This addendum is organized into the following sections:

I. ERRATA AND ADDITIONAL BOOKS: A listing of errata and books specifically sanctioned for this venue.
II. CHARACTERS: Basic rules for Requiem Characters.
III. CLANS: Rules pertaining to the various vampiric Clans.
IV. ORGANIZATIONS: Rules pertaining to the various vampiric organizations.
V. MERITS: Rules pertaining to Requiem-specific Merits.
VI. BLOODLINES: Rules pertaining to vampiric Bloodlines.
VII. DISCIPLINES, DEVOTIONS AND RITUALS: Rules pertaining to various vampiric powers.
VIII. STORYTELLER RULES AND CLARIFICATIONS: Optional rules and other settings information

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

I. ERRATA AND ADDITIONAL BOOKS

A. Ancient Bloodlines (WW25312)
   1. Any Discipline, Devotion, or Ritual listed under a bloodline entry is only available to members of that bloodline. All non-bloodline related mechanics are reserved for use by the NST.
   2. Extra mechanics found within are not sanctioned unless specifically mentioned in the addendum.

B. Ancient Mysteries (WW25311)
   1. The history and settings found within are not necessarily those of the chronicle.

C. Belial's Brood (WW25111)

D. The Blood (WW25002)
   1. Character knowledge from this book may be known by any character in the Requiem venue without a special approval.
   2. The following rules are specifically not in play:
      a. Age-Induced Torpor (pg. 92)
      b. Repeated Specialties (pg. 22)
      c. The Sanctity of Merits (pg. 29)
      d. The Stench of Foreigners (pg. 78)
      e. Dreaming in Death (pg. 93): Mechanics are not sanctioned, but descriptions of different torpors are valid.
      f. Optional Virtue/Vice Mechanic (pg. 103)
      g. Death Wish (pg. 125)

E. Bloodlines: The Chosen (WW25104)

F. Bloodlines: The Hidden (WW25102)
   1. Errata for Bloodlines: The Hidden, available on the White Wolf website, is sanctioned.

G. Bloodlines: The Legendary (WW25103)

H. Carthians (WW25303)

I. Circle of the Crone (WW25305)

J. Coteries (WW25100)

K. Daeva: Kiss of the Succubus (WW25115)

L. Damnation City (WW25306)
   1. Mechanics presented in this book are optional. A storyteller can use them to define the local city if they wish, as long as it is noted in the VSS upon approval.

M. Danse Macabre (WW25314)
1. The societies and mechanics presented in this book are not sanctioned unless specifically listed in this addendum.

N. Fall of the Camarilla (WW25307)
   1. Mechanics from this book are not sanctioned for play within the Chronicle unless otherwise stated in this addendum.

O. Gangrel: Savage and Macabre (WW25116)

P. Ghouls (WW25110)

Q. Invictus (WW25121)

R. Invite Only (WW25315)
   1. Though sanctioned for play, the history and settings in the book are not necessarily those of the chronicle.
   2. The Appendix: Barbed Words is Not Sanctioned.

S. Lancea Sanctum (WW25001)

T. Mekhet: Shadows in the Dark (WW25117)

U. Mythologies (WW25304)
   1. This book presents legends that may or may not be true in the chronicle. While the stories are known to Kindred, the actual societies and new traits presented are reserved for the use by the NST.
   2. The mechanic for Sin-Eating (p 55) is replaced with the Sin-Eater Merit (p 58).

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

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

X. Night Horrors: Immortal Sinners (WW25308)
   1. The history and setting of this book are not necessarily those of the chronicle.
   2. All NPCs are reserved for use of the NST’s office.
   3. Mechanics presented in this book are not sanctioned for unless otherwise noted in this addendum.

Y. Night Horrors: Wicked Dead (WW25313)
   1. Sanctioned for NPC use only except as listed otherwise in this Addendum.
   2. Baykosh [Night Horrors: The Wicked Dead]: Top Approval NPC
   3. Dampyr and everything released to Dampyr (e.g. rituals): Not Sanctioned.
   4. The Rizzetti Apparatus [Night Horrors: The Wicked Dead]: High Approval
   5. Stirges/Strix:
      a. Top Approval as NPCs.
      b. Occult Specialization in Strix: Top Approval. Learned only through relevant National plotkits. Cannot be taught by PCs.

Z. Nomads (WW25101)

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

BB. Ordo Dracul (WW25120)

CC. 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 sanctioned chronicle.

DD. Requiem for Rome (WW25140)
   1. Mechanics from this book are not sanctioned unless otherwise noted in this addendum.

EE. Rites of the Dragon (WW25300)

FF. The Testament of Longinus (WW22007)

GG. Ventrue: Lords Over the Damned (WW25112)

HH. VII (WW25301)

II. Vampire: the Requiem (WW25000)
   1. This book is used for flavor material and the bloodlines not covered by Mind’s Eye Theatre: The Requiem.

II. CHARACTERS
A. Background
   1. Longevity
      a. Existed before 1875 AD: Mid Approval
      b. Existed before 1775: High Approval
      c. Existed before 1600 AD: Top Approval
   2. Youth
      a. Embraced or became a Ghoul prior to age 3: Not sanctioned (Mid for NPCs)
      b. Embraced or became a Ghoul prior to age 18: 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. Historic Knowledge
      a. IC Knowledge from the setting presented in Requiem for Rome and Fall of the Camarilla: Available through interactions with National level NPCs and plotkits only.

B. Character Types
   1. Ghouls
      a. Approvals
         i. Possessing vampire Merits: High Approval (Low Approval for NPCs)
         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.). 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: Mid Approval
   2. Draugr [Wicked Dead]
      a. Draugr: Not Sanctioned as PCs (Low Approval as NPCs)
         i. The rules for Draugr can be found in Night Horrors: Wicked Dead. The rules presented in the Gangrel Clanbook are not used.
      b. Non-draugr childe of a draugr: Low Approval.

C. Embrace
   1. Willpower Cost for In-Game Embrace
      a. Embracing a New Player’s Character (4 months or less in venue): 1 temporary Willpower point.
      b. Embracing an Experienced Player’s Character (more than 4 months in venue): 1 permanent Willpower dot, which returns without XP cost after six months.
      c. Embracing an NPC: standard rules apply (i.e., 1 permanent Willpower dot).
      d. The vampire spending the WP for the embrace must be the same person providing their own vitae to the victim.

D. Blood Potency
   1. Physical augmentation with Vitae is limited. When a character spends vitae to add to physical test pools the applied bonus from those Vitae can be no higher than the natural unmodified Attribute or +5, whichever is higher. Physical augmentation from Vitae to increase physical test pools counts towards the +/- 10 modifier limit.
   2. Player characters who must feed from vampires must feed from other player characters (not storyteller characters or other mechanisms).
   3. Vinculum:
      a. A Regent/Thrall relationship exists only after the third step of a vinculum is in place.
      b. Lesser vinculums (i.e. one-step and two-step) are not considered violations of free will for the purposes of Blood Oaths and/or other powers, vampiric or otherwise.
c. Any character whose regnant becomes inactive (though retirement, permanent staking, etc.) has any previously established vinculum end a year after the last taste.

4. **Blood Potency ●●●●● ●●+: Top Approval**

E. **Humanity**
   1. Golconda
      a. Making steps toward Golconda: Top Approval
      b. Achieving Golconda: Top Approval

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

G. **Torpor**
   In order to accommodate the real-time environment of the 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. 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.)

### III. CLANS

A. **All**
   1. Clan Origins [various]
      a. Occult Specializations in Clan Origins must be learned in-game from National level plotkits.

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

C. **Gangrel**
   1. The Red Surrender [Gangrel: Savage and Macabre]
      a. All bonuses listed under “Gifts from the Beast” remain at +1 until the fifth consecutive night, whereupon they become +2 bonuses. These bonuses do not exceed +2.
      b. All penalties listed under “The Beast Taketh Away” remain at -1 until the fifth consecutive night, whereupon they become -2 penalties. These penalties do not exceed -2.
   2. A Rumor of Defiance [Gangrel: Savage and Macabre]: Low approval, using the same rules as Red Surrender above.

D. **Julii**
   1. This clan is not available to PCs.

E. **Mekhet**
   1. The Hollow [Mekhet: Shadows in the Dark]: Mid Approval
      a. Strike the phrase ‘magnifying glass’ from the description. Translucent and Transparent substances (e.g. windows, glasses, plastic sheets) do not interfere with the perception of Hollow Mekhet. Remember that the restriction on reflection and recording a Hollow also applies to the Hollow's voice, making many modern communication mechanisms (e.g. telephones) ineffective for Hollow.
   2. The Mekhet’s Reflection [Mekhet: Shadows in the Dark]
      a. VSTs and higher are allowed to use the Mekhet's Reflection as a plot device: this plot device should only be used as a disadvantage, and be about as inconvenient as receiving an extra level of aggravated damage from fire or sunlight. Players may not direct a course of action for their character's shadow, but may consult with the ST on
options.

3. The Post-Mortem Embrace [Mekhet: Shadows in the Dark]: High Approval

F. Nosferatu

1. Flaws Blooming Like Grave Blossoms [Nosferatu: The Beast That Haunts the Blood]
   a. Characters do not need to take a flaw via this system; it is optional for use at the agreement of the player and VST.
   b. The bonus/penalty for flaws is as follows:
      i. Blood Potency ●● to ●●●●●: +1/-1
      ii. Blood Potency ●●●●● ●+: +2/-2
   c. Flaws are considered part of the +/-10 modifier of a pool.
   d. Flaws not listed are not currently sanctioned.
   e. Only one Flaw may give a mechanical benefit.

G. Ventrue

1. The Malkavian Curse [Ventrue: Lords over the Damned]
   a. Malkavia is reserved for use by the NST.

IV. Organizations

A. Covenants

1. Belial’s Brood
   a. PCs: Not Sanctioned.
   b. NPCs: Low Approval; refer to the Belial’s Brood covenant book for guidelines on use.
   c. Occult Speciality (Belial’s Brood): Top Approval, and must be learned via National level plotkit. Cannot be taught by PCs.

2. The Carthian Movement
   a. Carthian Law [Carthians]: Not Sanctioned currently

3. The Circle of the Crone
   a. Titles [Circle of the Crone]
      i. Rex Nemorensis: High Approval

4. The Invictus
   a. Dynastic Houses [Invictus]
      i. The historic Houses presented are examples only, not intended for player character membership.
      ii. Members of historic Houses are considered unique characters, under the control of the National Storyteller.
      iii. A character may be a member of no more than one Dynastic House at a time.
   b. Dynastic Treasures [Invictus]
      i. Knowledge of methods of creation: High Approval
      ii. Creation and/or use with listed mechanics in sanctioned material: High Approval

5. The Lancea Sanctum
   a. Titles [Lancea Sanctum]
      i. Archbishop: Mid Approval, requires at least 4 covenant status.
      ii. Cardinal: High Approval, requires at least 5 covenant status.
      iii. Saint: Top Approval, requires at least 5 covenant status.

6. The Ordo Dracul
   a. Titles [Ordo Dracul]
      i. Dragon Knight: Mid Approval
      ii. Grandmaster: High Approval
      iii. Master of the Dying Light: Mid Approval; application must demonstrate that the character has undergone the testing detailed in Ordo Dracul pg. 64.
      iv. Oracle: High Approval
      v. Provost: High Approval
      vi. Twilight Judge: High Approval
   b. Rites of the Dragon
i. All members of the Ordo Dracul are aware of this book’s contents and internal rankings and orders; all other characters require High Approval to be familiar with its contents, have access to copies, or know of internal Ordo Dracul systems.

c. Factions
   i. Sworn of the Ladder [Ordo Dracul]: Mid Approval.
   ii. Sworn of the Locust [Ordo Dracul]: Mid Approval.

d. Mystic Extrapolation [Ordo Dracul]: Low Approval for Ordo Dracul characters (unavailable otherwise unless noted)
   i. The Ordo Dracul have mastered the ability to detect and map ley lines, Wyrm’s Nests, and other places of power. Thus this mechanics from Ordo Dracul pg 42 is sanctioned for their use only. While they cannot see Ley Lines and Nests, they are able to locate and map them with ease as long as they possess the appropriate noted specialties.

7. VII
   a. Use of VII NPCs: Only can be used via relevant plotkit, not available otherwise.
   b. Player characters may not be current or former members of the VII or possess any of their powers.
   c. Occult Specialty (VII): Top Approval, and must be learned via National level plotkit. Cannot be taught by PCs.

8. Other Kindred Organizations
   a. Pseudo-Covenants [Danse Macabre]: Reserved for the Office of NST.
   b. Wings of the Camarilla [Requiem for Rome]: Although a character with a suitable age application may have once been a member of one of the Wings of the Camarilla, no mechanical benefits may be derived from that in modern nights.

B. Conspiracies
   1. Creating a new national level Conspiracy: Top Approval
   2. Joining an already created Conspiracy: Low Approval
   3. Conspiracies from Danse Macabre: Not Sanctioned

C. Shadow Cults
   1. Custom Shadow Cults
      a. See Shadow Cult Creation Guide.
   2. The Followers of Seth: Mid Approval
      a. The free Occult Specialization gained with Shadow Initiation cannot be used for Spirits or any other specialization that requires special approval. The suggestions in the book should be primary choices.
   3. The Moirai: Mid Approval
      a. Daeva can join the Moirai and receive Auspex at x6 cost.
   4. The Moulding Room: Mid Approval
      a. Daeva can join this cult and receive Auspex at x6 cost.
      b. The discipline gained at the third dot of shadow initiation is a x6 cost, not x5.
      c. This shadow cult is not considered to be a Hunter Compact.
   6. Samhara: Not Sanctioned for PCs (Top Approval for NPCs)
   7. Society of Cyprian: Not Sanctioned for PCs (High Approval for Morbus NPCs)

V. MERITS
   A. Merits Affected by the Addendum
      1. Bugman Network Membership [Immortal Sinners]: Reserved by NST
      2. Carthian Lawyer [Carthians]:
         a. For characters with Covenant Status: Carthians: High Approval (Low Approval for NPCs)
         b. For characters without Covenant Status: Carthians: Not Available
3. **Cacophony Listener [Daeva: Kiss of the Succubus]**: This merit has no associated dots or XP cost. It represents a Daeva based gossip chain that will be available as an email list, seeded with rumors by the US NST staff.

4. **Cadence**
   - A zero-cost merit that is recommended by storytellers as character actions and goals fall in line with Kindred society.
   - **Approval Level:**
     - i. ● to ●●: Low Approval
     - ii. ●●●: Mid Approval
     - iii. ●●●●: High Approval
     - iv. ●●●●●: Top Approval
   - **Prerequisites:**
     - i. Cadence ●: Do not consciously take action that most of Kindred society decries
     - ii. Cadence ●●: City Status 2+
     - iii. Cadence ●●●: City Status 3+ and Status 4+ in a Clan or Covenant
     - iv. Cadence ●●●●: Status 5 in a City, Clan or Covenant, or Status 4+ in a Conspiracy
     - v. Cadence ●●●●●: Status 5 in at least two of these three: City, Clan, Covenant, or Status 5 in a Conspiracy (Maximum of 250 characters, nationwide, hard cap)
     - vi. All prerequisites are additive; to hold Cadence 4, for example, the character must meet all the prerequisites for all lower levels of Cadence
   - **Benefits**
     - i. Cadence 1: The character gains a dot of Allies. This Ally is a normal human being, not wholly controlled by the kindred (use standard Allies mechanics). This Ally, in addition to its normal role, serves as a link to humanity in some manner. The specifics are left to the player and VST, but the Ally should help the PC keep in mind that the kindred world is not the entire world and keep the kindred invested in mortal events to some degree. This Allies merit can be increased with xp (only the first dot is free).
     - ii. Cadence 2: Who's who – The character may employ the "Who's who" effect once per game to determine the name and Status (City, Clan, Covenant and Conspiracy) of any PC they can physically see, even one not of their own groups. This is limited to those in the same location, representing the whispers in a room when a character enters.
     - iii. Cadence 3: Mortal support. The PC receives unspecified connections that provide additional downtime actions equal to (Cadence-2); i.e., one additional action at Cadence 3, two at 4, and three at 5.
     - iv. Cadence 4: Tracking actions. The Cadence 4+ character can track the non-personal, NPC-performed downtime actions of one PC per two levels of Cadence, round up (so two PC’s at 4, three at 5), for one month. Downtime actions performed by the PC personally cannot be tracked in this way, but those performed by Retainers, Allies, or the connections described under Repute 3 can be tracked. To use this ability, the player of the Cadence 4+ PC must contact the local ST of the PC (s)he wishes to track, CC’ing his or her own VST as well. The ST of the tracked character reviews the downtimes of the tracked character, edits the downtime report to only show the actions taken by others (such as Allies, Retainers, etc.), and passes that information along to the requesting player and their overseeing ST.
     - v. Cadence 5: The Cadence 5 character is immune to the tracking abilities gained by Cadence 4.

5. **Carthian Slang [Carthians]**
   - a. Treated as a Language Merit, specific to a particular city.
   - b. For characters without Covenant Status: Carthians: Top Approval

6. **Connections [Damnation City]**: Not Sanctioned
7. Crucible Ritual [Ordo Dracul]: Reserved by the NST.
8. Debate Styles [Requiem for Rome, Fall of the Camarilla]: Not Sanctioned
9. Dollface [Mekhet Clanbook]: This merit is available to all vampire PCs.
10. Devoted [Ancient Mysteries]: Not Sanctioned
   a. ●● Unexpected Strike: The best bonus achieved is an 8 again.
12. Ghost Eater [Book of the Dead]: Not Sanctioned
13. 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]: Available to Ordo Dracul characters only.
      i. This merit may be shared by members of the Ordo in the same Shared Haven as long as the total dots do not go higher than the highest status among the contributing Dragons.
   c. Library (additional factor): For every dot purchased in the Library factor, PCs with dots in the Haven enjoy a +1 equipment bonus to any Intelligence + Occult or Academics rolls made for research purposes. This may not lead to a cumulative bonus larger than +5. The Library factor does not necessarily represent books. Depending on the contributing vampire’s Resources, a Haven’s Library may contain relics, vases, old scrolls or other artifacts that don’t necessarily contain literal texts but rather inspiring or enlightening artistic or historical details. 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) ●●●).
14. House Membership [Invictus]:
   a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.
15. Inherited Ghoul [Ghouls]:
   a. Low Approval for ghouls, High Approval for vampires, Top Approval for other creature types (Low Approval for NPCs).
   a. This merit is always considered a 4 dot simple merit.
17. Lordly Palette [Lord Over the Damned]: Not available to non-Ventrue characters.
18. Masquerade [Danse Macabre]:
   a. Sanctioned per the system presented in the Hint of Humanity Settings Document
   b. ●● Vouchsafe: the Retainers provided by this level of the Merit are one-dot Retainers.
   c. ●●●● Expertise: this applies only to non-supernatural tests.
19. Murder Status [Invite Only]: This Merit must be purchased with XP.
20. Necropolis [Nosferatu: The Beast That Haunts the Blood]:
   a. Clarification: Factors of this Merit are purchased in the same fashion as are factors of the Haven merit.
   b. A Necropolis must be definitively mapped, including all factors and connecting tunnels of the Necropolis, in relation to the above-ground city infrastructure. This map must be made available to the Mid-approval ST for the VSS, and is subject to Mid Approval.
   c. Bleak Annals: Clarification: tiered specializations are not sanctioned at this time, and this factor does not bypass such.
   d. Caldarium: this factor is actually, ●, ●● or ●●●● dots, not ●●●● or ●●●●●.
   e. Labyrinth Guardians: this factor requires a Vitae expenditure represented by a one-point decrease in available vitae at start of game for all characters with dots in the Necropolis. The expenditure does not increase with additional Labyrinth Guardians in the same Necropolis.
   f. Necropolis Specter: this factor may only be purchased up to ●; higher ratings are reserved for the use by the NST.
21. Noble Heritage [Requiem for Rome]: Not Sanctioned
22. Pack-Blooded [Gangrel: Savage and Macabre]:
   a. All members of a coterie using this Merit must be on the same VSS.

23. Regnant [Ghouls]:
   a. Low Approval for ghouls, Not available otherwise.

24. 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.

25. Repute ● to ●●●
   a. Within Kindred society, vampires might gain a measure of recognition apart from their clan and covenant dedication. The legendary tales or infamous deeds of the Kindred may spread through a region or through multiple regions, and the name of the vampire may grow to become renowned to vampires all over. Players of characters active in Kindred society (usually vampires, but sometimes ghouls may be socially active enough to qualify) who encounter the reputed vampire can test with the character’s Intelligence + the vampires’ Repute dots to see if the character has heard of the vampire. Once someone recognizes the vampire, the Repute Merit gives a +1 bonus to its mundane Social tests against the character recognizing it. This adds to any bonuses from the character’s Status Merits if the target would be impressed by the status as well.
   b. This merit is a graduated cost merit with the following approval levels.
      i. Repute ●: Mid Approval (High Approval for Ghouls)
      ii. Repute ●●: High Approval (Top Approval for Ghouls)
      iii. Repute ●●●: Top Approval (Not Available to Ghouls)

26. Requiem [Danse Macabre]:
   b. ●●●● Adept
      i. This applies only to tests in which the Discipline is included in the draw pool.
      ii. For the Enforcer Requiem, change this benefit to: “The character gains a 1 xp per level discount on a single physical discipline.”
         a. Example: Joe Daeva chooses Resilience as a benefit for his Enforcer Requiem when reaching Adept level, and gains it at x6 XP per level.

27. Sexualized [Ghouls]:
   a. Low Approval for ghouls, High Approval for vampires.
   b. Does not add to supernatural draws.

28. Shadow Cult Initiation [Mekhet: Shadows in the Dark]:
   a. Low Approval for approved members of a Shadow Cult.
   b. If the Shadow Cult writeup mentions a second clan as potential members, then said clan can purchase this merit up to 3 dots. Non-Mekhet members of a published Shadow Cult must have a PC mentor into the cult.

29. Sin-Eater [Mythologies]:
   a. Reserved for use by the NST
   b. The Mortal requirement for this Merit is removed.
   c. A character may gain Humanity via the assistance of a Sin-Eater no more than once per a number of months equal to 13 minus the character’s dots in Humanity in months; each instance requires a Low Notification by the player of the benefiting PC.

30. Source Sympathy [Ghouls]
   a. Low Approval for ghouls, Not available otherwise.

31. Speaker for the Eclipsed [Invictus]
   a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.

32. Status (City):
   a. The unmodified City Status dots of the Prince and Harpies count for purposes of determining the Eminent Clan and Ascendant Covenant in the city. The City Status points – which may potentially be higher than the unmodified City Status dots – do not. For more information, see the City Status Settings document.
33. Status (Clan and Covenant):
   a. Approval Levels:
      i. ● to ●●●: Low Approval
      ii. ●●●: Mid Approval
      iii. ●●●●: High Approval
      iv. If a player wishes to enter play with 3 dots of either Clan or Covenant status, it is Mid approval. It is not possible to enter play with more than 3 dots of status in each.
   b. Status (Clan)
      i. It is possible for a Kindred who truly believes he is a member of another clan to gain status in that clan with High Approval. This status is capped at 4 dots. If they are ever revealed to be not members of this clan definitively, they lose all clan status and must start over in their native clan.
      ii. This is not for known infiltration, but mistaken identity.
   c. Status (Covenant):
      i. Changing Covenant Status: Mid Approval. This applies if a character has ever previously held Covenant status – i.e. if they are changing Covenant directly or have spent time Unaligned.
      ii. Access to Covenant-specific powers and benefits:
         a. A character must have at least a single dot of status to learn or benefit from Covenant specific powers and benefits.
         b. If a player leaves a Covenant, he loses access to all covenant specific powers and his XP is refunded. A character may only switch covenants once during the chronicle.
         c. If a player received a price break on merits from his covenant and leaves or is expelled from said covenant, they must recalculate their merit dots with the XP spend. Any remainder XP is refunded.
            1. Example: Sally the Carthian has Allies: Crime at 5 dots. She leaves the Movement and recalculates her half cost merits. As 5 dots of allies is 15 xp for a Carthian, she notes that she now has Allies: Crime at 3 dots (12 xp) and receives a refund of 3 xp. She is then free to re-purchase Allies: Crime at higher levels at the normal cost for merits.
         d. Holding Covenant Status in more than one Covenant: Top Approval
         e. The character is capped at 5 total dots of covenant status, split between the two.
         f. This is only available for infiltrator concepts, generally through factions that hide or spy on other covenants (examples: Wallachian Rite, Die Nachteulen, etc.)
         g. If the infiltrator is ever exposed publicly, he must choose to leave one of or both Covenants. This counts as the one covenant change allowed by this addendum and follows those rules for loss of covenant-specific mechanics.
   d. After status is stripped in game, the character must wait a number of months equal to twice the dots of status they lost before they can regain that status.
   e. Cost: Clan and Covenant status is free.
   f. Determining Another’s Status: the draw pool used to determine another’s Status (Clan, Covenant, Conspiracy or City) is Wits + Politics + relevant Status.
   g. Status Changes
      i. Raising status is dependent on local requirements up to Status 4. As status is a local representation of clan or covenant esteem and leadership, it is in the hand of the local players and VST to determine how the hierarchy falls utilizing praiseworthy deeds noted in MET Requiem. While not a solid rule, there are generally no more than 1 or 2 status 4 locally. Status 5 represents regional
leadership, and is to be decided by the majority of clan or covenant PCs in a
region with guidelines determined by the RST.

ii. Lowering status is similarly dependent on local concerns. Sins against clan/
covenant should be utilized to determine a PC’s status, which final decision
falling to the majority of the local characters or the VST. For Status 5, the same
sins against group apply, although the final decision falls the majority of the
characters of that group in the region or the RST.

34. Status (Conspiracy)
   a. Approval Levels:
      i. ● to ●●: Low Approval
      ii. ●●●: Mid Approval
      iii. ●●●●: High Approval
      iv. ●●●●●: Top Approval
   b. Conspiracy status is free.

35. Swarm Mind [Gangrel: Savage and Macabre]:
   a. The character must already possess the singular animal form prior to purchasing this
      Merit for that form.
   b. The swarm created through this Merit may not inflict damage, except the damage inflicted
      by feeding (one lethal per dot of blood drained to a non-vampire).
   c. This Merit may not be used in conjunction with the Husk Devotion.
   d. Attacks that target an area or multiple targets (e.g. shotguns, fireballs, Rain of Blood)
      damage swarms at full effect.

36. Tap the Torpid Mind [Invictus]:
   a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.

37. Taste of the Strange [Ancient Mysteries]: Top Approval.
   a. This merit may be taken multiple times for different supernaturals. Each separate merit is
      a separate Top Approval.

38. Tenant [Damnation City]: Not Sanctioned

39. Tomb [ Ancient Mysteries]:
   a. Sharing: the Tomb Merit cannot be shared. While it may be included in a shared Haven
      – and while more than one character may have a Tomb located in a shared Haven – only
      the character owning the Tomb may benefit from it.

40. Torpor Connection [Invictus]:
   a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.

41. True Worm [Nosferatu: The Beast That Haunts the Blood]:
   a. Possession of this merit permits the character one additional Resolve action per
downtime period.

42. Unliving Anchor [Nosferatu: The Beast That Haunts the Blood]:
   a. ●●●+: Not Sanctioned for PCs
   b. This merit only works with ghosts.

43. Unobtrusive [Ghouls]:
   a. Low Approval for ghouls, Not available otherwise.

44. Vassal [Damnation City]: Not Sanctioned

45. Vice over Virtue [Ancient Mysteries]: Not Sanctioned

46. Virtue’s Twin [Invictus]:
   a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.

47. Vitae Connoisseur [Ancient Mysteries]: Mid Approval
   a. The application for this merit must clearly denote the PCs preferred type of victim.

48. Will of the Dynasty [Invictus]:
   a. This Merit cannot be used to receive mechanical benefits from NPC parts of the House.

49. Zeal [Ancient Mysteries]
   a. This second effect of this merit can be used once per Game Session.

VI. BLOODLINES
A. Overall

1. Bloodlines default to the following approval levels, unless otherwise specified in this addendum:
   a. With a PC Sire or Avus: Mid Approval
   b. With a NPC Sire or Avus: High Approval
   c. Out of Covenant: Not Allowed.
   d. NPCs may be part of a bloodline at one approval level lower than normal.

2. The following bloodlines are High Approval regardless of PC Sire or Avus: Alucinor, Amara havana, Azerkati, Badacelli, Bron, Brothers of Ypres, California Xiao, Children of Judas, Corajoso, Galloi, Geheim, Les en Libres, Mnemosyne, Morotrophian, Norvegi, Septemi, Spina, Taipan Xiao, Tismanu, Usiri, Vedma

3. The following bloodlines are Top Approval regardless of PC Sire or Avus: Architects of the Monolith, Dragolescu, Gethsemani, Gorgons, Khaibit, Melissidae, Nocktuku, Asnam, Stau-au.

4. The following bloodlines are NPC only (High Approval): Dead Wolves, Empusae, Gulikan, Morbus, Moroi, Therion

5. The following bloodlines are NPC only (Top Approval): Csalad, En, Eupraxus

6. The following bloodlines are Not Sanctioned: Apollinaire, Iltani.

7. Blood Potency requirement: Characters joining bloodlines before entering play must satisfy the Blood Potency requirements at the time they enter play, despite any background description of torpor after achieving the bloodline in the character’s history.

8. Activation of Sire’s Bloodline: A character at BP 2 can activate its sire’s bloodline if one of the following conditions applies:
   a. The character’s sire was already a member of that bloodline at the time of the child’s embrace.
   b. The character’s grandsire was a member of that bloodline when he embraced the character’s sire, and the character’s sire subsequently activated the bloodline.

9. Custom Bloodlines:
   b. Custom bloodlines may be created as long as the creator has Bloody Potency 6 and spends a permanent willpower dot (8 xp).
   c. Approval Levels:
      i. Adding a Common Discipline (Animalism, Obfuscate, or Physical discipline): Mid Approval with Top Notification to Create, Mid Approval to join with Creator’s permission (Avus/Sire).
      ii. Adding an Uncommon Discipline (Auspex, Dominate, Majesty, Nightmare, Protean): High Approval with Top Notification to Create, Mid Approval to join with Creator’s permission (Avus/Sire).
      iii. Replacing a standard in-clan discipline: Top Approval to Create, Mid Approval to join with Creator’s permission (Avus/Sire)
         a. It is impossible to replace the Uncommon discipline native to the clan (i.e., a Mekhet bloodline may not remove Auspex).
         b. It is impossible to have a bloodline with all three physical disciplines.
         c. It is impossible to have a bloodline with the three Uncommon social disciplines (such as a Daeva that gains Dominate and Nightmare).
         d. Part of the Notification process is an audit of the discipline combinations.
      iv. Flaws taken for the bloodline should be thematically appropriate and consistently enforceable. They cannot be easily mitigated but should also not be highly detrimental to the PC. Examples can be found in published bloodlines. Part of the Notification process is an audit of the Flaw for appropriateness.
      v. Custom Bloodlines that allow more than one clan to join are not sanctioned.

B. Bloodlines Affected by the Addendum:

1. 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.”
2. Angustri [Ghouls]
   a. This bloodline is sanctioned at normal approval levels.

3. Bohagande [Bloodlines: The Hidden]:
   a. Replace the Sunnikuse discipline with Nightmare.
   b. The Bohagande flaw now reads: The character’s aura is a black void, subtly drawing in the colors of auras around it. While this does not make the Bohagande immune to the powers of Aura Perception, it makes them extremely untrustworthy, especially as ill omen seems to follow them. As such, a Bohagande cannot raise higher than Covenant Status ●●● and receives a -3 penalty to all mundane Subterfuge, as so much is mistrusted about them.
   c. The Bohagande now get exclusive access to the Sunnikuse devotion (see below).

4. Ezsébet [Daeva: Kiss of the Succubus]:
   a. The Ezsébet bloodline does retain the weakness of their parent clan.

5. Khaibit [Bloodlines the Hidden]:
   a. Khaibit are a bloodline of servants and bodyguards. No Khaibit may start the game with knowledge of the Shadow Warrior history. This will be released by the NST office via plotkit.

6. Larvae [Requiem for Rome]
   a. For a Larvae to know of its Roman origins requires a separate Top Approval.

7. Licinii [Requiem for Rome]
   a. This is a Ventrue or Nosferatu bloodline.
   b. For a Licinii to know of its Roman or Julii origins requires a separate Top Approval.

8. Lynx [Invictus]:
   a. The bloodline discipline for the Lynx is Majesty, not Web.
   b. The Lynx gain exclusive access to the devotions "Scanning the Web" and "Manipulating the Web." (See below).

9. Malocusian [Invictus]:
   a. The Malocusian bloodline’s Disciplines include Majesty, not “Presence.”

10. Naditu [Daeva: Kiss of the Succubus Errata]
    a. This bloodline is sanctioned at normal approval levels.

11. The Players [Bloodlines: The Legendary]:
    a. The Disciplines of the Players bloodline are Auspex, Majesty, Obfuscate, and Vigor
    b. The Player flaw should read: “If a member of this bloodline fails in use of Majesty against another, they must draw a single card. If the card is not an 8, 9, or 10, then that target is immune to that level of Majesty used by that member of the bloodline permanently.”

12. 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/ghoul retainer dies they may resurrect it under zombie creation rules at no extra cost.

13. Sons of Cade [Night Horrors: Immortal Sinners]
    a. This bloodline is sanctioned at normal approval levels, with Top Notification, as they are all still tied closely to Jack Cade.

14. Telemones [Night Horrors: Immortal Sinners]
    a. This bloodline is sanctioned at normal approval levels.

VII. DISCIPLINES, DEVOTIONS AND RITUALS

A. Overall
   1. Disciplines at level 6 and above are not available (and cannot artificially be made available by any power).
   2. Only player characters can teach Disciplines that require teachers 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.
3. Rituals (Crúac, Theban Sorcery, Veneficia, etc.) are not subtle, and require appropriate roleplay to make clear that the character is performing a ritual. The ritual must be roleplayed in an obvious manner, or at least by OOCly announcing, “I am performing a blood magic ritual.”

4. Any effect that allows a vampire to carry extra Vitae (Vitae Reliquary, Succulent Buboes, etc.) cannot provide more than a vampire’s natural unmodified blood pool. There are no exceptions to this.

5. If a vampire joins a bloodline or shadow cult/secret society that gives them a discipline at a cheaper cost, they are refunded for the difference in XP cost for any level they currently possess. (Example: Sally Gangrel has Auspex 2 and joins a bloodline with Auspex. She is refunded 6 xp.)

B. Disciplines and Rituals Affected by the Addendum

1. Abjurism [Ancient Bloodlines]
   a. Cleanse the Mind: The number of successes must exceed the number of successes rolled during activation of the targeted effect. If the target power did not require an activation roll, only one success is needed.
   b. Break the Weave: If the target effect required an activation roll instead of an contest roll, the successes on Break the Weave must exceed the number of successes rolled during activation of the targeted effect. If the target effect had no activation roll, then use the contest roll described in the book.

2. Ars Speculorum [Mythologies]: Reserved for use by the NST office.

3. Auspex
   a. Clash of Wills: There is an editing error in MET Requiem pg. 159. Use this system instead;
      i. A character with Auspex that encounters a use of Obfuscate can draw Wits + Investigation + Auspex to establish a number of Clash of Wills successes. These successes last for an hour and are compared to activation successes for Obfuscate to see if the Auspex user can pierce them. The Auspex user needs more successes than the Obfuscate user, unless the Obfuscate power was activated under their direct observation, in which case they need equal successes to pierce the Obfuscate.
      ii. Obfuscate users must record the number of successes gained on activation of Obfuscate powers.
      iii. Players cannot redraw Clash of Wills or reactivate Obfuscate to achieve more successes. It is the players, not the characters, who know the number of successes.
      iv. Clash of Wills can pierce the effects of Obfuscate based Devotions or, at Storyteller discretion, other illusory effects.
   b. Aura Perception
      i. The system for this power is replaced with that presented in Vampire the Requiem (WW25000).
   c. Feathers’ Flight, The [World of Darkness: Shadows of Mexico]: Not Sanctioned for use by US PCs. US PCs may not travel to international locations to learn these powers. PCs from charter nations approved for these powers may use them normally.
   d. Playback [New Wave Requiem]: Not Sanctioned.
   e. 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.

4. Blood Oaths [Invictus]
   a. Definitions: For purposes of this Addendum, use the following definitions:
      i. Notary: the character performing a Blood Oath, whether or not taking part in the Oath himself.
ii. Vassal: a character swearing a Blood Oath to someone else; this need not be a vassal in a formal vassal/liege relationship.

iii. Lord: a character having a Blood Oath sworn to her; this need not be a liege in a formal vassal/liege relationship.

iv. Witness: If for some reason the Oath is being sworn by someone to himself, there must be a witness present. A notary cannot act as a witness for their own Oath.

b. Status Requirement: Certain Oaths require more investment in and/or trust by the Invictus than others. Status requirements are as follows:

i. Oaths of Avoidance (Blood-Tell, Blood Knives, Oath Unsworn, Burning Blood) require no status in the Invictus to swear.

ii. Mutual Oaths (Blood Alliance, Blood Service, Blood Loyalty) require the swearing character to be Acknowledged by the Invictus (Status 1), and must always be sworn by one of lower status to one of higher status. Two Admired Invictus (Status 5) may swear a mutual oath to each other.

iii. Oaths of Performance (Running Blood, Bloody Hand, Blood Focus) require the swearing character to be Recognized by the Invictus (Status 2)

c. Creation of Generic Oaths:

i. To create a Blood Oath, the player of a Notary submits the wording of the Oath - with specific names and dates omitted (i.e., a Generic Oath) - to the approvals database at the appropriate level for the chosen duration.

ii. Once a Generic Oath is approved, the Notary can swear one or more characters to that Oath. Players of characters swearing to such an Oath are required to send notification by e-mail, within two weeks of swearing, to his Storytellers up to the approval level for the Oath, and must include the Notary’s approval number for that Oath.

Example: The player of Notary Smith enters his text for a Generic Oath of the Bloody Hand for bodyguards to be used at large gatherings. The Oath has a duration of one week, and is thus Mid Approval. Once this is approved, other characters may swear to this Oath; their players must notify his Low and Mid Storytellers within two weeks of swearing.

iii. Approvals: Blood Oaths require approvals based on the duration of the oath:

a. Up to 1 month: Mid Approval

b. Over 1 month, or indefinite/permanent: High Approval

c. The following oaths do not require approval above Low and may be sworn without prior notification: Blood Alliance, Blood-Tell, Running Blood

d. Notifications: The party or parties obtaining benefits from the Oath must file a notification in the database (not by email) within two weeks of swearing or before portraying their character at another event, whichever is first. Notification level is determined by the approval for the Oath.

e. Oaths of Performance (Bloody Hand, Blood Focus, Running Blood): must have a specific task which the vassal can complete. Protecting Danny Daeva at the Gainesville Gathering is an acceptable oath. Upholding the ideals of the Invictus is not.

f. Oaths Affected by the Addendum:

i. Oath of Blood Alliance:

a. May be sworn between any two Invictus, regardless of relative status.

b. A character can enter into this Oath no more than twice per night.

c. If both parties do not know this oath, it may also be enacted by a 3rd party Notary.

ii. Oath of Blood Loyalty:

a. Top Approval

b. There is no activation roll for this oath.
c. A character can be sworn to no more than one Oath of Blood Loyalty at a time, either as vassal or lord (not both).

d. The duration for this Oath is always Permanent. It ends only upon the destruction of one of the two parties to the Oath.

e. This Oath is mutually exclusive with the Oath of Blood Service, except that a lord may have one vassal sworn via Blood Loyalty in addition to other vassals sworn via Blood Service.

iii. Oath of Blood Service:
   a. High Approval
   b. This Oath must require the vassal to perform a task that takes up the majority of his or her time and energy. If the vassal fails to meet the requirements of the oath, he or she will lose access to the Disciplines of Largesse gained from it.
   c. A character can be sworn to no more than one Oath of Blood Service at a time as a vassal. A character may however have more than one such oath sworn to him as a lord.
   d. This Oath is mutually exclusive with the Oath of Blood Loyalty, except that a lord may have one vassal sworn via Blood Loyalty in addition to other vassals sworn via Blood Service.

iv. Oath of Blood-Tell:
   a. This Oath can be learned by non-Invictus without special approval.
   b. When sworn between two characters, only one needs to know this Oath. Alternatively, two characters without this Oath may swear to it via a third-party Notary.

v. Oath of the Bloody Hand:
   a. Mid Approval
   b. There is no activation roll for this oath.
   c. A character may spend vitae from the Bloody Hand in addition to vitae from his own vitae pool. The character’s Blood Potency limits how much vitae may be spent from the Bloody Hand in a single round. This is explicitly in addition to the vitae per round that the character can spend from their personal vitae pool.
      1. Vitae spent from the Bloody Hand may only be used for Healing Wounds or Physical Augmentation. The bonus for Physical Augmentation cannot exceed the normal limits imposed by the character’s Blood Potency.
      2. Vitae spent from Bloody Hand may not be combined with the vitae spent from the character’s personal vitae pool. (E.g., if vitae from Bloody Hand is spent for Healing Wounds, then vitae spent from the character’s personal vitae pool for Healing Wounds has no effect).
   d. Vitae in a Bloody Hand does not replenish.
   e. A character may not invest more than their natural, unmodified blood pool into the hand.
   f. Damage incurred by abandoning an Oath of the Bloody Hand is an exception to the prohibition against one-shot kills.

vi. Oath of Burning Blood:
   a. If the character swearing this Oath is willing, he can spend the Willpower Dot on behalf of the Notary.
   b. The bonus provided by the Oath to resist powers and effects which would cause the Oath to break can only be used if failing to resist the power, or effect, would result in the Oath breaking.

5. Blood Tenebrous [Book of Spirits]
   a. ● to ●●: Top Approval
b. ●●● to ●●●●●: Reserved for use by the NST office. Not Sanctioned for PC use.
c. Access to this discipline does not allow a vampire to speak the language of spirits. Few spirits speak any mortal language.
d. ●●: Blood is Life
   i. This power cannot be used to summon spirits.
   ii. This power cannot be used to make beneficial deals that derive mechanical bonuses.

6. Bloodworking [Mekhet: Shadows in the Dark]
a. This Discipline cannot be combined with other Disciplines or Devotions, with the exception of Celerity, Resilience and Vigor. E.g., one cannot combine Fingertongue with the Husk Devotion.

7. Celerity [Mind’s Eye Theater: Requiem]
a. The defensive bonus from Celerity is considered part of the base pool for Defense.
b. The defensive bonus from Celerity can never be negated.

8. Coils of the Dragon
   a. Cost of Coils
      i. Each individual Coil is considered a separate discipline rated ● to ●●● dots when determining XP cost.
      ii. Example: Joe the Dragon has the first tier of the Coil of Beast. This cost him 7 xp. To get the second tier would be 14 xp. If he then wanted the first tier of the Coil of Blood, it would be 7 xp as it is a separate discipline.
   b. Anoushka’s Ladder [Ordo Dracul]
      i. Available only to the Sworn of the Ladder.
   c. Coils of Banes
      i. ●● [Ordo Dracul]: Possession of this tier permits the character one additional Resolve action per downtime period.
   d. Coils of Beast
      i. Supernaturally induced Frenzy may be ignored with the expenditure of a Willpower at Level 1 and ignored outright with Level 3.
   e. Coils of the Soul [Ordo Dracul]
      i. ● through ●●●: Mid Approval to learn from player characters, High Approval otherwise (Low Approval for NPCs).
      ii. ●●●●: High Approval
   f. Coils of Slumber [Ancient Mysteries]
      i. Mid Approval
      ii. The Coil of Slumber presented in Night Horrors: Immortal Sinners is reserved for the office of NST.

9. Crúac
   a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem pg. 97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual’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. A character may not enter play at game with more precast rituals than their total dots in Cruac.
   c. Spirit Crúac: Not Sanctioned
   d. Love-Lies-Bleeding [Circle of the Crone]: Not Sanctioned.
   e. ● Confidence in Adversity [Circle of the Crone]
i. If used during downtime, use of this ritual requires the allocation of one Downtime Action.

f. ●● Prey’s Blood [Gangrel: Savage and Macabre]
   i. Available to Gangrel characters only.

g. ●● Rite of the Bloody Crossroads [World of Darkness: Chicago]: Not Sanctioned

h. ●● Rite of the Circle Path [World of Darkness: Chicago]
   i. Mid Approval.
   ii. This rite is city specific. When purchased, it must be specified what city it belongs to; however it may be purchased multiple times for different cities.

i. ●● Succulent Buboes [Circle of the Crone]
   i. This ritual lasts for the remainder of the night or until used, whichever is first.
   ii. Only one casting per level of Cruac possessed by the Acolyte may be in use at a time. This is not to exceed blood limits noted above.

j. ●●● Deflection of the Wooden Doom
   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. ●●● Hag’s Mask [World of Darkness: Shadows of the UK]
   i. Clarification: The only traits which can be raised by vitae expenditure via this ritual are Intimidation or Defense. The increase lasts only for a turn.

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]: Available to Gangrel characters only.

n. ●●● Fount of Wisdom [Circle of the Crone]
   i. Benefits obtained from Fount of Wisdom are limited by the user’s blood potency.

o. ●●●● Thinning the Skin/The Twenty-Four Wolves at Twilight [Book of Spirits]: Not Sanctioned

p. ●●●● A Child from the Stones [Circle of the Crone]
   i. Gargoyles are treated as Retainers at Low Approval; successful use of A Child from the Stones allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind’s Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points).
   ii. Gargoyles are sentient, but not human. They can be affected by mind-affecting powers, but cannot be affected by powers that require the target to be a mortal (such as Possession).

q. ●●●●● As One [Circle of the Crone]
   i. The effects of this ritual must be determined at purchase, though the vampire can learn multiple versions. Mechanics not listed in the book are not available.
   ii. Sanctuary: It is an instant action to invoke this power.
   iii. Make Straight the Royal Highway: May be used to break a grapple as an instant action once per night.

r. ●●●●● Feeding the Crone
   i. This ritual does not increase the ritualist’s damage cap.

s. ●●●●● Heart’s Curse [Circle of the Crone]
   i. A character cannot be targeted by this power more than once per night.
t. ●●●● Ianus’ Blessing [Ancient Mysteries]: Not Sanctioned
10. Dementation [Ventrue: Lords over the Damned]: Not sanctioned for play.
11. 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.
   b. ●●●● Melancholy
      i. The test to see if the derangement is active should immediately be made.
12. 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.
13. 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).
      ii. This power automatically fails against targets that possess any greater
         supernatural template (e.g. vampire, werewolf, mage).
      iii. A kindred who is possessing is required to have their real body within
         the jurisdiction of the Supervising ST for the game (i.e. within the domain
         boundaries).
      iv. Kindred who wish to possess retainers that bear a likeness to any PC must clear
         such retainers with the VST prior to the game and may be required to make
         Disguise rolls for such. Look alike Possession bodies are High Approval.
      v. A character possessing another body carries both a Kindred and Mortal aura
         when aura perceived. A kindred still has Predator’s Taint while possessing. A
         Possessed mortal does not have a blurry reflection.
14. Embrocation [Bloodlines: The Hidden]
   a. This Discipline does not allow one to spend more Vitae per turn than BP allows.
15. Eupraxia [Ordo Dracul]
   a. ●●● Grace of Eupraxia
      i. For the purposes of this power, the Vinculum does not count as a supernatural
         effect.
   b. ●●●● Zone of Forbiddance
      i. Successes achieved to overcome the power are cumulative.
   a. ●●● Befoul
      i. This power is a resisted test (ignore the reference to it being contested earlier in
         the write-up).
   b. ●●●● Disgorge
      i. This is a projectile attack. The target benefits from her normal Defense (as well
         as Celerity, but not Armor) like a normal physical attack. The amount of damage
         is determined by the number of successes. The cost is one Vitae per attack.
   c. ●●●● Puissance of Flesh
      i. This power may not be used to acquire Disciplines unique to another bloodline;
         Attributes and Advantage increases from this power are still limited by the user's
         Blood Potency.
17. Hamartiaphage [Mythologies]
   a. High Approval to learn from a PC; Top Approval to learn from an NPC.
18. Hypnagogia [Ancient Bloodlines]:
a. Levels of this discipline that work on awake vampires do not require a sleeping or torpid vampire in range to activate.

b.  The Realm Between
   i. This power works on awake vampires, not torpored vampires.

c.  Tabula Rosa
   i. Only memories are lost, not Skills or Disciplines. For the purpose of this power a story is a single game session.

19. Insomnium [Bloodlines: The Hidden]
a.  Blissful Sleep: If the targeted vampire is attacked, the effects of this power end.

20. Institutionalize [Bloodlines: The Hidden]
a. “No Institutionalize power can affect someone who is not part of a confined, defined, and regimented social group.” Storytellers should use their best judgment on whether this condition is met. If it is not met, the power does not work. Kindred society, including Clans, Covenants, etc., cannot be used to constitute the confined, defined, and regimented social group.

21. Linagem [Ancient Bloodlines]:
a.  Distant Mastery
   i. Using this power requires the approval of the lowest level storyteller over both characters. (e.g. VST within the same VSS, RST within the same region)

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

23. Majesty
a.  Barring the Bone Gate [World of Darkness: Shadows of Mexico]: Not Sanctioned for use by US PCs. US PCs may not travel to international locations to learn these powers. PCs from charter nations approved for these powers may use them normally.

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 character using Sovereignty makes a single draw, against which all opposing draws are made for the duration of the power.
   iii. The test result dictates if a character can attack the Sovereignty user for the rest of the scene.
   iv. An attempt to break Sovereignty doesn’t count towards the maximum number of characters who can attack the Sovereign vampire in a turn.
   v. Any attack (either physical or via damaging/harmful Discipline) made by a character using Sovereignty that is not in direct response to an attack by an opponent immediately voids the entire effect of the power for the scene.

24. Meminisse [Mekhet: Shadows in the Dark]
a.  Create Ties
   i. Blood ties created via this power are reciprocal.

b.  Dipping in the Pool
   i. NPCs do not contribute to this power.
   ii. The bonus provided by this power is limited to the character’s dots in Meminisse.

c.  The Exchange of Things Past
   i. The pool for this power is Manipulation + Empathy + Meminisse, contested by Composure + Blood Potency.

d.  The Thief of Minds
   i. The user of this power must drink vitae from the target.

25. Obfuscate
a. A character using the third or fifth dots of Obfuscate may only initiate observational/perception tests against a target without breaking their Obfuscate effect.
b. ●●● Cloak of Night
i. This power is immediately voided if activated while the user is held in a grapple.
c. ●●●● Cloak the Gathering
i. This power is immediately voided when activated for any targets currently held in a grapple.

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

b. ●●●●● Shadow Form
i. The user of this power can, by expending a Willpower point, assume a three-dimensional form (per the description given for an Exceptional Success).

27. Phagia [Bloodlines: The Chosen]
   a. ●●●● Mortal Balm: The armor created by this power is considered to be equipment.

28. Protean
   a. ● Haven of Soil
      i. Characters cannot move while interred in the earth with this Discipline.
      ii. The near torporous state that the vampire is in prevents characters from activating disciplines while melded.
   b. ●● Claws of the Deep [Immortal Sinners]
      i. Mid Approval
      ii. This power cannot be purchased in conjunction with Claws of the Wild; a character may have one of these two powers.
   c. ●● Jungle’s Sting, The [World of Darkness: Shadows of Mexico]: Not Sanctioned for use by US PCs. US PCs may not travel to international locations to learn these powers. PCs from charter nations approved for these powers may use them normally.
   d. ●●● Shape of the Beast [Shadows of Mexico]: Not Sanctioned. Use the four dot version listed below instead.
   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, mythological, and extinct animal forms are not permitted.

vi. Though MET: Requiem, pg. 194, states that a vampire in animal form is not subject to the Animalism Discipline, they can still be affected by Animalism ●●●●●: Leashing the Beast.

f. Returning to Human Form: Returning to human form requires an instant action and, per the text of the devotion, may not be affected by Instantaneous Transformation.

29. Ralab [Circle of the Crone]
   a. ●●●●● Unholy Avatar:
      i. The target of this power must be an NPC. A PC may not be designated as an Avatar.
      ii. Two years are required, minimum, to prepare a vessel, and only one vessel may exist at a time. Only one vessel may be prepared pre-chronicle, which is High Approval. Ultimately, only three vessels are allowed during the course of the chronicle.

30. Resilience
   a. Cannot be activated more often than once per turn.

31. Sakti Pata [Ancient Bloodlines]
   a. ● Halahala: Uses the Poisons and Toxins rules in Universal Addendum VII.C.
   b. ●● Gift of the Indra: Armor summoned with this power does not stack with other armor; penalty is to Initiative, not Defense.
   c. ●●●● Durga’s Kiss: Can only be used once per session.
   d. ●●●●● Yama’a Benefice: Claiming a new body is Not Sanctioned.

32. Sethite Sorcery [Mekhet: Shadows in the Dark]
   a. Require Shadow Cult Initiation (Followers of Seth) ●●●
   b. Sethite Sorcery is not Cruac. The listed Cruac rituals are not available to Sethites nor are any devotions or other mechanics based on Cruac. It is a separate form of blood sorcery.
   c. All associated Sethite Sorcery rituals are available to cult members only.

33. Suikast [Ordo Dracul]
   a. ●●●● The Dragon’s Own Fire: Fighting Styles may not be used with this power.

34. Sunnikuse [Bloodlines: The Hidden]: Not sanctioned as written. Please see “Sunnikuse” devotion below.

35. 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. See also errata for Bloodlines: the Hidden, available on the White Wolf website.

36. Taurobolium [Bloodlines: The Legendary]
   a. Galloi characters may not use Taurobolium on themselves. A Galloi character may, however, affect another Galloi through the use of their Discipline.
   b. It requires ten minutes per level of this power to enact on a PC.
   c. A Galloi may only bath a number of PCs equal to their resolve per night.

37. Theban Sorcery
   a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem pg. 97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description
says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual’s level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.

i. E.g. A character casts Blood Scourge, a level 1 ritual. On the first turn they pay the Willpower point inherent to Theban Sorcery, and the Vitae required for the specific ritual. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual’s particulars (the weapon lasts for three turns).

b. A character may not enter play at game with more precast rituals than their total dots in Theban.

c. ●● Prison of Denial [Lancea Sanctum]
   i. The effects of this ritual are negated if the subject is attacked by the person they are “denying.”

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]: Mid Approval

f. ●● Trap of Slumber [World of Darkness: Chicago]: Mid Approval

g. ●●● Blessing of Judas Thomas [Fall of the Camarilla]: Reserved for NST’s office.

h. ●●● Lash Beyond Death [Lancea Sanctum]
   i. When the ritual is triggered, the character must use their next action to perform the action specified when the ritual was cast.

i. ●●● Pharaoh’s Paces [Lancea Sanctum]
   i. Initiating an attack against anyone is the same as touching them, negating the ritual against them.

j. ●●● Vision of the Will [Lancea Sanctum]
   i. A subject undergoing a trance from this ritual may defend herself and act normally if attacked.
   ii. This ritual may not be used in conjunction with the Inspiring merit to store willpower.

k. ●●●● Invisible, The [Ancient Mysteries]: Not Sanctioned for PCs (Top Approval for NPCs)

l. ●●●● Purifying Light [Fall of the Camarilla]: Reserved for NST’s office.

m. ●●●● Spear of Faith [Lancea Sanctum]
   i. A character can only be affected by this ritual once per scene.

n. ●●●●● Fires of Vengeance [Lancea Sanctum]
   i. A character can only be affected by this ritual once per scene.

o. ●●●●● Martyr’s Miracle, The [Requiem for Rome]: Reserved for NST’s office.

p. ●●●●● Night of Hell [Lancea Sanctum]: Mid Approval
   i. This ritual will not cause a torpored victim to wake earlier than they would otherwise, even if damaged.
   ii. A living (mortal or otherwise) victim sleeps through hunger and thirst until the first point of lethal damage is taken. This should occur after three days without water, at which point the victim wakes up.
   iii. The victim gains a severe derangement that lasts for a number of months equal to successes. The derangement is chosen by the presiding ST and should be something appropriate to the victim and the experience of horrific nightmares.

q. ●●●●● Piece of Mind [Ancient Mysteries]
   i. Use of this ritual is a sin at Humanity 1.

38. Veneficia [Requiem for Rome, Fall of the Camarilla]: Reserved for NST’s office.

39. 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.
c. Vigor is considered part of the base pool for Strength based Brawl and Weaponry attacks, even if it is added after a successful strike.

40. Web [Invictus]: Not Sanctioned as written.
   a. See “Scanning the Web” devotion.
   b. See ‘Manipulating the Web’ devotion.

41. Xinyao [Bloodlines: The Chosen]
   a. ●● Stoke the Flames
      i. This power uses Expression, not Performance.

42. Zagovny [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)”.

C. Devotions Affected by the Addendum
   1. Custom Devotions: Reserved for use by the US NST staff
   2. Devotions from Ancient Mysteries do not have a reduced XP cost at higher Blood Potency levels. They cost the listed XP for all characters, regardless of Blood Potency.
   3. Arcane Sight [MET Requiem]
      a. The prerequisite of Cruac ● for this devotion is now Bloody Sorcery ●. Cruac, Sethite Sorcery, and Theban Sorcery all count for this purpose (Gilded Cage and other bloodline specific sorceries do not).
      b. This devotion does not allow you to see ley lines or places of power. If the PC has the appropriate occult specialty (noted in Ordo Dracul pg. 42), however, they can sense ley lines, ley line nexuses, Wyrm’s Nests, and other places of power as a Dragon can.
      c. This devotion, once activated, lasts a scene. A draw must be made, however, to scrutinize each person, object, or location (in the case of testing for ley lines or places of power). Scrutinizing an individual for magic is penalized by the target’s Composure.
   4. Bloody Tandem [Immortal Sinners]: High Notification
   5. Body Colony [Bloodlines: The Legendary]: This power is limited by the damage cap, once that cap is reached the insects erupt from the host’s body. Attempts to use this power on an individual already under its effect automatically fail.
      a. Low Approval for Mekhet; Mid Approval for all others.
   7. Cutting of the Strings, The [Mekhet: Shadows in the Night]
      a. Available to members of the Moirai shadow cult only.
   8. Dance of Kali [Ancient Bloodlines]
      a. Once activated, this power lasts for a number of turns equal to the user’s dots in Celerity. While thus transformed, he is treated as a swarm, and thus can be damaged similar to the methods of damaging a Gangrel using Swarm Mind.
      b. This power requires a Willpower and a Vitae to activate, and the user can attack that round. Every successive attack in later rounds requires another Vitae as the character uses parts of its’ blood form body to strike.
      c. This power does not ignore armor but does ignores Defense unless within Point Blank Range (similar to a firearm). It does not ignore Celerity based defense.
      d. This power may not be used to attack multiple opponents in the same turn (autofire rules are not used)
      e. This power costs 24 XP to purchase.
   9. Dark Decree, The [Immortal Sinners]: Reserved for use by the NST.
   10. Defiant Child [Night Horrors: The Wicked Dead]
      a. Top Approval
      b. Replace “Fortitude” with “Resilience”.

11. Destructive Might [Ancient Mysteries]: Not Sanctioned
   a. The bonus provided by this devotion applies only to mundane social tests.
12. Dressed to Impress [New Wave Requiem]
   a. This Devotion costs 12 XP to learn.
13. Eye-Catcher [Immortal Sinners]
   a. This Devotion costs 12 XP to learn.
14. Eye of the Shiva [Ancient Bloodlines]: This power may only be used on a character once per a night. If a character under the effects of this power is attacked the effect immediately ends.
15. Freezing Bones [Ancient Bloodlines]: Lasts one turn per success. This power may only be used on a character once per a night. If a character under the effects of this power is attacked the effect immediately ends.
16. Ghostwalk [Ancient Bloodlines]: Purchasing Numina is Mid Approval
   a. Use of the Possession Numina with this power can only be done with mortals (including ghouls) and only on NPCs.
17. Hidden Agenda [Ancient Mysteries]: Not Sanctioned
18. Husk [Carthians]
   a. This Devotion cannot be used in conjunction with the Swarm Mind Merit.
   a. This Devotion costs 9 XP to learn.
20. Ignore [Carthians]
   a. This Devotion provides a benefit to automatic resistance but not contested resistance.
21. Indomitable Aura [Bloodlines: The Hidden]
   a. This Devotion does not hide the standard Aura Signifiers (pg. 161 MET VtR). The gunmetal gray aura is in addition to the standard signifiers.
22. Infallible Aim [World of Darkness: Chicago]: Mid Approval
23. Instant Adoration [Carthians]
   a. Each activation of the devotion allows the user to activate Entrancement as a Reflexive action a number of times equal to their dots in Majesty.
24. Killer Instinct [Invite Only]
   a. The limitation against Willpower use does not apply to Willpower required to activate a power.
25. Languor’s Denial [Ancient Mysteries]: Not Sanctioned for PCs (Top Approval for NPCs)
26. Leader of the Pack [Immortal Sinners]
   a. The number of animals affected by this merit at any one time is limited to 15.
27. 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.
   b. This power only halves the pools of the affected individual against the Nosferatu using the power.
28. Makeover [Bloodlines: The Legendary]
   a. This Devotion costs 6 XP to learn.
29. Manipulating the Web
   a. Available to Lynx only.
   b. Prerequisites: Auspex ●●●●, Majesty ●●●
   c. Use the text for the Insert/Delete power found in Invictus on page 210-211.
   d. A Lynx must use “Scanning the Web” before being able to use this devotion in the network.
   e. The bonus or penalty gained through this power is based on the user’s successes upon activation, not Web dots.
   f. This devotion costs 21 XP.
30. Manteia [Mekhet: Shadows in the Night]
   a. Available to members of the Moirai shadow cult only.
31. Mark of Shadows [Immortal Sinners]
   a. This Devotion costs 15 XP to learn.
   b. This Devotion has a prerequisite of Resilience, not Fortitude.
32. Memory Theft [Ancient Mysteries]: Not Sanctioned
33. Mercurial Form [Ancient Mysteries]: Not Sanctioned
34. Messenger’s Blessing [Lords Over the Damned]
   a. This Devotion may only be performed on an individual acting as a courier for the user.
35. The Methuselah Effect [Mekhet: Shadows in the Night]
   a. Available to members of the Moirai shadow cult only.
   b. This Devotion costs 45 XP to learn.
   c. This Devotion cannot have been used in the character’s background.
36. Mock Mind [Bloodlines: The Legendary]
   a. This Devotion costs 21 XP to learn.
37. Preemptive Reflex [Ancient Mysteries]:
   a. This power may be used to intercept an attack on another PC or target within the user’s Celerity speed range.
   b. Replace “negates all successes from an attack” to “Doubles Defense gained from Celerity against attacks made with Athletics, Brawl, Firearms, Weaponry, or supernatural sources where Defense would apply.” This effect does not double Celerity when determining Initiative or Speed. This bonus to Defense is not considered to be part of the base pool.
   c. This power may still be used to completely avoid damage from an environmental source (such as an explosion, car crash, etc.) at VST discretion.
38. 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).
39. Ritual of Nourishment, The [Mekhet: Shadows in the Night]: Use of this devotion requires a dedicated downtime action each downtime period. This downtime action and use of the devotion calms the Reflection for that month, preventing its mischief. If cast by one Mekhet for another, both must spend the downtime action. Use of this power affects only one Reflection at a time, thus it must be cast multiple times (with multiple downtime actions) for multiple Reflections.
40. Scanning the Web
   a. Available to Lynx only.
   b. Prerequisites: Auspex ●●, Majesty ●●
   c. Use the text for the Scan power found in Invictus on page 208-209.
   d. The Lynx need not buy extra network types.
   e. The Lynx must be physically present to scan a node. The power’s influence exists only within a VSS’s jurisdiction.
   f. This devotion costs 15 XP.
41. 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.
42. Soma [Bloodlines the Chosen]
   a. Each success allows the base time for a change in Blood Potency to be altered by 1 month, up to a maximum of 5 months.
43. Spirit Senses [Immortal Sinners][Mekhet Clanbook]
   a. This devotion is available to Mekhet and Circle of the Crone only.
   b. This devotion’s prerequisites are Cruac OR Sethite Sorcery at one dot.
   c. This Devotion costs 5 XP to learn.
   d. This devotion can only detect Ghosts, unless the following conditions are met:
      i. Top Approval
      ii. Prerequisites changed to Auspex ●●, Cruac ●● OR Sethite Sorcery ●●
      iii. To see spirits in Twilight the user activates the power and spends 1 vitae for the scene (no Vitae required to see Ghosts, only declaration of activation). It does not guarantee that the character may interact with said spirits, and does not allow a character to see into the Shadow/Spirit world.
iv. Devotion cost raised to 12 XP (the character can pay the difference to “upgrade” the devotion upon approval).

44. Sting [Bloodlines: The Legendary]
   a. This devotion may only be used once per scene on any character.
   b. If the character affected by Sting is attacked, they may react normally.

45. Sunnikuse
   a. Available to Bohagande only.
   b. Prerequisites: Nightmare ●●, Resilience ●●●
   c. Draw Pool: Wits + Subterfuge + Nightmare vs Resolve + Supernatural Advantage
   d. Activation Cost: 1 vitae
   e. Action: Reflexive (Contested)
   f. The Bohagande eat luck. If a Bohagande is aware of an action, he can attempt to absorb the luck of the target doing said action. The Bohagande can reflexively activate this power, preempting an action against them in the initiative, but lose their normal action for the turn as they absorb the heady rush of luck. If successful, the Bohagande imposes a penalty equal to his successes (maximum of -5) to the target's action and gains a bonus equal to his successes (maximum of +5) to his next action, whatever that may be. There is no time limit on this next action, but the Bohagande cannot choose when to expend his stolen luck, it is always the next active draw he makes.
   g. The target gets to make a Wits + Occult to realize he has been the target of a curse. His successes must meet or exceed those rolled by the Bohagande to realize this, and he will have no reason to suspect the character unless he knows of their luck eating nature.
   h. At VST discretion, the Bohagande can expend his luck to automatically succeed at a normal, mundane activity in an impressive way. This must be done to promote the story, but it cannot be supernatural in nature or combat related.
   i. This devotion costs 18 XP

46. Swarm Communion [Bloodlines: The Legendary]
   a. This Devotion costs 21 XP to learn.

47. Threefold Assault [World of Darkness: Chicago]: Mid Approval

48. Timed Message [Mekhet: Shadows in the Night]
   a. Available to members of the Moirai shadow cult only.

49. The Warding Flesh [Bloodlines: The Chosen]
   a. The effect of this power is not permanent. When any thinking creature other than to Noctuku that made it sees it, the power activates, as per Dread, for one scene and then becomes inert. The Warding Flesh can be used on the same object again after it has been expended.

50. Whisper Campaign [Immortal Sinners]
   a. This Devotion costs 24 XP to learn.

51. Wicked Grasp
   a. This deviation imposes a penalty to Initiative equal to the user's dots in Nightmare, as well as the penalty to breaking out of grapple. It does not drop someone to the lowest initiative in the combat.

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

VIII. STORYTELLER RULES AND CLARIFICATIONS
A. Optional Rules
   1. If an Optional Rule is not listed below as being sanctioned, that rule cannot be used within the Sanctioned Chronicle.
   2. Minds Eye Theatre: Requiem
      a. Travel and Vampiric Gatherings (pg. 18)
      b. The Fourth Tradition (pg. 21), if approved in the Venue Style Sheet.
      c. Deceitful Creatures (pg. 162)
3. The Blood (WW25002)
   a. Deepening the Blood (pg. 26), as a guideline for Blood Potency development.
   b. Disintegration (pg. 88)
   c. Toughness as Intimidation (pg. 90), at ST discretion.
   d. Torpor from Age (pg. 92), as modified in section II.F.3. of this Addendum.
   e. From Morality to Humanity (pg. 104). Note: this does not provide an XP refund.
   f. Derangements (pg. 107). Note: The Withdrawal derangement should only be imposed upon a PC with player agreement.
   g. Living on the Edge (pg. 115)

4. Carthians (WW25303)
   a. Enhancing Status (p 202): Carthian artifacts, when approved at the requisite Top level, give the status bonuses as outlined when it is widely known the character holds the artifact. For status stripping and other powers which may require status, unaltered status (without bonuses) must be taken into account. The character must be physically in contact with the artifact for the bonus to apply; the bonus does not apply otherwise. Custom Carthian artifacts will not be considered for approval at this time.

5. Circle of the Crone (WW25305)
   a. Blood of the Gods (pg. 41)
   b. Quality of Work (pg. 79)
   c. Achieving Natural Mindlessness (pg. 85)
   d. Devotion or Depravity (pg. 86)
   e. Underworlds and the Haven Merit (pg. 121)
   f. Losing Crúac (pg. 194)
   g. Acolytes are Wrong (pg. 201)

6. 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 (pg. 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 chronicle.
   d. The system of Influences and Primacy in Chapter 4 are not currently sanctioned.
   e. Corvée (pg. 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 Premeditated Murder.

7. Invite Only (WW25315)
   a. A Murder of Harpies (pg. 21)

8. Lancea Sanctum (WW25001)
   a. Apostolica (pg. 78-84)

9. New Wave Requiem (WW25320)
   a. Glass and Chrome (pg. 26)
   b. Thinner Masquerade (pg. 43)

B. Places of Power
   1. Necropoli [Requiem for Rome]
      a. Necropoli, their history and creation are reserved for the use by the NST.
   2. Wyrm’s Nests [Ordo Dracul]
      a. Wyrm’s Nest approvals must note the Resonance.
      b. Haunted nests with portals to the Underworld and Crucibles require High Approval.
      c. See also the relevant settings documents (Wyrm’s Nest Guidelines and Wyrm’s Nest Complications in the Vampires and the Spirit).

C. Spirits
1. Spirits are Top approval as NPCs in the Requiem venue.
2. It is Top approval for a PC to manipulate or control a spirit in the Requiem venue.
3. Spirits linked to a PC may only be created based on a template created by the National ST staff, including input from Awakening and Forsaken staff members.
4. Any spirit based mechanics, powers, or abilities are not sanctioned unless otherwise noted in this addendum.

D. 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.

2. Damage from Firearms
   a. A called shot to a vampire’s head may or may not inflict Lethal damage, at the discretion of the ST. The ST is encouraged to take into account factors such as caliber and range, but the decision is ultimately that of the ST.

3. Drinking the Resounding Blood
   a. While a PC may have multiple Resonance traits as defined and permitted by the presiding VST, only one Resonance trait may be applied to any given test, for a maximum Modifier bonus of +2 granted by the Ritual.

4. Staking
   a. Sleeping vampires may always be staked with the normal rules: -3 penalty to hit the heart, 5 successes needed. The vampire has a chance to test to wake if unsuccessful.
   b. In Combat, staking is only successful if used to deal lethal damage to the last health box. The standard -3 penalty to target the heart is used, but the only goal is to fill the last health box with lethal damage with the stake. The target then enters torpor and can be woken by removing the stake instead of waiting for the requisite time period or using more potent blood. This is considered the socially acceptable way to capture criminals in polite society and is more humane and honorable than combat to torpor or Final Death. Rules for stakes as weapons can be found in Armory Reforged.