

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

Effective Date: 8 June 2009

Last Updated: 24 May 2009 (based on Global Addendum last updated 22 May 2009)

I. ADDITIONAL BOOKS

A. Ancient Mysteries (WW25311)

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.

B. Belial's Brood (WW25111)

C. 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)

D. Bloodlines: The Chosen (WW25104)

E. Bloodlines: The Hidden (WW25102)

F. Bloodlines: The Legendary (WW25103)

G. Carthians (WW25303)

H. Circle of the Crone (WW25305)

I. Coteries (WW25100)

J. Daeva: Kiss of the Succubus (WW25115)

1. The Merits and Devotions are available to Daeva only unless stated otherwise [in this addendum](#).

K. Damnation City (WW25306)

L. Fall of the Camarilla (WW25307)

1. Mechanics from this book are not sanctioned for play within the Camarilla Chronicle **unless otherwise stated in this addendum**; however, 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.

M. Gangrel: Savage and Macabre (WW25116)

1. The Merits and Devotions are available to Gangrel only unless stated otherwise [in this addendum](#).

N. Ghouls (WW25110)

O. Immortal Sinners (WW25308)

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.

P. Invictus (WW25121)

Q. Lancea Sanctum (WW25001)

R. Mekhet: Shadows in the Dark (WW25117)

1. The Merits and Devotions are available to Mekhet only unless stated otherwise [in this addendum](#).

S. 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.

T. New Wave Requiem (WW25320)

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.

U. 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.

V. Nomads (WW25101)

W. Nosferatu: The Beast That Haunts the Blood (WW25114)

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

X. Ordo Dracul (WW25120)

Y. 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.

Z. 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. Use the following modern skills instead:
 - i. Archery: Athletics or Firearms (see also the Errata for **Armory** (WW55102)).
 - ii. Religion: Occult.
 - iii. Ride: Athletics.
 - iv. Warfare: Science.
 - c. All mechanics in Chapter 3

AA. Rites of the Dragon (WW25300)

BB. 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 in this addendum.

CC. VII (WW25301)

DD. Vampire: the Requiem (WW25000)

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

EE. 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.

FF. 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.

GG. 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.
2. **Youth**
 - a. Embraced or became a Ghoul prior to age 3: Global Approval (Mid for NPCs).
 - b. Embraced or became a Ghoul prior to age 16: High Approval (Low for NPCs).
 - c. Currently under the age of 16: High Approval (Low for NPCs).

3. **Childer**
 - a. Having sired children in background (before the character enters play) does not require expenditure of a Willpower dot.
4. **Draugr** [Gangrel: Savage and Macabre]
 - a. Draugr: Not available as PCs (High Approval with Top Notification for NPCs).
 - b. Non-draugr child 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.

B. Character Types

1. **Ghouls**
 - a. Approvals
 - i. Possessing vampire Merits: High Approval (Low Approval for NPCs).
 - ii. Possessing their regnant's covenant specific powers: Top Approval (Low Approval for NPCs).
 - iii. Coils of the Dragon: Not available.
 - iv. Possessing bloodline-specific Disciplines: Not available.
 - b. Ghouls characters (**both PCs and NPCs**) have the option to use the character creation system from **Ghouls (WW25110)** instead of Mind's Eye Theatre: The Requiem (they have one less Morality dot, may start with a second Discipline dot, may belong to a ghoul family, etc.). ~~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 **each morning until either ten total successes have been gained, or a failure to gain any successes in a night has occurred (in which case the character falls into torpor)**.
 - i. A character failing to achieve at least one success per test (or ten successes over all permitted tests) to avoid age-induced torpor must enter torpor during their normal sleep that day. Avoiding sleeping does not avoid the torpor. If the character has means to avoid sleep, they enter torpor by the end of the current scene (rather than necessarily immediately).
 - ii. Characters that increase their BP naturally (i.e., by purchasing a new dot of BP) and are immediately due for a new test based on their new BP gain one automatic success per night (i.e., they will succeed in avoiding torpor this time, but testing should still be done with appropriate roleplay). This bonus is not applied to immediate tests incurred by non-natural increases in BP (e.g., from Stigmatica, Diablerie, etc.).
 - c. Temporary increases in BP (e.g., from Stigmatica, etc.) do count as an increase in BP for purposes of this rule, and thus may trigger an immediate extended test if it has been longer than the duration listed for the new BP since the last test.
 - d. **Newly-created characters** that are BP 6 through 10 are assumed to have succeeded in tests to resist Age-Induced Torpor as per the schedule above from the date of gaining their current BP until **entering play (e.g., a character that gained BP 7 on 15 May 2006 in background is assumed to have successfully avoided Age-Induced Torpor on 15 May 2008, and will be due for his next test on 15 May 2010)**.

III. CLANS

A. Daeva

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

B. Gangrel

1. **The Red Surrender** [Gangrel: Savage and Macabre]
 - a. All bonuses listed under "Gifts from the Beast" remain at +1 until the fifth consecutive night, whereupon they become +2 bonuses. These bonuses do not exceed +2.
 - b. All penalties listed under "The Beast Taketh Away" remain at -1 until the fifth consecutive night, whereupon they become -2 penalties. These penalties do not exceed -2.
2. **A Rumor of Defiance** [Gangrel: Savage and Macabre]
 - a. This 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.

C. Mekhet

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

- a. High Approval.
- 2. **The Mekhet's Reflection** [Mekhet: Shadows in the Dark]
 - a. Reserved for the Office of the Master Storyteller.
- 3. **The Post-Mortem Embrace** [Mekhet: Shadows in the Dark]
 - a. High Approval.
- 4. **Shadow Cults** [Mekhet: Shadows in the Dark]
 - a. **Custom Shadow Cults**
 - i. With no custom mechanics: High Approval, with Top (or Global) notification if the Shadow Cult expands beyond the originating Region into National (or Global) play.
 - ii. With custom mechanics: Global Approval. Currently suspended, pending chronicle soft reset and reopening custom item applications to the Global Rules Panel.
 - b. **The Followers of Seth**: Mid Approval.
 - i. While a Sethite with Shadow Cult Initiation ●●● can purchase dots of Crúac, the only rituals available are those that are unique to the Followers of Seth. Other Crúac rituals, including those listed on p. 106 of **Mekhet: Shadows in the Dark**, are not available to Sethites (unless they are also true members of the Circle of the Crone).
 - c. **The Moirai**: Global Approval.
 - d. **The Moulding Room**: Mid Approval.
 - e. **The Love Company**: Mid Approval.
 - f. **Samhara**: Reserved for the Office of the Master Storyteller.
 - g. **Society of Cyprian**: Mid Approval.

D. Nosferatu

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

E. Ventrue

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

IV. COVENANTS

A. Belial's Brood

- 1. PCs: Global Approval
- 2. NPCs: Low Approval; refer to the Belial's Brood Settings Document for guidelines on use.

B. The Carthian Movement

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

C. The Circle of the Crone

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

D. The Invictus

- 1. Dynastic Houses [Invictus]
 - a. The historic Houses presented are examples only, not intended for player character membership.

- b. Members of historic Houses are considered unique characters, under the control of the Master Storyteller.
 - c. A character may be a member of no more than one Dynastic House at a time.
 - 2. Dynastic Treasures [Invictus]
 - a. **Knowledge of methods of creation: High Approval.**
 - b. **Creation and/or use** with listed mechanics in sanctioned material: High Approval.
- E. The Lancea Sanctum**
- 1. Titles [Lancea Sanctum]
 - a. Archbishop – Mid Approval
 - b. Cardinal – High Approval
 - c. Saint – Top Approval.
- F. The Ordo Dracul**
- 1. Titles [Ordo Dracul]
 - a. Master of the Dying Light – Mid Approval; application must demonstrate that the character has undergone the testing detailed in Ordo Dracul p64.
 - b. Oracle – High Approval
 - c. Provost – High Approval
 - d. Twilight Judge – High Approval
 - 2. *Rites of the Dragon*
 - a. All 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 has been determined by the Office of the Master Storyteller, and is available to STs through the released settings document.**
 - 2. Storyteller characters and plotlines involving “true members” of VII: Top Approval 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, **except as follows**.
 - a. **Legio Mortuum (aka The Legion)**: A remnant of this Wing survives into the modern nights. Can only be joined through the workings of globally approved plotlines or recruited in-game by a player character. For all intents and purposes, the Legio et Mortuum is a covenant, including restrictions upon status, changing membership, and dual membership, **except as follows**. See also the **Legio Mortuum Settings Guide**, available on the CRD and the Gameplay Resources Wiki:
 - http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources
 - i. **Covenant (Legio Mortuum) Membership**: High Approval with Global Notification.
 - ii. **Covenant (Legio Mortuum) Status**:
 - (a) ●: Low Approval.
 - (b) ●●: Mid Approval.
 - (c) ●●●: High Approval.
 - (d) ●●●●: Top Approval.
 - (e) ●●●●●: Global Approval.
 - 2. **Regional Covenants**:
 - a. **Creating a new Regional Covenant**: High Approval, with Top (or Global) notification if the Covenant expands beyond the originating Region into National (or Global) play.
 - b. **Membership in an approved Regional Covenant**: Low Approval.

- c. Custom mechanics for a Regional Covenant (e.g., reduced costs for Merits, free Skill Specializations, etc.): Global Approval, via the Global Rules Panel.
- d. Status in a Regional Covenant is as per the standard Covenant Status rules, including restrictions on holding status in more than one Covenant.
- e. Ascendancy: Regional Covenants that become Ascendant gain the potential status benefit (if enough members of the Covenant are present to gain a bonus), but no other benefit.
- f. Approved Regional Covenants are listed on the Global Rules Panel Wiki:
http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel

V. MERITS

A. Merits Affected by the Addendum

1. **Bugman Network Membership** [Immortal Sinners]
 - a. Reserved for the Office for the MST for release via plot.
2. **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
3. **Cacophony Listener** [Daeva: Kiss of the Succubus]:
 - a. ●●●: Low Approval.
 - b. ●●●●: High Approval.
 - c. ●●●●●: Global Approval.
 - d. This Merit may only be used in downtime, requiring a downtime action for each use.
4. **Carthian Slang** [Carthians]
 - a. Treated as a Language Merit, specific to a particular city.
 - b. For characters without True Covenant Status: Carthians: Top Approval.
5. **Connections** [Damnation City]
 - a. Not sanctioned at this time.
6. **Crucible Ritual** [Ordo Dracul]
 - a. This Merit can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
7. **Debate Styles** [Requiem for Rome, Fall of the Camarilla]
 - a. Not sanctioned at this time.
8. **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.
9. **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.
10. **Fighting Style: Formation Tactics** [Requiem for Rome]
 - a. Not sanctioned at this time.
11. **Fighting Style: Gladiatorial** [Requiem for Rome]
 - a. Not sanctioned at this time.
12. **Haven**
 - a. Sharing: the Haven Merit cannot be shared with NPCs; dots of Haven possessed by NPCs cannot contribute to a shared PC haven.
 - b. **Chapter Library** [Immortal Sinners]: This factor cannot be stacked with the Library factor below. Available to Ordo Dracul characters only.
 - c. **Library** (additional factor): For every dot purchased in the Library factor, PCs with dots in the Haven enjoy a +1 equipment bonus to any Intelligence + Occult rolls made for research purposes. This may not lead to a cumulative bonus larger than +5. The Library factor does not necessarily represent books. Depending on the contributing vampire's Resources, a Haven's Library may contain relics, vases, old scrolls or other artifacts that don't necessarily contain literal texts but rather inspiring or enlightening artistic or historical details. A Haven's Library factor is limited to a maximum of the Haven's Size

factor +1 (e.g., Haven (Size) ●● is limited to a maximum of Haven (Library) ●●●). **This factor cannot be stacked with the Chapter Library factor.**

13. **House Membership** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
14. **Inherited Ghoul** [Ghouls]
 - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
15. **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.
16. **Kindred Medium** [New Orleans: City of the Damned]
 - a. High Approval.
17. **Lordly Palette** [Lord Over the Damned]
 - a. Not available to non-Venture characters.
18. **Mind of the Inscrutable Hydra** [Ordo Dracul]
 - a. **Can only be learned in-game from a player character. Low Notification.**
19. **Necropolis** [Nosferatu: The Beast That Haunts the Blood]
 - a. **Bleak Annals:** Clarification: tiered specializations are not sanctioned at this time, and this factor does not bypass such.
 - b. **Caldarium:** this factor is actually, ●, ●●● or ●●●●● dots, not ●●●● or ●●●●●.
 - c. **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.
 - d. **Necropolis Specter:** this factor may only be purchased up to ●●; higher ratings are reserved for the Office of the Master Storyteller at this time.
20. **Noble Heritage** [Requiem for Rome]
 - a. Not sanctioned at this time.
21. **Pack-Blooded** [Gangrel: Savage and Macabre]
 - a. All members of a coterie using this Merit must be on the same VSS.
22. **Regnant** [Ghouls]
 - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
23. **Remnant of Clarity** [Ancient Mysteries]
 - a. Note that memories requiring approval (e.g., particulars of Roman Kindred History) still require approval, even if accessed via this Merit.
24. **Sexualized** [Ghouls]
 - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
25. **Shadow Cult Initiation** [Mekhet: Shadows in the Dark]
 - a. Low Approval for approved members of a Shadow Cult.
26. **Source Sympathy** [Ghouls]

- a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
- 27. **Speaker for the Eclipsed** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 28. **Staff** [Ghouls]
 - a. Low Approval for all venues.
- 29. **Status (Clan and Covenant)**
 - a. **Approval Levels**
 - i. ● to ●●: Low Approval.
 - ii. ●●●: Mid Approval.
 - iii. ●●●●: High Approval.
 - iv. ●●●●●: Top Approval.
 - b. **Status (Camarilla)** [Requiem for Rome]
 - i. Not sanctioned at this time.
 - c. **Status (Clan)**
 - i. Holding status in a different clan than the character's real Clan: 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.
 - d. **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.
 - (a) **Exception: a character may not hold Covenant Status (Legio Mortuum) other than True Covenant Status.**
 - iv. Holding True Covenant Status in two Covenants: **Not sanctioned.**
 - (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.
 - e. **Status (Wing)** [Requiem for Rome]
 - i. Not sanctioned at this time; for currently sanctioned Wings of the Camarilla in modern play (such as the Legio Mortuum), use Status (Covenant) instead.
 - f. **Background:** a character cannot enter play with more than 2 dots of Clan or Covenant status.
 - g. Characters must wait a number of months equal to twice the dots of status they are gaining between increases in Clan or Covenant status dots, including regaining dots stripped in game. (e.g., if a character gained Crone Status 4 in January, ten months would have to pass before they can apply for Crone status 5).
 - h. **Cost:** Clan and Covenant status is free.
 - i. **Determining Another's Status:** the draw pool used to determine another's Status (Clan, Covenant or City) is Intelligence + Politics.
 - j. **Status Stripping and Expulsion**

- i. The Storyteller must inform the affected player when the declaration to strip status or expel from the covenant is made public.
 - ii. Stripping status requires 10 x the level of status of the character being stripped. Expulsion from a covenant requires 20 x the level of status of the character being expelled. There is no requirement to have support from characters of the same status level (e.g. 50 status 1 characters may strip a status 5).
 - iii. A public in-character censure of the target character must be made. This must have a clear out-of-character note explaining the attempt to strip status or expel from the covenant, list all characters (and their status) supporting the attempt, and the total status in support. The note must give contact details of the supervising Storyteller.
 - iv. Characters may defend themselves by getting support from other characters opposed to the strip/expulsion. They have 14 days to gather support, from when the supervising Storyteller tells them of the attempted strip. The strip is cancelled if equal or more status dots oppose the attempted strip than support it. If a character who previously supported the strip changes their mind and opposes it, they must do so publicly and in-character.
 - v. 50% of the minimum support for a strip must come from within the nation of the character being stripped. If there is not enough status in a nation to make 50% achievable, that nation's NST shall use their own judgment to decide if national support warrants a successful strip.
 - vi. If a character fails to strip their target they may not attempt to strip the same target for 90 days. Only the Invictus and Lancea Sanctum Covenants may expel members per Mind's Eye Theatre: Requiem. All Covenants may make use of the status stripping mechanics.
- k. **Loaned Status**
- i. A character can loan their status to another character. The character receiving the loan is considered to have the same status as the character making the loan, in specified situations. The conditions that the status can be used in should be detailed, and the supervising Storyteller of the scene has final call on whether loaned status can be used in that situation. Loaned status is not cumulative with a character's existing status. Loaning status is "all or nothing", a character cannot loan part of their status. You cannot loan status outside Clan or Covenant (e.g. a member of the Lancea Sanctum cannot loan their Covenant status to a member of the Invictus).
 - ii. To use loaned status a player must provide an item card or other proof from the player whose character is loaning the status. This must provide; the name of the character loaning the status, their domain and region, their supervising ST contact details, verification of any approvals related to the status, and a short description of the situation the status may be used in.
 - iii. Loaned status is subject to normal status restrictions, based on the approval jurisdiction of the character loaning the status
30. **Stunt Rider** [Requiem for Rome]
a. This Merit may be used with a motorcycle.
31. **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).
b. This Merit may not be used in conjunction with the Husk Devotion.
32. **Tap the Torpid Mind** [Invictus]
a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
33. **Taste of the Strange** [Ancient Mysteries]
a. Top Approval.
34. **Tenant** [Damnation City]
a. Not sanctioned at this time.
35. **Tomb** [Ancient Mysteries]
a. Sharing: the Haven Merit cannot be shared with NPCs; dots of Tomb possessed by NPCs cannot contribute to a shared PC tomb.
36. **Torpor Connection** [Invictus]

- a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 37. **Unliving Anchor** [Nosferatu: The Beast That Haunts the Blood]
 - a. May only be purchased up to ●●; higher ratings are reserved for the Office of the Master Storyteller at this time.
- 38. **Unobtrusive** [Ghouls]
 - a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
- 39. **Unyielding Mask** [Nosferatu: The Beast That Haunts the Blood]
 - a. Reserved for the Office for the MST for release via plot.
- 40. **Vassal** [Damnation City]
 - a. Not sanctioned at this time.
- 41. **Vice over Virtue** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
- 42. **Virtue's Twin** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 43. **Vitae Connoisseur** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
- 44. **Will of the Dynasty** [Invictus]
 - a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
- 45. **Carthian Pull**

Due to the overwhelming benefit of this merit and the sparse population of domains, Carthian Pull is High Approval.
- 46. **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.
- 47. **Striking Looks**

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

VI. BLOODLINES

A. Overall

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

All existing activated bloodlines, even if they do not adhere to these conditions, are grandfathered.

B. Custom Bloodlines

1. Approvals:

- a. With a Common Discipline (Animalism, Celerity, Obfuscate, Resilience or Vigor) as the fourth Discipline: High Approval to create or join.
 - b. With an Uncommon Discipline (Auspex, Dominate, Majesty, Nightmare, Protean) as the fourth Discipline: Top Approval to create, High Approval to join.
 - c. With two of the three favored clan Disciplines swapped out: Top Approval to create, High Approval to join.
 - d. Allows two or more clans to join: Top Approval to create, High Approval to join.
 - e. "Rediscovering" a custom bloodline that currently has no active characters in play: Top Approval.
 - f. With a custom Discipline: Global Approval to create, High Approval to join.
 - i. Custom bloodlines with intent to include a custom discipline are submitted as themes, concepts and backgrounds via the Approvals Database; upon reaching Global, mechanics will be developed and tested by the Global Rules Panel. Mechanics are not to be submitted by the applicant.
 - g. Approved Custom Bloodlines are listed on the Global Rules Panel Wiki:
http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel.
2. Entering play as part of a custom bloodline requires agreement from the player of the most senior character in that bloodline (usually the bloodline founder). This is not required for characters who find a way to join in game.

C. Bloodlines Affected by the Addendum

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

9. **Khaibit** [Bloodlines the Hidden]
 - a. If the character does not hold True Covenant Status in the Circle of the Crone: Top Approval. This is not grandfathered.
10. **Larvae** [Requiem for Rome]
 - a. Their scarcity and very low numbers in modern nights should be considered in any application for this bloodline. Top Approval.
11. **Licinii** [Requiem for Rome]
 - a. Their scarcity and very low numbers in modern nights should be considered in any application for this bloodline. Top Approval.
12. **Lynx** [Invictus]
 - a. The bloodline discipline for the Lynx is Majesty, not Web.
13. **Malocusian** [Invictus]
 - a. The Malocusian bloodline's Disciplines include Majesty, not "Presence."
14. **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.
15. **The Players** [Bloodlines: The Legendary]
 - a. The Disciplines of the Players bloodline are Auspex, Celerity, Majesty, and Obfuscate.
16. **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.
17. **Sons of Cade** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
18. **Therion** [Belial's Brood]
 - a. Available to Brood characters only.

VII. DISCIPLINES, DEVOTIONS AND RITUALS

A. Overall

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

B. Custom Devotions

1. **Approvals:** New custom devotions are submitted as themes, concepts and backgrounds via the Approvals Database; upon reaching Global, mechanics will be developed and tested by the Global Rules Panel. Mechanics are not to be submitted by the applicant.
 - a. Approved Custom Devotions are listed on the Global Rules Panel Wiki: http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel
 - b. Learning an approved Custom Devotion from a PC teacher: Low Approval.
 - c. Learning an approved Custom Devotion from an NPC teacher: High Approval.
 - d. Spontaneously learning/developing/rediscovering: Top Approval.
 - e. Learning an approved Custom Devotion in background: High Approval, except as part of a custom bloodline application (maximum of two Devotions).
 - f. A number of mechanically-similar or identical devotions are being condensed into a single devotion by the Global Rules Panel. A PC with a desanctioned devotion may switch to a mechanically- similar or identical devotion with Low Approval (or the minimum approval for the sanctioned devotion if higher than Low).
2. **Development Time:**
 - a. A character must spend a number of months studying and developing, equal to whichever Discipline has the highest number of dots in the Devotion. This waiting period starts when the application is submitted. In addition, a character should spend a number of downtime actions equal to the total number of Discipline dots in the devotion in study and development.

- b. A character can only have one pending custom power application at any time, and can only be approved for one custom power which they developed themselves every 6 months of in-game time. E.g. as of August 2007 a chronicle length character should have no more than 5 custom powers they developed themselves.

C. Disciplines and Rituals Affected by the Addendum

1. Auspex

- a. **Clash of Wills:** There is an editing error in **MET Requiem** p159. Use this system instead;
 - i. A character with Auspex that encounters a use of Obfuscate can draw Wits + Investigation + Auspex to establish a number of Clash of Wills successes. These successes last for an hour and are compared to activation successes for Obfuscate to see if the Auspex user can pierce them. The Auspex user needs more successes than the Obfuscate user, unless the Obfuscate power was activated under their direct observation, in which case they need equal successes to pierce the Obfuscate.
 - ii. Obfuscate users must record the number of successes gained on activation of Obfuscate powers.
 - iii. Players cannot redraw Clash of Wills or reactivate Obfuscate to achieve more successes 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. ●●● **Feathers' Flight, The** [World of Darkness: Shadows Over Mexico]
 - i. High Approval; should be reserved for characters of Mexican history or descent.
 - ii. This power cannot be purchased in conjunction with The Spirit's Touch or Playback; a character may have one of these three powers.
- c. ●●● **Playback** [New Wave Requiem]
 - i. High Approval.
 - ii. This power cannot be purchased in conjunction with The Feathers' Flight or The Spirit's Touch; a character may have one of these three powers.
- d. ●●●● **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. **Approvals:** Blood Oaths require approvals based on the duration of the oath:
 - i. Up to 1 month: Low Approval.
 - ii. 1 to 3 months: Mid Approval.
 - iii. 3 months to 1 year: High Approval.
 - iv. Over 1 year, or indefinite/permanent: High Approval.
 - v. Oaths that provide no mechanical benefits (e.g., Oath of Blood Tell, Oath of Running Blood, Oath of Blood Knives, Oath of Burning Blood, Symbolic Blood Oaths (including Oaths of Fealty), etc.) are not subject to the approval requirements above.
- f. **Oath of Monomacy:**

- ii. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. High Approval.

6. Crúac

- a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.
 - i. E.g. A character casts Cheval, a level 1 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars.
- b. 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. ●● **Rex Sanguis Sacrorum** [Ancient Mysteries]
 - iv. ●● **Soul's Work** [Circle of the Crone]
 - v. ●● **Doorways of Eye and Mind** [Ancient Mysteries]
 - vi. ●●● **Final Service of the Slave** [Circle of the Crone]
 - vii. ●●● **Hag Mask** [World of Darkness: Shadows of the UK]
 - viii. ●●● **Rain** [Circle of the Crone]
 - ix. ●●●● **Fount of Wisdom** [Circle of the Crone]
 - x. ●●●● **Mask of Blood** [Circle of the Crone]
 - xi. ●●●●● **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: See also the **Spirit Cruac Settings Guide**, available on the CRD and the **Gameplay Resources Wiki**: http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources
 - 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. ● **Genius Loci** [Mekhet: Shadows in the Dark]
 - i. Available to members of the Followers of Seth shadow cult only.
- f. ●● **Amemet's Pursuit** [Mekhet: Shadows in the Dark]
 - i. Available to members of the Followers of Seth shadow cult only.
- g. ●● **Prey's Blood** [Gangrel: Savage and Macabre]
 - i. Available to Gangrel characters only.
- h. ●● **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.
- i. ●● **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.
- j. ●●● **Deflection of the Wooden Doom**
 - i. Clarification: When a Cruac ritualist is protected by a successfully cast Deflection of the Wooden Doom ritual, wooden objects that are used in an effort to stake the ritualist disintegrate/rot/etc on contact. No damage is done by the wooden object

to the ritualist. Note that this only affects wooden objects that are actively used in an attempt to stake the ritualist, not merely objects that happen to brush against the ritualist or that the ritualist himself reaches out and touches.

- k. ●●● **Hand of Seth, The** [Mekhet: Shadows in the Dark]
 - i. Reserved for the Office of the Master Storyteller.
- l. ●●● **Tiamat Offspring** [Circle of the Crone]
 - i. Homunculi are treated as Retainers at Low Approval; successful use of Tiamat Offspring allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind's Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points). The system for Better Homunculi on page 207 is not used.
- m. ●●● **Tickblood** [Gangrel: Savage and Macabre]
 - i. Available to Gangrel characters only.
- n. ●●●● **Blade of Tu'at** [Mekhet: Shadows in the Dark]
 - i. Reserved for the Office of the Master Storyteller.
- o. ●●●● **Fount of Wisdom** [Circle of the Crone]
 - i. Benefits obtained from Fount of Wisdom are limited by the user's blood potency.
- p. ●●●● **Thinning the Skin/The Twenty-Four Wolves at Twilight** [Book of Spirits]
 - i. Functions as per the mechanics on p. 84. All listed limitations must be strictly followed (functions no longer than 30 seconds, can only be cast once per year).
- q. ●●●● **Thrashing of Apep's Coils, The** [Mekhet: Shadows in the Dark]
 - i. Available to members of the Followers of Seth shadow cult only.
- r. ●●●●● **A Child from the Stones** [Circle of the Crone]
 - i. Gargoyles are treated as Retainers at Low Approval; successful use of A Child from the Stones allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind's Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points).
 - ii. Gargoyles are sentient, but not human. They can be affected by mind-affecting powers, but cannot be affected by powers that require the target to be a mortal (such as Possession).
- s. ●●●●● **As One** [Circle of the Crone]
 - i. The effects of this ritual must be determined at purchase, though the vampire can learn multiple versions. Mechanics not listed in the book require Global Approval.
- t. ●●●●● **Ianus' Blessing** [Ancient Mysteries]
 - i. Not sanctioned in the Global chronicle.
- u. ●●●●● **Rite of Going Forth by Day, The** [Mekhet: Shadows in the Dark]
 - i. Available to members of the Followers of Seth shadow cult only.
- 7. **Dementation** [Ventrue: Lords over the Damned]
 - a. Not sanctioned at this time.
- 8. **Despond** [Bloodlines: The Legendary]
 - a. ● **Self-Doubt**
 - i. A subject unable to act because of this power may defend herself and act normally if attacked. "Act normally" does not include the ability to make a second attack.
- 9. **Detournment** [Mekhet: Shadows in the Dark]
 - a. ●●●● **Face of New Flesh**
 - i. Use of this power is a Sin at Humanity 2.
 - b. ●●●●● **The Soul Transplant**
 - i. Use of this power is a Sin at Humanity 2.
- 10. **Dominate**
 - a. A subject unable to act because of use of Dominate can defend themselves normally if attacked.
 - b. ●●●●● **Possession**
 - i. Use of this power does not grant access to the possessed mortals Skills (including Physical Skills).

11. **Embrocation** [Bloodlines: The Hidden]
 - a. This Discipline does not allow one to spend more Vitae per turn than BP allows.
12. **Eupraxia** [Ordo Dracul]
 - a. **●●● Grace of Eupraxia**
 - i. For the purposes of this power, the Vinculum does not count as a supernatural effect.
13. **Gustus** [Bloodlines: The Legendary]
 - a. **●●● Befoul**
 - i. This power is a resisted test (ignore the reference to it being contested earlier in the write-up).
 - b. **●●●● Disgorge**
 - i. ~~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.
14. **Hamartiaphage** [Mythologies]
 - a. High Approval to learn from a PC; Top Approval to learn from an NPC.
15. **Investments** [Belial's Brood]
 - a. Multi-action powers are not sanctioned for any characters.
16. **Lithopedia** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
17. **Majesty**
 - a. **●●●● Barring the Bone Gate** [World of Darkness: Shadows Over Mexico]
 - i. High Approval; should be reserved for characters of Mexican history or descent.
 - ii. This power cannot be purchased in conjunction with Summoning; a character may have one or the other, but not both.
 - b. **●●●●● Sovereignty**
 - i. Ignore the MET Requiem text describing this power being used against repeated aggressions. Sovereignty is only tested against any one character once per scene.
 - ii. The 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.
18. **Memnisse** [Mekhet: Shadows in the Dark]
 - a. **● Create Ties**
 - i. Blood ties created via this power are reciprocal.
 - b. **●●●● The Exchange of Things Past**
 - i. The pool for this power is Manipulation + Empathy + Memnisse, contested by Composure + Blood Potency.
 - c. **●●●●● The Thief of Minds**
 - i. The user of this power must drink vitae from the target.
19. **Obfuscate**
 - a. **●●● Cloak of Night**
 - i. This power is immediately voided if activated while the user is held in a grapple.
 - b. **●●●●● Cloak the Gathering**
 - i. This power is immediately voided when activated for any targets currently held in a grapple.
20. **Protean**
 - a. **● Aspect of the Predator**

- i. Clarification: this power affects both the user and observer; both react to Predator's Taint as though the user's Beast is at least as large as that of the observer. If the user actually has a larger Beast than the observer, both are aware of such.

Example:

Adam Gangrel has Protean 1 and BP5.

Beth Daeva has no Protean and BP3.

Clyde Ventrue has no Protean and BP7.

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

Beth Daeva will see both Adam Gangrel and Clyde Ventrue as having bigger Beasts than her own (flight response to both).

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

b. ●● Haven of Soil

- i. Characters cannot move while interred in the earth with this Discipline.

c. ●●● Claws of the Deep [Immortal Sinners]

- i. High Approval.

- ii. This power cannot be purchased in conjunction with Claws of the Wild or The Jungle's Sting; a character may have one of these three powers.

d. ●●● Jungle's Sting, The [World of Darkness: Shadows Over Mexico]

- i. High Approval; should be reserved for characters of Mexican history or descent.

- ii. This power cannot be purchased in conjunction with Claws of the Wild or Claws of the Deep; a character may have one of these three powers.

e. ●●●● Shape of the Beast

- i. Different animal shapes provide different mechanical benefits. The form's size must be appropriate to the animal shape.

- ii. Four of the following options can be taken for each animal form. Each option can be taken once only unless otherwise specified:

(a) Claws inflict lethal damage

(b) Bite is possible without a grapple

(c) +1 bonus to attack pools

(d) Running speed is doubled

(e) Form capable of flight at regular speeds (Speed 1 when not flying)

(f) +3 to mundane perception tests with a specified sense

(g) +2 to mundane perception tests with any sense

(h) +2 Defense if form is smaller than size 5

(i) +1 size (can be chosen twice)

(j) +2 bonus to non-combat task

- iii. A character's base Attributes remain unchanged in the new form. Reduced Size reduces Strength and Health level bonuses to a minimum of 1 but doesn't count as an Advantage.

- iv. Primarily aquatic forms have swimming as their primary movement type. Ground based movement is dropped to Speed 1, air-based movement is impossible.

- v. Fictional and mythological animal forms are not permitted.

- vi. Though **MET: Requiem**, pg194, states that a vampire in animal form is not subject to the Animalism Discipline, they can still be affected by Animalism ●●●●: **Leashing the Beast**.

21. Resilience

- a. Clarification: Resilience cannot be activated more often than once per turn.

22. 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).

23. Sunnikuse [Bloodlines: The Hidden]

- a. Sunnikuse powers go into effect after the Wits + Occult draw to identify attempted use (as detailed in Bloodlines: the Hidden) has been made.
 - b. **All Sunnikuse powers are resisted by the target's Resolve.**
 - c. Multiple uses of Sunnikuse cannot affect the same test or contested test.
 - d. Sunnikuse cannot be used to affect other tests to employ Sunnikuse.
 - e. **● Jinx**
 - i. This power can affect only one of a particular character's draws per scene.
 - ii. This power does not give the user an automatic success. Instead, a card drawn that does not result in a success is redrawn. This doesn't guarantee more successes than an opponent in a contested draw.
 - iii. Multiple characters can find their challenges ruined by this power once each scene, but only the first use of Jinx in a scene gives the Bohagande the redraw described above.
 - f. **●●● Calamity**
 - i. This power causes the victim's tests to automatically fail if they draw an ace or a two.
 - g. **●●●● Twist of Fate**
 - i. This power can affect only one of a particular character's draws per scene, and cannot affect tests where damage inflicted would be increased.
 - h. **●●●●● Gift of the Crow**
 - i. **This power is resisted by the highest Resolve of those in range.**
 - ii. This power results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).
 - iii. **Failures created by this power are assigned by the ST or Narrator, not by the player.**
24. **Stigmatica** [Bloodlines: The Hidden]
- a. Blood from Transubstantiation of the Starved cannot be made into Vitae Reliquaries and can only be used once every week.
 - b. The powers of Stigmatica are delivered from drinking the mortal's wounds. Kindred unable to gain sustenance from mortal blood can not benefit from uses of Stigmatica (this includes temporarily increased Blood Potency from Spear of Longinus).
 - c. **No character may benefit from more than one application of Stigmatica at a time.**
 - d. 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..."

25. **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.

26. **Theban Sorcery**

- a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.
 - i. E.g. A character casts Blood Scourge, a level 1 ritual. On the first turn they pay the Willpower point inherent to Theban Sorcery, and the Vitae required for the specific ritual. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual's particulars (the weapon lasts for three turns).
- b. Theban rituals from **Requiem for Rome** (WW25140) and **Fall of the Camarilla** (WW25307) are sanctioned as noted below.
- c. The following rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.
 - i. ● **Angel's Touch** [Requiem for Rome]
 - ii. ● **Crown of Thorns** [Lancea Sanctum]
 - iii. ● **Hauberk of Blood** [Lancea Sanctum]
 - iv. ●● **Lightning Rod** [Ancient Mysteries]
 - v. ●● **Sanctity** [Lancea Sanctum]
 - vi. ●●● **Blessing of Judas Thomas** [Requiem for Rome]
 - vii. ●●● **Micah's Hope** [Requiem for Rome]
 - viii. ●●● **Pharaoh's Paces** [Lancea Sanctum]
 - ix. ●●● **Sanguine Clarity** [Ancient Mysteries]
 - x. ●●●● **Purifying Light** [Fall of the Camarilla]
 - (a) This ritual specifically also affect the Strix.
 - xi. ●●●● **Display of the Beast** [Lancea Sanctum]
 - xii. ●●●● **Spear of Faith** [Lancea Sanctum]
 - xiii. ●●●●● **Damned's Day** [Lancea Sanctum]
 - xiv. ●●●●● **Martyr's Miracle, The** [Requiem for Rome]
 - xv. ●●●●● **Night of Hell** [Lancea Sanctum]
 - xvi. ●●●●● **Piece of Mind** [Ancient Mysteries]
 - (a) Use of this ritual is a sin at Humanity 1.
- d. ●● **Resistance of Discipline** [Lancea Sanctum]

- i. Each application of a Discipline can only be affected once by Resistance of Discipline, whether the ritual is successful or not.
 - e. ●● **Sanguine Exaltation** [World of Darkness: Chicago]
 - i. Mid Approval
 - f. ●● **Trap of Slumber** [World of Darkness: Chicago]
 - i. Mid Approval
 - g. ●●● **Vision of the Will** [Lancea Sanctum]
 - i. A subject undergoing a trance from this ritual may defend herself and act normally if attacked.
 - h. ●●●● **Invisible, The** [Ancient Mysteries]
 - i. Reserved for the Office of the Master Storyteller.
 - i. ●●●● **Spear of Faith** [Lancea Sanctum]
 - i. This ritual only affects a particular subject once per scene.
 - j. ●●●●● **Fires of Vengeance** [Lancea Sanctum]
 - i. This ritual only affects a particular subject once per scene.
27. **Venefica** [Requiem for Rome, Fall of the Camarilla]
- a. **Venefica rituals are sanctioned for use with Crúac. These rituals can only be learned through the workings of globally approved plotkits or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification must be filed when learned.**
 - i. ● **Apollonian Sight** [Requiem for Rome]
 - ii. ● **Call to Dionysus/Mars/Janus** [Fall of the Camarilla]
 - (a) The dedication may be to any deity of the appropriate type (e.g. Ares instead of Mars for war, etc.).
 - iii. ●● **Blessing of Cybele** [Requiem for Rome]
 - iv. ●●● **Blessing of Antaeus** [Requiem for Rome]
 - v. ●●● **Hand of Hades** [Fall of the Camarilla]
 - (a) This ritual specifically also affect the Strix.
 - vi. ●●●●● **Arrow of Tartarus** [Requiem for Rome]
 - (a) No more than one weapon may be created via this ritual per month.
 - vii. ●●●●● **Black Barrier of Hades** [Fall of the Camarilla]
28. **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.
29. **Web** [Invictus]
- i. As of 8 June 2009 Web is no longer sanctioned in the Global Chronicle.
30. **Xinyao** [Bloodlines: The Chosen]
- a. ●● **Stoke the Flames**
 - i. This power uses Expression, not Performance.
31. **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. 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. The following devotions can only be learned in-game from a player character. Each necessitates a separate Low Notification.
 - a. **Army of One** [Carthians]
 - b. **Blink** [Carthians]

- c. **Dauntless Spirit** [Carthians]
- d. **Guardian Vigil** [Carthians]
- e. **Hair Trigger** [Carthians]
- f. **Ignore** [Carthians]
- g. **Immutable Mind** [Carthians]
- h. **Instant Adoration** [Carthians]
- i. **Iron Muscles** [Carthians]
- j. **Oculted Spirit** [Carthians]
- k. **Regeneration** [Carthians]
- l. **Rhino's Hide** [Carthians]
- m. **Shout** [Carthians]
- n. **Stalwart Heart** [Carthians]
- o. **Sudden Strength** [Carthians]
- 4. **Armor of Scars** [Immortal Sinners]
 - a. Not sanctioned in the Global chronicle.
- 5. **Butcher's Hook, Have a Look** [World of Darkness: Shadows of the UK, Mekhet: Shadows in the Night]
 - a. Reserved by the Master Storyteller.
- 6. **Cutting of the Strings, The** [Mekhet: Shadows in the Night]
 - a. Available to members of the Moirai shadow cult only.
- 7. **Dark Decree, The** [Immortal Sinners]
 - a. Not sanctioned in the Global chronicle.
- 8. **Destructive Might** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
- 9. **Devoted** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
- 10. **Drawing Upon the Mask** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
- 11. **Dressed to Impress** [New Wave Requiem]
 - a. The bonus provided by this devotion applies only to mundane social tests.
- 12. **Feed the Hungry Eyes** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
- 13. **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.
 - c. Creation of Fragrant Devotions during downtime require one full downtime action per Fragrant Devotion created.
 - d. Once created, Fragrant Devotions may be stored for a number of weeks equal to successes during creation; after this period has passed, the Fragrant Devotion is rendered inert.
- 14. **Hidden Agenda** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
- 15. **Husk** [Carthians]
 - a. This Devotion cannot be used in conjunction with the Swarm Mind Merit.
- 16. **I See You** [Nosferatu: The Beast That Haunts the Blood]
 - a. This Devotion costs 9XP.
- 17. **Indomitable Aura** [Bloodlines: The Hidden]
 - a. This Devotion does not hide the standard Aura Signifiers (p. 161 MET VtR). The gun-metal gray aura is in addition to the standard signifiers.
- 18. **Infallible Aim** [World of Darkness: Chicago]
 - a. Mid Approval.
- 19. **Languor's Denial** [Ancient Mysteries]
 - a. Reserved for the Office of the Master Storyteller.
- 20. **Leader of the Pack** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.

21. **Liar's Mark** [Immortal Sinners]
 - a. Not sanctioned in the Global chronicle.
22. **Loathsome Foe** [Nosferatu: The Beast That Haunts the Blood]
 - a. This duration of this Devotion is a number of turns equal to successes on the activation draw, not a full scene.
23. **Makeover** [Bloodlines: The Legendary]
 - a. Cost: 6 XP.
24. **Manteia** [Mekhet: Shadows in the Night]
 - a. Available to members of the Moirai shadow cult only.
25. **Memory Theft** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
26. **Mercurial Form** [Ancient Mysteries]
 - a. Not sanctioned in the Global chronicle.
27. **Messenger's Blessing** [Lords Over the Damned]
 - a. This Devotion may only be performed on an individual acting as a courier for the user.
28. **The Methusaleh Effect** [Mekhet: Shadows in the Night]
 - a. Available to members of the Moirai shadow cult only.
 - b. Cost: 45 XP.
 - c. This Devotion cannot have been used in the character's background.
29. **Mock Mind** [Bloodlines: The Legendary]
 - a. Cost: 21 XP.
30. **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).
31. **Ritual of Nourishment, The** [Mekhet: Shadows in the Night]
 - a. Reserved for the Office of the Master Storyteller.
32. **Shadow Heart** [Bloodlines: the Hidden]
 - a. The effect of this devotion is replaced with the following: a -3 penalty is imposed upon all attempts to stake the character; this penalty stacks with any other penalties imposed.
33. **Spirit Senses** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
34. **Swarm Communion** [Bloodlines: The Legendary]
 - a. Cost: 21 XP.
35. **Terrible Flesh** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
36. **Threefold Assault** [World of Darkness: Chicago]
 - a. Mid Approval.
37. **Timed Message** [Mekhet: Shadows in the Night]
 - a. Available to members of the Moirai shadow cult only.
38. **Unholy Skies** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
39. **Wretched Bite** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.

VIII. 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. Armory Reloaded (WW55208)**
- a. The optional Staking sidebar (p 163) is sanctioned, and has been adapted for use in the Camarilla Global Chronicle. The text of this rule as adapted can be found on the Gameplay Resources Wiki:
http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources
- 4. The Blood (WW25002)**
- a. Deepening the Blood (p 26), as a guideline for Blood Potency development.
 - b. Disintegration (p 88)
 - c. Toughness as Intimidation (p 90), at ST discretion.
 - d. Torpor from Age (p 92), as modified in section II.F.3. of this Addendum.
 - e. From Morality to Humanity (p 104). Note: this does not provide an XP refund.
 - f. Derangements (p 107). Note: The Withdrawl derangement should only be imposed upon a PC with player agreement.
 - g. Living on the Edge (p 115)
- 5. Carthians (WW25303)**
- a. Enhancing Status (p 202): Carthian artifacts, when approved at the requisite Top or Global level, give the status bonuses as outlined when it is widely known the character holds the artifact. For status stripping and other powers which may require status, unaltered status (without bonuses) must be taken into account. **The character must be physically in contact with the artifact for the bonus to apply; the bonus does not apply otherwise.**
- 6. Circle of the Crone (WW25305)**
- a. Blood of the Gods (p 41)
 - b. Quality of Work (p 79)
 - c. Achieving Natural Mindlessness (p 85)
 - d. Devotion or Depravity (p 86)
 - e. Underworlds and the Haven Merit (p 121)
 - f. Losing Crúac (p 194)
 - g. Acolytes are Wrong (p 201)
- 7. Damnation City (WW25306)**
- a. The mechanics described in Chapter 2 are optional and must be clearly stated in the approved Venue Style Sheet if used.
 - b. The Optional Flaw: Fealty (p 199) is *not* used in the sanctioned chronicle; Merits that have this flaw as a prerequisite may be purchased without it.
 - c. The system described under “Technology” in Chapter 3 for additional XP costs for certain skills is not used in the Camarilla chronicle.
 - d. The system of Influences and Primacy in Chapter 4 are not currently sanctioned.
 - e. Corvée (p 198). If a corvée is called in for blood, every 5 points of blood represents one victim. If 4 points are taken from a single victim in a week, this is considered a Humanity 8 sin for Intentional Injury. If 5 points are taken from a single victim within a week, this is considered a Humanity 3 sin for Pre-meditated Murder.
- 8. Lancea Sanctum (WW25001)**
- a. Apostolica (p 78-84)
- 9. New Wave Requiem (WW25320)**
- a. Glass and Chrome (p 26)
 - b. Thinner Masquerade (p 43)
- B. Places of Power**
- 1. **Necropoli** [Requiem for Rome]
 - a. Necropoli, their history and creation are reserved for the Office of the Master Storyteller.
 - 2. **Wyrms’ Nests** [Ordo Dracul]
 - a. Wyrms’ Nest approvals must note the Resonance.
 - b. Haunted nests with portals to the Underworld and Crucibles require High Approval.
- C. Canon NPCs and Creatures**
- 1. **Stirges** [Requiem for Rome]

- a. Reserved for the Office of the Master Storyteller.
- 2. **The Unholy** [Nomads]
 - a. The Unholy is a named character and requires Global Approval to use.
- 3. **Other Named Characters**
 - a. Global Approval to use.

D. Items

- 1. **Glass Armonium of Chantal Defay, The** [Mekhet: Shadows in the Dark]
 - a. Reserved for the Office of the Master Storyteller.
- 2. **Golden Mask, The** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.
- 3. **Wasp Factory, The** [Immortal Sinners]
 - a. Reserved for the Office of the Master Storyteller.

E. Other Rules

1. Feeding

- a. The supervising ST of the game where the PC is currently (i.e. normally the VST, unless convention / FGotM), determines starting vitae and feeding prior to the start of game, not the VST of the VSS the PC is attached to. Players are encouraged to consult Damnation City for innovative ways to increase their feeding chances.