

# Character Regulations

## Introduction

One of the aspects of maintaining the overall genre of the World of Darkness, across multiple chapters, and through years of ongoing story and developments, involves the regulation of uncommon elements pertaining to individual characters. It is expected that characters, especially Player Characters, will grow and develop in the course of their stories. Non-Player Characters form the more solid support for their respective genres, and are held to a higher standard for this reason.

## New Character Creation

1. A new player character shall be restricted to the points allowed under standard character creation in the appropriate Mind's Eye Theater rules, plus up to thirty (30) experience points. Any awards made towards the creation of a new character must be made within three game sessions of the character entering play.
  - a. Any awards of traits, abilities, or other character statistics count towards this limit as the amount of experience that the player would have had to spend to purchase that particular statistic.
  - b. These points may be spent only as Experience points, not as Freebie points. This spending should follow your Chapter's House Rules.
  - c. These points may not be allowed to purchase any power above second Basic in any out of clan Disciplines, nor above first Basic in any Clan specific Disciplines (Obtenebration, Chimerstry, Protean, Mytherceria, etc.).
  - d. All standard regulations apply to how this experience is spent.
2. No Vampire Character may be created without the direct involvement of the Sire of that Character. This Sire may be a PC, an established NPC, or an NPC created in the Character's back story for the purposes as serving as the Character's Sire. Stored Vitae in any form, to include various rituals and cooling methods, is not viable for enacting the Embrace. Clans which make use of such rituals as their standard practice upon Embrace may still do so, as the integrity of the process is maintained.
3. Caitiff and Pander must declare three disciplines they possess as "in-clan" at creation. One of these disciplines may be a Clan Specific (e.g., Protean, Dementation, Quietus) with Coordinator Approval of the appropriate Clan. The character's three Disciplines cannot duplicate an existing Clan with Clan Specific Disciplines.
4. No single player may create multiple characters related to, allied with, or otherwise possessing knowledge of each other.
  - a. Players who become involved in an investigation into their character's death must report this activity to their storytellers as well as the storytellers who oversaw the death if they are different.
  - b. A single player's multiple characters may eventually gain knowledge of each other but may never work together, directly, indirectly or through intermediaries.

## Experience Points

1. No Lost Chronicles character may earn more than eight experience points in a single month.
2. A character may only be awarded experience by its own home chapter.
  - a. If a PC visits another chapter and thus is eligible to earn additional experience, it is the player's responsibility to make sure that the storyteller team of the chapter the player visits informs the home chapter, by email, stamped index card, etc., so that the home chapter can award the appropriate experience.
  - b. The home chapter is the final authority on how much experience is awarded, within the limitations of the Bylaws.
3. Experience is awarded to the character not the player.
  - a. Experience may only be spent on the PC to which it was awarded.
  - b. The only exception is when a PC dies or is retired, the unspent experience, up to the maximum allowed by Lost Chronicles rules, may be transferred to a new PC.
4. Players who serve on short-term NPC duty may, at storyteller discretion, be allowed to earn some experience towards their active PC, however players of long-term NPCs should not be allowed to transfer large amounts of experience to their active PC.
5. The standard XP costs from Laws of the Night (3rd Edition) and other published Revised/3rd Edition White Wolf books and material with listed MET XP costs (including the Sabbat Guide, Anarch Guide, Storyteller's Guide, Clanbooks, etc.) are to be considered the baseline for Lost Chronicles. Reasonable variations due to house rules or regional preferences (such as rules regarding Influences) are permissible, but must be noted in a game's house rules.

## Approval Process

Actions and changes to player characters as a direct result of the stories in which they have been involved require approval at one lesser level than such elements would otherwise. A concise explanation of the situation should be provided at the time approval is sought.

All characters or story elements requiring any degree of approval above that of the Chapter Storytellers are to be logged with the Archivist by the responsible Storytellers upon receipt of that approval.

## Noteworthy

Any elements that are unusual or carry potential for interesting shared story are encouraged to be logged with Archivist and included in Chronicle Reports.

## Notification

The element is reported to Council and its associated Coordinator(s), as listed in the charts below, and logged with the Archivist. If the associated Coordinator objects within fourteen (14) days, it may be escalated to a Council vote

### **Coordinator Approval**

Approval is requested from the Coordinator and logged with the Archivist. If the Coordinator fails to make a disposition within 28 days, the item is considered approved. If the Coordinator rejects the item, it may be escalated to a Council vote.

### **Council Vote**

Approval is requested from Council following the standard procedures for a vote.

### **Result of Player Character Actions**

Actions taken by Player Characters (and specifically not Non-Player Characters) that would result in a regulated activity or element are treated as 'Notification'. These actions must have oversight of a storyteller who must be named in the Notification.

### **Consequences**

Characters found to be in violation of these Bylaws will be out-of-play until the problem is resolved. Gross violations may be grounds for Disciplinary Proceedings.

### **Restricted Items**

#### **Creatures**

Item	Approval Required	Associated Coordinator
6th Generation (or Better) Vampiric NPC	Vote	Vampire / As Appropriate
Abominations	Vote	Changing Breeds
Ahrimanes	Vote	Vampire / Independent / Gangrel
Ajaba	Vote	Changing Breeds
Akunanse	Vote	Vampire / Independent / Gangrel
Ananasi	Vote	Changing Breeds / Fera / Ananasi
Anda	Vote	Vampire / Independent / Gangrel
Bane Mummies	Vote	Vampire / Independent / Followers of Set
Blood Brothers	Vote	Vampire / Sabbat

Bubasti	Vote	Changing Breeds / Fera / Bastet
Bunyip	Vote	Changing Breeds
Cabiri	Vote	Vampire / Independent / Followers of Set
Capococoha	Vote	Vampire / Independent / Followers of Set
Cappadocians	Vote	Vampire / Independent / Giovanni
Ceilican	Vote	Changing Breeds / Fera / Bastet
Daughters of Cacophony / Sons of Discord	Vote	Vampire / Camarilla / Toreador
Gurahl	Vote	Changing Breeds
Guruhi	Vote	Vampire / Camarilla / Ventrue
Harbinger of Skulls	Vote	Vampire / Independent / Giovanni
Hakken	Vote	Changing Breeds / Hengeyokai / Shadowlords
Ishaelites	Vote	Wraith / Mummy
Ishtarri	Vote	Vampire / Camarilla / Toreador
Khan	Vote	Changing Breeds / Fera / Bastet
Khara	Vote	Changing Breeds
Kiasyd	Vote	Vampire / Sabbat / Lasombra
Kinyoni	Vote	Vampire / Independent / Ravnos
Kitsune	Vote	Changing Breeds / Hengeyokai / Fera
Kumo	Vote	Changing Breeds / Hengeyokai / Fera
Mla Watu	Vote	Vampire / Independent / Giovanni
Mokole	Vote	Changing Breeds / Fera
Nagah	Vote	Changing Breeds / Fera
Nagloper	Vote	Vampire / Sabbat / Tzimisce
Nkulu Zao	Vote	Vampire / Independent / Salubri
Noiad	Vote	Vampire / Independent / Gangrel
Non-Canon Bloodline	Vote	Vampire / As Appropriate
Old Clan Tzimisce	Vote	Vampire / Independent / Tzimisce

Real Historical Characters	Vote	Council
Rokea	Vote	Changing Breeds / Fera
Salubri (Healer)	Vote	Vampire / Sabbat / Salubri
Same-Bito	Vote	Changing Breeds / Hengeyokai / Fera
Shango	Vote	Vampire / Independent / Assamite
Stargazers (Hengeyokai)	Vote	Changing Breeds / Hengeyokai / Stargazers
Tengu	Vote	Changing Breeds / Hengeyokai / Fera
Telyavelic Tremere	Vote	Vampire / Sabbat / Tremere
Tlacique	Vote	Vampire / Independent / Followers of Set
True Brujah	Vote	Vampire / Camarilla / Brujah
Unusual Caitiff	Vote	Vampire / Camarilla
Unusual Pander	Vote	Vampire / Sabbat
White Howler Throwbacks	Vote	Changing Breeds / Wyrms
Wu'Tian	Vote	Wraith / Kuei-Jin / Mummy
Xi Dundu	Vote	Vampire / Sabbat / Lasombra
Zhong Lung	Vote	Changing Breeds / Hengeyokai / Fera
Apostate (Baali)	Coordinator	Vampire / Demon / Baali
Apostate (Follower of Set)	Coordinator	Vampire / Independent / Followers of Set
D'habi Family Revenants	Coordinator	Vampire / Demon / Baali
Ducheski (formerly Krevcheski) Family Revenants	Coordinator	Vampire / Camarilla / Tremere
Enrathi Family Revenants	Coordinator	Vampire / Tal'Mahe'Ra
Marijava Family Revenants	Coordinator	Vampire / Tal'mahe'Ra
PCs with history involving Coordinator or Canon NPCs	Coordinator	As Appropriate
Rafastio Family Revenants	Coordinator	Vampire / Tal'Mahe'Ra
Siberakh	Coordinator	Changing Breeds
Skin Dancers	Coordinator	Changing Breeds / Wyrms

Standard: Shemsu-Heru (Original 42)	Coordinator	Wraith / Mummy
Supernatural Kinfolk: Changeling, Mage, or Vampire	Coordinator	Changing Breeds
Vampires Embraced from Extinct Revenant Lines: Basarab, Danislaw, Khazi, or Vlaszy	Coordinator	Vampire / Sabbat / Tzimisce
Vampiric Children of Osiris	Coordinator	Vampire / Independent / Followers of Set
Assamite Sorcerers	Notification	Vampire / Camarilla / Assamite
Baali	Notification	Vampire / Demon / Baali
Bastet	Notification	Changing Breeds / Fera / Bastet
Children of Damballah	Notification	Vampire / Independent / Followers of Set
Corax	Notification	Changing Breeds / Fera / Corax
Daitya	Notification	Vampire / Independent / Followers of Set
Danava Ventrue	Notification	Vampire / Camarilla / Ventrue
Disparate/Craft Mages	Notification	Mage
Earthbound Fallen	Notification	Wraith / Demon / Fallen
Gangrel with Extinct Animal Form	Notification	Vampire / Independent / Gangrel
Gargoyle	Notification	Vampire / Camarilla / Tremere
Garou/Spirit Offspring	Notification	Changing Breeds
Ghille Dhu	Notification	Changeling
Kairos (Changed Brujah)	Notification	Vampire / Camarilla / Brujah
Lasombra Antitribu	Notification	Vampire / Sabbat / Lasombra
Mariner Gangrel	Notification	Vampire / Independent / Gangrel
Marauders	Notification	Mage
Nuwisha	Notification	Changing Breeds / Fera
Oprichniki Family Revenants	Notification	Vampire / Sabbat / Tzimisce
Risen	Notification	Wraith
Samedi	Notification	Vampire / Independent / Followers of Set
Selkies	Notification	Changeling

Semi-Supernatural Kinfolk: Drone, Fae-Blooded, Fomori, Gorgon, Hedge Mage, Kami, Numina, or with Gypsy Magic	Notification	Changing Breeds
Standard New Mummies	Notification	Wraith / Mummy
Supernatural Gypsies	Notification	Vampire / Independent / Ravnos
Dispassionate Brujah (Changed Brujah)	Notification	Vampire / Camarilla / Brujah
Tengu	Notification	Changing Breeds / Hengeyokai / Fera
Tzimisce Kolduns	Notification	Vampire / Sabbat / Tzimisce
Warrior Setites	Notification	Vampire / Independent / Followers of Set
Supernatural Possessed: Drone, Formori, or Kami	Notification	Changing Breeds

### Group Relationships / Status Modifiers

Item	Approval Required	Associated Coordinator
PC with 7th Personal Camarilla Status	Vote	Vampire / Camarilla
Anathema	Coordinator	Vampire / Camarilla
Camarilla Assamites without Probationary Sect Membership	Coordinator	Vampire / Camarilla / Assamite
Court Appointment	Coordinator	Vampire / Kuei-Jin
Gaijin/Gweilo	Coordinator	Vampire / Kuei-Jin
Prestigious Sire	Coordinator	Vampire / As Appropriate
Political Akuma	Notification	Vampire / Demon / Kuei-Jin

### Group Membership / Rank

Item	Approval Required	Associated Coordinator
Tal'Mahe'Ra / True Hand Members	Coordinator	Vampire / Independent / Tal'Mahe'Ra
Assamite Infiltrators	Coordinator	Vampire / Independent / Assamite
Bitter Hex	Coordinator	Changing Breeds / Silent Striders
Bringers of Eternal Peace	Coordinator	Changing Breeds
Children of Bat	Coordinator	Changing Breeds / Shadow Lords

Cyber Dogs	Coordinator	Changing Breeds / Glass Walkers
Dead Goddess Cult	Coordinator	Changing Breeds
Defector: Black Spiral Dancer	Coordinator	Changing Breeds / Wyrms
Eaters of the Dead	Coordinator	Changing Breeds / Silent Striders
Giovanni Infiltrators	Coordinator	Vampire / Independent / Giovanni
Ivory Priesthood	Coordinator	Changing Breeds / Silver Fangs
Keepers of the Seals	Coordinator	Changing Breeds / Silver Fangs
Judges of Doom	Coordinator	Changing Breeds / Shadow Lords
Friends of the Night	Coordinator	Vampire / Sabbat / Lasombra
Harbingers of Skulls Outside of the Sabbat	Coordinator	Vampire / Sabbat
Loki's Smile	Coordinator	Changing Breeds
Man Eaters	Coordinator	Changing Breeds
Masks	Coordinator	Changing Breeds
Mother's Fundamentalists	Coordinator	Changing Breeds
Non-Assamite Converts to Clan Assamite	Coordinator	Vampire / Independent / Assamite
Nosferatu Infiltrators	Coordinator	Vampire / Camarilla / Nosferatu
Path Dancers	Coordinator	Changing Breeds / Uktena
Family Allegiance	Coordinator	Vampire / Independent / Ravnos
Sect Defectors	Coordinator	Vampire / Camarilla or Vampire / Sabbat, As Appropriate
Society of Nidhogg	Coordinator	Changing Breeds
Society of the Bitter Frost	Coordinator	Changing Breeds
Sword of Heimdall	Coordinator	Changing Breeds / Get of Fenris
Temple of Artemis	Coordinator	Changing Breeds / Black Fury
Tremere Infiltrators	Coordinator	Vampire / Camarilla / Tremere
Umbral Pilots	Coordinator	Changing Breeds / Glass Walker
Web of Knives Assamites	Coordinator	Vampire / Independent / Assamite
Ymir's Sweat	Coordinator	Changing Breeds



Ventruer Infiltrator	Coordinator	Vampire / Camarilla / Ventruer
Anarch Tremere	Notification	Vampire / Camarilla / Tremere
Assamite Internal Faction Converts	Notification	Vampire / Independent / Assamite
Assamite Loyalists	Notification	Vampire / Independent / Assamite
Assamite: Leopards of Zion	Notification	Vampire / Independent / Assamite
Assamite: Sisterhood of the Erinyes	Notification	Vampire / Independent / Assamite
Einherjar and Neo-Einherjar Gangrel	Notification	Vampire / Independent / Gangrel

## Lore

Lore does not provide specific information on a subject but represents a broad collection of random facts which may or may not be true. If a storyteller thinks that a given fact may be in scope for a character's level of lore they may allow a challenge for the specific fact. Lore may be used to augment information that has been collected in-character, but should not be used as a substitute.

The appropriate coordinator should be notified of any level 4 or level 5 Lores that are specific to their genres. This is optional, but it is encouraged. This is to encourage consequences for those who have dug too deep and discovered forbidden knowledge.

## Powers

Item	Approval Required	Associated Coordinator
Lost Tribal and Breed Gifts and Rites: Apis, Bunyip, Camazotz, Croatan, Grondr, White Howler	Coordinator	Changing Breeds
Bardo	Coordinator	Vampire / Independent / Followers of Set
Rite of the Death Bear	Coordinator	Changing Breeds
Inceptor Disciplines	Notification	Vampire

## In-Character Objects

Item	Approval Required	Associated Coordinator
Bane Klaive	Notification	Changing Breeds
Grand Klaive	Notification	Changing Breeds
Great Klaive	Notification	Changing Breeds

Specific Canon Items	Coordinator Owned	As Appropriate
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### Glass Ceiling

The following are the power level limitations for Player Characters in Lost Chronicles. PCs that would meet or exceed these parameters through story or character development become Non-Player Characters under the control of their home Chapter or responsible Coordinator.

Item	Associated Coordinator
Balance 6+ Mummies	Wraith / Mummy
Dharma 6+ Kuei-Jin	Vampire / Kuei-Jin
Generation 7 or better Vampires	Vampire
Level 6+ Powers	As Appropriate
Rank 6+ Changing Breeds	Changing Breeds
Sphere 6+ Mages	Mage
Title 3+ Changelings	Changeling

### Coordinator Only

The below classifications belong exclusively to the appropriate Coordinators. The Coordinators may lend these characters or items to a given Chapter, but the Coordinator is the owner and responsible for their use.

Item	Associated Coordinator
Ferrymen	Wraith
Named Canon Characters	As Appropriate
Nictuku	Vampire / Camarilla / Nosferatu

### Disallowed

The below items are specifically forbidden from play or use by the Chapters and Coordinators. Use of these items must be proposed by the Coordinator and approved by Council.

Item	Associated Coordinator
Apis	Changing Breeds
Blood Brothers Outside of the Sabbat	Vampire / Sabbat

Camazotz	Changing Breeds
Croatan	Changing Breeds
Extinct Revenant Families: Basarab, Danislaw, Khazi, Vlaszy	Vampire / Sabbat / Tzimisce
Grondr	Changing Breeds
Lamia	Vampire / Independent / Giovanni
Lhiannan	Vampire / Independent / Gangrel
Tremere Antitribu	Vampire / Sabbat / Tremere

## Resurrection and Other Noteworthy In-Character Events

Item	Approval Required	Associated Coordinator
Other Supernatural to PC Wraith	Vote	Wraith
Character Resurrection	Vote	Council
Rebirth from Hell of a PC	See Infernalism	Wraith / Demon
Use of Rite of the Death Bear	Vote	Changing Breeds
Former Erebus Residents	Coordinator	Changing Breeds
Klaivesmithing	Notification	Changing Breeds
Other Supernatural to NPC Wraith	Notification	Wraith
Vampires Becoming Human	Notification	Council
Vampires Changing Clans (not including Apostates)	Notification	Council

## Blood Magic

Player Characters may teach their In-Clan Blood Magic without restriction. Non-Player Characters may only teach Blood Magic with the approval of the appropriate Coordinator. Learning Out of Clan Blood Magic Requires a year of training. Mechanics, such as rituals, which reduce this time require notification of the appropriate Coordinator.

Magic which is associated with a Clan but they do not have it as a specific In-Clan Discipline, i.e. Setite Sorcery, must be taught by a character of the appropriate Clan who has learned the desired magic.

Individual Path of Blood Magic may be restricted by Coordinators within their genre documents. If the document does not exist, obtain a list of approved paths from the Coordinator.

Paradigm	Associated Coordinator
Abyss Mysticism	Vampire / Sabbat / Lasombra
Akhu	Vampire / Independent / Followers of Set
Al-Aziz	Vampire / Sabbat / Assamite
Anarch Blood Magic	Vampire / Anarch
Bacaban	Vampire / Sabbat / Gangrel
Black Hand Aljusuri Rituals	Vampire / Tel'Mah'Ra
Black Hand Magi Dur-An-Ki	Vampire / Tel'Mah'Ra
Dark Thaumaturgy	Wraith / Demon
Dur-an-Ki / Sihr	Vampire / Camarilla / Assamite
Gangrel: Rune-Wise	Vampire / Camarilla / Gangrel
Heremitic Thaumaturgy	Vampire / Camarilla / Tremere
Inconnu Thaumaturgy	Vampire/Inconnu
Koldunism	Vampire / Sabbat / Tzimisce
Nahuallotl	Vampire / Independent / Followers of Set
Sabbat Inquisition Thaumaturgy	Vampire / Sabbat
Sadhanna	Vampire / Independent / Ravnos
Sielanic Thaumaturgy	Vampire / Sabbat / Tremere
Voudon Necromancy	Vampire / Independent / Followers of Set
Wanga	Vampire / Independent / Followers of Set
Western Necromancy	Vampire / Independent / Giovanni

## Infernalism

Item	Approval Required	Associated Coordinator
Characters with Pacts to Multiple Demons	Coordinator	Wraith / Demon

Diabolism	Coordinator	Wraith / Demon
Nephandi	Notification	Mage / Demon / Nephandi
Non-Garou Walking the Spiral	Notification	Changing Breeds / Wyrms
Removing, Escaping or Undoing Infernal Pacts	Coordinator	Wraith / Demon
Greater Akuma	Coordinator	Vampire / Kuei-Jin / Demon
Lesser Akuma	Notification	Vampire / Kuei-Jin / Demon
Use of the Infernal Power Forsaken	Vote	Wraith / Demon
Infernal Merit: Unbound Diabolist	Notification	Wraith / Demon