

# NEW JERiCHO BY N1GHT

## HOUSE RULES

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### Experience

#### Three Ways to Gain Experience

(1) The LARP itself. Attendance is obviously the easiest way to gain experience points. A player can earn from 0.5 to 3 experience points per game.

(2) Bluebooking. We all know about the short role-playing sessions that take place in between games to help promote plot and player interaction. A player receives 1 experience point for bluebooking. Keep in mind that in order for the bluebooking to count, the Storyteller must receive a write up of the events that took place at said bluebooking session from both parties (unless, of course, both persons agree upon the entire situation).

(3) Write-ups. A summary of your character's perspectives, thoughts, etc. for the game just passed. A player receives 0.5 - 1 experience point for each of these summaries.

### Influence

Each influence is one trait per level (i.e. a level 5 equals 5 traits), however, the cost of the influence is the level that you are attempting to purchase (i.e. a level 1 costs 1 XP, a level 2 costs 2 XP, etc.). You can spend experience to gain levels of Influence or try to grow the level without spending experience. Influences can spy and steal only on the same area as they control but can destroy, obscure and assist any other areas. You can utilize your influences as per the book (see pages 97 to 104 in the Main 3rd edition rule book).

**Growing influences:** If you would like to risk an influence trait you can gain one extra trait in the area that you have grown. The chance of success for a grow is 35% that you succeed and gain another trait, 30% chance that nothing happens, and 35% chance that you backfire and lose the trait that you tried to grow.

**Spying with Influences:** An influence spy allows you to gain information on the area of influence that you are spying with. This will give you knowledge of everything that is happening with that level and under of the influence that you are using. If you want to spy on other areas of influence, use your contacts. Spying has a 40% chance of success and only a 15% chance of backfire. If you backfire in a spy you will lose one trait from the area that you are using to spy with.

**Stealing with Influences:** You can steal someone else's influences from only the area that you control. Stealing Influences has a 30% chance of success and a 15% chance of backfire, but if you backfire you will lose one trait from the area that you attacked with. If you succeed you will gain the person that you attacked trait in the area that you attacked.

**Destroying Influences:** This is the most brutal way to attack someone's influences. Destroy attacks eliminate one trait of your enemy's influences. Please note that there are no more block actions and destroys happen immediately. The chance of success for a Destroy attack is 25% and the chance of backfire is still 15% but if you backfire with a destroy attack then you lose half the number of traits rounded down that you attacked with.

**Obscuring Influences:** Obscuring your influences is the best way to defend yourself from attack. Your influences can't be stolen or destroyed if they don't know what they are. Obscures have a 40% chance of working and no chance of backfire. But they can only obscure levels equal to or under the number of traits spent obscuring an area.

**Assisting Influences:** Assisting influence actions work by increasing the chance of success and lowering the chance of backfire for an area assisted. Assists add between 1% and 3% to any one area's action but never reduce the chance of backfire below 10% (i.e. 90 to 100 is always a backfire). Some actions may require assists to work and will help that area's action succeed. All assists should be written as they assist one primary action. (I.e. Industry 4 utilize build machine shop, finance 3 assist industry by giving money, bureaucracy 5 assist industry by rezoning area for industrial use.) In the above, utilize Industry is the Primary area of influence but it is being assisted by finance and bureaucracy, the player would have a 66% chance of success.

**Utilizing Influences:** Utilizing influences are as stated in the book and have a 50% chance of success and no chance of Backfire. (See pages 97 to 104 in the Main 3rd edition rule book)

Majority of text from Purity of Fire: House Rules and Clarifications  
(<http://pof.bios.net/rules/>)

## **Chosen of Gaia**

### **Abilities:**

The maximum number that a player may begin with in a given Ability is three. The reason for this is that when transferred over to tabletop rules, a two would translate into a three, a three would translate into a four, etc. If you have a good reason to be one of the world's top men (or women) in a given Ability, the Staff will listen. Nothing more.

### **Attributes:**

The maximum number of traits that a beginning character may have in a given Attribute is 10. If you have a special reason as to why you require more than this, please feel free to speak to a Storyteller.

### **Auspice:**

Ragabash, Theurge, Philodox, and Galliard are all acceptable.

### **Breed:**

Homid, Metis, and Lupus are all acceptable.

### **Fetishes:**

No beginning character is to start with more than three points total worth of Fetishes.

### **Gifts:**

No beginning character is to start with more than one Intermediate level Gift in a single classification.

### **Merits & Flaws:**

The merits Berzerker, Metamorph, Silver Tolerance, and Untamable are not to be used without express permission from a Storyteller.

Characters with the flaws Banned Transformation and Taint of Corruption should have an explanation along with them. The same goes for Phobia, Hatred, or Intolerance.

In regards to True Faith: Very good explanation and begging are advised. No promises.

### **Tribes:**

Bone Gnawers	Maximum of 2 players
Children of Gaia	Maximum of 2 players

Fianna	Maximum of 2 players
Glas Walkers	Maximum of 2 players
Star Gazers	Maximum of 1 player
Uktena	Maximum of 2 players

Characters are to be made according to the Second Edition Laws of the Wild rules. Standard character creation: Attributes- 7/5/3, no greater than Rank Two (Fostern), and everything listed above. Any questions involving Werewolf: The Apocalypse should be directed to The Spirit Keeper--Amanda Spikol.

## **Kindred & Cainites**

### **Abilities:**

The maximum number that a player may begin with in a given Ability is three. The reason for this is that when transferred over to tabletop rules, a two would translate into a three, a three would translate into a four, etc. If you have a good reason to be one of the world's top men (or women) in a given Ability, the Staff will listen. Nothing more.

### **Attributes:**

The maximum number of traits that a beginning character may have in a given Attribute is 10. If you have a special reason as to why you require more than this, please feel free to speak to a Storyteller.

### **Derangements:**

In addition to the Derangements found in the Revised Laws of the Night, those found in pre-Revised Edition rules, such as Laws of Elysium and Laws of the Hunt are also acceptable.

The revised ruling for derangements is not in effect. Therefore, you can take more than one at character creation. As always, you must have a good reason for your derangements, and the Staff will ensure that you play them.

### **Clans:**

Brujah	Maximum of 5 players
Gangrel	Maximum of 3 players
Malkavian	Maximum of 5 players
Nosferatu	Maximum of 5 players
Toreador	Maximum of 5 players
Tremere	Maximum of 4 players
Ventrue	Maximum of 5 players

### **Disciplines:**

Out-of-Clan Disciplines you may not take at character creation: Obtenebration, Vicissitude, Serpentis, Necromancy, Quietus, Dementation, Thaumaturgy, and any other twinkly little thing your heart desires. If you have a good explanation, the Staff will listen. That's all.

Out-of-Clan Disciplines taken at character creation should be accompanied with a good reason and the manner in which they were learned.

Thaumaturgy allowed for beginning Tremere: Lure of Flames, Movement of the Mind, Path of Blood, and Spirit Manipulation. Speak to a Storyteller for additional paths.

Thaumaturgy Rituals allowed: Contact a Storyteller.

Malkavian clan disciplines are as per Revised rules. Sorry, that's how it works. The character sheet can contain either Dementation or Dominate, but from the first larp on, you may only buy Dementation at in-clan cost and must follow normal procedures to learn an out-of-clan discipline (in regards to Dominate).

The Malkavian Madness Network is in effect. Therefore, Malkavians can attempt to point each other out on site (All that you need is Malkavian Time 1 and a Simple Challenge). Malkavians may also attempt to learn alternate disciplines from the MMN (All that you need is Malkavian Time 3 and a Simple Challenge--At Malkavian Time 3 and 4, players win only on a win; at Malkavian Time 5, players win on a win or a tie). For disciplines available on the MMN, please contact a Storyteller. Keep in mind that in order to utilize the MMN, you require at least one trait in the Malkavian Time Ability and therefore must be Malkavian.

No character may begin with more than 4 points in physical disciplines (Celerity, Fortitude, and Potence) without direct permission from a Storyteller.

No character is to begin with a discipline rating higher than the first intermediate level unless given express permission.

### **Generation:**

Due to the number of Kindred of 10th or lower (9th, 8th) generation, a cap will be set at 11th generation for any beginning character from now on. While it is true that exceptions will occur, please understand that it is a question of "reality" (that there would not be this many "powerful" Kindred within a city like this) and not a question of the Staff restricting its players.

**Merits & Flaws:**

The merits Iron Will, Unbondable, and Misplaced Heart are not to be used without express permission from a Storyteller.

Characters with the flaws Repulsed by Garlic, Repelled by Crosses, or Can't Cross Running Water should have an explanation along with them. The same goes for Phobia, Hatred, or Intolerance.

In regards to True Faith: Very good explanation and begging are advised. No promises.

**Negative Traits:**

No character is to begin with more than 5 Negative Traits.

As stated before, characters are to be made according to the Revised Laws of the Night rules. Standard character creation: Attributes- 7/5/3, 5 freebie points, Path of Humanity (with exceptions), six Camarilla clans (and Gangrel), no Generations lower than 9 or higher than 15.

**Miscellaneous****Relevant Sites**

New Jericho By Night	<a href="http://arborial.tripod.com/newjericho.html">http://arborial.tripod.com/newjericho.html</a>
One World By Night	<a href="http://www.owbn.org/">http://www.owbn.org/</a>

**The Staff**

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