

MES COMBINED MASQUERADE ADDENDUM

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This addendum is organized into the following sections:

- 0. **THE GOLDEN RULES:** A few basic rules to keep in mind at all times.
- I. **APPROVALS:** Basic rules on how approvals work.
- II. **CHARACTER CREATION**
- III. **CAMARILLA/ANARCH VENUE**
- IV. **SABBAT VENUE**
- V. **SYSTEMS:** The core rules systems used in the chronicle.
- VI. **ADDITIONAL BOOKS:** A listing of books or excerpts sanctioned universally for the chronicle.

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

This addendum provides the rules for the Mind's Eye Society's (MES) live-action Classic World of Darkness chronicle and provides a level playing-field throughout the organization. Storytellers are not permitted to change or ignore approval requirements or take more than reasonable leeway to bend the rules to develop stories. Rules from this supplement and sanctioned books must be particularly strictly observed when character death is a likely possibility. This addendum does not apply to the live-action New World of Darkness chronicle, the MES nWoD Combined: Accord venue, or the Werewolf the Apocalypse venue.

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0. THE GOLDEN RULES

- A. In all situations during a game session where there is a query relating to the rules and the interpretation and application thereof, the presiding ST's decision is considered to be correct. If a player disagrees with such a decision, they should wait until the game session has finished to raise their concerns to the ST. Alternatively they may lodge an appeal with the ST chain.
- B. The World of Darkness is a setting which deals with adult topics including, but not limited to, death, abduction, abuse and insanity. It is the responsibility of the player to notify the presiding ST if they become uncomfortable with any of the themes present in the game at any point.
- C. If you know that something is not the intent of the MES's interpretation of the books, departs drastically from common sense, or is otherwise wrong but appears to be technically possible due to vague wording or legal loophole, don't do it. Don't be that kind of player.
- D. The World of Darkness utilizes extremely disturbing themes. While characters can and do commit awful acts, this is never an excuse to traumatize a player. It is the responsibility of all storytellers and players to ask if the players of PCs targeted for inclusion in traumatic acts (e.g., sexual violence, human sacrifice, etc.) are comfortable participating and to offer options such as "fade to black" or alternate scene otherwise.
- E. Golden Rule Corollary - Any ST with current jurisdiction over your character (generally your normal ST chain or the ST of an event you are participating in) may deny entry into play or remove from their event any character they deem inappropriate for the games over which they have jurisdiction.

I. APPROVALS

A. How Approvals Work

- 1. All character sheets are Low Approval for creation and updating. Anything from sanctioned material that can be applied to a character sheet is Low Approval unless otherwise specified in this document.
- 2. All approvals in the database must have a complete character record, to include a background that may be presented as 10 bullet points (minimum) in a timeline fashion. The CCD or a narrative of no

less than 250 words may be substituted for a timeline-style background.

3. If a player is designing, building, or otherwise acquiring an item that is approval based for another character, it is the receiving character that submits the approval, citing the other character's efforts as justification.
- B. Grandfathering
1. If something listed as a specific approval or notification level in previous rules document has increased in approval requirement here, it will be "grandfathered" if already approved at the highest level of the approval or notification as of live date of the document, unless otherwise noted
 2. Items changed to Not Sanctioned are not grandfathered unless specifically stated otherwise.
 3. Storytellers reserve the right to review grandfathered items to determine if they are appropriate for their game.
- C. Member Clubs Without MES Approval Database Access - If a player is from a Member Club that does not use the approvals database they are responsible for confirmation of items requiring special approval when attending a game within the Mind's Eye Society. The confirmation (written or electronic) must be from the highest approval Storyteller for each item. This is in addition to any other Venue Style Sheet requirements at the game being visited.

II. CHARACTER CREATION

- A. The MES Masquerade chronicle utilizes the *Mind's Eye Theater: Vampire the Masquerade* book and associated [rules errata](#) and [FAQ](#) (By Night Studios, 2013), within a custom setting.
- B. Optional Rules are not used, unless otherwise specified in this document. Taking an item of any kind from a supplement or sourcebook other than MET:VtM rules book is not allowed.
- C. The MES Masquerade team maintains its own [FAQ document](#) of official and necessary rules calls and clarifications.
- D. The XP rules presented below replace and supersede wording from the official changes presented in the MES Universal Chronicle Addenda Appendix 0 for experience.
- E. **Characters**
1. Players are allowed two characters per Masquerade genre (C/A or Sabbat). These characters receive the following creation benefits, and are created per sanctioned material. These characters may not be of the same clan, and only one in each genre may be:
 - a. Of Elder Abiding Status (Camarilla genre) **no matter how it is acquired.**
 - b. **Or** of Generation 3-5 and active **and awake** as a vampire 300+ years (both genres)
 2. Members with multiple characters must design and play them in such a way to **avoid interaction.**
 3. Membership Class Experience Points
 - a. Primary PCs begin play with 30 xp, and add 6 XP per MC at creation. **This experience is considered "initial" xp.** (Example: At MC 5 a character receives 60 xp.)
 - b. In addition, Milestone awards are added as follows, during Stage Nine of Character Creation:
 - i. MC 3 - One new Background at 3 dots; alternatively, two new Backgrounds at 3 dots, if the PC has less than two dots in Generation i(.e. Ghoul or Neonate). This cannot be combined with creation points from Step Six of Character Creation for higher Background levels.
 - ii. MC 6 - One new Skill at 3 dots; alternately, two new Skills at 3 dots, if the PC has less than two dots in Generation.
 - iii. MC 9 - Levels 1 and 2 or Level 3 (if the character already has the first two levels) of a Common Discipline.
 - iv. MC 12 - Four Attribute dots to be divided among the character's Mental, Social, and Physical attributes. These dots may not exceed the character's maximums in those attributes. Characters who have reached their attribute maximum in all categories instead gain 3 xp per dot that could not be added.
 - v. MC 14 - Levels 1 and 2 or Level 3 if the character already has the first two levels) of a Common or Uncommon Discipline. **Buying this discipline to 3 becomes an exception to the rules for purchasing uncommon disciplines at character creation.**

F. Experience Point Earning

1. After entering play a character can earn a maximum of 10 XP per month (exceptions noted below). The Graduated XP Cap is not in place.
2. There is no limit to XP per game or downtime activity, but recommended ST awards are 6 xp per game (10 on AGR) and 4 xp per downtime activity (6 on AGR if qualified). VSTs are encouraged to set their own XP awards with these guidelines as standard minimums.
3. Unless otherwise stipulated in the Addendum, no trait can be purchased if doing so would impose an XP debt. Regardless whether a given trait has been earned in play or approved at the requisite level, the character must earn the required XP prior to purchase.
4. Once per month a Primary Storyteller may claim up to one full game's worth of XP on a character in each venue they oversee. Primary Storytellers may also provide this benefit to their assistants (e.g. an RST can award their ARST Sabbat one full game's worth of XP on one of the ARST's Sabbat characters).
5. **Character Creation Development Document:** By completing [this document](#), a player's VST may award 10 XP to the PC for whom it was completed. These experience points are treated the same as Member Class granted Experience Points.

G. Event XP

1. Event Experience points are awarded for special events that occur within the year. XP awarded for these events follow the standard game limits below, but have an additional award above and beyond the monthly cap.
2. The yearly cap on Event XP is 20 per calendar year. Each Event XP award should be tracked separately from monthly totals in the character's XP Log.
3. Events which can award Event XP are as follows:
 - a. Each region may host, with RST approval, twelve "Featured Games of the Month" per venue, per year. These events are typically hosted by a single domain. These events are worth 3 Event XP, above and beyond the normal game XP awards.
 - b. Regionally hosted conventions run through the MES NCA or NMM office are worth 4 Event XP.
 - c. Nationally hosted conventions run through the MES NCA or NMM office are worth 5 Event XP.
4. The US NST office may approve other Event XP awards separate from those mentioned above, such as First Night games, special proxies, surveys, etc. First Night events from June 2013 count as a FGotM, and only one per Region per PC is valid.
5. Special Event XP Awards apply to all PCs portrayed at the event, even multiple PCs by the same player. Per Convention Sponsorship/Registration, all PCs checked into/able to be played at a convention receive Event XP awards.
6. Storytellers for the Event may claim Event XP on their characters.
7. All awards prior to January 1, 2015, are updated and backdated to the above awards for all venues.

H. Experience Point Floor

1. At the beginning of each month, if a PC did not earn at least 3 XP the previous month from attending games and submitting downtimes, their earned XP for the previous month is set to 3 XP. If XP is backdated for that month, this is recalculated. New PCs start with 3 XP per month of chronicle, starting with May, 2013, per [this chart](#) [second tab]. **This is considered Earned Experience, teachers are required for out-of-clan disciplines purchased with this XP.**

I. Accelerated Growth Rate

1. Characters with less Earned XP than the chronicle maximum may earn up to double their standard monthly Earned XP limit (up to 20 XP) each calendar month, provided they attend at least one game and would have less than the earned chronicle maximum at the end of the month.
2. This higher Earned XP limit continues until the character catches up to the Chronicle's Earned XP maximum. A character may never have any more Earned XP than this chronicle maximum.
3. The Earned XP chronicle maximum is determined by calculating how much monthly Earned XP (game, downtime, and floor) is possible for a chronicle length PC (in play since May, 2013). The

table of Earned XP maximum per month can be [found here](#) [first tab].

J. Character Sanctioning and Records

1. The player's direct Storyteller must approve all their characters for that particular venue.
 - a. In order to place an existing PC on a different VSS, you must have documented permission from the requisite officers, per the current MES Membership Handbook.
 - b. To place a new PC on a non-local VSS, you only need the approval of the VST of the VSS.
2. Any time there is a discrepancy between the player's copy and the copy on record, the Storyteller's copy is considered accurate.
3. A complete character record includes:
 - a. Character sheet
 - b. Verification of any special approvals
 - c. Experience point log.
4. The experience point log must include:
 - a. How starting dots were spent at creation
 - b. How XP was spent afterwards, including specific items purchased
 - c. A list of games attended and XP awards from any source.
 - d. All XP awards and expenditures must be dated.

K. Character Sheet Rewrites

1. A player is allowed one rewrite per character at Low Approval within the first 4 months of the character being in play. This rewrite does not allow a change to clan or generation, but does allow a rewrite of all other traits, including removing or adding a bloodline on a standard clan. A rewrite following the 4 month period is set at High Approval for the first rewrite, Top Approval for any after, and must follow the above guidelines.
2. A Mid Approval is required for a rewrite to make a character game legal after an error has been made, beyond the standard rewrite phase.

L. Retirement

1. A player can choose to retire a character.
2. Once retired, the character becomes an NPC under the control of the player's direct Storyteller (or the temporary supervision of the supervising Storyteller of a particular game or convention).
3. The character's activities are then limited to resolving unfinished business with other player characters or story elements, unless both the player and the Storyteller have agreed the character can become a recurring NPC. Retired characters that held High or Top Approval In-Character Authority are under the control of the approving office.
4. Conflict of Interest: In the event of a character death or retirement, a player is required to create the new character in such a way that it is instantly and easily recognizable that the new character is not the same as the old. The player must work to minimize any awareness or benefits to the new character caused by the existence of the previous character.
5. Returning a retired PC to play is High Approval.

M. Character History

1. The players of characters whose histories include being a noteworthy figure in mortal or supernatural affairs in an area, being tied into that area's published IC events/history, interacting with the area's local supernatural population (e.g. attending court meetings, gatherings, etc.), or who resided in an area, must gain the approval of the presiding storyteller for that area. For histories that have an impact outside of a character's home nation but within a different Member Club, the approval of that club's NST must also be gained. For Global Dark Places on the Map, approval can be gained through the [Global Historical Background Registry](#).
2. Players should create well-researched background with tie-ins with other player characters.
3. Player characters cannot genuinely have been major historical figures or fictional characters.
4. Any character concept that creates powerful emotional reactions and whose victims are still potentially alive in the real world cannot be portrayed. For example, Mongols, whose victims are long dead, may be portrayed. Nazis and terrorists, however, cannot.
 - a. Storytellers are strongly encouraged to deny any backgrounds that may lead to conflict with real world authorities or civic organizations.

- b. Any references to real world terrorist organizations in emails or other communications must include a clear disclaimer that the communication is a prop for entertainment.
- 5. Players must create backgrounds for their characters that conform with the sanctioned chronicle history of an area, or be subject to de-sanctioning.
- 6. Players must not create backgrounds for their characters that are overtly offensive or abusive, or be subject to de-sanctioning.
- 7. Do not use names from current or prior White Wolf works or other copyrighted fiction (White Wolf or non-White Wolf).
- 8. Supernatural Backgrounds: Backgrounds which involve significant interaction with another supernatural type (a Kindred that was part of the Order of Hermes as a mortal, or a Gangrel that spends time with werewolves) are not sanctioned. As an exception to this rule, interaction with ghosts (without involvement in wraith culture) is Low Approval.

III. Camarilla/Anarch Venue

A. Setting Specific Alterations and Sanctioned Materials

- 1. The MES Camarilla/Anarch chronicle makes use of the original White Wolf printed source material for its setting with customized changes [found here](#).
 - a. Default to Revised V:TM for settings issues when the various versions (V20, Revised, Non-Revised, and MET:VtM) conflict and are absent from custom setting material.
 - b. The settings presented in MET:VtM, Dirty Secrets of the Black Hand, Encyclopedia Vampirica, Kindred of the East, Ebony Kingdom, and works of World of Darkness fiction are selectively used for the Camarilla/Anarch chronicle. If you have questions regarding a specific aspect of source material, please contact your Storyteller chain.

2.

B. Age Setting

- 1. Currently or Embraced Under age 18: High Approval
- 2. Generation 0 to 1 born before 1700: High Approval
- 3. Generation 2 born before 1500: High Approval
- 4. Generation 3-5 active as a Vampire 300+ years: High Approval
- 5. Maximum Age for PCs: no more than 1000 years from mortal birth to current day
- 6. Clan Specific Age Limitations
 - a. Cappadocian (Samedi): May not have been embraced before 1750 CE
 - b. Daughters of Cacophony: May not have been embraced before 1700 CE
 - c. Gangrel (Coyote): May not have been embraced before 1750 CE
 - d. Gargoyle: Must not have been embraced or created before 1200 CE
 - e. Toreador (Ishtarri): May not have joined the Camarilla before 1985 CE
 - f. Toreador (Volgirre): Must have been Sabbat before 2008 CE

C. Generation Approvals

- 1. Generation 0 to 4: Low Approval
- 2. Generation 5: Top Approval (Available only through diablerie, not at Creation)
- 3. Methuselah Generation: Top Approval for NPCs, Not Available Otherwise

D. Clan and Bloodline Rarity

- 1. Below are the rarity spread of Clans and Bloodlines for the MES Camarilla/Anarch Chronicle. Each is listed as (Type)/Approval Level [Total Merit Cost for rarity].
- 2. Common Clans/Low Approval [0 merit points]: Brujah, Caitiff, Gangrel, Malkavian (Common/Knight of the Moon), Nosferatu, Toreador, Tremere, Ventrue
- 3. Uncommon Clans/Low Approval [2 merit points]: Assamite (Standard/Vizier), Followers of Set, Gangrel (Coyote/Noiad), Giovanni, Malkavian (Ananke), Ravnos, Toreador (Ishtarri/Volgirre), Tremere (Telyav), Ventrue (Crusader)
- 4. Rare Clans/High Approval [4 merit points]: Cappadocian (Samedi), Daughters of Cacophony/Sons of Discord, Followers of Set (Tlacique/Viper) Gargoyles, Ravnos (Brahman)

5. Rare Clans/Top Approval [4 merit points]: Lasombra, Tzimisce (Carpathian)
 6. Restricted Clans/Top Approval [6 merit points]: Assamite (Sorcerer), Giovanni (Premascine)
 7. Reserved for NST: Baali, Brujah (Sages/True Brujah), Cappadocians (Non-Samedi), Gangrel (Ahrimanes), Gargoyle (Slave), Lasombra (Kiasyd), Salubri, Tzimisce (Non-Carpathian)
- E. Sect Affiliation**
1. Anarchs: No approval or merit is required to **enter play** as an Anarch (unless otherwise noted). Anarchs follow the rules in chapter 11 as opposed to the Camarilla rules listed in chapter 9, and may purchase the Anarch Setting-specific merits and flaws. Anarchs follow the same clan/bloodline rarity listed above.
 - a. Anarch Tremere: High Approval
 - b. **The Anarch Merits Old Dog and Elder of the Revolution are Creation Only Merits, and thus require a Top Approval Re-Write to apply to a PC after creation.**
 2. Sabbat:
 - a. Current Sabbat: This is a 4 point Top Approval **Rarity** merit for PCs. These PCs may not take Camarilla specific mechanics, but may take Sabbat specific mechanics from Chapter 10. **Current Sabbat follow the same clan/bloodline rarity listed below in the Sabbat section.**
 - i. Tremere: After having taken part in the vaulderie, Tremere are immediately identifiable via the Mark of the Betrayer to other Tremere
 - b. Former Sabbat: This is a High Approval (**low approval for Anarch PC's**). Former sect members may not take Sabbat specific mechanics and are not granted inherent knowledge of their former sect.
- F. In Character Authority**
1. Elder Abiding Status: Attained by Generation 3-5 and living and awake for 300 years as a Vampire, Generation 3-5 under 300 years with Machiavellian Prodigy, or Generation 2 with Machiavellian Prodigy. **High Approval.**
 - a. Regional Authority: Holding a regional sect or clan post (such as Tremere Lord, Toreador Council of Petals, Ventrue Strategoi, etc.) either currently or in a character's background requires High Approval.
 2. National/Global Authority: Holding a National or Global Sect or clan post (such as Archon, Giovanni Consulte/Dirigente, Tremere Pontifex, etc.) requires Top Approval.
 3. Tremere Clan Ranks
 - a. Entering play as a Regent requires approval from the area's Lord. A character may not enter play above Regent of the 4th.
 - b. Multiple appointed Regents on the same VSS are High approval; typically, this should reflect either having more than seven apprentices, or a non-city based position holder in the Hierarchy on the VSS. This is not available at character creation to new PCs.
 - c. Astor: Top Approval.
 - d. Rogue Tremere: Top Approval (**Top notification of occurring in play via Clan Leadership**)
 4. Internal Organizations
 - a. Assamite: Membership in the Web of Knives is Top Approval.
 - b. Malkavian: Membership in the Ministry of Love, Praetorians, or Society of Anatole is Top Approval
 5. NST Supported Gehenna Cult: Top Approval with invitation of the NST Staff.

IV. Sabbat Chronicle

A. Setting Specific Alterations and Sanctioned Materials

1. The MES Sabbat chronicle makes use of the original White Wolf printed source material as its roleplay setting, defaulting to MET:VtM when the various versions (V20, Revised, Non-Revised, and MET:VtM) conflict.
 - a. The settings presented in MET:VtM, Dirty Secrets of the Black Hand, Encyclopedia Vampirica, Kindred of the East, Ebony Kingdom, and works of World of Darkness fiction are selectively used for the Sabbat chronicle. If you have questions regarding a specific aspect of source material, please contact your Storyteller chain.

- a. Spent Willpower (other than spent for teaching disciplines), refreshes at the start of a game session. Willpower in downtime refreshes as noted in MET:VtM, or at the rate of 1 point per night of rest.

B. Backgrounds

1. Any background that involves authority higher than the local level requires approval at the level of authority it grants (example: Federal allies requires Top Approval).
2. Alternate Identity:
 - a. An identity which is a different sect, clan, or Social Class than the actual PC: High Approval.]
 - b. An identity in which the sect or clan is currently not sanctioned for PCs: Top Approval
 - c. A character must possess a means of changing their appearance to fit the alternate identity if it covers infiltration. Players utilizing these identities must be clearly different in appearance and costuming.
3. Fame
 - a. Fame 1-2: Low Approval, Fame 2 is within a whole VSS
 - b. Fame 3-4: High Approval
 - c. Fame 5: Top Approval
 - d. Fame must originate within the character's home VSS.
4. Haven: A haven may only be purchased by a single character. A character may purchase multiple havens.
5. Influences
 - a. Espionage, Military, Law Enforcement above the local level, and Federal Government Specializations: Reserved for the NST Office
 - b. Use of influences at a Regional Level: High Approval
 - c. Ignore the Generation background when calculating the effects of Indirect Influence Attacks.
 - d. Use of influence requires a character to be present in the targeted VSS
 - e. Indirect Influence attacks (per VtM:MET pg. 512) is determined by the levels of influence used for each action spent.
 - i. For example, Fred Ventrue possesses Elite Influence level 5. He spends two actions to indirectly attack Bob Brujah and has a relevant specialty. Bob Brujah is thus attacked by twelve levels of influence, for a loss of six background dots if unopposed.
 - f. The Block Action can be set to hinder all of the general influence actions described on VtM:MET pg. 512, including Indirect Influence Attacks against a specific individual.
 - i. In the above example, had Bob Brujah spent two actions to block Elite attack against himself, both of Fred Ventrue's actions would have been negated and he would not lose access to backgrounds.
 - ii. Blocks affect each attempted attack. I.E. With a level 2 block, it takes 3 actions spent to gain the results of 1 action, 6 actions spent to gain the result of 2 actions, etc.
6. All **ghoul** retainers may only have in-clan discipline specializations, appropriate to their **regnant** (Szlachta are an exception to this, as noted in the merit). Mortal retainers may not have a discipline specialization.

C. Disciplines

1. Discipline Rarity
 - a. Common Disciplines: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence.
 - b. Uncommon Disciplines: Protean, Dementation, Serpentinus, and Quietus.
 - c. Rare Disciplines: Any not mentioned.
2. Learning Powers
 - a. NPCs may teach disciplines at Top Approval.
 - b. When teaching a discipline, the teacher must immediately log the Willpower expenditure

with their supervising storyteller. Additionally, the teacher must note the date of instruction in her experience log.

- c. The optional rule for teaching Rare disciplines (found on page 113 of the *MET: Vampire the Masquerade* rules book) is used in the MES chronicle. It requires 2 downtime actions to learn a Rare discipline and requires three games or two months (whichever is longer) to pass before the Willpower spent to teach a level of a Rare discipline returns.
- d. Disciplines and powers made available with Merits or those provided by MC Milestones are an exception to the character creation Discipline limits.
- e. Once a character enters play, she may learn out-of-clan disciplines (under normal procedures and teaching guidelines) at the following approval levels:
 - i. Common/Uncommon Disciplines: Low Approval
 - ii. Rare Disciplines: High Approval
 - iii. The exception to this is an established pack in Sabbat. Packmates can teach all disciplines within the pack at Low Approval and all disciplines are considered Common for the purposes of willpower spends and downtimes.

3. Power Range

- a. Disciplines which allow the user to travel outside her physical body (such as Possession, Psychic Projection, Subsume the Spirit, etc.) cease to function if the user leaves the VSS where her physical body is located. If used outside of a VSS (such as a proxy situation), the range of this power is approximately fifty miles.
- b. Disciplines which allow the user to affect other people or locations from afar (such as Mirror Walk, Phantom Speaker, Summon, etc.) fail if the target is not within the same VSS as the user. Outside of a VSS (such as in a proxy situation), the range of these powers is approximately fifty miles.
- c. Disciplines which allow a user to perceive or communicate with other people or locations from afar (such as Clairvoyance or Scry), may be used on a target outside the user's VSS. The ST of the targeted character's current location (VSS) adjudicates the results.

4. Discipline Alterations

- a. Celerity: In addition to the restrictions listed for individual powers, Celerity only applies to a ranged attack if the target defends with a physical test pool.
- b. Dementation
 - i. Deny: When Deny is used to ignore a ranged weapon, it also ignores the any projectiles the item fires.
- c. Obfuscate
 - i. Unseen Presence: This power is not broken by the use of Majesty.
- d. Thaumaturgy
 - i. The following powers are considered Mental vs. Physical challenges, where the attacker's Thaumaturgy pool (Mental Traits + Occult Skill + Wild Card) is resisted by the defender's Dodge Pool (Physical Traits + Dodge Skill + Wild Card): Flame Bolt, Pillar of Fire, Engulf, Firestorm, Force Bolt, Control, Gale, and Lightning
 - ii. Lure of Flames - Pillar of Flame: Characters targeted with this power do not suffer the area of effect damage on the Everyman in which they are targeted. The focus for Pillar of Flame does apply when characters are targeted with it.
 - iii. Thaumaturgy Rituals - Blood Mastery: Exceptional successes cannot be caused by this power.

D. Merits and Flaws

1. Anarch Merits and Flaws

- a. Dhampir: Dhampirs may only choose from common disciplines or from those available to Caitiff under the "Vestiges of Greatness" merit for their seven points of disciplines (which cannot exceed the third level). Dhampirs may only be born from the coupling of a vampire with the "Thin Blooded" flaw and a human.

2. Camarilla Merits and Flaws

- a. Forgiven Diablerie: This flaw requires Top Approval, and the writ must be authorized by a

If your Lore pool is equal to or higher than the difficult rating listed you know the piece of knowledge with the following clarifications:

- i. Possessing a Lore Specialization gains you a +5 Wild Card
 - ii. A character, regardless of his Lore Pool total, may only possess Challenging (level 4) and Epic (level 5) knowledge if they possess a specialization in the named, standardized area.
 - iii. Items may grant specialties for discerning specific pieces of esoteric knowledge. Such items require Top Approval.
 - iv. Some lore requires Top Approval for Epic level knowledge. See the MES Lore Document for details.
 - b. Characters may have lore specializations in non-standard lore items, which function as per the book writeup on the Lore skill.
 2. Performance: Use of this skill to increase Fame dots to a temporary rating can only be done three times per year, save for special proxies or events (Such as conventions). The player performing these downtimes must also log them with storyteller who represents the normal approval for that level of fame (example: the RST and/or aRST for Fame 4). If utilized for a convention or special event, this can be approved by the convention or proxy lead.
- F. Status
1. All status clarifications and rules not found in the official MES FAQ can be found in the [MES Masquerade Status Guide](#).
- G. Other Clarifications
1. Blood Bonds: When a kindred ingests vampiric blood, he is immediately aware of its nature due to the distinct taste.
 2. Conclaves:
 - a. Regional Conclaves: High Approval
 - b. National Conclaves: Top Approval
 3. Diablerie:
 - a. Diablerie of PCs who have been in play for fewer than six months grants no points of Generation.
 - b. Characters must spend the XP required to gain the new Generation, otherwise the diablerie fails and the soul escapes.
 4. Embrace: Attempts to Embrace another supernatural creature automatically fail, resulting in that individual's death.
 5. Fair Escape: This functions as per the rules on pg. 277 of MET:VtM. **Fair escape is always subject to VST discretion dependent upon the realities of the scene. There is no such thing as an "automatic fair escape." So, even if you are not subject to an attack during a round, if your possible actions would not enable you to leave the scene without further harm (you're grappled, in a locked room, in range of gunfire, etc), the VST may deny the fair escape action.** Remember once a scene is Fair Escaped the character is locked from returning to that scene.
 6. Golconda: Achieving Golconda, or any step toward it after taking the Golconda Seeker merit, requires Top Approval.

VI. Non-Player Characters

A. NPC Approval Guidelines

1. Canon NPCs: Global Approval.
 - a. Canon NPCs are checked out of the GSL office by requisite NSTs.
 - b. Interaction with Canon NPCs in background (including sired by or via Prestigious Sire merit) also requires this approval.
2. General NPCs
 - a. **Full Sheet NPC's may be created using the guidelines in the book for supernatural Stock NPC's and the standard Character Creation rules.**
 - b. High Approval: Arcanum, Fey, Hunters with Truth Faith, Mages.
 - c. Top Approval: Blood Brothers, Demons, Harbingers of Skull [Camarilla venue only]

Lhiannon, Nagaraja, Project Twilight, Clans/Bloodlines not sanctioned for PCs in their respective venue (Except non-Carpathian Tzimisce which are low approval NPC's for the C/A Venue)

3. Positional NPCs
 - a. High Approval: Archbishops, Black Hand, Inquisition, Servires, Regional Clan Officers (Tremere Lords, etc.)
 - b. Top Approval: Alastors, Archons, Astors, Cardinals, Justicars, Pontifex, Prisci, Templars to the Regent.
- B. NPC Creation Guidelines
 1. NPC Experience:
 - a. Low Approval: Chronicle XP + 300
 - b. High Approval: Chronicle XP + 400
 - c. Top Approval: No Limit
 2. Rarity Merits: NPCs do not pay merit points (rarity or otherwise), for Clan, Bloodline, Organization (such as Inquisition) or Path.