

Background

Hopefully, this will add some color and give people ideas for characters.

Houston History:

- 1850: Houston becomes large enough to support a kindred population. Vanessa Ricci declares herself Prince. Vanessa is Camarilla Brujah.
- 1851-1960: lots of Camarilla history, probably pointless considering the next entry.
- 1961: Houston fell to the Sabbat. This successful assault was spear-headed by a minor explosion at an oil refinery in Texas City, which destroyed a large number of the Houston kindred, particular heavily amongst the Nosferatu, Gangrel, and Brujah. Some fighting follows. Prince Ricci fled for Dallas several weeks later.
- 1962: Houston and surrounding population centers are fully under Sabbat control.
- 1965: Simon Bradford, a Brujah in Washington D.C., eyes Houston.
- 1970: Prince Ricci is assassinated in Kansas City.
- 1972: Prince Ricci's only surviving childer is assassinated in Atlanta, Georgia.
- 1974: Simon Bradford calls in markers.
- 1976: Simon Bradford begins an organized spy campaign against the Sabbat in Houston and the surrounding areas. Much talent is brought in for this campaign by Simon's markers.
- 1983: Simon has gathered together necessary political and military clout to try for the city.
- 1986: Simon's forces attack Houston. Most Sabbat were destroyed, some fled, even fewer remain behind as guerillas. Simon becomes Prince. Begins paying off favors promised to political and military supporters.
- 1987-2000: Houston suffers from guerilla attacks and the occasional external Sabbat attack. Mostly these taper off.
- 1999: the character's collective mentor is killed under mysterious circumstances.
- 2000, the Prince Simon grants the characters a portion of the dead mentor's old territory. He is happy with this action as it allows him to pay off a favor (presumable to the dead mentor) and keep territory out of the clutches of political opponents.

Important Note: the common mentor/patron and the shared territory were included in this game to establish a level of trust and cooperation and a common goal amongst the PCs. Your collective mentor was Jon Gilliard of Clan Brujah. Jon was originally based in San Antonio before he was offered a chance to fight in the 1986 invasion of Houston. In return, Jon was granted a modest bit of Houston territory, which he maintained until his death in late 1999. During that period he also remained involved in affairs in San Antonio.

Territory

The territory is a poor section of east central Houston. The locals are predominately black, some Hispanic, and a smattering of Vietnamese and whites. There are a few businesses. The westernmost portion of the territory is home to an infamous streetwalker strip. A fair number of transients take shelter in abandoned buildings.

The entire area suffers periodic "rolling brown outs" during the hottest parts of the summer. This is due to the failure of the city to upgrade the electrical grid for the area.

- Low-income housing
 - Single high rise built in late 1970's
 - 15 stories. 550 units. Each story has approximately 50 apartments.
 - The building is rectangle in shape. There are apartments on the outer long edges, each with two windows. Down the middle of the building lengthwise are two strips of apartments back to back. At either end of the building are stairs. Both halls have two elevators apiece.
 - Prominent features:
 - More than a few apartments are linked by man-sized holes that have been knocked in the walls.
 - 2 working elevators which only open on odd number floors.
 - Central air and heat. Both are in reasonable working order.
 - Security: newly established security contract with Vigilance, a security company owned by and exclusively employing members of the Nation of Islam.
- Office building
 - Built in 1930's
 - 8 stories
 - 2 inoperative elevators
 - No cooling, except where installed by renter. Some ceiling fans still operate.
 - Heating is via radiators.
 - Prominent features include: fire escapes, large rooms, high ceilings, structurally sound but in poor shape
 - Businesses:
 - Hair Stylist at ground level
 - Phone sex operation
 - Free legal aid clinic
 - Clothing sweat shop
 - others
- Tiblo's Taxi Company
 - 20 taxies
 - Mechanic's shop
 - Large parking area
 - Entire grounds is fenced in and topped with razor wire. Gate is remotely controlled from dispatchers office
- Brown Derby Liquor Store
 - Built like a pillbox. Still gets robbed a lot.
- Grocery Store
 - Mom and pop owned and ran. Also gets robbed a lot.
- Adhoc Club
 - Partially burned out, largish, warehouse style building.
 - Used as an adhoc dance club. DJs steal power from municipal lines.
 - Police occasionally bust up parties to keep the arrangement from becoming permanent.

- Miscellaneous drug dens
 - Various temporary drug havens (come and use, stay and sleep)
 - One hardcore crack den
- Odds and ends of several other abandoned buildings and strip centers.

New Rules		
1.	Armor	Each dot of Potence counters a -1 to dexterity, but only up to the first -3. After that I am rather blithely assuming that armor with a -4 or more penalty is rigid and/or confining to its wearer. And such armor would be destroyed by greater application of potence and possibly even damage the wearer. Picture a Potence 5 Brujah picking shards of full plate out of his body. So, any player willing to sacrifice his armor to avoid its penalties but retain its protection for some short period will find it "immediately" useless. I'm trying to avoid the munchkin factor.
2.	Throwing	<ul style="list-style-type: none"> • Base difficulty to hit: <ul style="list-style-type: none"> • Simple items are at 5. Examples are Frisbees, rocks, spears, and javelins. They "fly" well or are easily thrown. • Spinning items are at 6. Knives, axes, etc. They spin while flying, falling end over end. It takes some luck to hit the target with the lethal side/end. • Exotic items are at 7. Anything that "looks" hard to throw. Bolos, boomerangs, Xena's ring, etc... • How much can be thrown: each dot of Strength can handle 4lbs. If the object weights more than the strength allows, then it can't be thrown. • Maximum range: each dot of strength gets you 10 feet, 20 feet for something "aerodynamic" or really light (javelin, Frisbee, rock, etc...). • Range modifiers to difficulty to hit: <ul style="list-style-type: none"> • Short range, no penalty = maximum range divided by 10 • Medium range, -1 penalty = maximum range divided by 2 • Long range, -3 penalty = anything over medium range up to maximum range. • Damage: Strength + Potence + (base damage of weapon).
3.	Firearms	<ul style="list-style-type: none"> • Each dot of Potence counters a +1 recoil penalty. However, recoil continues to "stack". Thus, a gunmen with Potence 3, firing 3 round bursts (-1 recoil per) will find: <ul style="list-style-type: none"> • First burst: normally +1 recoil, but 0 penalty due to his Potence • Second burst: normally +2 recoil, but 0 penalty due to his Potence • Third burst: normally +3 recoil, but 0 penalty due to his Potence • Fourth burst: normally +4 recoil, but +1 penalty due to his Potence • Note: Recoil remains until an entire round passes without it being fired. • Shooting difficulty has changed: <ul style="list-style-type: none"> • Shotguns 5 • Rifles 6 (includes assault rifles and battle rifles) • Pistols 7 • Other firearms 7 (includes submachine guns, machine guns, auto shotguns, etc) • Base damage is now by projectile/caliber size: <ul style="list-style-type: none"> • Small 4 (i.e. .22) • Medium 6 (.32, .38, 9mm, 10mm) • Large 8 (.357, .44, .45, 12 gauge, and most military ammo) • Overall damage: Difficulty 5. Die pool is base damage + number of successes on "to hit" dice roll • 3 round burst gives a +1 penalty to hit and +2 dice to hit.

New Rules		
		<ul style="list-style-type: none"> • Full auto gives a +4 penalty to hit and +10 dice to hit.
4.	Obfuscate, Fighting and	<p>Obfuscate 2 allows the user to move about unseen and unheard. If the user does anything to attract notice, the power will fail. Obfuscate breaking actions and situations include:</p> <ul style="list-style-type: none"> • Making unnecessary noise. Phone conversations, dropping things, shooting a gun, etc... Of course, if no one is around to hear the noise, then these have no effect. • Attacking someone in an overt fashion. Shooting, hitting, Presence, Dominate, etc... <p>Attacking someone in a covert fashion works differently. The attacker must use a quiet attack: bows, thrown knives, silencers, some quiet Thaumaturgic attack, etc... The target and anyone else standing around will of course notice that they are being attacked at some point. These individuals may attempt to spot the attacker by making a WITS+ALERTNESS+AUSPEX roll, difficulty equal to the attacker's OBFUSCATE+STEALTH. 3+ successes are required to "spot" the attacker. The secondary skill "Search" may be substituted for ALERTNESS.</p> <p>The target and his friends may also use tactics designed to ferret out an "invisible" opponent at this point. The reasoning here is that they know someone is attacking, the Obfuscate power no longer has full hold of their minds, etc.</p> <p>Someone spots the Obfuscator. Let us say for argument's sake that the spotter (Auspex 4) spots the Obfuscator (Obfuscate 3). The spotter may point the obfuscator out by naming his description, location, actions, etc... The others may make a WITS+ALERTNESS+AUSPEX roll, difficulty equal to the attacker's OBFUSCATE+STEALTH. 3+ successes are required to "spot" the Obfuscator. Knowing who the obfuscator is will allow the others to make their WITS+ALERTNESS+AUSPEX roll at -2 difficulty. It really helps to know that the "invisible" guy is Andy the Nosferatu (assuming the PCs know what Andy looks like).</p> <p>Dramatic license: In an utterly dark situation Obfuscate functions differently. It no longer makes you unseen and unheard. Now it only makes you harder to hear. The Obfuscator gets a bonus to his WITS+STEALTH or DEX+STEALTH pool of his Obfuscate + 2 in dice. If the opposition beats that with a WITS+ALERTNESS+AUSPEX roll, then he gets an idea (poor to very accurate depending on # of successes) where his enemy is.</p>
5.	Disciplines, Learning New	<p>In order to learn a new discipline a player must have 10 XP to purchase the 1st level and find an instructor who already has the discipline at level 3 or greater. Instruction requires about a month, though it may be spread out over time. The lesson is complete when the instructor makes a successful MANIPULATION+INSTRUCTION roll (difficulty 7, one success) or the student spends a willpower point (temporary).</p>
6.	Disciplines, Learning Next Level of	<p>Standard cost to learn the next level (i.e. 6*level for Caitiff, 5*level for in clan, and 7*level for non-clan). Levels 2+ of a discipline do not require an instructor. Instead, the PC is required to spend about a month mastering the new power level. Up to three levels may be mastered at the same time, assuming they're within different disciplines.</p>
7.	Thamatury Rituals, Anti-Obfuscate	<p>Level 3 Ritual - Obfuscation Paranoia Relief</p> <p>Effect: cancels the effects of any obfuscate power for only a moment (i.e. a combat round). The area of effect is an entire room or if that is not applicable then within 30' feet of the ritual's center.</p>

New Rules

		<p>Ingredients: The snout of a werewolf, eyes of a kindred with at least an Auspex of 3, ears of a kindred with at least 3 in Visceratika, or any other rare item that the GM believes is capable of canceling or opposing the effects of Obfuscate.</p> <p>Casting Specifics: the ritual takes about 6 hours resulting in a fleshy globule roughly the size of a baseball. The globule is used by shattering (throwing or dropping will suffice) it on the target area. It may be used at anytime after the ritual's completion by anyone, castor or otherwise. The globule keeps for about a year assuming it is kept in a cool, dry, dark place.</p>														
8.	Thamatory Rituals, Learning	<p>The following table shows the time (in nights) that must be spent studying the ritual. At the end of that period the student must make an INTELLIGENCE+OCCULT roll at difficulty 7. 3 successes are required to learn the ritual. Successes are cumulative. Thus, a player who fails to learn Ghoul Ward (level 1 ritual) in the first study period may apply any successes to the next study period. Botches are also cumulative.</p> <p>OTH: additional successes do not care over to the next ritual that the player is attempting to learn.</p> <table data-bbox="389 777 1193 997"> <thead> <tr> <th data-bbox="389 777 479 808">Level</th> <th data-bbox="535 777 1193 808">Study Time Required to make learning roll</th> </tr> <tr> <th data-bbox="389 808 479 829">=====</th> <th data-bbox="535 808 1193 829">=====</th> </tr> </thead> <tbody> <tr> <td data-bbox="422 840 446 861">1</td> <td data-bbox="568 840 747 861">Once a week</td> </tr> <tr> <td data-bbox="422 871 446 892">2</td> <td data-bbox="568 871 885 892">Once every two weeks</td> </tr> <tr> <td data-bbox="422 903 446 924">3</td> <td data-bbox="568 903 682 924">1 month</td> </tr> <tr> <td data-bbox="422 934 446 955">4</td> <td data-bbox="568 934 698 955">6 months</td> </tr> <tr> <td data-bbox="422 966 446 987">5</td> <td data-bbox="568 966 665 987">1 year</td> </tr> </tbody> </table>	Level	Study Time Required to make learning roll	=====	=====	1	Once a week	2	Once every two weeks	3	1 month	4	6 months	5	1 year
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