

After Twilight Productions Presents: Beyond a Veiled Existence Clarifications to the Rules

THIS DOCUMENT IS MEANT TO CLARIFY THINGS THAT WE CONSIDER VAGUE OR NOT IN LINE WITH THE STYLE OF PLAY THAT WE ARE LOOKING TO HAVE FOR OUR GAME.

Clans & Bloodlines:

Gangrel: Anda – Clan Weakness note – To better resolve the Anda weakness, it will work as follows:

At the beginning of each game, the player will throw a simple test, if they win, they will start with their full blood (half if they didn't put in a feed action or have Herd). If they tie, they will start down 1 point of blood. If they lose, they will start down 4 points of blood.

Disciplines:

Starting Disciplines – Each character starts with dots in their in-clan disciplines. At character creation, players may assign common out of clan disciplines (Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, & Presence), up to level 3, to the character at normal out of clan xp cost. You may not purchase rare disciplines (Clan-Specific) with xp at character creation.

The level restriction also applies to purchasing levels of Additional In-Clan Disciplines that are granted through merits, you may only buy them to level 3 with initial creation XP.

You can only teach your In-Clan Disciplines. This process of learning is only required for Out of Clan disciplines. Taking additional levels of In-Clan disciplines does not require anything but XP expenditure.

Teaching and Learning Disciplines:

Student:

- Find a teacher.
- Drink 1 point of Blood per Discipline (only for the first level).
- Spend 1 Downtime per Discipline being learned. 2 Downtimes if it is a clan-specific Discipline.
 - If you are learning multiple levels of the same Discipline in one downtime cycle, you only need to spend 1 downtime action, 2 if clan-specific.
- Spend XP.

Teacher:

- Spend 1 Willpower for every level being taught.
- Spent Willpower takes 2 games per dot to recover.

Learning Necromancy and/or Thaumaturgy:

For a character to learn Necromancy or Thaumaturgy, they must either be of a clan/bloodline where this power is in-clan, or they must have a Merit that allows them to learn it.

Abyss Mysticism – This is not a Discipline as much as it is Rituals, and you must purchase levels in order, you cannot skip levels. These are purchased as Rituals at the same cost as Thaumaturgy or Necromancy Rituals of the same level.

Necromancy: The Path of Soul Bonding – Dark Vessel – Vessel must be able to accommodate the wraith. Hence “about the size of your fist”, so something like a snow globe, a rock, but not very small items like toothpicks and beads. The ST has discretion as to what is acceptable.

Visceratika – Scry the Hearthstone – This power will work on all free-standing structures (buildings) that have a door. The material of the building is not important. The power works for 3 floors (immediate floor, floor above, floor below). Further uses of the power will be required on the other floors to get more information. Exceptionally large, single-floor buildings, like warehouses, may require additional uses to cover.

Rituals:

No changes. All Rituals are permitted, but the STs reserve the right to make a call that may modify the ritual depending on surrounding circumstances.

Techniques:

Animal Succulence – This technique acts as Herd equal to your dots in Animalism in addition to what is written for this technique. This is to better reflect “You do not need to spend a downtime action to feed, so long as you feed on animal blood”

Skills:

Certain skills require specializations, as follows:

- Academics (1 per dot)
- Crafts (1 per instance)
- Drive (1st dot is Cars, each additional dot is another vehicle type)
- Linguistics (1 per dot)
- Lore (1 per dot)
- Performance (1 per instance)
- Science (1 per instance)

Some Skills grant additional Downtime Actions or have special uses in Downtime:

- Computers (may Cancel or Observe another DTA. May be used as a regular DTA)
- Crafts (may spend 2 downtime actions to increase your Resources by 1)
- Medicine (may use a DTA to determine a character’s supernatural type (if any) from studying blood, hair, skin, or remains (including ashes))
- Performance (may spend 2 downtime actions to increase your Fame by 1)
- Science (1 additional downtime action, can only do something relating to field of study)
- Security (may spend 1 downtime action to apply Security spec to someone’s Haven for 1 year)

Awareness: This skill allows a test to notice that a supernatural power has been used in your presence or line of sight, regardless of success or failure. This includes Discipline use, Rituals, and Merits that Require Blood to activate their effects. Obvious effects don’t require an Awareness challenge. You must have the knowledge of the power (either by having the power or Lore) to know what the power was. Regarding Rituals, you can be given a challenge when the effects of the ritual activate in your presence. Occult is required to know about Rituals, though Lore will be required to know which specific ritual.

Crafts: You may create a number of items equal to half, rounded down, of your rating in this skill. If you have Level 5 Crafts, the items you create automatically get the Masterwork quality for free.

Backgrounds:

We are adjusting the Generation information slightly.

This chart should help:

Title	Generation	Blood Pool	Blood/Turn	Attribute Bonus
Neonate	13 th – 11 th	10	1	1
Ancilla	10 th – 9 th	15	2	2
Pretender Elder	8 th	20	3	3
Master Elder	7 th	25	4	4
Luminary Elder	6 th	30	5	5

Certain backgrounds require more info once purchased:

- *Allies* (must define a group per dot of Allies.)
- *Alternate ID* (Just needs to be defined as to what the alt id is. Work with the Storyteller)
- *Contacts* (must define one individual per dot. General terms like “Bethany, the wealthy socialite”)
- *Haven* (you gain 1 specialty per dot.)
- *Herd* (must be defined, like “kinky club-goers”)
- *Influences* (purchase either Elite or Underworld (or both) and both categories can go to 5 dots each. Then define what each dot is a specialization in.)
- *Retainers* (multiple instances can be purchased at varying dot levels. Each instance is a person that does things for you. They have skill specialties and if a ghoul or vampire, can have 1 discipline as one of her specialties.)

Some Backgrounds give you additional Downtime Actions:

- *Influences*: A person may take a number of actions equal to the number of dots in a given category, and up to that level for each action. More about Influences later in this document.
- *Retainers*: Each retainer can perform complex tasks for the character, usually things that the vampire cannot do themselves. If the retainer has any skills that provide downtimes, they do not get the benefit of using those downtimes (like Computers, for example).

Haven:

You can choose from the following Haven Qualities from the Stock Locations list. Shared havens cannot have a combined rating of more than 5, not including any free qualities.

- Cutting Edge
- Dead Zone
- Distracting
- Fancy
- Firewall
- Guards
- Historic
- Lowdown and Dirty
- Hole in the Wall
- Isolated
- Laboratory
- Library

- Location
- Luxury
- Off the Grid
- Occult
- Profitable
- Refuge
- Security
- Size
- Sprawling
- Staff
- Sturdy
- Venue
- Workshop

Merits:

Bloodlines can get merits of their Parent Clan, unless expressly forbidden. Aside from Bloodline Merit, you cannot have more than 1 clan-specific merit per cost, unless stated otherwise.

The Following Merits count as Powers for the purpose of Awareness:

- *Burning Wrath* (Brujah, 2 Point Merit)
- *Walk the Abyss* (Lasombra, 3 Point Merit)
- *Spiritual Armor* (Salubri, 2 Point Merit)

The following Merits and Flaws are considered Infernal for the purposes of Blessed item trait.

Having them does not mean your character is an Infernal, with exception:

- *Infernal Heritage* (Baali, 1 Point Merit)
- *Infernal Power* (General, 3 Point Merit)
- *Path of Evil Revelations* (Morality, 3 Point Merit)
- *Beacon of the Unholy* (General, 3 Point Flaw)
- *Repelled by Religion* (General, 3 Point Flaw)

Merits:

Assamites: Bloodline: Sorcerer (4-point merit) - The Thaumaturgy Path Lure of Flames is considered In-clan for all purposes, the additional path is only In-Clan in cost, out-of-clan for all other purposes.

Followers of Set: Personal Cult (1-point merit) - You must define what your cult is and where your Temple is at and may be further defined through the Stock Location system.

Giovanni: Ghostly Retainer (3 Point Merit) - This is a Level 5 Wraith Stock NPC. Some tasks cannot be performed by a wraith retainer, but they should be able to perform most tasks. See page 500 in MET VtM for more details on Wraiths.

Tzimisce: Szlachta (2-point merit) - If you chose for this to be a Hell Hound, you would build it as if it were an Animal Retainer per that section in Vol. 2.

Ventruue: Paragon (3-point merit) - The Retainer from this merit gains a few Backgrounds as well, which is unusual for Retainers. This specific retainer can use any normal actions afforded to it by those backgrounds (Like Influences). If this retainer dies, it is gone for 4 games and then you have a new one, which you can feel free to pick new backgrounds and specialties for.

Baali: Infernal Heritage (1-point merit) - When you purchase this Merit, you must define what Infernal Power you have and change your path from Humanity to Evil Revelations.

Assamites: Thaumaturgically Gifted (1-point merit) - The Thaumaturgy Paths are considered In-Clan cost, out-of-clan for all other purposes.

Toreador: Volgirre: Old Habits (3-point merit) - You are permitted to purchase a path using the Sabbat cost for part of the 3 points of this merit.

Tzimisce: Vozhd (3-point merit) - If you have the Szlachta Merit, you can add the bonus Szlachta attribute to your Vozhd for free.

Tzimisce: Koldun: Kupala's Bounty (1-point merit) - The additional paths of Thaumaturgy can be learned without a teacher and is purchased at in-clan cost but is considered out-of-clan for all other purposes.

Baali: Infernal Acolyte (1-point merit) - Through this merit, it can enable you to have 2 Clan-Specific Disciplines. For example, if I chose Gangrel as my original clan, I could drop Animalism and pick up Daimoinon, which would give me Daimoinon, Fortitude, & Protean as my In-Clan Disciplines. See the ST if you have any questions on how this works.

Bloodline: Anda (Gangrel) (2-Point Merit) – See notes above under that Bloodline.

Flaws:

Carrion Comfort - You must feed from animals that feed on dead animals, such as Buzzards/Vultures, Crows, Coyotes, Hedgehogs, Opossums. Maggots and Worms would be acceptable, but we can't quantify that into mechanics. Cannot take the Herd Background. May use Animalism or Animal Succulence to feed.

Species Speech - Must be more specific than "Canines" but less specific than "Gray Wolf", so you could say "Dogs" or "Wolves", for example.

Stone Scarecrow - This would affect Mortals Only and have no effect on enlightened mortals, like Ghouls, Kinfolk, Fae Blooded, Mages, etc.

Feeding:

Feeding at game requires 15 minutes out of game for every 2 points of blood. If you have Efficient Digestion, then it's 15 minutes for every 4 points of blood.

You can use Herd to conduct this feeding, then you gain your level of Herd after 5 minutes out of game, double that if you have Efficient Digestion.

Feeding in Downtime requires either the use of Herd or the expenditure of a Downtime action.

If there are circumstances that make feeding more difficult, then your dots in Herd reduce that difficulty.

Diablerie:

You cannot gain Generation from Stock NPCs. If the NPC has a full-fledged Character Sheet, then you get all benefits and detriments from diablerie of it.

Beast Traits, Degradation Challenges, and Humanity/Path Loss:

Beast Traits are accumulated during a game night. For every sin, the character performs, there are Beast Traits that they gain equal to the level of sin. A player may make a Degradation Challenge to reduce this number by 1 for each sin committed.

Also, we will be retroactively awarding Beast Traits, allowing Degradation Challenges to reduce, and losing dots of Humanity/Path if called for.

Beast Traits, Degradation Challenges, and Humanity/Path Loss: (cont'd)

The only set circumstance that calls for a character to lose Humanity/Path is if you gain 5 Beast Traits in one night. Also, an ST may decide that an act was particularly heinous or if you have performed the same sin over and over and strip the offender of a point of Humanity/Path.

Beast Traits gained during a game go away the next day, so they aren't permanent, but losses of Humanity/Path are, but can be restored through Roleplay and XP.

Morality Paths:

Morality Paths cost 3 Merit Points, however, some Clans have a path inherent to their clan, so they will get that path at a reduced cost. Here is a quick chart to help with that. Keep in mind that being on a path is heretical to the Camarilla. The IA only view the paths not specific to the members clans as heretical.

We will not be using the “*Path Adherent*” merit and it is not listed below either.

Path	Clan	Adj. Cost
Path of Blood	Assamites	2
Path of Death & the Soul	Giovanni/Cappadocians	2
Path of Ecstasy	Followers of Set	2
Path of Evil Revelations	Baali	2
Path of the Feral Heart	Gangrel	2
Path of Heaven	Salubri (Healer)	2
Path of Metamorphosis	Tzimisce	2
Path of Night	Lasombra	2
Path of Paradox	Ravnos	2
Path of Scorched Heart	True Brujah	2
Path of Typhon-Set	Vipers	2
Path of Entelechy	Brujah	2
Path of the Hive	Baali	2

The Camarilla:

PCs that are Camarilla will be able to ascend the hierarchy within, but only to the rank of Seneschal. Prince and higher ranks shall NPCs only.

Status:

Status will not cross sect lines.

Elysium:

The Elysium has been pre-established as a Stock Location under the control of the Current Prince. You may interact with it like any other Stock Location.

Independent Alliance:

The IA is comprised mainly of Giovanni and Followers of Set, but lately the Lasombra that were in the Camarilla and the Ravnos have joined the fray as well. They also take in independent Caitiff and give them shelter and a place to feed. The Giovanni Don and Setite Hierophant shall always be an NPC and no PC can attain those Ranks.

Downtime Actions:

Patrolling:

Patrolling will now have only 1 of 2 effects in Downtime. Either you increase the difficulty to feed in a given area or you are looking for interlopers. If you are doing the later, then challenges may need to be done. You can specify the type of interlopers you are looking for as well. For example, I am looking or any mortals in my domain, then describe what you will do, if anything, should you find any.

Influences:

There are 2 categories of Influences, Elite and Underworld. Elite deals mainly with the legal side of things, whereas Underworld deals with the illegal side of things. Unless the level specifically says, Elite cannot be used to perform Illegal Acts, and Underworld cannot be used to perform Legal Acts.

For each dot in either category, you get 1 Action in that Category up to the dot level. For example, if I have level 5 Elite, then I would get 5 Elite actions up to Level 5 each.

There are 2 different types of Influence actions, Targeted and General.

Targeted Actions require a number of actions spent (regardless of level) on performing the task. Targeted actions will be done in the following order of resolution: Defenses, Attacks, Blocks, Boosts.

Attack – Spend 2 Actions to reduce a person's Influence by 1. Categories cannot cross. For example, I spend 2 Elite Actions to attack Character X. Character X will be down 1 level of Elite and loses 1 Elite Action as well (generally the highest-level action, especially if it exceeds his new level). Influence Level reductions last for 2 games.

Defend – Spend 1 Action to block 1 Attack. Spending 1 Defend action defends against all incoming attacks, so if multiple attackers are attacking you, then you reduce each attack by 1.

Block – Spend 1 action and specify what you are Blocking, and it becomes 1 action more difficult to perform that task. You can Block Gossip & Insider Trading/Word on the Street but only as it pertains to your past actions or the past actions of another character that you specify.

Boost – Spend a number of actions equal to the level of the person you are boosting to boost by 1. Example: If Joey has Elite 5 and you want to boost it to 6, then you would spend 5 actions to do so. 6 to 7 would be 6 actions, etc. Expenditures are cumulative, so to go from 5 to 10 would cost a whopping 35 actions.

Specialties:

To simplify things, we are using only the following specialties:

- Church
- Finance
- First Responders
- Government Agency
- Health
- High Society
- Industry
- Legal
- Media
- Non-Profit Organizations
- Occult
- Organized Crime
- Police
- Politics
- Street
- Transportation
- University

If you have a question about what specialty you want or what category it fits into, contact your Storyteller.

Items:

All Items get 2 qualities, Merits and other circumstances can grant additional qualities.

Ranged Weapons:

Ranged Weapons will have the traits divided into Hardware and Ammo traits. A Player may take either 2 Hardware Traits, or 1 Hardware and 1 Ammo trait. Ammo Traits can be swapped with a standard action, Hardware traits take the full 10 minutes as per the book.

Hardware Traits:

- Accurate
- Antique
- Ammo Capacity I
- Ammo Capacity II
- Artisan
- Automatic
- Concealable
- Fast
- Long Range
- Masterwork
- Quick Draw
- Rapid Reload

Ammunition Traits:

- Accurate
- Armor Piercing
- Brutal
- Cold Iron
- Deadly
- Incendiary Ammunition
- Knock-back
- Silver Ammunition
- Spread
- Staking
- Strange Composition

New Item Qualities:

Blessed/Sacred: Blessed/Sacred does 1 additional damage against persons who have Infernal Merits or Flaws, as outlined earlier in that section, or are Infernal, like Baali or Demons. Even if someone has multiple of these Merits or Flaws, they still only take just 1 additional damage. For an item to be Blessed/Sacred, it must have been used in religious ceremony for more than 10 years, or it must be a specific and unique holy item from the myths of that religion.

Trapped: The item has a booby trap on it or is a booby trap for an item that this item is attached to. Whomever grabs the trapped item that isn't the creator (or someone they have created it for) must make a successful opposed challenge to avoid the trap. The attribute and skill is based on the trap. It will either be Physical + Dodge or Mental + Investigation versus either Mental + Security or Mental + Occult, again, depending on the type of trap.

Stock Locations:

Stock Locations are buildings that characters can own and control. Ownership of stock locations are documented by staff and by the player. You can own up to five, +1 for each dot of Retainers Background.

To obtain a stock location, you first decide on what you want. Is it a pre-existing business or a new one? Then determine if you want standard, prestigious, or iconic. Then decide on the level you are wanting as well. The Player will inform the ST as to what building they want, and we will work together to design it.

There are 3 Types of stock locations: Standard, Prestigious, and Iconic. Iconic locations are exceptionally difficult to obtain, whereas Standard and Prestigious are much easier. The Quest system will be used for this.

Once the Type and Level has been determined, determine what Qualities it has from this list:

For Standard and Prestigious:

<https://vamp.bynightstudios.com/vampire/Library/Stock%20Locations%20-%20Standard%20Qualities>

For Iconic and Supernatural:

<https://vamp.bynightstudios.com/vampire/Library/Stock%20Locations%20-%20Iconic%20and%20Supernatural%20Qualities>

Pretty much the same process for setting up an Elysium or Spazio Creativo, though much harder.

Of course, like with any other downtimes, you can get other PC's to help you.

To obtain Supernatural Qualities, you need to have good reason to have it and explain how. Some may be inherent to the location, some might not.

The Quest system will be used to obtain Stock Locations.

Any Public Location will need special permission to be purchased, Federal Government locations are uncontrollable locations.

The Following Optional Rules will not be used:

Advanced Feeding
Blood Resonance

New XP Chart (only change is cost to Skills for Ancilla)

Generation	Item	Cost
All	Attribute	3 XP Each
	In-Clan Discipline	New Level x 3 XP
	Regain Lost Humanity	10 XP Each
	Merit	XP equal to merit rating
	Ritual: Necromancy, Thaumaturgy, Abyss Mysticism	Level of Ritual to be purchased x2
Neonate	Background	New Level x1
	Skill	New Level x1
	Out-of-Clan Discipline	New Level x 4 XP
	Technique	12 XP Each
Ancilla	Background	New Level x2
	Skill	New Level x1
	Out-of-Clan Discipline	New Level x 4 XP
	Technique	12 XP Each
Pretender Elder	Background	New Level x2
	Skill	New Level x2
	Out-of-Clan Discipline	New Level x 4 XP
	Technique	20 XP each
	In-Clan Elder Power	18 XP (limit one total, whether in-clan or out-of-clan)
	Out-of-Clan Elder Power	24 XP (limit one total, whether in-clan or out-of-clan)
Master Elder	Background	New Level x2
	Skill	New Level x2
	Out-of-Clan Discipline	New Level x 4 XP
	In-Clan Elder Power	18 XP
	Out-of-Clan Elder Power	24 XP
Luminary Elder	Background	New Level x2
	Skill	New Level x2
	Out-of-Clan Discipline	New Level x 5 XP
	In-Clan Elder Power	18 XP
	Out-of-Clan Elder Power	30 XP

Standardization of Entries into Yorick:

XP:

When entering your XP into Yorick, some of these entries will be automatic as you buy new things. Other times, you will make manual entries into your XP Log. When doing so, please use this standard format.

Descriptions:

Attendance: Attendance – Month Year
Background/Questionnaire: Background
Additional:
DTA – Month Year
Costuming – Month Year
Good RP – Month Year
Mentoring – Month Year

Retainers/Stock NPCs:

Sometimes you will have to make a Stock NPC, be it for a Retainer background or from something that grants you a Stock NPC. This format should be used and placed in the section “Extended Print Text” if you want it printed on your sheet, otherwise, place in “Notes”. Refer to page 490 in *MET VtM*, or 116 in *MET VtM Vol 2 Part 1*

Retainer

Name:
Stock NPC Rating:
Specialties:
Blood: # as O, spent at 1/turn
Effective Health: # as O
Notes

Ghouled Animal

Name:
Stock NPC Rating:
Animal Qualities:
Specialties:
Blood: # as O, spent at 1/turn
Effective Health: # as O
Notes

Noting Status in Yorick:

When you select your Status trait in Yorick, please add the following notes to it:

Who/When/Where/Why

Who gave you the Status
When did they give it to you (date)
Where did they give it to you (doesn't need to be overly specific)
Why did they give it to out (short, few word summary)

If Positional, then just list the Position and when attained.

Example:

Courteous (Prince Beaumont/6-19-21/Elysium/For hosting a Symbol)

Enforcer (Scourge Position/6-19-21)

New Clarifications (7/12/2021):

Challenge Types:

In Mass Combat, a person can only be attacked by 1 Social, 1 Mental, AND up to 2 Physical attacks. Under “Mixed Challenges” it talks about if a power forces you to defend with a different attribute than the attacking making the Challenge that of the Defender in regard to those “attack slots”.

If you have a power that allows you to substitute one attribute for another (like Displacement Aura, Rockheart, Death Perfected, and others), then you use the Attacker's attribute to determine the “attack slot” that it uses, as those power merely allow substitution and do not change the attack type.

The Camarilla

In addition to the Camarilla Section from the BNS Book “A Night at the Museum,” here are some additional facts to flesh out your story.

The Clans:

The Brujah and Ventrue have a long, storied rivalry, dating back to the days of Carthage. Recently, the Ventrue aided the Giovanni in breaking the Promise, to the Brujah’s disdain.

Tremere and Brujah get along to some degree, based on their mutual hatred of the Giovanni.

The Toreador and Nosferatu have never seen eye to eye. This rivalry predates the Camarilla and is carried on through the other sects, as well.

The Malkavians are seen as lunatics by other clans, but the inner struggle of inescapable Knowledge weighs on them, making even the outlandish a tragedy. They have an insight that rivals the Fates of old and are compelled to act on it.

Merits:

The merits listed in the Camarilla section are available to every character that is Acknowledged in the Camarilla. If you are not of the Camarilla and later become Acknowledged and have available Merit points, you can purchase Camarilla merits that are not creation only.

All characters, except Caitiff, are Acknowledged at Character Creation. If you wish to be Unacknowledged as a clan other than Caitiff, speak with the Storyteller.

Prestation:

Vampires of the Camarilla do not measure their wealth in money or possessions, but in their Social Standing. Boons and Status are the currency of the Camarilla. There are 5 types of Boons; Trivial, Minor, Major, Blood, and Life. Trivial Boons should be offered for assistance with introductions to influential Elders or Position holders and are a solid starting place to enter the trade. Blood and Life Boons should only be exchanged for the most serious of favors, as these will put your unlife at risk. Boons can also be exchanged, and often are by elders, which can lead to a favor owed to unexpected Kindred. The game is to secure your place and acquire the leverage needed to fortify it.

A View from Within:

In the Camarilla, Dark Politics rule the day. Many a kindred seek to better their social station and curry favor with the Harpy and other Elders of the city. These politics are fierce and have led to many kindred meeting their Final Death.

View of the Independent Alliance:

The Independent Alliance is viewed with skepticism, ire, and mistrust. Many seek to rid themselves of the IA and are waiting for the Giovanni and Setites to turn on each other. Some actively seek to make this happen, but to no avail.

Be wary of the IA and all their members, regardless of clan.

The Independent Alliance

There are currently no official setting mechanics for the Independent Alliance (known as the IA).

Members of the Independent Alliance have access to the following Merits and Flaws as Sect relevant Merits and Flaws.

Merits:

Camarilla section (pg. 404-405)

Antiquities (1-point merit)
Emissary to the Camarilla (1-point merit)
Master of Puppets (2-point merit)
Monopoly (1-point merit) (non-Giovanni only)

Sabbat section (pg. 453-454)

Fanatic (2-point merit) (replace “Caine” with “Set”) (Followers of Set only)

Anarch section (pg. 486-487)

Ear to the Ground (1-point merit)
Sorcerous Dabbler (2-point merit)
(Character must not have Thaumaturgy/Sorcery or Necromancy – Thaum/Necro Rituals Only)
Wild One (1-point merit)

Flaws:

Camarilla section (pg. 405)

Untrained Combatant (3-point flaw)

Anarch section (pg. 487)

Black Sheep (2-point flaw)
Once Enslaved (2-point flaw)

Boons:

Members of the Independent Alliance take Boons as payment for services. These Boons are favors to be repaid later. Boons are a precious commodity to members of the IA and weigh the value of a Boon on who owes it and the leverage it provides. The members of the IA will always honor a boon unless it is made clear that a vampire or sect hierarchy will not honor them. If so, all deals are off...

Status:

Members of the Independent Alliance do not care for or deal with internal Sect Status. The Hierarchy of their clans and the Treaty that binds them provides all the structure they need, but they see Status as a valuable tool when interacting with the Camarilla and will attempt to use it against them.

Symbol Duel:

The Symbol Duel is still used by members of the IA to settle disputes. Members risk Boons, Favors, or Personal Belongings as opposed to Status. Some have even risked their prized retainers.

View of the Camarilla:

The IA views the Camarilla as an entitled, but necessary evil. They can be a tool, but only temporarily. They will not openly attack members or holdings of Camarilla kindred but will work to undermine them and take them for their own. The IA look to expand, in a smart way, and through their hold on influence with mortal society, they may just do that.

Notes regarding NPCs:

Stock NPCs:

Stock NPCs are built using the rules from the core book, in conjunction with the rules in Volume 2 Part 1 and Volume 2. Stock NPCs are meant to add flavor and flare but can also pose a bit of a challenge. Stock NPCs have no Generation, Backgrounds, Willpower, ect., only Specialties that can either be Skills or Disciplines. Their Health is a numeric value and not divided into the same tiers that they are for PCs. Generally, these will be written on an Index Card and are not a Character Sheet

Sheeted NPCs:

Sheeted NPCs are ones that have a full-fledged character sheet. They will have all the same things that any PC would have, maybe more of it. Unlike a Stock NPC, they have Willpower and Generation and can use Backgrounds, Merits, and Flaws.

Non-Sheeted NPCs:

Reserved for nasty NPCs. These NPCs are fully narrative and subject to the whim of the ST that is portraying them. Because their powers are strictly narrative, they do not do damage to PCs, but Players should act out whatever power is being described to them even though they didn't take any damage. These NPCs can only be killed at the say of an ST, anyone attacking one of these NPCs better be prepared for a tough fight. Should it come down to it, traits will be determined at that time. These sort of NPCs will be extremely rare and are not meant to be combative or aggressive NPCs.



Mind's Eye Theatre

VAMPIRE

T H E M A S Q U E R A D E

Change Log:

The following items have changed in this document:

- Initial Release (5/01/2021)
- Revision A (5/21/2021)
 - Minor revisions
 - Cleaned up grammar and spelling errors
- Revision B (7/12/2021)
 - Clarified Attack Types and changes of Attributes from powers. (Page 13)
- Revision C (7/29/2021)
 - Changed to new Printer-Friendly template
- Revision D (8/10/2021)
 - Added new Item Trait (Trapped)
 - Corrected Stock Locations section (Info was missing)
- Revision E (1/11/2022)
 - Added Camarilla and IA sections from Setting Style Document
 - Added Notes regarding NPCs



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