

MES ACCORD ADDENDUM: VAMPIRE THE REQUIEM

Effective Date: 17 October 2016
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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. **ORGANIZATIONS:** 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.

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I. **ERRATA AND ADDITIONAL BOOKS**

- A. **Ancient Bloodlines (WW25312):** All non-bloodline related mechanics are reserved for use by the NST.
- B. **Ancient Mysteries (WW25311):** The history and settings found within are not necessarily those of the chronicle. Mechanics in this book are Reserved for the office of NST unless noted below.
- C. **Belial's Brood (WW25111):** Mechanics in this book are sanctioned for Brood characters only.
- D. **The Blood (WW25002)**
 1. Character knowledge from this 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. Age-Induced Torpor (pg. 92)
 - b. Repeated Specialties (pg. 22)
 - c. The Stench of Foreigners (pg. 78)
 - d. Dreaming in Death (pg. 93): Mechanics are not sanctioned, but descriptions of different torpors are valid.
 - e. Optional Virtue/Vice Mechanic (pg. 103)
 - f. Death Wish (pg. 125)
- E. **Bloodlines: The Chosen (WW25104)**
- F. **Bloodlines: The Hidden (WW25102):** 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):** Mechanics presented in this book are available to Daeva only unless otherwise specified.
- L. **Damnation City (WW25306):** Mechanics from this book are not sanctioned. Storytellers may use the examples within to design feeding grounds of city sites that provide miscellaneous bonuses for players who control those local territories.
- M. **Danse Macabre (WW25314):** The societies and mechanics presented in this book are not sanctioned unless specifically listed in this addendum.

N. Fall of the Camarilla (WW25307)

1. Devotions and rituals from this book are sanctioned at Low Approval. Veneficia rituals become Cruac rituals, but may be reskinned for other appropriate deities. Other mechanics are only sanctioned if noted below.
2. While the history presented might be true, few to no living PCs are aware of it.

O. Gangrel: Savage and Macabre (WW25116): Mechanics presented in this book are available to Gangrel only unless otherwise specified.

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 chronicle.
2. The Appendix: Barbed Words is Not Sanctioned.

S. Lancea Sanctum (WW25001)

T. Mekhet: Shadows in the Dark (WW25117)

1. Mechanics presented in this book are available to Mekhet only unless otherwise specified.
2. Hypnosis and brainwashing are not sanctioned.

U. Mythologies (WW25304) This book presents legends that may or may not be true in the chronicle. While the stories are known to Kindred, the actual societies and new traits presented are reserved for the use by the NST.

V. New Wave Requiem (WW25320): Though sanctioned for play, the history and settings in the book are not necessarily those of the chronicle.

W. New Orleans: City of the Damned (WW25200): Though sanctioned for play, the history and settings in the book are not necessarily those of the chronicle.

X. Night Horrors: Immortal Sinners (WW25308)

1. The history and setting of this book are not necessarily those of the chronicle.
2. All NPCs are reserved for use of the NST's office.
3. Mechanics presented in this book are Reserved for the Office of NST unless otherwise noted in this addendum

Y. Night Horrors: Wicked Dead (WW25313)

1. Sanctioned for NPC use only except as listed otherwise in this Addendum.
2. Baykosh [Night Horrors: The Wicked Dead]: Low Approval, whether this is a creature that appears in many places and cannot be destroyed or it is a group of creatures is unknown.
3. Dampyr and everything related to Dampyr (e.g. rituals): See below.
4. The Rizzetti Apparatus [Night Horrors: The Wicked Dead]: Reserved for Office of NST
5. Stirges/Strix: Reserved for use of the Office of NST

Z. Nomads (WW25101)

AA. Nosferatu: The Beast That Haunts the Blood (WW25114): Mechanics presented in this book are available to Nosferatu only unless otherwise specified.

BB. Ordo Dracul (WW25120)

CC. Requiem Chroniclers Guide (WW25302): Not Sanctioned

DD. Requiem for Rome (WW25140)

1. Devotions, rituals, and bloodlines from this book are sanctioned at Low Approval. Veneficia rituals become Cruac rituals, but may be reskinned for other deities. The Licinii bloodline is Nosferatu/Ventrué in origin. Other mechanics are only sanctioned if noted below.
2. While the history presented might be true, few to no living PCs are aware of it.

EE. Rites of the Dragon (WW25300)

FF. The Testament of Longinus (WW22007)

GG. Ventrué: Lords Over the Damned (WW25112): Mechanics presented in this book are available to Ventrué only unless otherwise specified.

HH. VII (WW25301): The Accord venue uses Chapter 1 of this book only. The other chapters are Reserved for use of the Office of NST.

II. Vampire: the Requiem (WW25000): This book is used for flavor material and the bloodlines not covered

by Mind's Eye Theatre: *The Requiem*. If the Exceptional Success/Dramatic Failure Aberration is used, reference this book for discipline rules for those effects.

JJ. Vampire Translation Guide [WW25603]: This book is sanctioned for use for the Masquerade to Requiem translation. Use of this book must conform to the [Accord Requiem Masquerade Appendix](#).

II. CHARACTERS

A. Background

1. Longevity: See Accord Universal Addendum on Age
2. Youth
 - a. Embraced or became a Ghoul prior to age 3: Reserved for the Office of NST (Mid for NPCs)
 - b. Embraced or became a Ghoul prior to age 18: High Approval (Low for NPCs)
3. Childer: Having sired children in background (before the character enters play) does not require expenditure of a Willpower dot.
4. Historic Knowledge: IC Knowledge from the setting presented in **Requiem for Rome** and **Fall of the Camarilla**: Available through interactions with National level NPCs and plotkits only.

B. Character Types

1. Ghouls
 - a. Possessing Non-Supernatural Vampire Merits:
 - i. Low Approval for Clan based merits if Regnant is a member of that clan.
 - ii. Low Approval for Covenant based merits if the ghoul has covenant status
 - b. Possessing their regnant's covenant specific powers: If the ghoul has covenant status, they may purchase Covenant powers with a teacher at Low Approval. They may not purchase Oaths or Coils, but may purchase Devotions per the rules in *Ghouls*.
 - c. Possessing bloodline-specific Disciplines: Allowed up to level 3.
 - d. Ghoul characters (both PCs and NPCs) use the character creation system from *Ghouls* instead of *Mind's Eye Theatre: The Requiem*.
 - e. Embracing a Ghoul: Low Approval, see Template Conversions in Accord Universal Addendum
 - f. Ghoul Families: Low Approval
 - i. Children of Niriti [Ghouls]: The benefit of this ghoul family is a dot of Covenant Status: Circle of the Crone for free, which the character receives upon approval for the ghoul family. Members of the family may then purchase the first dot of Cruac (along with the free ritual) as well as all other level 1 rituals without a teacher.
2. Dampyr [Wicked Dead]
 - a. Clan Advantages
 - i. Daeva: Change to: "May spend 1 willpower to designate a Persuasion check as Advanced Action."
 - ii. Gangrel: Change to: "May spend 1 willpower to downgrade 1 lethal to 1 bashing."
 - iii. Mekhet: Change to: "Receives the Mekhet merit 'Dream Visions' for free. Using this merit requires the character to spend 1 willpower."
 - iv. Ventrue: Unchanged, but the mantle of authority must be believable (dressed for the part) and does not work without a check against PCs.
 - b. Penetrating Eye
 - i. The character receives Unseen Sense: Vampire for free.
 - ii. The character receives a bonus to resisting mental and social powers from a vampire or ghoul. This bonus is as if they had already spend a point of Willpower (so +3 to contested and +2 to resisted), and they may still spend a point of WP as normal which is considered a separate source.
 - iii. The character may attempt a clash of wills against vampiric/ghoul stealth powers with a Wits+Investigation+3 draw.
 - c. Lure:

- i. The Lure must be activated by the Dampyr, it is not automatic. This is a targeted supernatural social draw that costs 1 Willpower and can only be used against vampires of the same clan unless the Dampyr has the Scourge merit. The Dampyr rolls Manipulation + Persuasion that is resisted by the vampire's Resolve + Blood Potency. Success for the Dampyr means that the vampire is Hooked into Stage 1. If the Dampyr fails, they cannot attempt a Lure again against that vampire until their next interaction (one attempt an evening).
 - ii. The Lure can be role-played using the flavor in the book for each Dampyr type, but need not be so. While the interactions following flavor and Vice are appropriate, this sort of RP can make players uncomfortable, so other interactions are allowed.
 - iii. Vampires immediately proceed to stage 2 after gaining twice their willpower pool or more from stage 1.
 - iv. PCs at stage 2 may Escape a Lure by spending a month without interacting with the Dampyr for each month they were ensnared.
 - v. PCs will never go to stage 3. Instead, they must make a Resolve + Composure draw to avoid feeding on the Dampyr when they get the chance.
 - d. Doom:: Replace with "Each time a vampire ensnared by a Lure feeds on the Dampyr who has Lured them, they must make a Humanity test as if performing a level 2 sin. A Wits + Occult draw may be made to notice the connection between the act and any Humanity loss." Dampyr provide no real nourishment to vampires. When a vampire spends that "phantom Vitae" they instead vomit up blood.
 - e. Reel it In: All Dampyr receive this merit for free. It's use does not suppress their Advantages.
- 3. Draugr [Wicked Dead]
 - a. Draugr: Not Sanctioned as PCs (Low Approval as NPCs)
 - i. The rules for Draugr can be found in Night Horrors: Wicked Dead. The rules presented in the Gangrel Clanbook are not used.
 - b. Non-draugr childe of a draugr: Low Approval.
- 4. Larvae [Wicked Dead]
 - a. NPC only. A Larvae may only be created or controlled by a Draugr.
 - b. Draugr may control Larvae easily through natural dominance, as noted in the chapter.
 - c. Only the base mechanics from this chapter are sanctioned (Larvae traits). Fighting Style: Swarm, the Swarm Master merit, and the Swarm Control devotion are Reserved for the Office of NST.

C. Embrace

- 1. Embracing a PC: 1 permanent Willpower dot, which returns without XP cost after six months.
- 2. Embracing an NPC: standard rules apply (i.e., 1 permanent Willpower dot).
- 3. The vampire spending the WP for the embrace must be the same person providing their own vitae to the victim.

D. Blood Potency

- 1. Automatic raising of Blood Potency per 50 years of activity is not sanctioned. It can be used to justify blood potency purchases with experience, but does not grant free dots.
- 2. 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 Supernatural Advantage or +5, whichever is higher. Physical augmentation from Vitae to increase physical test pools counts towards the +/- 15 modifier limit.
- 3. Player characters who must feed from vampires determine their base starting vitae in accordance with the local VSS. Before entering play for game, any additional vitae above that base value must come from PCs present at that game. Characters who must feed from vampires gain no benefit from Herd or Haven: Location. They may feed from NPC vampires (or supernaturals with the appropriate merits) during game at VST discretion, but only after entering play and determining starting vitae.
- 4. Vinculum:

- a. A Regent/Thrall relationship exists only after the third step of a vinculum is in place.
 - b. Lesser vinculum (i.e. one-step and two-step) are not considered violations of free will for the purposes of Blood Oaths and/or other powers, vampiric or otherwise.
 - c. 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. Knowing Truths About Golconda: Top Approval
 - b. Achieving Golconda: Top Approval
 - 2. Penalties
 - a. Successes on mundane social draws are capped by Humanity dots (this replaces the cap on Social pools from MET REquiem pg. 265-266).
- F. Frenzy:** The draw to resist frenzy is a Reflexive action, even if requiring an extended action.
- G. Diablerie**
- 1. **Committing Diablerie: Low Notification.** 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 and gives no free benefits.
 - 2. Diablerizing NPCs provides no benefits to the diablerist but does present the usual downsides. Diablerizing a Servant provides no soul and immediately causes a Mutation, per tainted fuel consumption.
- H. Masquerade [Danse Macabre]**
- 1. All Vampire PCs receive a Masquerade category as an innate aspect of their character, representing how they interact with humans. This Masquerade must be chosen from the list of options in *Danse Macabre*, pg. 43-54.
 - 2. Once chosen, a Masquerade provides two Asset Skills. The player gains one free specialty in one of these skills and can purchase further dots in the two skills at level x2 XP (reduced from level x3). They can also purchase specialties in these skills for 2 xp, as long as said specialties are not in a Discipline.
 - 3. The Masquerade can be further defined by the Masquerade merit from *Danse Macabre*, pg. 41-42. For more information on the merit, see the merit section below.
 - 4. Ghouls do not receive a Masquerade.
 - 5. Changing Masquerade: After the initial rewrite phase, a character may only change their Masquerade once, with Mid Approval. This change must be reflecting in roleplay and interactions with humanity. Characters must pay the difference in the raised cost of their old asset skills and specialties, and receive a refund on any purchased levels of their new asset skills and specialties. They lose their free specialty and must place it in a new asset skill.
- I. Requiem [Danse Macabre]**
- 1. All Vampire PCs receive a Requiem category as an innate aspect of their character, representing their role in Kindred society. This Requiem must be chosen from the list of options in *Danse Macabre*, pg. 54-61.
 - 2. Once chosen, a Requiem provides an Asset Discipline. They player can purchase his Asset Discipline at one XP per level cheaper (level x4 if in-clan/bloodline, level x5 if shadow cult given, and level x6 if out-of-clan). If normally out-of-clan, the PC still requires a PC teacher for the 3rd, 4th, and 5th dots.
 - a. Enforcer Requiem: The Asset Discipline for this Requiem is changed to Protean OR an appropriate Physical Discipline (Celerity, Resilience, or Vigor).
 - 3. The Requiem can be further defined by the Requiem merit from *Danse Macabre*, pg. 42-43. For more information on the merit, see the merit section below.
 - 4. Ghouls do not receive a Requiem and are ineligible for the merits.
 - 5. Changing Requiem: After the initial rewrite phase, a character may only change their Requiem once, with Mid Approval. This change must be reflected in roleplay and interactions with Kindred society. Characters must pay the difference in the raised cost of their old asset discipline and receive a refund on any purchased levels of their new asset discipline.

III. CLANS

A. Daeva

1. Glass and Chrome [New Wave Requiem]: This optional rule is sanctioned for use in the chronicle.

B. 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]: Low approval, using the same rules as Red Surrender above.

C. Julii: Reserved for the NST Office.

D. Mekhet

1. [The Hollow \[Mekhet: Shadows in the Dark\]: Low Approval](#)
 - a. Strike the phrase 'magnifying glass' from the description. Translucent and Transparent substances (e.g. windows, glasses, plastic sheets) do not interfere with the perception of Hollow Mekhet. Remember that the restriction on reflection and recording a Hollow also applies to the Hollow's voice, making many modern communication mechanisms (e.g. telephones) ineffective for Hollow.
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, but may consult with the ST on options.
3. [The Post-Mortem Embrace \[Mekhet: Shadows in the Dark\]: Allowed for Non-Believers and in PC background, Reserved for NST otherwise.](#)

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 bonus/penalty for flaws is as follows:
 - i. Blood Potency ●● to ●●●●●: +1/-1
 - ii. Blood Potency ●●●●● ●+: +2/-2
 - c. Flaws are considered part of the +/-15 modifier of a pool.
 - d. Flaws not listed are Reserved for the Office of NST
 - e. Only one Flaw may give a mechanical benefit.

F. Ventrue

1. The Malkavian Curse [Ventrue: Lords over the Damned]: Disease and Discipline Reserved for use by the NST.

IV. Organizations

A. Covenants

1. [Mechanics from a covenant book are only available for purchase by that covenant unless otherwise specified. Anyone may benefit from covenant benefits unless otherwise noted below.](#)
2. [Covenant Infiltration: Reserved for Office of NST](#)
3. [Membership in Multiple Covenants: Reserved for Office of NST](#)
4. [Belial's Brood: Low Approval, only Brood characters may benefit from Brood powers.](#)
5. The Carthian Movement
 - a. Carthian Law [Carthians]: Reserved for the Office of NST
6. The Circle of the Crone
7. The Invictus
 - a. Dynastic Houses [Invictus]

- i. The historic Houses presented are examples only, not intended for player character membership.
 - ii. Members of historic Houses are considered unique characters, under the control of the National Storyteller.
 - iii. A character may be a member of no more than one Dynastic House at a time.
 - b. [Dynastic Treasures \[Invictus\]: Reserved for use of the Office of NST](#)
 - c. Duke/Duchess
 - i. [Low Approval for Local Area](#)
 - ii. Top Approval for Dark Place on the Map
 - 8. The Lancea Sanctum
 - a. Titles [Lancea Sanctum]
 - i. [Archbishop: Requires at least 4 covenant status](#)
 - ii. [Cardinal: Requires at least 5 covenant status](#)
 - iii. Saint : Top Approval, requires at least 4 covenant status.
 - 9. The Ordo Dracul
 - a. *Rites of the Dragon*: All members of the Ordo Dracul are aware of this book's contents and internal rankings and orders.
 - b. Mystic Extrapolation [Ordo Dracul]: Low Approval for Ordo Dracul characters (unavailable otherwise unless noted)
 - i. The Ordo Dracul have mastered the ability to detect and map ley lines, Wyrms' Nests, and other places of power. Thus these mechanics from Ordo Dracul pg 42 is sanctioned for their use only unless otherwise noted in this addendum. While they cannot see Ley Lines and Nests, they are able to locate and map them with ease as long as they possess the appropriate noted specialties.
 - 10. VII: Player characters may not be current or former members of the VII or possess any of their powers.
 - 11. Other Kindred Organizations
 - a. Pseudo-Covenants [Danse Macabre]: Reserved for the Office of NST.
 - b. [Wings of the Camarilla \[Requiem for Rome\]: Reserved for Office of NST](#)
 - c. Conspiracies from Danse Macabre: Reserved for the Office of NST
- B. Shadow Cults**
- 1. [Custom Shadow Cults: Top Approval, See \[Shadow Cult Creation Guide\]\(#\).](#)
 - 2. [The Followers of Seth: Low Approval, this shadow cult is open to Mekhet and Followers of Set \[bloodline\] only.](#)
 - 3. [The Moirai: Low Approval, open to Mekhet and Daeva only.](#)
 - a. [Daeva who join the Moirai and receive Auspex at x6 cost.](#)
 - 4. [The Moulding Room: Low Approval, this shadow cult is Mekhet only.](#)
 - 5. [Narodnaia Volia \[Ancient Bloodlines\]: Low Approval.](#)
 - a. [Daeva can join this cult and receive Auspex at x6 cost.](#)
 - b. [The discipline gained at the third dot of shadow initiation is a x6 cost, not x5.](#)
 - c. [This shadow cult is not considered to be a Hunter Compact.](#)
 - 6. [Samhara: Reserved for the Office of NST \(Top Approval for NPCs\)](#)
 - 7. [Society of Cyprian: Reserved for the Office of NST \(High Approval for Morbus NPCs\)](#)

V. MERITS

A. Merits Affected by the Addendum

- 1. Carthian Interest Groups [Carthians]: The 9 again bonuses from these merits do not apply to supernatural power activations.
- 2. Carthian Lawyer [Carthians]: Reserved for the Office of NST
- 3. Cacophony Listener [Daeva: Kiss of the Succubus]: Reserved for the Office of NST
- 4. Carthian Slang [Carthians]
 - a. Treated as a Language Merit, specific to a particular city.
 - b. For characters without Carthian Covenant Status: Top Approval

5. Crucible Ritual [Ordo Dracul]: Reserved by the Office of the NST.
6. Dollface [Mekhet Clanbook]: This merit is available to all vampire PCs.
7. Devoted [Ancient Mysteries]: Reserved for the Office of NST
8. Fighting Style: Carthian Swarm Tactics:
 - a. Works as written. Cannot stack with other Fighting Styles.
 - b. ●● Unexpected Strike: The best bonus achieved is an 8 again.
9. Geomantic Nexus [Ordo Dracul]: See Citadel merit in Accord Universal Addendum
10. Ghost Eater [Book of the Dead]: Low Approval
 - a. Purchase of this merit requires an approved Occult specialty in the Underworld and significant time spent in the Underworld learning how via the mechanics presented in *Book of the Dead*.
 - b. A character may not take more than 5 vitae from anchors during a single gaming session.
 - c. This merit also allows a character to feed from ghosts outside of the Underworld as if they were human. For every point of vitae taken, a ghost takes 1 lethal and loses 1 essence.
11. Haven: See Citadel merit in Accord Universal Addendum
12. House Membership [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
13. Inherited Ghoul [Ghouls]: Low Approval for ghouls, Not available otherwise.
14. Kindred Medium [New Orleans: City of the Damned]: Low Approval for Vampire characters, this merit is always considered a 4 dot simple merit.
15. Lordly Palette [Lord Over the Damned]: Not available to non-Ventrue characters.
16. Masquerade [Danse Macabre]:
 - a. This merit is a simple cost merit.
 - b. ●● Vouchsafe: the Retainers provided by this level of the Merit are one-dot Retainers.
 - c. ●●●● Expertise: this applies only to non-supernatural tests.
17. Murder Status [Invite Only]: This Merit must be purchased with XP.
18. Necropolis [Nosferatu: The Beast That Haunts the Blood]: Not Sanctioned for PCs (Low Approval for NPCs)
19. Pack-Blooded [Gangrel: Savage and Macabre]: All members of a coterie using this Merit must be on the same VSS.
20. Regnant [Ghouls]: Low Approval for ghouls, Not available otherwise. This merit is three separate one to five dot 'trees'.
21. 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.
22. Requiem [Danse Macabre]:
 - a. This merit is a simple cost merit.
 - b. Requiem may be determined by vampires and ghouls with a Wits + Politics check.
 - c. ●●●● Adept
 - i. This applies only to tests in which the Discipline is included in the draw pool.
 - ii. For the Enforcer Requiem, change this benefit to: "The character gains a 1 xp per level discount on Protean OR a single physical discipline. The Discipline chosen for this benefit cannot be the same as the character's innate Enforcer Asset Discipline."
 - a. Example: Joe Daeva chooses Resilience as his Asset Discipline for Enforcer (gaining it at x6 if not a bloodline discipline). When he reaches the Adept level of the merit, he must choose a discipline that is not Resilience, so he choose to receive Protean cheaper (at x6 if not a bloodline discipline).
23. Retainer, Ghoul: Vampire characters may take ghoul retainers at Low Approval.
24. Sexualized [Ghouls]:
 - a. Low Approval for ghouls and vampires.
 - b. Does not add to supernatural draws.
 - c. In the MES chronicle, this merit simply represents how attractive and sexual a character is,

it does not remove consent even if the character is considered universally attractive due to the mechanics.

25. Shadow Cult Initiation [Mekhet: Shadows in the Dark]: Low Approval for approved members of a Shadow Cult. The first dot of this merit is free.
26. Sin-Eater [Mythologies]: Reserved for use by the NST
27. Source Sympathy [Ghouls]: Low Approval for ghouls, Not available otherwise.
28. Speaker for the Eclipsed [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
29. Status (City): Sanctioned for PCs if there is a local Kindred court, but Ascendancy and Eminency benefits are not sanctioned. No XP is paid for this merit.
30. Status (Clan): Low Approval for members of that clan only. The first dot of this merit is free, and it is simple cost thereafter.
31. Status (Covenant):
 - a. Low approval for members of that covenant only. The first dot of this merit is free, and it is simple cost thereafter.
 - b. Access to Covenant-specific powers and benefits:
 - i. A character must have at least a single dot of status to learn Covenant specific powers and benefits.
 - ii. If a player leaves a Covenant, he loses access to all covenant specific powers and his XP is refunded.
 - iii. If a player received a price break on merits from his covenant and leaves or is expelled from said covenant, they must recalculate their merit dots with the XP spend. Any remainder XP is refunded.
 - a. Example: Sally the Carthian has Allies: Crime at 5 dots. She leaves the Movement and recalculates her half cost merits. As 5 dots of allies is 15 xp for a Carthian, she notes that she now has Allies: Crime at 3 dots (12 xp) and receives a refund of 3 xp. She is then free to re-purchase Allies: Crime at higher levels at the normal cost for merits.
32. Swarm Mind [Gangrel: Savage and Macabre]:
 - a. The character need not purchase the animal form comprising the swarm separately. Each purchase of Swam Mind is a separate merit for a separate 'animal swarm.'
 - b. The swarm created through this Merit may not inflict damage, except the damage inflicted by feeding (one lethal per dot of blood drained to a non-vampire).
 - c. Attacks that target an area or multiple targets (e.g. shotguns, fireballs, Rain of Blood) damage swarms at full effect.
33. Tap the Torpid Mind [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
34. Taste of the Strange [Ancient Mysteries]: Low Approval
 - a. This merit may be taken multiple times for different supernaturals, once per distinct species of greater template (i.e.: werewolf, changing breed, changeling, etc.). All of the mechanics of feeding of various templates are still valid.
 - b. This merit allows a Vampire PC with BP7+ to feed off of supernaturals during game. This does not remove the restriction on feeding from player characters at the start of game as noted under Blood Potency above.
35. Tomb [Ancient Mysteries]: The Tomb Merit cannot be shared. While it may be included in a shared Citadel – and while more than one character may have a Tomb located in a shared Citadel – only the character owning the Tomb may benefit from it. This merit is simple cost.
36. Torpor Connection [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
37. True Worm [Nosferatu: The Beast That Haunts the Blood]: Possession of this merit permits the character one additional Resolve action per downtime period in addition to listed mechanics.
38. Unliving Anchor [Nosferatu: The Beast That Haunts the Blood]: Replace this merit with the Ghost

Familiar merit. The Nosferatu still requires some method of ghostly interaction to purchase a familiar.

39. Unobtrusive [Ghouls]: Low Approval for ghouls, Not available otherwise.
40. Unyielding Mask [Nosferatu: The Beast That Haunts the Blood]: When purchasing the four dot version of this merit, the character retains the two dot effect.
41. Vice over Virtue [Ancient Mysteries]: Reserved for the Office of NST
42. Virtue's Twin [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
43. Vitae Connoisseur [Ancient Mysteries]: This merit must clearly denote the PCs preferred type of victim.
44. Will of the Dynasty [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
45. Zeal [Ancient Mysteries]: This second effect of this merit can be used once per Game Session.

VI. BLOODLINES

A. Overall

1. Bloodlines default to the following approval levels, unless otherwise specified in this addendum:
 - a. Joining a bloodline if a listed member of the clan for that bloodline: Low Approval
 - b. Joining a bloodline in a covenant book when not a member of that covenant: Low Approval
 - i. While some bloodlines are in Universal books, with no specific restrictions to covenant membership, it is highly encouraged for storytellers to review appropriate covenant and bloodline themes in bloodline applications. Some bloodlines typically join (Galloi and Khaibit in the Crone) or refuse to join (Septemi in the Sanctified) specific covenants, and this should be reflected in character concepts.
 - c. NPCs may be part of a bloodline at one approval level lower than normal.
2. The following bloodlines are NPC only: Empusae, Morbus, Sta-au
3. The following bloodlines are Reserved for the Office of NST: Csalad, En, Gulikan, Iltani.
4. Blood Potency requirement: Characters 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. A bloodline cannot be activated in history before the inception date per the Bloodline Inception Date Document
5. All bloodlines, whether custom or published, retain the weaknesses of their parent clan. The one exception is Hollow Mekhet, who have an alternate clan weakness to the Mekhet flaw (this is still retained in all cases).
6. Custom Bloodlines: Reserved for Office of NST

B. Bloodlines Affected by the Addendum:

1. Adrestoi [Lords Over the Damned]: 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".
2. Angustri [Ghouls]
 - a. This bloodline is sanctioned at normal approval levels and is separate from the Ghoul family, although many members come from said family.
 - b. The disciplines of this bloodline are Auspex, Celerity, Majesty, and Obfuscate.
 - c. The weakness of this bloodline is that feeding from non-Roma and non-Mekhet provides half the vitae amount it would normally provide.
3. Bohagande [Bloodlines: The Hidden]:
 - a. Replace the Sunnikuse discipline with Nightmare.
 - b. The Bohagande flaw now reads: The character's aura is a black void, subtly drawing in the colors of auras around it. While this does not make the Bohagande immune to the power's of Aura Perception, it makes them extremely untrustworthy, especially as ill omen seems to follow them. As such, a Bohagande receives a -3 penalty to all mundane Subterfuge, as so much is mistrusted about them. Any luck or fate based power used in their presence also

- receives a -3 to its activation pool.
- c. The Bohagande now get exclusive access to the Sunnikuse devotion (see below).
4. Lynx [Invictus]:
 - a. The bloodline discipline for the Lynx is Majesty, not Web.
 - b. The Lynx gain exclusive access to the devotions “Scanning the Web” and “Manipulating the Web.” (See below).
 5. Malocusian [Invictus]: The Malocusian bloodline’s Disciplines include Majesty, not “Presence.”
 6. Naditu [Daeva: Kiss of the Succubus Errata]: This bloodline is sanctioned at normal approval levels.
 7. Nepheshim [Lancea Sanctum]: This bloodline is sanctioned at normal approval levels.
 8. Order of St. Martin [Ancient Bloodlines]: This bloodline does not receive alternative half-priced merits if Invictus.
 9. The Players [Bloodlines: The Legendary]:
 - a. The Disciplines of the Players bloodline are Auspex, Majesty, Obfuscate, and Vigor
 - b. The Player flaw should read: “If a member of this bloodline fails in use of Majesty against another, they must draw a single card. If the card is not an 8, 9, or 10, then that target is immune to that level of Majesty used by that member of the bloodline permanently.”
 10. Qedeshah [Bloodlines: The Hidden]: Male members of the bloodline are possible only through Avus, and follow the added restrictions and flaws from the “Eunuch” sidebar on page 110 of *Bloodlines the Hidden*.
 11. San Giovanni [Bloodlines: the Chosen]: 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.
 12. Telemones [Night Horrors: Immortal Sinners]: This bloodline is sanctioned at normal approval levels.

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. The basic Clan Disciplines (those described in *Mind’s Eye Theatre: Requiem*) are Low Approval to learn, even without a PC teacher, regardless of clan. Unique Disciplines (even Mortualia, Obtenebration, and Tenure) cannot be taught to any character not of that bloodline or ghoul to a member of that bloodline (per Ghoul rules above).
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 OOCly announcing, “I am performing a blood magic ritual.”
4. Any effect that allows a vampire to carry extra Vitae (Vitae Reliquary, Succulent Buboos, etc.) cannot provide more than a vampire’s natural unmodified blood pool. [There are no exceptions to this, save for the Black.](#)
5. If a vampire joins a bloodline or shadow cult/secret society that gives them a discipline at a cheaper cost, they are refunded for the difference in XP cost for any level they currently possess. (Example: Sally Gangrel has Auspex 2 and joins a bloodline with Auspex. She is refunded 6 xp.)
 - a. This includes attaining the fourth dot of the Requiem merit as an Enforcer.
 - b. The cheapest cost of any discipline permutation by stacking discounts (becoming in clan via bloodline, given by Shadow Cult initiation, and/or Requiem asset) is x4 per dot.
6. If a vampire joins a bloodline that causes them to lose one or more in-clan disciplines, they do not go into XP debt for levels already purchased but must payout-of-clan costs for new levels (example: a Khaibit with dots in obfuscate).

B. Disciplines and Rituals Affected by the Addendum

1. Abjurism [Ancient Bloodlines]
 - a. ●●● Cleanse the Mind: The number of successes must exceed the number of successes rolled during activation of the targeted effect. If the target power did not require an activation roll, only one success is needed.

- b. ●●●● Break the Weave:
 - i. If the target effect required an activation roll instead of an contest roll, the successes on Break the Weave must exceed the number of successes rolled during activation of the targeted effect. If the target effect had no activation roll, then use the contested roll described in the book.
 - ii. If the targeted effect has a permanent or indefinite duration (such as an Invictus Oath), or requires a permanent willpower dot to activate, this power only suppresses the targeted effect for a scene per the 'Magic Items and Broken Weave' clarification in *Ancient Bloodlines* pg. 96.
 - iii. If targeting a non-vampiric power or a power that is not from a ghost/spirit, the activation draw for the Septemi is at a -4. If the character has a specialty in the listed supernatural type, it is a -2.
- 2. Animalism
 - a. This discipline cannot be used on werewolves or Changing Breeds.
 - b. ● Feral Whispers: This power can be used to communicate with supernatural beings who have been transformed into an animal form.
- 3. Ars Speculorum [Mythologies]
 - a. This discipline cannot be learned by Hollow Mekhet. The Red Jack/Queen Mary metaplot/origin is ignored for the purposes of the Accord chronicle.
 - b. ●● Catoptromanticks: Use of this power is contested by the target's Resolve + Supernatural Advantage.
 - c. ●●●● Childermas Surprise: The user of this power always takes a -3 to activate the discipline, and must pay all requisite costs of both powers.
- 4. Auspex
 - a. Clash of Wills: There is an editing error in MET Requiem pg. 159. 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 [MET Requiem]
 - i. The system for this power is replaced with that presented in **Vampire the Requiem (WW25000)**.
 - ii. Each success on this power gives the user one "question," which may be used to ask "What is your..." for creature type, diablerie, and emotions (one per success, starting with strongest or predominant). These questions can be asked in any order. Answers are given directly, as most players are not familiar with the listed colors. If the character, however, is not familiar with a aura signifier color from personal experience, they may have to investigate what it means. This is most often true in the case of creature type.
 - c. ●●● Feathers' Flight, The [World of Darkness: Shadows of Mexico]: Reserved for use by the office of NST
 - d. ●●● Playback [New Wave Requiem]: Reserved for the Office of NST.
 - e. ●●●● Telepathy [MET Requiem]: The duration of Telepathy when used for mind-reading is

one minute per success outside of combat or one turn per success during combat. If digging deeper, one question/piece of information is gained per success.

Open-communication lasts for the scene unless ended or the user is ejected.

- f. ●●●●● Twilight Projection [MET Requiem]
 - 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.
- 5. Blood Oaths [Invictus]
 - a. Invictus Oaths now use standardized templates, found in the [MES Vampire the Requiem Appendix 2: Standardized Invictus Oaths](#).
 - b. 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.
 - iv. Witness: If for some reason the Oath is being sworn by someone to himself, there must be a witness present. A notary cannot act as a witness for their own Oath.
 - c. [Status Requirement: Oaths that require Invictus status to be sworn still retain that requirement. Oaths that do not may be sworn by any Vampire character.](#)
 - d. Creation of Generic Oaths:
 - i. Oaths of Avoidance (other than Oath Unsworn): Low Notification
 - ii. [Oaths By Use of the Standardized Template: High Notification](#)
 - iii. Any other method: Top Approval
 - iv. Notifications: The party or parties obtaining benefits from the Oath must file a notification in the database (not by email) within two weeks of swearing or before portraying their character at another event, whichever is first.
 - e. Oaths that grant dots in skills, disciplines, etc may not be used as prerequisites for mechanics that require those dots. For example, you cannot use borrowed Celerity as a prerequisite for a devotion.
 - f. Oaths Affected by the Addendum:
 - i. Oath of Blood Alliance:
 - a. May be sworn between any two Invictus, regardless of relative status.
 - b. A character can enter into this Oath no more than twice per night.
 - c. If both parties do not know this oath, it may also be enacted by a 3rd party Notary.
 - ii. Oath of Blood Loyalty:
 - a. There is no activation roll for this oath.
 - b. A character can be sworn to no more than one Oath of Blood Loyalty at a time, either as vassal or lord (not both).
 - c. The duration for this Oath is always Permanent. It ends only upon the destruction of one of the two parties to the Oath.
 - d. 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.
 - 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.

- c. This Oath may be sworn by any character.
 - iv. Oath of the Bloody Hand:
 - a. There is no activation roll for this oath.
 - b. A character may spend vitae from the Bloody Hand in addition to vitae from his own vitae pool, at a rate of 1 Vitae per turn. So therefore a Bloody Potency 4 Kindred with an active Bloody Hand could spend 2 Vitae from his natural pool and 1 Vitae from his Bloody Hand per turn.
 - c. A character may not invest more than their natural, unmodified blood pool into the hand.
 - d. Damage incurred by abandoning an Oath of the Bloody Hand is an exception to the prohibition against one-shot kills.
- 6. Blood Tenebrous [Book of Spirits]
 - a. Access to this discipline does not allow a vampire to speak the language of spirits. Few spirits speak any mortal language.
 - b. ●●: Blood is Life: This power cannot be used to summon spirits.
 - c. ●●●● Drawing in the Devil:
 - i. The spirit drawn in by this power must be Rank 2 or less for the character to receive any mechanical benefit. A character may draw in a spirit of greater rank for story purposes (i.e. to bind a high ranking spirit), but receives no mechanic benefit beyond rank 2 stats for doing so. Use spirit creation rules in *Book of Spirits*, not the Familiar Guide, to create this spirit.
 - ii. This spirit (if the character gains mechanical benefits) replaces the spirit familiar slot (and counts as a familiar for power interaction) for the character. For a willpower point per scene, the vampire can release the spirit temporarily to function as a familiar (communication, spying, etc.) per the rules for familiars in *Accord Universal*. The character loses access to numina and influence, and may reassign attribute bonuses once the spirit 're-merges' with the vampire.
 - iii. If the Spirit is targeted by an outside effect while merged, the spirit resists as normal (subtracting Rank from the offensive pool, then contesting or resisting with Resistance or noted pools, etc), but also adds the vampire's Blood Potency to its base pool. This is not Possession, so the spirit is immune to exorcism by any means, whether standard mechanics or a special power.
- 7. Bloodworking [Mekhet: Shadows in the Dark]
 - a. ●● Skewer: If activated in conjunction with Fingertongue, this only takes 1 vitae per attack. If used against a non-vampire, damage from blood loss still applies to the damage cap per Universal.
 - b. ●●●● Erupting Quills: Vigor does not add to the draw for this power.
- 8. Blut Alchemie [Ancient Bloodlines]
 - a. This discipline may not be used to create supernatural materials. Materials that require an approval must still go through said process.
 - b. While a lab is required to use this discipline, it provides no equipment based bonus to the draw.
 - c. ●●● Internal Athanor: Additional effects require two successes per +1 Blood Potency or +1 per night of duration, not one.
- 9. Carrefour [Ancient Bloodlines]: Works with non-Kindred.
 - a. ●● Skeleton Key: Does not work on doors to other realms unless the character somehow opened said door themselves.
 - b. The Eternal Crossroads/permanent doors are Reserved for the use of NST
- 10. Celerity [Mind's Eye Theater: Requiem]: The defensive bonus from Celerity is considered a negative modifier to the attack pool. This bonus from Celerity can never be negated. This bonus applies to the pool to initiate a grapple, but not overpowering maneuvers once a grapple has been established.
- 11. Coils of the Dragon
 - a. Each individual Coil is considered a separate discipline rated ● to ●●●● dots when

determining XP cost.

- i. Example: Joe the Dragon has the first tier of the Coil of Beast. This cost him 7 xp. To get the second tier would be 14 xp. If he then wanted the first tier of the Coil of Blood, it would be 7 xp as it is a separate discipline.
- b. Anoushka's Ladder [Ordo Dracul]: Available only to the Sworn of the Ladder.
- c. Coils of Banes
 - i. ●●: Possession of this tier permits the character one additional Resolve action per downtime period.
- d. Coils of Beast: Supernaturally induced Frenzy may be ignored with the expenditure of a Willpower at Level 1 and ignored outright with Level 3.
- e. Coils of Flesh [Ordo Dracul]
 - i. ●: The benefit of this coil cannot lower effective Blood Potency below one dot for the purpose of determining length of torpor. However, one's own vitae can be used to wake them from torpor.
- f. Coils of the Soul [Ordo Dracul]
 - i. ● Enliven the Face: Replace the benefit with the following, "This tier doubles the Dragon's current Humanity for the purposes of determining the penalties of low Humanity as found in the MES Accord Requiem addendum."
 - a. Example: A character with this tier who has Humanity 2 would consider his Humanity at 4 dots for the drawbacks listed above.
- g. Coils of Slumber [Ancient Mysteries]: The Coil of Slumber presented in Night Horrors: Immortal Sinners is reserved for the office of NST.

12. Courtoisie [The Invictus]

- a. ●●● Fair Warning, Fairly Given:
 - i. This power is contested by the target's Composure + Supernatural Advantage.
 - ii. This power requires at least one turn of observation and preparation, with the target knowing a fight is imminent.
- b. ●●●● Penalty of Discourtesy: If this power results in a tie with the offending action, tie goes to the Spina in terms of negating the effect, though no willpower is stolen.
- c. ●●●●● Barbed Words
 - i. This power has no effect on torpid Kindred. One must hear the insult to be affected. Storytellers are encouraged to make use of the penalties for hearing in the power description.
 - ii. This power also works on non-Kindred.

13. Crúac

- a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem pg. 97. 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 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 2 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 2 successes 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. If a character's Humanity rises above the limit allowed by his dots of Cruac, the character has one month to return to the necessary level or the dots and rituals above his limit are removed and XP refunded.
- c. Spirit Crúac: Sanctioned at Low Approval. Eternal Guardian of the Dark Moon must be a some sort of spirit of protection, and is capped at Rank 1 using normal spirit stats. This is not a permanent binding and the player cannot create the spirit's sheet, it is an NPC summoned for protection.
- d. Love-Lies-Bleeding [Circle of the Crone]: Not Sanctioned.
- e. Faction specific Cruac variations found in *Circle of the Crone* are unique to those factions

and can only be purchased by faction members.

- f. ● Call to Mars [Fall of the Camarilla]: This ritual does not add to Warfare checks, but to Academics checks used to develop strategy and tactics.
- g. ● Confidence in Adversity [Circle of the Crone]: If used during downtime, use of this ritual requires the allocation of one Downtime Action.
- h. ●● Rite of the Bloody Crossroads [World of Darkness: Chicago]: Reserved for the Office of NST
- i. ●● Rite of the Circle Path [World of Darkness: Chicago]: 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.
- j. ●● Succulent Buboos [Circle of the Crone]: This ritual lasts for the remainder of the night or until used, whichever is first. Only one casting per level of Cruac possessed by the Acolyte may be in use at a time. This is not to exceed blood limits noted above.
- k. ●●● Deflection of the Wooden Doom: 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.
- l. ●●● Final Service of the Slave
 - i. The temporary bonus incurred by this ritual works as normal, though the Retainer merit dots return as per Sanctity of Merits. The bonus is still subject to modifier caps.
 - ii. The sacrifice of a retainer for XP is sanctioned as normal, but the XP may only be used on Attributes and Skills per the writeup. The lost Retainer merit dots are not subject to Sanctity of Merits as the character retains the XP on his sheet.
- m. ●●● Hag's Mask [World of Darkness: Shadows of the UK]: The only traits which can be raised by vitae expenditure via this ritual are Intimidation or Defense. The increase lasts only for a turn.
- n. ●●● Hand of Hades [Fall of the Camarilla]: This power only works on the same type of creatures as a normal Exorcism (spirits, ghosts, npc demons, striges, etc., but only actual possessions). The entity rolls Resistance trait as a contested resistance versus the user's activation successes on the ritual.
- o. ●●● Tiamat Offspring [Circle of the Crone]: 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.
- p. ●●●● Fount of Wisdom [Circle of the Crone]: Benefits obtained from Fount of Wisdom are limited by the user's blood potency.
- q. ●●●● Thinning the Skin/The Twenty-Four Wolves at Twilight [Book of Spirits]: Sanctioned as per Spirit Cruac above.
- r. ●●●● Arrow of Tartarus [Requiem for Rome]: Reserved for use by the Office of NST
- s. ●●●●● 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).

- t. ●●●●● As One [Circle of the Crone]
 - i. The effects of this ritual must be determined at [activation](#). Mechanics not listed in the book are not available.
 - ii. Sanctuary: It is an instant action to invoke this power.
 - iii. Make Straight the Royal Highway: May be used to break a grapple as an instant action once per night.
 - u. ●●●●● Feeding the Crone:
 - i. This ritual does not increase the ritualist's damage cap.
 - ii. The maximum modifier cap for this ritual is +5. The initial +2 of this modifier counts as an equipment bonus.
 - v. ●●●●● Heart's Curse [Circle of the Crone]: A character cannot be targeted by this power more than once per night.
 - w. ●●●●● [Roving Hut](#): Activation of this ritual adds successes as temporary dots to a Citadel of the user's choice until dawn, with a max equal to the caster's Cruac dots. Any aspect that is reasonable for the character to add dots to can be increased (for example, it can add to Wards or Doors but not Shadow or Hedge rooms), and aspects can be taken higher than five dots. Ignore any mention of the special mechanical effects of Size, Location, or Security at higher than five dots listed in the power. Thematically strange events and changes can be added or used for any aspect at VST discretion as long as they do not provide any inherent benefits or alter any existing citadel mechanics.
 - x. ●●●●● [lanus' Blessing](#) [Ancient Mysteries]: Reserved for the Office of NST
14. Dementation [Ventrue: Lords over the Damned]: Reserved for the Office of NST
15. Despond [Bloodlines: The Legendary]
 - a. ●●●● Melancholy: The test to see if the derangement is active should immediately be made.
 - b. ●●●●● [The Earth Rejects Thee](#): This power only works on suicidal death and does not work on Believers.
16. Detournment [Mekhet: Shadows in the Dark]
 - a. ●●●● Face of New Flesh: Use of this power is a Sin at Humanity 2.
 - b. ●●●●● The Soul Transplant: Use of this power is a Sin at Humanity 2.
17. Dominate
 - a. A subject unable to act because of use of Dominate can defend themselves normally if attacked.
 - b. ●●● [Forgetful Mind](#): Replace "...the character must possess Dominate at a level equal to or greater than that of the original vampire..." to "...the character must accumulate more successes on a Dominate challenge than that of the original vampire..." when attempting to detect or restore false memories. This use of the power is a standard Extended action.
 - c. ●●●●● Possession
 - i. Use of this power does not grant access to the possessed mortal's Skills (including Physical Skills), but it does grant the use of Physical Attributes.
 - ii. This power automatically fails against targets that possess any greater supernatural template, [Accord Status](#), or are a [Servant](#).
 - iii. A kindred who is possessing is required to have their real body within the jurisdiction of the Supervising ST for the game (i.e. within the domain boundaries).
 - iv. Kindred who wish to possess retainers that bear a likeness to any PC must clear such retainers with the VST prior to the game and may be required to make Disguise rolls for such. Look alike Possession bodies are High Approval.
 - v. A character possessing another body carries both a Kindred and Mortal aura when aura perceived. A kindred still has Predator's Taint while possessing. A Possessed mortal does not have a blurry reflection.
 - vi. If Possessing a ghoul, the Kindred gains access to that ghoul's current Vitae pool and Physical disciplines (Celerity, Resilience, and Vigor). The Kindred is able to activate these disciplines with the ghoul's Vitae pool.

18. Embrocatation [Bloodlines: The Hidden]: This Discipline does not allow one to spend more Vitae per turn than BP allows.
19. Essentiaphagia [Ordo Dracul]
- a. A Dragolescu's ectoplasm limit is 10.
 - b. ●●●● Ghost Consumption: The maximum Rank of a ghost consumed (and trapped) with this level of the discipline is Rank 2. Should a PC consume a ghost with greater rank for the purpose of story, it's abilities are downgraded to Rank 2 for determining benefit.
20. Eupraxia [Ordo Dracul]
- a. ●●● Grace of Eupraxia: For the purposes of this power, the Vinculum does not count as a supernatural effect.
 - b. ●●●● Zone of Forbiddance: Successes achieved to overcome the power are cumulative.
21. Gustus [Bloodlines: The Legendary]
- a. ●●● Befoul: This power is a resisted test (ignore the reference to it being contested earlier in the write-up).
 - b. ●●●● Disgorge: 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. ●●●● Puisseance 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.
 - ii. The character may only have one active 'meal' at a time via this power. As soon as they consume the flesh of a separate victim and activate the power, they lose the benefits of the previous activation.
 - iii. Use of this power against the same target does not stack.
22. Hamartiaphage [Mythologies]: Reserved for use of the office of NST
23. Hypnagogia [Ancient Bloodlines]:
- a. Change the first line of the last paragraph in the intro of this discipline to "Using levels of this discipline on a sleeping or torpid target requires the Usiri to be within Blood Potency x 10 in yards of said sleeping or torpid target." This discipline is not restricted to use on vampires.
 - b. ● The Void
 - i. While the Usiri is aware of the memory she takes, once it is stored in the Void it cannot be accessed by the Usiri or coerced from her by any mundane or supernatural means.
 - ii. The memory can be returned to the original owner of the memory only by a second use of this level of the discipline.
 - iii. The target retains use of their stored memories.
 - iv. A "memory" for the purpose of this power is defined as a single game's worth of time (a single night).
 - c. ●●● The Realm Between
 - i. This power works on awake targets.
 - ii. Using this power does not require a Usiri to be asleep.
 - iii. This power requires line of sight to use.
 - d. ●●●● Tabula Rosa
 - i. Only memories are lost, not Skills or Disciplines. For the purpose of this power a story is a single game session.
 - ii. This power does not require the Usiri to be asleep if used against an awake target.
24. Insomnium [Bloodlines: The Hidden]
- a. ●●●● Blissful Sleep: This power causes the target to have a Penalized Action on non-resistance draws for the rest of the scene. If used in combat, it lasts for turns equal to activation successes.
25. Institutionalize [Bloodlines: The Hidden]: "No Institutionalize power can affect someone who is not

part of a confined, defined, and regimented social group.” Storytellers should use their best judgment on whether this condition is met. If it is not met, the power does not work. Supernatural societies, including the Accord, cannot be used to constitute the confined, defined, and regiments social group.

26. Investments [Belial’s Brood]

- a. The XP cost for Investments is by ‘tree’, defined by Pneuma, Sarx, and Soma. Each tree is purchased as a separate discipline at dots x6 XP, with each new power adding to the tree similar to Coils of the Dragon. For example, a Brood member purchasing three Sarx powers would pay 6, 12, and 18 XP for the powers (36 all told). If he wanted to purchase a Pneuma power, it would be 6 xp for the first, etc.
- b. Appetite for Weakness: This power is contested by the target’s Resolve + Supernatural Advantage.
- c. Beast Sense: This allows a character to detect the presence of a vampire’s beast, but not pinpoint its location. Thus, while it can clash against Mask of Tranquility, it cannot be used to clash against other stealth powers. The user simply knows there are vampires in his presence, and thus can activate a normal Clash of Wills as normal.
- d. Feet of Clay: This power penalizes Running Speed, not Acting Speed.
- e. Hide Within the Heart: A character can still be killed if his Health is filled with Aggravated damage.
- f. Pneuma Transfer: This power allows a character to prepare a body for his use. The only mechanical effect of this power is the body switch. All disciplines and attributes remain the same (the vampire does not lose any disciplines and does not game the physical attributes of the new body). It may not be used on Servants or Player Characters.
- g. Rotting Touch: The character must succeed in a Grapple maneuver to deal damage (dealing no damage) before activating this power.
- h. Undying Beast: Reserved for the Office of NST
- i. Way of the Marauder: This does not allow a character to target multiple opponents. Each extra ‘attack’ is an extra draw, and the character takes the best of the draws. For example, the listed vampire with Defense 3 and Blood Potency 5 would be able to draw three times, taking the best for his attack, but his Defense would drop to 1.

27. Linagem [Ancient Bloodlines]:

- a. ●●●● Distant Mastery: Using this power requires the approval of the lowest level storyteller over both characters. (e.g. VST within the same VSS, RST within the same region)

28. Loose Alu [Ancient Bloodlines]: Instead of the effect listed in the book this power normally only does lethal damage. If that damage would cause a target character to fall into torpor the effects described in the book happen instead. Resisted Draw: Resolve + Brawl + Blood Potency - Target’s Supernatural Advantage. Failure does not cause an automatic drop of humanity.

29. Majesty

- a. ●●●● Barring the Bone Gate [World of Darkness: Shadows of Mexico]: Reserved for use by the office of NST.
- b. ●●●● Sovereignty
 - i. Ignore the MET Requiem text describing this power being used against repeated aggressions. A character’s Sovereignty pool is drawn once upon activation. Use these successes against defender’s contested resistance pool when they attempt to break the user’s Sovereignty.
 - 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.

30. Meminisse [Mekhet: Shadows in the Dark]

- a. ● Create Ties: 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 Meminisse.
- c. ●●●● The Exchange of Things Past: The pool for this power is Manipulation + Empathy + Meminisse, contested by Composure + Supernatural Advantage.
- d. ●●●●● The Thief of Minds: The user of this power must drink vitae from the target.

31. Nightmare

- a. ●●●● Shatter the Mind
 - i. This power can be used more than once per night on a target, but the target may only suffer from one derangement from use of this power.
 - ii. The Penalized Action caused by this power lasts for turns equal to successes. All other durations of the power are per normal.

32. Obfuscate

- a. A character using the third or fifth dots of Obfuscate may only initiate observational and perception tests against a target without breaking their Obfuscate effect. **Characters under Obfuscate cannot be viewed on media recorded during the obfuscated period (including tapes recorded on a time delay) until that application of Obfuscate ends.**
- b. ●●● Cloak of Night: This power is immediately voided if activated while the user is held in a grapple.
- c. ●●●●● Cloak the Gathering: This power is immediately voided when activated for any targets currently held in a grapple.

33. Obtenebration

- a. ● Night Sight
 - i. The most useful power of the Khaibit is the most frightening to them and the most dangerous to spiritual entities. Vampires already see better in the dark than mortals; night sight allows the Asps to see clearly with almost no illumination at all. Even in complete darkness, the vampire can distinguish the many shades of black from each other, ebony from jet from sable. While using Night Sight, the vampire's eyes fill with an inky, swirling blackness.
 - ii. Cost: 1 Vitae
 - iii. Dice Pool: This power requires no roll.
 - iv. Action: Reflexive
 - v. The vampire suffers no darkness or environmental penalties, and can see through any non-solid obstruction, such as fog or tear gas. In light, the vampire can see the shadows of spirits and ghosts as if they were solid beings; in darkness, the otherworldly creatures glow an eerie, diffuse white, like the ghosts of an earlier creation. The entities themselves must be in light or darkness for these effects.
- b. ●●●●● Shadow Form: The user of this power can, by expending a Willpower point, assume a three-dimensional form (per the description given for an Exceptional Success).

34. Perfidy [The Invictus]:

- a. Every level of this discipline is contested by the target's Composure + Supernatural Advantage.
- b. ●●●●● Animus: Loss of social merits from this bloodline return at the rate defined by Sanctity of Merits in the Universal Addendum. A character can spend a downtime per social merit regain all of their lost dots in that merit on the 1st of the next month.

35. Phagia [Bloodlines: The Chosen]

- a. ●● Rasping Flesh: The extra blood per turn taken via this power is capped at 1 vitae.
- b. ●●●● Mortal Balm: The armor created by this power is considered to be equipment.

36. Protean

- a. ●● Haven of Soil
 - i. Characters cannot move while interred in the earth with this Discipline.
 - ii. The near torporous state that the vampire is in prevents characters from activating disciplines while melded.
 - b. ●●● Claws of the Wild: The bonus provided by this power and its derivatives counts as an equipment modifier. This power can be used in conjunction with Brawl-based fighting styles.
 - c. ●●● Claws of the Deep [Immortal Sinners]: This power cannot be purchased in conjunction with Claws of the Wild; a character may have one of these two powers.
 - d. ●●● [Jungle's Sting](#), [The \[World of Darkness: Shadows of Mexico\]](#): [Reserved for use of the office of NST](#)
 - e. ●●● Shape of the Beast [Shadows of Mexico]: Not Sanctioned. Use the four dot version listed below instead.
 - f. ●●●● 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, mythological, and extinct animal forms are not permitted.
 - vi. Though **MET: Requiem**, pg. 194, states that a vampire in animal form is not subject to the Animalism Discipline, they can still be affected by Animalism ●●●●●: Leashing the Beast.
 - g. Returning to Human Form: Returning to human form requires an instant action and, per the text of the devotion, may not be affected by Instantaneous Transformation.
37. [Ralab \[Circle of the Crone\]](#)
- a. ●●● and ●●●●: [The user may gain no more than their maximum pool's worth of each fuel per night, across all their ghoul.](#)
 - b. ●●●●● Unholy Avatar:
 - i. The target of this power must be an NPC. A PC may not be designated as an Avatar.
 - ii. Only one vessel may exist at a time. Preparing this vessel is [Low Notification](#).
 - iii. Once the transfer is complete, the new body shifts to appear more like the vampire over time as noted in the power. Once this transition is complete, the new body regains its previous body's Attributes, Skills, and Merits.
38. [Rapport/Kindred Voodoo \[Ancient Bloodlines\]](#)
- a. [Upon purchasing this discipline, you must choose your patron. Levels 3-5 of non-patron rituals received a -3 to activation draws.](#)
 - b. ● [Death Echo: This power works on anyone who has died, not just vampires](#)
 - c. ● [Kalfou's Misfortune: The target must be present to be affected.](#)

- d. ● Spiritual Intermediary: This power only works for spirits, not ghosts.
 - e. ●● Kalfou's Oath: You cannot swear this oath under supernatural compulsion.
 - f. ●● Universal Translator: This power lasts for a night, but does not work on supernatural languages such as Atlantean, High Speech, Dragon's Tongue, etc. but does allow one to understand spirits and thus First Tongue.
 - g. ●●● Create Zombi: The cap of zombies one PC can control is equal to Rapport dots. The cap in any category is equal to total Blood Potency dots (even enhanced by other powers). Only blood in the vampire at the time of casting can be used to enhance a zombie. If done in downtime, each zombi requires a downtime and the total blood able to be spent is equal to the natural pool. Zombies continue to degrade as noted in the book.
 - h. ●●● Legba's Curse: This is a level 3 ritual. The effect ends if the loss of memory ever puts the target in immediate danger.
 - i. ●●●● Curse Object: The character can curse a number of objects equal to half his Rapport dots, rounded up. The cursed object returns to normal at dawn.
 - j. ●●●● Leech Understanding: This effect only lasts for a night and does not require a degeneration roll. It can be used on any target; the VST decides what skill is lost/gained.
 - k. ●●●● Return to Dust: This ritual instead allows the ritualist to summon forth a ghost and ask it questions or favors. The ghost feels compelled to stay and aid the player for the scene, though further deals can be worked out (Such as a Ghost Familiar).
 - l. ●●●●● Cheat Death: This ritual is cast and activated as written, but instead of the benefit of not dying, the PC instead gains temporary dots to Resilience equal Rapport dots for the scene and for the remainder of the scene will not enter torpor. Once the scene ends, the temporary health disappears and takes the damage with it. Characters still reach final death if their health boxes are filled with aggravated damage.
 - m. ●●●●● Create Gris-gris: The talisman created uses the Fetish rules from the Accord Forsaken Addendum. It can be of any level (capped at 5 dots), is permanent, and is free of XP and RQ cost. Only one may be in existence at a time, and only the creator of the Talisman may use it. Should the creator wish to create a new Talisman, they must destroy the current one and recast the spell with the expenditure of a downtime and choose a new Fetish affect.
 - n. ●●●●● Voodoo Doll: Only lasts for one scene. Victim contests with Stamina+Supernatural Advantage and the listed numerical penalties are considered a modifier, not a lowering of attribute dots. For effects that lower a trait by a flat value, use net successes as a negative penalty instead.
- 39. Resilience [MET: Requiem]:** Only the natural dots in this discipline work for any other effect dependent on Resilience, such as a devotion or merit (22 Solid, Vampire Aegis, etc.).
- 40. Sakti Pata [Ancient Bloodlines]**
- a. ● Halahala: Uses the Poisons and Toxins rules in Universal Addendum VII.C.
 - b. ●●●● Durga's Kiss: Can only be used once per session.
 - c. ●●●●● Yama'a Benefice: Claiming a new body is Low Approval, using the rules presented in the book as well as a loss of a dot of Humanity.. The character can enter play as soon as the body is claimed, but the body must not be that of a Servant or Greater Template.
- 41. Sethite Sorcery [Mekhet: Shadows in the Dark]**
- a. Require Shadow Cult Initiation (Followers of Seth) ●●●
 - b. The XP cost of Sethite Sorcery is dots x6.
 - c. Sethite Sorcery is not Cruac. The listed Cruac rituals are available to Sethites as are any devotions or other mechanics based on Cruac. Thus Circle of the Crone members of the Cult must take Sethite Sorcery as a separate discipline. They cannot take Sethite rituals as Cruac rituals.
 - d. All associated Sethite Sorcery rituals are available to cult members only.
- 42. Sunnikuse [Bloodlines: The Hidden]:** Not sanctioned as written. Please see "Sunnikuse" devotion below.
- 43. 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. No character may benefit from more than one application of Stigmatica at a time.
- c. See also errata for Bloodlines: the Hidden, available on the White Wolf website.
- d. Use of this power on a mortal is only considered torture if the character is actively torturing the victim.

44. 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.
- b. It requires ten minutes per level of this power to enact on a PC.
- c. A Galloi may only bath a number of PCs equal to their resolve per night.
- d. Successes on the activation draw of this discipline are used to determine the bonus achieved. Successes are split between Presence and Manipulation as determined by the recipient, to a maximum bonus of the user's Taurobolium dots.
 - i. Example: Bob Nos activates this discipline and achieves 5 successes. Joe Daeva may allocate all 5 successes to Presence or may split them between the two, adding some successes to Presence and some to Manipulation (4 and 1, 3 and 2, etc.).

45. Theban Sorcery

- a. Ignore the Extended Actions and Sorcery sidebar, **MET Requiem** pg. 97. 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. ● Blood Scourge [MET Requiem]: This does not count as a Flexible Weapon for the purpose of Grappling tests.
- c. ●● Prison of Denial [Lancea Sanctum]: The effects of this ritual are negated if the subject is attacked by the person they are "denying."
- d. ●● Resistance of Discipline [Lancea Sanctum]: 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]: Only one of these may be used per ritual activation.
- f. ●● Trap of Slumber [World of Darkness: Chicago]: Low Approval
- g. ●●● Blood Fire [Lancea Sanctum]: The target's armor rating is subtracted from the activation total to determine lethal damage taken, not from activation successes, to a minimum of 1 point of damage.
 - i. Example: Joe Paladin has a 4 success Blood Fire active, with a total activation draw of 18. He is struck by Susy Brood, who has 5 points of armor. This lowers his total to 13, so she only takes 2 lethal from his Blood Fire.
- h. ●●● Lash Beyond Death [Lancea Sanctum]: When the ritual is triggered, the character must use their next action to perform the action specified when the ritual was cast.
- i. ●●● Pharaoh's Paces [Lancea Sanctum]: Initiating an attack against anyone is the same as touching them, negating the ritual against them.
- j. ●●● Vision of the Will [Lancea Sanctum]
 - i. A subject undergoing a trance from this ritual may defend herself and act normally if attacked.
 - ii. This ritual may not be used in conjunction with the Inspiring merit to store

willpower.

- k. ●●●● Invisible, The [Ancient Mysteries]: Reserved for the Office of NST (Top Approval for NPCs)
 - l. ●●●● Purifying Light [Fall of the Camarilla]: This power only works on the same type of creatures as a normal Exorcism (spirits, ghosts, npc demons, striges, etc., but only actual possessions). The targeted entities roll their Resistance trait as a contested resistance versus the user's activation successes.
 - m. ●●●● Spear of Faith [Lancea Sanctum]: This power can only be used against one target per turn.
 - n. ●●●●● Fires of Vengeance [Lancea Sanctum]: A character can only be affected by this ritual once per scene.
 - o. ●●●●● Night of Hell [Lancea Sanctum]: Mid Approval
 - i. This ritual will not cause a torpored victim to wake earlier than they would otherwise, even if damaged.
 - ii. 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.
 - iii. 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.
 - p. ●●●●● Piece of Mind [Ancient Mysteries]: Use of this ritual is a sin at Humanity 1.
46. Vigor [MET: Requiem]: For all purposes, use the mechanics from *Vampire the Requiem*, pg. 141-142, not *MET: Requiem*. Vigor is added before the draw, and is considered a modifier. It does not allow "flight like" leaps.
47. Web [Invictus]: Not Sanctioned as written.
 - a. See "Scanning the Web" devotion.
 - b. See 'Manipulating the Web' devotion.
48. Xinyao [Bloodlines: The Chosen]
 - a. ●● Stoke the Flames: This power uses Expression, not Performance.
49. 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: 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)".

C. Devotions Affected by the Addendum

1. Custom Devotions: Reserved for use by the US NST staff
2. 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.
3. Arcane Sight [MET Requiem]
 - a. The prerequisite of Cruac ● for this devotion is now Blood Sorcery ●. Cruac, Gilded Cage, Giovanni Necromancy, Sethite Sorcery, Spoiling, Theban Sorcery, and Tremere Thaumaturgy all count for this purpose.
 - b. This devotion does not allow you to see ley lines or places of power. If the PC has the appropriate occult specialty (noted in Ordo Dracul pg. 42), however, they can sense ley lines, ley line nexuses, Wyrms' Nests, and other places of power as a Dragon can (See Mystic Extrapolation under Ordo Dracul above).
 - c. This devotion, once activated, lasts a scene. A draw must be made, however, to scrutinize each person, object, or location (in the case of testing for ley lines or places of power). Scrutinizing an individual for magic is penalized by the target's Composure.
4. Army of One [Carthians]: The phantoms use a pool of Intelligence + Subterfuge + Auspex - target's Resolve when making an attack. They act on the devotion user's initiative and do not require additional actions to control.

5. Blase' [Invite Only]: This devotion can only be activated once a turn.
6. Bloody Tandem [Immortal Sinners]: This power may only be active between two Kindred at a time. While tied to another PC, you cannot activate this power on another PC. The Tandem pair must both agree to end their connection for the power's effect to end. Once it ends, the permanent WP or XP spent on it is refunded.
7. Body Colony [Bloodlines: The Legendary]: This power is limited by the damage cap, once that cap is reached the insects erupt from the host's body. Attempts to use this power on an individual already under its effect automatically fail.
8. Break Vinculum [Ancient Bloodlines]:
 - a. This devotion works as stated in the book with normal costs and prerequisites.
 - b. For the additional prerequisite of Animalism 2 and total devotion cost of 21 xp, this power can be made permanent if both the user of the devotion and the target spend a permanent Willpower dot before drawing the power. The target must be willing to break their vinculum, but still rolls their contested resistance against the devotion's activation.
9. Butcher's Hook [Mekhet: Shadows in the Night]: [Low Approval for Mekhet](#)
10. Cutting of the Strings, The [Mekhet: Shadows in the Night]: Available to members of the Moirai shadow cult only.
11. Dance of Kali [Ancient Bloodlines]
 - a. Once activated, this power lasts for a number of turns equal to the user's dots in Celerity. While thus transformed, he is treated as a swarm, and thus can be damaged similar to the methods of damaging a Gangrel using Swarm Mind.
 - b. This power requires a Willpower and a Vitae to activate, and the user can attack that round. Every successive attack in later rounds requires another Vitae as the character uses parts of it's blood form body to strike.
 - c. This power does not ignore armor but does ignores Defense unless within Point Blank Range (similar to a firearm). It does not ignore Celerity based protection.
 - d. This power may not be used to attack multiple opponents in the same turn (autofire rules are not used)
 - e. This power costs 24 XP to purchase.
12. Dark Decree, The [Immortal Sinners]: Reserved for use by the NST.
13. Destructive Might [Ancient Mysteries]: [Low Approval for Vampire characters.](#)
14. Dressed to Impress [New Wave Requiem]: [The bonus provided by this devotion applies to both supernatural and mundane social tests.](#)
15. Eye-Catcher [Immortal Sinners]: This Devotion costs 12 XP to learn.
16. Eye of the Shiva [Ancient Bloodlines]: This power causes Penalized Actions and lasts for turns per success.
17. Eyes of the Beast [Wicked Dead]
 - a. Available to Non-Draugr characters (including PCs) at Low Approval
 - b. This devotion adds Auspex dots as a positive modifier to Initiative. Ignore the text about retaining Defense.
 - c. This devotion, once activated, lasts for a number of turns equal to the user's Celerity.
18. Freezing Bones [Ancient Bloodlines]: Causes a Penalized Action that lasts one turn per success.
19. Gawk [Bloodlines the Legendary]
 - a. The cost of this devotion is 12 xp
 - b. The effects of this power are broken if the target is attacked or harmed and does not count as a Penalized Action. Once a character fails its resistance, it is mesmerized as long as the performance is active or until the power is no longer in effect (a scene).
 - c. Utilizing another supernatural power on the enthralled or attempting to blood bond them breaks the effect of the power.
20. Ghostwalk [Ancient Bloodlines]:
 - a. Only the numina noted in the writeup of the devotion (MET Ghost numina) are allowed for purchase via this devotion.
 - b. Use of the Possession Numina with this power can only be done with mortals (including

ghouls) and only on NPCs.

21. Heart of the Dominant [Invite Only]: This devotion only works on mundane social tests.
22. Hidden Agenda [Ancient Mysteries]: Reserved for the Office of NST
23. Husk [Carthians]: This Devotion cannot be used in conjunction with other powers that allow feeding from a target (Swarm Mind, Phagia, Bloodworking, etc.)
24. I See You [Nosferatu: The Beast That Haunts the Blood]: This Devotion costs 9 XP to learn.
25. Ignore [Carthians]: This Devotion provides a benefit to automatic resistance but not contested challenges
26. Indomitable Aura [Bloodlines: The Hidden]: This Devotion does not hide the standard Aura Signifiers (pg. 161 MET VtR). The gun-metal gray aura is in addition to the standard signifiers.
27. Infallible Aim [World of Darkness: Chicago]: Low Approval
28. Instant Adoration [Carthians]: Each activation of the devotion allows the user to activate Entrancement as a Reflexive actions a number of times equal to their dots in Majesty.
29. Iron Muscles [Carthians]: This devotion does not add Vigor to Resilience dots. Instead, it adds Vigor to Stamina as a modifier. This can change derived traits such as Health.
30. Killer Instinct [Invite Only]: The limitation against Willpower use does not apply to Willpower required to activate a power.
31. Languor's Denial [Ancient Mysteries]: Low Approval for Vampire characters.
32. Leader of the Pack [Immortal Sinners]: The number of animals affected by this merit at any one time is limited to 15.
33. Liberated Mind [Ancient Bloodlines]: This devotion applies to any supernatural attempt to control the character's mind. This includes use of the Dominate discipline, certain uses of the Mind Arcana, and other powers at VST discretion. It does not apply to social powers.
34. Loathsome Foe [Nosferatu: The Beast That Haunts the Blood]: This duration of this Devotion is a number of turns equal to successes on the activation draw, not a full scene.
35. Makeover [Bloodlines: The Legendary]: This Devotion costs 6 XP to learn.
36. Manipulating the Web
 - a. Available to Lynx only.
 - b. Prerequisites: Auspex ●●●●, Majesty ●●●
 - c. Use the text for the Insert/Delete power found in *Invictus* on page 210-211.
 - i. Replace the use of Web in the activation draw with Auspex.
 - ii. The Lynx need not 'purchase' the networks he can access, but must use the examples listed as guidelines.
 - d. A Lynx must use "Scanning the Web" before being able to use this devotion in the network.
 - e. The bonus or penalty gained through this power is based on the user's successes upon activation, not Web dots.
 - f. This devotion costs 21 XP.
37. Manteia [Mekhet: Shadows in the Night]: Available to members of the Moirai shadow cult only.
38. Mark of Shadows [Immortal Sinners]
 - a. This Devotion costs 15 XP to learn.
 - b. This Devotion has a prerequisite of Resilience, not Fortitude.
39. Memory Theft [Ancient Mysteries]: Low Approval for Vampire characters.
40. Mercurial Form [Ancient Mysteries]: Low Approval for Vampire characters.
41. Messenger's Blessing [Lords Over the Damned]: This Devotion may only be performed on an individual acting as a courier for the user.
42. The Methuselah Effect [Mekhet: Shadows in the Night]
 - a. Available to members of the Moirai shadow cult only.
 - b. This Devotion costs 45 XP to learn.
 - c. This Devotion cannot have been used in the character's background.
43. Mock Mind [Bloodlines: The Legendary]: This Devotion costs 21 XP to learn.
44. Monster's Call [Wicked Dead]
 - a. May not be taken by PCs.
 - b. May be taken by non-Draugr NPCs.

- 45. Predator's Camouflage [Wicked Dead]**
- This devotion may be taken by non-Draugr characters, including PCs, at Low Approval
 - This devotion adds half of one's Majesty dots, rounded up, to Humanity for turns equal to successes for the purposes of humanity capping successes on social tests (not for the drawbacks to merits or frenzy).
 - This devotion cannot trick a power identifying the character as a vampire, only the physical signs are removed.
- 46. Preemptive Reflex [Ancient Mysteries]:**
- Replace text in the book with:
 - By Spending 2 vitae:
 - This power may be used to intercept an attack on another PC or target within the user's Celerity speed range.
 - This power may still be used to completely avoid damage from an environmental source (such as an explosion, car crash, etc.) at VST discretion.
 - By spending 1 vitae, with Celerity already active:
 - The user may add his Celerity dots to his Defense as part of the +15 modifier, in addition to the already active Celerity penalty to the attacker's draw pool. This defense rating also applies against ranged attacks that would normally deny Defense.
 - The user may declare Fair Escape, even if he is being chased by someone with Celerity 5 or they may negate the use of a Fair Escape via this devotion.
- 47. Restoration of Things Lost, The [Mekhet: Shadows in the Night]**
- Available to members of the Mnemosyne bloodline only.
 - 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).
- 48. Ritual of Nourishment, The [Mekhet: Shadows in the Night]:** Use of this devotion requires a dedicated downtime action each downtime period. This downtime action and use of the devotion calms the Reflection for that month, preventing its mischief. If cast by one Mekhet for another, both must spend the downtime action. Use of this power affects only one Reflection at a time, thus it must be cast multiple times (with multiple downtime actions) for multiple Reflections.
- 49. Scanning the Web**
- Available to Lynx only.
 - Prerequisites: Auspex ●●, Majesty ●●
 - Use the text for the Scan power found in *Invictus* on page 208-209.
 - Replaced the use of Web in the activation pool with Auspex.
 - The Lynx need not 'purchase' the networks he can access, but must use the examples listed as guidelines.
 - The Lynx need not buy extra network types.
 - The Lynx must be physically present to scan a node. The power's influence exists only within a VSS's jurisdiction.
 - This devotion costs 15 XP.
- 50. Shadow Heart [Bloodlines: the Hidden]:** 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.
- 51. Soma [Bloodlines the Chosen]:** 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.
- 52. Spirit Sight [Immortal Sinners][Mekhet Clanbook]**
- This devotion is available to Mekhet and Circle of the Crone only.
 - This devotion's prerequisites are Cruac OR Sethite Sorcery at one dot AND Auspex at one dot.
 - This Devotion costs 5 XP to learn.

- d. This devotion can only detect Ghosts, unless the following conditions are met:
 - i. Prerequisites changed to Auspex ●●, Cruac ●● OR Sethite Sorcery ●●
 - ii. To see spirits in Twilight the user activates the power and spends 1 vitae for the scene (no Vitae required to see Ghosts, only declaration of activation). It does not guarantee that the character may interact with said spirits, and does not allow a character to see into the Shadow/Spirit world.
 - iii. Devotion cost raised to 12 XP (the character can pay the difference to “upgrade” the devotion upon approval).
- 53. Sting [Bloodlines: The Legendary]
 - a. This devotion may only be used once per scene on any character.
 - b. The victim of this power suffers from Penalized Actions for turns equal to successes. If the victim is a mundane mortal, they are paralyzed per the text in the power’s writeup.
- 54. Sunnikuse
 - a. Available to Bohagande only.
 - b. Prerequisites: Nightmare ●●, Resilience ●●●
 - c. Draw Pool: Wits + Subterfuge + Nightmare vs Resolve + Supernatural Advantage
 - d. Activation Cost: 1 vitae
 - e. Action: Reflexive (Contested)
 - f. The Bohagande eat luck. If a Bohagande is aware of an action, he can attempt to absorb the luck of the target doing said action. The Bohagande can reflexively activate this power, preempting an action against them in the initiative, but lose their normal action for the turn as they absorb the heady rush of luck. If successful, the Bohagande imposes a penalty equal to his successes (maximum of -5) to the target’s action and gains a bonus equal to his successes (maximum of +5) to his next action, whatever that may be. There is no time limit on this next action, but the Bohagande cannot choose when to expend his stolen luck, it is always the next active draw he makes.
 - g. The target gets to make a Wits + Occult to realize he has been the target of a curse. His successes must meet or exceed those rolled by the Bohagande to realize this, and he will have no reason to suspect the character unless he knows of their luck eating nature.
 - h. At VST discretion, the Bohagande can expend his luck to automatically succeed at a normal, mundane activity in an impressive way. This must be done to promote the story, but it cannot be supernatural in nature or combat related.
 - i. This devotion costs 18 XP.
- 55. Swarm Communion [Bloodlines: The Legendary]
 - a. This Devotion costs 21 XP to learn.
 - b. This power does not allow use of area of effect psychic disciplines.
 - c. Once used successfully on a group, individuals in the affected group can be targeted with psychic disciplines and use the lowest resistance pool found among all individuals in the group.
 - d. The most characters that can be added to a swarm is 20, unless the character is using this devotion against their personal retainers only.
- 56. Talk of the Town [Invite Only]: Not Sanctioned
- 57. Threefold Assault [World of Darkness: Chicago]: Low Approval
- 58. Timed Message [Mekhet: Shadows in the Night]: Available to members of the Moirai shadow cult only.
- 59. The Warding Flesh [Bloodlines: The Chosen]: The effect of this power is not permanent. When any thinking creature other than to Noctuku that made it sees it, the power activates, as per Dread, for one scene and then becomes inert. The Warding Flesh can be used on the same object again after it has been expended.
- 60. Whisper Campaign [Immortal Sinners]: This Devotion costs 24 XP to learn.
- 61. Wicked Grasp [Nosferatu: Beast That Haunts the Blood]: This devotion imposes a penalty to Initiative equal to the user’s dots in Nightmare, as well as a bonus modifier to the user’s grapple pool. It does not drop someone to the lowest initiative in the combat.

62. Yielding Soil [Immortal Sinners]
 - a. This Devotion cannot be used on unwilling characters.
 - b. This Devotion costs 12 XP to learn.

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 Sanctioned Chronicle.
2. **Minds Eye Theatre: Requiem**
 - a. Travel and Vampiric Gatherings (pg. 18)
 - b. Deceitful Creatures (pg. 162)
 - c. Soul Shards (pg. 224)
 - d. Price of Blood (pg. 327), if described in the Venue Style Sheet.
3. **The Blood (WW25002)**
 - a. Deepening the Blood (pg. 26), as a guideline for Blood Potency development.
 - b. Disintegration (pg. 88)
 - c. Toughness as Intimidation (pg. 90), at ST discretion.
 - d. From Morality to Humanity (pg. 104). Note: this does not provide an XP refund.
 - e. Derangements (pg. 107). Note: The Withdrawal derangement should only be imposed upon a PC with player agreement.
 - f. Living on the Edge (pg. 115)
4. **Carthians (WW25303)**
 - a. Enhancing Status (p 202): Carthian artifacts, when approved at the requisite Top 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.
5. **Circle of the Crone (WW25305)**
 - a. Blood of the Gods (pg. 41)
 - b. Quality of Work (pg. 79)
 - c. Achieving Natural Mindlessness (pg. 85)
 - d. Devotion or Depravity (pg. 86)
 - e. Underworlds and the Haven Merit (pg. 121)
 - f. Losing Crúac (pg. 194)
 - g. Acolytes are Wrong (pg. 201)
6. **Invite Only (WW25315)**
 - a. A Murder of Harpies (pg. 21)
7. **Lancea Sanctum (WW25001)**
 - a. Apostolica (pg. 78-84)
8. **New Wave Requiem (WW25320)**
 - a. Glass and Chrome (pg. 26)
 - b. Thinner Masquerade (pg. 43)

B. Places of Power

1. Necropoli [Requiem for Rome]: Necropoli, their history and creation are reserved for the use by the NST.
2. Wyrms' Nests [Ordo Dracul]
 - a. Wyrms' Nest approvals must note the Resonance.
 - b. Wyrms' Nest may be, but are not exclusively, loci, haunts, or hallows.

C. Other Rules

1. Feeding: Feeding rules are determined by the VSS. Characters conform to the feeding rules of whatever VSS they are currently visiting.
2. Damage from Firearms: A called shot to a vampire's head inflicts lethal damage if done within close

enough range for the target to receive their defense.

3. Drinking the Resounding Blood: While a PC may have multiple Resonance traits as defined and permitted by the presiding VST, only one Resonance trait may be applied to any given test, for a maximum Modifier bonus of +2 granted by the Ritual.
4. Staking: Staking functions as per the 'hard staking' sidebar in *Armory Reloaded*, pg. 163, including Defense and Armor applications to negate successes towards staking vs. damage. Damage cap still applies. Should a vampire fall to torpor due to a staking challenge, they are immediately staked and can be woken simply by removing the stake, with their last health box converted from lethal to bashing damage upon waking.. A vampire's last health box cannot be filled with aggravated damage due to a staking challenge.