

The Experience system will conform to the following guidelines:

- 1) Attendance 1 point
- 2) Garb for the Vampires battlegame 1 point (i.e. fake blood, fangs or gothic garb)
- 3) Role-play 1-2 points (Regent/Champion/GMR may award role-play bonus to outstanding performance or sportsmanship)
- 4) Bringing other people who have never played or have not played in 6 weeks to Amtgard for the battlegame 1 point per person.
- 5) Unused experience carries over to the next game until used.

The Amtgard Rules of Play (ROP) 7.7. are used for all rules clarifications unless otherwise stated in this text.

THE VAMPIRE CLAN BLOODLINES

Clan Assamite

History: The Assamites are one of the thirteen vampire clans of the Classic World of Darkness. Based in their hidden fortress Alamut in the Middle East, they are traditionally seen by Western Kindred as dangerous assassins and diablerists, but in truth they are guardians, warriors and scholars who seek to distance themselves from the Jihad. Throughout their history, they have remained self-sufficient and independent clan.

Disciplines: Celerity, Obfuscate, and Quietus (May exchange Obfuscate for Thaumaturgy)

Clan Brujah

History: The Brujah are one of the fifteen clans of Kindred in Vampire: The Masquerade. Quick to anger and always passionate in the Modern Nights, they have been regaining their position as a clan of lofty philosophers and activists and are often pointed to as a clan of unruly rebels and roughnecks that should not be messed with.

Disciplines: Celerity, Potence, and Presence.

Clan Followers of Set

History: The Followers of Set (or Setites) are a clan of vampires who believe their founder was the Egyptian god Set. Orthodox Setite belief dictates that Set will one day return to rule or consume the world, and devout Setites prepare the way for his resurrection. To this end, the clan remains independent of the Sects of other Kindred, and practice with great skill the arts of corruption, deceit and ancient sorcery. They refer to themselves as the Mesu Bedshet, the "Children of Rebellion".

Disciplines: Obfuscate, Presence, and Serpentinis. (May exchange Obfuscate for Thaumaturgy)

Clan Gangrel

History: The Gangrel are a clan of nomads who hold closer ties to the wild places than most of their city-bound cousins, they are also closer to the animal aspect of the Beast, and are masters of the Protean Discipline. They were one of the seven founding clans of the Camarilla, but became disillusioned with the sect in the Final Nights, its elders eventually deciding to sever its ties and become an independent clan.

Discipline: Animalism, Fortitude, and Protean.

Clan Giovanni

History: The usurpers of clan Cappadocian and the youngest clan of Caine, the Giovanni are both a clan and a family. They Embrace exclusively within their family (one of many things key points within the family), and are heavily focused on two goals: money and (necromantic) power.

Disciplines: Potence, Dominate, and Necromancy.

Clan Lasombra

History: The leaders of the Sabbat, clan Lasombra are social Darwinists, predators, elegant and inhuman. Firm believers in the worthy ruling and the unworthy serving, the Lasombra have maintained their traditions even as they have turned the Sabbat to their own purposes.

Disciplines: Obtenebration, Dominate, and Potence.

Clan Malkavian

History: The Malkavians are a clan of Kindred cursed with insanity. Every Malkavian is in some fashion insane; in game terms, they have at least one derangement they can never remove. They are one of the original seven clans of the Camarilla and, strangely enough, a pillar of the organization. Throughout history, the Malkavians have been the seers and oracles of the Kindred, bound by strange compulsions and insight.

Disciplines: Auspex, Obfuscate, Dementation.

Clan Nosferatu

History: The most visibly cursed of all Kindred, the Embrace warps each Nosferatu into a hideously deformed creature; the archetypal Nosferatu resembles Max Shreck's Count Orlok, though the curse has any number of variations. The Nosferatu are the spymasters of the dead, collecting information and selling it for a dear price. They are also the masters of the underground, living in the sewers for protection.

Disciplines: Animalism, Obfuscate, and Potence.

Clan Ravnos

History: The Ravnos are one of the fifteen clans of Kindred in Vampire: The Masquerade. Known for being wandering vagabonds and hucksters, the Ravnos are charlatans who gleefully practice their arts of deception and theft. Nobody in the west understood the Ravnos, and now in the Final Nights, it's too late to do so. Misunderstood as a clan of gypsies and tricksters, the western Ravnos are a minor and heretical branch of the undead lords of India. Gifted with the power to manipulate maya, the Ravnos saw themselves as tempters and avengers, replacing the fallen Kuei-Jin in the scheme of the universe. All that is irrelevant now, however, as Zaphatasura rose from his slumber in the Week of Nightmares and in his own death throes, wiped out nearly all of his clan.

Disciplines: Animalism, Fortitude, and Chimerstry

Clan Toreador

History: the Toreador are some of the most beautiful and glamorous of the Kindred. Famous (and infamous) as a clan of artists and innovators they are one of the bastions of the Camarilla, as their very survival depends on the facades of civility and grace on which the sect prides itself.

Disciplines: Auspex, Celerity, and Presence.

Clan Tremere

History: Clan Tremere is one of the youngest vampire clans, having just come into existence during the dark ages. In the little time since then they have made incredible inroads within vampiric society and are arguably the most powerful clan in the modern nights. This is due in no small part to their strict hierarchy, secretive nature, and mastery of Thaumaturgy, all of which elicit suspicion, fear, and respect from other Cainites. The Warlocks stand as a pillar of the Camarilla and are one of its main defenders, despite the fact that they exist almost as a subsect. Some even go so far as to consider themselves the evolution of vampirism, citing their extreme versatility of blood magic and lack of a true clan curse. The Final Nights have many things in store for the Tremere, however, and the more powerful they grow the more their enemies gather.

Disciplines: Auspex, Dominate, and Thaumaturgy.

Clan: Tzimisce

History: The Tzimisce are one of the clans of Kindred in Vampire: The Masquerade. If one were to describe a Tzimisce as inhuman and sadistic, it would probably commend them for your perspicacity, and then demonstrate that their mortal definition of sadism was laughably inadequate. The Tzimisce have left the human condition behind gladly, and now focus on transcending the limitations of the vampiric state. At a casual glance or a brief conversation a Tzimisce appears to be one of the more pleasant vampires. Polite, intelligent and inquisitive they seem a stark contrast to the howling Sabbat mobs or even the apparently more humane Brujah or Nosferatu. However on closer inspection it becomes clear that this is simply a mask hiding something alien and monstrous.

Disciplines: Vicissitude, Animalism, and Auspex (May exchange Animalism for non-casting Thaumaturgy.)

Clan: Ventrue

History: The Ventrue is one of the fifteen clans of Kindred in Vampire: The Masquerade. The Ventrue has long been one of the proudest lines of vampires. Its members work hard to maintain a reputation for honor, genteel behavior, and leadership. A sense of noblesse oblige has long pervaded the clan, accompanied by the genuine belief that the Ventrue know what's best for everyone. They not only consider themselves the oldest clan, but see themselves as the enforcers of tradition and the rightful leaders of Kindred society.

Disciplines: Dominate, Fortitude, Presence (Presence may be exchanged for Animalism)

GAME PLAY & TERMINOLOGY

Each week of play will have a different scenarios; however, basic game play is three fold.
Clan vs Clan vs non-vampires

At the start of **EVERY** Vampires battlegame scenario, the players will start with one (1) point in a bloodline discipline of their choosing, and may spend whatever experience they wish to expend.

Each player will begin play with only three (3) blood points. **EACH** time a discipline of any kind is used, a player must remove a point from his or her Bloodpool total. A Bloodpool point maybe looted from a dead player, but only one point per death of that player (this includes monsters and other vampires).

BLOODPOOL

The Bloodpool is represented by strips of non-class colored cloth strips handed out at the start of the game (i.e. not green, light blue, red, etc.). These strips of **MUST be worn on the belt or arms and be CLEARLY visible** (unless otherwise noted by the discipline).

Before an ability can be used, a bloodpoint must be available for use. As long as the cloth strip is held in a **FREE*** hand and the incantation is not fully uttered the blood point is not expended. (*nothing else but the cloth in that hand)

EXPERIANCE

Players may use experience to purchase other disciplines within their selected Clan at the rate of 1 per present level (so 2nd level takes only 1 experience but 3rd level abilities take 2)

CORPSE LOOTING

One blood point (except for blood thief merit) may be looted from any one corpse. Anyone may loot a corpse that has yet to be looted that death. Looting is possible at the spot of death and during any movement of the corpse until either that dead player arrives at nirvana or has been looted once for that death. Looting may never be a physical process, simply state "I loot thy corpse" x5 within five feet of the body. (the corpse may not attempt to run out of range of this cast, the stated distance is to avoid physical contact)

Note: your corpse can be summoned from nirvana to be looted up until you time out to resurrect

DISCIPLINE USE AND GAME PLAY

ANY disciple that counts as per ANY casting class enchantment will be treated the same as the casting class enchantment itself.

Note: The exception to this rule is that disciples that act as class enchantments do NOT count toward enchantments carried.

Players must carry their own Character sheet throughout the battlegame. It is treated as a spell sheet for a casting class in Rules of play 7.7. (So if you play an Amtgard casting class, you are required 2 sheet during play)

Unless otherwise stated the following bloodline abilities act as the same as abilities and/or spells listed in the Amtgard Rules of Play 7.7. Some functions of the abilities/spells may have been changed but will be detailed in the CLAN DISCIPLINES section below. Bloodline abilities DO NOT count toward enchantments limit as stated in the ROP 7.7., so it could be possible for a person to have several of the abilities listed below active at any one time.

All Damage from any Discipline ability stacks with any other damage causing ability.

For example: Warrior improve, Blade sharp, and Potence would stack; however, magical armor from any Discipline does NOT unless clearly stated in the discipline description.

(i.e. Using Fortitude level 3 with Bless would not stack; however, Serpentis level 3 with 1 point of stone skin would stack)

Players may NEVER threaten with abilities they do not have as in the ROP V7.7.

CLAN DISCIPLINES (POWERS)

Animalism:

Level 1 Visit as per Bard spell.

Level 2 Awe/Fear as per Healer spell.

Level 3 Berserk as per Bard spell WITH the exception that it has a maximum range of 20 ft.

Auspex:

Level 1 Truth as per Bard spell

Level 2 Tracking as per Scout Class ability

Level 3 Flight as per Wizard spell.

Celerity:

Level 1 Bless as per Healer spell

Level 2 Blade sharp as per Wizard spell

Level 3 Teleport self only (no line of sight required; however, base rules apply)

Chimerstry:

Level 1 Lost as per Healer spell

Level 2 Camouflage as per Scout ability

Level 3 Finger of Death as per Wizard spell.

Dementation:

Level 1 Confusion as per Druid spell

Level 2 Feeble mind as per Druid spell

Level 3 Yield as per Healer spell.

Dominate:

Level 1 Charm as per Bard spell

Level 2 Feeble Mind as per Druid spell

Level 3 Yield As per Healer spell.

Fortitude:

Level 1 One point Natural armor (will stack with other forms of natural armor used/worn)

Level 2 Two points Natural armor (will stack with other forms of natural armor used/worn)

Level 3 One point stone skin as per Druid spell (will NOT stack with other forms of natural armor [will stack with other uses of stone skin per ROP 7.7.])

Necromancy:

Level 1 Speak with Dead as per Healer spell

Level 2 Reanimate as per Wizard spell

Level 3 Resurrect as per Healer spell.

Obfuscate:

Level 1 Commune as per Druid ability

Level 2 Pass without Trace as per Druid ability

Level 3 Sanctuary as per Monk ability.

Obtenebration:

Level 1 Camouflage as per Scout ability

Level 2 Wall of force as per Wizard spell

Level 3 Berserk as per Barbarian ability (except, may continue to use one shield).

Potence:

Level 1 +1 damage to any weapon.

Level 2 +2 damage to melee weapons (Weapons are considered red and must be announced during combat or when asked by opposition)

Level 3 +3 Damage to any melee or thrown weapon. These weapons are now all considered Magic by Trait (All weapons are red with the exception of bows/arrows)

*Note: Players must declare loud enough to be heard 50ft away that this Discipline is active and tie onto their hand or wrist correct colored strip

Presence:

Level 1 Charm as per Bard spell

Level 2 Awe/Fear as per Healer spells (may use either and it will function the same)

Level 3 Legend as per Bard spell

Protean:

Level 1 No melee weapon restriction on class

Level 2 Circle of Protection as per Wizard spell

Level 3 Flight as per Wizard spell.

Quietus:

Level 1 Mute as per Healer spell

Level 2 Poison as per Assassin ability

Level 3 Imbue weapon as per Wizard spell.

Serpentis:

Level 1 Hold person as per Wizard spell

Level 2 Poison as per Assassin ability

Level 3 One point Stone skin as per Druid spell. (will stack with other uses of stone skin per ROP 7.7.)

Thaumaturgy

- [for spell casting class]:

Level 1 One extra point of same class magic (see chart)

Level 2 Two extra points of same class magic (see chart).

Level 3 Three extra points of same class magic (see chart).

	Magic level 1	Magic level 2	Magic level 3
Thaumaturgy Level 1	1	0	0
Thaumaturgy Level 2	2	2	0
Thaumaturgy Level 3	3	3	3

(NOTE: Thaumaturgy counts as magic and can be dispelled, and the enchantments gained count toward total carried)

Thaumaturgy

- [for non-casting classes]:

Level 1 Release per Healer spell

Level 2 Dispel magic as per Wizard spell

Level 3 Extension & Dispel Magic as per Wizard spells

Vicissitude:

Level 1 Heal as per Healer

Level 2 Reanimate as per Wizard spell

Level 3 May elect to use Fight after death, Barbarian class ability

*All Disciplines that are based as per any casting class (to include enchantments) can be dispelled

MERIT / BACKGROUNDS

Merit

You may select only one of the following seven merits.
Once chosen, a Merit cannot be changed for the rest of the Reign (6 months).
So choose wisely.

Magic Resistance:

May take Protection from Magic on the first life of the weekly battle game.
(Must start game with this preset and may not use any other enchantments that life)

Giant:

May take 1 point Natural Armor that will stack with other Natural Armor 1 time per weekly game.

Unknown Sire:

Player is not considered to have a Clan and may choose any 3 Disciplines however the experience cost is one experience point higher for any Discipline past 1st level.

Generations:

Player has 4 Blood points instead of 3 per game; however, this may be taken from the player should another Vampire loot his last point upon shattering them.

Allies:

Sacrifice two lives to play as a 3rd level Wizard or 3rd level Werewolf.
(Note: You will NOT have Disciplines during these lives.)

9 Lives:

You can cheat one death per game. After the death is taken declare to the Reeve and return to your base and Shout loudly "By the skin of my teeth!"(50ft) you may re-enter combat, because the last death didn't count.

Blood Thief:

Any blood looted by you gives 1/2 of another blood point to your pool
(i.e. looting 2 Vampires gives 3 blood points [1.5 per loot]).