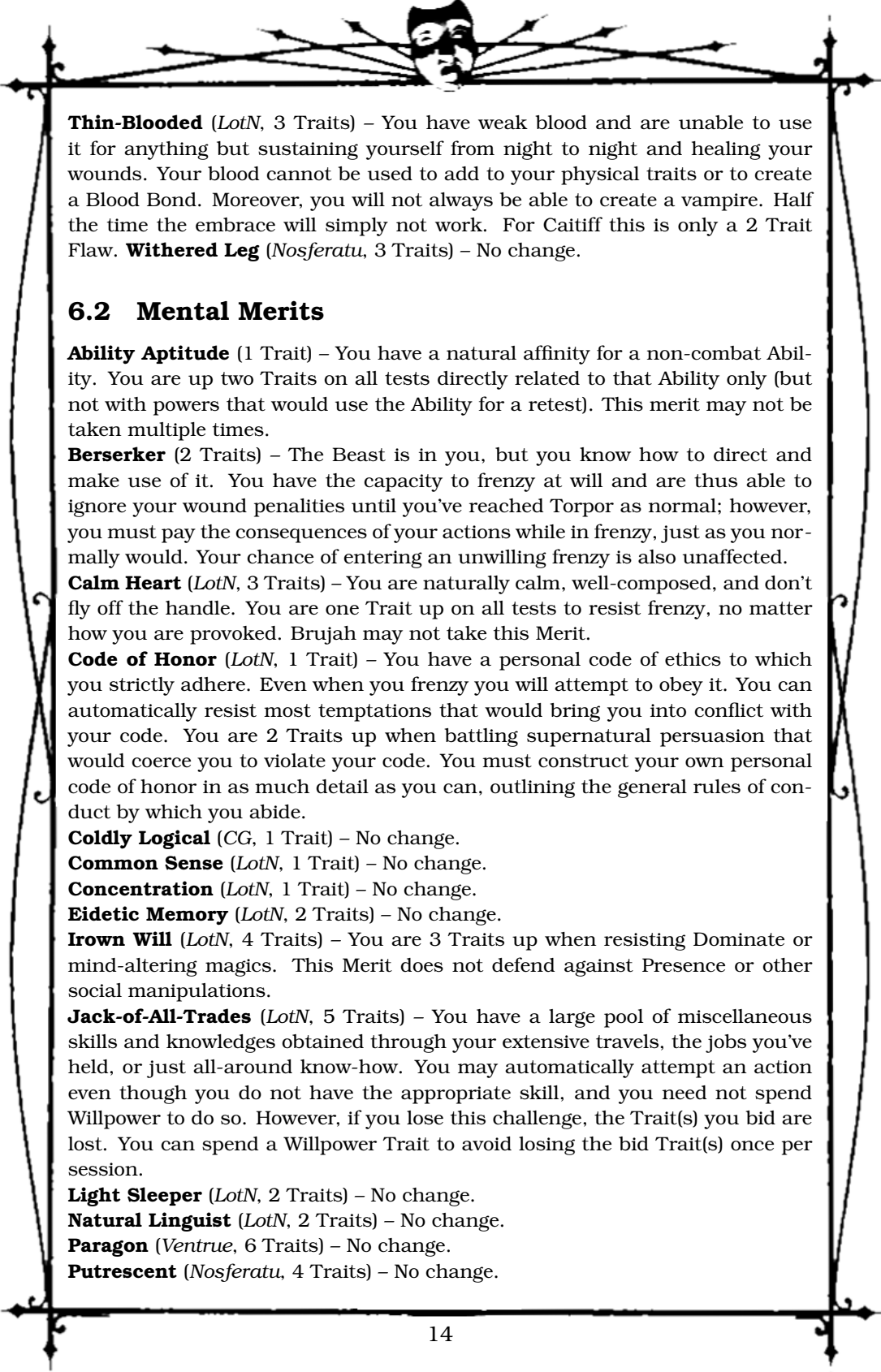
**Permanent Wound** (*LotN*, 3 Traits) – No change.

**Selective Digestion** (*CG*, 2 Traits) – You can only digest certain kinds of blood; you can choose what type of restriction this is. Examples are someone who can only digest cold blood, blood with the taste of fear or sex present in it, or blood of a certain type.

**Short** (*LotN*, 1 Trait) – You are well below average height, four and a half feet tall or less. You have difficulty reaching or manipulating objects designed for normal adult size, and you may only take up to two steps in combat.

**Slow Healing** (*LotN*, 3 Traits) – You have difficulty healing wounds. It requires twice the normal expenditure of Blood Traits to heal bashing and lethal damage, and you heal one health level of aggravated damage every five days (plus the expenditure of five blood Traits and one Willpower).

**Smell of the Grave** (*LotN*, 1 Trait) – No change.



**Thin-Blooded** (*LotN*, 3 Traits) – You have weak blood and are unable to use it for anything but sustaining yourself from night to night and healing your wounds. Your blood cannot be used to add to your physical traits or to create a Blood Bond. Moreover, you will not always be able to create a vampire. Half the time the embrace will simply not work. For Caitiff this is only a 2 Trait Flaw. **Withered Leg** (*Nosferatu*, 3 Traits) – No change.

## 6.2 Mental Merits

**Ability Aptitude** (1 Trait) – You have a natural affinity for a non-combat Ability. You are up two Traits on all tests directly related to that Ability only (but not with powers that would use the Ability for a retest). This merit may not be taken multiple times.

**Berserker** (2 Traits) – The Beast is in you, but you know how to direct and make use of it. You have the capacity to frenzy at will and are thus able to ignore your wound penalties until you've reached Torpor as normal; however, you must pay the consequences of your actions while in frenzy, just as you normally would. Your chance of entering an unwilling frenzy is also unaffected.

**Calm Heart** (*LotN*, 3 Traits) – You are naturally calm, well-composed, and don't fly off the handle. You are one Trait up on all tests to resist frenzy, no matter how you are provoked. Brujah may not take this Merit.

**Code of Honor** (*LotN*, 1 Trait) – You have a personal code of ethics to which you strictly adhere. Even when you frenzy you will attempt to obey it. You can automatically resist most temptations that would bring you into conflict with your code. You are 2 Traits up when battling supernatural persuasion that would coerce you to violate your code. You must construct your own personal code of honor in as much detail as you can, outlining the general rules of conduct by which you abide.

**Coldly Logical** (*CG*, 1 Trait) – No change.

**Common Sense** (*LotN*, 1 Trait) – No change.

**Concentration** (*LotN*, 1 Trait) – No change.

**Eidetic Memory** (*LotN*, 2 Traits) – No change.

**Irown Will** (*LotN*, 4 Traits) – You are 3 Traits up when resisting Dominate or mind-altering magics. This Merit does not defend against Presence or other social manipulations.

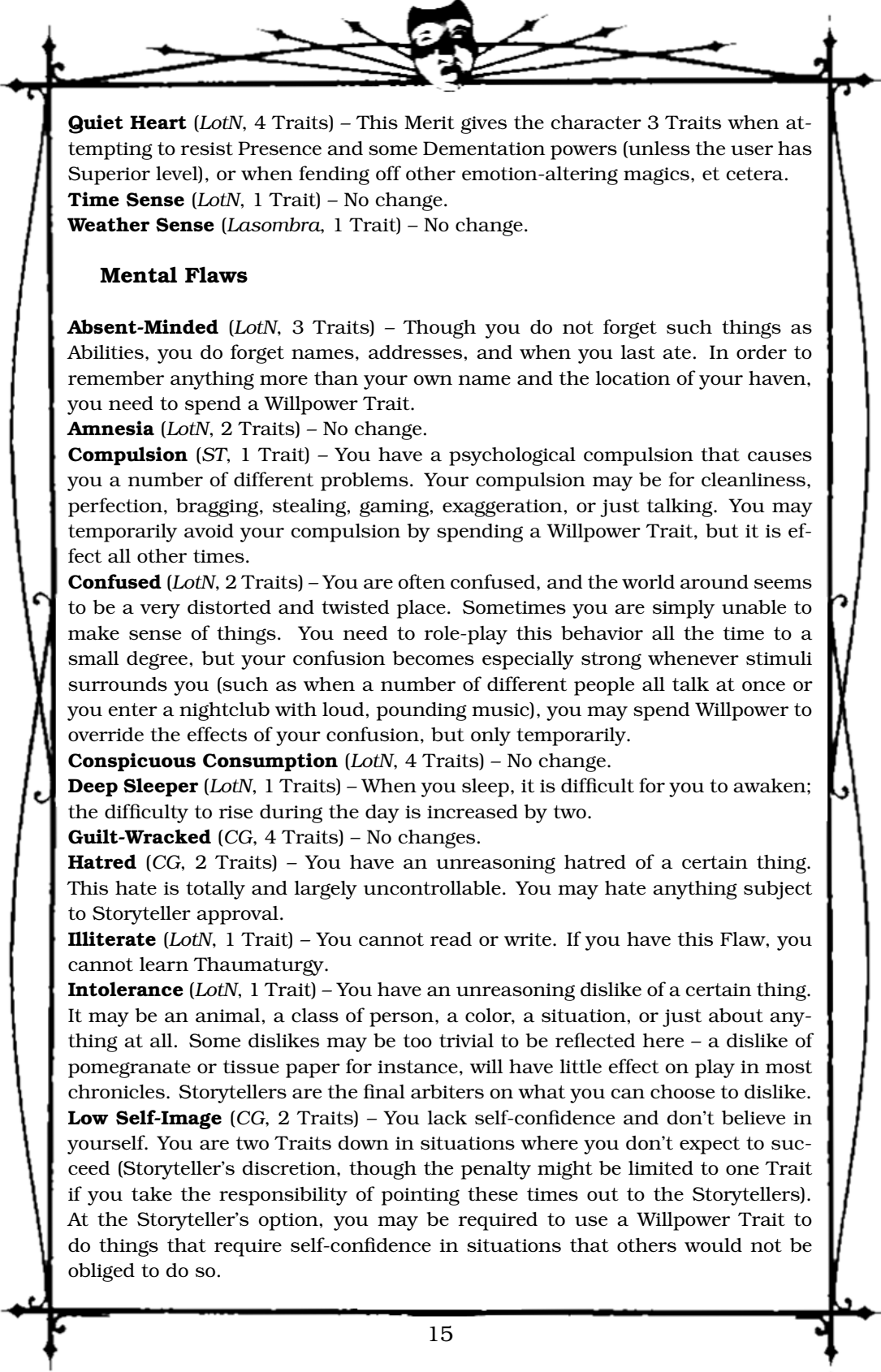
**Jack-of-All-Trades** (*LotN*, 5 Traits) – You have a large pool of miscellaneous skills and knowledges obtained through your extensive travels, the jobs you've held, or just all-around know-how. You may automatically attempt an action even though you do not have the appropriate skill, and you need not spend Willpower to do so. However, if you lose this challenge, the Trait(s) you bid are lost. You can spend a Willpower Trait to avoid losing the bid Trait(s) once per session.

**Light Sleeper** (*LotN*, 2 Traits) – No change.

**Natural Linguist** (*LotN*, 2 Traits) – No change.

**Paragon** (*Ventrue*, 6 Traits) – No change.

**Putrescent** (*Nosferatu*, 4 Traits) – No change.



**Quiet Heart** (*LotN*, 4 Traits) – This Merit gives the character 3 Traits when attempting to resist Presence and some Dementation powers (unless the user has Superior level), or when fending off other emotion-altering magics, et cetera.

**Time Sense** (*LotN*, 1 Trait) – No change.

**Weather Sense** (*Lasombra*, 1 Trait) – No change.

### **Mental Flaws**

**Absent-Minded** (*LotN*, 3 Traits) – Though you do not forget such things as Abilities, you do forget names, addresses, and when you last ate. In order to remember anything more than your own name and the location of your haven, you need to spend a Willpower Trait.

**Amnesia** (*LotN*, 2 Traits) – No change.

**Compulsion** (*ST*, 1 Trait) – You have a psychological compulsion that causes you a number of different problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gaming, exaggeration, or just talking. You may temporarily avoid your compulsion by spending a Willpower Trait, but it is effect all other times.

**Confused** (*LotN*, 2 Traits) – You are often confused, and the world around seems to be a very distorted and twisted place. Sometimes you are simply unable to make sense of things. You need to role-play this behavior all the time to a small degree, but your confusion becomes especially strong whenever stimuli surrounds you (such as when a number of different people all talk at once or you enter a nightclub with loud, pounding music), you may spend Willpower to override the effects of your confusion, but only temporarily.

**Conspicuous Consumption** (*LotN*, 4 Traits) – No change.

**Deep Sleeper** (*LotN*, 1 Trait) – When you sleep, it is difficult for you to awaken; the difficulty to rise during the day is increased by two.

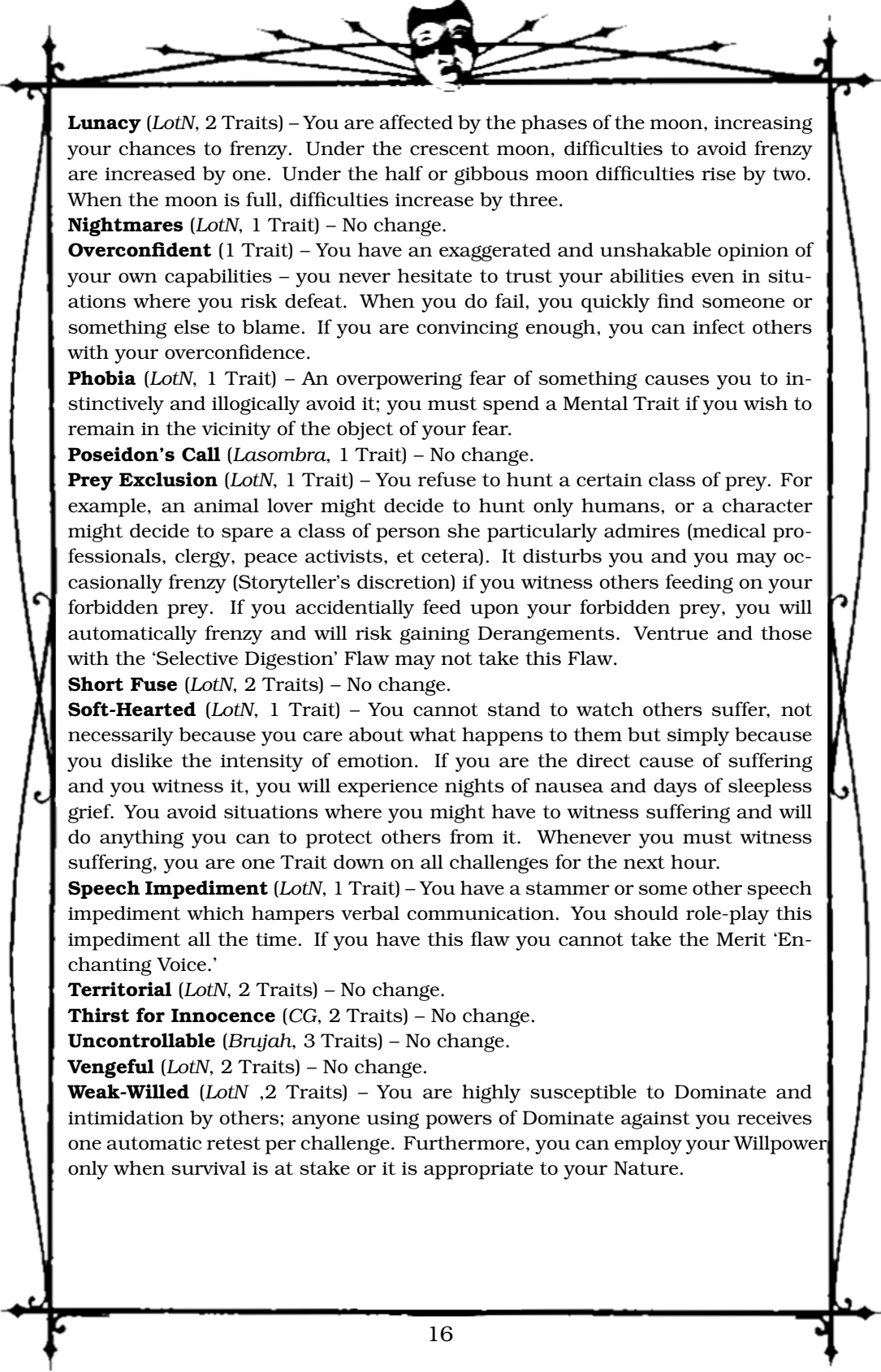
**Guilt-Wracked** (*CG*, 4 Traits) – No changes.

**Hatred** (*CG*, 2 Traits) – You have an unreasoning hatred of a certain thing. This hate is totally and largely uncontrollable. You may hate anything subject to Storyteller approval.

**Illiterate** (*LotN*, 1 Trait) – You cannot read or write. If you have this Flaw, you cannot learn Thaumaturgy.

**Intolerance** (*LotN*, 1 Trait) – You have an unreasoning dislike of a certain thing. It may be an animal, a class of person, a color, a situation, or just about anything at all. Some dislikes may be too trivial to be reflected here – a dislike of pomegranate or tissue paper for instance, will have little effect on play in most chronicles. Storytellers are the final arbiters on what you can choose to dislike.

**Low Self-Image** (*CG*, 2 Traits) – You lack self-confidence and don't believe in yourself. You are two Traits down in situations where you don't expect to succeed (Storyteller's discretion, though the penalty might be limited to one Trait if you take the responsibility of pointing these times out to the Storytellers). At the Storyteller's option, you may be required to use a Willpower Trait to do things that require self-confidence in situations that others would not be obliged to do so.



**Lunacy** (*LotN*, 2 Traits) – You are affected by the phases of the moon, increasing your chances to frenzy. Under the crescent moon, difficulties to avoid frenzy are increased by one. Under the half or gibbous moon difficulties rise by two. When the moon is full, difficulties increase by three.

**Nightmares** (*LotN*, 1 Trait) – No change.

**Overconfident** (1 Trait) – You have an exaggerated and unshakable opinion of your own capabilities – you never hesitate to trust your abilities even in situations where you risk defeat. When you do fail, you quickly find someone or something else to blame. If you are convincing enough, you can infect others with your overconfidence.

**Phobia** (*LotN*, 1 Trait) – An overpowering fear of something causes you to instinctively and illogically avoid it; you must spend a Mental Trait if you wish to remain in the vicinity of the object of your fear.

**Poseidon's Call** (*Lasombra*, 1 Trait) – No change.

**Prey Exclusion** (*LotN*, 1 Trait) – You refuse to hunt a certain class of prey. For example, an animal lover might decide to hunt only humans, or a character might decide to spare a class of person she particularly admires (medical professionals, clergy, peace activists, et cetera). It disturbs you and you may occasionally frenzy (Storyteller's discretion) if you witness others feeding on your forbidden prey. If you accidentally feed upon your forbidden prey, you will automatically frenzy and will risk gaining Derangements. Ventrue and those with the 'Selective Digestion' Flaw may not take this Flaw.

**Short Fuse** (*LotN*, 2 Traits) – No change.

**Soft-Hearted** (*LotN*, 1 Trait) – You cannot stand to watch others suffer, not necessarily because you care about what happens to them but simply because you dislike the intensity of emotion. If you are the direct cause of suffering and you witness it, you will experience nights of nausea and days of sleepless grief. You avoid situations where you might have to witness suffering and will do anything you can to protect others from it. Whenever you must witness suffering, you are one Trait down on all challenges for the next hour.

**Speech Impediment** (*LotN*, 1 Trait) – You have a stammer or some other speech impediment which hampers verbal communication. You should role-play this impediment all the time. If you have this flaw you cannot take the Merit 'Enchanting Voice.'

**Territorial** (*LotN*, 2 Traits) – No change.

**Thirst for Innocence** (*CG*, 2 Traits) – No change.

**Uncontrollable** (*Brujah*, 3 Traits) – No change.

**Vengeful** (*LotN*, 2 Traits) – No change.

**Weak-Willed** (*LotN*, 2 Traits) – You are highly susceptible to Dominate and intimidation by others; anyone using powers of Dominate against you receives one automatic retest per challenge. Furthermore, you can employ your Willpower only when survival is at stake or it is appropriate to your Nature.



### 6.3 Social Merits

**Bláse** (*Toreador*, 3 Traits) – You may ignore the use of Awe or gain a free social retest once per session.

**Clan Friendship** (*LotN*, 3 Traits) – Something about you appeals to the members of a Clan other than your own. You are 2 Traits up related to social dealings with members of this Clan, and they will assist you and expect you to do the same for them when possible. This can be a double-edged sword however; you are also marked by other Clans as being a sympathizer with that Clan.

**Compassionate** (*Brujah*, 4 Traits) – No change.

**Debt of Gratitude** (*LotN*, 1 to 3 Traits) – No change.

**Natural Leader** (*LotN*, 1 Trait) – No change.

**Prestigious Sire** (*LotN*, 2 Traits) – While your character is treated differently, this Merit grants no mechanical benefit.

**Rugged Bad Looks** (*Nosferatu*, 5 Traits) – No change.

**Sire's Gift** (1 to 3 Traits) – Your sire gave you a valuable mundane gift after Embrace. The Storytellers will create something suitable, and will decide how much a particular item is worth.

**Status** (1 to 5 Traits) – You have one patronage status from another kindred; each Trait of this Merit represents up to three status your benefactor has. This Merit is by ST Approval only, and details must be included in your background.

#### Social Flaws

**Clan Enmity** (*LotN*, 2 Traits) – For some reason, something about you inspires contempt or hatred in members of a Clan other than your own. You are down 2 Traits on any social dealings with that Clan. Those who despise you will also do you ill if given half a chance.

**Dark Secret** (*LotN*, 1 Trait) – No change.

**Diabolic Sire** (*CG*, 2 Trait) – Your sire is engaged in acts that could cause a tremendous uproar within your social group of vampires, such as wantonly breaking the Masquerade or hunting down the elders of the city and feasting on their blood. Archons are likely to come to you in order to discover your sire's whereabouts, and they may not believe you if you tell them that you do not know.

**Enemy** (*LotN*, 1 to 5 Traits) – No change.

**Hunted** (*LotN*, 4 Traits) – No change.

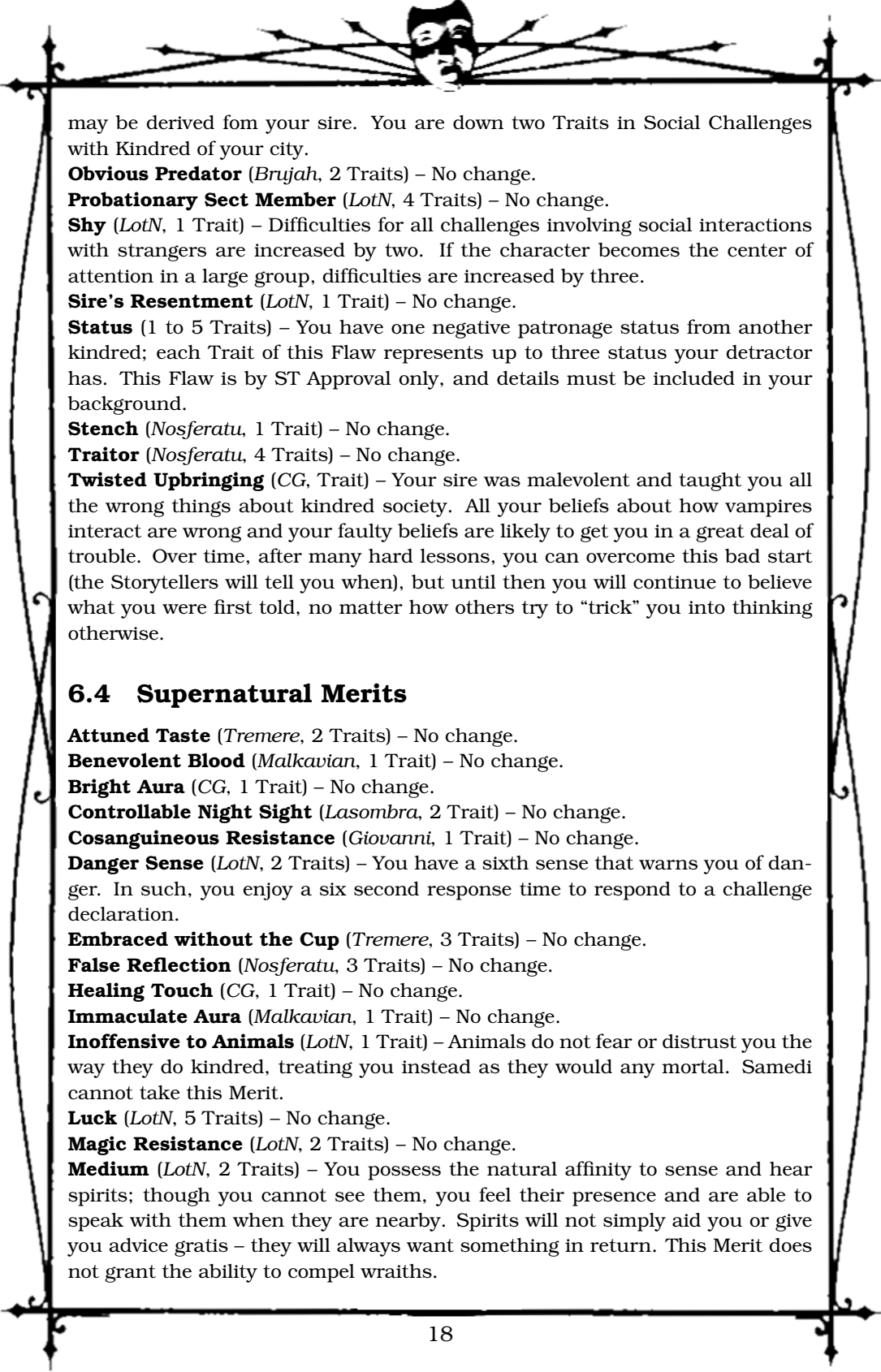
**Infamous Sire** (*LotN*, 1 Trait) – No change.

**Insane Sire** (*LotN*, 1 Trait) – Your sire has completely lost his grip on reality and has become dangerously insane. Any wrong committed by your sire may affect your standing and some of your sire's dangerous schemes may somehow involve you.

**Mistaken Identity** (*LotN*, 1 Trait) – No change.

**Necrophile** (*Nosferatu*, 3 Traits) – No change.

**Notoriety** (*LotN*, 3 Traits) – You have a bad reputation among the vampiric social group within your chosen city. This may be your own reputation, or it



may be derived from your sire. You are down two Traits in Social Challenges with Kindred of your city.

**Obvious Predator** (*Brujah*, 2 Traits) – No change.

**Probationary Sect Member** (*LotN*, 4 Traits) – No change.

**Shy** (*LotN*, 1 Trait) – Difficulties for all challenges involving social interactions with strangers are increased by two. If the character becomes the center of attention in a large group, difficulties are increased by three.

**Sire's Resentment** (*LotN*, 1 Trait) – No change.

**Status** (1 to 5 Traits) – You have one negative patronage status from another kindred; each Trait of this Flaw represents up to three status your detractor has. This Flaw is by ST Approval only, and details must be included in your background.

**Stench** (*Nosferatu*, 1 Trait) – No change.

**Traitor** (*Nosferatu*, 4 Traits) – No change.

**Twisted Upbringing** (*CG*, Trait) – Your sire was malevolent and taught you all the wrong things about kindred society. All your beliefs about how vampires interact are wrong and your faulty beliefs are likely to get you in a great deal of trouble. Over time, after many hard lessons, you can overcome this bad start (the Storytellers will tell you when), but until then you will continue to believe what you were first told, no matter how others try to “trick” you into thinking otherwise.

## 6.4 Supernatural Merits

**Attuned Taste** (*Tremere*, 2 Traits) – No change.

**Benevolent Blood** (*Malkavian*, 1 Trait) – No change.

**Bright Aura** (*CG*, 1 Trait) – No change.

**Controllable Night Sight** (*Lasombra*, 2 Trait) – No change.

**Cosanguineous Resistance** (*Giovanni*, 1 Trait) – No change.

**Danger Sense** (*LotN*, 2 Traits) – You have a sixth sense that warns you of danger. In such, you enjoy a six second response time to respond to a challenge declaration.

**Embraced without the Cup** (*Tremere*, 3 Traits) – No change.

**False Reflection** (*Nosferatu*, 3 Traits) – No change.

**Healing Touch** (*CG*, 1 Trait) – No change.

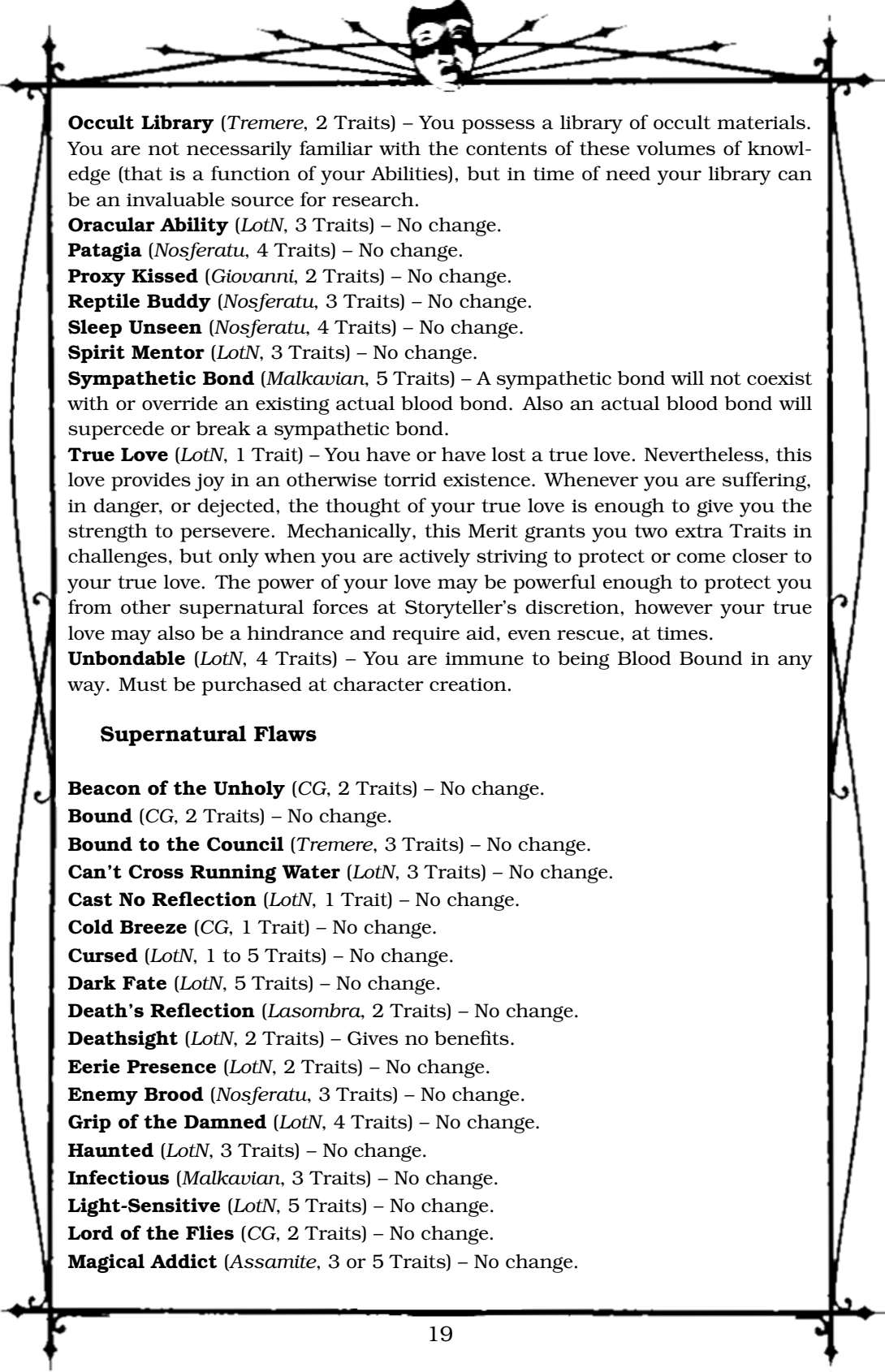
**Immaculate Aura** (*Malkavian*, 1 Trait) – No change.

**Inoffensive to Animals** (*LotN*, 1 Trait) – Animals do not fear or distrust you the way they do kindred, treating you instead as they would any mortal. Samedi cannot take this Merit.

**Luck** (*LotN*, 5 Traits) – No change.

**Magic Resistance** (*LotN*, 2 Traits) – No change.

**Medium** (*LotN*, 2 Traits) – You possess the natural affinity to sense and hear spirits; though you cannot see them, you feel their presence and are able to speak with them when they are nearby. Spirits will not simply aid you or give you advice gratis – they will always want something in return. This Merit does not grant the ability to compel wraiths.



**Occult Library** (*Tremere*, 2 Traits) – You possess a library of occult materials. You are not necessarily familiar with the contents of these volumes of knowledge (that is a function of your Abilities), but in time of need your library can be an invaluable source for research.

**Oracular Ability** (*LotN*, 3 Traits) – No change.

**Patagia** (*Nosferatu*, 4 Traits) – No change.

**Proxy Kissed** (*Giovanni*, 2 Traits) – No change.

**Reptile Buddy** (*Nosferatu*, 3 Traits) – No change.

**Sleep Unseen** (*Nosferatu*, 4 Traits) – No change.

**Spirit Mentor** (*LotN*, 3 Traits) – No change.

**Sympathetic Bond** (*Malkavian*, 5 Traits) – A sympathetic bond will not coexist with or override an existing actual blood bond. Also an actual blood bond will supercede or break a sympathetic bond.

**True Love** (*LotN*, 1 Trait) – You have or have lost a true love. Nevertheless, this love provides joy in an otherwise torrid existence. Whenever you are suffering, in danger, or dejected, the thought of your true love is enough to give you the strength to persevere. Mechanically, this Merit grants you two extra Traits in challenges, but only when you are actively striving to protect or come closer to your true love. The power of your love may be powerful enough to protect you from other supernatural forces at Storyteller's discretion, however your true love may also be a hindrance and require aid, even rescue, at times.

**Unbondable** (*LotN*, 4 Traits) – You are immune to being Blood Bound in any way. Must be purchased at character creation.

### Supernatural Flaws

**Beacon of the Unholy** (*CG*, 2 Traits) – No change.

**Bound** (*CG*, 2 Traits) – No change.

**Bound to the Council** (*Tremere*, 3 Traits) – No change.

**Can't Cross Running Water** (*LotN*, 3 Traits) – No change.

**Cast No Reflection** (*LotN*, 1 Trait) – No change.

**Cold Breeze** (*CG*, 1 Trait) – No change.

**Cursed** (*LotN*, 1 to 5 Traits) – No change.

**Dark Fate** (*LotN*, 5 Traits) – No change.

**Death's Reflection** (*Lasombra*, 2 Traits) – No change.

**Deathsight** (*LotN*, 2 Traits) – Gives no benefits.

**Eerie Presence** (*LotN*, 2 Traits) – No change.

**Enemy Brood** (*Nosferatu*, 3 Traits) – No change.

**Grip of the Damned** (*LotN*, 4 Traits) – No change.

**Haunted** (*LotN*, 3 Traits) – No change.

**Infectious** (*Malkavian*, 3 Traits) – No change.

**Light-Sensitive** (*LotN*, 5 Traits) – No change.

**Lord of the Flies** (*CG*, 2 Traits) – No change.

**Magical Addict** (*Assamite*, 3 or 5 Traits) – No change.



**Repelled by Crosses** (*LotN*, 3 Traits) – No change.

**Repulsed by Garlic** (*LotN*, 1 Trait) – You cannot abide the smell of garlic, and the smallest taint of its scent will drive you from a room, bring bloody tears to your face, and render you nearly blind, while its touch can cause boils and even open wounds.

**Stigmata** (*Malkavian*, 2 to 4 Traits) – No change.

**Thaumaturgically Inept** (*Tremere*, 5 Traits) – No change.

**Touch of Frost** (*LotN*, 1 Trait) – No change.

**Unbroken** (*Assamite*, 3 Traits) – No change.

**Uncontrollable Night Sight** (*Lasombra*, 2 Traits) – No change.

## 7 Disciplines

### Animalism

**Level 1 – Feral Whispers:** If in beast form this power does not grant the ability to speak in Human language

**Level 2 – Beckoning:** No change. Please read the power's description on page 134, *LotN*

**Level 3 – Quell the Beast:** Enacting this power via touch requires a separate Physical Challenge. Effects last for the duration of the scene or hour. Quell the Beast does not negate the ability for a kindred to reflexively spend permanent Willpower (see *Aegis*)

**Level 4 – Subsume the Spirit:** Fortitude may not be used to negate sympathetic damage. Please read the rules on page 136-137 of *LotN* regarding getting damaged during your "escape" turn and what powers you may use. Replace the word 'Torpor' with 'Incapacitated'

**Level 5 – Drawing out the Beast:** No change.

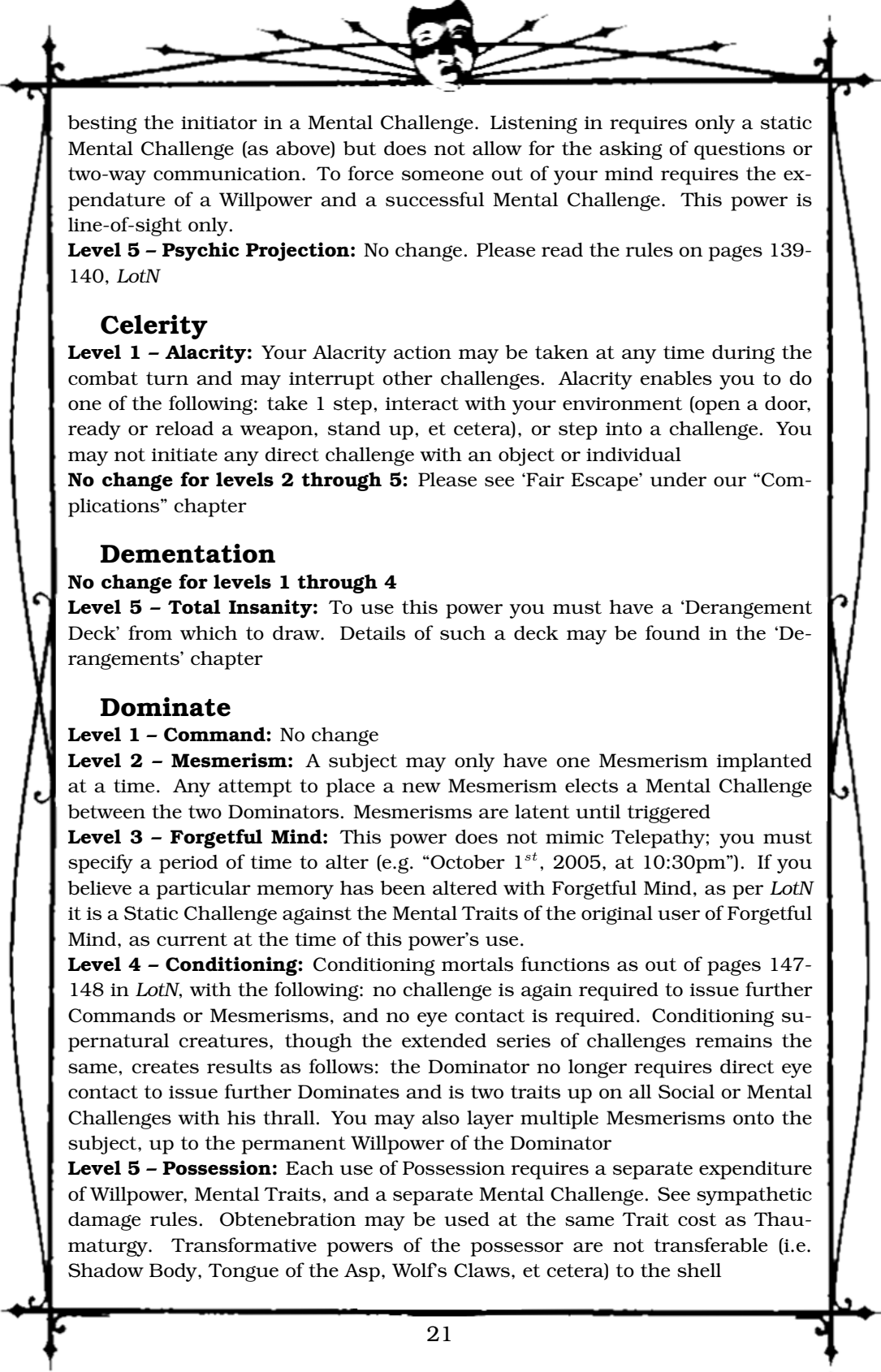
### Auspex

**Level 1 – Heightened Senses:** A character may activate this power at any time. No other change. Refer to 'Fighting in Darkness' under "Complications" for further information. Auspex grants bonus Traits equal to the user's Auspex level (1-5) for the purposes of tie resolution related to contesting Obfuscate.

**Level 2 – Aura Perception:** This power no longer allows the truth of a kindred's statement to be determined. Please read the power on pages 137-138 of *LotN* for the specific questions that may be asked of a subject.

**Level 3 – The Spirit's Touch:** You may spend multiple Mental Traits to ask additional questions. If unspecified the question defaults to "Was this object used in any emotionally stressful events?" Characters investigating obfuscated characters who have interacted with the object will require a separate, contested, Mental Challenge

**Level 4 – Telepathy:** Please read pages 138-139 in *LotN*. Any static tests made to probe deep thoughts are against the subjects full permanent Mental Traits (not current total). It is possible to 'listen in' to a telepathic conversation by



besting the initiator in a Mental Challenge. Listening in requires only a static Mental Challenge (as above) but does not allow for the asking of questions or two-way communication. To force someone out of your mind requires the expenditure of a Willpower and a successful Mental Challenge. This power is line-of-sight only.

**Level 5 – Psychic Projection:** No change. Please read the rules on pages 139-140, *LotN*

### **Celerity**

**Level 1 – Alacrity:** Your Alacrity action may be taken at any time during the combat turn and may interrupt other challenges. Alacrity enables you to do one of the following: take 1 step, interact with your environment (open a door, ready or reload a weapon, stand up, et cetera), or step into a challenge. You may not initiate any direct challenge with an object or individual

**No change for levels 2 through 5:** Please see 'Fair Escape' under our "Complications" chapter

### **Dementation**

**No change for levels 1 through 4**

**Level 5 – Total Insanity:** To use this power you must have a 'Derangement Deck' from which to draw. Details of such a deck may be found in the 'Derangements' chapter

### **Dominate**

**Level 1 – Command:** No change

**Level 2 – Mesmerism:** A subject may only have one Mesmerism implanted at a time. Any attempt to place a new Mesmerism elects a Mental Challenge between the two Dominators. Mesmerisms are latent until triggered

**Level 3 – Forgetful Mind:** This power does not mimic Telepathy; you must specify a period of time to alter (e.g. "October 1<sup>st</sup>, 2005, at 10:30pm"). If you believe a particular memory has been altered with Forgetful Mind, as per *LotN* it is a Static Challenge against the Mental Traits of the original user of Forgetful Mind, as current at the time of this power's use.

**Level 4 – Conditioning:** Conditioning mortals functions as out of pages 147-148 in *LotN*, with the following: no challenge is again required to issue further Commands or Mesmerisms, and no eye contact is required. Conditioning supernatural creatures, though the extended series of challenges remains the same, creates results as follows: the Dominator no longer requires direct eye contact to issue further Dominates and is two traits up on all Social or Mental Challenges with his thrall. You may also layer multiple Mesmerisms onto the subject, up to the permanent Willpower of the Dominator

**Level 5 – Possession:** Each use of Possession requires a separate expenditure of Willpower, Mental Traits, and a separate Mental Challenge. See sympathetic damage rules. Obtenebration may be used at the same Trait cost as Thaumaturgy. Transformative powers of the possessor are not transferable (i.e. Shadow Body, Tongue of the Asp, Wolf's Claws, et cetera) to the shell



## Fortitude

**No changes to levels 1 and 2**

**Levels 3 and 4:** The Survival ability is used to retest the Simple test for reducing damage

**Level 5 – Aegis:** Aegis may be used to remove and/or prevent any damage to a character within the same turn of its use. If activated prior to the simple tests being thrown it may also prevent staking. To ‘burn’ for Aegis the character must spend a permanent Willpower Trait. The use of Aegis is reflexive but may not be used while in Torpor or while staked. In addition, once a character possesses the power of Aegis they may bid the Trait “Aegis” in challenges of stamina; much as with “Intensity” this trait may not be lost and does not count toward the resolution of ties. Damage may not be caused to your opponent as a result of winning a test in which Aegis has been bid (you cannot be “Aegis” enough to break someone’s fist). The “Aegis” Trait also confers the ability to WAT in challenges of stamina when used. This power does not stop effects that require only touch

## Melpominee

**No change for levels 1 and 2**

**Level 3 – Madrigal:** The player is required to actually sing

**No change for levels 4 and 5**

## Necromancy

**The Sepulchre Path:** No change

**The Ash Path:** Ex Nihilo causes the door to open at the end of the Combat Turn. No other changes

**The Bone Path:** Soul Stealing and Daemonic Possession both require a 10 minute casting time and that the victim be immobilized for the duration of the ritual. No other change.

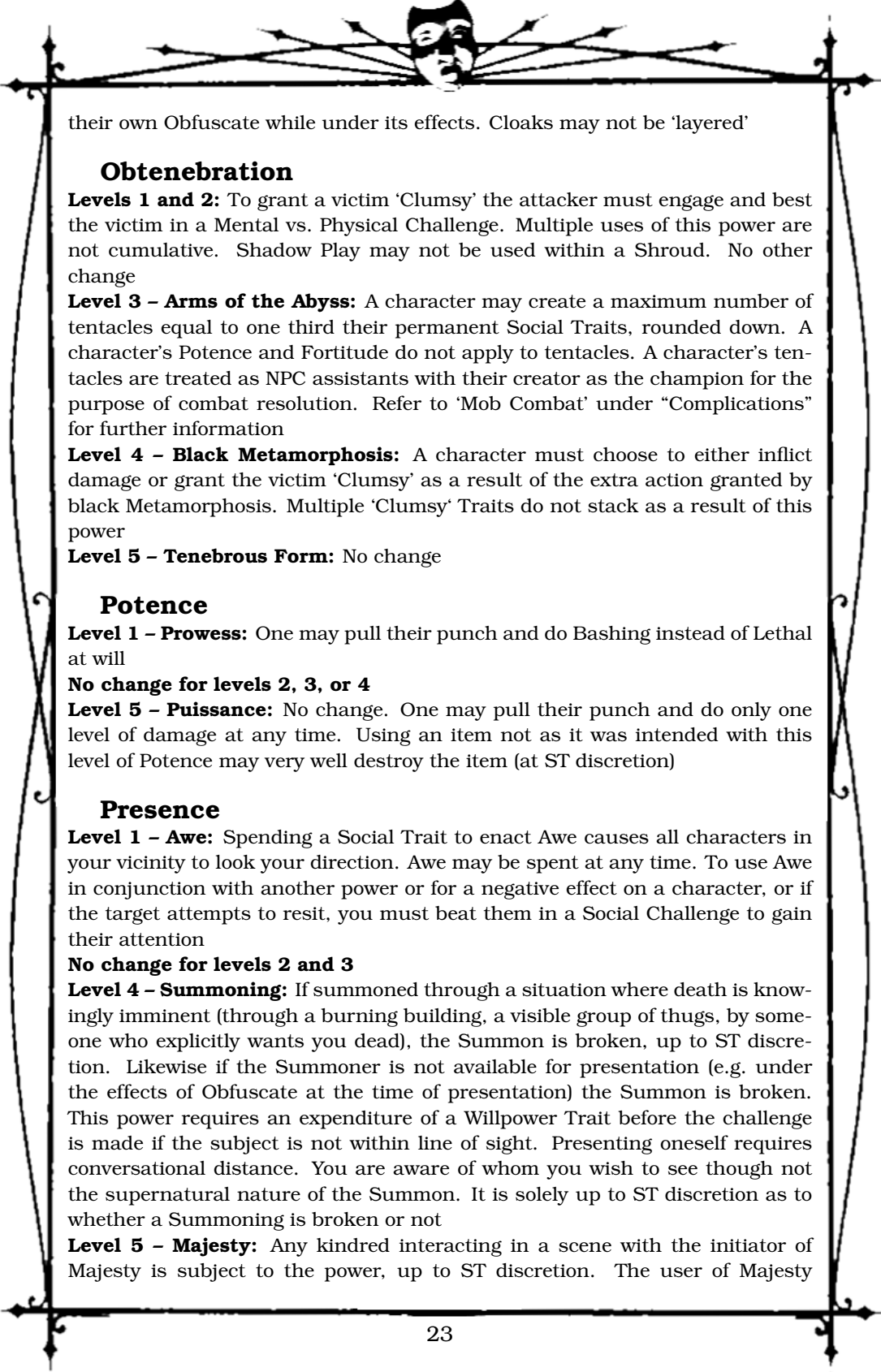
## Obfuscate

**Level 1 – Cloak of Shadows:** The Obfuscate sign is a hand held in front of the face. No mechanical change. Obfuscate grants bonus Traits equal to the user’s Obfuscate level (1-5) for the purposes of tie resolution related to their use of Obfuscate.

**No change for levels 2 or 3**

**Level 4 – Vanish from the Mind’s Eye:** Use the standard mob-combat rules (see ‘Mob-Combat’ under “Combat”), save for the fact that anyone in the scene may be involved in the challenge, not limited by the standard Mob Combat cap. In the case of ties, the Obfuscator may add his levels of Obfuscate to his total. Likewise, those with Auspex may activate it reflexively and add their levels of Auspex to their totals. Refer to ‘Vanish while in Combat’ under ‘Complications’ for additional information

**Level 5 – Cloak the Gathering:** A single individual may not be under the effects of more than one person’s Cloak at the same time, though they may use



their own Obfuscate while under its effects. Cloaks may not be 'layered'

### **Obtenebration**

**Levels 1 and 2:** To grant a victim 'Clumsy' the attacker must engage and best the victim in a Mental vs. Physical Challenge. Multiple uses of this power are not cumulative. Shadow Play may not be used within a Shroud. No other change

**Level 3 – Arms of the Abyss:** A character may create a maximum number of tentacles equal to one third their permanent Social Traits, rounded down. A character's Potence and Fortitude do not apply to tentacles. A character's tentacles are treated as NPC assistants with their creator as the champion for the purpose of combat resolution. Refer to 'Mob Combat' under "Complications" for further information

**Level 4 – Black Metamorphosis:** A character must choose to either inflict damage or grant the victim 'Clumsy' as a result of the extra action granted by black Metamorphosis. Multiple 'Clumsy' Traits do not stack as a result of this power

**Level 5 – Tenebrous Form:** No change

### **Potence**

**Level 1 – Prowess:** One may pull their punch and do Bashing instead of Lethal at will

**No change for levels 2, 3, or 4**

**Level 5 – Puissance:** No change. One may pull their punch and do only one level of damage at any time. Using an item not as it was intended with this level of Potence may very well destroy the item (at ST discretion)

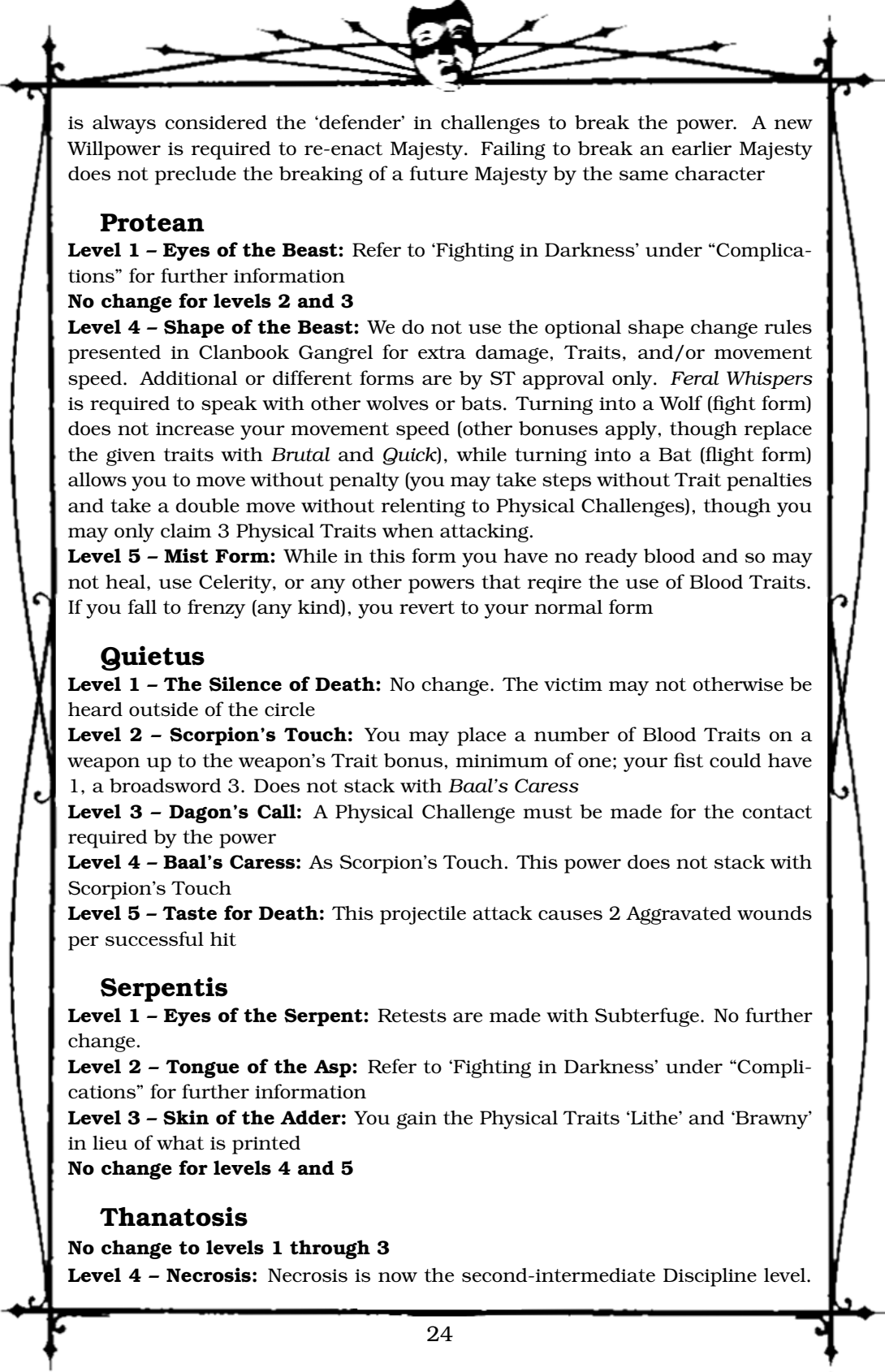
### **Presence**

**Level 1 – Awe:** Spending a Social Trait to enact Awe causes all characters in your vicinity to look your direction. Awe may be spent at any time. To use Awe in conjunction with another power or for a negative effect on a character, or if the target attempts to resist, you must beat them in a Social Challenge to gain their attention

**No change for levels 2 and 3**

**Level 4 – Summoning:** If summoned through a situation where death is knowingly imminent (through a burning building, a visible group of thugs, by someone who explicitly wants you dead), the Summon is broken, up to ST discretion. Likewise if the Summoner is not available for presentation (e.g. under the effects of Obfuscate at the time of presentation) the Summon is broken. This power requires an expenditure of a Willpower Trait before the challenge is made if the subject is not within line of sight. Presenting oneself requires conversational distance. You are aware of whom you wish to see though not the supernatural nature of the Summon. It is solely up to ST discretion as to whether a Summoning is broken or not

**Level 5 – Majesty:** Any kindred interacting in a scene with the initiator of Majesty is subject to the power, up to ST discretion. The user of Majesty



is always considered the 'defender' in challenges to break the power. A new Willpower is required to re-enact Majesty. Failing to break an earlier Majesty does not preclude the breaking of a future Majesty by the same character

### **Protean**

**Level 1 – Eyes of the Beast:** Refer to 'Fighting in Darkness' under "Complications" for further information

**No change for levels 2 and 3**

**Level 4 – Shape of the Beast:** We do not use the optional shape change rules presented in Clanbook Gangrel for extra damage, Traits, and/or movement speed. Additional or different forms are by ST approval only. *Feral Whispers* is required to speak with other wolves or bats. Turning into a Wolf (fight form) does not increase your movement speed (other bonuses apply, though replace the given traits with *Brutal* and *Quick*), while turning into a Bat (flight form) allows you to move without penalty (you may take steps without Trait penalties and take a double move without relenting to Physical Challenges), though you may only claim 3 Physical Traits when attacking.

**Level 5 – Mist Form:** While in this form you have no ready blood and so may not heal, use Celerity, or any other powers that require the use of Blood Traits. If you fall to frenzy (any kind), you revert to your normal form

### **Quietus**

**Level 1 – The Silence of Death:** No change. The victim may not otherwise be heard outside of the circle

**Level 2 – Scorpion's Touch:** You may place a number of Blood Traits on a weapon up to the weapon's Trait bonus, minimum of one; your fist could have 1, a broadsword 3. Does not stack with *Baal's Caress*

**Level 3 – Dagon's Call:** A Physical Challenge must be made for the contact required by the power

**Level 4 – Baal's Caress:** As Scorpion's Touch. This power does not stack with Scorpion's Touch

**Level 5 – Taste for Death:** This projectile attack causes 2 Aggravated wounds per successful hit

### **Serpentis**

**Level 1 – Eyes of the Serpent:** Retests are made with Subterfuge. No further change.

**Level 2 – Tongue of the Asp:** Refer to 'Fighting in Darkness' under "Complications" for further information

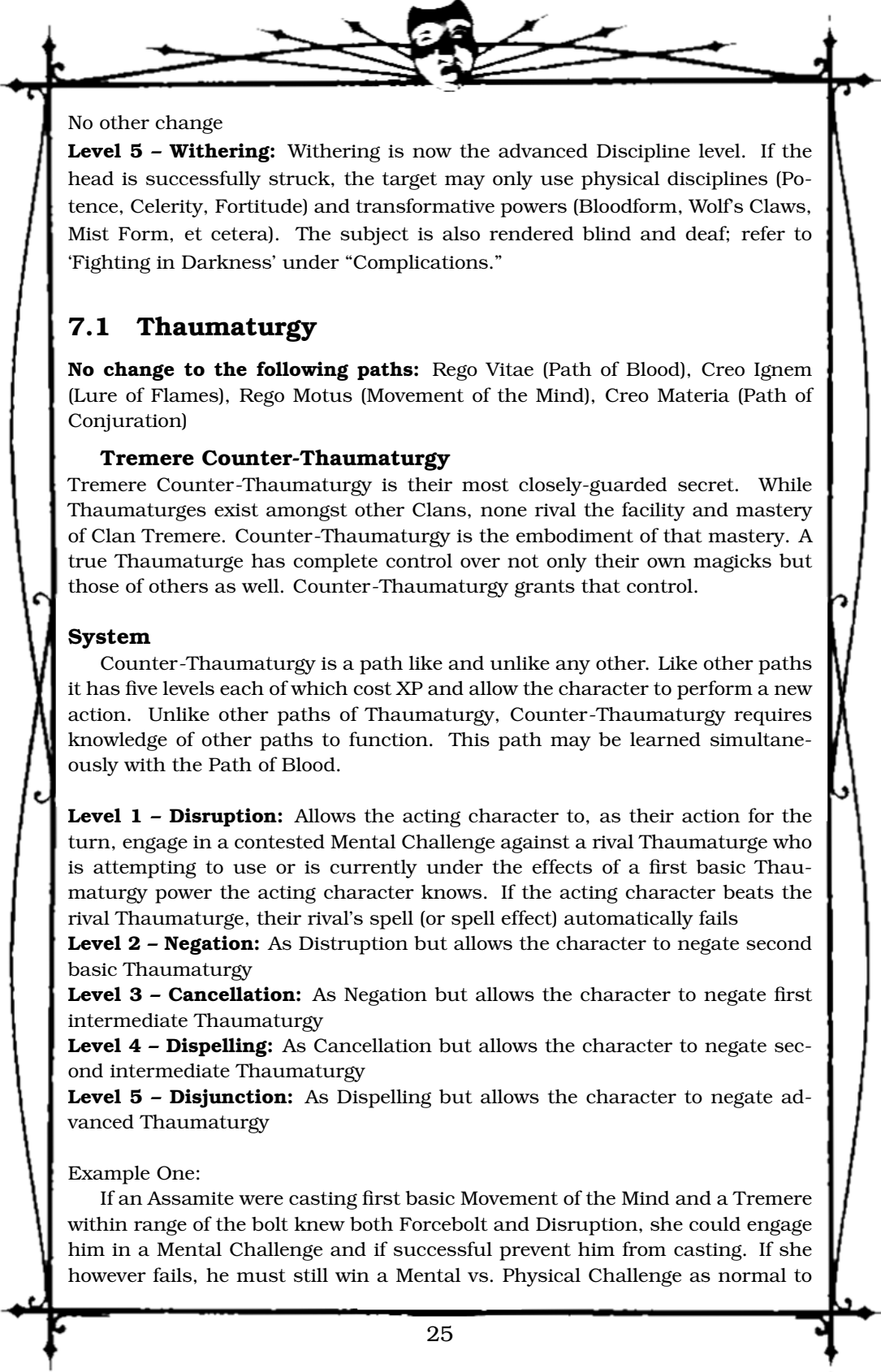
**Level 3 – Skin of the Adder:** You gain the Physical Traits 'Lithe' and 'Brawny' in lieu of what is printed

**No change for levels 4 and 5**

### **Thanatosis**

**No change to levels 1 through 3**

**Level 4 – Necrosis:** Necrosis is now the second-intermediate Discipline level.



No other change

**Level 5 - Withering:** Withering is now the advanced Discipline level. If the head is successfully struck, the target may only use physical disciplines (Potence, Celerity, Fortitude) and transformative powers (Bloodform, Wolf's Claws, Mist Form, et cetera). The subject is also rendered blind and deaf; refer to 'Fighting in Darkness' under "Complications."

## 7.1 Thaumaturgy

**No change to the following paths:** Rego Vitae (Path of Blood), Creo Ignem (Lure of Flames), Rego Motus (Movement of the Mind), Creo Materia (Path of Conjunction)

### Tremere Counter-Thaumaturgy

Tremere Counter-Thaumaturgy is their most closely-guarded secret. While Thaumaturges exist amongst other Clans, none rival the facility and mastery of Clan Tremere. Counter-Thaumaturgy is the embodiment of that mastery. A true Thaumaturge has complete control over not only their own magicks but those of others as well. Counter-Thaumaturgy grants that control.

### System

Counter-Thaumaturgy is a path like and unlike any other. Like other paths it has five levels each of which cost XP and allow the character to perform a new action. Unlike other paths of Thaumaturgy, Counter-Thaumaturgy requires knowledge of other paths to function. This path may be learned simultaneously with the Path of Blood.

**Level 1 - Disruption:** Allows the acting character to, as their action for the turn, engage in a contested Mental Challenge against a rival Thaumaturge who is attempting to use or is currently under the effects of a first basic Thaumaturgy power the acting character knows. If the acting character beats the rival Thaumaturge, their rival's spell (or spell effect) automatically fails

**Level 2 - Negation:** As Disruption but allows the character to negate second basic Thaumaturgy

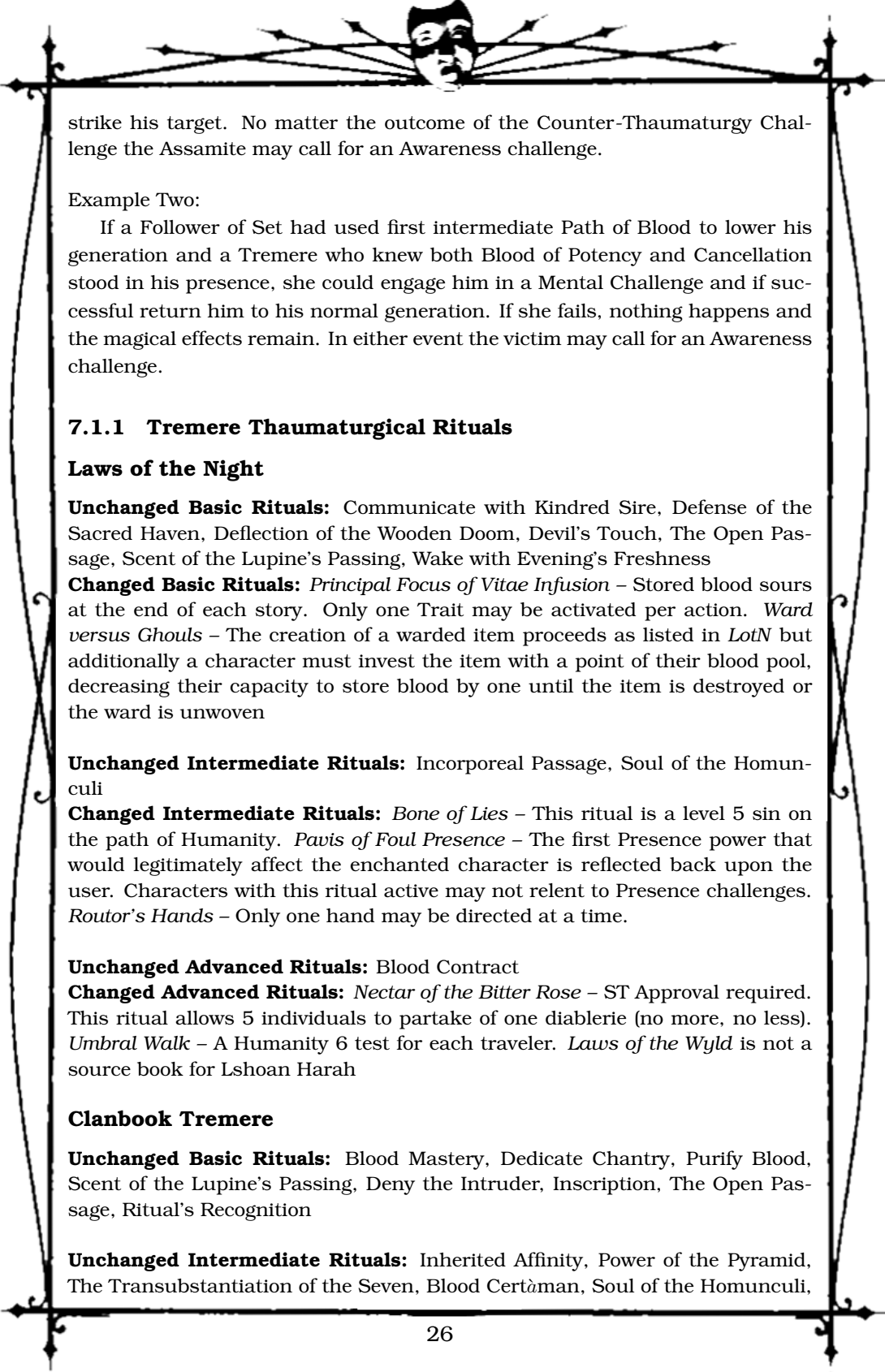
**Level 3 - Cancellation:** As Negation but allows the character to negate first intermediate Thaumaturgy

**Level 4 - Dispelling:** As Cancellation but allows the character to negate second intermediate Thaumaturgy

**Level 5 - Disjunction:** As Dispelling but allows the character to negate advanced Thaumaturgy

Example One:

If an Assamite were casting first basic Movement of the Mind and a Tremere within range of the bolt knew both Forcebolt and Disruption, she could engage him in a Mental Challenge and if successful prevent him from casting. If she however fails, he must still win a Mental vs. Physical Challenge as normal to



strike his target. No matter the outcome of the Counter-Thaumaturgy Challenge the Assamite may call for an Awareness challenge.

Example Two:

If a Follower of Set had used first intermediate Path of Blood to lower his generation and a Tremere who knew both Blood of Potency and Cancellation stood in his presence, she could engage him in a Mental Challenge and if successful return him to his normal generation. If she fails, nothing happens and the magical effects remain. In either event the victim may call for an Awareness challenge.

### 7.1.1 Tremere Thaumaturgical Rituals

#### Laws of the Night

**Unchanged Basic Rituals:** Communicate with Kindred Sire, Defense of the Sacred Haven, Deflection of the Wooden Doom, Devil's Touch, The Open Passage, Scent of the Lupine's Passing, Wake with Evening's Freshness

**Changed Basic Rituals:** *Principal Focus of Vitae Infusion* – Stored blood sours at the end of each story. Only one Trait may be activated per action. *Ward versus Ghouls* – The creation of a warded item proceeds as listed in *LotN* but additionally a character must invest the item with a point of their blood pool, decreasing their capacity to store blood by one until the item is destroyed or the ward is unwoven

**Unchanged Intermediate Rituals:** Incorporal Passage, Soul of the Homunculi

**Changed Intermediate Rituals:** *Bone of Lies* – This ritual is a level 5 sin on the path of Humanity. *Pavis of Foul Presence* – The first Presence power that would legitimately affect the enchanted character is reflected back upon the user. Characters with this ritual active may not relent to Presence challenges. *Routor's Hands* – Only one hand may be directed at a time.

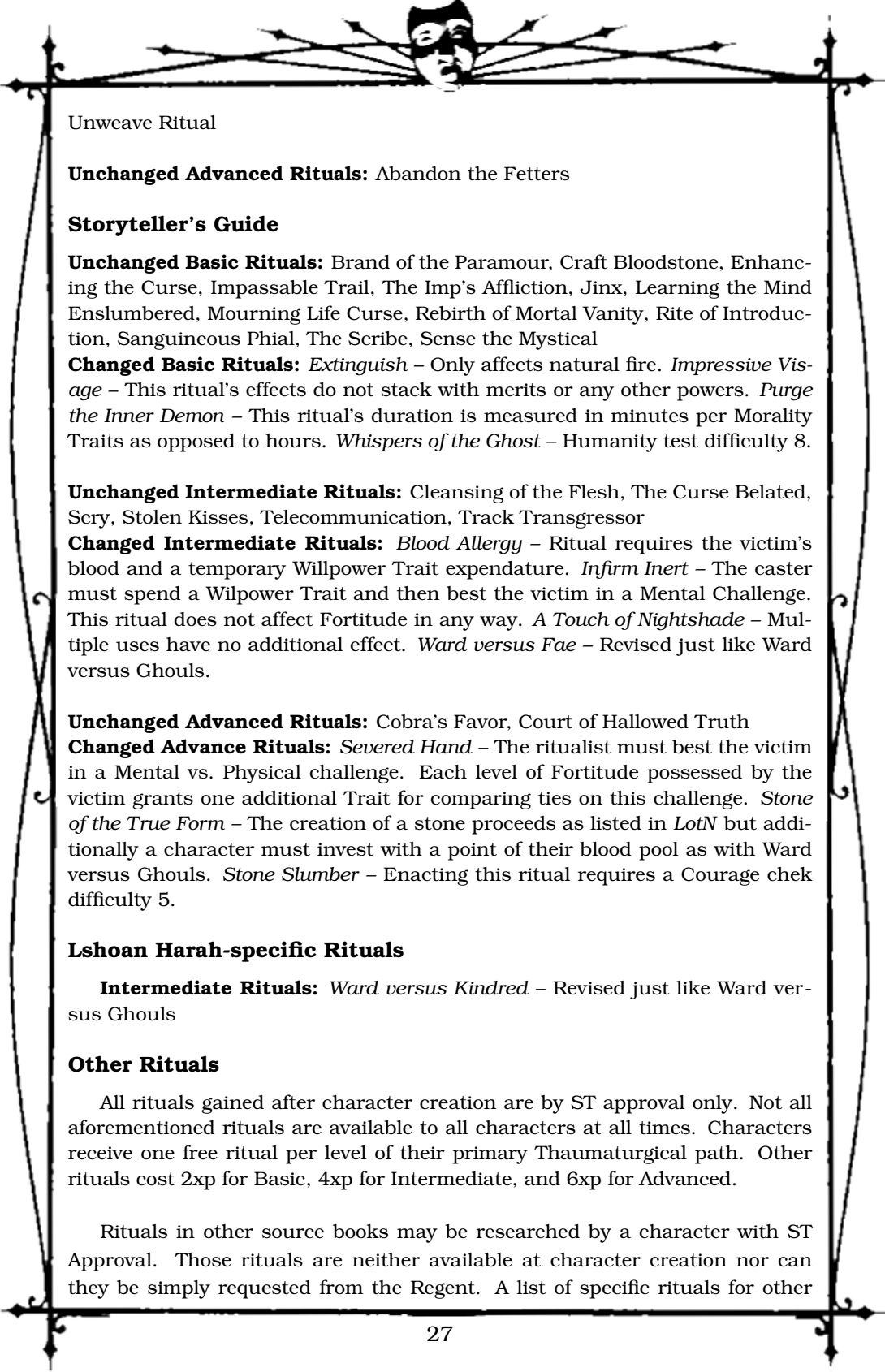
**Unchanged Advanced Rituals:** Blood Contract

**Changed Advanced Rituals:** *Nectar of the Bitter Rose* – ST Approval required. This ritual allows 5 individuals to partake of one diablerie (no more, no less). *Umbral Walk* – A Humanity 6 test for each traveler. *Laws of the Wyld* is not a source book for Lshoan Harah

#### Clanbook Tremere

**Unchanged Basic Rituals:** Blood Mastery, Dedicate Chantry, Purify Blood, Scent of the Lupine's Passing, Deny the Intruder, Inscription, The Open Passage, Ritual's Recognition

**Unchanged Intermediate Rituals:** Inherited Affinity, Power of the Pyramid, The Transubstantiation of the Seven, Blood Certàman, Soul of the Homunculi,



Unweave Ritual

**Unchanged Advanced Rituals:** Abandon the Fetters

### Storyteller's Guide

**Unchanged Basic Rituals:** Brand of the Paramour, Craft Bloodstone, Enhancing the Curse, Impassable Trail, The Imp's Affliction, Jinx, Learning the Mind Enslumbered, Mourning Life Curse, Rebirth of Mortal Vanity, Rite of Introduction, Sanguineous Phial, The Scribe, Sense the Mystical

**Changed Basic Rituals:** *Extinguish* – Only affects natural fire. *Impressive Visage* – This ritual's effects do not stack with merits or any other powers. *Purge the Inner Demon* – This ritual's duration is measured in minutes per Morality Traits as opposed to hours. *Whispers of the Ghost* – Humanity test difficulty 8.

**Unchanged Intermediate Rituals:** Cleansing of the Flesh, The Curse Belated, Scry, Stolen Kisses, Telecommunication, Track Transgressor

**Changed Intermediate Rituals:** *Blood Allergy* – Ritual requires the victim's blood and a temporary Willpower Trait expenditure. *Infirm Inert* – The caster must spend a Willpower Trait and then best the victim in a Mental Challenge. This ritual does not affect Fortitude in any way. *A Touch of Nightshade* – Multiple uses have no additional effect. *Ward versus Fae* – Revised just like Ward versus Ghouls.

**Unchanged Advanced Rituals:** Cobra's Favor, Court of Hallowed Truth

**Changed Advance Rituals:** *Severed Hand* – The ritualist must best the victim in a Mental vs. Physical challenge. Each level of Fortitude possessed by the victim grants one additional Trait for comparing ties on this challenge. *Stone of the True Form* – The creation of a stone proceeds as listed in *LotN* but additionally a character must invest with a point of their blood pool as with Ward versus Ghouls. *Stone Slumber* – Enacting this ritual requires a Courage check difficulty 5.

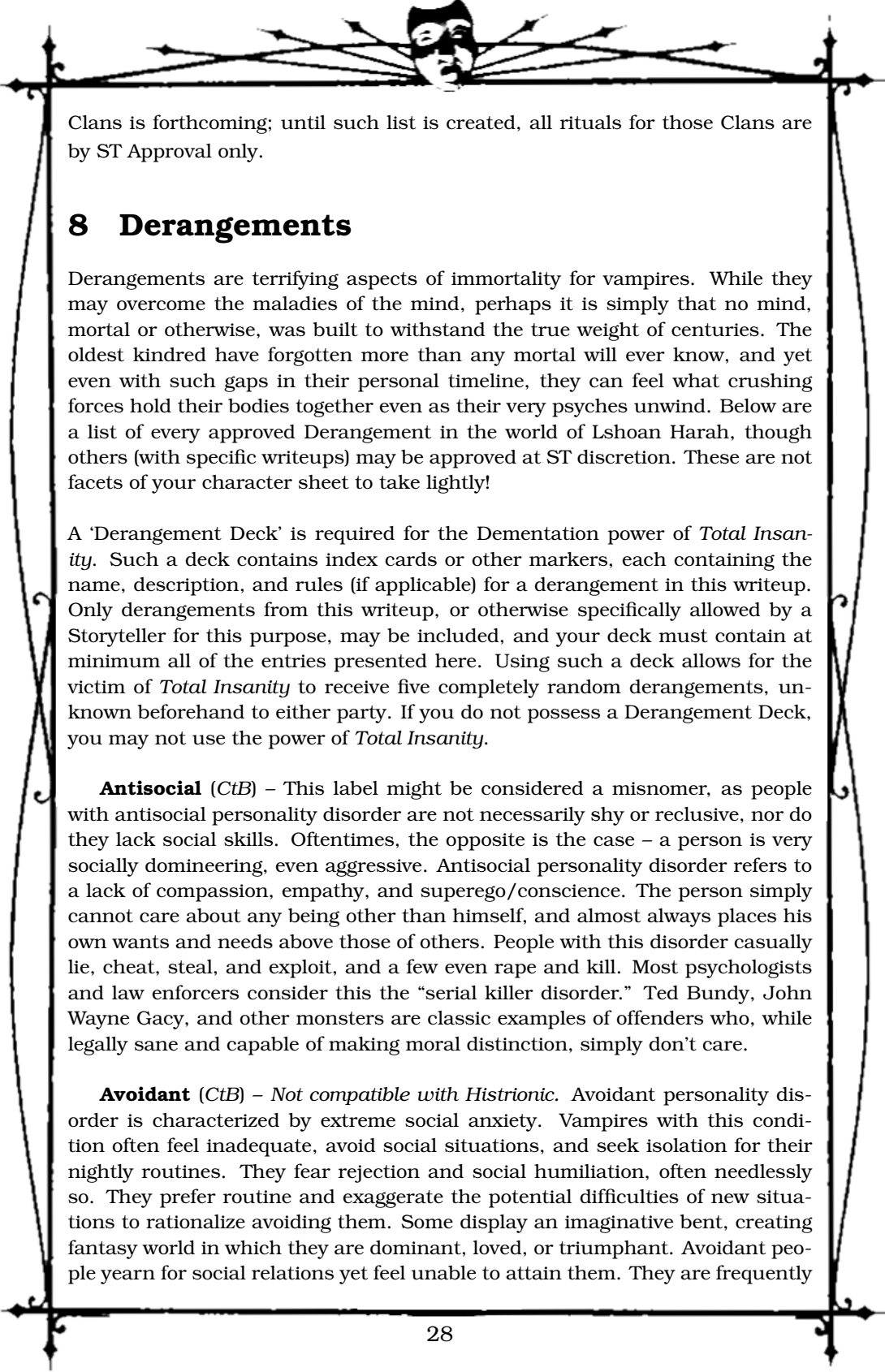
### Lshoan Harah-specific Rituals

**Intermediate Rituals:** *Ward versus Kindred* – Revised just like Ward versus Ghouls

### Other Rituals

All rituals gained after character creation are by ST approval only. Not all aforementioned rituals are available to all characters at all times. Characters receive one free ritual per level of their primary Thaumaturgical path. Other rituals cost 2xp for Basic, 4xp for Intermediate, and 6xp for Advanced.

Rituals in other source books may be researched by a character with ST Approval. Those rituals are neither available at character creation nor can they be simply requested from the Regent. A list of specific rituals for other



Clans is forthcoming; until such list is created, all rituals for those Clans are by ST Approval only.

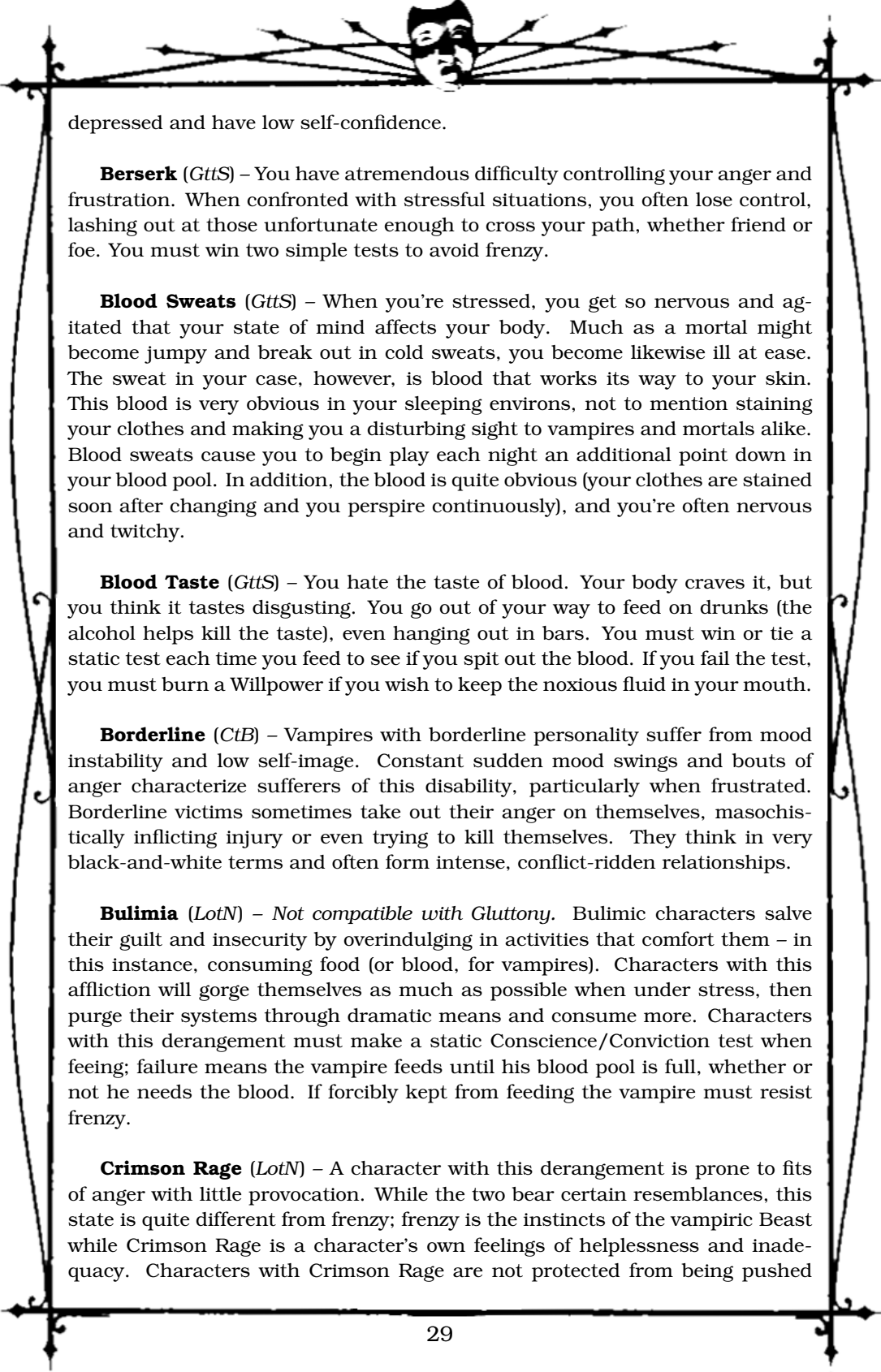
## 8 Derangements

Derangements are terrifying aspects of immortality for vampires. While they may overcome the maladies of the mind, perhaps it is simply that no mind, mortal or otherwise, was built to withstand the true weight of centuries. The oldest kindred have forgotten more than any mortal will ever know, and yet even with such gaps in their personal timeline, they can feel what crushing forces hold their bodies together even as their very psyches unwind. Below are a list of every approved Derangement in the world of Lshoan Harah, though others (with specific writeups) may be approved at ST discretion. These are not facets of your character sheet to take lightly!

A 'Derangement Deck' is required for the Dementation power of *Total Insanity*. Such a deck contains index cards or other markers, each containing the name, description, and rules (if applicable) for a derangement in this writeup. Only derangements from this writeup, or otherwise specifically allowed by a Storyteller for this purpose, may be included, and your deck must contain at minimum all of the entries presented here. Using such a deck allows for the victim of *Total Insanity* to receive five completely random derangements, unknown beforehand to either party. If you do not possess a Derangement Deck, you may not use the power of *Total Insanity*.

**Antisocial** (CtB) – This label might be considered a misnomer, as people with antisocial personality disorder are not necessarily shy or reclusive, nor do they lack social skills. Oftentimes, the opposite is the case – a person is very socially domineering, even aggressive. Antisocial personality disorder refers to a lack of compassion, empathy, and superego/conscience. The person simply cannot care about any being other than himself, and almost always places his own wants and needs above those of others. People with this disorder casually lie, cheat, steal, and exploit, and a few even rape and kill. Most psychologists and law enforcers consider this the “serial killer disorder.” Ted Bundy, John Wayne Gacy, and other monsters are classic examples of offenders who, while legally sane and capable of making moral distinction, simply don't care.

**Avoidant** (CtB) – *Not compatible with Histrionic.* Avoidant personality disorder is characterized by extreme social anxiety. Vampires with this condition often feel inadequate, avoid social situations, and seek isolation for their nightly routines. They fear rejection and social humiliation, often needlessly so. They prefer routine and exaggerate the potential difficulties of new situations to rationalize avoiding them. Some display an imaginative bent, creating fantasy world in which they are dominant, loved, or triumphant. Avoidant people yearn for social relations yet feel unable to attain them. They are frequently



depressed and have low self-confidence.

**Berserk** (*GttS*) – You have a tremendous difficulty controlling your anger and frustration. When confronted with stressful situations, you often lose control, lashing out at those unfortunate enough to cross your path, whether friend or foe. You must win two simple tests to avoid frenzy.

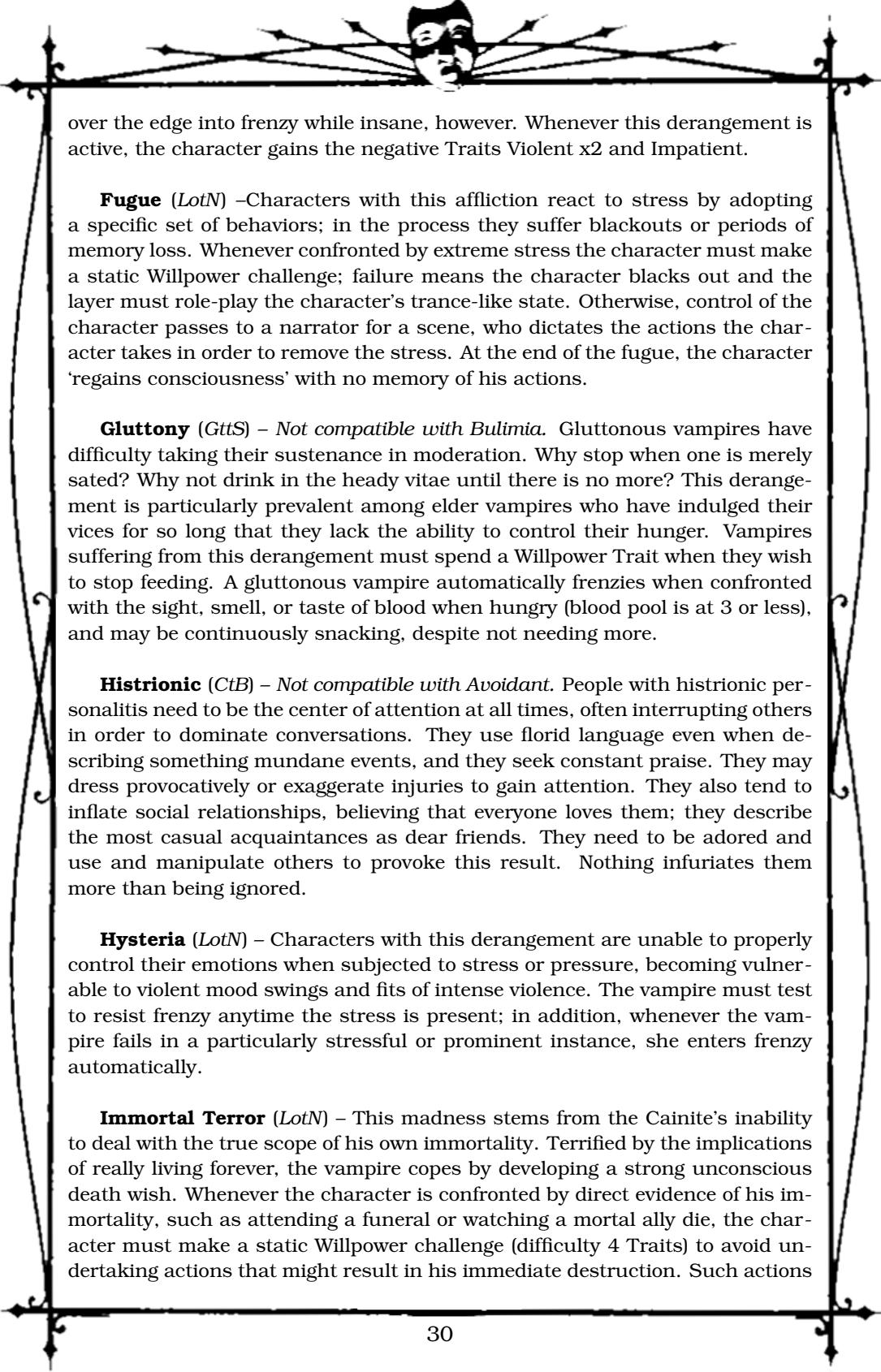
**Blood Sweats** (*GttS*) – When you're stressed, you get so nervous and agitated that your state of mind affects your body. Much as a mortal might become jumpy and break out in cold sweats, you become likewise ill at ease. The sweat in your case, however, is blood that works its way to your skin. This blood is very obvious in your sleeping environs, not to mention staining your clothes and making you a disturbing sight to vampires and mortals alike. Blood sweats cause you to begin play each night an additional point down in your blood pool. In addition, the blood is quite obvious (your clothes are stained soon after changing and you perspire continuously), and you're often nervous and twitchy.

**Blood Taste** (*GttS*) – You hate the taste of blood. Your body craves it, but you think it tastes disgusting. You go out of your way to feed on drunks (the alcohol helps kill the taste), even hanging out in bars. You must win or tie a static test each time you feed to see if you spit out the blood. If you fail the test, you must burn a Willpower if you wish to keep the noxious fluid in your mouth.

**Borderline** (*CtB*) – Vampires with borderline personality suffer from mood instability and low self-image. Constant sudden mood swings and bouts of anger characterize sufferers of this disability, particularly when frustrated. Borderline victims sometimes take out their anger on themselves, masochistically inflicting injury or even trying to kill themselves. They think in very black-and-white terms and often form intense, conflict-ridden relationships.

**Bulimia** (*LotN*) – *Not compatible with Gluttony.* Bulimic characters salve their guilt and insecurity by overindulging in activities that comfort them – in this instance, consuming food (or blood, for vampires). Characters with this affliction will gorge themselves as much as possible when under stress, then purge their systems through dramatic means and consume more. Characters with this derangement must make a static Conscience/Conviction test when feeding; failure means the vampire feeds until his blood pool is full, whether or not he needs the blood. If forcibly kept from feeding the vampire must resist frenzy.

**Crimson Rage** (*LotN*) – A character with this derangement is prone to fits of anger with little provocation. While the two bear certain resemblances, this state is quite different from frenzy; frenzy is the instincts of the vampiric Beast while Crimson Rage is a character's own feelings of helplessness and inadequacy. Characters with Crimson Rage are not protected from being pushed



over the edge into frenzy while insane, however. Whenever this derangement is active, the character gains the negative Traits Violent x2 and Impatient.

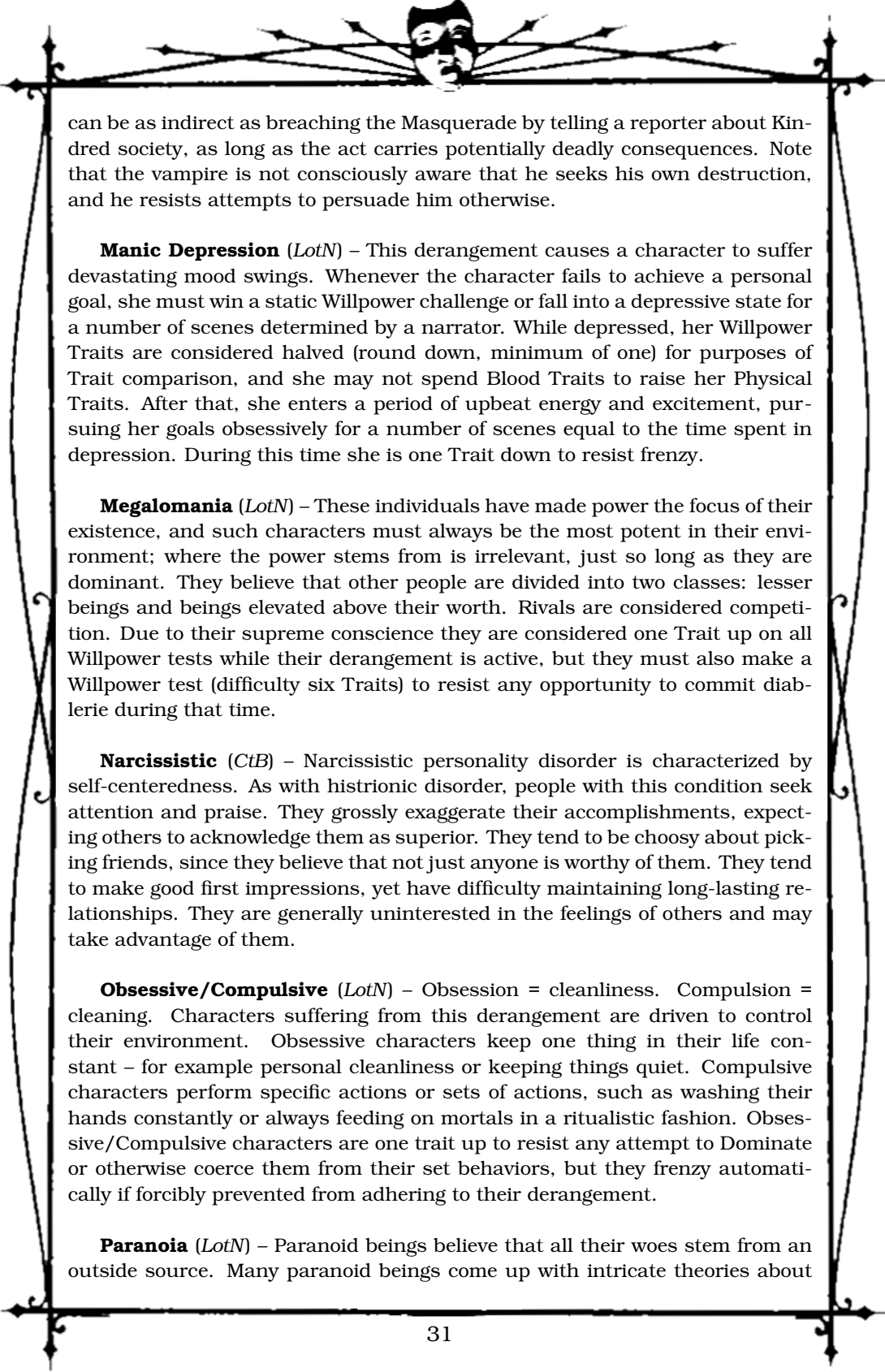
**Fugue** (*LotN*) – Characters with this affliction react to stress by adopting a specific set of behaviors; in the process they suffer blackouts or periods of memory loss. Whenever confronted by extreme stress the character must make a static Willpower challenge; failure means the character blacks out and the layer must role-play the character's trance-like state. Otherwise, control of the character passes to a narrator for a scene, who dictates the actions the character takes in order to remove the stress. At the end of the fugue, the character 'regains consciousness' with no memory of his actions.

**Gluttony** (*GttS*) – *Not compatible with Bulimia.* Gluttonous vampires have difficulty taking their sustenance in moderation. Why stop when one is merely sated? Why not drink in the heady vitae until there is no more? This derangement is particularly prevalent among elder vampires who have indulged their vices for so long that they lack the ability to control their hunger. Vampires suffering from this derangement must spend a Willpower Trait when they wish to stop feeding. A gluttonous vampire automatically frenzies when confronted with the sight, smell, or taste of blood when hungry (blood pool is at 3 or less), and may be continuously snacking, despite not needing more.

**Histrionic** (*CtB*) – *Not compatible with Avoidant.* People with histrionic personalities need to be the center of attention at all times, often interrupting others in order to dominate conversations. They use florid language even when describing something mundane events, and they seek constant praise. They may dress provocatively or exaggerate injuries to gain attention. They also tend to inflate social relationships, believing that everyone loves them; they describe the most casual acquaintances as dear friends. They need to be adored and use and manipulate others to provoke this result. Nothing infuriates them more than being ignored.

**Hysteria** (*LotN*) – Characters with this derangement are unable to properly control their emotions when subjected to stress or pressure, becoming vulnerable to violent mood swings and fits of intense violence. The vampire must test to resist frenzy anytime the stress is present; in addition, whenever the vampire fails in a particularly stressful or prominent instance, she enters frenzy automatically.

**Immortal Terror** (*LotN*) – This madness stems from the Cainite's inability to deal with the true scope of his own immortality. Terrified by the implications of really living forever, the vampire copes by developing a strong unconscious death wish. Whenever the character is confronted by direct evidence of his immortality, such as attending a funeral or watching a mortal ally die, the character must make a static Willpower challenge (difficulty 4 Traits) to avoid undertaking actions that might result in his immediate destruction. Such actions



can be as indirect as breaching the Masquerade by telling a reporter about Kindred society, as long as the act carries potentially deadly consequences. Note that the vampire is not consciously aware that he seeks his own destruction, and he resists attempts to persuade him otherwise.

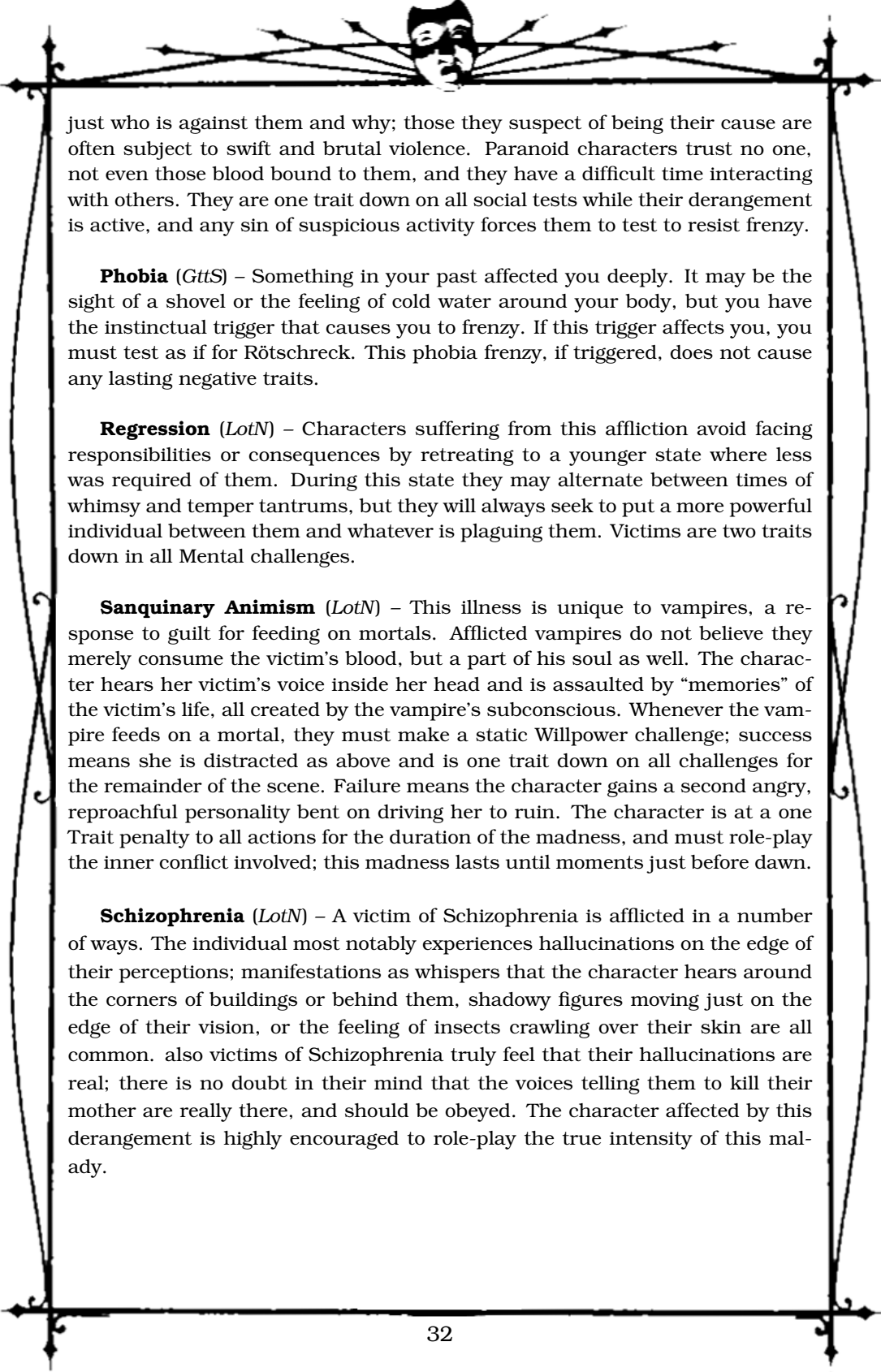
**Manic Depression** (*LotN*) – This derangement causes a character to suffer devastating mood swings. Whenever the character fails to achieve a personal goal, she must win a static Willpower challenge or fall into a depressive state for a number of scenes determined by a narrator. While depressed, her Willpower Traits are considered halved (round down, minimum of one) for purposes of Trait comparison, and she may not spend Blood Traits to raise her Physical Traits. After that, she enters a period of upbeat energy and excitement, pursuing her goals obsessively for a number of scenes equal to the time spent in depression. During this time she is one Trait down to resist frenzy.

**Megalomania** (*LotN*) – These individuals have made power the focus of their existence, and such characters must always be the most potent in their environment; where the power stems from is irrelevant, just so long as they are dominant. They believe that other people are divided into two classes: lesser beings and beings elevated above their worth. Rivals are considered competition. Due to their supreme conscience they are considered one Trait up on all Willpower tests while their derangement is active, but they must also make a Willpower test (difficulty six Traits) to resist any opportunity to commit diablerie during that time.

**Narcissistic** (*CtB*) – Narcissistic personality disorder is characterized by self-centeredness. As with histrionic disorder, people with this condition seek attention and praise. They grossly exaggerate their accomplishments, expecting others to acknowledge them as superior. They tend to be choosy about picking friends, since they believe that not just anyone is worthy of them. They tend to make good first impressions, yet have difficulty maintaining long-lasting relationships. They are generally uninterested in the feelings of others and may take advantage of them.

**Obsessive/Compulsive** (*LotN*) – Obsession = cleanliness. Compulsion = cleaning. Characters suffering from this derangement are driven to control their environment. Obsessive characters keep one thing in their life constant – for example personal cleanliness or keeping things quiet. Compulsive characters perform specific actions or sets of actions, such as washing their hands constantly or always feeding on mortals in a ritualistic fashion. Obsessive/Compulsive characters are one trait up to resist any attempt to Dominate or otherwise coerce them from their set behaviors, but they frenzy automatically if forcibly prevented from adhering to their derangement.

**Paranoia** (*LotN*) – Paranoid beings believe that all their woes stem from an outside source. Many paranoid beings come up with intricate theories about



just who is against them and why; those they suspect of being their cause are often subject to swift and brutal violence. Paranoid characters trust no one, not even those blood bound to them, and they have a difficult time interacting with others. They are one trait down on all social tests while their derangement is active, and any sin of suspicious activity forces them to test to resist frenzy.

**Phobia** (*GttS*) – Something in your past affected you deeply. It may be the sight of a shovel or the feeling of cold water around your body, but you have the instinctual trigger that causes you to frenzy. If this trigger affects you, you must test as if for Röttschreck. This phobia frenzy, if triggered, does not cause any lasting negative traits.

**Regression** (*LotN*) – Characters suffering from this affliction avoid facing responsibilities or consequences by retreating to a younger state where less was required of them. During this state they may alternate between times of whimsy and temper tantrums, but they will always seek to put a more powerful individual between them and whatever is plaguing them. Victims are two traits down in all Mental challenges.

**Sanquinary Animism** (*LotN*) – This illness is unique to vampires, a response to guilt for feeding on mortals. Afflicted vampires do not believe they merely consume the victim's blood, but a part of his soul as well. The character hears her victim's voice inside her head and is assaulted by "memories" of the victim's life, all created by the vampire's subconscious. Whenever the vampire feeds on a mortal, they must make a static Willpower challenge; success means she is distracted as above and is one trait down on all challenges for the remainder of the scene. Failure means the character gains a second angry, reproachful personality bent on driving her to ruin. The character is at a one Trait penalty to all actions for the duration of the madness, and must role-play the inner conflict involved; this madness lasts until moments just before dawn.

**Schizophrenia** (*LotN*) – A victim of Schizophrenia is afflicted in a number of ways. The individual most notably experiences hallucinations on the edge of their perceptions; manifestations as whispers that the character hears around the corners of buildings or behind them, shadowy figures moving just on the edge of their vision, or the feeling of insects crawling over their skin are all common. also victims of Schizophrenia truly feel that their hallucinations are real; there is no doubt in their mind that the voices telling them to kill their mother are really there, and should be obeyed. The character affected by this derangement is highly encouraged to role-play the true intensity of this malady.



## 9 Status

Status is one of the most complicated facets of *Vampire: the Masquerade*, due to amorphous and murky nature of the IC system, the mechanics for the OOC system, and the many exceptions to the printed rules. Here, in this large section, have attempted to alleviate the confusion and bring clarity to the rules governing Status, both in- and out-of-character.

All status falls into one of the following three categories: Age-related, Patronage, or Positional. Whether the kindred in question is a member of the Camarilla, Sabbat, or Anarchs, all kindred possess the capability to earn status.

### Age-Related Status

Age (in years)	Generation	Title	Status
0 - 100	14 <sup>th</sup> - 10 <sup>th</sup>	Neonate	(None)
100 - 250	10 <sup>th</sup> - 9 <sup>th</sup>	Ancilla	Recognized
250 - 450	9 <sup>th</sup> - 8 <sup>th</sup>	Venerate	Potent, Venerated
450+	8 <sup>th</sup> - 7 <sup>th</sup>	Elder	Potent, Venerated, Established

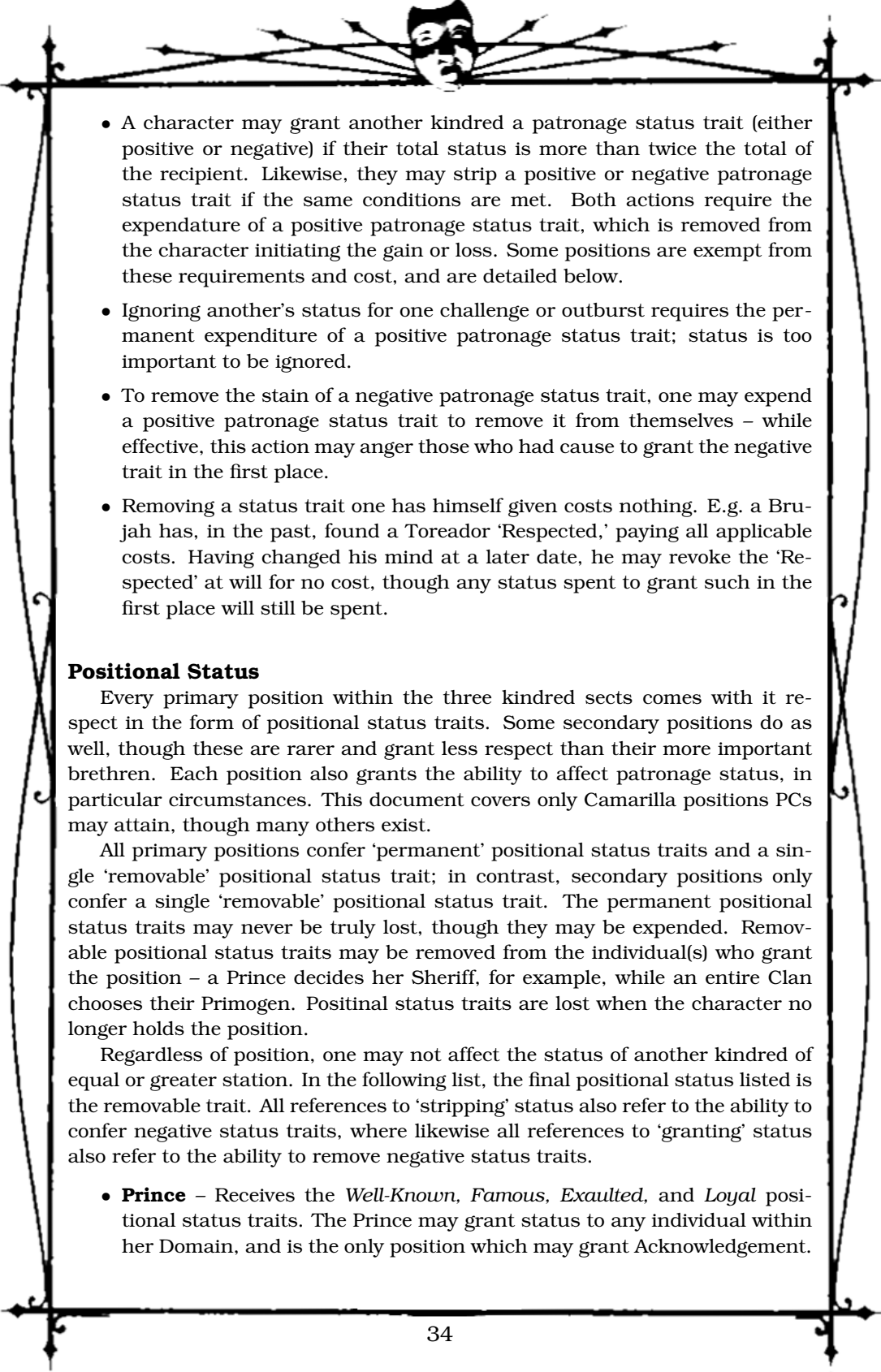
No PC may begin play older than 500 years  
All Age-related titles require ST Approval

Neither age nor generation alone will guarantee a character *Age-related* status; the character must prove their worth to their betters before being considered their peers. To be raised from Neonate to Ancilla, for example, the would-be Ancilla must have the public support of 10 Ancillae, 5 Venerates, or 3 Elders. After a proclamation from those who have given such support, the Prince and/or Harpy announce the new age and respect of the kindred in question. Similarly, to lower an individual in station, it requires the same vocal loss of support by the same number of kindred.

### Patronage Status

Patronage status traits are those given to a character by other, more respected, kindred. Many positions come with the ability to grant or strip patronage status and are detailed in the next section. There are both positive and negative patronage status traits. The rules governing patronage status are as follows:

- Venerate and younger Camarilla kindred may have up to 3 positive patronage status traits.
- Non-Camarilla Clans may only have 2 positive patronage status traits.
- All kindred may receive up to 2 negative patronage status traits.
- Caitiff automatically receive an additional negative patronage status trait "*Caitiff*" which can never be removed.
- Lasombra automatically receive an additional positive patronage status trait "*Respected*" which can never be removed.

- 
- A character may grant another kindred a patronage status trait (either positive or negative) if their total status is more than twice the total of the recipient. Likewise, they may strip a positive or negative patronage status trait if the same conditions are met. Both actions require the expenditure of a positive patronage status trait, which is removed from the character initiating the gain or loss. Some positions are exempt from these requirements and cost, and are detailed below.
  - Ignoring another's status for one challenge or outburst requires the permanent expenditure of a positive patronage status trait; status is too important to be ignored.
  - To remove the stain of a negative patronage status trait, one may expend a positive patronage status trait to remove it from themselves – while effective, this action may anger those who had cause to grant the negative trait in the first place.
  - Removing a status trait one has himself given costs nothing. E.g. a Brujah has, in the past, found a Toreador 'Respected,' paying all applicable costs. Having changed his mind at a later date, he may revoke the 'Respected' at will for no cost, though any status spent to grant such in the first place will still be spent.

### Positional Status

Every primary position within the three kindred sects comes with it respect in the form of positional status traits. Some secondary positions do as well, though these are rarer and grant less respect than their more important brethren. Each position also grants the ability to affect patronage status, in particular circumstances. This document covers only Camarilla positions PCs may attain, though many others exist.

All primary positions confer 'permanent' positional status traits and a single 'removable' positional status trait; in contrast, secondary positions only confer a single 'removable' positional status trait. The permanent positional status traits may never be truly lost, though they may be expended. Removable positional status traits may be removed from the individual(s) who grant the position – a Prince decides her Sheriff, for example, while an entire Clan chooses their Primogen. Positional status traits are lost when the character no longer holds the position.

Regardless of position, one may not affect the status of another kindred of equal or greater station. In the following list, the final positional status listed is the removable trait. All references to 'stripping' status also refer to the ability to confer negative status traits, where likewise all references to 'granting' status also refer to the ability to remove negative status traits.

- **Prince** – Receives the *Well-Known*, *Famous*, *Exalted*, and *Loyal* positional status traits. The Prince may grant status to any individual within her Domain, and is the only position which may grant Acknowledgement.



- **Seneschal** – Receives the *Cherished*, *Esteemed*, and *Influential* positional status traits. They may speak with the Prince's voice and ability when the Prince is unavailable.
- **Sheriff** – Receives the *Feared* and *Trusted* positional status traits and may strip those who refuse official questioning and judgement
- **Keeper of Elysium** – Receives the *Honorable* and *Just* positional status traits and may strip status from those who breach the Masquerade
- **Scourge** – Receives the *Feared* and *Trustworthy* positional status traits. They may strip status from those who aid Unacknowledged kindred.
- **Primogen** – Receives the *Revered* and *Dutiful* positional status traits. They may grant status to those of their family.
- **Lead Harpy** – Receives *Influential* and *Well-Known* positional status traits. In addition to their granted status they receive support from the Primogen Council. They may strip status from any individual caught in a valid scandal who has less status than they plus the conferred support, and may do so using the support instead of their own status.
- **Herald** – Receives the *Well-Known* positional status traits and may neither give nor strip status from others.
- **Assistants** – Guardian, Huntsmen, Lesser Harpies, and Deputies receive the *Trusted* removable positional status trait, which may be conferred or removed at will by the officers they support. Clan Whips receive *Dutiful*, which may be removed by their respective Primogen.

There are however limits on the status-granting or -stripping powers listed above, detailed in the following list:

- Officers must expend a positional status trait, which returns the following month, to affect another's Patronage status.
- Assistant positions wield the status of their bosses when acting as such; for example, in absence of the Primogen, a Whip may grant status to a member of their Clan, so long as the Primogen has more status than the recipient.
- The Harpy receives a single 'phantom' status from each Primogen that may be used to strip another's status, as above, as well as using their own positional status. 'Phantom' status returns every story and cannot be counted in Social Challenges.
- The Harpy is the only position able to affect an individual's status more than once an evening – the Sheriff could not both issue a negative patronage status trait and strip a positive patronage status trait from the same individual in one evening, even for multiple offenses.
- The Prince may reverse a status adjustment issued by the Seneschal, given as the position allows, without cost. A Primogen may likewise act in regard to their Whip's declarations, and any other primary position in relation to their assistant.



### **What Status Means**

Status is the foundation of the authority of the Elders who founded the Camarilla, Sabbat, and Anarch sects. Without status, the hierarchical nature of kindred society would crumble. Those with less status cannot argue with the edicts or statements of those with greater, and those with the greatest status are never wrong. . . At least, not in the public eye.

Those with high amounts of status want to ensure that few others attain as much political power, while those with low amounts of status want to climb as high as possible, regardless of who they must step on or over to get it. As the Prince and Primogen grant status, the Harpy tears it away, keeping a fine balance of who is on top and who is unimportant. This give and take forms the backbone of kindred night life.

Those with negative patronage status find themselves in a precarious predicament. While one possesses negative status (aside from the singular "Caitif" that such wretches receive), they may not gain any positive patronage status, and may not be welcomed at gather at all, until the same is removed. Those who gain enough ire to warrant two negative patronage status traits are normally ejected from the Domain, or at the very least lose their Acknowledgement, as no Prince would wish to entertain such creatures at their court.


Status is both an in-character and out-of-character mechanic in that characters respect those with greater station, and status provides mechanical benefits as well. In all social challenges where one's identity is known, their status total (Acknowledgement, if applicable, age-related, positive patronage, and positional status traits minus any negative patronage traits) may be added to their trait total for the comparison of ties. Likewise, any negative patronage status traits one possesses may be called as standard negative social traits in challenges, with all the mechanics therein.

### **Status for the Ignorant**

Not being knowledgeable of another's status is no defense against its power. Whether it is in the confidence they exude, a look in their eye, or some indescribable quality that only kindred can observe, one's status resounds in their every step and action, for the purposes of challenges. Even if individuals are not aware of another's status, all relevant Status Traits may be added to their Social Traits in the case of ties.

### **Visiting Another Sect**

Status works very similarly across the three primary sects (the Camarilla, Sabbat, and Anarch Movement); though this document only covers how Status works in the Camarilla, know that all kindred, from the youngest neonate off the bite, to the eldest Prince, Baron, or Archbishop, knows and respects status. However, as Status does indeed differ between those sects, and in regard to those without sect, slight adjustments must be made. Every kindred, regardless of affiliation, respects age-related status. This is in no way altered or changed regardless of political location. Patronage and positional Status, however, is halved (round down) when in an area not owned by one's home political



organization; that is, if a Camarilla-affiliated kindred visited a Sabbat city, or an Anarch Domain, they would half the sum of their patronage and positional status, though any age-related status would apply normally.

For those truly without political affiliation, the long-standing independants or the committed Autarks, they may, at ST discretion, ignore the patronage or positional status of a rival individual, wherein a city they have been allowed to reside or do business in. However, they may not gain any positional or patronage status in any way, unless they foreswear their independence and affiliate with a sect.

For example: Timmy the Toreador is *Acknowledged*, *Recognized* Ancilla, *Adored*, *Cherished*, and has *Dutiful* for being the Whip of his Clan. Should he visit an Anarch Domain, he would only be able to claim 3 Status (his 1 age is unaffected, his four other Traits are cut in half) in Social challenges. Were he in a truly independent city, however, he would only be able to claim 1 against a local inhabitant – they aren't impressed which his fancy Camarilla titles or station. Watch out, Timmy.

## 10 Experience

- Your character earns 1 XP for each game session attended
- If your character attends every game in a month they receive 1 extra XP
- Further bonus XP may also be awarded for outstanding costuming, outstanding role-playing, mentoring new players, donating props, and/or generally improving the game experience for everyone
- The more XP your character has earned, the less they may earn per month, bonus XP included. See the following table for details

Total XP Earned	Monthly XP earning cap
0 - 60	6 XP
61 - 120	5 XP
121 - 180	4 XP
181 - 240	3 XP
241 - 300	2 XP
301+	1 XP

### XP Expenditures

- Buying an “out of Clan” Discipline requires a teacher who has possession of a higher level of the Discipline than the level being learned (e.g. to teach level 3 Auspex, the teacher must have level 4)
- Buying a “Clan-specific out of Clan” discipline, such as Protean or Quietus, requires a teacher as above and the consumption of 1 blood Trait per level learned, from a kindred who possesses the Discipline ‘in Clan’ and at the level being learned, though not necessarily from the teacher
- Combo Powers require ST Approval and are not available to characters not of the designated Clans

- Kindred cannot teach Disciplines that are out of Clan for them – a Toreador cannot teach someone Animalism, for example
- The 5<sup>th</sup> dot of an Ability or Background requires ST Approval

Item	XP	Item	XP
Physical Trait		Virtue Trait	3
Social Trait	2	Morality Trait	3
Mental Trait		Willpower Trait	3
Ability	1	Removing a Neg. Trait	2
Ability Specialization	2	Removing a Flaw	2x Traits
Background Trait*	1	Buying a Merit	2x Traits
'In Clan' Discipline	3, 6, 9 <sup>†</sup>	'Out of Clan' Discipline	4, 7, 10 <sup>†</sup>

<sup>†</sup> Cost is for Basic, Intermediate, and Advanced levels, respectively

## 11 Challenges

Challenges are thrown as per *Laws of the Night*, requiring the use of hand symbols (paper, rock, scissors, or when situations or powers allow 'the bomb') or cards with the same symbols. Please be descreet, as we don't want to interrupt any other scenes going on or confuse any non-players. Remember, if you can role-play your way through a situation, please feel free to do so! Additional rules for challenges while in combat can be found in the Combat section of this document.

### Types of Challenges

**Simple Tests:** These are win, lose, or tie. Most often these cannot be retested, but no traits are risked or lost. Example: staking challenges.

**Static Tests:** These are challenges against a specific difficulty (number of Traits) set by the Storyteller or situation. If there is a defender, they do not need to bid a trait. Example: Using *Aura Perception* does not cause the defender to risk a trait, but they may still retest using the Subterfuge ability. The difficulty is their current Mental Trait total.

**Contested Challenges:** When two characters compete there can only be one winner. Both characters risk traits and may retest. Ties of Trait totals always go to the defender, if there is one.

### Initiative

Initiative becomes important when a character wishes to act before another. Initiative is one situation where named Traits are important; the character with the most named Traits goes first, whether the challenges are Mental, Physical, or Social in nature. One may always declare fewer Traits than they actually possess, but doing so risks having another go first. Please read the "Order of Challenges" writeup on page 196 of *LotN*.



### Named Traits

The idea of 'Named Traits' comes into play for initiative and other select situations. A named Trait is any trait on your character sheet (such as *Brawny* or *Intuitive*), or a specific Trait given to you by a power or ability (such as 'Wolf's Claws' granting *Sharp*). Weapon bonus Traits such as a pistol's +2 bonus are not named Traits. Positive Status Traits do not count as Named Traits for social challenges, however add to your total for tie resolution where two characters are directly interacting with one another (your status does not add to remote-target uses of *Summon* for instance).

### Retests

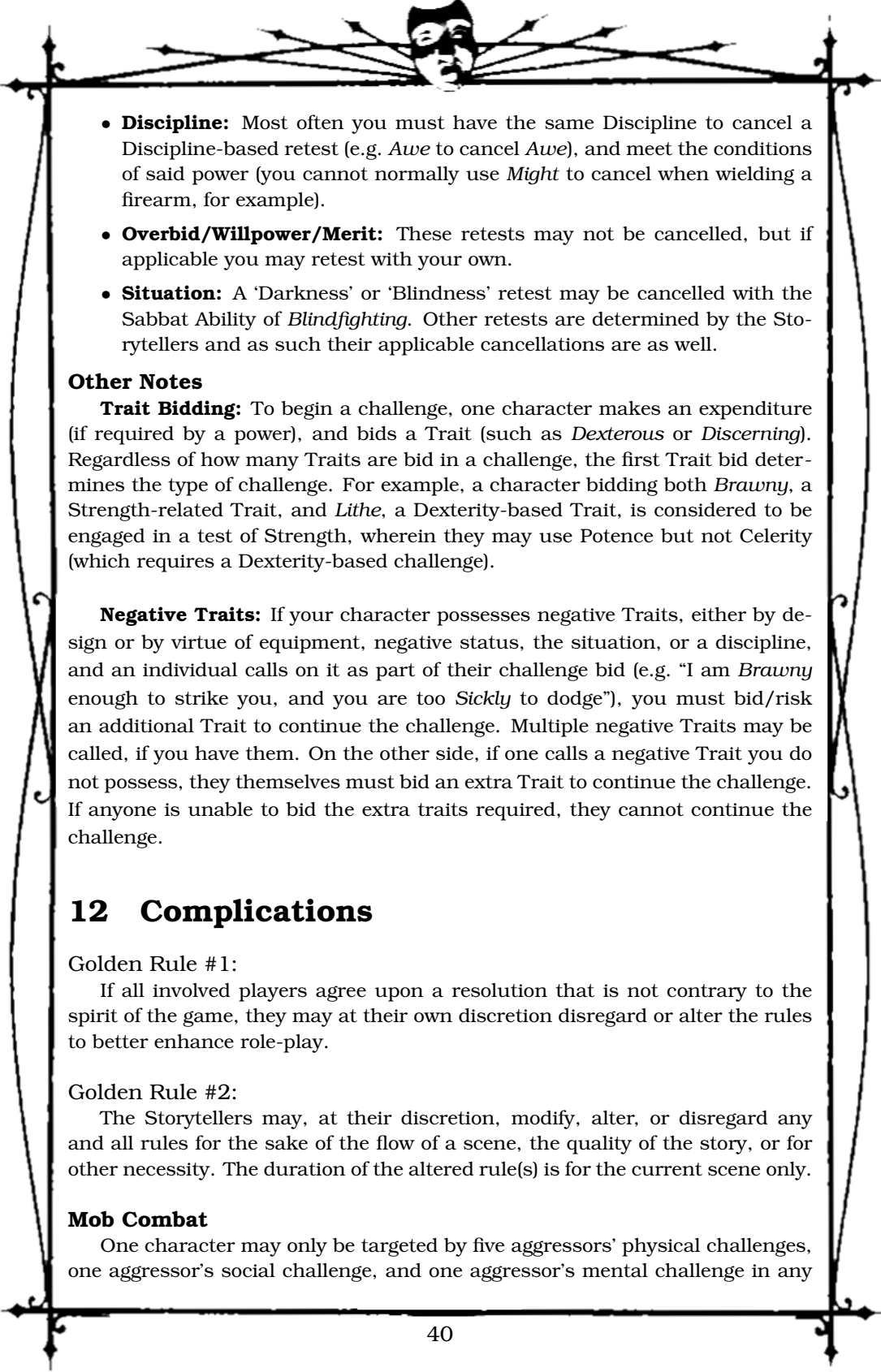
If one loses the initial challenge there are opportunities to retest, or change the challenge's outcome. For most retests, something must be expended to get that second (or third or fourth) attempt, though this is not always the case. There may only be one of each kind of retest per challenge per contender, unless a specific power explicitly says otherwise (you will almost never encounter such in Lshoan Harah). While the order of retests generally does not matter, there are some noted exceptions. The possible retests (and their explanations) are as follows:

- **Ability:** By expending one dot of a relevant ability (such as *Dodge* or *Empathy*) you receive one retest.
- **Merit:** Some Merits allow for retests. These may not be used in combat, as explicitly stated in the Merit section.
- **Discipline:** Several disciplines allow for retests. Again, only one of these may be used per challenge per challenger.
- **Overbid:** If you believe you have more than double your opponent's traits, you may call for an overbid. You bid a new Trait and compare totals. If you indeed have more than double, you get another retest, though the original trait is lost.
- **Willpower:** In most Social and Mental challenges (*Obfuscate* being a noted exception), the defender may spend a Willpower for a retest. Rare is the offensive ability that allows for such a retest.
- **Situation:** Conditions such as Darkness can constitute having another retest for either the offender or defender (or both). This is up to ST discretion.

### Cancelling

Cancelling a retest is the act of refusing to allow another character the chance to retry a challenge. Not every retest may be cancelled. Most often retests are cancelled by spending the same type of trait as would grant the retest. Possible cancellations are listed below:

- **Ability:** An ability retest, such as *Dodge* for a *Firearms* challenge, may be cancelled by the expenditure of the appropriate Ability (*Animal Ken* for Animalism challenges, *Empathy* for Dementation, et cetera).

- 
- **Discipline:** Most often you must have the same Discipline to cancel a Discipline-based retest (e.g. *Awe* to cancel *Awe*), and meet the conditions of said power (you cannot normally use *Might* to cancel when wielding a firearm, for example).
  - **Overbid/Willpower/Merit:** These retests may not be cancelled, but if applicable you may retest with your own.
  - **Situation:** A 'Darkness' or 'Blindness' retest may be cancelled with the Sabbat Ability of *Blindfighting*. Other retests are determined by the Storytellers and as such their applicable cancellations are as well.

### Other Notes

**Trait Bidding:** To begin a challenge, one character makes an expenditure (if required by a power), and bids a Trait (such as *Dexterous* or *Discerning*). Regardless of how many Traits are bid in a challenge, the first Trait bid determines the type of challenge. For example, a character bidding both *Brawny*, a Strength-related Trait, and *Lithe*, a Dexterity-based Trait, is considered to be engaged in a test of Strength, wherein they may use Potence but not Celerity (which requires a Dexterity-based challenge).

**Negative Traits:** If your character possesses negative Traits, either by design or by virtue of equipment, negative status, the situation, or a discipline, and an individual calls on it as part of their challenge bid (e.g. "I am *Brawny* enough to strike you, and you are too *Sickly* to dodge"), you must bid/risk an additional Trait to continue the challenge. Multiple negative Traits may be called, if you have them. On the other side, if one calls a negative Trait you do not possess, they themselves must bid an extra Trait to continue the challenge. If anyone is unable to bid the extra traits required, they cannot continue the challenge.

## 12 Complications

### Golden Rule #1:

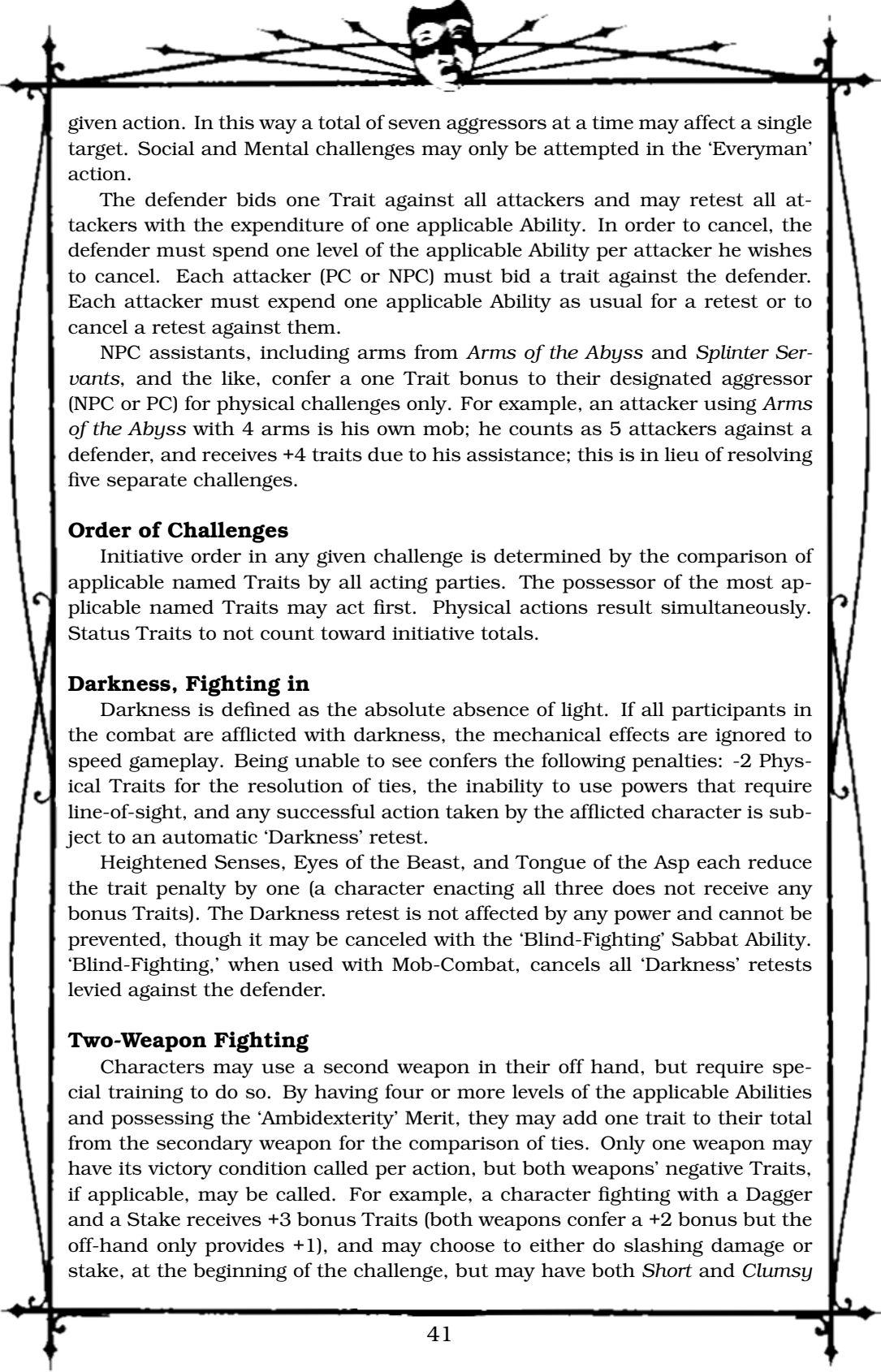
If all involved players agree upon a resolution that is not contrary to the spirit of the game, they may at their own discretion disregard or alter the rules to better enhance role-play.

### Golden Rule #2:

The Storytellers may, at their discretion, modify, alter, or disregard any and all rules for the sake of the flow of a scene, the quality of the story, or for other necessity. The duration of the altered rule(s) is for the current scene only.

### Mob Combat

One character may only be targeted by five aggressors' physical challenges, one aggressor's social challenge, and one aggressor's mental challenge in any



given action. In this way a total of seven aggressors at a time may affect a single target. Social and Mental challenges may only be attempted in the 'Everyman' action.

The defender bids one Trait against all attackers and may retest all attackers with the expenditure of one applicable Ability. In order to cancel, the defender must spend one level of the applicable Ability per attacker he wishes to cancel. Each attacker (PC or NPC) must bid a trait against the defender. Each attacker must expend one applicable Ability as usual for a retest or to cancel a retest against them.

NPC assistants, including arms from *Arms of the Abyss* and *Splinter Servants*, and the like, confer a one Trait bonus to their designated aggressor (NPC or PC) for physical challenges only. For example, an attacker using *Arms of the Abyss* with 4 arms is his own mob; he counts as 5 attackers against a defender, and receives +4 traits due to his assistance; this is in lieu of resolving five separate challenges.

### **Order of Challenges**

Initiative order in any given challenge is determined by the comparison of applicable named Traits by all acting parties. The possessor of the most applicable named Traits may act first. Physical actions result simultaneously. Status Traits do not count toward initiative totals.

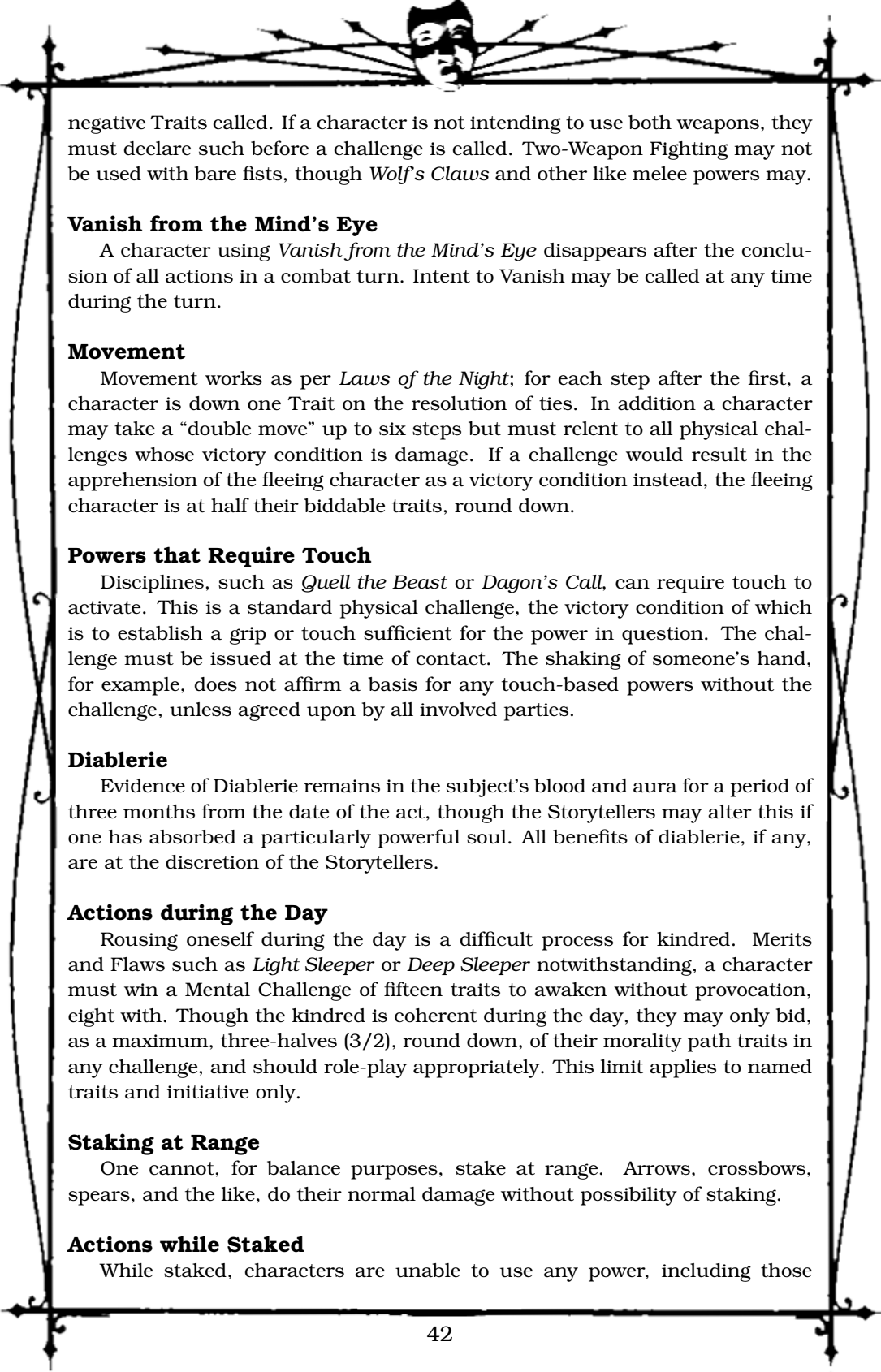
### **Darkness, Fighting in**

Darkness is defined as the absolute absence of light. If all participants in the combat are afflicted with darkness, the mechanical effects are ignored to speed gameplay. Being unable to see confers the following penalties: -2 Physical Traits for the resolution of ties, the inability to use powers that require line-of-sight, and any successful action taken by the afflicted character is subject to an automatic 'Darkness' retest.

Heightened Senses, Eyes of the Beast, and Tongue of the Asp each reduce the trait penalty by one (a character enacting all three does not receive any bonus Traits). The Darkness retest is not affected by any power and cannot be prevented, though it may be canceled with the 'Blind-Fighting' Sabbat Ability. 'Blind-Fighting,' when used with Mob-Combat, cancels all 'Darkness' retests levied against the defender.

### **Two-Weapon Fighting**

Characters may use a second weapon in their off hand, but require special training to do so. By having four or more levels of the applicable Abilities and possessing the 'Ambidexterity' Merit, they may add one trait to their total from the secondary weapon for the comparison of ties. Only one weapon may have its victory condition called per action, but both weapons' negative Traits, if applicable, may be called. For example, a character fighting with a Dagger and a Stake receives +3 bonus Traits (both weapons confer a +2 bonus but the off-hand only provides +1), and may choose to either do slashing damage or stake, at the beginning of the challenge, but may have both *Short* and *Clumsy*



negative Traits called. If a character is not intending to use both weapons, they must declare such before a challenge is called. Two-Weapon Fighting may not be used with bare fists, though *Wolf's Claws* and other like melee powers may.

### **Vanish from the Mind's Eye**

A character using *Vanish from the Mind's Eye* disappears after the conclusion of all actions in a combat turn. Intent to Vanish may be called at any time during the turn.

### **Movement**

Movement works as per *Laws of the Night*; for each step after the first, a character is down one Trait on the resolution of ties. In addition a character may take a "double move" up to six steps but must relent to all physical challenges whose victory condition is damage. If a challenge would result in the apprehension of the fleeing character as a victory condition instead, the fleeing character is at half their biddable traits, round down.

### **Powers that Require Touch**

Disciplines, such as *Quell the Beast* or *Dagon's Call*, can require touch to activate. This is a standard physical challenge, the victory condition of which is to establish a grip or touch sufficient for the power in question. The challenge must be issued at the time of contact. The shaking of someone's hand, for example, does not affirm a basis for any touch-based powers without the challenge, unless agreed upon by all involved parties.

### **Diablerie**

Evidence of Diablerie remains in the subject's blood and aura for a period of three months from the date of the act, though the Storytellers may alter this if one has absorbed a particularly powerful soul. All benefits of diablerie, if any, are at the discretion of the Storytellers.

### **Actions during the Day**


Rousing oneself during the day is a difficult process for kindred. Merits and Flaws such as *Light Sleeper* or *Deep Sleeper* notwithstanding, a character must win a Mental Challenge of fifteen traits to awaken without provocation, eight with. Though the kindred is coherent during the day, they may only bid, as a maximum, three-halves ( $3/2$ ), round down, of their morality path traits in any challenge, and should role-play appropriately. This limit applies to named traits and initiative only.

### **Staking at Range**

One cannot, for balance purposes, stake at range. Arrows, crossbows, spears, and the like, do their normal damage without possibility of staking.

### **Actions while Staked**

While staked, characters are unable to use any power, including those



which are reflexive. They are conscious of their surroundings (sights, scents, sounds, tactile sensations), but may not move any muscle or affect their surroundings in any way; they are completely at the whim of their captors. While staked a character must still spend one vitae per night to "wake up."

### 13 Time Definitions

**Chronicle:** The scope of the entire game since its inception in January 2007.

**Story:** The period of one month in-game, from the first day to the last.

**Session:** One evening of game, between getting in-character and game being called at Midnight.

**Scene:** A continual period of time and place. A scene could detail a private conversation in a secluded room or a long leisurely stroll around the block. A scene is also ended at the cessation of combat.

**Turn:** One full set of combat actions. Has within it many rounds.

**Round:** One phase of the combat turn. For example, the Everyman round, the Swiftmess round, et cetera.

**Action:** Any action taken in the combat turn. *Alacrity* grants one action outside of normal combat rounds.


### 14 Influences

Lshoan Harah's Influence systems are taken from the book *Dark Epics*, with the following changes: one free influence action per cycle may be granted by running a downtime scene with the Storytellers. Influence actions resolve twice a month, and are due on the 1st and 15th of every month. Each level of the *Contacts* backgrounds provides for one free 'Watch' or 'Follow' action per influence cycle. Copies of *Dark Epics* are available at game.

### 15 Health Levels

To help alleviate the frustration that comes from the Health Levels sections in *LotN*, Lshoan Harah uses the system below. When you are completely healthy, no boxes on your health level chart are filled in or used up.

When taking wounds, follow the normal procedure outlined on page (#) of *LotN*. While there exist Disciplines or Merits that may grant additional health levels, the 'standard' character will have the health levels outlined below. Remember that wound levels are cumulative – a kindred who is on either box of 'Wounded' must bid 2 Traits to engage in challenges, loses all ties, and if they possess a Win-All-Ties power, they are still at -1 Trait (per 'Bruised'). Characters who have their 'Incapacitated' level filled are out of play for ten minutes – they may not spend blood, Willpower, use Disciplines, or even have conscious or unconscious thought or action of any kind.



A torpored character will not die from further Bashing wounds. However, if a character then declares they are performing a 'Killing Blow' and deal at least Lethal damage to a character in torpor, the target is killed. Any aggravated wounds suffered while in torpor result in Final Death.

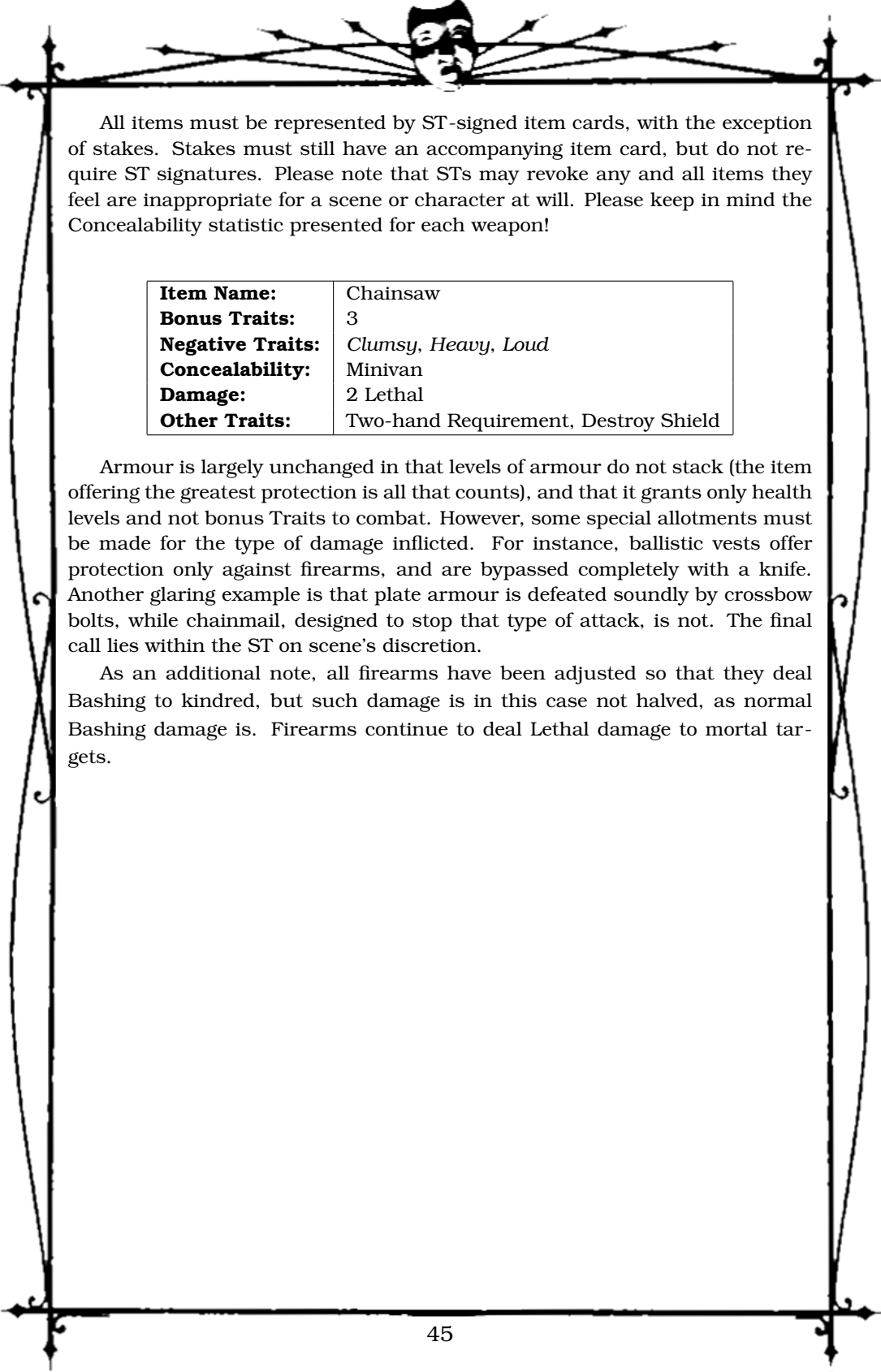
Wound Level	#	Penalty
Healthy	2	No penalty
Bruised	3	-1 Trait on tie resolution
Wounded	2	You must bid 2 Traits to engage in challenges and lose all ties
Incapacitated	1	You are out of play for 10 minutes
Torpor	1	You are in torpor

Awakening from torpor requires time and/or kindred vitae. If torpor was entered involuntarily, such as from wounds or a vampiric discipline, after an amount of time based on their Morality rating, as shown below, they may make a Mental Challenge versus three traits, once per night until successful, to wake. If torpor was entered voluntarily, they may rise in half the time listed, though they must still succeed in the Mental Challenge. The alternative to this is if the torpid character is fed at least one Trait of kindred blood at least three generations stronger (lower) than themselves; if fed blood of sufficient generation, the character is roused instantly. If they entered torpor involuntarily, they are brought to the Incapacitated health level (out of play for 10 minutes). If torpor was entered voluntarily, they are brought back to the health level at which they entered it.

Morality Score	Length of Torpor
10	Two days
9	One week
8	One month
7	Six months
6	One year
5	Five years
4	Ten years
3	Fifty years
2	One-hundred years
1	Five-hundred years
-	One millenium

## 16 Weaponry

Lshoan Harah exclusively uses the weapon statistics, including Negative Traits, out of *Dark Epics*. No item cards with differing traits will be signed by storytellers except by unique and specific circumstances. The one weapon which differs from its *DE* writeup is below. Please note items must still be tracked down and obtained, with ST approval, regardless of apparent availability.



All items must be represented by ST-signed item cards, with the exception of stakes. Stakes must still have an accompanying item card, but do not require ST signatures. Please note that STs may revoke any and all items they feel are inappropriate for a scene or character at will. Please keep in mind the Concealability statistic presented for each weapon!

<b>Item Name:</b>	Chainsaw
<b>Bonus Traits:</b>	3
<b>Negative Traits:</b>	<i>Clumsy, Heavy, Loud</i>
<b>Concealability:</b>	Minivan
<b>Damage:</b>	2 Lethal
<b>Other Traits:</b>	Two-hand Requirement, Destroy Shield

Armour is largely unchanged in that levels of armour do not stack (the item offering the greatest protection is all that counts), and that it grants only health levels and not bonus Traits to combat. However, some special allotments must be made for the type of damage inflicted. For instance, ballistic vests offer protection only against firearms, and are bypassed completely with a knife. Another glaring example is that plate armour is defeated soundly by crossbow bolts, while chainmail, designed to stop that type of attack, is not. The final call lies within the ST on scene's discretion.

As an additional note, all firearms have been adjusted so that they deal Bashing to kindred, but such damage is in this case not halved, as normal Bashing damage is. Firearms continue to deal Lethal damage to mortal targets.



## 17 Copyright Disclaimer

Lshoan Harah is a game of personal horror and darkness where mature themes, suggestions, and implications could occur around every corner. We welcome all players, however, those under the California Legal Age (18) must have written consent from their parents or guardians to play. Acknowledgement and Acceptance form coming soon. Vampire: the Masquerade and all related material *copyright 1990-2007 White Wolf Publishing, a division of CCP North America, all rights reserved* and are used without permission. We are not affiliated with their world-wide chronicle, though many of our players are members. Want to find out more? Go buy White-Wolf's books! [www.White-Wolf.com](http://www.White-Wolf.com)