

## **CAMARILLA ADDENDUM: MIND'S EYE THEATRE: REQUIEM (WW50001)**

Effective Date: 15 December 2011

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This addendum is organized into the following sections:

- I. ERRATA AND ADDITIONAL BOOKS:** A listing of errata and books specifically sanctioned for this venue.
- II. CHARACTERS:** Basic rules for Requiem Characters.
- III. CLANS:** Rules pertaining to the various vampiric Clans.
- IV. COVENANTS:** Rules pertaining to the various vampiric organizations.
- V. MERITS:** Rules pertaining to Requiem-specific Merits.
- VI. BLOODLINES:** Rules pertaining to vampiric Bloodlines.
- VII. DISCIPLINES, DEVOTIONS AND RITUALS:** Rules pertaining to various vampiric powers.
- 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. Ancient Bloodlines (WW25312)**

1. While the themes of this book are sanctioned, the mechanics (bloodlines, powers, NPCs, etc.) are reserved solely for the use of the office of the Master Storyteller, unless stated otherwise in this addendum.

#### **B. Ancient Mysteries (WW25311)**

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle

#### **C. Belial's Brood (WW25111)**

#### **D. The Blood (WW25002)**

1. IC knowledge from the book may be known by any character in the Requiem venue without a special approval.
2. The following rules are specifically **not** in play:
  - a. Repeated Specialties (p 22)
  - b. The Sanctity of Merits (p 29)
  - c. The Stench of Foreigners (p 78)
  - d. Dreaming in Death (p 93): Mechanics are not sanctioned, but descriptions of different torpors are valid.
  - e. Optional Virtue/Vice Mechanic (p 103)
  - f. Death Wish (p 125)

#### **E. Bloodlines: The Chosen (WW25104)**

#### **F. Bloodlines: The Hidden (WW25102)**

1. Errata for **Bloodlines: The Hidden**, available on the White Wolf website, is sanctioned.

#### **G. Bloodlines: The Legendary (WW25103)**

#### **H. Carthians (WW25303)**

#### **I. Circle of the Crone (WW25305)**

#### **J. Coteries (WW25100)**

#### **K. Daeva: Kiss of the Succubus (WW25115)**

1. The Merits and Devotions are available to Daeva only unless stated otherwise in this addendum.

#### **L. Damnation City (WW25306)**

#### **M. Danse Macabre (WW25314)**

1. The societies and mechanics presented in this book are not sanctioned unless specifically listed in this addendum.

#### **N. Fall of the Camarilla (WW25307)**

1. Mechanics from this book are not sanctioned for play within the Camarilla Chronicle unless otherwise stated in this addendum; however, historical incidents of note may be worked out and made available through your ST chain.
- O. Gangrel: Savage and Macabre (WW25116)**
1. The Merits and Devotions are available to Gangrel only unless stated otherwise in this addendum.
- P. Ghouls (WW25110)**
- Q. Invictus (WW25121)**
- R. Invite Only (WW25315)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
  2. The Appendix – Barbed Words – is not sanctioned at this time, other than via national playtest as authorized by an affiliate’s NST.
- S. Lancea Sanctum (WW25001)**
- T. Mekhet: Shadows in the Dark (WW25117)**
1. The Merits and Devotions are available to Mekhet only unless stated otherwise in this addendum.
  2. The Brainwashing rules are superseded by the rule in **Antagonists (WW55301)**.
- U. Mythologies (WW25304)**
1. This book presents legends that may or may not be true in the Camarilla’s chronicle. While the stories are known to Kindred, the actual societies and new traits presented are reserved for use by the Master Storyteller unless stated otherwise.
  2. The mechanic for Sin-Eating (p 55) is replaced with the Sin-Eater Merit (p 58).
- V. New Wave Requiem (WW25320)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
- W. New Orleans: City of the Damned (WW25200)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
- X. Night Horrors: Immortal Sinners (WW25308)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
- Y. Night Horrors: Wicked Dead (WW25313)**
1. Sanctioned for NPC use only except as listed otherwise in this Addendum.
    - a. Exception: Strix. Storytellers should refer instead to the relevant plotkit for the Strix.
- Z. Nomads (WW25101)**
- AA. Nosferatu: The Beast That Haunts the Blood (WW25114)**
1. The Merits and Devotions are available to Nosferatu only unless stated otherwise in this addendum.
- BB. Ordo Dracul (WW25120)**
- CC. Requiem Chroniclers Guide (WW25302)**
1. This book is intended to create major settings variations for games from their inception and is thus not used to affect the Camarilla’s sanctioned chronicle.
- DD. Requiem for Rome (WW25140)**
1. The following elements of this book are not sanctioned at this time:
    - a. All skills in Chapter 2. Use the following modern skills instead:
      - i. Archery: Athletics or Firearms (see also the Errata for **Armory (WW55102)**).
      - ii. Religion: Occult.
      - iii. Ride: Athletics.
      - iv. Warfare: Science.
    - b. All mechanics in Chapter 3
- EE. Rites of the Dragon (WW25300)**
- FF. The Testament of Longinus (WW22007)**
1. This book will be released via plot by the Master Storyteller’s Office.
- GG. Ventruue: Lords Over the Damned (WW25112)**
1. Malkavia and Dementation are not sanctioned at this time.

2. The Merits and Devotions are available to Ventrue only unless stated otherwise in this addendum.

#### **HH.VII (WW25301)**

##### **II. Vampire: the Requiem (WW25000)**

1. This book is used for flavor material and the bloodlines not covered by Mind's Eye Theatre: The Requiem.

##### **JJ. World of Darkness: Chicago (WW55200)**

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.

##### **KK. World of Darkness: Shadows of the UK (WW30202)**

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.

##### **LL. World of Darkness: Shadows Over Mexico (WW25201)**

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle..

## **II. CHARACTERS**

### **A. Background**

1. **Longevity**
  - a. Existed since 1650AD or earlier: High Approval.
  - b. Existed since 1000AD or earlier: Top Approval.
  - c. Existed since 600AD or earlier: no further applications for characters in this age range will be considered at this time.
2. **Youth**
  - a. Embraced or became a Ghoul prior to age 3: Not sanctioned (Mid for NPCs).
  - b. Embraced or became a Ghoul prior to age 16: High Approval (Low for NPCs).
  - c. Currently under the age of 16: High Approval (Low for NPCs).
3. **Childer**
  - a. Having sired children in background (before the character enters play) does not require expenditure of a Willpower dot.
4. **Historic Knowledge**
  - a. IC Knowledge from the setting presented in Requiem for Rome and Fall of the Camarilla: High Approval, w/ prerequisite of Academics Specialization: Roman Kindred History.

### **B. Character Types**

1. **Ghouls**
  - a. Approvals
    - i. Possessing vampire Merits: High Approval (Low Approval for NPCs).
    - ii. Possessing their regnant's covenant specific powers: Top Approval (Low Approval for NPCs).
    - iii. Coils of the Dragon: Not available.
    - iv. Possessing bloodline-specific Disciplines: Not available.
  - b. Ghouls characters (both PCs and NPCs) have the option to use the character creation system from **Ghouls** (WW25110) instead of Mind's Eye Theatre: The Requiem (they have one less Morality dot, may start with a second Discipline dot, may belong to a ghoul family, etc.). Ghouls that are later Embraced gain their third in-clan Discipline dot; this dot may not increase any Discipline above level 3.
  - c. Ghoul Families
    - i. Bulls Family [Invictus]: High Approval.
2. **Dampyr** [Night Horrors: The Wicked Dead]
  - a. Not available for PCs (Mid Approval for NPCs).
  - b. The curse of a dampyr may be overcome by a vampire character by expending one Willpower **dot** per night until a number of dots is spent equal to the dots of vitae consumed from the dampyr.
3. **Draugr** [Gangrel: Savage and Macabre]
  - a. Draugr: Not available as PCs (High Approval with Top Notification for NPCs).
  - b. Non-draugr childe of a draugr: High Approval with Top Notification.

### C. Embrace

#### 1. Willpower Cost for In-Game Embrace

- a. Embracing a New Player's Character (4 months or less in venue): 1 temporary Willpower point.
- b. Embracing an Experienced Player's Character (more than 4 months in venue): 1 permanent Willpower dot, which returns without XP cost after six months.
- c. Embracing an NPC: standard rules apply (i.e., 1 permanent Willpower dot).

### D. Blood Potency

1. Physical augmentation with Vitae is limited. When a character spends vitae to add to physical test pools the applied bonus from those Vitae can be no higher than the natural unmodified Attribute or +5, whichever is higher. Physical augmentation from Vitae to increase physical test pools is an exception to the +/- 15 limit.
2. Player characters who must feed from vampires must feed from other player characters (not storyteller characters or other mechanisms).
3. Any character whose regnant becomes inactive (though retirement, permanent staking, etc.) has any previously established vinculum end a year after the last taste.

### E. Humanity

#### 1. Golconda

- a. Making steps toward Golconda: Top Approval.
- b. Achieving Golconda: Global Approval.

### F. Diablerie

1. Committing Diablerie: High Notification (Low Approval for NPCs). This notification must include information on all players and characters involved, as well as any gains from the diablerie.
  - a. Background diablerie does not require tracking.
2. Diablerizing NPCs provides no benefits to the diablerist but does present the usual downsides.

### G. Torpor

In order to accommodate the real-time environment of the global chronicle, torpor is modified as follows:

1. For every six months that a character is in torpor, apply the following:
  - a. Decrease Blood Potency by 1 (to a minimum of 1). No XP is refunded.
  - b. Increase Humanity by 1 (to a maximum of 7). No XP is charged.
  - c. Characters in torpor as of 15 December 2008 are affected as above on the next six-month mark from their date of torpor. (Example; Bob entered torpor at BP 8 and Humanity 3 on 15 August 2007. Six-month marks 15 February 2008 and 15 August 2008 have already passed. On 15 February 2009, Bob will be BP 7 and Humanity 4.)
2. As Blood Potency decreases and Humanity increases, adjust the duration of torpor accordingly. (Example: Bob is BP 8 and Humanity 3 when he enters an injury-induced torpor with a chart-based duration of 80 years. After six months, he is BP 7 and Humanity 4 (normally a seven-year torpor), and now has only six years and six months of torpor left. After six more months, he is BP 6 and Humanity 5 (normally a six-month torpor), and awakens.)
3. **Age-Induced Torpor** [The Blood]: This rule is modified as follows:
  - a. The listed times between tests for torpor are halved (i.e., BP 6 checks for torpor every five years, BP 7 every two years, BP 8 every year, BP 9 every six months, and BP 10 every three months).
  - b. To determine whether or not the character avoids torpor, a character performs an extended test with each test representing 24 hours of resisting torpor. Each morning as the vampire goes to sleep (or when they would, avoiding sleep does not avoid the test) they make another challenge with a pool equal to their morality. 8s, 9s and 10s are successes; 1s do not cancel successes, and 10s do not allow another draw. One success is sufficient to stave off torpor until the next test, with ten total successes needed to avoid torpor altogether for the duration listed in section a., above. The character will continue to test each morning until either ten total successes have been gained, or a

failure to gain any successes in a night has occurred (in which case the character falls into torpor).

- i. A character failing to achieve at least one success per test (or ten successes over all permitted tests) to avoid age-induced torpor must enter torpor during their normal sleep that day. Avoiding sleeping does not avoid the torpor. If the character has means to avoid sleep, they enter torpor by the end of the current scene (rather than necessarily immediately).
- ii. Characters that increase their BP naturally (i.e., by purchasing a new dot of BP) and are immediately due for a new test based on their new BP gain one automatic success per night (i.e., they will succeed in avoiding torpor this time, but testing should still be done with appropriate roleplay). This bonus is not applied to immediate tests incurred by non-natural increases in BP (e.g., from Stigmatica, Diablerie, etc.).
- c. Temporary increases in BP (e.g., from Stigmatica, etc.) do count as an increase in BP for purposes of this rule, and thus may trigger an immediate extended test if it has been longer than the duration listed for the new BP since the last test.
- d. Newly-created characters that are BP 6 through 10 are assumed to have succeeded in tests to resist Age-Induced Torpor as per the schedule above from the date of gaining their current BP until entering play (e.g., a character that gained BP 7 on 15 May 2006 in background is assumed to have successfully avoided Age-Induced Torpor on 15 May 2008, and will be due for his next test on 15 May 2010).

### III. CLANS

#### A. All

##### 1. **Clan Origins** [various]

- a. Occult Specializations in Clan Origins (as per the plotkit "Thicker Than Water" (available Summer 2011) must be learned in-game via the workings of globally approved plotlines or learned in-game from a player character, at the following approval levels:
  - i. In-clan: Low Approval.
  - ii. Out-of-clan: Mid Approval.

#### B. Daeva

##### 1. **Glass and Chrome** [New Wave Requiem]

- a. This optional rule is sanctioned for use in the Global chronicle.

#### C. Gangrel

##### 1. **The Red Surrender** [Gangrel: Savage and Macabre]

- a. All bonuses listed under "Gifts from the Beast" remain at +1 until the fifth consecutive night, whereupon they become +2 bonuses. These bonuses do not exceed +2.
- b. All penalties listed under "The Beast Taketh Away" remain at -1 until the fifth consecutive night, whereupon they become -2 penalties. These penalties do not exceed -2.

##### 2. **A Rumor of Defiance** [Gangrel: Savage and Macabre]

- a. This can only be learned through the workings of globally approved plotlines or learned in-game from a player character. High Approval.

#### D. Mekhet

##### 1. **The Hollow** [Mekhet: Shadows in the Dark]

- a. High Approval.

##### 2. **The Mekhet's Reflection** [Mekhet: Shadows in the Dark]

- a. VSTs and higher are allowed to use the Mekhet's Reflection as a plot device: this plot device should only be used as a disadvantage, and be about as inconvenient as receiving an extra level of aggravated damage from fire or sunlight. Players may not direct a course of action for their character's shadow.

##### 3. **The Post-Mortem Embrace** [Mekhet: Shadows in the Dark]

- a. High Approval.

##### 4. **Shadow Cults** [Mekhet: Shadows in the Dark]

###### a. **Custom Shadow Cults**

- i. With no custom mechanics: High Approval, with Top (or Global) notification if the Shadow Cult expands beyond the originating Region into National (or Global) play.

- ii. With custom mechanics: not sanctioned.
- b. **Cult of Augurs:** A remnant of this former Wing of the Camarilla survives into the modern nights, but as a Shadow Cult. Can only be joined through the workings of globally approved plotlines or recruited in-game by a player character. For all intents and purposes, the Cult of Augurs is a Shadow Cult, except as follows.
  - i. **Shadow Cult (Cult of Augurs) Membership:** High Approval, regardless of clan (i.e., not limited to Mekhet).
  - ii. **Shadow Cult Initiation (Cult of Augurs):** Shadow Cult Initiation works differently than normal for the Cult of Augurs. It does not provide the usual tiered benefits, except access to Veneficia as listed below. It does, however, act as though it were the Status Merit within the Cult of Augurs.
    - (a) ●: Low Approval. The character gains the ability to purchase the Veneficia discipline at a cost of (new dots x 7) experience points and new Veneficia rituals at (ritual level x 2) experience points. The character does **not** gain access to Crúac rituals, but does gain access to Veneficia rituals that are mechanically identical to Crúac rituals (within the plotkit restrictions listed under Veneficia).
    - (b) ●●: Mid Approval.
    - (c) ●●●: High Approval.
    - (d) ●●●● to ●●●●●: Top Approval.
- c. **The Followers of Seth:** Mid Approval.
  - i. While a Sethite with Shadow Cult Initiation ●●● can purchase dots of Crúac, the only rituals available are those that are unique to the Followers of Seth. Other Crúac rituals are not available to Sethites (unless they are also members of the Circle of the Crone).
  - ii. Membership in the Followers of Seth (which follows the aspect of Seth the Destroyer) is mutually exclusive of membership in the Shadows of Set Regional Covenant (which follows the aspect of Set the Defender).
- d. **The Love Company:** Mid Approval.
- e. **The Moirai:** Top Approval.
- f. **The Moulding Room:** Mid Approval.
- g. **Samhara:** Reserved for the Office of the Master Storyteller.
- h. **Society of Cyprian:** Mid Approval.

#### E. Nosferatu

1. **Flaws Blooming Like Grave Blossoms** [Nosferatu: The Beast That Haunts the Blood]
  - a. Characters do not need to take a flaw via this system; it is optional for use at the agreement of the player and VST.
  - b. The bonuses and penalties imposed by the flaws in this system are changes as follows:
    - i. At Blood Potency 2 through 5 the bonus is +1 and the penalty is -1.
    - ii. At Blood Potency 6 through 10 the bonus and penalty increase to +2/-2.
  - c. Flaws not listed are not sanctioned.

#### F. Ventrue

1. **The Malkavian Curse** [Ventrue: Lords over the Damned]
  - a. Malkavia may be contracted only through the workings of globally approved plotkits. Details of the effects of the disease will be revealed via the plotkits.

### IV. COVENANTS

#### A. Belial's Brood

1. PCs: Top Approval
2. NPCs: Low Approval; refer to the Belial's Brood Settings Document for guidelines on use.
3. Occult Specialization (Belial's Brood) for non-Brood characters: Top Approval. This is not grandfathered.

#### B. The Carthian Movement

1. Carthian Law [Carthians]
  - a. Carthian Law mirrors a domain's normal Kindred law but gains mystic power when the city becomes a Carthian domain. A Carthian domain is one where the ruler is Carthian

and has the highest City Status in the domain, or a majority of court officers are Carthians and the Carthians are Ascendant.

- b. Carthian Law must be codified in the game's Venue Style Sheet. It has no effect when the above requirements are not being met.
- C. The Circle of the Crone**
1. Titles [Circle of the Crone]
    - a. Rex Nemorensis – High Approval
  2. Factions
    - a. Second Descent [Ordo Dracul]
      - i. Non-Acolytes can join this faction at Low Approval.
- D. The Invictus**
1. Dynastic Houses [Invictus]
    - a. The historic Houses presented are examples only, not intended for player character membership.
    - b. Members of historic Houses are considered unique characters, under the control of the Master Storyteller.
    - c. A character may be a member of no more than one Dynastic House at a time.
  2. Dynastic Treasures [Invictus]
    - a. Knowledge of methods of creation: High Approval.
    - b. Creation and/or use with listed mechanics in sanctioned material: High Approval.
- E. The Lancea Sanctum**
1. Titles [Lancea Sanctum]
    - a. Archbishop – Mid Approval
    - b. Cardinal – High Approval
    - c. Saint – Top Approval.
- F. The Ordo Dracul**
1. Titles [Ordo Dracul]
    - a. Master of the Dying Light – Mid Approval; application must demonstrate that the character has undergone the testing detailed in Ordo Dracul p64.
    - b. Oracle – High Approval
    - c. Provost – High Approval
    - d. Twilight Judge – High Approval
  2. *Rites of the Dragon*
    - a. All members of the Ordo Dracul are aware of this book's contents and internal rankings and orders; all other characters require High Approval to be familiar with its contents, have access to copies, or know of internal Ordo Dracul systems.
  3. Factions
    - a. Sworn of the Ladder [Ordo Dracul] – High Approval.
    - b. Sworn of the Locust [Ordo Dracul] – High Approval.
- G. VII**
1. The truth about VII has been determined by the Office of the Master Storyteller, and is available to STs through the released settings document.
  2. Storyteller characters and plotlines involving "true members" of VII: Top Approval.
  3. Storyteller character and plotlines involving "fake members" of VII: High Approval.
  4. Player characters may not be current or former members of the VII or possess any of their powers.
- H. Other Kindred Organizations**
1. **Wings of the Camarilla** [Requiem for Rome]: Although a character with a suitable age application may have once been a member of one of the Wings of the Camarilla, no mechanical benefits may be derived from that in modern nights, except as follows.
    - a. **Cult of Augurs**: Treated as a Shadow Cult (see above, III.C.4.).
    - b. **Legio Mortuum (aka The Legion)**: A remnant of this Wing survives into the modern nights. Can only be joined through the workings of globally approved plotlines or recruited in-game by a player character. For all intents and purposes, the Legio et Mortuum is a covenant, including restrictions upon status, changing membership, and

secondary status. See also the **Legio Mortuum Settings Guide**, available on the CRD and the Gameplay Resources Wiki

[http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay\\_Resources](http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources)

## 2. **Regional Covenants:**

- a. Creating a new Regional Covenant: High Approval, with Top (or Global) notification if the Covenant expands beyond the originating Region into National (or Global) play.
- b. Membership in an approved Regional Covenant: Low Approval.
- c. Custom mechanics for a Regional Covenant (e.g., reduced costs for Merits, free Skill Specializations, etc.): Global Approval, via the Global Rules Panel.
- d. Status in a Regional Covenant is as per the standard Covenant Status rules, including restrictions on holding status in more than one Covenant.
- e. Ascendancy: Regional Covenants that become Ascendant gain the potential status benefit (if enough members of the Covenant are present to gain a bonus), but no other benefit.
- f. Approved Regional Covenants are listed on the Global Rules Panel Wiki:  
[http://wiki.white-wolf.com/camwiki/index.php?title=Global\\_Rules\\_Panel](http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel)

## V. **MERITS**

### A. **Merits Affected by the Addendum**

1. **Armor of Scars** [Immortal Sinners]
  - a. Not sanctioned in the Global chronicle.
2. **Bugman Network Membership** [Immortal Sinners]
  - a. Reserved for the Office for the MST for release via plot.
3. **Carthian Lawyer** [Carthians]
  - a. For characters with Covenant Status: Carthians: High Approval (Low Approval for NPCs).
  - b. For characters without Covenant Status: Carthians: Not Available
4. **Cacophony Listener** [Daeva: Kiss of the Succubus]:
  - a. ●●●: Low Approval.
  - b. ●●●●: High Approval.
  - c. ●●●●●: Top Approval.
  - d. This Merit may only be used in downtime, requiring a downtime action for each use.
  - e. In addition to Daeva, this Merit is available to characters of the Lynx Bloodline.
5. **Carthian Slang** [Carthians]
  - a. Treated as a Language Merit, specific to a particular city.
  - b. For characters without Covenant Status: Carthians: Top Approval.
6. **Connections** [Damnation City]
  - a. Not sanctioned at this time.
7. **Crucible Ritual** [Ordo Dracul]
  - a. This Merit can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
8. **Debate Styles** [Requiem for Rome, Fall of the Camarilla]
  - a. Not sanctioned at this time.
9. **Devoted** [Ancient Mysteries]
  - a. Not sanctioned in the Global chronicle.
10. **Domain** [Damnation City]
  - a. This Merit is not required for a character ICly to have either a feeding ground or domain ICly, however mechanical benefits cannot be gained without the Merit.
11. **Feeding Grounds** [Damnation City]
  - a. This Merit is not required for a character ICly to have either a feeding ground or domain ICly, however mechanical benefits cannot be gained without the Merit.
12. **Fighting Style: Formation Tactics** [Requiem for Rome]
  - a. Prerequisite: Covenant Status (Legio Mortuum) ● or greater.
  - b. ●●●●● **Contendite Vestra Sponte**: the bonus provided by this technique is limited to the character's damage cap or 5, whichever is lower.

13. **Fighting Style: Gladiatorial** [Requiem for Rome]
  - a. Not sanctioned at this time.
14. **Ghost Eater** [Book of the Dead]
  - a. Not sanctioned in the Global chronicle.
15. **Haven**
  - a. Sharing: the Haven Merit cannot be shared with NPCs; dots of Haven possessed by NPCs cannot contribute to a shared PC haven.
  - b. **Chapter Library** [Immortal Sinners]: This factor cannot be stacked with the Library factor below. Available to Ordo Dracul characters only.
  - c. **Library** (additional factor): For every dot purchased in the Library factor, PCs with dots in the Haven enjoy a +1 equipment bonus to any Intelligence + Occult rolls made for research purposes. This may not lead to a cumulative bonus larger than +5. The Library factor does not necessarily represent books. Depending on the contributing vampire's Resources, a Haven's Library may contain relics, vases, old scrolls or other artifacts that don't necessarily contain literal texts but rather inspiring or enlightening artistic or historical details. A Haven's Library factor is limited to a maximum of the Haven's Size factor +1 (e.g., Haven (Size) ●● is limited to a maximum of Haven (Library) ●●●). This factor cannot be stacked with the Chapter Library factor.
16. **House Membership** [Invictus]
  - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
17. **Goodwill (Clan/Covenant) ●● or ●●●●**: See **Secondary Status (Clan/Covenant)**.
18. **Inherited Ghoul** [Ghouls]
  - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
19. **Kindred Medium** [New Orleans: City of the Damned]
  - a. High Approval.
20. **Lordly Palette** [Lord Over the Damned]
  - a. Not available to non-Ventruue characters.
21. **Masquerade** [Danse Macabre]
  - a. Sanctioned per the system presented in the **Hint of Humanity Settings Document** ([http://wiki.white-wolf.com/camwiki/index.php?title=A\\_Hint\\_of\\_Humanity](http://wiki.white-wolf.com/camwiki/index.php?title=A_Hint_of_Humanity)).
  - b. ●● **Vouchsafe**: the Retainers provided by this level of the Merit are one-dot Retainers.
  - c. ●●●● **Expertise**: this applies only to non-supernatural tests.
22. **Mind of the Inscrutable Hydra** [Ordo Dracul]
  - a. Can only be learned in-game from a player character. Low Notification.
23. **Murder Status** [Invite Only]
  - a. This Merit must be purchased with XP.
24. **Necropolis** [Nosferatu: The Beast That Haunts the Blood]
  - a. Clarification: Factors of this Merit are purchased in the same fashion as are factors of the Haven merit.
  - b. A Necropolis must be definitively mapped, including all factors and connecting tunnels of the Necropolis, in relation to the above-ground city infrastructure. This map must be made available to the Mid-approval ST for the VSS, and is subject to Mid Approval.
  - c. **Bleak Annals**: Clarification: tiered specializations are not sanctioned at this time, and this factor does not bypass such.
  - d. **Caldarium**: this factor is actually, ●, ●●● or ●●●●● dots, not ●●●● or ●●●●●.
  - e. **Labyrinth Guardians**: this factor requires a Vitae expenditure represented by a one-point decrease in available vitae at start of game for all characters with dots in the Necropolis. The expenditure does not increase with additional Labyrinth Guardians in the same Necropolis.
  - f. **Necropolis Specter**: this factor may only be purchased up to ●●; higher ratings are reserved for the Office of the Master Storyteller at this time.
25. **Noble Heritage** [Requiem for Rome]
  - a. Not sanctioned at this time.
26. **Pack-Blooded** [Gangrel: Savage and Macabre]
  - a. All members of a coterie using this Merit must be on the same VSS.

27. **Regnant** [Ghouls]
- Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
28. **Remnant of Clarity** [Ancient Mysteries]
- Note that memories requiring approval (e.g., particulars of Roman Kindred History) still require approval, even if accessed via this Merit.
29. **Repute ● to ●●●●●**
- Within Kindred society, vampires might gain a measure of recognition apart from their clan and covenant dedication. The legendary tales or infamous deeds of the Kindred may spread through a region or through multiple regions, and the name of the vampire may grow to become renowned to vampires all over. Players of characters active in Kindred society (usually vampires, but sometimes ghouls may be socially active enough to qualify) who encounter the reputed vampire can test with the character's Intelligence + the vampires' Repute dots to see if the character has heard of the vampire. Once someone recognizes the vampire, the Repute Merit gives a +1 bonus to its mundane Socialize tests against the character recognizing it, as well as on mundane Persuasion (if the character is known in a positive light) or Intimidation tests (if the character's fame slides more toward infamy). This adds to any bonuses from the character's Status Merits if the target would be impressed by the status as well.
  - This Merit is not applied for by the player; rather, it is granted via e-mail by the requisite level Storyteller when/if said Storyteller deems a given level of Repute appropriate.
  - : Granted by Low Storyteller; the character is known by the vampires in its home city.
  - : Granted by Mid Storyteller; the character is known in the cities all around it.
  - : Granted by High Storyteller; the character is known throughout its home Region.
  - : Granted by Top Storyteller; the character is known throughout its home Nation.
  - : Granted by Top Storyteller; the character is known globally; it is a modern legend.
  - As with Status, Repute does not cost XP if awarded. XP previously spent on this Merit is refunded.
30. **Requiem** [Danse Macabre]
- Sanctioned per the system presented in the **Hint of Humanity Settings Document** ([http://wiki.white-wolf.com/camwiki/index.php?title=A\\_Hint\\_of\\_Humanity](http://wiki.white-wolf.com/camwiki/index.php?title=A_Hint_of_Humanity)).
  - **Adept**: this applies only to tests in which the Discipline is included in the draw pool.
31. **Secondary Status (Clan/Covenant) ●● or ●●●●**
- : High Approval; application must at least include a sponsorship letter from a member of the clan/covenant. The character has strong ties to a clan/covenant other than its own, with the following effects:
    - +1 to all mundane social pools against members of the clan/covenant.
    - Members of the clan/covenant may include their own status in mundane social pools against the character.
    - The character may benefit from (but not learn) covenant-specific powers.
  - : Top Approval; application must at least include sponsorship letters from at least two Status 5 members of the clan/covenant. Prerequisite: Secondary Status (Clan/Covenant) ●●. Cannot be purchased within six months of purchasing Secondary Status (Clan/Covenant) ●●. The character has the trust of the leaders of a clan/covenant other than its own, with the following effects:
    - +2 to all mundane social pools against members of the clan/covenant.
    - Members of the clan/covenant may include their own status in mundane social pools against the character.
    - The character may benefit from covenant specific powers, and may learn up to the first dot of covenant specific powers (or non-dot powers – oaths, devotions, etc – that cost 10 XP or less).
  - Secondary Status (Clan/Covenant) is recognized in-character as a level of Status equivalent to the mundane social bonus via a successful Intelligence + Politics test, and counts as such for the purpose of in-character mailing list access.

- d. Secondary Status (Clan/Covenant) may be stripped in the same manner as Status (Clan/Covenant).
  - e. Secondary Status interacts with Ascendancy/Eminence as follows:
    - i. If the character is openly a member of its true Clan/Covenant, then it counts toward and can benefit only from Eminence/Ascendancy of the true Clan/Covenant.
    - ii. If the character is secretly a member of its true Clan/Covenant (i.e.: infiltrating the Secondary Clan/Covenant) then it counts toward and can benefit only from the Eminence/Ascendancy of the Secondary Clan/Covenant.
  - f. Previously approvals/purchases for Goodwill are grandfathered as approvals/purchases for the equivalent level of Secondary Status.
32. **Sexualized** [Ghouls]
- a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
33. **Shadow Cult Initiation** [Mekhet: Shadows in the Dark]
- a. Low Approval for approved members of a Shadow Cult.
34. **Sin-Eater** [Mythologies]
- a. High Approval for Lancea Sanctum Confessors, Ordo Dracul Confessors, Circle of the Crone Maidens, and characters with the Hamartiaphage Discipline; Top Approval for all others.
  - b. The Mortal requirement for this Merit is removed.
  - c. A character may gain Humanity via the assistance of a Sin-Eater no more than once per a number of months equal to twice the character's dots in Humanity; each instance requires a Low Notification by the player of the benefiting PC.
35. **Source Sympathy** [Ghouls]
- a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
36. **Speaker for the Eclipsed** [Invictus]
- a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
37. **Staff** [Ghouls]
- a. Low Approval for all venues.
38. **Status (City)**
- a. **Clarification:** The unmodified City Status **dots** of the Prince and Harpies count for purposes of determining the Eminent Clan and Ascendant Covenant in the city. The City Status **points** – which may potentially be higher than the unmodified City Status dots – do not. See also: [http://jessilaurn.com/Cam-Global-Files/City\\_Status.pdf](http://jessilaurn.com/Cam-Global-Files/City_Status.pdf)
39. **Status (Clan and Covenant)**
- a. **Approval Levels**
    - i. ● to ●●: Low Approval.
    - ii. ●●●: Mid Approval.
    - iii. ●●●●: High Approval.
    - iv. ●●●●●: Top Approval.
    - v. **Playtest Note:** The Australian affiliate operating under a playtest system for Clan and Covenant Status; the above approval levels are replaced by that playtest system within the Australian affiliate for the duration of the playtest.
  - b. **Status (Camarilla)** [Requiem for Rome]
    - i. Not sanctioned at this time.
  - c. **Status (Clan)**
    - i. Holding status in a different clan than the character's real Clan: see Secondary Status.
  - d. **Status (Covenant)**
    - i. Changing Covenant Status: Mid Approval. This applies if a character has ever previously held Covenant status – i.e. if they are changing Covenant directly or have spent time Unaligned.
    - ii. Access to Covenant-specific powers:
      - (a) A character must have at least a single dot of status to learn or benefit from Covenant specific powers.

- (1) Exception: Secondary Status Merit (see above).
- (b) Covenant specific powers are derived, in part, from the mutually shared respect and belief in the tenets of one's covenant. If one leaves that covenant, through any means, the mutual belief is no longer present and the character loses their faction-specific powers. It is a separate Top Approval for a character to keep Covenant specific benefits of their previous Covenant if they change Covenant or become Unaligned. If the benefits are lost no XP is refunded.
- iii. Holding Covenant Status in more than one Covenant: Not sanctioned.
- iv. Covenant Positions: There is no status requirement to hold Covenant positions. Some positions may require an approval to hold.
- e. **Status (Wing) [Requiem for Rome]**
  - i. Not sanctioned at this time; for currently sanctioned Wings of the Camarilla in modern play (such as the Legio Mortuum), use Status (Covenant) instead.
- f. **Background:** a character cannot enter play with more than 2 dots of Clan or Covenant status.
- g. Characters must wait a number of months equal to twice the dots of status they are gaining between increases in Clan or Covenant status dots, including regaining dots stripped in game. (e.g., if a character gained Crone Status 4 in January, ten months would have to pass before they can apply for Crone status 5).
  - i. Note: the date of a character's entry into play is considered the gaining date for the entry level of status for purposes of this rule. (e.g. if a character enters play at Crone Status 2, six months need to pass before the character can apply for Crone Status 3.)
- h. **Cost:** Clan and Covenant status is free.
- i. **Determining Another's Status:** the draw pool used to determine another's Status (Clan, Covenant or City) is Intelligence + Politics.
- j. **Status Stripping and Expulsion**
  - i. The Storyteller must inform the affected player when the declaration to strip status or expel from the covenant is made public.
  - ii. Stripping status requires 10 x the level of status of the character being stripped. Expulsion from a covenant requires 20 x the level of status of the character being expelled. There is no requirement to have support from characters of the same status level (e.g. 50 status 1 characters may strip a status 5).
  - iii. A public in-character censure of the target character must be made. This must have a clear out-of-character note explaining the attempt to strip status or expel from the covenant, list all characters (and their status) supporting the attempt, and the total status in support. The note must give contact details of the supervising Storyteller.
  - iv. Characters may defend themselves by getting support from other characters opposed to the strip/expulsion. They have 14 days to gather support, from when the supervising Storyteller tells them of the attempted strip. The strip is cancelled if equal or more status dots oppose the attempted strip than support it. If a character who previously supported the strip changes their mind and opposes it, they must do so publicly and in-character.
  - v. 50% of the minimum support for a strip must come from within the nation of the character being stripped. If there is not enough status in a nation to make 50% achievable, that nation's NST shall use their own judgment to decide if national support warrants a successful strip.
  - vi. All support and opposition to a strip must be made in a public, in-character fashion, either by announcement at a game session and/or by post on the appropriate IC mailing list.
  - vii. If a character fails to strip their target they may not attempt to strip the same target for 90 days. Only the Invictus and Lancea Sanctum Covenants may expel members per Mind's Eye Theatre: Requiem. All Covenants may make use of the status stripping mechanics.
- k. **Loaned Status**
  - i. A character can loan their status to another character. The character receiving the loan is considered to have the same status as the character making the loan, in

- specified situations. The conditions that the status can be used in should be detailed, and the supervising Storyteller of the scene has final call on whether loaned status can be used in that situation. Loaned status is not cumulative with a character's existing status. Loaning status is "all or nothing", a character cannot loan part of their status. You cannot loan status outside Clan or Covenant (e.g. a member of the Lancea Sanctum cannot loan their Covenant status to a member of the Invictus).
- ii. To use loaned status a player must provide an item card or other proof from the player whose character is loaning the status. This must provide; the name of the character loaning the status, their domain and region, their supervising ST contact details, verification of any approvals related to the status, and a short description of the situation the status may be used in.
  - iii. Loaned status is subject to normal status restrictions, based on the approval jurisdiction of the character loaning the status
40. **Stunt Rider** [Requiem for Rome]
    - a. This Merit may be used with a motorcycle.
  41. **Swarm Mind** [Gangrel: Savage and Macabre]
    - a. The character must already possess the singular animal form prior to purchasing this Merit for that form.
    - b. The swarm created through this Merit may not inflict damage, except the damage inflicted by feeding (one lethal per dot of blood drained).
    - c. This Merit may not be used in conjunction with the Husk Devotion.
  42. **Tap the Torpid Mind** [Invictus]
    - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
  43. **Taste of the Strange** [Ancient Mysteries]
    - a. Top Approval.
  44. **Tenant** [Damnation City]
    - a. Not sanctioned at this time.
  45. **Tomb** [Ancient Mysteries]
    - a. Sharing: the Haven Merit cannot be shared. While it may be included in a shared Haven – and while more than one character may have a Tomb located in a shared Haven – only the character owning the Tomb may benefit from it.
  46. **Torpor Connection** [Invictus]
    - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
  47. **True Worm** [Nosferatu: The Beast That Haunts the Blood]
    - a. Possession of this merit permits the character one additional Resolve action per downtime period.
  48. **Unliving Anchor** [Nosferatu: The Beast That Haunts the Blood]
    - a. May only be purchased up to ●●; higher ratings are reserved for the Office of the Master Storyteller at this time.
  49. **Unobtrusive** [Ghouls]
    - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
  50. **Unyielding Mask** [Nosferatu: The Beast That Haunts the Blood]
    - a. This Merit can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  51. **Vassal** [Damnation City]
    - a. Not sanctioned at this time.
  52. **Vice over Virtue** [Ancient Mysteries]
    - a. Not sanctioned at this time.
  53. **Virtue's Twin** [Invictus]
    - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
  54. **Vitae Connoisseur** [Ancient Mysteries]
    - a. Not sanctioned in the Global chronicle.
  55. **Will of the Dynasty** [Invictus]
    - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.

## VI. BLOODLINES

### A. Overall

1. **Bloodlines from sanctioned material:** High Approval (Low Approval for NPCs), unless specifically listed otherwise. It is not particularly difficult from a mechanical perspective to join a bloodline in game if recruited by another player character. This should not be construed as a valid reason for an avusing to occur without good roleplaying and a good IC rationale. Storytellers should hesitate to approve bloodlines specific to a geographical area, it may be better to create a custom bloodline with a similar theme rather than write a canon-bending story to justify the sanctioned bloodline.
  - a. **Out of Covenant:** It is one approval level higher to join a bloodline from a covenant sourcebook other than the character's covenant.
2. **Blood Potency requirement:** Characters creating or joining bloodlines before entering play must satisfy the Blood Potency requirements at the time they enter play, despite any background description of torpor after achieving the bloodline in the character's history.
  - a. "Rediscovering" a custom bloodline has the same Blood Potency requirement as founding a bloodline (i.e. BP6).
3. **Activation of Sire's Bloodline:** A character at BP2 can activate its sire's bloodline if one of the following conditions applies:
  - a. The character's sire was already a member of that bloodline at the time of the child's embrace.
  - b. The character's grandsire was a member of that bloodline when he embraced the character's sire, and the character's sire subsequently activated the bloodline.All existing activated bloodlines, even if they do not adhere to these conditions, are grandfathered.

### B. Custom Bloodlines

1. **Approvals:**
  - a. With a Common Discipline (Animalism, Celerity, Obfuscate, Resilience or Vigor) as the fourth Discipline: High Approval to create or join.
  - b. With an Uncommon Discipline (Auspex, Dominate, Majesty, Nightmare, Protean) as the fourth Discipline: Top Approval to create, High Approval to join.
  - c. With two of the three favored clan Disciplines swapped out: Top Approval to create, High Approval to join.
  - d. Allows two or more clans to join: Top Approval to create, High Approval to join.
  - e. "Rediscovering" a custom bloodline that currently has no active characters in play: Top Approval.
  - f. With a custom Discipline: no further applications will be accepted at this time.
  - g. Approved Custom Bloodlines are listed on the Global Rules Panel Wiki:  
*[http://wiki.white-wolf.com/camwiki/index.php?title=Global\\_Rules\\_Panel](http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel)*
2. Entering play as part of a custom bloodline requires agreement from the player of the most senior character in that bloodline (usually the bloodline founder). This is not required for characters who find a way to join in game.

### C. Bloodlines Affected by the Addendum

1. Characters with bloodlines from **Bloodlines: the Chosen** and **Mekhet: Shadows in the Dark** previously approved as members Camarilla contest bloodlines are grandfathered into the White Wolf published bloodline from the book without any changes on their character sheet (to Disciplines etc), and without any possible XP debt. Players who feel their Camarilla contest bloodline characters do not suit the book bloodline may revert to pure clan without going into XP debt. The Camarilla contest bloodlines with **Bloodlines: the Chosen** or **Mekhet: Shadows in the Dark** equivalents are now defunct. Camarilla contest bloodlines that are not mentioned in **Bloodlines: the Chosen** or **Mekhet: Shadows in the Dark** are unchanged, with the exception of the Licinii bloodline which is replaced by the version in **Requiem for Rome**.
2. **Adrestoi** [Lords Over the Damned]

- a. The Adrestoi bloodline has their weakness changed to the following “Any Discipline which requires Willpower also requires the same amount of Vitae. Adrestoi may spend Willpower normally to affect rolls”.
3. **Bohagande** [Bloodlines: The Hidden]
  - a. Unless a character has the Occult specialization ‘Bohagande’ they do not know that a Bohagande aura is not a sign of diablerie. They should strongly suspect serial diablerie when they see such an aura.
  - b. A Bohagande that has “lost” his secret name by some means (e.g., Dominate to remove the memory, an extreme effect of the Fog of Ages, etc.) cannot use the Sunnikuse discipline. Dots in the discipline are not lost; they simply cannot be used until such time as the character recovers knowledge of his secret name by some means (e.g., Dominate, extracting the name from his sire or avus, a quest to recover it from the spirit Crow, etc.).
4. **Corajoso** [Ancient Bloodlines]
  - a. This bloodline is available only by workings of globally approved plotlines or avusing in-game by a player character.
5. **Csalad** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
6. **Dead Wolves** [World of Darkness: Shadows Over Mexico]
  - a. Vampires approved for the Dead Wolves bloodline will not be automatically approved to make full use of Sublunario (see Sublunario in Section VI).
7. **Eupraxus** [Immortal Sinners]
  - a. Top Approval.
8. **Empusae** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
9. **Ezsébet** [Daeva: Kiss of the Succubus]
  - a. The Ezsébet bloodline does retain the weakness of their parent clan.
10. **Khaibit** [Bloodlines the Hidden]
  - a. If the character does not hold Covenant Status in the Circle of the Crone: Top Approval. This is not grandfathered.
11. **Larvae** [Requiem for Rome]
  - a. Their scarcity and very low numbers in modern nights should be considered in any application for this bloodline. Top Approval.
12. **Les Gens Libre** [Ancient Bloodlines]
  - a. This bloodline is available only by workings of globally approved plotlines or avusing in-game by a player character.
13. **Licinii** [Requiem for Rome]
  - a. Their scarcity and very low numbers in modern nights should be considered in any application for this bloodline. Top Approval.
14. **Lynx** [Invictus]
  - a. The bloodline discipline for the Lynx is Majesty, not Web.
15. **Malocusian** [Invictus]
  - a. The Malocusian bloodline’s Disciplines include Majesty, not “Presence.”
16. **Morbus** [Vampire: The Requiem]
  - a. The Morbus bloodline does retain the weakness of their parent clan.
  - b. The rules for this bloodline in **Requiem for Rome** (WW25140) are not used.
17. **The Players** [Bloodlines: The Legendary]
  - a. The Disciplines of the Players bloodline are Auspex, Celerity, Majesty, and Obfuscate.
18. **San Giovanni** [Bloodlines: the Chosen]
  - a. San Giovanni zombies follow the same base rules as a retainer and are Low Approval. If a San Giovanni’s mortal/ ghoul retainer dies they may resurrect it under zombie creation rules at no extra cost.
19. **Shepherds** [Ancient Bloodlines]
  - a. This bloodline is available only by workings of globally approved plotlines or avusing in-game by a player character.
20. **Sons of Cade** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.

21. **Therion** [Belial's Brood]
  - a. Available to Brood characters only.

## VII. DISCIPLINES, DEVOTIONS AND RITUALS

### A. Overall

1. Disciplines at level 6 and above are not available (and cannot artificially be made available by any power).
2. Only player characters can teach Disciplines that require teachers as per MET Requiem. The basic Disciplines (those described in Mind's Eye Theatre: Requiem) are Low Approval to learn, regardless of clan. Unique Disciplines cannot be taught to any character not of that bloodline, including ghouls.
3. **Rituals (Crúac, Theban Sorcery, Veneficia, etc.) are not subtle, and require appropriate roleplay to make clear that the character is performing a ritual. The ritual must be roleplayed in an obvious manner, or at least by loudly announcing, "I am performing a blood magic ritual."**

### B. Custom Devotions

1. **Approvals:** At this time, custom devotions beyond those already approved will not be considered for approval.
  - a. Approved Custom Devotions are listed on the Global Rules Panel Wiki:  
[http://wiki.white-wolf.com/camwiki/index.php?title=Global\\_Rules\\_Panel](http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel)
  - b. Learning an approved Custom Devotion from a PC teacher: Low Approval.
  - c. Learning an approved Custom Devotion from an NPC teacher: High Approval.
  - d. Spontaneously learning/developing/rediscovering: Top Approval.
  - e. Learning an approved Custom Devotion in background: High Approval, except as part of a custom bloodline application (maximum of two Devotions).
  - f. A number of mechanically-similar or identical devotions are being condensed into a single devotion by the Global Rules Panel. A PC with a desanctioned devotion may switch to a mechanically- similar or identical devotion with Low Approval (or the minimum approval for the sanctioned devotion if higher than Low).
2. **Development Time:**
  - a. A character must spend a number of months studying and developing, equal to whichever Discipline has the highest number of dots in the Devotion. This waiting period starts when the application is submitted. In addition, a character should spend a number of downtime actions equal to the total number of Discipline dots in the devotion in study and development.
  - b. A character can only have one pending custom power application at any time, and can only be approved for one custom power which they developed themselves every 6 months of in-game time. E.g. as of August 2007 a chronicle length character should have no more than 5 custom powers they developed themselves.

### C. Disciplines and Rituals Affected by the Addendum

1. **Auspex**
  - a. **Clash of Wills:** There is an editing error in **MET Requiem** p159. Use this system instead;
    - i. A character with Auspex that encounters a use of Obfuscate can draw Wits + Investigation + Auspex to establish a number of Clash of Wills successes. These successes last for an hour and are compared to activation successes for Obfuscate to see if the Auspex user can pierce them. The Auspex user needs more successes than the Obfuscate user, unless the Obfuscate power was activated under their direct observation, in which case they need equal successes to pierce the Obfuscate.
    - ii. Obfuscate users must record the number of successes gained on activation of Obfuscate powers.
    - iii. Players cannot redraw Clash of Wills or reactivate Obfuscate to achieve more successes. It is the players, not the characters, who know the number of successes.
    - iv. Clash of Wills can pierce the effects of Obfuscate based Devotions or, at Storyteller discretion, other illusory effects.
  - b. ●● **Aura Perception**

- i. The system for this power is replaced with that presented in **Vampire the Requiem** (WW25000).
  - c. ●●● **Feathers' Flight, The** [World of Darkness: Shadows Over Mexico]
    - i. High Approval; should be reserved for characters of Mexican history or descent.
    - ii. This power cannot be purchased in conjunction with The Spirit's Touch or Playback; a character may have one of these three powers.
  - d. ●●● **Playback** [New Wave Requiem]
    - i. High Approval.
    - ii. This power cannot be purchased in conjunction with The Feathers' Flight or The Spirit's Touch; a character may have one of these three powers.
  - e. ●●●● **Twilight Projection**
    - i. A character in Twilight Projection can use the Auspex powers Heightened Senses, Aura Perception and Spirit's Touch. No other powers will function, including Auspex based Devotions unless specified in their description.
    - ii. A character whose body is destroyed while in Twilight Projection needs Top Approval to continue its existence.
2. **Blood Oaths** [Invictus]
- a. **Definitions:** For purposes of this Addendum, use the following definitions:
    - i. **Notary:** the character performing a Blood Oath, whether or not taking part in the Oath himself.
    - ii. **Vassal:** a character swearing a Blood Oath to someone else; this need not be a vassal in a formal vassal/liege relationship.
    - iii. **Lord:** a character having a Blood Oath sworn to her; this need not be a liege in a formal vassal/liege relationship.
  - b. **Status Requirement:** Certain Oaths require more investment in and/or trust by the Invictus than others. Status requirements are as follows:
    - i. **Oaths of Avoidance** (Blood-Tell, Blood Knives, Oath Unsworn, Burning Blood) require no status in the Invictus to swear.
    - ii. **Mutual Oaths** (Blood Alliance, Blood Service, Blood Loyalty) require the swearing character to be Acknowledged by the Invictus (Status 1 or Secondary Status 2), and must always be sworn by one of lower status to one of higher status.
    - iii. **Oaths of Performance** (Running Blood, Bloody Hand, Blood Focus) require the swearing character to be Recognized by the Invictus (Status 2 or Secondary Status 4).
  - c. **Creation of Oaths**
    - i. To create a Blood Oath, the player of a Notary submits the wording of the Oath - with specific names and dates omitted (i.e., a Generic Oath) - to the approvals database at the appropriate level for the chosen duration.
    - ii. Once a Generic Oath is approved, the Notary can swear one or more characters to that Oath. Players of characters swearing to such an Oath are required to send notification by e-mail, within two weeks of swearing, to his Storytellers up to the approval level for the Oath, and must include the Notary's approval number for that Oath.
 

*Example:* The player of Notary Smith enters his text for a Generic Oath of the Bloody Hand for bodyguards to be used at large gatherings. The Oath has a duration of one week, and is thus Mid Approval. Once this is approved, other characters may swear to this Oath; their players must notify his Low and Mid Storytellers within two weeks of swearing.
    - iii. **Approvals:** Blood Oaths require approvals based on the duration of the oath:
      - (a) Up to 1 month: Mid Approval.
      - (b) Over 1 month, or indefinite/permanent: High Approval.
      - (c) The following oaths do not require approval above Low and may be sworn without prior notification: Blood Alliance, Blood-Tell, Running Blood.
  - d. **Oaths Affected by the Addendum:**
    - i. **Oath of Blood Loyalty:**

- (a) A character can be sworn to no more than one Oath of Blood Loyalty at a time, either as vassal or lord (not both).
- (b) The duration for this Oath is always Permanent. It ends only upon the destruction of one of the two parties to the Oath.
- (c) This Oath is mutually exclusive with the Oath of Blood Service, except that a lord may have one vassal sworn via Blood Loyalty in addition to other vassals sworn via Blood Service.
- ii. **Oath of Blood Service:**
  - (a) A character can be sworn to no more than one Oath of Blood Service at a time as a vassal. A character may however have more than one such oath sworn to him as a lord.
  - (b) This Oath is mutually exclusive with the Oath of Blood Loyalty, except that a lord may have one vassal sworn via Blood Loyalty in addition to other vassals sworn via Blood Service.
- iii. **Oath of Blood-Tell:**
  - (a) This Oath can be learned by non-Invictus without special approval.
  - (b) When sworn between two characters, only one needs to know this Oath. Alternatively, two characters without this Oath may swear to it via a third-party Notary.
- iv. **Oath of the Bloody Hand:**
  - (a) A character may spend vitae from the Bloody Hand in addition to vitae from his own vitae pool. The character's Blood Potency limits how much vitae may be spent from the Bloody Hand in a single round. This is explicitly in addition to the vitae per round that the character can spend from their personal vitae pool.
    - (1) Vitae spent from the Bloody Hand may only be used for Healing Wounds or Physical Augmentation. The bonus for Physical Augmentation cannot exceed the normal limits imposed by the character's Blood Potency.
    - (2) Vitae spent from Bloody Hand may not be combined with the vitae spent from the character's personal vitae pool. (E.g., if vitae from Bloody Hand is spent for Healing Wounds, then vitae spent from the character's personal vitae pool for Healing Wounds has no effect).
  - (b) Vitae in a Bloody Hand does not replenish.
  - (c) Damage incurred by abandoning an Oath of the Bloody Hand is an exception to the prohibition against one-shot kills.
- v. **Oath of Burning Blood:**
  - (a) If the character swearing this Oath is willing, he can spend the Willpower Dot on behalf of the Notary.
  - (b) The bonus provided by the Oath to resist powers and effects which would cause the Oath to break can only be used if failing to resist the power, or effect, would result in the Oath breaking.
- vi. **Oath of Monomacy:**
  - (a) The character begins Monomacy at a "baseline state": all powers, oaths, vitae augmentations and other activated supernatural benefits from any source to the character cease.
- 3. **Blood Tenebrous** [Book of Spirits]
  - a. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  - b. **● Pulse of the Invisible**
    - i. This power does not allow the user to perceive Strix.
  - c. **●●●● Drawing in the Devil**
    - i. Reserved for the office of the MST.
- 4. **Bloodworking** [Mekhet: Shadows in the Dark]
  - a. This Discipline cannot be combined with other Disciplines or Devotions, with the exception of Celerity, Resilience and Vigor. E.g., one cannot combine Fingertongue with the Husk Devotion.

5. **Coils of the Dragon**
  - a. **Anoushka's Ladder** [Ordo Dracul]
    - i. The prerequisite number of dots in other coils prior to learning the first rung of Anoushka's Ladder is reduced from nine to six in the global chronicle.
    - ii. Available only to the Sworn of the Ladder.
  - b. **Coils of Banes**
    - i. ●● [Ordo Dracul]: Possession of this tier permits the character one additional Resolve action per downtime period.
  - c. **Coils of Blood**
    - i. ●●●● [Ordo Dracul]: can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
  - d. **Coils of the Soul** [Ordo Dracul]
    - i. ● through ●●●: Mid Approval to learn from player characters, High Approval otherwise (Low Approval for NPCs).
    - ii. ●●●●: can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
  - e. **Coils of Slumber** [Ancient Mysteries]
    - i. This is a different Coil than the one of the same name in Immortal Sinners.
    - ii. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Mid Approval.
  - f. **Coils of Slumber** [Immortal Sinners]
    - i. This is a different Coil than the one of the same name in Ancient Mysteries.
    - ii. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. High Approval.
6. **Crúac**
  - a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.
    - i. E.g. A character casts Cheval, a level 1 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars.
  - b. Spirit Crúac: See also the **Spirit Cruac Settings Guide**, available on the CRD and the Gameplay Resources Wiki:
 

*[http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay\\_Resources](http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources)*

    - i. Prerequisite: Occult Specialization: Spirit Crúac: Low Approval.
    - ii. Spirit Crúac rituals: High Approval.
    - iii. Using Spirit Crúac rituals to mechanically affect player characters other than the caster: High Approval.
  - c. The following rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.
    - i. ● **Pythian Renewal** (a variation of **Visage of the Crone**) [Circle of the Crone]
    - ii. ●● **Cernunnos's Horn** [Night Horrors: The Wicked Dead]: Top Approval.
    - iii. ●● **Path of Thorns** [Circle of the Crone]
    - iv. ●● **Rex Sanguis Sacrorum** [Ancient Mysteries]
    - v. ●● **Soul's Work** [Circle of the Crone]
    - vi. ●● **Doorways of Eye and Mind** [Ancient Mysteries]

- vii. ●●● **Final Service of the Slave** [Circle of the Crone]
- viii. ●●● **Fire the Cauldron** [Night Horrors: The Wicked Dead]: Top Approval.
- ix. ●●● **Hag Mask** [World of Darkness: Shadows of the UK]
- x. ●●● **Rain** [Circle of the Crone]
- xi. ●●●● **Fount of Wisdom** [Circle of the Crone]
- xii. ●●●● **Mask of Blood** [Circle of the Crone]
- xiii. ●●●●● **A Child from the Stones** [Circle of the Crone]
- d. ● **Genius Loci** [Mekhet: Shadows in the Dark]
  - i. Available to members of the Followers of Seth shadow cult only.
- e. ●● **Amemet's Pursuit** [Mekhet: Shadows in the Dark]
  - i. Available to members of the Followers of Seth shadow cult only.
- f. ●● **Prey's Blood** [Gangrel: Savage and Macabre]
  - i. Available to Gangrel characters only.
- g. ●● **Rite of the Bloody Crossroads** [World of Darkness: Chicago]
  - i. Mid Approval.
  - ii. This rite is city specific. When purchased, it must be specified what city it belongs to; however it may be purchased multiple times for different cities.
- h. ●● **Rite of the Circle Path** [World of Darkness: Chicago]
  - i. Mid Approval.
  - ii. This rite is city specific. When purchased, it must be specified what city it belongs to; however it may be purchased multiple times for different cities.
- i. ●●● **Deflection of the Wooden Doom**
  - i. Clarification: When a Cruac ritualist is protected by a successfully cast Deflection of the Wooden Doom ritual, wooden objects that are used in an effort to stake the ritualist disintegrate/rot/etc on contact. No damage is done by the wooden object to the ritualist. Note that this only affects wooden objects that are actively used in an attempt to stake the ritualist, not merely objects that happen to brush against the ritualist or that the ritualist himself reaches out and touches.
- j. ●●● **Hag's Mask** [World of Darkness: Shadows of the UK]
  - i. Clarification: The only traits which can be raised by vitae expenditure via this ritual are Intimidation or Defense. The increase lasts only for a turn.
- k. ●●● **Hand of Seth, The** [Mekhet: Shadows in the Dark]
  - i. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  - ii. This Devotion is available only to characters with at least one dot of Shadow Cult Initiation in the Cult of Seth.
- l. ●●● **Tiamat Offspring** [Circle of the Crone]
  - i. Homunculi are treated as Retainers at Low Approval; successful use of Tiamat Offspring allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind's Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points). The system for Better Homunculi on page 207 is not used.
- m. ●●● **Tickblood** [Gangrel: Savage and Macabre]
  - i. Available to Gangrel characters only.
- n. ●●●● **Blade of Tu'at** [Mekhet: Shadows in the Dark]
  - i. Reserved for the Office of the Master Storyteller.
- o. ●●●● **Fount of Wisdom** [Circle of the Crone]
  - i. Benefits obtained from Fount of Wisdom are limited by the user's blood potency.
- p. ●●●● **Thinning the Skin/The Twenty-Four Wolves at Twilight** [Book of Spirits]
  - i. Functions as per the mechanics on p. 84. All listed limitations must be strictly followed (functions no longer than 30 seconds, can only be cast once per year).
- q. ●●●● **Thrashing of Apep's Coils, The** [Mekhet: Shadows in the Dark]
  - i. Available to members of the Followers of Seth shadow cult only.
- r. ●●●●● **A Child from the Stones** [Circle of the Crone]

- i. Gargoyles are treated as Retainers at Low Approval; successful use of A Child from the Stones allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind's Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points).
  - ii. Gargoyles are sentient, but not human. They can be affected by mind-affecting powers, but cannot be affected by powers that require the target to be a mortal (such as Possession).
- s. ●●●●● **As One** [Circle of the Crone]
  - i. The effects of this ritual must be determined at purchase, though the vampire can learn multiple versions. Mechanics not listed in the book are not available.
- t. ●●●●● **Feeding the Crone**
  - i. Clarification: This ritual does not increase the ritualist's damage cap.
- u. ●●●●● **Heart's Curse** [Circle of the Crone]
  - i. A character cannot be targeted by this power more than once per night.
- v. ●●●●● **Ianus' Blessing** [Ancient Mysteries]
  - i. Not sanctioned in the Global chronicle.
- w. ●●●●● **Rite of Going Forth by Day, The** [Mekhet: Shadows in the Dark]
  - i. Available to members of the Followers of Seth shadow cult only.
- 7. **Dementation** [Ventrue: Lords over the Damned]
  - a. Not sanctioned at this time.
- 8. **Despond** [Bloodlines: The Legendary]
  - a. ● **Self-Doubt**
    - i. A subject unable to act because of this power may defend herself and act normally if attacked. "Act normally" does not include the ability to make a second attack.
- 9. **Detournment** [Mekhet: Shadows in the Dark]
  - a. ●●●● **Face of New Flesh**
    - i. Use of this power is a Sin at Humanity 2.
  - b. ●●●●● **The Soul Transplant**
    - i. Use of this power is a Sin at Humanity 2.
- 10. **Dominate**
  - a. A subject unable to act because of use of Dominate can defend themselves normally if attacked.
  - b. ●●●●● **Possession**
    - i. Use of this power does not grant access to the possessed mortals Skills (including Physical Skills).
- 11. **Embrocation** [Bloodlines: The Hidden]
  - a. This Discipline does not allow one to spend more Vitae per turn than BP allows.
- 12. **Eupraxia** [Ordo Dracul]
  - a. ●●● **Grace of Eupraxia**
    - i. For the purposes of this power, the Vinculum does not count as a supernatural effect.
- 13. **Gustus** [Bloodlines: The Legendary]
  - a. ●●● **Befoul**
    - i. This power is a resisted test (ignore the reference to it being contested earlier in the write-up).
  - b. ●●●● **Disgorge**
    - i. This is a projectile attack. The target benefits from her normal Defense (as well as Celerity, but not Armor) like a normal physical attack. The amount of damage is determined by the number of successes. The cost is one Vitae per attack. .
  - c. ●●●●● **Puissance of Flesh**
    - i. This power may not be used to acquire Disciplines unique to another bloodline; Attributes and Advantage increases from this power are still limited by the user's Blood Potency.
- 14. **Hamartiaphage** [Mythologies]
  - a. High Approval to learn from a PC; Top Approval to learn from an NPC.
- 15. **Investments** [Belial's Brood]

- a. Multi-action powers are not sanctioned for any characters.
- 16. **Lithopedia** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
- 17. **Majesty**
  - a. ●●●● **Barring the Bone Gate** [World of Darkness: Shadows Over Mexico]
    - i. High Approval; should be reserved for characters of Mexican history or descent.
    - ii. This power cannot be purchased in conjunction with Summoning; a character may have one or the other, but not both.
  - b. ●●●●● **Sovereignty**
    - i. Ignore the MET Requiem text describing this power being used against repeated aggressions. Sovereignty is only tested against any one character once per scene.
    - ii. The character using Sovereignty makes a single draw, against which all opposing draws are made for the duration of the power.
    - iii. The test result dictates if a character can attack the Sovereignty user for the rest of the scene.
    - iv. An attempt to break Sovereignty doesn't count towards the maximum number of characters who can attack the Sovereign vampire in a turn.
    - v. Any attack (either physical or via damaging/harmful Discipline) made by a character using Sovereignty that is not in direct response to an attack by an opponent immediately voids the entire effect of the power for the scene.
- 18. **Memnise** [Mekhet: Shadows in the Dark]
  - a. ● **Create Ties**
    - i. Blood ties created via this power are reciprocal.
  - b. ●● **Dipping in the Pool**
    - i. NPCs do not contribute to this power.
    - ii. The bonus provided by this power is limited to the character's dots in Memnise.
  - c. ●●●● **The Exchange of Things Past**
    - i. The pool for this power is Manipulation + Empathy + Memnise, contested by Composure + Blood Potency.
  - d. ●●●●● **The Thief of Minds**
    - i. The user of this power must drink vitae from the target.
- 19. **Obfuscate**
  - a. ●●● **Cloak of Night**
    - i. This power is immediately voided if activated while the user is held in a grapple.
  - b. ●●●●● **Cloak the Gathering**
    - i. This power is immediately voided when activated for any targets currently held in a grapple.
- 20. **Obtenebration**
  - a. ●●●●● **Shadow Form**
    - i. The user of this power can, by expending a Willpower point, assume a three-dimensional form (per the description given for an Exceptional Success).
- 21. **Protean**
  - a. ● **Aspect of the Predator**
    - i. Clarification: this power affects both the user and observer; both react to Predator's Taint as though the user's Beast is at least as large as that of the observer. If the user actually has a larger Beast than the observer, both are aware of such.  
Example:  
Adam Gangrel has Protean 1 and BP5.  
Beth Daeva has no Protean and BP3.  
Clyde Ventrue has no Protean and BP7.  
Adam Gangrel will see Beth Daeva as having a Beast smaller than his (fight response) and Clyde Ventrue as having a Beast of roughly the same size as his own (still a fight response).  
Beth Daeva will see both Adam Gangrel and Clyde Ventrue as having bigger Beasts than her own (flight response to both).

Clyde Ventrue will see Adam Gangrel as having a Beast roughly the same as his own (fight response) and Beth Daeva as having a smaller Beast than his own (fight response).

- b. ●● **Haven of Soil**
    - i. Characters cannot move while interred in the earth with this Discipline.
  - c. ●●● **Claws of the Deep** [Immortal Sinners]
    - i. High Approval.
    - ii. This power cannot be purchased in conjunction with Claws of the Wild or The Jungle's Sting; a character may have one of these three powers.
  - d. ●●● **Jungle's Sting, The** [World of Darkness: Shadows Over Mexico]
    - i. High Approval; should be reserved for characters of Mexican history or descent.
    - ii. This power cannot be purchased in conjunction with Claws of the Wild or Claws of the Deep; a character may have one of these three powers.
  - e. ●●●● **Shape of the Beast**
    - i. Different animal shapes provide different mechanical benefits. The form's size must be appropriate to the animal shape.
    - ii. Four of the following options can be taken for each animal form. Each option can be taken once only unless otherwise specified:
      - (a) Claws inflict lethal damage
      - (b) Bite is possible without a grapple
      - (c) +1 bonus to attack pools
      - (d) Running speed is doubled
      - (e) Form capable of flight at regular speeds (Speed 1 when not flying)
      - (f) +3 to mundane perception tests with a specified sense
      - (g) +2 to mundane perception tests with any sense
      - (h) +2 Defense if form is smaller than size 5
      - (i) +1 size (can be chosen twice)
      - (j) +2 bonus to non-combat task
    - iii. A character's base Attributes remain unchanged in the new form. Reduced Size reduces Strength and Health level bonuses to a minimum of 1 but doesn't count as an Advantage.
    - iv. Primarily aquatic forms have swimming as their primary movement type. Ground based movement is dropped to Speed 1, air-based movement is impossible.
    - v. Fictional and mythological animal forms are not permitted.
    - vi. Though **MET: Requiem**, pg194, states that a vampire in animal form is not subject to the Animalism Discipline, they can still be affected by Animalism ●●●●: **Leashing the Beast**.
22. **Resilience**
  - a. Clarification: Resilience cannot be activated more often than once per turn.
23. **Sublunario** [World of Darkness: Shadows Over Mexico]
  - a. This Discipline can be learned and utilized without using the free Totem Merit dots. Use of the Totem Merit dots requires membership in a werewolf pack (with the associated cross-venue approvals).
24. **Sunnikuse** [Bloodlines: The Hidden]
  - a. Sunnikuse powers go into effect after the Wits + Occult draw to identify attempted use (as detailed in Bloodlines: the Hidden) has been made.
  - b. All Sunnikuse powers are resisted by the target's Resolve.
  - c. Multiple uses of Sunnikuse cannot affect the same test or contested test.
  - d. Sunnikuse cannot be used to affect other tests to employ Sunnikuse.
  - e. ● **Jinx**
    - i. This power can affect only one of a particular character's draws per scene.
    - ii. This power does not give the user an automatic success. Instead, a card drawn that does not result in a success is redrawn. This doesn't guarantee more successes than an opponent in a contested draw.

- iii. Multiple characters can find their challenges ruined by this power once each scene, but only the first use of Jinx in a scene gives the Bohagande the redraw described above.
  - f. ●●● **Calamity**
    - i. This power causes the victim's tests to automatically fail if they draw an ace or a two.
  - g. ●●●● **Twist of Fate**
    - i. This power can affect only one of a particular character's draws per scene, and cannot affect tests where damage inflicted would be increased.
  - h. ●●●●● **Gift of the Crow**
    - i. This power is resisted by the highest Resolve of those in range.
    - ii. This power results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).
    - iii. Failures created by this power are assigned by the ST or Narrator, not by the player.
25. **Stigmatica** [Bloodlines: The Hidden]
- a. Blood from Transubstantiation of the Starved cannot be made into Vitae Reliquaries and can only be used once every week.
  - b. The powers of Stigmatica are delivered from drinking the mortal's wounds. Kindred unable to gain sustenance from mortal blood can not benefit from uses of Stigmatica (this includes temporarily increased Blood Potency from Spear of Longinus).
  - c. No character may benefit from more than one application of Stigmatica at a time.
  - d. See also errata for **Bloodlines: the Hidden**, available on the White Wolf website.
26. **Taurobolium** [Bloodlines: The Legendary]
- a. Galloi characters may not use Taurobolium on themselves. A Galloi character may, however, affect another Galloi through the use of their Discipline.
27. **Theban Sorcery**
- a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.
    - i. E.g. A character casts Blood Scourge, a level 1 ritual. On the first turn they pay the Willpower point inherent to Theban Sorcery, and the Vitae required for the specific ritual. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars (the weapon lasts for three turns).
  - b. Theban rituals from **Requiem for Rome** (WW25140) and **Fall of the Camarilla** (WW25307) are sanctioned as noted below.
  - c. The following rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.
    - i. ● **Angel's Touch** [Requiem for Rome]
    - ii. ● **Crown of Thorns** [Lancea Sanctum]
    - iii. ● **Hauberk of Blood** [Lancea Sanctum]
    - iv. ●● **Lightning Rod** [Ancient Mysteries]
    - v. ●● **Sanctity** [Lancea Sanctum]
    - vi. ●●● **Anoint the Spear** [Night Horrors: The Wicked Dead]: Top Approval.
    - vii. ●●● **Blessing of Judas Thomas** [Fall of the Camarilla]
      - (a) Mid Approval.
      - (b) For purposes of this ritual, "familiar domain" is defined as an area governed by a VSS which the character has not previously visited. It must be cast prior to entry, and may only be used during the character's first visit to the area.
      - (c) Any attack (either physical or via damaging/harmful Discipline) made by a character using this ritual immediately ends the duration of the ritual's effects.

- viii. ●●● **Micah's Hope** [Requiem for Rome]
- ix. ●●● **Pharaoh's Paces** [Lancea Sanctum]
- x. ●●● **Sanguine Clarity** [Ancient Mysteries]
- xi. ●●●● **Purifying Light** [Fall of the Camarilla]
  - (a) This ritual specifically also affect the Strix.
- xii. ●●●● **Display of the Beast** [Lancea Sanctum]
- xiii. ●●●● **Spear of Faith** [Lancea Sanctum]
- xiv. ●●●●● **Damned's Day** [Lancea Sanctum]
- xv. ●●●●● **Fruitful Womb, The** [Night Horrors: The Wicked Dead]: Top Approval.
- xvi. ●●●●● **Martyr's Miracle, The** [Requiem for Rome]
  - (a) Mid Approval.
- xvii. ●●●●● **Night of Hell** [Lancea Sanctum]
  - (a) Mid approval.
  - (b) A torpid Kindred victim will remain in torpor for a number of weeks equal to the number of successes on the ritual minus the victim's Humanity; if the victim's Humanity is higher than the number of successes, the victim will remain in torpor for a number of days equal to the victim's Blood Potency.
  - (c) A living (mortal or otherwise) victim sleeps through hunger and thirst until the first point of lethal damage is taken. This should occur after three days without water, at which point the victim wakes up.
  - (d) The victim gains a severe derangement that lasts for a number of months equal to successes. The derangement is chosen by the presiding ST and should be something appropriate to the victim and the experience of horrific nightmares.
- xviii. ●●●●● **Piece of Mind** [Ancient Mysteries]
  - (a) Use of this ritual is a sin at Humanity 1.
- d. ●● **Resistance of Discipline** [Lancea Sanctum]
  - i. Each application of a Discipline can only be affected once by Resistance of Discipline, whether the ritual is successful or not.
- e. ●● **Sanguine Exaltation** [World of Darkness: Chicago]
  - i. Mid Approval
- f. ●● **Trap of Slumber** [World of Darkness: Chicago]
  - i. Mid Approval
- g. ●●● **Vision of the Will** [Lancea Sanctum]
  - i. A subject undergoing a trance from this ritual may defend herself and act normally if attacked.
- h. ●●●● **Invisible, The** [Ancient Mysteries]
  - i. Reserved for the Office of the Master Storyteller.
- i. ●●●● **Spear of Faith** [Lancea Sanctum]
  - i. A character can only be affected by this ritual once per scene.
- j. ●●●●● **Fires of Vengeance** [Lancea Sanctum]
  - i. A character can only be affected by this ritual once per scene.
- 28. **Veneficia** [Requiem for Rome, Fall of the Camarilla]
  - a. Veneficia rituals are sanctioned for use for members of the Cult of Augurs. These rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.
    - i. **Veneficia is not Crúac, While the mechanics are similar, the two disciplines are different, even for purposes of detection by Arcane Sight.**
    - ii. Veneficia rituals which are listed as having the same mechanics as Crúac rituals are **not** interchangeable with Crúac rituals, and are separate rituals. These rituals must also be learned through a PC teacher or through a globally approved plotkit.
    - iii. Veneficia rituals cannot be learned by characters that do not have at least one dot of Shadow Cult Initiation in the Cult of Augurs.
    - iv. ● **Apollonian Sight** [Requiem for Rome]
    - v. ● **Call to Dionysus/Mars/Janus** [Fall of the Camarilla]

- (a) The dedication may be to any deity of the appropriate type (e.g. Ares instead of Mars for war, etc.).
- vi. ●● **Blessing of Cybele** [Fall of the Camarilla]
- vii. ●●● **Blessing of Antaeus** [Requiem for Rome]
- viii. ●●● **Hand of Hades** [Fall of the Camarilla]
  - (a) This ritual specifically also affect the Strix.
- ix. ●●●● **Arrow of Tartarus** [Requiem for Rome]
  - (a) No more than one weapon may be created via this ritual per month.
- x. ●●●● **Black Barrier of Hades** [Fall of the Camarilla]

29. **Vigor**

- a. Vigor adds to Athletics tests for jumping. It does not allow “flight like” leaps.
- b. Vigor applies to holding on and breaking free of grappling, but not to initiating a grapple.

30. **Web** [Invictus]

- i. As of 8 June 2009 Web is no longer sanctioned in the Global Chronicle.

31. **Xinyao** [Bloodlines: The Chosen]

- a. ●● **Stoke the Flames**
  - i. This power uses Expression, not Performance.

32. **Zagnovny** [Ordo Dracul]

- a. Vedma can employ multiple feeding draws when attempting to gather animal blood for activating Zagovny. Treat this as an extended action.
- b. ●●● **Witch’s Gaze**
  - i. Replace the text under Success for Witch’s Gaze that begins with “The next time the character fails at...” with “The next time the target draws a ‘2’ in attempting to use the cursed Skill they suffer an automatic failure (just as if they had drawn an Ace)”.

**D. Devotions Affected by the Addendum**

1. Devotions from Ancient Mysteries do not have a reduced XP cost at higher Blood Potency levels. They cost the listed XP for all characters, regardless of Blood Potency.
2. The following devotions can only be learned in-game from a player character. Each necessitates a separate Low Notification.
  - a. **Army of One** [Carthians]
  - b. **Blink** [Carthians]
  - c. **Dauntless Spirit** [Carthians]
  - d. **Guardian Vigil** [Carthians]
  - e. **Hair Trigger** [Carthians]
  - f. **Ignore** [Carthians]
  - g. **Immutable Mind** [Carthians]
  - h. **Instant Adoration** [Carthians]
  - i. **Iron Muscles** [Carthians]
  - j. **Occulted Spirit** [Carthians]
  - k. **Regeneration** [Carthians]
  - l. **Rhino’s Hide** [Carthians]
  - m. **Shout** [Carthians]
  - n. **Stalwart Heart** [Carthians]
  - o. **Sudden Strength** [Carthians]
3. **Butcher’s Hook, Have a Look** [Mekhet: Shadows in the Night]
  - a. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  - b. Low Approval for Mekhet; Mid Approval for all others.
4. **Cutting of the Strings, The** [Mekhet: Shadows in the Night]
  - a. Available to members of the Moirai shadow cult only.
5. **Dark Decree, The** [Immortal Sinners]
  - a. Not sanctioned in the Global chronicle.
6. **Defiant Child** [Night Horrors: The Wicked Dead]

- a. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Top Approval
- b. Replace “Fortitude” with “Resilience”.
- 7. **Destructive Might** [Ancient Mysteries]
  - a. Not sanctioned in the Global chronicle.
- 8. **Drawing Upon the Mask** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
- 9. **Dressed to Impress** [New Wave Requiem]
  - a. The bonus provided by this devotion applies only to mundane social tests.
- 10. **Eye-Catcher** [Immortal Sinners]
  - a. This Devotion costs 12 XP to learn.
- 11. **Feed the Hungry Eyes** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
- 12. **Fragrant Devotions** [Bloodlines: The Legendary]
  - a. Fragrant Devotions are Mid Approval.
  - b. Creation of Fragrant Devotions during downtime require one full downtime action per Fragrant Devotion created.
  - c. Once created, Fragrant Devotions may be stored for a number of weeks equal to successes during creation; after this period has passed, the Fragrant Devotion is rendered inert.
  - d. Clarification: Fragrant Devotions are a delivery method for use of the power by the creator of the perfume, not to the wielder of the perfume. E.g., a fragrance of Entrancement results, when used, in Entrancement of the target by the perfumer.
- 13. **Hidden Agenda** [Ancient Mysteries]
  - a. Not sanctioned in the Global chronicle.
- 14. **Husk** [Carthians]
  - a. This Devotion cannot be used in conjunction with the Swarm Mind Merit.
- 15. **I See You** [Nosferatu: The Beast That Haunts the Blood]
  - a. This Devotion costs 9XP.
- 16. **Ignore** [Carthians]
  - a. This Devotion provides a benefit to automatic resistance but not contested resistance.
- 17. **Indomitable Aura** [Bloodlines: The Hidden]
  - a. This Devotion does not hide the standard Aura Signifiers (p. 161 MET VtR). The gun-metal gray aura is in addition to the standard signifiers.
- 18. **Infallible Aim** [World of Darkness: Chicago]
  - a. Mid Approval.
- 19. **Killer Instinct** [Invite Only]
  - a. The limitation against Willpower use does not apply to Willpower required to activate a power.
- 20. **Languor’s Denial** [Ancient Mysteries]
  - a. Reserved for the Office of the Master Storyteller.
- 21. **Leader of the Pack** [Immortal Sinners]
  - a. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  - b. The number of animals affected by this merit at any one time is limited to 15.
- 22. **Liar’s Mark** [Immortal Sinners]
  - a. Not sanctioned in the Global chronicle.
- 23. **Loathsome Foe** [Nosferatu: The Beast That Haunts the Blood]
  - a. This duration of this Devotion is a number of turns equal to successes on the activation draw, not a full scene.
- 24. **Makeover** [Bloodlines: The Legendary]
  - a. Cost: 6 XP.
- 25. **Manteia** [Mekhet: Shadows in the Night]
  - a. Available to members of the Moirai shadow cult only.

26. **Mark of Shadows** [Immortal Sinners]
  - a. This Devotion costs 15 XP to learn.
27. **Memory Theft** [Ancient Mysteries]
  - a. Not sanctioned in the Global chronicle.
28. **Mercurial Form** [Ancient Mysteries]
  - a. Not sanctioned in the Global chronicle.
29. **Messenger's Blessing** [Lords Over the Damned]
  - a. This Devotion may only be performed on an individual acting as a courier for the user.
30. **The Methusaleh Effect** [Mekhet: Shadows in the Night]
  - a. Available to members of the Moirai shadow cult only.
  - b. Cost: 45 XP.
  - c. This Devotion cannot have been used in the character's background.
31. **Mock Mind** [Bloodlines: The Legendary]
  - a. Cost: 21 XP.
32. **Preemptive Reflex** [Ancient Mysteries]
  - a. As an alternative, this Devotion may be used to intercept a ranged attack on another target within ten feet, sacrificing the user's Defense and accepting the damage instead of the target. The user must be aware of the attack on the target, via a successful Perception test.
33. **Restoration of Things Lost, The** [Mekhet: Shadows in the Night]
  - a. Available to members of the Mnemosyne bloodline only.
  - b. This Devotion cannot restore memories lost to the Fog of Ages, though it may provide a feeling of "greater clarity" for the Fog (albeit with a lack of surety).
34. **Ritual of Nourishment, The** [Mekhet: Shadows in the Night]
  - a. Reserved for the Office of the Master Storyteller.
35. **Shadow Heart** [Bloodlines: the Hidden]
  - a. The effect of this devotion is replaced with the following: a -3 penalty is imposed upon all attempts to stake the character; this penalty stacks with any other penalties imposed.
36. **Soma** [Bloodlines the Chosen]
  - a. Each success allows the base time for a change in Blood Potency to be altered by 1 month, up to a maximum of 5 months.
37. **Spirit Senses** [Immortal Sinners]
  - a. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  - b. This Devotion does not provide any ability to interact with spirits; only to detect their presence.
38. **Swarm Communion** [Bloodlines: The Legendary]
  - a. Cost: 21 XP.
39. **Terrible Flesh** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
40. **Threefold Assault** [World of Darkness: Chicago]
  - a. Mid Approval.
41. **Timed Message** [Mekhet: Shadows in the Night]
  - a. Available to members of the Moirai shadow cult only.
42. **Unholy Skies** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
43. **Whisper Campaign** [Immortal Sinners]
  - a. This Devotion costs 24 XP to learn.
44. **Wretched Bite** [Immortal Sinners]
  - a. Reserved for the Office of the Master Storyteller.
45. **Yielding Soil** [Immortal Sinners]
  - a. This Devotion can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits.
  - b. This Devotion cannot be used on unwilling characters.

## VIII. STORYTELLER RULES AND CLARIFICATIONS

### A. Optional Rules

1. If an Optional Rule is not listed below as being sanctioned, that rule cannot be used within the Camarilla Sanctioned Chronicle.
2. **Minds Eye Theatre Requiem**
  - a. Travel and Vampiric Gatherings (p 18)
  - b. The Fourth Tradition (p 21), if approved in the Venue Style Sheet.
  - c. Deceitful Creatures (p 162)
  - d. Soul Shards (p 224)
  - e. Price of Blood (p 327), if described in the Venue Style Sheet.
3. **Armory Reloaded (WW55208)**
  - a. The optional Staking sidebar (p 163) is sanctioned, and has been adapted for use in the Camarilla Global Chronicle. The text of this rule as adapted can be found on the Gameplay Resources Wiki:  
*[http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay\\_Resources](http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources)*
4. **The Blood (WW25002)**
  - a. Deepening the Blood (p 26), as a guideline for Blood Potency development.
  - b. Disintegration (p 88)
  - c. Toughness as Intimidation (p 90), at ST discretion.
  - d. Torpor from Age (p 92), as modified in section II.F.3. of this Addendum.
  - e. From Morality to Humanity (p 104). Note: this does not provide an XP refund.
  - f. Derangements (p 107). Note: The Withdrawl derangement should only be imposed upon a PC with player agreement.
  - g. Living on the Edge (p 115)
5. **Carthians (WW25303)**
  - a. Enhancing Status (p 202): Carthian artifacts, when approved at the requisite Top or Global level, give the status bonuses as outlined when it is widely known the character holds the artifact. For status stripping and other powers which may require status, unaltered status (without bonuses) must be taken into account. The character must be physically in contact with the artifact for the bonus to apply; the bonus does not apply otherwise. Custom Carthian artifacts will not be considered for approval at this time.
6. **Circle of the Crone (WW25305)**
  - a. Blood of the Gods (p 41)
  - b. Quality of Work (p 79)
  - c. Achieving Natural Mindlessness (p 85)
  - d. Devotion or Depravity (p 86)
  - e. Underworlds and the Haven Merit (p 121)
  - f. Losing Crúac (p 194)
  - g. Acolytes are Wrong (p 201)
7. **Damnation City (WW25306)**
  - a. The mechanics described in Chapter 2 are optional and must be clearly stated in the approved Venue Style Sheet if used.
  - b. The Optional Flaw: Fealty (p 199) is *not* used in the sanctioned chronicle; Merits that have this flaw as a prerequisite may be purchased without it.
  - c. The system described under "Technology" in Chapter 3 for additional XP costs for certain skills is not used in the Camarilla chronicle.
  - d. The system of Influences and Primacy in Chapter 4 are not currently sanctioned.
  - e. Corvée (p 198). If a corvée is called in for blood, every 5 points of blood represents one victim. If 4 points are taken from a single victim in a week, this is considered a Humanity 8 sin for Intentional Injury. If 5 points are taken from a single victim within a week, this is considered a Humanity 3 sin for Pre-meditated Murder.
8. **Invite Only (WW25315)**
  - a. A Murder of Harpies (p 21)
9. **Lancea Sanctum (WW25001)**
  - a. Apostolica (p 78-84)

**10. New Wave Requiem (WW25320)**

- a. Glass and Chrome (p 26)
- b. Thinner Masquerade (p 43)

**B. Places of Power**

- 1. **Necropoli** [Requiem for Rome]
  - a. Necropoli, their history and creation are reserved for the Office of the Master Storyteller.
- 2. **Wyrms' Nests** [Ordo Dracul]
  - a. Wyrms' Nest approvals must note the Resonance.
  - b. Haunted nests with portals to the Underworld and Crucibles require High Approval.
  - c. See also the Wyrms' Nest Complications in the Vampires and the Spirit Settings Document.

**C. Canon Creatures/Items**

- 1. **Baykosh** [Night Horrors: The Wicked Dead]
  - a. Top Approval in US and Canada; Global Approval elsewhere.
- 2. **The Rizzetti Apparatus** [Night Horrors: The Wicked Dead]
  - a. High Approval
- 3. **Stirges/Strix** [Requiem for Rome; Night Horrors: The Wicked Dead]
  - a. Per globally sanctioned plot kits and settings documents. The rules from The Wicked Dead are used for the Strix.

**D. Other Rules**

- 1. **Feeding**
  - a. The supervising ST of the game where the PC is currently (i.e. normally the VST, unless convention / FGotM), determines starting vitae and feeding prior to the start of game, not the VST of the VSS the PC is attached to. Players are encouraged to consult Damnation City for innovative ways to increase their feeding chances.
- 2. **Damage from Firearms**
  - a. Clarification: a called shot to a vampire's head may or may not inflict Lethal damage, at the discretion of the ST. The ST is encouraged to take into account factors such as caliber and range, but the decision is ultimately that of the ST.