

## MES NWoD ADDENDUM: VAMPIRE: THE REQUIEM

Effective Date: 12 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.
- C. **Belial's Brood (WW25111):** None of the mechanics in this book are sanctioned for PC use.
- 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. **Blood Sorcery: Sacraments and Blasphemies:** This book and all its content is Reserved for the Office of NST.
- H. **Bloodlines: The Legendary (WW25103)**
- I. **Carthians (WW25303)**
- J. **Circle of the Crone (WW25305)**
- K. **Coteries (WW25100)**
- L. **Daeva: Kiss of the Succubus (WW25115):** Mechanics presented in this book are available to Daeva only unless otherwise specified.
- M. **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.

- N. Danse Macabre (WW25314):** The societies and mechanics presented in this book are not sanctioned unless specifically listed in this addendum.
- O. Fall of the Camarilla (WW25307)**
1. All mechanics and setting from this book are reserved for the office of NST.
  2. While the history presented might be true, few to no living PCs are aware of it.
- P. Gangrel: Savage and Macabre (WW25116):** Mechanics presented in this book are available to Gangrel only unless otherwise specified.
- Q. Ghouls (WW25110)**
- R. Invictus (WW25121)**
- S. 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.
- T. Lancea Sanctum (WW25001)**
- U. 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.
- V. 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.
- W. New Wave Requiem (WW25320):** Though sanctioned for play, the history and settings in the book are not necessarily those of the chronicle.
- X. 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.
- Y. 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
- Z. 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]: Top Approval NPC
  3. Dampyr and everything related to Dampyr (e.g. rituals): Reserved for the Office of NST.
  4. The Rizzetti Apparatus [Night Horrors: The Wicked Dead]: High Approval
  5. Stirges/Strix:
    - a. Top Approval as NPCs.
    - b. Occult Specialization in Strix: Top Approval. Learned only through relevant National plotkits. Cannot be taught by PCs.
- AA. Nomads (WW25101)**
- BB. Nosferatu: The Beast That Haunts the Blood (WW25114):** Mechanics presented in this book are available to Nosferatu only unless otherwise specified.
- CC. Ordo Dracul (WW25120)**
- DD. Requiem Chroniclers Guide (WW25302):** Not Sanctioned
- EE. Requiem for Rome (WW25140)**
1. All mechanics and setting from this book are reserved for the office of NST.
  2. While the history presented might be true, few to no living PCs are aware of it.
- FF. Rites of the Dragon (WW25300)**
- GG. The Testament of Longinus (WW22007)**
- HH. Ventrue: Lords Over the Damned (WW25112):** Mechanics presented in this book are available to Ventrue only unless otherwise specified.
- II. VII (WW25301)**
- JJ. Vampire: the Requiem (WW25000):** This book is used for flavor material and the bloodlines not covered by Mind's Eye Theatre: The Requiem.

## II. CHARACTERS

### A. Background

1. Longevity
  - a. Existed before 1875 AD: Mid Approval
  - b. Existed before 1775 AD: High Approval
  - c. Existed before 1600 AD: Top Approval
  - d. Existed before 1200 AD: Reserved for the Office of NST
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. Approvals
    - i. Possessing vampire Merits: High Approval (Low Approval for NPCs)
      - a. This does not include Haven.
    - ii. Possessing their regnant's covenant specific powers: Top Approval (Low Approval for NPCs)
    - iii. Coils of the Dragon: Not available
    - iv. Possessing bloodline-specific Disciplines: Not available
  - b. Ghouls characters (both PCs and NPCs) have the option to use the character creation system from **Ghouls (WW25110)** instead of **Mind's Eye Theatre: The Requiem** (they have one less Morality dot, may start with a second Discipline dot, may belong to a ghoul family, etc.).
  - c. Embracing a Ghoul: Low Approval, see Template Conversions in Universal Addendum
  - d. Ghoul Families: Mid Approval
    - i. Dolousi [Belial's Brood]: Not Sanctioned for PCs
    - ii. Children of Niriti [Ghouls]: The benefit of this ghoul family is the first dot of Covenant Status: Circle of the Crone, which the character receives upon approval for the ghoul family. Members of the family may then purchase, if taught by a PC, the first dot of Cruac with a single free ritual at Low Approval. All other purchases of Cruac retain the Top approval noted above.
2. 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.
3. 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. Willpower Cost for In-Game Embrace
  - a. Embracing a New Player's Character (4 months or less in venue): 1 temporary Willpower point.

- b. Embracing an Experienced Player's Character (more than 4 months in venue): 1 permanent Willpower dot, which returns without XP cost after six months.
- c. Embracing an NPC: standard rules apply (i.e., 1 permanent Willpower dot).
- d. 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 Attribute or +5, whichever is higher. Physical augmentation from Vitae to increase physical test pools counts towards the +/- 10 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 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 (through 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. No merit dealing with humans, such as Allies or Retainers, can exceed Humanity dots (Herd is an exception). If a character loses humanity to the point where it is lower than any merits affected by this rule, they are refunded XP spent on those dots. Extra dots of Contacts from the Masquerade merit are not affected by this rule.
  - b. Successes on mundane social draws are capped by Humanity dots (this replaces the cap on Social pools from MET REquiem pg. 265-266).
  - c. [Banes \[Danse Macabre\]: Banes presented in Danse Macabre are sanctioned at Low Approval. Banes can be gained in lieu of a derangement when a character loses humanity, with the same check to resist. Custom Banes are Top Approval.](#)

F. Frenzy: The draw to resist frenzy is a Reflexive action, even if requiring an extended action.

#### G. Diablerie

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

#### H. Torpor

1. For every six months that a character is in torpor, apply the following:
  - a. Decrease Blood Potency by 1 (to a minimum of 1). No XP is refunded.
  - b. Increase Humanity by 1 (to a maximum of 7). No XP is charged.
  - c. As Blood Potency decreases and Humanity increases, adjust the duration of torpor accordingly. (Example: Bob is BP 8 and Humanity 3 when he enters an injury-induced torpor with a chart-based duration of 80 years. After six months, he is BP 7 and Humanity 4 (normally a seven-year torpor), and now has only six years and six months of torpor left. After six more months, he is BP 6 and Humanity 5 (normally a six-month torpor), and awakens.)

- I. 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.
- J. 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.
- K. [Cadence: Removed from play per national plotkits. Players may choose to remove the free dots of allies or go into XP debt to keep them.](#)

### III. CLANS

- A. All
  - 1. Clan Origins [various]: Occult Specializations in Clan Origins must be learned in-game from National level plotkits.
- B. Daeva
  - 1. Glass and Chrome [New Wave Requiem]: This optional rule is sanctioned for use in the chronicle.
- C. Gangrel
  - 1. The Red Surrender [Gangrel: Savage and Macabre]
    - a. All bonuses listed under “Gifts from the Beast” remain at +1 until the fifth consecutive night, whereupon they become +2 bonuses. These bonuses do not exceed +2.
    - b. All penalties listed under “The Beast Taketh Away” remain at -1 until the fifth consecutive night, whereupon they become -2 penalties. These penalties do not exceed -2.
  - 2. A Rumor of Defiance [Gangrel: Savage and Macabre]: Low approval, using the same rules as Red Surrender above.
- D. Julii: Reserved for the NST Office.
- E. Mekhet
  - 1. The Hollow [Mekhet: Shadows in the Dark]: Mid 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 \[Mekhet: Shadows in the Dark\]: Mid Approval, Mekhet Only](#)
- F. 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 +/-10 modifier of a pool.
    - d. [Flaws not listed are Reserved for the Office of NST](#)
    - e. Only one Flaw may give a mechanical benefit.
- G. Ventrue
  - 1. The Malkavian Curse [Ventrue: Lords over the Damned]: Disease and Discipline Reserved for use by the NST.

## IV. Organizations

### A. Covenants

- 1. [All covenants now follow a National Structure as per National toolkits.](#)
- 2. Mechanics from a covenant book are unique to that covenant unless otherwise specified. Only members of a covenant may benefit from the powers of their covenant (i.e. only a Sanctified may benefit from Theban Sorcery).
- 3. Covenant Infiltration: Covered below. One may not purchase or benefit from the mechanics of two covenants. They must choose one.
- 4. [Changing Covenants: See Status: Covenant merit.](#)
- 5. Belial's Brood
  - a. PCs: Reserved for the Office of NST.
  - b. NPCs: Low Approval; refer to the Belial's Brood covenant book for guidelines on use.
  - c. Occult Speciality (Belial's Brood): Top Approval, and must be learned via National level plotkit. Cannot be taught by PCs.
- 6. The Carthian Movement
  - a. Carthian Law [Carthians]: Reserved for the Office of NST
- 7. The Circle of the Crone
  - a. Titles [Circle of the Crone]
    - i. Rex Nemorensis: High Approval
- 8. 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]
    - i. Knowledge of methods of creation: High Approval

- ii. Creation and/or use with listed mechanics in sanctioned material: High Approval
    - c. Duke/Duchess
      - i. Mid Approval for Local Area
      - ii. Top Approval with Global Notification for Dark Place on the Map
  - 9. The Lancea Sanctum
    - a. Titles [Lancea Sanctum]
      - i. Archbishop: Requires at least 4 covenant status and PC anointing by College of Cardinals
      - ii. Cardinal: Requires at least 5 covenant status and PC anointing by College of Cardinals
      - iii. Saint : Top Approval, requires at least 4 covenant status.
  - 10. The Ordo Dracul
    - a. Titles [Ordo Dracul]
      - i. Dragon Knight: Mid Approval
      - ii. Grandmaster: High Approval
      - iii. Master of the Dying Light: Mid Approval; application must demonstrate that the character has undergone the testing detailed in Ordo Dracul pg. 64.
      - iv. Oracle: High Approval
      - v. Provost: High Approval
      - vi. Twilight Judge: High Approval
    - b. *Rites of the Dragon*: All members of the Ordo Dracul are aware of this book's contents and internal rankings and orders; all other characters require High Approval to be familiar with its contents, have access to copies, or know of internal Ordo Dracul systems.
    - c. Factions
      - i. Sworn of the Ladder [Ordo Dracul]: Mid Approval.
      - ii. Sworn of the Locust [Ordo Dracul]: Mid Approval.
    - d. 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.
  - 11. VII
    - a. Use of VII NPCs: Only can be used via relevant plotkit, not available otherwise.
    - b. Player characters may not be current or former members of the VII or possess any of their powers.
    - c. Occult Specialty (VII): Top Approval, and must be learned via National level plotkit. Cannot be taught by PCs.
  - 12. Other Kindred Organizations
    - a. Pseudo-Covenants [Danse Macabre]: Reserved for the Office of NST.
    - b. Wings of the Camarilla [Requiem for Rome]: Although a character with a suitable age application may have once been a member of one of the Wings of the Camarilla, no mechanical benefits may be derived from that in modern nights.
- B. Conspiracies**
- 1. Conspiracies have shifted to public shadow cults. See the [Shadow Cult Creation Guide and conspiracy lists for information.](#)
  - 2. Conspiracies from Danse Macabre: Reserved for the Office of NST
- C. Shadow Cults**
- 1. Custom Shadow Cults
    - a. Former Conspiracy: Top Approval to Create, Low Approval for PC to join
    - b. Public Shadow Cult: High Approval to Create, Low Approval for PC to join
    - c. Private Shadow Cult: Top Approval to Create, Low Approval for PC to join

- d. See [Shadow Cult Creation Guide](#).
- 2. The Followers of Seth : Mid Approval.
  - a. This shadow cult is Mekhet only.
  - b. The free Occult Specialization gained with Shadow Initiation cannot be used for Spirits or any other specialization that requires special approval. The suggestions in the book should be primary choices.
- 3. The Moirai: Mid Approval
  - a. Daeva can join the Moirai and receive Auspex at x6 cost.
- 4. The Moulding Room: Mid Approval
  - a. This shadow cult is Mekhet only.
- 5. Narodnaia Volia [Ancient Bloodlines]: Mid 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: Works as written. Cannot stack with other Fighting Styles.
  - a. ●● Unexpected Strike: The best bonus achieved is an 8 again.
- 9. Geomantic Nexus [Ordo Dracul]: This is considered a shareable, Haven addition for Ordo Dracul characters and is simple cost.
- 10. Ghost Eater [Book of the Dead]: Available at Top Approval through Approved National Plotkit only.
  - 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* and the plotkit.
  - 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:
  - a. Sharing: the Haven Merit cannot be shared with NPCs; dots of Haven possessed by NPCs cannot contribute to a shared PC haven.
  - b. Chapter Library [Immortal Sinners]: Not Sanctioned. Use Haven Library instead.
  - c. Library (additional factor): For every dot purchased in the Library factor, PCs with dots in the Haven enjoy a +1 equipment bonus to any Intelligence + Occult or Academics rolls made for research purposes. This may not lead to a cumulative bonus larger than +5. The Library factor does not necessarily represent books. Depending on the contributing vampire's Resources, a Haven's Library may contain relics, vases, old scrolls or other artifacts that don't necessarily contain literal texts but rather inspiring or enlightening artistic or historical details.
  - d. Occultation [Mekhet Clanbook]: This aspect can be added by Mekhet in a shared Haven with other clans. Those with a Haven point added to the shared Haven may find it normally.

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]: High Approval.
  - a. This merit is always considered a 4 dot simple merit.
15. Lordly Palette [Lord Over the Damned]: Not available to non-Venture characters.
16. Masquerade [Danse Macabre]:
  - a. This merit is a simple cost merit.
  - b. This merit is free up to five dots once the [Traditional Civility](#) setting kit has been completed and a Low Notification entered into the approvals database. Free dots are no longer limited by Humanity.
  - c. ●● Vouchsafe: the Retainers provided by this level of the Merit are one-dot Retainers.
  - d. ●●●● 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]:
  - a. Clarification: Factors of this Merit are purchased in the same fashion as are factors of the Haven merit.
  - b. A Necropolis must be definitively mapped, including all factors and connecting tunnels of the Necropolis, in relation to the above-ground city infrastructure. This map must be made available to the Mid-approval ST for the VSS, and is subject to Mid Approval.
  - c. Bleak Annals:
    - i. Clarification: tiered specializations are not sanctioned at this time, and this factor does not bypass such.
    - ii. The only specialties that can be learned or shared are those that do not require a PC teacher or Approval above Low.
  - d. Caldarium: this factor is actually, ●, ●●● or ●●●●● dots, not ●●●● or ●●●●●.
  - e. Labyrinth Guardians: this factor requires a Vitae expenditure represented by a one-point decrease in available vitae at start of game for all characters with dots in the Necropolis. The expenditure does not increase with additional Labyrinth Guardians in the same Necropolis.
  - f. Necropolis Specter: this factor may only be purchased up to ●●; higher ratings are reserved for the use by the NST.
  - g. Other Chambers: This sidebar is Reserved for use of the Office of NST.
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.
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. This merit is free up to five dots once a player has completed the [Traditional Civility](#) settings kit and enters a Low Notification into the Approvals Database. Free dots are no longer limited by the highest of a character's status.
  - c. Requiem may be determined with a Wits + Politics check, similar to status.
  - d. ●●●● 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. 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.

- 23. Sexualized [Ghouls]:**
- a. Low Approval for ghouls, [Mid Approval for vampires](#).
  - b. **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.**
- 24. Shadow Cult Initiation [Mekhet: Shadows in the Dark]:** Low Approval for approved members of a Shadow Cult.
- 25. Sin-Eater [Mythologies]:**
- a. Reserved for use by the NST
  - b. The Mortal requirement for this Merit is removed.
  - c. A character may gain Humanity via the assistance of a Sin-Eater no more than once per a number of months equal to 13 minus the character's dots in Humanity in months; each instance requires a Low Notification by the player of the benefiting PC.
- 26. Source Sympathy [Ghouls]:** Low Approval for ghouls, Not available otherwise.
- 27. Speaker for the Eclipsed [Invictus]:** This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 28. Status (City):** The unmodified City Status dots of the Prince and Harpies count for purposes of determining the Eminent Clan and Ascendant Covenant in the city. The City Status points – which may potentially be higher than the unmodified City Status dots – do not. For more information, see the [City Status Settings](#) document.
- 29. Status (Clan and Covenant):**
- a. [Each region is allowed three status 5 PCs of each clan and covenant, representing the regional leadership of each group. The guidelines for Status 5 PCs can be found in the Chronicle Status Guidelines.](#)
  - b. Approval Levels:
    - i. ● to ●●●: Low Approval
    - ii. ●●●●: High Approval
    - iii. ●●●●●: Top Approval (Not Grandfathered)
    - iv. If a player wishes to enter play with 3 dots of either Clan or Covenant status, it is Mid approval. It is not possible to enter play with more than 3 dots of status in each merit.
  - c. Status (Clan)
    - i. It is possible for a Kindred who truly believes he is a member of another clan to gain status in that clan with High Approval. This status is capped at 4 dots. If they are ever revealed to be not members of this clan definitively, they lose all clan status and must start over in their native clan.
    - ii. This is not for known infiltration, but mistaken identity.
  - d. Status (Covenant):
    - i. Changing Covenant Status: Mid Approval. This applies if a character has ever previously held Covenant status – i.e. if they are changing Covenant directly or have spent time Unaligned.
    - ii. Access to Covenant-specific powers and benefits:
      - a. A character must have at least a single dot of status to learn or benefit from Covenant specific powers and benefits.
      - b. If a player leaves a Covenant, he loses access to all covenant specific powers and his XP is refunded. A character may only switch covenants once during the chronicle.
      - c. 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.
        1. 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.

- d. Holding Covenant Status in more than one Covenant: Top Approval
  - e. The character is capped at 5 total dots of covenant status, split between the two.
  - f. This is only available for infiltrator concepts, generally through factions that hide or spy on other covenants (examples: Wallachian Rite, Die Nachteulen, etc.)
  - g. If the infiltrator is ever exposed publicly, he must choose to leave one of or both Covenants. This counts as the one covenant change allowed by this addendum and follows those rules for loss of covenant-specific mechanics.
- e. Cost: Clan and Covenant status is free.
- f. Determining Another's Status: the draw pool used to determine another's Status (Clan, Covenant, Conspiracy or City) is Wits + Politics + relevant Status.
- g. Status Changes
- i. Status 1-3 is adjudicated at the local level either by the players or the VST.
  - ii. Status 4-5 is decreased at the Regional level either by the RST or by a majority of the characters for that clan or covenant within the region calling for a decrease of standing.
  - iii. When a decrease in standing is called for, both sides have 30 days to bring support via status.. Characters must have been approved and in play for at least a month prior to the call. The total number of status dots on both sides are compared against each other to determine the outcome. A character that drops from Status 4 or 5 in this manner may not increase their status for 3 months.
  - iv. To expel a character from a covenant requires the authorization of that Covenant's National Hierarchy or the Office of NST.
- 30. Striking Looks: The bonus from this Merit applies to both mundane and supernatural social tests for all characters in the Requiem Venue, as long as the power in question relies on the character's pleasant appearance.**
- 31. 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.
- 32. Tap the Torpid Mind [Invictus]:** This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 33. Taste of the Strange [Ancient Mysteries]:** Top Approval.
- a. This merit may be taken multiple times for different supernaturals. Each separate merit is a separate Top Approval.
  - 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.
- 34. Tomb [Ancient Mysteries]:** The Tomb Merit cannot be shared. While it may be included in a shared Haven – and while more than one character may have a Tomb located in a shared Haven – only the character owning the Tomb may benefit from it. As an aspect of the Haven merit, this merit is simple cost.
- 35. Torpor Connection [Invictus]:** This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 36. True Worm [Nosferatu: The Beast That Haunts the Blood]:** Possession of this merit permits the character one additional Resolve action per downtime period.

37. Unliving Anchor [Nosferatu: The Beast That Haunts the Blood]:
  - a. ●●●+: Reserved for Office of NST
  - b. This merit only works with ghosts of Rank 1
38. Unobtrusive [Ghouls]: Low Approval for ghouls, Not available otherwise.
39. 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.
40. Vice over Virtue [Ancient Mysteries]: Reserved for the Office of NST
41. Virtue's Twin [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
42. Vitae Connoisseur [Ancient Mysteries]: This merit must clearly denote the PCs preferred type of victim.
43. Will of the Dynasty [Invictus]: This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
44. 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. With a PC Sire or Avus: Mid Approval
  - b. With a NPC Sire or Avus: High Approval
  - c. Bloodlines from Covenant Books: Not Sanctioned for characters not in the appropriate covenant.
    - 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.
  - d. NPCs may be part of a bloodline at one approval level lower than normal.
2. The following bloodlines are High Approval regardless of PC Sire or Avus: Amara Havana, Azerkatil, Brothers of Ypres, California Xiao, Children of Judas, Galloi, Geheim, Gethsemani, Khaibit, Les en Libres, Mnemosyne, Morotrophian, Noctuku, Norvegi, Septemi, Spina, Taipan Xiao, Tismanu
3. The following bloodlines are Top Approval regardless of PC Sire or Avus: Architects of the Monolith, Asnam, Dragolescu, Gorgons, Kallisti, Melissidae, Stau-au.
4. The following bloodlines are NPC only (Mid Approval): Therion.
5. The following bloodlines are NPC only (High Approval): Dead Wolves, Empusae, Gulikan, Morbus, Moroi.
6. The following bloodlines are NPC only (Top Approval): Csalad, En, Eupraxus
7. The following bloodlines are Reserved for the Office of NST: Apollinaire, Itani.
8. 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](#)
9. Activation of Sire's Bloodline: A character at BP 2 can activate its sire's bloodline if one of the following conditions applies:
  - a. The character's sire was already a member of that bloodline at the time of the child's embrace.
  - b. The character's grandsire was a member of that bloodline when he embraced the character's sire, and the character's sire subsequently activated the bloodline.
10. 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).
11. Custom Bloodlines:

- a. Bloodline with Custom Discipline: Reserved for US NST office.
- b. Custom bloodlines may be created as long as the creator has Blood Potency 6 and spends a permanent willpower dot (8 xp).
- c. Approval Levels:
  - i. Adding a Common Discipline (Animalism, Obfuscate, or Physical discipline): Mid Approval with Top Notification to Create, Mid Approval to join with Creator's permission (Avus/Sire).
  - ii. Adding an Uncommon Discipline (Auspex, Dominate, Majesty, Nightmare, Protean): High Approval with Top Notification to Create, Mid Approval to join with Creator's permission (Avus/Sire).
  - iii. Replacing a standard in-clan discipline: Top Approval to Create, Mid Approval to join with Creator's permission (Avus/Sire)
    - a. It is impossible to replace the Uncommon discipline native to the clan (i.e., a Mekhet bloodline may not remove Auspex).
    - b. It is impossible to have a bloodline with all three physical disciplines.
    - c. It is impossible to have a bloodline with the three Uncommon social disciplines (such as a Daeva that gains Dominate and Nightmare).
    - d. Part of the Notification process is an audit of the discipline combinations.
  - iv. Flaws taken for the bloodline should be thematically appropriate and consistently enforceable. They cannot be easily mitigated but should also not be highly detrimental to the PC. Examples can be found in published bloodlines. Part of the Notification process is an audit of the Flaw for appropriateness.
  - v. Custom Bloodlines that allow more than one clan to join are Reserved for the 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. Khaibit [Bloodlines the Hidden]: Khaibit are a bloodline of servants and bodyguards. No Khaibit may start the game with knowledge of the Shadow Warrior history. This will be released by the NST office via plotkit.
5. 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).
6. Malocusian [Invictus]: The Malocusian bloodline's Disciplines include Majesty, not "Presence."
7. Naditu [Daeva: Kiss of the Succubus Errata]: This bloodline is sanctioned at normal approval levels.
8. Nepheshim [Lancea Sanctum]: This bloodline is sanctioned at normal approval levels.

9. Order of St. Martin [Ancient Bloodlines]: This bloodline does not receive alternative half-priced merits if Invictus.
10. 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."
11. 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*.
12. 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.
13. Sons of Cade [Night Horrors: Immortal Sinners]: This bloodline is sanctioned at normal approval levels, with Top Notification, as they are all still tied closely to Jack Cade.
14. 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. Only player characters can teach Disciplines that require teachers to other player characters, as per MET Requiem. Non-player characters may possess any discipline legal for their character type and approval level that the ST deems necessary. The basic Disciplines (those described in Mind's Eye Theatre: Requiem) are Low Approval to learn, regardless of clan. Unique Disciplines (even Mortualia, Obtenebration, and Tenure) cannot be taught to any character not of that bloodline, including ghouls.
3. Rituals (Crúac, Theban Sorcery, Veneficia, etc.) are not subtle, and require appropriate roleplay to make clear that the character is performing a ritual. The ritual must be roleplayed in an obvious manner, or at least by OOCly announcing, "I am performing a blood magic ritual."
4. Any effect that allows a vampire to carry extra Vitae (Vitae Reliquary, Succulent Buboes, etc.) cannot provide more than a vampire's natural unmodified blood pool. There are no exceptions to this.
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.
- 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]: Reserved for use by the NST office.
  - a. This discipline cannot be learned by Hollow Mekhet.
- 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 an 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]: Not Sanctioned for use by US PCs. US PCs may not travel to international locations to learn these powers. PCs from member clubs approved for these powers may use them normally.
  - 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:**
  - i.** Oaths of Avoidance are an exception to the rule preventing covenant mechanics from working on non-covenant members.
  - ii.** An Invictus Status 5 must swear a Mutual Oath to another Invictus Status 5.
- 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. Swearing an Oath with an NPC is Top Approval. This is not Grandfathered.**
- f.** 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.
- g. 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.
  - 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. ● to ●●: Top Approval
  - b. ●●● to ●●●●●: Reserved for use by the NST office.
  - c. Access to this discipline does not allow a vampire to speak the language of spirits. Few spirits speak any mortal language.
  - d. ●●: Blood is Life
    - i. This power cannot be used to summon spirits.
    - ii. This power cannot be used to make beneficial deals that derive mechanical bonuses.
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 night of duration, not one.
9. Celerity [Mind's Eye Theater: Requiem]
  - a. The defensive bonus from Celerity is considered a negative modifier to the attack pool.
    - i. This bonus from Celerity can never be negated.
    - ii. This bonus applies to the pool to initiate a grapple, but not overpowering maneuvers once a grapple has been established.
  - b. The initiative bonus from Celerity is considered part of the base pool.
10. Coils of the Dragon
  - a. Cost of Coils
    - i. Each individual Coil is considered a separate discipline rated ● to ●●●● dots when determining XP cost.
    - ii. 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. ● through ●●●: Mid Approval to learn from player characters, High Approval otherwise (Low Approval for NPCs).
      - a. 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 Requiem addendum."
        1. Example: A character with this tier who has Humanity 2 would consider his Humanity at 4 dots for the drawbacks listed in section

## II. E. 2.

### ii. ●●●●: High Approval

### g. Coils of Slumber [Ancient Mysteries]: Low Approval if taught by a PC, Mid Approval otherwise

- i. The Coil of Slumber presented in Night Horrors: Immortal Sinners is reserved for the office of NST.

## 11. Courtoisie [The Invictus]

### a. ●●● Fair Warning, Fairly Given:

- i. This power is contested by the target's Composure + Blood Potency.
- 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.

## 12. 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 1 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars.
- b. 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: Reserved for the Office of NST
- 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. ● Confidence in Adversity [Circle of the Crone]: If used during downtime, use of this ritual requires the allocation of one Downtime Action.
- g. ●● Rite of the Bloody Crossroads [World of Darkness: Chicago]: Reserved for the Office of NST
- h. ●● Rite of the Circle Path [World of Darkness: Chicago]
  - i. Mid Approval.
  - ii. This rite is city specific. When purchased, it must be specified what city it belongs to; however it may be purchased multiple times for different cities.
- i. ●● Succulent Buboos [Circle of the Crone]
  - i. This ritual lasts for the remainder of the night or until used, whichever is first.
  - ii. 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.
- j. ●●● 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.

- k. ●●● 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.
  - l. ●●● 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.
  - m. ●●● 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.
  - n. ●●●● Fount of Wisdom [Circle of the Crone]: Benefits obtained from Fount of Wisdom are limited by the user's blood potency.
  - o. ●●●● Thinning the Skin/The Twenty-Four Wolves at Twilight [Book of Spirits]: Reserved for the Office of NST
  - p. ●●●●● 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).
  - q. ●●●●● As One [Circle of the Crone]
    - i. The effects of this ritual must be determined at purchase, though the vampire can learn multiple versions. Mechanics not listed in the book are not available.
    - 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.
  - r. ●●●●● 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.
  - s. ●●●●● Heart's Curse [Circle of the Crone]: A character cannot be targeted by this power more than once per night.
  - t. ●●●●● Ianus' Blessing [Ancient Mysteries]: Reserved for the Office of NST
13. Dementation [Ventrue: Lords over the Damned]: Reserved for the Office of NST
14. Despond [Bloodlines: The Legendary]
  - a. ●●●● Melancholy: The test to see if the derangement is active should immediately be made.
15. 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.
16. Dominate
  - a. A subject unable to act because of use of Dominate can defend themselves normally if attacked.
  - b. ●●●●● Possession

- i. Use of this power does not grant access to the possessed 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 (e.g. vampire, werewolf, mage).
  - 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.
- 17. Embrocation [Bloodlines: The Hidden]: This Discipline does not allow one to spend more Vitae per turn than BP allows.
- 18. 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.
- 19. 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.
- 20. 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. ●●●●● Puissance of Flesh:
    - i. This power may not be used to acquire Disciplines unique to another bloodline; Attributes and Advantage increases from this power are still limited by the user's Blood Potency.
    - 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. **Use of this power against the same target does not stack.**
- 21. Hamartiaphage [Mythologies]: High Approval to learn from a PC; Top Approval to learn from an NPC.
- 22. 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.
- 23. Insomnium [Bloodlines: The Hidden]
  - a. ●●●● Blissful Sleep: If targeting a vampire, 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.
- 24. 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. Kindred society, including Clans, Covenants, etc., cannot be used to constitute the confined, defined, and regiments social group.
- 25. 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)
- 26. 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 Blood Potency. Failure does not cause an automatic drop of humanity.
- 27. Majesty
  - a. ●●●● Barring the Bone Gate [World of Darkness: Shadows of Mexico]: Not Sanctioned for use by US PCs. US PCs may not travel to international locations to learn these powers. PCs from member clubs approved for these powers may use them normally.
  - 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.
- 28. 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 + Blood Potency.

- d. ●●●● The Thief of Minds: The user of this power must drink vitae from the target.
29. 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.
30. 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.
  - b. 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.
  - c. ●●● Cloak of Night: This power is immediately voided if activated while the user is held in a grapple.
  - d. ●●●●● Cloak the Gathering: This power is immediately voided when activated for any targets currently held in a grapple.
31. 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).
32. 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.
33. 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.
34. 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:
    - i. The bonus provided by this power and its derivatives counts as an equipment modifier.
    - ii. This power can be used in conjunction with Brawl-based fighting styles.
  - c. ●●● Claws of the Deep [Immortal Sinners]

- i. Mid Approval
    - ii. 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]: Not Sanctioned for use by US PCs. US PCs may not travel to international locations to learn these powers. PCs from member clubs approved for these powers may use them normally.
  - 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.
35. **Ralab** [Circle of the Crone]
- a. ●●●●● 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 High Approval.
    - 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.
36. **Rapport/Kindred Voodoo** [Ancient Bloodlines]: Can only be learned per National Plotkit, with approval and mechanical restrictions found in the [following document](#).
37. **Resilience** [MET REquiem]: Cannot be activated more often than once per turn.
38. **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 High Notification, using the rules presented in the book. The character can enter play as soon as the body is claimed, but the Notification must be submitted and approved or the resurrection is temporary.
39. **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 not available to Sethites nor are any devotions or other mechanics based on Cruac, unless noted in this addendum. It is a separate form of blood sorcery.
    - i. 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.
  - e. ●●●● **The Thrashing of Apep's Coils: This may create environmental penalties at VST discretion. These penalties do not stack with those created by Rain.**
40. Sunnikuse [Bloodlines: The Hidden]: Not sanctioned as written. Please see "Sunnikuse" devotion below.
41. 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.
42. 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.).
43. 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: This does not count as a Flexible Weapon for the purposes 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. ●●●● Spear of Faith [Lancea Sanctum]: This power can only be used against one target per turn.
  - m. ●●●●● Damned's Day [Lancea Sanctum]: This power affects all vampires in the affected area, regardless of Covenant membership.
  - 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.
44. Vigor
  - a. Vigor applies to overpowering maneuvers, but not to initiating a grapple.
  - b. Vigor is considered part of the base pool for Strength based Brawl and Weaponry attacks, even though it is added after a successful strike per *MET: Requiem*.
  - c. For the purposes of adding to Athletics for Jumping distance (but not combat application), use the mechanics from *Vampire the Requiem*, pg. 141-142. It does not allow "flight like" leaps.
  - d. For non-combat Strength pools, Vigor is added before the draw and is considered part of the base pool. This applies to any application of Strength which does not deal damage (breaking items, lifting, climbing, speed, etc.)
  - e. Vigor applies to damage on a Chance draw at a rate of one additional damage per two dots of Vigor, rounded down.
45. Web [Invictus]: Not Sanctioned as written.
  - a. See "Scanning the Web" devotion.
  - b. See 'Manipulating the Web' devotion.
46. Xinyao [Bloodlines: The Chosen]
  - a. ●● Stoke the Flames: This power uses Expression, not Performance.
47. 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 Bloody Sorcery ●. Cruac, Gilded Cage, Sethite Sorcery, [Spoiling](#), and Theban Sorcery 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: 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]:
  - a. 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; Mid Approval for all others.
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 defense.
  - 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]: Reserved for the Office of NST
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]: Purchasing Numina is Mid Approval
  - 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]: Reserved for the Office of NST (Top Approval for NPCs)
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]: Reserved for the Office of NST
- 40.** Mercurial Form [Ancient Mysteries]: Reserved for the Office of NST
- 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]
- a. This devotion may be taken by non-Draugr characters, including PCs, at Low Approval
  - b. 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).
  - c. This devotion cannot trick a power identifying the character as a vampire, only the physical signs are removed.
- 46.** Preemptive Reflex [Ancient Mysteries]:
- a. Replace text in the book with:
    - i. By Spending 2 vitae:
      - a. This power may be used to intercept an attack on another PC or target within the user’s Celerity speed range.
      - b. This power may still be used to completely avoid damage from an environmental source (such as an explosion, car crash, etc.) at VST discretion.
    - ii. By spending 1 vitae, with Celerity already active:
      - a. The user may add his Celerity dots to his Defense as part of the +10 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.](#)
      - b. 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]
- a. Available to members of the Mnemosyne bloodline only.
  - b. This Devotion cannot restore memories lost to the Fog of Ages, though it may provide a feeling of “greater clarity” for the Fog (albeit with a lack of surety).
- 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

- a. Available to Lynx only.
  - b. Prerequisites: Auspex ●●, Majesty ●●
  - c. Use the text for the Scan power found in *Invictus* on page 208-209.
    - i. Replaced the use of Web in the activation pool with Auspex.
    - ii. The Lynx need not 'purchase' the networks he can access, but must use the examples listed as guidelines.
  - d. The Lynx need not buy extra network types.
  - e. The Lynx must be physically present to scan a node. The power's influence exists only within a VSS's jurisdiction.
  - f. 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]
- a. This devotion is available to Mekhet and Circle of the Crone only.
  - b. This devotion's prerequisites are Cruac OR Sethite Sorcery at one dot AND Auspex at one dot.
  - c. This Devotion costs 5 XP to learn.
  - d. This devotion can only detect Ghosts, unless the following conditions are met:
    - i. Top Approval
    - ii. Prerequisites changed to Auspex ●●, Cruac ●● OR Sethite Sorcery ●●
    - iii. 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.
    - iv. 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]: Low Approval
  - a. This Devotion cannot be used on unwilling characters.
  - b. This Devotion costs 12 XP to learn.

## VIII. STORYTELLER RULES AND CLARIFICATIONS

- A. The NST may release items marked Reserved for Office of US NST via the [Requiem Research System](#) or specialized plotkits. Only characters in the Requiem Venue have access to these items, and mechanics are noted in the RRS document releases.
- B. 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. The Fourth Tradition (pg. 21), if approved in the Venue Style Sheet.
    - c. Deceitful Creatures (pg. 162)
    - d. Soul Shards (pg. 224)
    - e. 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)
- C. 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. Haunted nests with portals to the Underworld and Crucibles require High Approval.
    - c. See also the relevant settings documents (*Wyrms' Nest Guidelines* and *Wyrms' Nest Complications in the Vampires and the Spirit*).
- D. Spirits
1. Spirits are Top approval as NPCs in the Requiem venue.
  2. It is Top approval for a PC to manipulate or control a spirit in the Requiem venue.
  3. Spirits linked to a PC may only be created based on a template created by the National ST staff, including input from Awakening and Forsaken staff members.
  4. Any spirit based mechanics, powers, or abilities are Reserved for the Office of NST unless otherwise noted in this addendum.
- E. 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.**