

CAMARILLA ADDENDUM: GEIST: THE SIN-EATERS (WW60500)

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This addendum is organized into the following sections:

- I. ADDITIONAL BOOKS:** A listing of errata and books specifically sanctioned for this venue.
- II. CHARACTERS:** Basic rules for Geist Characters.
- III. ORGANIZATIONS AND KREWES:** Rules pertaining to Sin-Eater krewes.
- IV. REALMS:** Rules pertaining to magical places.
- V. MERITS:** Rules pertaining to Sin-Eater specific merits.
- VI. KEYS AND MANIFESTATIONS:** Rules pertaining to various Sin-Eater powers.
- VII. CEREMONIES:** Rules pertaining to Sin-Eater Ceremonies.
- VIII. STORYTELLER RULES AND CLARIFICATIONS:** Optional rules and other settings information.

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

I. ERRATA AND ADDITIONAL BOOKS

A. Book of the Dead (WW 60501)

- 1. **Project Orpheus:** Reserved for the use of the Master Storyteller's Office.
- 2. **Stranger Things Besides:** The Key and The Photographs are unique items reserved for the use of the Master Storyteller's Office.
- 3. **Tutelage of the Dead:** Not sanctioned at this time. Current uses are not grandfathered, with dots taken removed and XP refunded.
- 4. **Creating a Map:** A +1 map requires 3 successes per mile, not 6.

B. The House Always Wins (SAS)

II. CHARACTERS

A. Background

- 1. **Longevity**
 - a. Born in 1915 or earlier: High Approval.
 - b. Born in 1890 or earlier: Top Approval.
 - c. Born in 1865 or earlier: Global Approval.
- 2. **Youth**
 - a. Bound with a Geist prior to age 3: Global Approval (Mid for NPCs).
 - b. Bound with a Geist prior to age 12: High Approval (Low for NPCs).
 - c. Currently under the age of 16: High Approval (Low for NPCs).
- 3. **Bound Geists**
 - a. It is impossible to determine the complete age or history of a Bound Geist, as verbal communication of such a direct nature is nigh impossible. Furthermore, becoming a Geist involves the former ghost purging much of that which defined such a personal historical identity from its own awareness.
 - b. A PC cannot benefit from knowledge of the supernatural a Geist may have gleaned from previous Hosts or its former life
- 4. **Krewes**
 - a. Being a member of a Fallen Tier 3 Krewes: Global approval.
 - b. Being a Founder of a Fallen Tier 3 Krewes: Not sanctioned.
- 5. **Transfers**
 - a. Mortal characters will not be accepted for Permanent Change of Venue (Universal Addendum III.C.4.) from other venues to the Sin-Eater venue.

B. Character Types

- 1. **Sin-Eaters:** Low Approval.
 - a. The Vacant: Top approval, not available at character creation (High for NPCs).

- b. The Wretched: Not available as PCs (Low for NPCs, a PC that reaches Synergy 0 is retired and becomes an NPC).
- c. Other Supernaturals: Only mortals without a template (of any type) may enter the Bargain.
- 2. **Geists:** Not available as PCs.
 - a. Unfettered Geists are High approval as NPCs unless as part of the story of a PC's Bargain in game.
- 3. **Ghosts:** Not available as PCs. (Low for NPCs)
 - a. Ghosts may not possess Geist numina.
 - b. Use of the "Other Sources" sidebar increases the approval level of the ghost to Mid.
 - c. [See the "NWoD Ghost Guide" on the CRD for resources for creating ghosts.](#)
- 4. **Kerberoi:** Not available as PCs. Ignore "Maximum Key" category in their creation. It is Global Approval for Kerberoi to be used outside of the Underworld; within the Underworld, the various ranks of Kerberoi are available for NPC use at the following approval levels:
 - a. Rank 1: Mid Approval.
 - b. Rank 2 to 3: High Approval.
 - c. Rank 4 to 5: Top Approval.
 - d. Rank 6+: Global Approval.
- 5. **Abmortals:** Not available as PCs (Mid for NPCs).
 - a. [Abmortals as a Lesser Supernatural Template \(Geist page 247-249\): low approval NPCs](#)
 - b. [Abmortals created by Night Horrors: The Camarilla have the following requirements and are created at Mid approval](#)
 - i. [Night Horror Abmortals must buy a regenerative power and an immortality power. These can be Advanced powers, even if the Night Horror would normally not be able to purchase Advanced powers.](#)
 - ii. [A Night Horror Abmortal weakness does not cause an increased amount or category of damage. Instead, their weakness causes resistant damage that they cannot supernaturally heal from. If killed by resistant damage, their immortality power cannot bring them back.](#)
 - iii. [Night Horror Abmortals are fundamentally human adversaries. In their creation under step 2 remember that they were once human, but found some way to extend their life at the cost of others. In step 3 they are obsessed with survival as their primary motive.](#)
- 6. **Chthonians:** Not available as PCs.
 - a. [Refer to the Chthonian document for NPC approval levels and creation details, "Global Geist Document - Chthonians Guide" on the CRD..](#)

C. Psyche

- 1. ●●●●● ● to ●●●●● ●●: High Approval.
- 2. ●●●●● ●●● to ●●●●● ●●●●: Top Approval.
- 3. ●●●●● ●●●●●: Global Approval.
- 4. Anchors that allow for increased Psyche must be specifically identified in the application for Psyche.

D. Archetypes

- 1. Custom Archetypes: Not available at this time.
- 2. Changing Your Archetype: Mid Approval.

III. ORGANIZATIONS AND KREWES

A. Charonites: Approval level based on scope of control of the Twilight Network.

- 1. Local: Mid Approval.
- 2. State: High Approval.
- 3. Nation: Top Approval.
- 4. International: Global Approval.

B. Krewe Founders: The Founders of a krewe must be noted in the application. You cannot add more founder slots at a later date.

- 1. Successorship: If a Founder's successor is to take the mantle of the Founder slot, this requires the same approval level as the initial approval for the Krewe.

2. Innocent Successors: This method may not be used to justify a new character of the same player as the Founder character that was just lost nor can it be used to justify adding in new Founder slots at a later date.
 3. Hostile Successors: This method does not guarantee the new Founder all the same approvals possessed by the former Founder. The player of the Hostile Founder must apply separately for all approvals they wish to inherit from the previous Founder. Complete inheritance is not guaranteed.
- C. Non-founder Krewe Members:** Low Approval, with Founder approval number listed in application.
- D. Tier 1 Krewes:** Low approval for Founders (all Founders and Founder slots must be listed in every application), Low approval for members.
1. **Founding Benefits:**
 - a. Krewe Fate: This is a shared merit, to a maximum of 5 dots.
 - b. Mythic Aspect: Low Approval, benefit must be notated on character sheet.
 2. **Supernatural Benefits:**
 - a. Deathsoul Initiation: Mid Approval
 - i. Keys do not have dots.
 - ii. Associated Key and Manifestation cannot be changed once chosen, even for new dots purchased.
 - iii. Founder's PC and OOC contact info must be noted in the approval along with shared powers
 3. **Temporal Benefits:**
 - a. Pooled Merits: Low Approval.
 - i. When the limit of users is reached, the upgrade to Tier 2 temporal benefits is not automatic without approval for Tier 2 krewe.
- E. Tier 2 Krewes:** High Approval for Founders (all Founders and Founder slots must be listed in every application), Mid approval for members.
1. **Founding Benefits:**
 - a. Mythic Avatar: Mid Approval.
 - i. Aspect Attribute must be noted in the approval.
 - b. Death Rite: Low Approval.
 - i. Participants in the Rite need not be Sin-Eaters.
 2. **Supernatural Benefits:**
 - a. Key Initiation: Mid Approval.
 - i. The benefit should read: "...The Sin-Eater can learn this Key for free."
 - ii. Drawback: Select only one of the three Flaws presented as the drawback.
- F. Tier 3 Krewes:** Global Approval for Founders (all Founders and Founder slots must be listed in every application), High approval for members.
1. **Founding Benefits:**
 - a. Forge Key: This benefit is reserved for use by the Master Storyteller's Office.
 - b. Revenance: High Approval (Mid for Approved Tier 3 NPCs).
 - i. The Drawback triggering Threshold must be noted in the approval.
 - ii. Global Approval to purchase in background.
 - iii. Regular age approvals apply.
 2. **Supernatural Benefits:**
 - a. Mythic Aspect: The mechanical benefit must conform to the Founder's Mythic Aspect. The Founder's Aspect that is shared is permanent once chosen.

IV. REALMS

- A. Underworld:** Approval levels are based on ST authority of the geography. Travel to that "level" of the Underworld represents a proxy through the ST chain to your goal, handled by the presiding ST or Geist specific assistant.
1. **Autochthonous Depths:** Low authority, unique and standardized to each domain.
 2. **Dead Dominions:** refer to the Dominions and Rivers Settings Document.
 3. **Rivers:** refer to the Dominions and Rivers Settings Document.

- a. **The River of Lamentation (Cocytus):** The effect of the waters of Lamentation cannot be gained again until a Synergy loss has happened subsequently to the last drink. This does not include a Synergy loss incurred by drinking of the River of Lamentation.
- B. Deep Doors:** Global Approval, must be noted in VSS.
- C. The Shadow:** Finding an Avernian Gate from the Underworld to the Shadow is Top Approval.

V. MERITS

A. Merits Affected by the Addendum

1. **Codex:**
 - a. ●●●: High Approval.
 - i. Cannot teach Tier 2 Founder benefits.
 - ii. As a Memento: Top Approval.
 - b. ●●●●: Top Approval.
 - i. Cannot teach Tier 2 or 3 Founder benefits.
 - ii. As a Memento: Top Approval.
2. **Haunt:**
 - a. Haunts are not detectable by other supernaturals, and are therefore not considered 'places of power.'
 - b. **Haunt Utility:** Replace all use of "Haunt Accessibility" in the passage with "Haunt Utility."
 - c. **Haunt Fluidity:** cannot be used by non Sin-Eaters to pass into the Underworld.
3. **Mementos:**
 - a. **Keystone:** Low Approval.
 - i. All Bound receive one for free, which cannot be replaced or destroyed.
 - ii. Must be built per **Geist: the Sin-Eaters** p. 195 and notated on character sheet.
 - iii. If the item chosen to represent the Keystone Memento would impart an equipment bonus (i.e. a weapon, vehicle, lockpick, etc.), then the bonus imparted is restricted to the same equipment bonus of the item it represents.
 - iv. The Keystone Skill: when boosted with plasm, is not considered the natural rating of the skill.
 - v. No Keystone can come prefilled with any sort of supply to make it work. Examples include batteries for a flashlight, bullets for a gun, liquid chemicals in containers, etc. However, when Reverse Possessing, any Keystone that requires a supply (fuel, battery, ammunition, etc.) to work will work without that supply.
4. **Charm:** Low Approval.
 - a. Build per **Geist: the Sin-Eaters** p. 195.
 - b. Must be created via the Dedicate Charm Ceremony after character creation.
 - c. Charms as tattoos: Mid Approval.
5. **Language (Ghost Speech):**
 - a. Sin Eaters are the only PC type able to understand Ghost Speech (**Geist: the Sin-Eaters** p. 175) and the Old Laws without any additional spell or ability.
 - b. Old Laws may be written in an appropriate language for the Dominion they are in, but are instantly understandable to a Sin Eater upon finding them (**Geist: the Sin-Eaters** p. 271) while in the underworld. Other character types must find a way to translate the languages the Old Laws are written in as well as the languages spoken by the Ghosts surrounding them.
6. **Vanitas:** Mid Approval.
 - a. Build per **Geist: the Sin-Eaters** p. 199
7. **Fetters:** High Approval.
 - a. Build per **Geist: the Sin-Eaters** p. 202.
 - b. Fetters made after Character Creation require the character sheet of the ghost to be posted into the application by the presiding ST.
 - c. Fetters made after Character Creation require the "Fetter's Binding" ceremony, **Geist: the Sin-Eaters** p. 167.
 - d. Geists and spirits cannot be bound into a Fetter.
8. **Deathmasks:** Top Approval.
 - a. Build per **Geist: the Sin-Eaters** p. 206.

- b. The deathmask's associated Skill bonus is not added to the natural level of the skill.
- c. The associated "ghost power" of the deathmask is thematic and should not confer any mechanical advantages beyond this.
- 9. **Memorabilia:** Global Approval.
 - a. Build per **Geist: the Sin-Eaters** p. 209.
 - b. As truly unique historical items, Memorabilia applications require the history of how the item came into the character's possession as well as details of its history.

VI. KEYS AND MANIFESTATIONS

A. Keys

1. **Character Creation**
 - a. The second free Key at Character Creation can be chosen from any Threshold, but should represent the connection between the Sin-Eater and his Geist.
 - b. A starting character may not spend more than 50% of their starting XP on Keys.
2. **Keys Do Not Have Dots:** Remove any mention of Keys with variable levels. All keys have a flat XP cost of 10 xp, regardless of Threshold affinity.
3. **Quests:** Adding such a fundamental aspect of Death to the connection between a Sin-Eater and their Geist is difficult. Storytellers are encouraged to require specific quests (please see Document "Geists of a Thousand Faces") or trips into the Underworld for PC's to acquire these abilities.
4. **Stigmata Key:** Self inflicted damage taken as part of using any Manifestation with the Stigmata Key cannot be downgraded with the Ectoplasmic Flesh ability.
5. **Stygian Key** [Book of the Dead]: High approval, Global notification; cannot be taken at character creation. Acquiring this Key requires completion of a dedicated globally approved toolkit.

B. Manifestations

1. **Activation Successes:** Capped by the highest of natural Attribute, Skill, or Manifestation rating involved in activation draw.
2. Bonuses to attributes or skills derived from the basic activation of a Manifestation are not considered natural levels of the attribute or skill nor can they be added to a draw for a separate manifestation or ceremony.
3. **Manifestations Affected by the Addendum**
 - a. **Boneyard:**
 - i. There is no assumption that use of Boneyard allows for sensing activities of other venues in a domain, and actual interactions via use of the power require standard cross venue approvals.
 - ii. While a boneyard is active the Sin-Eaters physical body cannot move, despite not needing to be in the center of the Boneyard. The only actions available to the Sin-Eater are the activation of manifestations through the Boneyard.
 - iii. **Only Stigmata Boneyard can perceive ghosts in the state of Twilight. Other Boneyards can see ghosts if they are visible without needing Ghost Sight or a similar ability to perceive them (such as while manifested or in the Underworld.)**
 - iv. Cold Wind Boneyard:
 - (a) ●● and ●●●: Replace "resisted by target's Stamina" to "Contested by target's Stamina+Psyche or equivalent Supernatural Advantage."
 - v. Grave-Dirt Boneyard:
 - (a) ●● and ●●●: Replace "resisted by target's Composure" with "Contested by target's Composure+Psyche or equivalent Supernatural Advantage."
 - vi. Passion Boneyard:
 - (a) ●● and ●●●: Replace "Anyone who enters...whose Composure+Psyche is less than activation successes" with "Anyone who enters must draw Composure+Psyche vs the users draw to activate the ability."
 - vii. Phantasmal Boneyard:
 - (a) ●●●●: Replace "Any character who enters...whose Resolve is less than the successes rolled..." with "Any character who enters resists the illusion with Resolve+Psyche."

- viii. Primeval Boneyard:
 - (a) ●●●●●: Armor applies.
- ix. Pyre-Flame Boneyard:
 - (a) ●● and ●●●: Replace "resisted by target's Stamina" to "Contested by target's Stamina+Psyche or equivalent Supernatural Advantage."
- x. Stigmata Boneyard:
 - (a) ●●●●●: Replace, "Instead, the Sin-Eater must spend either 1 Willpower point or inflict 1 lethal health level on himself per roll. The Sin-Eater's player must then roll (Wits + Occult + activation successes, minus the ghost's Power). Each net success drains the ghost of one point of Corpus which is converted into 2 plasm," with, "Instead, the Sin-Eater must spend either 1 Willpower point or inflict 1 lethal health level on himself per roll. The Sin-Eater's player must then roll (Wits + Occult + activation successes, minus the ghost's Power). Each net success drains the ghost of one point of essence which is converted into 1 plasm. Alternatively, the Sin-Eater must spend either 1 Willpower point or inflict 1 lethal health level on himself per roll. The Sin-Eater's player must then roll (Wits + Occult + activation successes vs. the ghost's Power+ Resistance). Each net success drains the ghost of one point of Corpus which is converted into 2 plasm. Lost Corpus heals at the rate of aggravated damage."
- xi. Stillness Boneyard:
 - (a) ●●●: Replace "resisted" with "Contested."
 - (b) ●●●●: This power is contested by Resolve+Psyche and only can effect one target a round. Someone attacked while under the effects of this power, even in the "unnatural sleep", wakes immediately and can defend themselves. Damage by an ally does not invoke this effect.
 - (c) ●●●●●: Someone attacked while unconscious as a result of this ability immediately wakes and can defend themselves, but their draw pools are limited by their Synergy until the 12-hour period has passed or the target has regained a Willpower.
- xii. Stygian Boneyard [Book of the Dead]:
 - (a) ●●: Once targets equal to psyche have been affected, the Sin-Eater cannot affect any more with that activation of the Boneyard.
 - (b) ●●●: A target can only be affected by the persistent bashing damage once.
- xiii. Tear-Stained Boneyard:
 - (a) ●● and ●●●: Replace "resisted by target's Composure" with "Contested by target's Composure+Psyche or equivalent Supernatural Advantage."
- b. **Caul:**
 - i. Cold Wind Caul:
 - (a) ●●●: Only applies to the initial grapple challenge. Does not apply to normal brawl or touch attacks.
 - (b) ●●●●: Standard plasm expenditure limits apply.
 - (c) ●●●●●:
 - (1) Only can be activated on character's initiative.
 - (2) This power can only be used to carry things smaller than the size of the character activating it. The user must successfully execute the immobilize opponent grapple maneuver before carrying another being with this power.
 - ii. Industrial Caul:
 - (a) Cannot be used to enhance magical items.
 - iii. Passion Caul:
 - (a) ●●●●: This ability is negated if the user attacks the target at any time.
 - iv. Pyre-Flame Caul:
 - (a) ●●: Cannot use plasm to negate the lethal taken. Does not apply to lethal garnered when attacked. This lethal damage represents a sacrifice to the Geist, and is therefore resistant and cannot be healed by supernatural means.
 - (b) ●●●: Costs 1 Plasm.
 - (c) ●●●●: Contested drawing Stamina+Composure vs. Activation successes.

- v. Stillness Caul:
 - (a) ●●●: This power can only be used to carry things smaller than the size of the character activating it. The user must successfully execute the immobilize opponent grapple maneuver before carrying another being with this power.
 - (b) ●●●●: The Sin-Eater can still harm and be harmed while in this form.
 - (c) ●●●●●: A Sin-Eater may only become incorporeal on their turn. Shifting out of this form is an Instant action.
- vi. Tear-Stained Caul:
 - (a) ●●●●●: Targets can make a Dexterity+Athletics challenge to move out of the way, with their successes negating levels of damage.
- c. **Curse:**
 - i. While only one Curse may be placed upon a target at a time, the highest potency Curse is the one that takes hold.
 - ii. The trigger (if any) for a Curse must be possible and plausible.
 - iii. Willing subjecting yourself to a Curse is a Synergy threshold sin of 3 or less.
 - iv. All curses are resisted by the higher of the target's Resolve or Composure.
 - v. Grave-Dirt Curse:
 - (a) ●●: A person interacting with the victim in such a manner that the curse may affect him makes a reflexive Resolve + Composure + Psyche roll. If he does not achieve more than the Sin-Eater's activation successes, the curse takes hold.
 - vi. Passion Curse:
 - (a) Replace the sentence starting " A person interacting with the victim... makes a reflexive Resolve + Composure roll" with "A person interacting with the victim in such a manner that the curse may affect him makes a reflexive Resolve + Composure + Psyche roll"
 - (b) ●●●●●: Replace "Every dramatic failure arising from the four-dot hex" with "Any failed roll that was emotionally affected by the Sin-Eater's four-dot Passion Curse hex".
 - vii. Phantasmal Curse:
 - (a) This power affects Dexterity dice pools, not derived traits such as Defense.
 - (b) ●●●●●: The penalty to Resolve and Composure dice pools does not apply to resisting powers that cause damage.
 - viii. Pyreflame Curse:
 - (a) ●●/●●●●●: A person interacting with the victim in such a manner that the curse may affect him makes a reflexive Resolve + Composure + Psyche roll. If he does not achieve more than the Sin-Eater's activation successes, the curse takes hold.
 - ix. Stigmata Curse:
 - (a) ●●●: This damage can be mitigated through the use of plasm.
 - (b) ●●●●●: This power is contested by Stamina+Psyche.
 - x. Stygian Curse [Book of the Dead]:
 - (a) ●●●●●: Use of this power is a Threshold Sin against Synergy 4.
- d. **Marionette:**
 - i. Elemental Marionette:
 - (a) The cap on attributes and skills for a homonculus is equal to the character's Psyche or 5, whichever is higher.
 - (b) The permanent willpower spent to gain an 'egg' represents a fraction of the user's being and cannot be re-purchased with XP. It can, however, be regained by destroying the egg (i.e., willing it out of existence), which can be done as an Instant action regardless of the egg's location or owner.
 - (c) After the duration of the power's use, the permanent willpower is regained. A new egg must be constructed with new materials and a new permanent willpower, as above.
 - (d) Possession of a homunculus egg does not constitute an active Marionette. An active homunculus does count as an active Marionette.
 - ii. Phantasmal Marionette:

- (a) ●●●● and ●●●●●: The maximum bonus to a lethal attack gained in this way is +5.
- (b) Damage done to this form translates to the Sin-Eater's body, resulting in all appropriate conditions, wound penalties, and potential death. Players and storytellers should be cognizant of damage upgrades from a loss of size or health levels.
- iii. Stillness Marionette:
 - (a) ●●●●●: Successes added to increase a zombie's attributes may not take them higher than the Sin-Eater's Psyche or 5, whichever is greater.
 - (b) Replace the sentence starting with "Instead, each zombie has a Durability..." with "Instead, each zombie has Armor equal to twice the activation successes rolled in its creation, and a Structure equal to its Size plus the activation successes."
- iv. Stygian Marionette [Book of the Dead]:
 - (a) ●●●●●:
 - (1) The two bodies share a single plasm pool.
 - (2) Use of this power allows during downtime periods allows up to twice the number of downtime actions that would otherwise be possible, subject to the limitations of the power.
 - (3) The two bodies getting more than 20 yards apart does not end the Marionette. It merely suppresses the effects of Marionette 5, which become available again once the bodies are brought back together.
- e. **Oracle:**
 - i. Elemental Oracle:
 - (a) Upon successful activation of an Elemental Oracle, the health track of the physical body is fully healed. Any subsequent damage suffered by the physical body or the astral body is applied to the physical body's health track and is not healed when the Oracle ends. Visual effects of the healing or astral body's damage do not occur until the Oracle ends.
 - (b) Wound penalties against the activation of Elemental Oracle are calculated before damage is applied to attempt activation of the Oracle.
 - ii. Passion Oracle:
 - (a) ●●●●●: Must have succeeded on the previous Wits+Empathy check. Can only spend 1 plasm a turn for this effect, and the bonus lasts for only a turn.
 - iii. Stygian Oracle [Book of the Dead]:
 - (a) ●:
 - (1) This power cannot give understanding to any Supernatural Language (Atlantean, First Tongue, etc.).
 - (2) This power only adds to Occult/Academics for extended actions.
 - (b) ●●●:
 - (1) This power cannot give understanding to any Supernatural Language (Atlantean, First Tongue, etc).
 - (2) This power only adds to Occult/Academics for instant actions.
 - (c) ●●●●●:
 - (1) The lost Presence returns at the rate of days equal to the attacker's Psyche.
 - (2) The loss of maximum presence returns at the rate of months equal to the attacker's Psyche.
 - (3) A victim can only be affected by one use of this effect at any time.
- f. **Pit** [Book of the Dead]:
 - i. High approval, Global notification; cannot be taken at character creation. Acquiring this Manifestation requires completion of a dedicated globally approved toolkit.
 - ii. The Pit Manifestation is not sanctioned for use through the Boneyard Manifestation.
 - iii. Cold Wind Pit:
 - (a) ●●: This effect requires an additional 1 plasm to activate.
 - (b) ●●●●: Every time the victim draws a 2, it is considered an automatic failure (as drawing a 1) until the end of the scene.
 - (c) ●●●●●: Composure damage dealt by this power heals 1 dot every 15 minutes.

- iv. Industrial Pit:
 - (a) ●●●●●:
 - (1) There are social merits other than Inspiring and Striking Looks that are not affected by being cut off from identity. ST's are cautioned to logically construe what is and is not effected.
 - (2) All social merits return to use after a week, as the system sorts itself out.
- v. Primeval Pit:
 - (a) ●●●●●: The attributes of the summoned creation are capped by the Sin Eater's Psyche or 5, whichever is higher.
- vi. Stigmata Pit:
 - (a) ●●●●●: This effect adds a level of bashing damage to each attack against the victim. Standard damage cap rules apply. Damage is not accrued if the attack achieves 0 successes.
- vii. Stygian Pit:
 - (a) ●●●●●: Consuming a kerberos to use this power has its own reward, but does not imply that the kerberos is dead or that the Dominion has lost its protector. Trying to access the memories of a kerberos requires a Resolve+Stamina check at -3, resulting in 1 bashing if successful and 1 lethal if a failure as the user suffers minor brain damage. Successfully accessing the memories causes a derangement that lasts for 10 minus the sin-eater's Synergy in months.
- viii. Tear Stained Pit:
 - (a) ●●●●: Attribute damage heals at the rate of Bashing damage.
 - (b) ●●●●●: Attribute damage heals at the rate of Lethal damage.
- g. **Rage:**
 - i. Rage manifestations may not be used through other manifestations, e.g., Boneyard, Oracle projections and Phantasmal Marionette.
 - (a) The range of Rage manifestations while utilizing an active Boneyard is the standard Psyche x number of yards, regardless of the character's Rage dot rating.
 - ii. [With the exception of Primeval, all Rage attacks ignore mundane armor.](#)
 - iii. [Supernatural effects that provide armor or protection could penalize the Rage attack pool at the ST's discretion.](#)
 - iv. Passion Rage:
 - (a) This combination only inflicts bashing, not lethal or aggravated, damage.
 - v. Stigmatic Rage:
 - (a) ●●●●: This range should be Psyche x 10 yards.
- h. **Shroud:**
 - i. [The armor provided by Shroud penalizes Rage attack rolls against the character.](#)
 - ii. [Stigmata Shroud:](#)
 - (a) [Bonuses to Resistance and Armor stack from Stigmata Shroud, if both are applicable.](#)
 - iii. Stygian Shroud [Book of the Dead]:
 - (a) ●●●: The first time this power is used, the Sin Eater must also spend a Willpower point.

VII. CEREMONIES

- A. **Cost:** Ceremonies are always considered "simple" merits that cost 3 XP per dot.
- B. **Updating and Modifying Ceremonies:** High Approval to modify method of performing a ceremony at the cost of 1 extra dot of rating.
- C. **Custom Ceremonies:**
 - 1. [Low notification to learn from another PC.](#)
 - 2. [Global Approval to create. See the "Custom Ceremony Guide" on the CRD for guidelines.](#)
- D. **Ceremonies Affected by the Addendum:**
 - 1. **The Devil's Bargain** [The House Always Wins]:
 - a. **Approval Level:**
 - i. ~~[Reserved for use by the Master Storyteller's Office until November 2011.](#)~~

- ii. Low Notification if learned via a PC teacher ~~after November 2011.~~
 - iii. High Approval if learned via an NPC teacher ~~after November 2011.~~
 - b. Use of this ceremony is a Synergy 5 sin for the caster.
 - c. Each use of this ceremony requires a Low Notification after use.
 - d. Character types that do not die of old age (e.g., vampires), may not be the donor for this power
 - e. While the target's rightmost health box is filled with aggravated damage, their natural healing is suspended. They continue to be incapacitated and unconscious till they receive supernatural healing or the ceremony's duration ends.
 - f. The Caster, Donor and Target must be three separate people.
 - g. It is a Synergy 1 sin for a Sin Eater to be a Donor for this power.
2. **Crash the Gates** [Book of the Dead]:
 - a. Low Notification if learned via a PC teacher.
 - b. High Approval if learned via an NPC teacher.
 3. **Danse Macabre** [Book of the Dead]:
 - a. Low Notification if learned via a PC teacher.
 - b. High Approval if learned via an NPC teacher.
 4. **Ghost Drinker** [Book of the Dead]:
 - a. Mid Approval.
 - b. Containers cannot be sealed and stored for future use; the Ghost Drink must be consumed when it is created.
 - c. Performing this Ceremony is a Synergy 6 sin, as per Ectophagia.
 - d. A character can only benefit from one 'drink for power' effect from this ceremony at a time. Performing it this way a second time causes the benefits of the first drink to fade
 - e. Attribute bonuses from this Ceremony are capped at Psyche or +5, whichever is greater
 - f. Increased attributes from this Ceremony are not considered the character's natural attribute levels
 5. **Lemure's Lure:** Replace the sentence after "Action:" with the following: "Extended (target number of 5, or 8 if used at a distance)."
 6. **Moment of Absolution** [Book of the Dead]:
 - a. Approval Level:
 - i. ~~Reserved for use by the Master Storyteller's Office until November 2011.~~
 - ii. Low Notification if learned via a PC teacher ~~after November 2011.~~
 - iii. High Approval if learned via an NPC teacher ~~after November 2011.~~
 7. **One Last Song** [Book of the Dead]: Any act of violence by or upon the individual this ritual was cast on will immediately end the ritual. Supernatural abilities and powers are not available to the character during their One Last Song.
 8. **Plumbing the Depths:** Low approval; knowledge gained cannot bypass other approval levels.
 9. **Reverse Bargain:** Top Approval (High Approval for NPCs).
 10. **Unbinding:** Top Approval (High Approval for NPCs).

VIII. STORYTELLER RULES AND CLARIFICATIONS

- A. **Channeling Manifestations through Archetype:** Can be done once per Game session. Once done, the character receives the "2 again" effect, her next drawn 2 is considered a 1 for the purposes of automatic failures.
- B. **Premeditated Murder and Synergy:** Premeditated murder (not accidental death, manslaughter, or serial murder) is not a discord trigger for Synergy unless planned as a ritualistic murder for healing, as per **Geist: the Sin-Eaters** pp. 172-173.
- C. **Krewe Experience:** Not sanctioned at this time.
- D. **NPC Mentors of Krewe Benefits:** Not Sanctioned at this time.