

# After Twilight Productions Presents: Beyond a Veiled Existence



**Age of Entry:** 16+, with parent/guardian permission.

**Theme:** Tradition

**Mood:** Festive

**Scope:** Indianapolis, IN

**Setting:** Camarilla (with a handful of IA)

**Chronicle Teaser:**

Beyond a Veiled Existence begins with the story from the By Night Studio Source Books and goes from there.

*(MET VtM, Pages 359-370; MET VtM Vol 2 Pt 1, Page 14)*

For the past 20 years, the city has been ruled by a narcissistic Toreador Luminary Elder by the name of Marchand Beaumont. He ruled with an Iron Fist and was quite unpleasant, not caring what the actual rules were, as he made up his own.

Marchand had an intense hatred of the Nosferatu, and that had shown through in his courtesies. He did not allow them to Sire, made them be represented by another clan to be Acknowledged, and gave them a feeding ground without anyone to feed from in it. He treated them, essentially, like Caitiff.

Finally, enough was enough, the Kindred of Indianapolis became fed up with Marchand and worked to overthrow him and remove him from Praxis. The Primogen Council voted to strip his status and Praxis, then when they came and told him, he used powers on Elysium, Psychically Assaulting the Toreador Primogen. It was the action that sealed his fate. The Keeper declared him in violation of Elysium and declared his life forfeit, his deputies then moved in to apprehend him, killing him in the process.

Soon after, a new Prince was decided upon, Victor Torres, and Elder Lasombra of the Camarilla. Time will tell how his reign plays out.

Come and join the gameplay as characters pursue their own goals and navigate the indecipherable web of Elder Jyhad and Neonate Survivalism. Will you become a Pawn or Player in the game of favors and status within the Camarilla.

# Storyteller Notice:

This game emphasizes the *Story over Mechanics*. The Storyteller is the final arbiter and objections should be raised in the proper manner, which is not in the middle of a scene, but after and in private. Anyone arguing calls with staff during the game will have a strike, the 3rd strike will be grounds for permanent ejection from the game.

Additionally, we reserve the right to deny any given character/concept that does not fall in line with the game we wish to portray.

Keep in mind that the World of Darkness is a Dark Reflection of the real world around you. We encourage players to create new and unique characters that tap into this and enhance the game.

**Warning:** This is a game with some adult themes, player discretion is advised.

**Graduated XP Cap:** No

**Initial XP:** 50 instead of 30.

**XP Awarded/Game:** 5

**Additional XP Awards:**

5 XP for a Background or Background Questionnaire.

You can receive **up to two** of these additional XP awards listed here each game:

- Downtime Actions: 1 XP
- Costuming: 1 XP
- Good Roleplaying (Includes on the Forums): 1 XP
- Mentoring: 1 XP
- Other Actions Determined by the STs: 1 XP

**Floor XP:** Determined at 2/Game since July 2021 (July 2021 game is Game 1, then count the number of games since and multiply by 2, be sure not to include the upcoming game in that count.)

## Clan Rarities:

### *Common Clans (0-Point Cost):*

Assamite (Vizier)  
Brujah  
Gangrel  
Malkavian  
Nosferatu  
Toreador  
Tremere  
Ventrue

### *Uncommon Clans (2-Point Cost):*

Caitiff  
Cappadocian (Samedi)

### *Rare (4-Point Cost):*

Daughter of Cacophony  
Gargoyle  
Lasombra  
Ravnos  
Salubri (Healer)  
Tzimisce (Carpathian)  
Lhiannan  
Nagaraja

### *Restricted (6-Point Cost):*

Any unnamed clans are not appropriate for this Game's setting.

Purchasing a clan/bloodline combination for this setting that requires a player to spend more than 6 merit points is also considered Restricted. A player wishing to do so should gain permission from her Storyteller before purchasing the combination under the Restricted Clan merit.

## Sect Variances to Rarity:

### *Independent Alliance:*

Playing IA requires ST Approval, as slots are limited. Only the Caitiff, Followers of Set, Giovanni, Lasombra, and Ravnos make up the clans in the IA. Members of other clans have asked to join but are usually shunned due to a mistrust that they may betray them like they did their former sect and clan. Caitiff, Followers of Set, Giovanni, Lasombra, and Ravnos will be considered Common for IA, all other clans and the Brahman and Tlacique Bloodlines are restricted.

### *Camarilla:*

Vizier are the default Assamites in the Camarilla. There is no Bloodline cost to play a Vizier. To play a standard Assamite would cost a total of 2 Merit points.

Samedi are the default Cappadocians in the Camarilla. There is no Bloodline cost to play a Samedi. To play a standard Cappadocian would cost a total of 4 Merit points, while a Lamia would cost you 6 Merit points (technically restricted)

Carpathian Tzimisce are the default Tzimisce in the Camarilla. There is no Bloodline cost to play a Carpathian. To play a standard Tzimisce or other Bloodlines thereof would be restricted.

Healers are the default Salubri in the Camarilla. There is no Bloodline cost to play a Healer, but still have their Rarity cost. To play a Warrior Salubri is restricted.

## **Altered Setting-Specific Mechanics:**

*Due to the nature of the game, some rulings are made on the fly. These will be referenced in a separate document.*

Before Character Creation, individuals are expected to draw a Generation Chip. This chip will correspond to the Maximum Dots in Generation that you can have, and those dots will be free. Boon Exchange can be conducted for individuals to trade their Gen Chips to get a higher value but will need to add boons along with it.

## **Clarifications:**

Everything will run as written in the core book, Volume 2, FAQ, and Errata (with Errata superseding the Book and FAQ); except where noted in our Clarifications document.

By Night Studios FAQ can be found here:

<https://www.bynightstudios.com/met-vampire-faq>

The Errata can be found here:

<https://www.bynightstudios.com/met-vtm-errata>

Volume 2 will be used as is, with exception to anything that refers to books not yet in print.

Any deviation from the book will be noted in our rules clarifications document and posted to our Facebook group and on our website.

## **Dramatic Systems**

Generation can only be gained through Diablerie of characters with a Sheet (PCs, some NPCs, NEVER Stock NPCs)

## **Change Log:**

The following items have changed in this document:

- Initial Release (5/01/2021)
- Revision A (5/21/2021)
  - Edited Chronicle Teaser
  - Adjusted Clan Rarities
  - Revised Camarilla Section
- Revision B (7/2/2021)
  - Added info about Gen Draw & Boon Exchange
  - Updated info on IA
- Revision C (7/29/2021)
  - Updated to new template (Printer Friendly)
- Revision D (1/11/2022)
  - Revisions to setting
  - Updated info regarding XP
  - Moved Cam and IA Info to Clarifications Document
- Revision E (2/19/2022)
  - Updated Chronicle Teaser
  - Changed Rarity for Nosferatu to Common
  - Added Nagaraja to Rare



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