

Welcome to Hard Time.

"Welcome to The Hospice."

This ongoing LARP will start a new pre-Gehenna chronicle in contemporary Central Iowa. The Ames of this World of Darkness is not a free city. It is "The Hospice," a Penal Colony for the Camarilla. Those Kindred who have committed a crime worthy of Final Death, but have prestige, boons or friends in high places, are sent to the Ames colony.

Ames; surrounded by farmland and prairie but home to a number of industries and one of Iowa's three State universities. This is the town where the Tremere, Heinrich Wirz, carved out his home in early December of 1865. He traveled with his Sire, who helped him for several years until leaving him to his own devices and research. Wirz lived alone in Ames, communicating rarely with the Kindred in nearby Des Moines and Minneapolis/St. Paul. Then, in 1869, the Wirz was visited by all seven Justicars. They applauded his ability to maintain the Traditions in Ames, albeit in solitude, and keep peace with the Lupine packs that surrounded his domain. They wanted a favor from Wirz, and no one refuses one Justicar; let alone all seven.

Since then, Ames has been a penal colony for the Camarilla. Kindred who are deemed too important to be destroyed for their crimes are sent here, so that justice can still be served."

In this game you will play a prisoner, either new or old skool. There will be new merits & flaws specific to the setting and different character generation rules for new versus old prisoners.

You can try to escape, or you can bide your time. Neither choice is safe.

The Rules

- 1. There are only two books that matter: The LotN book and these house rules. All other supplements should be ignored.**
- 2. ANYONE who ruins the fun of ANYONE ELSE at the game (including the Storyteller) by metagaming, cheating, bullying, and acting like a jerk in general, is going to be sent home.**
- 3. I realize that role-playing is a social event, for everyone, but you should come to be in character. So, each night, there will be a designated Out-of-Character area for OOC discussion. Any discussion that happens outside of this area is considered IN-CHARACTER (unless it's with the Storyteller, or you are displaying an OOC sign).**
- 4. Each player has the opportunity to gain 5 experience points per session. These experience points will be awarded for the following three things: 1) for showing up, 2) for filling out your downtime sheet. 3) For role-playing your character and staying in character all night (unless you are engaged in discussion with the ST OR are in one of the OOC areas). 4) For contributing to the game in a positive manner (either through consistent role-play, good/clever ideas, excellent planning or helping others to enjoy the game). 5) For acting like an adult and in a courteous manner. You may receive one or all of these points.**
- 5. This game will meet once a month. Downtime sessions may be requested to flesh out your characters through roleplay and to resolve more intricate downtime actions.**
- 6. Play nice, help those around you, and try to have fun.**

New Character Generation

- We have special character generation sheets. Please use them and the MET book, and look to these rules for clarification on house rules. New characters start with 35 Freebie Points.
- The only allowed Path of Enlightenment is Humanity unless you buy a special Merit.
- Abilities: Only one ability can be X4 or higher, all other abilities can't be bought over x3 at character generation.
- Backgrounds:
 - Generation: Use the following table for Generation costs:
 - 0 Traits - 11th Generation
 - 1 Traits - 10th Generation
 - 2 Traits – 9th Generation
 - 4 Traits – 8th Generation

 - 8 Traits – 7th Generation (Old Skool Prisoners only)
- Basic (and only Basic) out of clan Disciplines may be purchased during character generation, as long as they aren't the "Clan-specific" Disciplines: Chimerstry, Dementation, Koldunic Sorcery, Melpominee, Mycetheria, Necromancy, Obeah, Obtenebration, Protean, Quietus, Sanguinus, Serpentis, Spiritus, Thaumaturgy, Vicissitude, Valerian, etc.
- True Faith is **not** allowed in game unless you can talk a really good line of BS and you pinky-swear to only use it for defense.
- Also, you **can** sell your soul (plus 5 Freebies) to Dark Forces for more abilities/powers. You may also join forces with the Wyrms so seek a more secular source of evil power.
- **All** Flaws and Merits need Storyteller approval to purchase, while some may be restricted from purchase entirely. Only Flaws and Merits from the main book "Laws of the Night" book and the House Rules (which you are reading) will be allowed. If you want something from another book, you can ask, but don't expect to automatically get it. Don't even ask to purchase a clan-specific Flaw or Merit from outside of your clan. If you take a flaw that you do not illustrate (ala a costume or a sticky note on your shirt or something to that effect), or cannot/do not role-play, then you will be forced to buy it off at double the purchase price in XP immediately. The same rule goes for negative traits. Make sure that you role-play your negative traits properly.
- You **MAY NOT** "cash-in" ability, background, virtue or Path points for additional Freebie Points during character generation.
- If your character leaves town or dies you will have to make a new starting character.
- You may not play a mortal or a ghoul. No Kindred of the East, Werewolves, Wraiths, Changelings, Fae, Dragons, Hobbits, Kender, Goblins, Demons, Leprechauns, Highlanders, dinosaurs, gods or any other weird thing allowed Kindred only.

- Character histories are mandatory. You must turn in your character background at the first session after character generation. Look in the LotN book under character generation. There are several questions there. Try to answer those.

New Backgrounds

Street Cred: This Status background is specific to the population of the Hospice. None of the non-Prisoner Kindred will recognize it. However, it can be used like regular Status when dealing with other Prisoners. Kindred with 0 Street Cred are considered tolerated in terms of Status and Social challenges.

New Merits and Flaws

Merits

1pt Maps – You have maps of the area. Some of them may even be marked with areas of Kindred interest. If you choose this merit, please buy a map of your choice and the ST will mark it up.

1pt Local Historian – Either you are a local historian, or you have an agreement with an Ames/Story County history buff. This contact can be purchased as a Background after Character Generation, as well.

1pt Family in the Area – You have some familial relationship with a settled individual in Ames. This can give you a place to stay outside of the Hospice, a place to hide items or information, and may be even purchased for Backgrounds after character generation.

2pt Professor – You are a professor and you have a position at either Iowa State University or DMACC (teaching in Ames or Boone). This gives you access to a salary (Resources +1) and gives you the ability to buy University Influence after character generation. Also, it gives you access to all of the resources at the University.

2pt Company Man – You have a position at one of the companies in Ames. This gives you access to a salary (Resources +1) and gives you the ability to buy Industry Influence after character generation. Also, it gives you access to all of the resources at the corporation.

2pt Business – You have acquired a business in Ames. This gives you access to a salary (Resources +2) and a potential safehouse. Depending on the business, it may also be a source of other backgrounds (Allies, Contacts, Herd and Influence).

2pt Military Man – You are a military officer and you were able to find a position in the ROTC program at Iowa State University. This gives you limited access (max X2 each) to Military Might and Military Influence. However, you will have to take part in the ROTC program in some capacity.

3pt Old Skool Prisoner -- You are a member of the Ames Penal colony who has been here before the rest of the fresh meat. You may purchase up to 5 points of the banned Backgrounds. You will also have access to special Merits. You may purchase the Background Street Cred, but you may not purchase Mentor or Status.

3pt Non-Humanity Path – All characters must start with the Path of Humanity unless they purchase this Merit. Then they may petition the ST to approve a non-Humanity Path for their PC. Only Old Skool prisoners can purchase this merit.

3pt **Deputy Scourge/Sheriff** – You work for the Scourge or one of the two Sheriffs. With this position comes status and responsibility. Only Old Skool Prisoners may purchase this Merit.

3pt **Fae Affinity/Nobanal** – You are not Banal. This is rare for Kindred outside of Clan Malkavian (who get this Merit for FREE). Perhaps you are artistic? Perhaps your perceptions of the world are innocent or counter to reality. Regardless, Fae will be more willing to deal with you and even form a working relationship with you. If you can find them...

3pt **Farm** – You own a farm. This gives you access to the Background Haven and Herd. At character generation you may put no more than 3 points into both of these Backgrounds, but you may work into increase them after character generation.

3pt **Bar** – You own a bar in Ames. This gives you access to a salary (Resources) and the Background Herd. At character generation you may put no more than 3 points into both of these Backgrounds, but you may work into increase them after character generation.

5pt **Anubis Member** -- You are a member of the Lupine control coterie that patrols the borders of the penal colony. With this position come two levels of status and responsibility. You may also purchase Lupine Lore up to X2 at character generation. Only Old Skool Prisoners may purchase this Merit.

5pt **Cainite Cult Member** – You are a member of a Kindred Cult like the cults that surround non-Humanity Paths, the Cainite Heresy, Set worship, Osirus worship, the Bahari, a Gehenna cult, some Noddist cult (like the Jocastians) or something more Infernal. Access to this cult may provide access to specific Lores, information, rituals and powers. It will also add some direction and color to your character.

5pt **Speaker with the Dead** – You can talk with and see wraiths.

5pt **Good Behavior** – You've been a model prisoner. You have the status Tolerated at character generation for no cost. You may travel to and from Des Moines without escort, and you may live outside of the Penal Colony. Only Old Skool Prisoners may purchase this Merit.

7pt **Asystemis member** – You belong to the group of Vampires known as the Asystemis. These Kindred directly serve a supernatural force of corruption that the Lupines call the Wyrms. You are a new member, so you only have access to the first basic Discipline of this group, Sense Forces. If you take this Merit you immediately gain the Flaws: Glowing (green) Eyes and Wyrms Tainted for no added points.

7pt **Lupine Understanding** – You have a deal with the Lupines. They don't kill you, and you don't go out of your way to piss them off. You might be friends with one of them, but not good friends. More like a drinking buddy who you don't trust in your house. Old Skool Prisoners only.

7pt **Silversmith** – You can work with silver. You can make silver bullets, silver weapons, silver jewelry and silver whatever. When you take this Merit, you receive Crafts X2 for free. Combine this merit with some resources and a combat skill and you are a Lupine-killin' machine.

Flaws

4pt **Extra Banal** – Your Banality is very high, even for a Kindred. Fae do not like you. They will not speak with you. If you enter their territory, they will attack with the highest level of force available.

5pt **Worm Tainted** – Your spirit has been touched by the ineffable force of corruption that the Lupines fight against. This could be intentional (for example, Asystemis all have this Flaw) or it could be unintentional (you went to ground in a waste dump for a few nights). Regardless of the cause, Lupines will seek you out and kill you before all other available Kindred.

5pt **Karma Magnet** – You've been a bad person in your unlife so far. You may be trying to change, but as it stands right now the universal scale has been tipped against you. Many people escape their karma and become something more, but currently your future doesn't look so good. The ST is going to screw with you. Enjoy the freebies.

7pt **Unlucky** – This is the opposite of Lucky. Once per session an ST may call an Unlucky retest on you. This can also be used to cancel a retest that would benefit you. You cannot take Lucky and Unlucky at the same time.

Discipline Clarifications

Presence

- A use of Awe will cancel a use of Awe with out reference to Trait levels or Presence levels. And you are going to use Awe against Awe it must be used to cancel your opponent's Awe, it can not be used for a retest after your opponent wins their Awe challenge.
- If two people who have Majesty up encounter each other, their "Majesty" is cancelled towards each other, and no one else.
- If someone puts up Majesty those affected cannot simply leave the area of effect in order to use ranged attacks on the majestic person or to simply to avoid its effects. Majesty prevents you from considering actions that would bring displeasure to the majestic person and this includes attacking them or running away from them (unless they are being frightening at the time). Backing out to attack them could be considered the same as drawing a gun in intent and so is prohibited without willpower expenditure and a challenge to the majestic person.

Obfuscate vs. Auspex

- Willpower can't be used in Auspex challenges to see through Obfuscate.
- In order to challenge someone using Auspex to see through Obfuscate, you must be actively searching for obfuscated individuals and bid enough traits to match their Obfuscate+Stealth+Dex Traits expenditure. You can bid your Auspex+Awareness OR Alertness+Traits, but if you fail, you lose the Awareness OR Alertness and Perception traits that you have bid. If you bid enough (or more) you may test with the individual to see if you see them.

Protean

- * Your Protean Beast form can be any mammal (for the ground) close to your mass and any bird/mammal (for the flight) close to the size of a bat or raven. While the form may change the special (sensory) abilities you receive, the total number of traits that the form has does not change (three additional, as suggested by the main LotN MET book).

Abilities, Merits and Flaws

Abilities

- Staking: A staking challenge now requires the bidding of one additional trait and the winning of two additional successive simple tests once the initial attack is successful.
- Ability x4 and x5 is needed to specialize, but no additional XP expenditure is needed to specialize. Specialization benefits are in LotN.
- Linguistic rules are being taken from the Laws of the East book. For each slot in linguistics, you have $2^{(Ability-1)}$ total extra languages. So, for X1, you get 1, for X2 you get 2, for X3 you get 4, for X4 you get 8 and for X5 you get 16.

Merits and Flaws

- Merits and Flaws are always available at the Storyteller's discretion. If I don't want another guy with "Flesh of the Corpse" in the game, that's my choice.
- You can take negative traits, merits and flaws that represent your looks and/or size, but you must describe to people what they see, costume appropriately, and act appropriately. Or, you must wear a card that describes these traits.
- Natural Leader: This can't be used to defend against Presence.
- Soothing Voice: Neither can this.
- Iron Will: Only gives a three trait bonus vs. dominate and the other Disciplines mentioned in the book.
- 14th Generation and Thin Blooded are not allowed.
- Merits and Flaws from Clan Books are only allowed with explicit, written approval from the Storyteller. Merits and Flaws in Clan Books are specific to those clans alone. This rule also goes for combination disciplines.

Forum Rules

- The forums are located at www.sutv.org/sixthturning. Please make an account with a username that the ST can recognize. This could be your PC's name, or your name. You will only get validated if the ST knows who you are.
- The forums can be used for general announcements, rules changes, downtime roleplaying, and OOC conversations. Please follow the standard internet rules of etiquette: don't be rude, don't threaten, don't harass. Anyone who acts like a jerk on the forums will lose their privileges.

Miscellaneous Stuff

- If someone in a challenge uses a retest that is described as "the last test" or uses willpower that test is the last test for them, their opponent can continue to retest until they win, run out of applicable retests, or use a "last test" themselves.
- The Malkavian Madness Network is accessible.
- Vampires feel pain as if they were a mortal unless they possess the first basic level of Fortitude. If your character has a hole in their hand, a cut on their back, or a bullet wound in their leg, it hurts just as if you yourself had that injury so you must act like it.
- There are no decapitations in this game. If you want to kill someone, you always have to work for it.
- Called Shot Rules: If you choose to do a called shot to a person or object, the following trait expenditures apply.

+1 trait for a large object: ~12 square inches (eg. any part of a leg, arm, torso, etc.)

+2 traits for a small object: ~6 square inches (eg. a hand, foot, head, knee, etc.)

+3 traits for a tiny object: ~3 square inches (eg. an eye, a mouth, a finger, and a neck)

If you do a called shot to a limb, appendage, whatever, it will only immobilize or inactivate that area. It will not do extra damage, nor will it remove the area from the rest of the character's body. If you want to hack through a limb, you need to do at least 8 points of damage to the exact same area before the character has a chance to heal the damage.

"Read the damn rules and use them in the spirit they were intended."

FAQ

Q. What is Vampire: the Masquerade?

A. It is a role-playing game produced by White Wolf, Inc. The game itself is set in a world that is similar to our own, but in this world the human population is manipulated and controlled by beasts that stalk the night. White Wolf Inc. refers to this world as "The World of Darkness"(WoD). In this game you are invited to role-play one of those vampires. Specifically one that belongs to the sect of vampires called the Camarilla.

Q. What is a vampire?

A. If you don't know the answer to this question then go home.

- Q. Who plays LARP?
A. Live Action RolePlaying game. Pretend and dress-up.
- Q. Which book are we using?
A. I am using White Wolf's Vampire: the Masquerade Revised for MET.
- Q. What rules are the exceptions?
A. You just read the damned house rules.
- Q. Can I follow a path other than Humanity?
A. Only if you purchase a Merit that allows this.
- Q. What about character histories?
A. A detailed character history is required. The more I know about your character, the more I can involve him/her in the ongoing storylines.
- Q. How are the actions of characters between LARP sessions handled?
A. The preferred method is to write what your character's plans are on the back of your character sheet and turn it in before you leave LARP. Character sheets must be turned in. Only the ST can put XP on character sheets, update characters, and OK XP expenditures. This means that if your character sheet isn't turned in you get no XP; your character does nothing in the two weeks between sessions, and can not spend XP AT ALL. I would prefer character sheets turned in at the end of the session. You can talk about other actions in email during downtime, but your overall downtime plans/influence uses/XP spending should be on written on your downtime sheet.

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