

MES Accord Vampire the Requiem Appendix: Masquerade Conversion Guide

I. Chronicle Information

- A. All PCs using this Addendum must be created in accordance with the Gehenna Refugee plotkit: [Click here to view the Plotkit](#). [Click here to read an account of the end of that world](#).
- B. Characters from any past MES or Camarilla Masquerade chronicle may be brought into play with this plotkit, using this addendum. All such PCs sheets are discarded and the PC is mechanically regenerated as if they are new Requiem PCs. Only character concept and history can be reused.
 1. Players may only bring in PCs that they created and portrayed. To bring in another member's PC as your own requires High Approval and written permission from that player. To bring in a an NPC as a PC is reserved for the NST office.
 2. PCs created for, but never actually portrayed in a previous Masquerade chronicle may still be brought into play with this plotkit.
- C. This Addendum is considered a further refinement of the Accord Requiem Addendum. All PCs created using this Addendum must also conform to the Accord Requiem Addendum, except where explicitly changed in this document.
- D. **Characters made with this appendix enter this world without any ties to it, including social merits such as Resources, Allies, Contacts, Status, etc. A character may enter play with these merits if they came through a tear several month prior to entering play, subject to ST discretion.**
- E. PCs created using this Addendum never existed in our world, so there is no chance they will ever meet another version of themselves. Thus they also require the New Identity merit if they wish to be legal entities.
- F. No PC may have come to this world before October 1st, 2013. All PCs entered this world through an open Tear which may or may not have been closed behind them.

II. Background

- A. Age: For all age-determining powers, these PCs show up as their age from their date of birth, not from when they arrived in our universe.
- B. Sects: The Sects do not exist in this world. Such petty rivalries are best forgotten in the war to prevent Gehenna in the new world.
- C. Generation: Generation does not immediately translate to high Blood Potency.
- D. Paths of Enlightenment: The Paths did not survive the crossing. All vampires are on Humanity as normal.
- E. Blood Potency: As these are PCs are in bloodlines, they must all purchase up to a minimum of BP2 upon character creation.
- F. Fog of Ages: These PCs start with a clear mind as if they have never entered Torpor. The Fog of Ages takes effect the first time they enter Torpor.
- G. Diablerie: Veins that would be in the PC's aura are still there and diableries from before coming to this world still show up normally to magical tests.
- H. **Covenants: Characters just entering this world are not members of any of the covenants. Characters entering play may enter as a member of a covenant per the stipulations for social merits above, at storyteller discretion, as long as they have been in this world for some time. No Traveler character may begin play with more than 2 dots of Clan or Covenant status.**

III. Bloodlines

- A. The following list of clans and bloodlines from Vampire the Masquerade are sanctioned. All mutate into a base Requiem clan and become a bloodline of that clan. All have the drawback of their parent clan. **Vampires native to this world may not be avused into these bloodlines, but descendents may activate their sire's bloodline. Ghouls of these vampires may develop their dominator's unique disciplines.**
- B. Assamite
 1. Clan: Mekhet
 2. Disciplines: Auspex, Celerity, Obfuscate, Quietus
 3. Weakness: -3 to Resolve+Composure to avoid drinking blood; they must always test when there is

an opportunity

- C. Brujah
 - 1. Clan: Daeva
 - 2. Disciplines: Celerity, Majesty, Nightmare, Vigor
 - 3. Weakness: -2 to Anger frenzy and Riding the Wave draws
- D. Followers of Set
 - 1. Clan: Daeva
 - 2. Disciplines: Majesty, Obfuscate, Serpents, Vigor
 - 3. Weakness: Extra point of damage from sunlight, -1 penalty to all actions in bright light
- E. Gangrel
 - 1. Clan: Gangrel
 - a) Country Gangrel
 - b) Disciplines: Animalism, Celerity, Protean, Resilience
 - c) Weakness: Each frenzy causes the vampire to gain an obvious animal feature. These features last for a number of months equal to the Blood Potency of the vampire. Each feature gives a cumulative -1 to all non-intimidation based social tests against humans
 - 2. City Gangrel
 - a) Disciplines: Celerity, Obfuscate, Protean, Resilience
 - b) Weakness: If a 2 is drawn on a degeneration draw, it counts as an automatic failure
- F. Giovanni
 - 1. Clan: Ventrue
 - 2. Disciplines: Animalism, Dominate, Necromancy (Primary Path), Vigor
 - a) Giovanni choose one of the paths of Necromancy listed in the *Vampire Translation Guide* as their in-clan Path. They may purchase the other sanctioned paths as out-of-clan disciplines. These paths cannot be learned by non-Giovanni. Giovanni ghouls may learn one path per the rules for ghouls learning bloodline disciplines.
 - 3. Weakness: Bites by a Giovanni do not invoke the Kiss
- G. Lasombra
 - 1. Clan: Ventrue
 - 2. Disciplines: Dominate, Obtenebration, Resilience, Vigor
 - 3. Weakness: Does not have a reflection
- H. Malkavian
 - 1. Clan: Mekhet
 - 2. Disciplines: Auspex, Dementation, Dominate, Obfuscate
 - 3. Weakness: Start with a derangement. This derangement may never be changed or overcome. Any effect that would remove it or reduce its effect on the vampire fails
- I. Nosferatu
 - 1. Clan: Nosferatu
 - 2. Disciplines: Animalism, Nightmare, Obfuscate, Vigor
 - 3. Weakness: The creep chosen for the parent Nosferatu clan weakness must be an obvious physical one. In addition, when in a well-lit area, these vampires lose the benefits of the 10-Again rule on uses of Stealth, including the Obfuscate Discipline
- J. Ravnos
 - 1. Clan: Gangrel
 - 2. Disciplines: Animalism, Chimerstry, Protean, Resilience
 - 3. Weakness: Must choose a Vice-related crime, and make a Resolve+Composure at a -3 penalty to not indulge if the chance comes up.
- K. Toreador
 - 1. Clan: Daeva
 - 2. Disciplines: Celerity, Dominate, Majesty, Vigor
 - 3. Weakness: As per the normal Bloodline Toreador in VtR p 246.
- L. Tremere
 - 1. Clan: Ventrue

2. Disciplines: Auspex, Dominate, Thaumaturgy (Primary Path), Resilience
 - a) Tremere choose one of the paths of Thaumaturgy listed in the *Vampire Translation Guide* as their in-clan Path. They may purchase the other sanctioned paths as out-of-clan disciplines. These paths still cannot be learned by non-Tremere. Tremere ghouls pick one path per the rules of a ghoul getting bloodline disciplines.
 3. Weakness: Each drink of Vitae counts as 2 drinks for the purpose of checking for Vinculum, *Gain the Power Fetish Obsession derangement, which can never be removed (Mind's Eye Theater Requiem, pg. 274)*
- M. Tzimisce
1. Clan: Ventrue
 2. Disciplines: Auspex, Animalism, Dominate, Vicissitude
 3. Weakness: Must sleep on the land of their birth or suffer penalty equal to their Blood Potency in Composure rolls. This world's version of their native land is acceptable.
- N. Ventrue
1. Clan: Venture
 2. Disciplines: Animalism, Dominate, Majesty, Resilience
 3. Weakness: Must choose a single type of mortal to feed upon.
- O. Antitribu
1. Become their core clan equivalent.
- P. Bloodlines/Caitiff/Pander
1. These clans are not allowed to come through a portal to this world. Any previously approved character is grandfathered at Top Approval.

IV. Disciplines

- A. Masquerade style disciplines are found in the Vampire Translation Guide. Changes to these disciplines can be found below. These disciplines are considered unique to their respective bloodlines, and cannot be learned by others. *For fluff text and effect writeups, look to the discipline writeups in Vampire the Masquerade 20th Anniversary Edition. Discrepancies in the powers default to the Vampire Translation Guide.*
- B. Any power that does not list an Action type is considered an Instant Action.
- C. Chimerstry:
1. This power is subject to standard Clash of Wills rolls per the Accord Universal Addendum. Anyone who disbelieves and illusion sees through it, but can still see it as a transparent outline of what it was. The illusion is still solid to anyone else that has not seen through it.
 2. You may have a number of illusions active at the same time equal to 1 + your dots in this power. Illusions last for one scene by default, but may be ended any time.
 3. *For fluff and effect text, see Vampire the Masquerade 20th Anniversary Edition pg. 144-145.*
 4. •••• Permanency: This power allows an illusion created through earlier levels of this power to last until sunrise.
 5. ••••• Horrid Reality: The Willpower cost for this effect is to allow a single illusion to effect a single target. Illusions have a 'health rating' equal to the user's dots in this discipline. If 'killed', the target is unconscious until attacked mundanely or until the start of the next scene, even if a vampire.
- D. Dementation
1. *For fluff text and original writeups, see Vampire the Masquerade 20th Anniversary Edition pg. 148-150.*
 2. •• Haunting: The duration of this power is one night.
 3. •••• Voice of Madness: This power can only affect one target at a time.
 4. ••••• Total Insanity: Accumulating the required number of successes for the Total Insanity roll may activate 2 severe derangements or three mild derangements. Existing derangements are considered active and go above the limit listed above. The duration of this power is one scene.
- E. Necromancy
1. *For fluff and effect text, see Vampire the Masquerade 20th Anniversary Edition, pg. 159-166.*

2. Sepulchre Path
 - a) • **Insight:** This power works on corpses and vampires, but not on Arisen. If used against a vampire, it is contested by Resolve + Blood Potency.
 - b) ••• **Compel Soul:** This power costs 1 Vitae to activate.
3. Bone Path
 - a) Zombies are limited to a maximum rating in each Attribute of 5.
 - b) A necromancer may have at most 5 zombies active at the same time.
 - c) When using Soul Stealing, keep in mind the rules for Believer Souls in the Accord Universal Addendum.

F. Obtenebration

1. Obtenebration via Lasombra blood is wildly different than Obtenebration from Khaibit blood. The two bloodlines should view each other with distrust or curiosity, depending, as the powers obviously have different sources.
2. **The source of Lasombra Obtenebration is The Abyss (yes the mage one). A Lasombra might ping to a mage using scrutiny (remember that Abyssal taint can only be detected with the merit Void-scourged), but they are not a living embodiment of the Abyss and do not alter paradox in any way.**
3. For fluff text and original writeups, see *Vampire the Masquerade 20th Anniversary Edition* pg. 188-191.
4. • **Shadow Play:** The duration is one scene.
5. •• **Shroud of Night:** A character can only have as many of these active as his dots in Obtenebration.
6. ••• **Arms of the Abyss:**
 - a) A character may have as many of these activated as his dots in Obtenebration.
 - b) Replace the activation mechanics with the following: "The character rolls Manipulation + Occult + Obtenebration. Upon success, a single abyssal tentacle is created with Strength equal to the activation successes."
 - c) Each tentacle makes a Strength + user's Obtenebration minus Defense check to initiate grapple. A tentacle cannot damage, but may hold targets if successful. Otherwise use grapple rules in the power writeup.
7. •••• **Black Metamorphosis**
 - a) This power involves no roll.
 - b) This power does not work with Instantaneous Transformation.
 - c) The extra attack is removed. Instead, you may make unarmed attacks as an Advanced Action.
 - d) The four extra arms add +2 to brawl based attacks and do lethal damage.
 - e) Only non-sleepwalker lesser templates make the Resolve+Composure roll upon seeing this form. Indomitable and template advantages against Lunacy, Disquiet, etc., apply to this roll.
8. ••••• **Tenebrous Form:** This power is changed to works as Protean: Body of Spirit, save that the character becomes a living shadow, can see in complete darkness, and may move vertically along any surface.

G. Quietus

1. For fluff text and original writeups, see *Vampire the Masquerade 20th Anniversary Edition* pg. 203-205.
2. •• **Scorpion's Touch**
 - a) The toxicity created by the poison is equal to the successes on the roll, to a max of 5.
 - b) **Failing the poison roll results in a penalty to Stamina checks which lasts for a scene.**
 - c) Additional effects from the lowering of Stamina are ignored.
3. ••• **Dagon's Call:** The target and user of this power must be within line of sight of each other for the damage challenges to be made, which are each Instant actions. The user of this power may not be supernaturally concealed from the victim. This power only works on creatures with blood in them. Touching an unwilling target is detailed in Accord Universal.
4. •••• **Baal's Caress:** Non-ranged weapons only.
5. ••••• **Tate of Death:** The pool for this is Stamina + Athletics + Quietus minus Protective trait.

H. Serpentis

1. For fluff text and original writeups, see *Vampire the Masquerade 20th Anniversary Edition* pg. 209-211.
2. • Eyes of the Serpent
 - a) The contested resistance pull is changed to Composure + Supernatural Trait.
 - b) If the immobilized target feels they are in imminent physical danger, the power immediately ends **and they may act normally.**
 - c) Mortals in this regard means any mortal without a Greater or Lesser Template.
3. •• Tongue of the Asp: This attack allows the character to take 1 vitae only per successful strike. **It does not stack with powers that allow more than 1 Vitae to be taken a turn, such as Husk.**
4. ••• Skin of the Adder: This change lasts until sunrise or the user willingly ends it.
5. •••• The Form of the Cobra: The poison works as adjusted in the Poison section of the Accord Universal Addendum.
6. ••••• Heart of Darkness
 - a) This power may only be used on willing targets.
 - b) **A Vampire with their heart removed is at a -3 to all Empathy draws.**
 - c) Damage done to a heart by fire or sunlight may not be reduced or prevented, though it may be healed. It does not instantly destroy the vampire.
 - d) Removed hearts may not be directly located by any magical means except those used by the heart's owner.

I. Thaumaturgy

1. For fluff text and original writeups, see *Vampire the Masquerade 20th Anniversary Edition* pg. 212-220.
2. Path of Blood
 - a) •• Path of Blood - Blood Rag: This power only works on vampires.
 - b) ••• Path of Blood - Blood of Potency
 - (1) This power can not cause a Vampire's Blood Potency to exceed 10.
 - (2) This power does not automatically refill a vampire's vitae pool upon successful use.
 - (3) **Additional effects require two successes per +1 Blood Potency or per +1 hour of activation, not one.**
 - c) •••• Path of Blood - Theft of Vitae
 - (1) This power may only be used on a single target.
 - (2) This power ignores armor.
 - (3) A maximum of 5 blood may be taken by this power.
 - d) ••••• Path of Blood - Cauldron of Blood: **Ignore the autokill for mortals. It does normal damage.**
3. Thaumaturgy - Lure of Flames
 - a) See VtM: P.218 for the chart.
 - b) Per Universal Addenda Section K. 3, only natural occurrences of fire will burn the spell caster.
 - c) Once activated, the caster may not move the location of the fire.
 - d) The size of the fire created is a cylinder with radius equal to the level of the power used, and a height equal to twice the level used. For example, at level 4 the caster may fill an area 8 feet wide by 8 feet high with flame.
 - e) The fire is centered on the place the caster is targeting.
4. Thaumaturgy - Movement of the Mind
 - a) See *Vampire the Masquerade 20th Anniversary Edition* pg. 220 for the chart.
 - b) The draw to throw items is the user's rating in this path, plus their Athletics, plus the size of the item which counts as the equipment modifier, **to a max of +5.**
5. Thaumaturgy - Path of Conjuring
 - a) ••••• Power Over Life: This power can not create anything Supernatural with a lesser or greater template.
6. Thaumaturgy - Hands of Destruction

- a) ••• Atrophy: This power is not permanent unless on a non-supernatural mortal. It can still be healed by an appropriate healing power.
- b) •••• Turn to Dust: This power is not permanent and does not kill the target. Against living targets it levies a point of lethal damage and a -1 modifier to Physical actions per success, to a max of -5. It does not work against Vampires, Arisen, or other undead. Against Prometheans and Shifters it does bashing and levies a penalty for every 2 successes. The target returns to their nature age at the end of the scene, or with an application of a healing power with successes equal to the penalty imposed.

J. Vicissitude

1. For fluff text and original writeups, see *Vampire the Masquerade 20th Anniversary Edition* pg.241-242.
2. Vicissitude on mortals can be corrected via surgery or healing/transformational magic. Changes beyond cosmetics or specific aspects (such as Attributes or Striking Looks) which must be purchased as below heal at the rate of a level of Aggravated damage.
3. Vicissitude cannot be used to alter discipline dots.
4. • Malleable Visage
 - a) Granting Striking Looks, lasts for the evening and requires a point of vitae per dot (to a maximum of 4 dots). If the alterations are meant to be permanent, then this power can be used as justification for the purchase of the Striking Looks merit.
 - b) Other merits may not be granted with this power.
5. •• Fleshcraft:
 - a) This power does not allow for alterations to Attributes, though it may be used as justification for purchasing new ones with experience points.
 - b) If used to directly damage a character, the target resists with Stamina.
6. ••• Bonecraft: This power does not cause automatic damage or automatic death. It either provides a listed bonus (+1L brawl for knuckle spikes, +2L for grapple overpower due to spikes, etc.) or Lethal damage based on successes. No mechanical results other than what is listed are possible with this power.
7. •••• Horrid Form: The brawl attack of this form is +2L attack.

K. Rituals

1. Necromancy: Reserved for the use of the NST Office
2. Thaumaturgy: Reserved for the use of the NST Office

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