

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

Last Updated: 9 January 2009 (based on Global Addendum last updated 12/15/2008)

I. ADDITIONAL BOOKS

A. Belial's Brood (WW25111)

B. The Blood (WW25002)

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

C. Bloodlines: The Chosen (WW25104)

D. Bloodlines: The Hidden (WW25102)

E. Bloodlines: The Legendary (WW25103)

F. Carthians (WW25303)

G. Circle of the Crone (WW25305)

H. Coteries (WW25100)

I. Daeva: Kiss of the Succubus (WW25115)

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

J. Damnation City (WW25306)

K. Fall of the Camarilla (WW25307)

1. Mechanics from this book are not sanctioned for play within the Camarilla Chronicle; however, signature NPCs may be defined in the future through the Master Storyteller's Office and historical incidents of note may be worked out and made available through your ST chain.

L. Gangrel: Savage and Macabre (WW25116)

1. The Merits and Devotions are available to Gangrel only unless stated otherwise.

M. Ghouls (WW25110)

N. Invictus (WW25121)

O. Lancea Sanctum (WW25001)

P. Mythologies (WW25304)

1. This book presents legends that may or may not be true in the Camarilla's chronicle. While the stories are known to Kindred, the actual societies, Storyteller characters, and new traits presented are reserved for use by the Master Storyteller **unless stated otherwise**.

Q. New Orleans: City of the Damned (WW25200)

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

R. Nomads (WW25101)

S. Ordo Dracul (WW25120)

T. Requiem Chroniclers Guide (WW25302)

1. This book is intended to create major settings variations for games from their inception and is thus not used to affect the Camarilla's sanctioned chronicle.

U. Requiem for Rome (WW25140)

1. The following elements of this book are not sanctioned at this time:
 - a. All Merits.
 - b. All skills in Chapter 2
 - c. All mechanics in Chapter 3

V. Rites of the Dragon (WW25300)

W. Ventrue: Lords Over the Damned (WW25112)

1. Malkavia and Dementation are not sanctioned at this time.

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

X. VII (WW25301)

Y. Vampire: the Requiem (WW25000)

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

Z. World of Darkness: Chicago (WW55200)

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

AA. World of Darkness: Shadows of the UK (WW30202)

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

BB. World of Darkness: Shadows Over Mexico (WW25201)

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

II. CHARACTERS

A. Background

1. Longevity

- a. Existed since 1650AD or earlier: High Approval.
- b. Existed since 1000AD or earlier: Top Approval.
- c. Existed since 600AD or earlier: Global Approval. Existing approvals are grandfathered.

2. Youth

- a. Embraced or became a Ghoul prior to age 3: Global Approval (Mid for NPCs). Existing characters are not grandfathered.
- b. Embraced or became a Ghoul prior to age 16: High Approval (Low for NPCs). Existing characters are not grandfathered.
- c. Currently under the age of 16: High Approval (Low for NPCs). Existing characters are not grandfathered.

3. Childer

a. Having sired children in background (before the character enters play) does not require expenditure of a Willpower dot.

4. Draugr [Gangrel: Savage and Macabre]

- a. Draugr: Not available as PCs (High Approval with Top Notification for NPCs).
- b. Non-draugr childe of a draugr: High Approval with Top Notification.

5. Historic Knowledge

a. IC Knowledge from the setting presented in Requiem for Rome and Fall of the Camarilla: High Approval, w/ prerequisite of Academics Specialization: Roman Kindred History; this is not grandfathered.

B. Character Types

1. Ghouls

- a. Approvals
 - i. Possessing vampire Merits: High Approval (Low Approval for NPCs).
 - ii. Possessing their regnant's covenant specific powers: Top Approval (Low Approval for NPCs).
 - iii. Coils of the Dragon: Not available.
 - iv. Possessing bloodline-specific Disciplines: Not available.
- b. Player character ghouls have the option to use the character creation system from this book 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.). Storyteller characters use the simpler rules in Mind's Eye Theatre: The Requiem. Ghouls that are later Embraced gain their third in-clan Discipline dot; this dot may not increase any Discipline above level 3.
- c. Ghoul Families

- i. Bulls Family [Invictus]: High Approval.

C. Blood Potency

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

D. Humanity

1. **Golconda**
 - a. Making steps toward Golconda: Top Approval [with Global Notification](#)
 - b. Achieving Golconda: Global Approval.

E. Diablerie

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

F. Torpor

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

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

- ii. Characters that increase their BP naturally (i.e., by purchasing a new dot of BP) and are immediately due for a new test based on their new BP gain one automatic success per night (i.e., they will succeed in avoiding torpor this time, but testing should still be done with appropriate roleplay). This bonus is not applied to immediate tests incurred by non-natural increases in BP (e.g., from Stigmatica, Diablerie, etc.).
- c. Temporary increases in BP (e.g., from Stigmatica, etc.) do count as an increase in BP for purposes of this rule, and thus may trigger an immediate extended test if it has been longer than the duration listed for the new BP since the last test.
- d. The Age-Induced Torpor rule goes into effect on 15 January 2009. Characters that are BP 6 through 10 on that date are assumed to have succeeded in tests to resist Age-Induced Torpor as per the schedule above from the date of gaining their current BP until the rule goes into effect (e.g., a character that gained BP 9 on 15 March 2008 is assumed to have successfully avoided Age-Induced Torpor on 15 September 2008, and will be due for his next test on 15 March 2009).

III. COVENANTS

A. Belial's Brood

- 1. Global Approval: All plots, storylines, PCs and NPCs related to Belial's Brood. Existing Brood PCs are grandfathered but their players should contact their NSTs. Nothing else is grandfathered.

B. The Carthian Movement

- 1. Carthian Law [Carthians]
 - a. Carthian Law mirrors a domain's normal Kindred law but gains mystic power when the city becomes a Carthian domain. A Carthian domain is one where the ruler is Carthian and has the highest City Status in the domain, or a majority of court officers are Carthians and the Carthians are Ascendant.
 - b. Carthian Law must be codified in the game's Venue Style Sheet. It has no effect when the above requirements are not being met.

C. The Circle of the Crone

- 1. Titles [Circle of the Crone]
 - a. Rex Nemorensis – High Approval
- 2. Factions
 - a. Second Descent [Ordo Dracul]
 - i. Non-Acolytes can join this faction at Low Approval.

D. The Invictus

- 1. Dynastic Houses [Invictus]
 - a. The historic Houses presented are examples only, not intended for player character membership.
 - b. Members of historic Houses are considered unique characters, under the control of the Master Storyteller.
 - c. A character may be a member of no more than one Dynastic House at a time.
- 2. Dynastic Treasures [Invictus]
 - a. With listed mechanics in sanctioned material: High Approval.

E. The Lancea Sanctum

- 1. Titles [Lancea Sanctum]
 - a. Archbishop – Mid Approval
 - b. Cardinal – High Approval
 - c. Saint – Top Approval.

F. The Ordo Dracul

- 1. Titles [Ordo Dracul]
 - a. Master of the Dying Light – Mid Approval; application must demonstrate that the character has undergone the testing detailed in Ordo Dracul p64.
 - b. Oracle – High Approval
 - c. Provost – High Approval
 - d. Twilight Judge – High Approval

2. *Rites of the Dragon*
 - a. All True members of the Ordo Dracul are aware of this book's contents and internal rankings and orders; all other characters require High Approval to be familiar with its contents, have access to copies, or know of internal Ordo Dracul systems.
3. Factions
 - a. Sworn of the Ladder [Ordo Dracul] – High Approval.
 - b. Sworn of the Locust [Ordo Dracul] – High Approval.

G. VII

1. The truth about VII is something determined by the Master Storyteller, in consultation with the National Storytellers.
2. Storyteller characters and plotlines involving “true members” of VII: Top Approval with Global Notification.
3. Storyteller character and plotlines involving “fake members” of VII: High Approval.
4. Player characters may not be current or former members of the VII or possess any of their powers.

H. Other Kindred Organizations

1. **Wings of the Camarilla** [Requiem for Rome]: Although a character with a suitable age application may have once been a member of one of the Wings of the Camarilla, no mechanical benefits may be derived from that in modern nights.

IV. MERITS

A. Merits Affected by the Addendum

1. **Carthian Lawyer** [Carthians]
 - a. For characters with True Covenant Status: Carthians: High Approval (Low Approval for NPCs).
 - b. For characters without True Covenant Status: Carthians: Not Available
2. **Cacophony Listener** [Daeva: Kiss of the Succubus]: Not sanctioned.
3. **Carthian Slang** [Carthians]
 - a. Treated as a Language Merit, specific to a particular city.
 - b. For characters without True Covenant Status: Carthians: Top Approval.
4. **Connections** [Damnation City]
 - a. Not sanctioned at this time.
5. **Domain** [Damnation City]
 - a. This Merit is not required [for a character ICly](#) to have either a feeding ground or domain ICly, however mechanical benefits cannot be gained without the Merit.
6. **Feeding Grounds** [Damnation City]
 - a. This Merit is not required [for a character ICly](#) to have either a feeding ground or domain ICly, however mechanical benefits cannot be gained without the Merit.
7. **Haven**
 - a. **Library** (additional factor): For every dot purchased in the Library factor, PCs with dots in the Haven enjoy a +1 equipment bonus to any Intelligence + Occult rolls made for research purposes. This may not lead to a cumulative bonus larger than +5. The Library factor does not necessarily represent books. Depending on the contributing vampire's Resources, a Haven's Library may contain relics, vases, old scrolls or other artifacts that don't necessarily contain literal texts but rather inspiring or enlightening artistic or historical details. A Haven's Library factor is limited to a maximum of the Haven's Size factor +1 (e.g., Haven (Size) ●● is limited to a maximum of Haven (Library) ●●●).
8. **House Membership** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
9. **Inherited Ghoul** [Ghouls]
 - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
10. **Inherited Resistance** [Lords Over the Damned]
 - a. Available to pure Clan Venture characters only; lost upon joining a bloodline with no XP refunded.
11. **Kindred Legend** [Nomads]

- a. The Kindred Legend Merit is a vampire-specific equivalent of Fame, including mechanical benefits. See MET p142.
 - b. Approval Levels
 - i. ● to ●●: Global Approval.
 - ii. ●●● to ●●●●: Reserved for use by the Master Storyteller.
 - c. The Kindred Legend Merit can be specified as relating to a small set or subculture. These are limited to; Clan, Covenant, Nation, Bloodline. Approval levels for these subcultures are unchanged. More limited supernatural subcultures should be reflected in character background and through roleplay.
 - d. Kindred Legend doesn't need to mean positive standing. It does not require a character to be respected or obeyed. The positive modifier (as per Fame) to social interaction does not benefit pools for supernatural powers. A character who has the Kindred Legend based on negative standing or infamy gains +1 to Intimidation.
 - e. **Cost:** Kindred Legend costs XP as per normal Merit costs. It cannot be purchased at character creation. Approval may be removed by members of the character's ST chain.
12. **Kindred Medium** [New Orleans: City of the Damned]
- a. High Approval.
13. **Lordly Palette** [Lord Over the Damned]
- a. Not available to non-Ventrue characters.
14. **Mind of the Inscrutable Hydra** [Ordo Dracul]
- a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
15. **Pack-Blooded** [Gangrel: Savage and Macabre]
- a. Available to pure Clan Gangrel characters only; lost upon joining a bloodline with no XP refunded.
 - b. All members of a coterie using this Merit must be on the same VSS.
16. **Regnant** [Ghouls]
- a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
17. **Sexualized** [Ghouls]
- a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
18. **Source Sympathy** [Ghouls]
- a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
19. **Speaker for the Eclipsed** [Invictus]
- a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
20. **Staff** [Ghouls]
- a. Low Approval for all venues.
21. **Status (Clan and Covenant)**
- a. **Approval Levels**
 - i. ● to ●●: Low Approval.
 - ii. ●●●: Mid Approval.
 - iii. ●●●●: High Approval.
 - iv. ●●●●●: Top Approval.
 - b. **Status (Clan)**
 - i. Holding status in a different clan than the character's real Clan: High Approval.
 - ii. Holding status in a second Clan: Top Approval.
 - (a) If a character holds status in more than one clan they are limited to a total of 3 status across those Clans.
 - c. **Status (Covenant)**
 - i. Changing True Covenant Status: Top Approval. This applies if a character has ever previously held True Covenant status – i.e. if they are changing Covenant directly or have spent time Unaligned.
 - ii. Access to Covenant-specific powers:

- (a) A character must have True Covenant Status and at least a single dot of status to utilize Covenant specific benefits.
- (b) Covenant specific powers are derived, in part, from the mutually shared respect and belief in the tenets of one's covenant. If one leaves that covenant, through any means, the mutual belief is no longer present and the character loses their faction-specific powers. It is a separate Top Approval for a character to keep Covenant specific benefits of their previous Covenant if they change Covenant or become Unaligned. If the benefits are lost no XP is refunded.
- iii. Holding Covenant Status in a Covenant other than the character's True Covenant: High Approval.
- iv. Holding True Covenant Status in two Covenants: Global Approval. Existing applications are Grandfathered but may be reviewed by the MST staff for appropriateness. It is not possible to hold True Covenant Status in more than two Covenants simultaneously.
 - (a) If a character has status in more than one Covenant they are limited to a total of 5 status across those Covenants. It is Top Approval to hold status 3 or 4 in one Covenant if the character also holds status in another.
- v. Covenant Positions: There is no status requirement to hold Covenant positions. Some positions may require an approval to hold.
- d. **Background:** a character cannot enter play with more than 2 dots of Clan or Covenant status.
- e. Characters must wait a number of months equal to twice the dots of status they are gaining between increases in Clan or Covenant status dots, including regaining dots stripped in game. (e.g., if a character gained Crone Status 4 in January, ten months would have to pass before they can apply for Crone status 5).
- f. **Cost:** Clan and Covenant status is free.
- g. **Status Stripping and Expulsion**
 - i. The Storyteller must inform the affected player when the declaration to strip status or expel from the covenant is made public.
 - ii. Stripping status requires 10 x the level of status of the character being stripped. Expulsion from a covenant requires 20 x the level of status of the character being expelled. There is no requirement to have support from characters of the same status level (e.g. 50 status 1 characters may strip a status 5).
 - iii. A public in-character censure of the target character must be made. This must have a clear out-of-character note explaining the attempt to strip status or expel from the covenant, list all characters (and their status) supporting the attempt, and the total status in support. The note must give contact details of the supervising Storyteller.
 - iv. Characters may defend themselves by getting support from other characters opposed to the strip/expulsion. They have 14 days to gather support, from when the supervising Storyteller tells them of the attempted strip. The strip is cancelled if equal or more status dots oppose the attempted strip than support it. If a character who previously supported the strip changes their mind and opposes it, they must do so publicly and in-character.
 - v. 50% of the minimum support for a strip must come from within the nation of the character being stripped. If there is not enough status in a nation to make 50% achievable, that nation's NST shall use their own judgment to decide if national support warrants a successful strip.
 - vi. If a character fails to strip their target they may not attempt to strip the same target for 90 days. Only the Invictus and Lancea Sanctum Covenants may expel members per Mind's Eye Theatre: Requiem. All Covenants may make use of the status stripping mechanics.
- h. **Loaned Status**
 - i. A character can loan their status to another character. The character receiving the loan is considered to have the same status as the character making the loan, in specified situations. The conditions that the status can be used in should be detailed, and the supervising Storyteller of the scene has final call on whether loaned status

can be used in that situation. Loaned status is not cumulative with a character's existing status. Loaning status is "all or nothing", a character cannot loan part of their status. You cannot loan status outside Clan or Covenant (e.g. a member of the Lancea Sanctum cannot loan their Covenant status to a member of the Invictus).

- ii. To use loaned status a player must provide an item card or other proof from the player whose character is loaning the status. This must provide; the name of the character loaning the status, their domain and region, their supervising ST contact details, verification of any approvals related to the status, and a short description of the situation the status may be used in.
 - iii. Loaned status is subject to normal status restrictions, based on the approval jurisdiction of the character loaning the status
22. **Swarm Mind** [Gangrel: Savage and Macabre]
 - a. The swarm created through this Merit may not inflict damage, except the damage inflicted by feeding (one lethal per dot of blood drained).
 23. **Tap the Torpid Mind** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
 24. **Tenant** [Damnation City]
 - a. Not sanctioned at this time.
 25. **Torpor Connection** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
 26. **Unobtrusive** [Ghouls]
 - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
 27. **Vassal** [Damnation City]
 - a. Not sanctioned at this time.
 28. **Virtue's Twin** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
 29. **Voyeur** [Daeva: Kiss of the Succubus]
 - a. Available to pure Clan Daeva characters only; lost upon joining a bloodline with no XP refunded.
 30. **Will of the Dynasty** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
 31. **Carthian Pull**

Due to the overwhelming benefit of this merit and the sparse population of domains, Carthian Pull is High Approval.
 32. **Dynastic Houses**

PC Dynasts require Mid Approval with High Notification. NPC Dynasts are not 'counted' as active Dynasts towards the use of Dynastic House Merits.
 33. **Striking Looks**

Striking looks does not add to any roll (Supernatural or otherwise) that uses Intimidation as the skill.

V. BLOODLINES

A. Overall

1. **Bloodlines from sanctioned material:** High Approval (Low Approval for NPCs). It is not particularly difficult from a mechanical perspective to join a bloodline in game if recruited by another player character. This should not be construed as a valid reason for an avusing to occur without good roleplaying and a good IC rationale. Storytellers should hesitate to approve bloodlines specific to a geographical area, it may be better to create a custom bloodline with a similar theme rather than write a canon-bending story to justify the sanctioned bloodline.
2. **Blood Potency requirement:** Characters creating or joining bloodlines before entering play must satisfy the Blood Potency requirements at the time they enter play, despite any background description of torpor after achieving the bloodline in the character's history.
 - a. "Rediscovering" a custom bloodline has the same Blood Potency requirement as founding a bloodline (i.e. BP6).

3. **Activation of Sire's Bloodline:** A character at BP2 can activate its sire's bloodline if one of the following conditions applies:
 - a. The character's sire was already a member of that bloodline at the time of the child's embrace.
 - b. The character's grandsire was a member of that bloodline when he embraced the character's sire, and the character's sire subsequently activated the bloodline.
 All existing activated bloodlines, even if they do not adhere to these conditions, are grandfathered.

B. Custom Bloodlines

1. **Approvals**
 - a. With a Common Discipline (Animalism, Celerity, Obfuscate, Resilience or Vigor) as the fourth Discipline: High Approval to create or join.
 - b. With an Uncommon Discipline (Auspex, Dominate, Majesty, Nightmare, Protean) as the fourth Discipline: Top Approval to create, High Approval to join.
 - c. With two of the three favored clan Disciplines swapped out: Top Approval to create, High Approval to join.
 - d. Allows two or more clans to join: Top Approval to create, High Approval to join.
 - e. "Rediscovering" a custom bloodline that currently has no active characters in play: Top Approval.
 - f. Applications to create new custom bloodlines must predate 1 November 2008.
2. Custom bloodlines cannot duplicate Unique Disciplines in whole or in part (e.g. a Daeva bloodline with Obtenbration is not allowed).
3. No bloodline may have two custom Disciplines.
4. Entering play as part of a custom bloodline requires agreement from the player of the most senior character in that bloodline (usually the bloodline founder). This is not required for characters who find a way to join in game.

C. Bloodlines Affected by the Addendum

1. Characters from Bloodlines: the Chosen previously approved as members Camarilla contest bloodlines are grandfathered into the White Wolf published bloodline from the book without any changes on their character sheet (to Disciplines etc), and without any possible XP debt. Players who feel their Camarilla contest bloodline characters do not suit the book bloodline may revert to pure clan without going into XP debt. The Camarilla contest bloodlines with Bloodlines the Chosen equivalents are now defunct. Camarilla contest bloodlines that are not mentioned in Bloodlines the Chosen are unchanged, with the exception of the Licinii bloodline which is replaced by the version in Requiem for Rome.
2. **Adrestoi** [Lords Over the Damned]
 - a. The Adrestoi bloodline has their weakness changed to the following "Any Discipline which requires Willpower also requires the same amount of Vitae. Adrestoi may spend Willpower normally to affect rolls".
3. **Bohagande** [Bloodlines: The Hidden]
 - a. Unless a character has the Occult specialization 'Bohagande' they do not know that a Bohagande aura is not a sign of diablerie. They should strongly suspect serial diablerie when they see such an aura.
 - b. A Bohagande that has "lost" his secret name by some means (e.g., Dominate to remove the memory, an extreme effect of the Fog of Ages, etc.) cannot use the Sunnikuse discipline. Dots in the discipline are not lost; they simply cannot be used until such time as the character recovers knowledge of his secret name by some means (e.g., Dominate, extracting the name from his sire or avus, a quest to recover it from the spirit Crow, etc.).
4. **Dead Wolves** [World of Darkness: Shadows Over Mexico]
 - a. Vampires approved for the Dead Wolves bloodline will not be automatically approved to make full use of Sublunario (see Sublunario in Section VI).
5. **Ezsébet** [Daeva: Kiss of the Succubus]
 - a. The Ezsébet bloodline does retain the weakness of their parent clan.
6. **Larvae** [Requiem for Rome]
 - a. Their scarcity and very low numbers in modern nights should be considered in any application for this bloodline.

7. **Licinii** [Requiem for Rome]
 - a. Their scarcity and very low numbers in modern nights should be considered in any application for this bloodline.
8. **Malocusian** [Invictus]
 - a. The Malocusian bloodline's Disciplines include Majesty, not "Presence."
9. **Morbus** [Vampire: The Requiem]
 - a. The Morbus bloodline does retain the weakness of their parent clan.
 - b. The rules for this bloodline in Requiem for Rome [WW25140] are not used.
10. **The Players** [Bloodlines: The Legendary]
 - a. The Disciplines of the Players bloodline are Auspex, Celerity, Majesty, and Obfuscate.
11. **San Giovanni** [Bloodlines: the Chosen]
 - a. San Giovanni zombies follow the same base rules as a retainer and are Low Approval. If a San Giovanni's mortal/ ghoulish retainer dies they may resurrect it under zombie creation rules at no extra cost.
12. **Therion** [Belial's Brood]
 - a. Available to Brood characters only.

VI. DISCIPLINES, DEVOTIONS AND RITUALS

A. Overall

1. Disciplines at level 6 and above are not available (and cannot artificially be made available by any power).
2. Only player characters can teach Disciplines that require teachers as per MET Requiem. The basic Disciplines (those described in Mind's Eye Theatre: Requiem) are Low Approval to learn, regardless of clan. Unique Disciplines cannot be taught to any character not of that bloodline, including ghouls.

B. Custom Devotions

1. Approvals

- a. Developing a Custom Devotion: Global Approval. **Application must predate 1 November 2008.**
 - b. Learning a Custom Devotion from a player character teacher: High Approval.
 - c. Learning a Custom Devotion from an NPC: not sanctioned.
 - d. Learning a Custom Devotion in background: not sanctioned, except as part of a custom bloodline application (maximum of two Devotions).
2. **Cost:** The XP cost for custom Devotions is usually three times the total number of Discipline dots needed (e.g. a Devotion requiring Dominate 2 and Resilience 3 would cost 15 XP). The creator must know all the required Discipline dots before the Devotion can be approved
 3. **Development Time:**
 - a. A character must spend a number of months studying and developing, equal to whichever Discipline has the highest number of dots in the Devotion. This waiting period starts when the **application is submitted. In addition, a character should spend a number of downtime actions equal to the total number of Discipline dots in the devotion in study and development.**
 - b. A character can only have one pending custom power application at any time, and can only be approved for one custom power which they developed themselves every 6 months of in-game time. E.g. as of August 2007 a chronicle length character should have no more than 5 custom powers they developed themselves.
 4. **Restrictions**
 - a. Custom Devotions can never banish the banes of vampiric existence (e.g. a custom Devotion using Resilience could not make a vampire less vulnerable to sunlight)
 - b. Custom Devotions cannot significantly modify existing Discipline powers or overcome their limitations, although some book published Devotions do this. E.g. a Devotion to make a Discipline power reflexive instead of instant would not normally be allowed.
 - c. Custom Devotions can't replicate existing Discipline powers, Devotions or sorcery, even in a weaker form. The same limitation, in broader terms, applies to the powers of other supernatural creatures.

C. Disciplines and Rituals Affected by the Addendum

1. **Auspex**
 - a. **Clash of Wills:** There is an editing error in MET Requiem p159. Use this system instead;
 - i. A character with Auspex that encounters a use of Obfuscate can draw Wits + Investigation + Auspex to establish a number of Clash of Wills successes. These successes last for an hour and are compared to activation successes for Obfuscate to see if the Auspex user can pierce them. The Auspex user needs more successes than the Obfuscate user, unless the Obfuscate power was activated under their direct observation, in which case they need equal successes to pierce the Obfuscate.
 - ii. Obfuscate users must record the number of successes gained on activation of Obfuscate powers.
 - iii. Players cannot redraw Clash of Wills or reactivate Obfuscate to achieve more successes until the next scene or hour. Should a PC need to drop out of obfuscate and return to their obfuscated state they retain the same number of successes for the scene. 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. ●●● **The Feathers' Flight** [World of Darkness: Shadows Over Mexico]
 - i. High Approval; should be reserved for characters of Mexican history or descent.
 - c. ●●●● **Twilight Projection**
 - i. A character in Twilight Projection can use the Auspex powers Heightened Senses, Aura Perception and Spirit's Touch. No other powers will function, including Auspex based Devotions unless specified in their description.
 - ii. A character whose body is destroyed while in Twilight Projection needs Top Approval to continue its existence.
2. **Blood Oaths** [Invictus]
 - a. To gain benefit from an Invictus Oath, a character must have Invictus Status 1 or higher. Any character may suffer the penalties of an Invictus Oath.
 - b. Wording of Invictus Oaths with mechanical effects must be approved by the character's Low Approval Storyteller and logged on the database (where available). They should also be detailed on the character sheet. Storytellers determine if Oaths have been broken.
 - c. **Blood Oaths must be taken seriously.** If all of the information required (successes, exact wording, involved characters and items gained) is not provided, the Oath is not in play.
 - d. **Any Oath that requires action on the character's part will require downtime actions to fulfill, depending upon the oath. These downtime actions must be fulfilled by the character personally; they may not, for example, be fulfilled by Retainers.**
 - e. **Oath of Blood Focus:**
 - i. Spending a downtime action on anything other than the fulfillment of this Oath requires the expenditure of one Willpower point.
 - f. **Oath of Running Blood:**
 - i. This Oath requires one action during each downtime period to be used toward its fulfillment. Failure to do so causes the blood glass to solidify.
 - g. **Oath of Blood Loyalty:**
 - i. A character may be the vassal of no more than one Oath of Blood Loyalty at a time.
 - h. **Oath of Blood Service:**
 - i. Benefits obtained from Oath of Blood Service are limited by the Oath Bound PC's blood potency.
 - ii. This Oath requires two actions during each downtime period to be used toward its fulfillment. Failure to do so causes the character to violate the Oath.
 - i. **Oath of Blood Tell:**
 - i. This Oath can be learned by non-Invictus without special approval.
 - j. **Oath of the Bloody Hand:**
 - i. This Oath is limited per turn in the same way as normal Vitae expenditure for enhancing test pools, but may be added to the normal Vitae bonus.
 - ii. This Oath is an exception to Limitations to One-Shot Kills, as breaking it could effectively be suicide rather than another character killing the PC.

- iii. Any blood stored through use of this is considered neutral for the purposes of supernatural effects carried within vitae.
 - iv. This Oath requires one action during each downtime period to be used toward its fulfillment. Failure to do so causes the character to violate the Oath.
3. **Blood Tenebrous** [Book of Spirits]
- a. This discipline can only be learned through the workings of globally approved plotkits. Details regarding learning of this discipline and approval levels will be detailed in the relevant plotkits.
4. **Coils of the Dragon**
- a. **Coils of Blood**
 - i. ●●●● [Ordo Dracul]: can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
 - b. **Coils of the Soul** [Ordo Dracul]
 - i. ● through ●●●: Mid Approval to learn from player characters, High Approval otherwise (Low Approval for NPCs).
 - ii. ●●●●: can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
5. **Crúac**
- a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.
 - i. E.g. A character casts Cheval, a level 1 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars.
 - b. The following rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.
 - i. ● **Pythian Renewal** (a variation of **Visage of the Crone**) [Circle of the Crone]
 - ii. ●● **Path of Thorns** [Circle of the Crone]
 - iii. ●● **Soul's Work** [Circle of the Crone]
 - iv. ●●● **Final Service of the Slave** [Circle of the Crone]
 - v. ●●● **Hag Mask** [World of Darkness: Shadows of the UK]
 - vi. ●●● **Rain** [Circle of the Crone]
 - vii. ●●●● **Fount of Wisdom** [Circle of the Crone]
 - viii. ●●●● **Mask of Blood** [Circle of the Crone]
 - ix. ●●●●● **A Child from the Stones** [Circle of the Crone]
 - c. All Crúac rituals from Requiem for Rome [WW25140] (aka Veneficia) are reserved for the Office of the Master Storyteller.
 - d. Spirit Crúac:
 - i. Prerequisite: Occult Specialization: Spirit Crúac: Low Approval.
 - ii. Spirit Crúac rituals: High Approval.
 - iii. Using Spirit Crúac rituals to mechanically affect player characters other than the caster: High Approval.
 - e. ●● **Prey's Blood** [Gangrel: Savage and Macabre]
 - i. Available to Gangrel characters only.
 - f. ●● **Rite of the Bloody Crossroads** [World of Darkness: Chicago]
 - i. Mid Approval.
 - ii. This rite is city specific. When purchased, it must be specified what city it belongs to; however it may be purchased multiple times for different cities.

- g. ●● **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.
- h. ●●● **Tiamat Offspring** [Circle of the Crone]
 - i. Homunculi are treated as Retainers at Low Approval; successful use of Tiamat Offspring allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind's Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points). The system for Better Homunculi on page 207 is not used.
- i. ●●● **Tickblood** [Gangrel: Savage and Macabre]
 - i. Available to Gangrel characters only.
- j. ●●●● **Fount of Wisdom** [Circle of the Crone]
 - i. Benefits obtained from Fount of Wisdom are limited by the user's blood potency
- k. ●●●● **Thinning the Skin/The Twenty-Four Wolves at Twilight** [Book of Spirits]
 - i. Functions as per the mechanics on p. 84. All listed limitations must be strictly followed (functions no longer than 30 seconds, can only be cast once per year).
- l. ●●●●● **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).
- m. ●●●●● **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 require Global Approval.
- 6. **Despond** [Bloodlines: The Legendary]
 - a. ● **Self-Doubt**
 - i. A subject unable to act because of this power may defend herself and act normally if attacked. "Act normally" does not include the ability to make a second attack.
- 7. **Dominate**
 - a. A subject unable to act because of use of Dominate can defend themselves normally if attacked.
- 8. **Embrocation** [Bloodlines: The Hidden]
 - a. This Discipline does not allow one to spend more Vitae per turn than BP allows.
- 9. **Eupraxia** [Ordo Dracul]
 - a. ●●● **Grace of Eupraxia**
 - i. For the purposes of this power, the Vinculum does not count as a supernatural effect.
- 10. **Gustus** [Bloodlines: The Legendary]
 - a. ●●● **Befoul**
 - i. This power is a resisted test (ignore the reference to it being contested earlier in the write-up).
 - b. ●●●● **Disgorge**
 - i. The attack pool for this power for Mind's Eye Theatre is Dexterity + Athletics + Gustus. It 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.
- 11. **Hamartiaphage** [Mythologies]
 - a. High Approval to learn from a PC; Top Approval to learn from an NPC.
- 12. **Investments** [Belial's Brood]
 - a. Multi-action powers are not sanctioned for any characters.

13. Majesty

- a. ●●●● **Barring the Bone Gate** [World of Darkness: Shadows Over Mexico]
 - i. High Approval; should be reserved for characters of Mexican history or descent.
- b. ●●●●● **Sovereignty**
 - i. Ignore the MET Requiem text describing this power being used against repeated aggressions. Sovereignty is only tested against any one character once per scene.
 - ii. The Majesty loses ties in a contested draw.
 - 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. Striking Looks does not add to any intimidation based roll including Sovereignty.

14. Obfuscate

- a. ●●● **Cloak of Night**
 - i. This power is immediately voided if activated while the user is held in a grapple.
- b. ●●●●● **Cloak the Gathering**
 - i. This power is immediately voided when activated for any targets currently held in a grapple.

15. Protean

- a. ●● **Haven of Soil**
 - i. Characters cannot move while interred in the earth with this Discipline.
- b. ●●● **The Jungle's Sting** [World of Darkness: Shadows Over Mexico]
 - i. High Approval; should be reserved for characters of Mexican history or descent.
- c. ●●●● **Shape of the Beast**
 - i. Different animal shapes provide different mechanical benefits. The form's size must be appropriate to the animal shape.
 - ii. Four of the following options can be taken for each animal form. Each option can be taken once only unless otherwise specified:
 - (a) Claws inflict lethal damage
 - (b) Bite is possible without a grapple
 - (c) +1 bonus to attack pools
 - (d) Running speed is doubled
 - (e) Form capable of flight at regular speeds (Speed 1 when not flying)
 - (f) +3 to mundane perception tests with a specified sense
 - (g) +2 to mundane perception tests with any sense
 - (h) +2 Defense if form is smaller than size 5
 - (i) +1 size (can be chosen twice)
 - (j) +2 bonus to non-combat task
 - iii. A character's base Attributes remain unchanged in the new form. Reduced Size reduces Strength and Health level bonuses to a minimum of 1 but doesn't count as an Advantage.
 - iv. Primarily aquatic forms have swimming as their primary movement type. Ground based movement is dropped to Speed 1, air-based movement is impossible.
 - v. Fictional and mythological animal forms are not permitted.
 - vi. Though **MET: Requiem**, pg194, states that a vampire in animal form is not subject to the Animalism Discipline, they can still be affected by Animalism ●●●●●: **Leashing the Beast**.

16. Sublunario [World of Darkness: Shadows Over Mexico]

- a. This Discipline can be learned and utilized without using the free Totem Merit dots. Use of the Totem Merit dots requires membership in a werewolf pack (with the associated cross-venue approvals).

17. Sunnikuse [Bloodlines: The Hidden]

- a. Sunnikuse powers go into effect after the Wits + Occult draw to identify attempted use (as detailed in Bloodlines: the Hidden) has been made.
- b. Multiple uses of Sunnikuse cannot affect the same test or contested test.
- c. Sunnikuse cannot be used to affect other tests to employ Sunnikuse.

- d. ● **Jinx**
 - i. This power can affect only one of a particular character's draws per scene.
 - ii. This power does not give the user an automatic success. Instead, a card drawn that does not result in a success is redrawn. This doesn't guarantee more successes than an opponent in a contested draw.
 - iii. Multiple characters can find their challenges ruined by this power once each scene, but only the first use of Jinx in a scene gives the Bohagande the redraw described above.
 - e. ●●● **Calamity**
 - i. This power causes the victim's tests to automatically fail if they draw an ace or a two.
 - f. ●●●● **Twist of Fate**
 - i. This power can affect only one of a particular character's draws per scene, and cannot affect tests where damage inflicted would be increased.
 - g. ●●●●● **Gift of the Crow**
 - i. This power results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).
18. **Stigmatica** [Bloodlines: The Hidden]
- a. Blood from Transubstantiation of the Starved cannot be made into Vitae Reliquaries and can only be used once every week.
 - b. The powers of Stigmatica are delivered from drinking the mortal's wounds. Kindred unable to gain sustenance from mortal blood can not benefit from uses of Stigmatica (this includes temporarily increased Blood Potency from Spear of Longinus).
 - c. Some text within Stigmatica was also inadvertently deleted just before printing. The following errata are used in the sanctioned chronicle. In place of the "o" on page 56 (top right column), insert this original text:

"...Success: The victim responds as if a wicked wreath of thorns were forcefully placed on her head. She suffers a number of points of lethal damage equal to the successes achieved on the Stigmatica roll, and an equal number of Vitae are shed, one per turn. Each Vitae consumed from these wounds by a Kindred or ghoul provides an additional dot of Composure that vanishes at dawn. Both a drinker's Initiative and Willpower are enhanced by this increase. For each Health point lost, the victim also suffers a -1 penalty to all rolls that require sight until the bleeding stops. (See "Fighting Blind" on p. 166 of the World of Darkness Rulebook.)

Exceptional Success: Numerous successes rolled are their own reward (not in MET play).

●●●●● **Spear of Longinus**

The last and most dramatic of the traditional stigmata is the injury caused by Longinus' spear in Christ's side. Not only is the wound extremely deep, but it also has extraordinary spiritual significance. To the Lancea Sanctum and others, it is this act more than any other that establishes the divinity of Christ and the special place of Kindred in God's Creation. The fact that the act marked Longinus as a Dark Messiah adds further weight to the legend. Those who take Vitae from such a wound experience an ecstasy unlike any other. Kindred find their own blood far more potent, while ghouls discover their physical Disciplines suddenly amplified. Spear of Longinus cannot be used on Kindred or ghouls.

Cost: 1 Willpower

Dice Pool: Resolve + Empathy + Stigmatica

Action: Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood requires an action each turn.

Roll Results

Dramatic Failure: Wounds appear on the victim and they bleed, but they're poison to drinkers. After Vitae has been consumed from the victim, the blood turns to unholy

ash inside the drinker, inflicting a point of lethal damage per Vitae consumed. No Vitae or other benefits are gained.

Failure: No wounds are inflicted on the intended victim, although a successive attempt may be made with the expenditure of another Willpower point.

Success: A deep wound opens in the victim's left side, causing lethal damage equal to the successes rolled +2. A number of Vitae equal to the total is also lost, one per turn. In addition to sustenance gained for each Vitae consumed, a vampire's Blo..."

19. **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.

20. **Theban Sorcery**

- a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.
 - i. E.g. A character casts Blood Scourge, a level 1 ritual. On the first turn they pay the Willpower point inherent to Theban Sorcery, and the Vitae required for the specific ritual. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars (the weapon lasts for three turns).
- b. The following rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.
 - i. ● **Crown of Thorns** [Lancea Sanctum]
 - ii. ● **Hauberk of Blood** [Lancea Sanctum]
 - iii. ●● **Sanctity** [Lancea Sanctum]
 - iv. ●●● **Pharaoh's Paces** [Lancea Sanctum]
 - v. ●●●● **Display of the Beast** [Lancea Sanctum]
 - vi. ●●●● **Spear of Faith** [Lancea Sanctum]
 - vii. ●●●●● **Damned's Day** [Lancea Sanctum]
 - viii. ●●●●● **Night of Hell** [Lancea Sanctum]
- c. All Theban rituals from Requiem for Rome [WW25140] are reserved for the Office of the Master Storyteller.
- d. ●● **Resistance of Discipline** [Lancea Sanctum]
 - i. Each application of a Discipline can only be affected once by Resistance of Discipline, whether the ritual is successful or not.
- e. ●● **Sanguine Exaltation** [World of Darkness: Chicago]
 - i. Mid Approval
- f. ●● **Trap of Slumber** [World of Darkness: Chicago]
 - i. Mid Approval
- g. ●●● **Vision of the Will** [Lancea Sanctum]
 - i. A subject undergoing a trance from this ritual may defend herself and act normally if attacked.
- h. ●●●● **Spear of Faith** [Lancea Sanctum]
 - i. This ritual only affects a particular subject once per scene.
- i. ●●●●● **Fires of Vengeance** [Lancea Sanctum]
 - i. This ritual only affects a particular subject once per scene.

21. **Venefica** [Requiem for Rome]

- a. Reserved for the Office of the Master Storyteller.

22. **Vigor**

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

23. **Web** [Invictus]
- a. ●●●● **Extrapolate**
 - i. The use of Extrapolate allows a PC to use a lower level power of Web without witnessing an interaction between the nodes at the time it happens, but rather through observing a record of an interaction, be that a gift, series of letters, e-mail or CCTV footage. This record of interaction must have emotional significance to the link; e.g. a series of love letters would be usable, but someone's e-mail spam filter would not be. Extrapolate does not allow a Lynx to use the lower levels of Web without such tangible records. E.g. you could use it if you had the written letters of instruction between a ghoul and his master, but they were both standing in front of you silently, and you had no letters, no interaction could occur. Finally, the use of Web 1: Scan, with the use of Extrapolate may not be used to pin point the location of one node from observing another. Scan only provides a vague sense of direction, and no more.
24. **Xinyao** [Bloodlines: The Chosen]
- a. ●● **Stoke the Flames**
 - i. This power uses Expression, not Performance.
25. **Zagnovny** [Ordo Dracul]
- a. Vedma can employ multiple feeding draws when attempting to gather animal blood for activating Zagovny. Treat this as an extended action.
 - b. ●●● **Witch's Gaze**
 - i. Replace the text under Success for Witch's Gaze that begins with "The next time the character fails at..." with "The next time the target draws a '2' in attempting to use the cursed Skill they suffer an automatic failure (just as if they had drawn an Ace)".

D. Devotions Affected by the Addendum

1. Devotions from the Camarilla contest are grandfathered. They can now be learned by all PCs (not just of the relevant bloodline), but must be taught by a PC and are not available at character creation.
2. **Army of One** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
3. **Blink** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
4. **Butcher's Hook, Have a Look** [World of Darkness: Shadows of the UK]
 - a. [Reserved by the Master Storyteller.](#)
5. **Dauntless Spirit** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
6. **Fragrant Devotions** [Bloodlines: The Legendary]
 - a. Fragrant Devotions are Mid Approval.
 - b. A character cannot have more created Fragrant Devotions in-play than their natural Blood Potency.
7. **Guardian Vigil** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
8. **Hair Trigger** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
9. **Hounds of Blood** [Lords Over the Damned]
 - a. Available to pure Clan Venture characters only; lost upon joining a bloodline with no XP refunded.

10. **Ignore** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
11. **Indomitable Aura** [Bloodlines: The Hidden]
 - a. This Devotion does not hide the standard Aura Signifiers (p. 161 MET VtR). The gun-metal gray aura is in addition to the standard signifiers.
12. **Immutable Mind** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
13. **Infallible Aim** [World of Darkness: Chicago]
 - a. Mid Approval.
14. **Instant Adoration** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
15. **Iron Muscles** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
16. **Makeover** [Bloodlines: The Legendary]
 - a. Cost: 6 XP.
17. **Messenger's Blessing** [Lords Over the Damned]
 - a. Available to pure Clan Venture characters only; lost upon joining a bloodline with no XP refunded.
 - b. This Devotion may only be performed on an individual acting as a courier for the user.
18. **Mock Mind** [Bloodlines: The Legendary]
 - a. Cost: 21 XP.
19. **Night Life** [Daeva: Kiss of the Succubus]
 - a. Available to pure Clan Daeva characters only; lost upon joining a bloodline with no XP refunded.
20. **Occluded Spirit** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
21. **Regeneration** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
22. **Rhino's Hide** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
23. **Shout** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
24. **Stalwart Heart** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
25. **Sudden Strength** [Carthians]
 - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.

26. **Swarm Communion** [Bloodlines: The Legendary]
 - a. Cost: 21 XP.
27. **Threefold Assault** [World of Darkness: Chicago]
 - a. Mid Approval.
28. **Unnatural Contortion** [Gangrel: Savage and Macabre]
 - a. Available only to characters that possess Protean as an in-clan or in-bloodline discipline.

VII. STORYTELLER RULES AND CLARIFICATIONS

A. Optional Rules

1. STs may use any other Optional Rule, as long as it is laid out in the approved VSS with the exception of “Humanity for XP”, which may never be used. [If an Optional Rule is not listed below as being sanctioned, that rule can only be used within the Camarilla Sanctioned Chronicle if it is described in detail in the approved VSS.](#)
2. **Minds Eye Theatre Requiem**
 - a. Travel and Vampiric Gatherings (p 18)
 - b. The Fourth Tradition (p 21), if approved in the Venue Style Sheet.
 - c. True Covenant Status (p 135)
 - d. Deceitful Creatures (p 162)
 - e. Soul Shards (p 224)
 - f. Price of Blood (p 327), if described in the Venue Style Sheet.
3. **The Blood (WW25002)**
 - a. Deepening the Blood (p 26), as a guideline for Blood Potency development.
 - b. Disintegration (p 88)
 - c. Toughness as Intimidation (p 90), at ST discretion.
 - d. Torpor from Age (p 92), as modified in section II.F.3. of this Addendum.
 - e. From Morality to Humanity (p 104). Note: this does not provide an XP refund.
 - f. Derangements (p 107). Note: The Withdrawl derangement should only be imposed upon a PC with player agreement.
 - g. Living on the Edge (p 115)
4. **Carthians (WW25303)**
 - a. Enhancing Status (p 202): Carthian artifacts, when approved at the requisite Top or Global level, give the status bonuses as outlined when it is widely known the character holds the artifact. For status stripping and other powers which may require status, unaltered status (without bonuses) must be taken into account.
5. **Circle of the Crone (WW25305)**
 - a. Blood of the Gods (p 41)
 - b. Quality of Work (p 79)
 - c. Achieving Natural Mindlessness (p 85)
 - d. Devotion or Depravity (p 86)
 - e. Underworlds and the Haven Merit (p 121)
 - f. Losing Crúac (p 194)
 - g. Acolytes are Wrong (p 201)
6. **Damnation City (WW25306)**
 - a. The mechanics described in Chapter 2 are optional and must be clearly stated in the approved Venue Style Sheet if used.
 - b. The Optional Flaw: Fealty (p 199) is *not* used in the sanctioned chronicle; Merits that have this flaw as a prerequisite may be purchased without it.
 - c. The system described under “Technology” in Chapter 3 for additional XP costs for certain skills is not used in the Camarilla chronicle.
 - d. The system of Influences and Primacy in Chapter 4 are not currently sanctioned.
 - e. Corvée (p 198). If a corvée is called in for blood, every 5 points of blood represents one victim. If 4 points are taken from a single victim in a week, this is considered a Humanity 8 sin for Intentional Injury. If 5 points are taken from a single victim within a week, this is considered a Humanity 3 sin for Pre-meditated Murder.
7. **Gangrel: Savage and Macabre (WW25116)**
 - a. The Red Surrender (p 116) is modified as follows:

