

5/4/2010

*Chicago:
Red Moon Rising*



C:NMR

HOUSE RULES

Things Laws of the Wyld got Wrong | C:NMR Staff

ABILITIES AND SKILLS

The dots on your sheets should be a fairly reasonable representation of your characters actual abilities. If your character does not have any dots in a particular ability, you will still be able to attempt to accomplish the task that would normally require them, but this will put you at a distinct disadvantage to a character that actually has dots in the appropriate ability.

Also, if you attempt a feat without the appropriate skill or ability and fail, you will not be able to attempt that same feat again for the remainder of the scene.

This is not meant to penalize anyone, more to allow all characters a chance to shine in the areas that they excel.

Once per session, you may spend a temp willpower trait to refresh your abilities... this must be done at a time of rest.

BOUND OBJECTS:

The total number of objects you may have bound to you is equal to twice your permanent gnosis rating. Fetishes, objects, clothing all fall into this category.

Talens do not fall into the above count, but they as well are based off your permanent gnosis rating. The total number of talens you may have bound to you is equal to twice your permanent gnosis rating.

Spiritual objects that may be used to store talens, i.e. rite of the shopping cart and similar rites or objects, can store up to their gnosis rating in talens, at a rate of 2 talens per 1 gnosis... If there is no known gnosis rating of an object, it will be twice the level of the rite or gift used to create it.

COMBAT

The maximum amount of damage from any single attack is equal to your rank's temper cap...

5 for cliath
6 for fostern
7 for adren
8 for athro
10 for elder

The exception to this would be a gift or ability in which you sacrifice an action to do more damage on your next action, like coupe de grace. Then you may exceed these numbers for that single attack. Also, any gift or ability that doubles or modifies the amount of damage of an attack affects the base damage of the attack before any other gifts or things are added.

CRAFTS

All items will have 3 stats when they are created:

Structure, Embellishment, Bonuses

These will have values up to your level of crafts, each level in each category taking one week to finish. Thus a 3 structure, 2 embellishment, 3 bonuses would take 8 weeks to complete.

You may never create something of a higher level in any category then your crafts skill.

The Categories: (a sword will be used as an example, but the rules pertain to all objects created)

Structure - This is the physical representation of the sword being created. A structure 1 sword would be something like a poorly made flea market sword. it is functional but that is about it. A structure of 5 would be one of the greatest works in existence, something a Japanese sword master would be proud to place his name on.

Embellishments - This is the amount of finery added to the sword, either through engraving, glyphs, inlays, ect... besides making the sword prettier, these levels will come in handy when attempting to fetish the sword.

Bonuses - These are used to remove neg traits, add bonus traits, rank proof, hi cal, or add other nifty stuff to the sword. You may not have more bonus levels the structure levels; the sword structure would not physically support them. You may not have more than 3 of these levels in any one category. Thus you could have a sword with 5 bonuses - remove 2 neg traits, rank proof, does agg, and 1 bonus trait. You could not have a sword with 5 bonuses that did agg and 4 extra levels of damage.

List of things I can think of that can be added...

Rank Proof

Silver

Add traits

Remove Negative Trait

Hi Cal

Aggravated Damage

Damage Levels

...

I am sure you will come up with more, and am not against adding good suggestions... as for existing items, we will be evaluating all of the items in game to makes sure they are not game breaking, but most should get the stamp of approval... once we get an actual stamp that is

Time...

As stated earlier, each level takes on week to complete. a 5,5,5 swords would take 15 weeks or just under 4 months to create. i would however be one of the greatest swords ever made...

You may also only work on one item at a time, based off of your crafts level. Someone with crafts 1 could work on 1 crafts 1 sword, someone with crafts 5 could work on 1 crafts 5 sword or 5 crafts 1 sword.

Fetishes:

All fetishes must have a minimum structure 3, thus you MUST possess at least Crafts 3 to make fetishes. The structure also must equal or exceed the power level of the fetish.

This is where Embellishments come in...

Embellishment levels have 3 uses -

- 1) they can be used as a "shiny" retest when trying to negotiate with the Spirit and create the fetish. These can be rebid until they are used up.
- 2) Embellishment levels may also be used to lower the spirits willpower on a 1 for 1 basis. Thus making your challenge to get the spirit in the sword easier
- 3) they may also be used to raise an object to a higher structure level then 5, but only if you have Crafts 5. Thus to make a grand Klaive with a power level of 8, you could spend 3 levels of embellishment on a crafts 5 sword.

EXPIERIENCE POINTS:

C:NMR will be awarding 2XP for attendance , 1 for RP, and 1 XP for costuming per game, totaling up to 8XP a month should you attend both games. If you show up but do not interact as your pc and just sit on the couch ooc all evening, you will not be receiving XP for that evening. This should not be an issue for any of our player base, but needs to be mentioned.

For those of you who have kin and garou you wish to play, we strongly suggest playing just one for each game unless there is a specific need to switch characters... your XP for the night will be given to the PC that you have signed into game as.

For out of town players who are usually only available on the boards, a consistent and active presence on the forums will grant you up to 4 XP per month.

Travel to other games and such will also gain you XP should you be short of the max for the month. A stamped card or email from the staff of the game you are attending will be required to gain XP from this.

FETISHES

A fetishes level will be determined when it is created by the HST. Your current rank plus 1 is the maximum level of a fetish you may use without risk of the fetish trying to break its bond, the spirit within wanting to find a more worthy Garou to wield it. Per the rules on binding, the maximum number of fetishes you may carry is equal to twice your permanent gnosis rating, minus any slots already filled by having clothing or other objects bound to you. Scarification and other such bound spirits count as fetishes in the number of bound objects you may carry.

See Crafts for creating Fetishes.

GIFTS

The gifts garou have access to are the result of ancient pacts with the spirits, as such, out of Tribe, Breed or Auspice gifts are very uncommon. To reflect this, unless given to you by a Totem, you may not possess a basic out of Tribe, Breed or Auspice gift until you are of Adren or higher rank, and may not possess an intermediate out of Tribe, Breed, or Auspice gift until you reach the rank of Elder.

Dark Ages and Wild West gifts are not allowed in Chicago New Moon Rising unless they have been listed as recovered in a Tribal Packet.

AUSPICE GIFTS

AHROUN GIFTS

CLENCHED JAW: The Willpower traits referred to in the Gift's write-up are current total Temporary Willpower traits.

KISS OF HELIOS: This Gift halves the damage dealt by balefire (rounded up), but does not prevent balefire-related mutations.

SHATTER BONE: Victims with twisted arms or crushed legs are much easier prey. The Ahroun with this Gift can destroy bone with a single punch, regardless of the damage inflicted by the blow. Before striking an opponent, the Ahroun must spend a Willpower Trait and a Rage Trait. The Garou must then target a specific limb. Also, he must spend the Willpower and Rage even if the blow does not connect. The successful use of this Gift crushes whatever bone structure lies beneath the targeted flesh but causes no more actual damage than the normal attack. Broken arms and legs subsequently handicap an opponent in any combat. A fractured skull renders the victim unconscious. A broken spine causes paralysis. This damage is unsoakable but does not cause aggravated wounds..

Target	Simple	Effect
Skull	3 Tests	The player must Win all tests. If all tests are successful, target falls unconscious. The target takes 1 additional Lethal damage for each test won, max 3.
Limb	1 Test	The player must Win or Tie the test. If test is successful, target cannot use affected limb to attack; movement is halved if limb is a leg and character takes 1 additional Lethal damage.
Ribs	2 Tests	The player must Win or Tie all tests. If both tests are successful, target has a punctured Lung and takes the negative traits Decrepit x3. The target also takes 1 additional Lethal damage per test won, max 2.
Spine	3 Tests	(Must attack from rear) The player must Win or Tie all tests. If all tests are successful, the target becomes paralyzed. The target also takes 1 additional Lethal damage per test won, max 3.

All effects last until the levels of additional damage are healed.

SPIRIT OF THE FRAY: You can strike like lightning, preempting even the fastest opponents. This Gift is always in effect. You are considered to have 10 additional Traits for initial challenges, and can spend a Gnosis Trait for an additional 10 for a single challenge. Remember that Garou can't spend Rage and Gnosis in the same turn, so buying the initiative edge this way means that you can't spend Rage for extra actions..

GALLIARD GIFTS

BRIDGE WALKER: Only the Garou activating the Gift can travel along the bridge created by the Gift, unless the Galliard spends a temporary willpower point for every individual they wish to bring with them.

CALL OF THE WYLD: The positive effects of this Gift only apply to Gaian Garou .

PHILODOX GIFTS

SCENT OF THE TRUE FORM: The activator of this Gift must have personal experience or proper Lore to specifically identify a supernatural creature of a type not related to Garou (such as Fera, Vampire, Mage, etc.). Without that experience or Lore, the character will receive more general information (such as, changer of unknown type, undead of unknown type, supernatural human of unknown type, etc.).

RAGABASH GIFTS

BLUR OF THE MILKY EYE: The Challenge to overcome Blur is a contested Challenge, the observer's Mental vs. the hidden character's Social traits. The observer may retest with Investigation; the hidden character retests with Stealth. Changing form does not reveal a blurred individual unless they should affect the environment somehow while shifting.

MADNESS SEASON: To be more in line with the spirit of the gift and to bring the gift in line with others of a similar effect, the gift ends if the target is attacked.

TAKING THE FORGOTTEN: The character using this Gift must remove the object from the presence of the target without the target's knowledge. This Gift cannot be used when taking something out of someone's hand, take something someone is looking at directly, or take something someone is sitting on, for example. Additionally, if the Gift's user takes something from the victim and then turns around and uses it on them or in their presence in the same scene, the victim gets to make a Mental Challenge to remember who the item belongs to.

WHELP BODY: A victim of this Gift will be able to immediately identify who enacted the Gift. It is not an

invisible effect.

THEURGE GIFTS

COMMAND SPIRIT: Possessing the True Name of the Spirit will grant a two-trait bonus to this Gift's intrinsic Social Challenge.

EXORCISM: This Gift may not work on particularly powerful Possessed, such as Fomori, Kami, and Drones. It is recommended, however, that it be allowed to work on most creatures of these types if successfully employed. Exorcism does not work on creatures bound from birth, where the spirit and the being's normal soul are completely indistinguishable, such as Ferctoi Fomori.

MOTHER'S TOUCH: This Gift can prevent the death of a character if applied in the same turn as which the death-blow was inflicted. Gnosis must be spent, however, in amounts sufficient to heal the target individual up to Incapacitated or better, should the target be beyond Mortally Wounded. Using Mother's Touch to prevent death does not work on disintegrated or otherwise obliterated targets... there has to be a dying person to touch.

NAME THE SPIRIT: You have learned the Umbral ways and can sense the type and general power of nearby spirits. Spend one Willpower and make a Mental Challenge. If successful, you learn the type and approximate Rage, Gnosis and Willpower of a particular spirit within 50 feet (on either side of the Gauntlet). Further expenditure does not grant more knowledge; you learn enough to get started on research or have a general idea what you're encountering

SIGHT FROM BEYOND: If a Theurge player requests a Sight from Beyond chop, the ST or Narrator running the chop should give the following... win: a useful vision; tie: it is unclear if this was a vision or a dream, may be pertinent or not; lose: may be a dream or a nightmare. It will only be apparent to the theurge if the gift produced a actual vision on a win

SPIRIT DRAIN: This Gift works on line-of-sight. The identity of the Gift's user will be obvious to the affected spirit. The effect is not invisible to them.

WEB WALK: As per the Galliard gift Bridge Walker, transporting you to anywhere the weaver's web connects. Additional people may be taken with for the expense of one willpower per person

TRIBAL GIFTS

BLACK FURY GIFTS

COUP DE GRACE: This Gift requires an action to activate prior to making the attack.

VISCERAL AGONY: Characters utilizing the Gift Resist Pain will suffer normal, single wound penalties while under the effects of this Gift, as per the inference in the Gift's write up.

WASP TALONS: The "one full turn" required to regenerate claws once fired is a normal regeneration turn, meaning it must be done outside of combat unless using Combat Healing. This Gift removes any other claw-enhancing Gifts from the claws being fired off, as per the Gift's description.

BONE GNAWER GIFTS

ATTUNEMENT: This Gift will give the general size, population, and location of supernatural enclaves, but it will not give precise locations or detailed description or identification of members. It will still, of course, allow for two questions with more precise answers. For example, a character may use Attunement to find out what types of supernatural creatures have enclaves in the city and their general size, and then may ask a more specific question such as "Where is the Vampires' main meeting place?"

RESIST TOXIN: This Gift does not allow the user to ignore the effects of the Get of Fenris Intermediate Gift Venom Blood or similar abilities above the level of a Basic Gift, unless stated in that Gift's write up or clarification.

SURVIVOR: This Gift will negate the effects of the Get of Fenris Gift Venom Blood and similar Gifts and abilities below Advanced level unless otherwise noted in that Gift's write up or clarification.

TAGALONG: This Gift last for one day, and therefore can only be used once per game session without penalty. If used twice in one session, the Gift's user risks acquiring Spirit Notoriety just as if the Garou had abandoned its Pack. This Gift confers temporary Totem Benefits and Pack Tactics only (e.g. A Garou tagging along with a Fenris Pack only gains the "permanent" Physical Trait for the day; a Garou tagging along with a Pack whose Totem teaches a Gift may not learn that Gift).

CHILDREN OF GAIA GIFTS

CALM: This Gift will bring Garou out of Frenzy only if it completely removes the target's Rage.

HALO OF THE SUN: This Gift negates the effects of the Uktena Gift Shroud within its radius, but does not cancel the Gift. If the Garou using this Gift moves out of the shrouded area, Shroud continues as normal. This Gift will burn off the shrouding effects of Obtenebration.

MOTHER'S TOUCH: This Gift can prevent the death of a character if applied in the same turn as which the death-blow was inflicted. Gnosis must be spent, however, in amounts sufficient to heal the target individual up to Incapacitated or better, should the target be beyond Mortally Wounded. Using Mother's Touch to prevent death does not work on disintegrated or otherwise obliterated targets... there has to be a dying person to touch.

UNICORN'S GRACE: You may spend as many Rage per turn as you have levels of the Empathy Ability, not Social Traits. This ruling is consistent with the Players Guide and the Gift's description in the Child of Gaia Tribebook, and overrides the latter's MET conversion. The Gift does not work in Crinos

FIANNA GIFTS

BALOR'S GAZE: This Gift ignores the effects of the Gift Resist Pain.

FAERIE KIN: The Fianna cannot, under any circumstances, attempt to call a specific Fae in this manner.

PERSUASION: This Gift works under the mechanic given in the book. In addition, the user may use it for a Social retest against non-supernatural creatures.

RESHAPE OBJECT: Permanent Weapons made with this Gift will only retain their ability to do aggravate Damage if a permanent gnosis is spent.

RESIST TOXIN: This Gift does not allow the user to ignore the effects of the Get of Fenris Intermediate Gift Venom Blood or similar abilities above the level of a Basic Gift, unless stated in that Gift's write up or clarification.

GET OF FENRIS GIFTS

FENRIS' BITE: This Gift requires an action to activate prior to making the attack.

GLASS WALKER GIFTS

ATTUNEMENT: This Gift will give the general size, population, and location of supernatural enclaves, but it will not give precise locations or detailed description or identification of members. It will still, of course, allow for two questions with more precise answers. For example, a character may use Attunement to find out what types of supernatural creatures have enclaves in the city and their general size, and then may ask a more specific question such as "Where is the Vampires' main meeting place?" .

DOPPELGANGER: This Gift does not include clothes, fetishes, etc.

WEBWALK: As per the Galliard gift Bridge Walker, allows travel to anywhere the weavers web connects. Other may be taken with for the expenditure of one temp willpower per person

SHADOW LORD GIFTS

OPEN WOUNDS: The target must be bleeding for this gift to function.

SEIZING THE EDGE: Traits granted by this Gift may be used for only one type of Challenge per turn (Physical, Social, or Mental), though they apply to all such applicable Challenges for that turn.

SILENT STRIDER GIFTS

ADAPTATION: This Gift does not render immunity to disease-causing or poisoning Gifts of equal or higher level, although it may be used as a single retest against such Gifts.

ATTUNEMENT: This Gift will give the general size, population, and location of supernatural enclaves, but it will not give precise locations or detailed description or identification of members. It will still, of course, allow for two questions with more precise answers. For example, a character may use Attunement to find out what types of supernatural creatures have enclaves in the city and their general size, and then may ask a more specific question such as "Where is the Vampires' main meeting place?" .

SPEED BEYOND THOUGHT: This Gift does not stack with other Silent Strider speed gifts that increase the speed of "normal" movement. Normal movement is the character's un-enhanced speed.

SPEED OF THOUGHT: This Gift doubles all normal movement rates for the scene, not just "running". It will allow twice the number of steps during combat. This Gift does not stack with other Silent Strider speed gifts that increase the speed of "normal" movement. Normal movement is the character's un-enhanced speed.

SILVER FANG GIFTS

WRATH OF GAIA: You display the full terrible glory that is your birthright as one of Gaia's chosen warriors. You can cow minions of the Wyrms into helpless flight. Spend one Gnosis and make a Social Challenge (retest with Intimidation) against the opponent with the highest socials. If you are successful, all Wyrms-minions within line of sight must make a static Willpower Challenge vs your current willpower to remain, then make a second Willpower Challenge to attack you. Wrath of Gaia remains manifest for the rest of the scene.

UKTENA GIFTS

CALL ELEMENTAL: This Gift calls a standard elemental Juggling, as listed in Laws of the Wild.

SENSE MAGIC: In order to discern a specific type of magic, the Uktena must have the relevant Lore or have experienced the specific type of magic before.

INFLUENCE

To allow for the Glass Walker Tribal advantage to be worth anything, the following are now the XP costs for gaining Influences: 1 point for Glasswalkers, 2 points for other Homids, 4 points for Lupus and roleplay. Metis costs are determined on a case by case basis, but will be 2-4 points. If you are a Glass Walker and any other breed then homid, the tribal advantage will lower your cost to that of a normal homid, 2.

MARTIAL ARTS

Basic Martial Arts that do not have an official OWBN or WW write up will be handled as follows:

Your martial arts abilities can be used as retests for melee, brawl, and or dodge depending on the art form used...

Examples:

Akido – Brawl or dodge retest

Escrima – Brawl, dodge, or Melee retest

Jujitsu – Brawl or dodoge retest

Gun Kata – Melee or dodge retest

Kendo – Melee or dodge retest

Additionally, a point of the ability may be spent for a single extra action. This expenditure may only be used once per round.

KLAVISCAR:

The ability of Klaviscar allows the swordsman to pick up several key maneuvers. When using Klaviscar, the swordsman uses their Klaviscar ability, not melee. AS such, they have the option of declaring the maneuvers to the ST before attack. If just using a Klaive and melee, they may default their melee score, or their Klaviscar score – whichever is preferred. Each dot in Klaviscar allows the player to select ONE maneuver from the two listed. The other may be purchased based on ST prerogative.

Level One

Parry – The duelist declares he is PARRYING his opponent’s attack. The challenge is carried out normally with all retests and trait comparisons, but the duelist must use Klaviscar to retest instead of melee. A successful Parry allows for the duelist to either declare RIPOSTE (see Level Two) or grants the duelist a +2 on their initiative for the following round. If the duelist does not have the ability Riposte, he may not declare it.

Bind – Upon a successful attack, the swordsman may opt to BIND their opponent. First, a simple challenge versus their target’s strength is done. If the challenge is successful, the opponent may not take any actions with their klaive that round – regardless of rage spent. The opponent may opt to let go of his or her klaive and take actions otherwise. The Duelist’s Klaive is likewise bound.

Level Two

Feint – The duelist engages in a contested mental challenge. The opponent may retest with Klaviscar, Melee, or Awareness. If the duelist is successful, the opponent may not dodge or retest against the duelist’s attack. This represents the duelist moving in one direction, the opponent checking to see if he notices the FEINT and the subsequent reaction of the duelist.

Riposte – This maneuver requires either a PARRY (see Level Two: Defensive) or an attack by the opponent. The duelist declares RIPOSTE after the above scenario and gains an immediate follow up action. All standard rules of physical combat apply. This is akin to “Two gun mojo” or “Ambidextrous”

Level Three

Blind – The duelist declares during his attack phase that he is trying to **BLIND** his opponent. This is a called shot, and the difficulty thus increases. The duelist carries out the challenge as normal with the increased difficulty. If successful, the opponent is down two traits to attack, dodge and parry as a result of the blood blinding him. This effect lasts until the opponent heals the wound, or otherwise stops the bleeding.

Disarm – In this maneuver, the duelist is attempting to wrest the opponent's Klaive out of his hand. The duelist declares the **DISARM**, and a straight strength challenge ensues. Because the duelist is adept at twisting his blade to disarm, he receives an added bonus of three to use to compare traits. Success has the blade twisted out of the opponent's hand, landing far enough away to take an action to retrieve. If the duelist fails, he makes a simple test to see if **HE** loses **HIS** Klaive. If so, the same rules apply; it will take one action to retrieve the Klaive.

Level Four

Fleche' – The duelist using this attack is committing to an all out attack. As such, they may not dodge their opponent's attack, but may try and Parry. The swordsman enacts a standard physical challenge with his Klaive, declaring **FLECHE'**. Upon a successful attack, the swordsman engages in a simple challenge. Success means his attack has done an additional level of damage, but has left him vulnerable to a back attack. This vulnerability can only be avoided if he goes first in the rage round and his opponent does not have an action after this maneuver.

Prise D'argent – Upon a successful **BIND** or **REPOSTE** action, the swordsman may opt to "press the silver," using the opponent's blade to guide his attack. Make a static challenge versus difficulty of 8. If successful (win or tie), the swordsman guides the blade down and may follow – up with a rage action. This attack may not be dodged / blocked by the opponent as the blade is already pressed against the opponent.

Level Five

Swinging Slash – "The duelist commits his whole effort into a single, massive swipe at his opponent, exposing himself, but hoping to do enough damage to make that irrelevant." The duelist engages in a normal challenge, declaring this maneuver. If his attack is successful, he makes another challenge that he must **WIN** (retest Klaviscar or luck). If this is successful, his attack may do double damage. In either case, the duelist is down four traits on all other actions this round, cumulative.

Silver Shield – This maneuver is a pure defensive one and must be declared at the start of the round. The duelist may opt to drop his silver shield to attack, but then loses the benefits of the shield until the duelist reinstates this maneuver, costing an action. When the silver shield is up, the attacker must first succeed in a standard challenge, and then win against two simple challenges. He may retest with melee or Klaviscar. Total failure requires a simple challenge. If the attacker loses this, he takes damage from the whirling blades.

MERITS AND FLAWS

AUSPICIOUS BIRTH : This merit will let the character who has it win a STATIC or DEFENSIVE challenge outright without a chop. This can be used once per session

RANK

Challenging for Rank...

There is a time factor as well as renown that must be fulfilled before one can challenge for rank. You must wait 2X the Rank you are challenging for in months before you may challenge.

Cliath to Fostern : 4 months
Fostern to Adren : 6 months
Adren to Athro : 8 months
Athro to Elder : 10 months

rites

The learning time for rites is as follows...

Minor - 2 a week
Basic - 1 week
Intermediate - 2 weeks
Advanced - 4 weeks

Rites are incredibly complex and intricate, and as such, you may only learn one rite at a time. The only exception to this would be if you have some sort of gift or merit that lets you work on multiple tasks simultaneously... (ie. the gift mind partition)

Teaching rites...

You may teach one rite at a time. This means if you are teaching an advanced rite, you will spend the entire month teaching it and can teach no other rites. The exception to this is if you have the skill "instruction" you may teach as many rites as you have in this skill instead of the normal one per week. So with 3 dots in instruction, you could be working on teaching 3 different rites at the same time.

Rite level and rituals:

You must have a level of ritual skill equal to or greater than the level of the rite you wish to learn or perform or teach.

Casting time:

Minor - 5 minutes

Basic - 10 minutes

Intermediate - 20 minutes

Advanced - 30 minutes

RITE OF RENUNCIATION - It changes auspice only, and to the current phase of the moon.

This rite ends your existence in the eyes of the spirits and the garou nation. You still maintain memories of your former life, but they do not feel as if they are your own, more in the way a past life's memories would feel. Any acting or speaking in accord with the garou who used to be dishonors the rite and will carry hefty renown losses.

OOO info - how it affects your sheet

All back grounds will be lost. Out of auspice gifts, pick two that you can continue to use without penalty. Use of the others will over time get you notoriety from the spirit world for acting out of auspice. You have basically told Luna that she was wrong, never a good plan. Trying to still act in the manner of your old auspice will carry heavy penalties.

Other gifts, traits, and tempers do not get removed from your sheet, but until you reach the rank to use them, doing so will incur a renown hit and increasing issues with spirits the more you abuse things you should not have access to.

To be perfectly clear, this is NOT a solution for avoiding punishment for IC actions... when this rite is preformed, you basically have a new PC. Acting on old information or trying to take actions your old pc would have can be considered to fall under the "indigo montoya" rules and at the discretion of the HST can lead to punishment up to and including GNC...

TRAITS AND TEMPERS

The Rule of 2

TRAITS

ANY time you are allowed to spend traits to cause an effect like powering a gift, you may spend 2x your rank in traits. Thus a cliath may spend 2 traits, a fostern 4 traits, an adrien 6 traits, and athro 8 traits and an elder 10 traits.

TEMPERS

You may temporarily exceed the temper cap for your rank by 2 for a scene and suffer no penalties. For every level above that, you take a temporary point of taint of the appropriate category.

Rage/Wyrm
Will/Weaver
Gnosis/Wyld

If the levels of a temper exceed twice your rank cap, you begin to take aggravated damage and will continue to take 1 agg a round until this is remedied.

If your current rage is twice your current will, you will be asked to test for frenzy each round until that is no longer the case.

There is an exception to the above rules for Tempers if you gain the extra tempers via a gift that states there are no ill effects from gaining the extra traits.

You may spend up to 2 times your rank in rage per round for extra actions...

cubs 1
cliath 2
fostern 4
adren 6
athro 8
elder 10

Rage On: when you rage on, the health levels you receive are equal to your permanent rage or three, whichever is higher. This is not to exceed your normal healthy levels.