Supplementary Rules

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Common Wraith Guide

Attributes 6/4/3
Abilities: 5
Willpower: 3
Powers: 1 (Level 1 only)
Corpus (Health): 8 (Healthy, Healthy, Bruised, Bruised, Bruised, Wounded, Wounded, Incapacitated, Harrowed)

Each dot the player spends beyond the first gives the retainer an additional five experience points. These can be spent on Attributes, Abilities, Willpower, or Powers.
Attributes: 3 XP each, Abilities: 1 XP Each, Willpower: 3 XP Each, Powers: 4 XP per level
Thus to buy Forgetful Mind, the wraith would pay 12 xp.

In the case of powers that cost blood in Vampire, replace that cost with Corpus. Unless otherwise specified, these powers may be used across the Shroud with an additional cost of 1 Corpus.
Below is a list of powers available for Wraiths and their cost in points:
- 1 - Heightened Senses (As per Laws of the Night Revised power)
- 1 - Might: (As per the Laws of the Night: Revised power) - This power only functions in the Lands of the Dead.
- 1 - Phantom Speaker: (As per the Laws of the Night: Revised power). This power may only be used upon those the wraith can perceive.
- 1 - Swiftness: (As per the Laws of the Night: Revised power) - This power only functions in the Lands of the Dead.
- 2 - Passions (As per the Laws of the Night Revised power)
- 2 - The Haunting: (As per the Laws of the Night: Revised power)
- 2 - Tremens: (As per the Laws of the Night; Revised power).
- 2 - Unseen Presence (As per Laws of the Night: Revised power). This power does not cross the shroud.
- 3 - Beckoning (As per the Laws of the Night Revised power):
- 3 - Forgetful Mind (As per Laws of the Night: Revised power). This power may only be used on mortals.
- 3 - Inhabit: The wraith may enter an inanimate object and travel within it. The wraith is still able to be detected with Aura Perception while inhabiting the object.
- 3 - Manipulate: (As per the Laws of the Night: Revised power). This power may not be used to physically attack others.
- 4 - Materialize: By spending 1 Corpus, the Wraith may make itself physically manifest in the material world for a single scene or hour. A Wraith may choose to end this power prematurely.
- 4 - Possession (As per Laws of the Night: Revised power). This power functions only on non-supernatural mortals or creatures not presently inhabiting their bodies (due to Astral Projection, Soul Steal, etc.). While using Puppetry the wraith may not use a vampire’s blood supply.
- 4 - Subsume the Spirit (As per Laws of the Night: Revised power)
- 4 - Telepathy (As per Laws of the Night: Revised power)
Masquerade Ghoul Creation Guide

Introduction
This is Mind’s Eye Society’s guide to Ghouls. These rules are to be used when creating PCs or NPCs, and and override any contradicting rules found in MET material.

Ghoul Creation
Created when a living creature consumes vampiric vitae, ghouls gain an element of immortality and supernatural power, but at a stiff price. Most ghouls are blood bound to their masters, known as domitors, and they all depend on a steady supply of vitae if they wish to keep their "gifts". Ghouls characters are created much as Kindred are, see Laws of the Night: Revised page 62 for additional information.

Step One
Inspiration - who are you?
- Choose a concept
- Choose a Nature and Demeanor
- Determine your domitor's clan

Step Two
Attributes - what are your basic capabilities?
- Choose Attribute Traits. (6 primary, 4 secondary, 3 tertiary)

Step Three
Advantages - What do you know?
- Choose 5 Abilities
- Choose 1 Discipline
- Choose 5 Backgrounds
- Created with Kindred lore 1, the lore of their domitor's clan at 1 if applicable, and the lore of their domitor's sect at 1 if applicable.
- Ghouls get additional lores equal to the number of generation traits their MC allows.

Step Four
Last Touches - Fill in the details
- Assign Willpower and Virtue Traits (Ghouls start with 2 Willpower traits and have a maximum of 10).
- Choose Negative Traits and/or Flaws (if any)
- Choose a Derangement (if desired)
- Spend 5 (or more) Free Traits and choose Merits (if any)

Ghouls Have
- Maximum of 15 Attribute traits per category.
- Created with Kindred lore 1, the lore of their domitor's clan at 1 if applicable, and the lore of their domitor's sect at 1 if applicable.
- Created with 1 basic Discipline, either Alacrity, Endurance, or Prowess.
- Are on the Path of Humanity.
- Have the following health levels: Healthy, Healthy, Bruised, Bruised, Bruised, Wounded, Wounded, Incapacitated, Mortally Wounded
- Have a "human" blood pool of ten traits, and a "vitae" blood pool of five traits. Only vitae can be spent to
power supernatural healing, Attribute bonuses, or Disciplines. Ghouls can spend up to 1 blood per round. If fed upon, only the human blood pool is available.

Learning Disciplines
It costs 4 XP to learn a Basic Discipline, and 8 to learn an Intermediate Discipline.
Ghouls may learn up to Second Intermediate (level 4) of Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, and Presence with a teacher. The Physical Discipline the character starts with may be learned up to Second Intermediate (level 4) without a teacher.
Ghouls may also be taught up to the Second Intermediate level (level 4) of the Clan Specific Disciplines his Domitor has In Clan.
Should the ghoul's domitor change to a domitor of a different clan, Clan Specific Discipline dots are lost without a refund until such time as the Ghoul's Domitor once again possesses them as In Clan Disciplines.
Ghouls may not learn Combination Disciplines.

Merits and Flaws
Ghouls have access to the following Merits and Flaws from Sanctioned material: Acute Sense, Ambidextrous, Bad Sight, Blind, Bruiser, Catlike Balance, Code of Honor, Coldly Logical, Common Sense, Concentration, Cursed, Daredevil, Dark Fate, Dark Secret, Deaf, Deathsight, Deformity, Disfigured, Eidetic Memory, Enchanting Voice, Friendly Face, Hard of Hearing, Huge Size, Lame, Lazy, Lucky, Magic Resistance, Medium, Mute, Natural Leader, Natural Linguist, One Eye, Oracular Ability, Sanctity, Short, Shy, Soft-Hearted, Speech Impediment, Spirit Mentor, & Time Sense.

These Merits and Flaws transition to the new character sheet if the Ghoul is ever Embraced during play.
In addition, Ghouls have access to the Merits and Flaws listed below. These do *not* transition and may be replaced as usual for Merits and Flaws which become inapplicable to the character:

Clan Weakness: (2 Trait Supernatural Flaw) Perhaps your domitor's blood is particularly potent, or maybe there's more darkness in your soul than you realized. At any rate, you have taken on the clan weakness of the vampire to whom you are blood bound. For example, Ventrue ghouls find they gain no benefits from the blood of any other clan, while Malkavian ghouls gain one Derangement which may never be lost so long as the bond remains in effect.

Damned Visage: (2 Trait Supernatural Merit) You have the uncanny ability to appear as one of the undead. Your skin is pale, your breathing is indiscernible, your hands are ice-cold, and your blinking appears practiced and unnatural. While you can't stop your heart from heating, you can spend a Blood Trait to slow your pulse to the point where it's not discernible. The only drawback to this Merit is the risk you run of fooling a Hunter so well that he might try to stake you. On the other hand, if somebody leaves you out to greet the sun, you can laugh all the way home.

Efficient Digestion: (3 Trait Supernatural Merit) You are able to go without vampire blood longer than most ghouls. In fact, you have experimented and found that you can go for two months without a drop of the good stuff. You also seem to benefit from the experience of feeding from your Regnant more than other ghouls do. Every two Blood Traits he gives you increases your Blood Pool by three (round fractions down).

Inefficient Digestion: (3 Trait Supernatural Flaw) You need twice as much blood as other ghouls; each Blood Trait Your Regnant grants you only counts for half. If she gives you four, you only receive two. Halves are rounded down, so gulping down one Blood Trait has no effect on you whatsoever.

Insomnia: (2 Trait Mental Flaw) Try as you might, much-needed sleep never comes to you. The best you can manage is a fitful hour of dozing or a catnap here or there. To reflect this, you start every event at full Traits. At the halfway point of the game, however, your current Mental, Physical and Social Trait ratings all decrease by one.
Ostentatious Toady: (3 Trait Psychological Flaw) You have thrived since your domitor first gave you her blood. The power she grants you is apparent in your unnatural strength, toughness and speed. The only problem (and you'd never admit it) is the fact that you know you would be nothing without the blood. Your domitor is the only thing that makes you truly alive. As a result, you constantly try to impress her, even if the attempt means risking your life, and must spend a Willpower Trait to avoid doing so whenever presented with a chance to do so.

Swept Away: (2 Trait Psychological Flaw) After you got over the initial shock of your domitor's true nature, you were enthralled by the romance and heartbreaking tragedy of vampirism. You are needed, loved, provided for - how wonderful! Your master may be cruel or abusive, but in the end it doesn't matter, as you have willfully blinded yourself to your domitor's true nature, and is thus two Traits down when his domitor attempts to coerce or Dominate you.

Twisted Upbringing: (1 Trait Supernatural Flaw) Your domitor has taught you all the wrong things about vampire society out of the goodness of her little black heart. Whether she told you that all the legends about garlic and running water are true or convinced you that she and all other vampires are extraterrestrials, the fact is that you bought it, lock, stock and barrel. These false ideas are bound to get you into trouble, and you will not believe any attempts to set you straight. Over time you can learn the truth and buy off this Flaw, but not until a Storyteller grants you permission.

Vitae Sink: (2 Trait Supernatural Flaw) You need your domitor's blood, and you need it often. It seems you can't go for longer than two weeks without it or you revert back to human state. If you have been a ghoul for over a century, this Flaw can be downright deadly.

Aware of False Love: (2 Trait Psychological Merit) Ghouls possessing this Merit are aware of the nature of the Blood Bond. They know that what they feel for their domitor is not natural, and are therefore more capable when dealing with their feelings. If you have this Merit, your domitor is two Traits down when attempting to coerce or Dominate you in any way.

Lifegiver: (5 Trait Supernatural Merit) Your life force is particularly strong and resilient to harm. Whenever you suffer non-aggravated damage, you heal it in half the required time. You automatically gain the Flaw Potent Blood, but gain no additional Free Traits for it.

Pale Aura: (2 Trait Supernatural Merit) Your aura is pale an indistinct, like a vampire’s, and lacks the vibrant colors of living mortals. Individuals capable of reading your aura automatically assume that you are a vampire (or that you’re just plain weird, if they aren’t familiar with vampiric auras) unless they succeed in an immediate Static Mental Challenge with a difficulty of 10 Traits.

Potent Blood: (1 Trait Supernatural Flaw) You blood is particularly nourishing and delicious to vampires. Each Trait of your blood is worth twice as many Blood Traits as a normal mortal’s, so a vampire who drinks one Trait of your blood gains two instead. You still suffer only one Health Level of damage per Blood Trait lost, however. Vampires have lots of nicknames for people like you, such as “Slurpee”, “Tasty Treat”, or simply "Mine!".

Embrace

Should a Ghoul be Embraced during play, it automatically gains (3 - number of Basic Disciplines already possessed) Basic Disciplines belonging to her new Clan, as well as enough Willpower Traits to raise her to the minimum for her new Generation.

Cam/Anarch Weirdness for Ghouls:

If embraced at an Elder generation, you may elect not to pay the Weirdness for being embraced after 1800. If you take this option, the character may not purchase Superior Disciplines.
Masquerade Revenant Creation Guide

Created by the deliberate infusion of vampiric vitae into mortal breeding lines, the various revenant lineages are both human, and utterly inhuman in nature. Laws of the Night: Sabbat Guide pages 168-177 has additional mechanics and setting information on revenants in general, and the four (Bratovich, Grimaldi, Obertus, & Zantosa) families that actively serve in the Sabbat. Revenant characters are created much as Kindred are, see Laws of the Night: Revised page 62 for additional information.

Step One

Inspiration - who are you?
- Choose a concept.
- Choose a Nature and Demeanor.
- Choose a family.

Step Two

Attributes - what are your basic capabilities?
- Choose Attribute Traits. (6 primary, 4 secondary, 3 tertiary)

Step Three

Advantages - What do you know?
- Choose 5 Abilities.
- Choose 1 Basic Disciplines Choose 1 Basic Discipline from your revenant family discipline spread.
- Choose 5 Backgrounds.
- Created with Kindred lore 1, Sabbat lore 1, and Tzimisce lore 1
- Revenants get additional lores equal to the number of generation traits their MC allows.

Step Four

Last Touches - Fill in the details.
- Assign Willpower (Revenants start with 2 Willpower trait and have a maximum of 10).
- Determine Morality Path and Assign Virtue Traits
- Choose Negative Traits and/or Flaws (if any)
- Choose a Derangement (if desired)
- Spend 5 (or more) Free Traits and choose Merits (if any)

Revenants:
- Have a Maximum of 15 Attribute traits per category.
- Are on any of the following Paths of Enlightenment: Caine, Cathari, Death and the Soul, Feral Heart, Honorable Accord, or Power and the Inner Voice
- Have the following health levels: Healthy, Healthy, Bruised, Bruised, Bruised, Wounded, Wounded, Incapacitated, Mortally Wounded
- Have a blood pool of ten traits. This blood can be spent to power supernatural healing, Attribute bonuses, or Disciplines. Revenants can spend up to 1 blood per round.
- Revenants regenerate one point of blood per week.
Revenant Families
Bratovich, Grimaldi, Obertus, Zantosa: Low Approval. Others are not available.

Learning Disciplines
It costs 4 XP for a Revenant to learn a Basic Discipline, and 8 for a Revenant to learn an Intermediate Discipline. Revenants may learn up to Second Intermediate Disciplines (level 4) of Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence, and Vicissitude (though disciplines other than the family disciplines of the Revenant family require a teacher). Revenants may not learn Combination Disciplines.

Merits and Flaws

Embrace
Should a Revenant be Embraced during play, it automatically gains (3 - number of Basic Disciplines already possessed) Basic Disciplines belonging to her new Clan, as well as enough Willpower Traits to raise her to the minimum for her new Generation.
Influence Changes:
iv. Characters may not gain Influences levels over five with the exception of 7th generation characters or those with the Paragon merit may purchase Influences up to level 6. There is no method of obtaining level 7 of higher Influence levels.
v. Remove the following line from Combine, "No action on the Mind’s Eye Theatre sourcebook charts can be attempted by a character who doesn’t have the required Influence level according to that chart" and replace it with "An action on the Mind’s Eye Theatre sourcebook charts can be attempted by a character who doesn’t have the required Influence level according to that chart using the Combine action. Each character after the first who lends actions via Combine to perform an action beyond the original character’s Influence level suffers an additional 1/2 penalty to their actions."

Baseline Concept:
You may spend your own actions to perform an action of equal level.
You may have someone help you to perform actions, you gain 1 action to use for every 2 actions they spend.
Additional helpers for endeavors higher than your level give you 1 action to use for every 4 actions they spend.

Examples of Combine and Higher level actions:
Danny possesses Transportation 5 and wants to perform the Transportation 9 action, "Completely dominate one aspect of regional transportation (airplanes)".
Jim, Walter, and Bob each possess Transportation 4 and want to assist Danny.
Jim uses Combine to lend 2 actions to Danny (bringing him up to 7)
Walter uses his Transportation 4 with Combine to lend 1 action to Danny rather than 2 due to the increased penalty (brining Danny up to 8). Bob also uses his Transportation 4 with Combine to lend 1 action to Danny (bringing him up to 9).

Example 2) Harold wants to use the Finance 10 action to gain 1,000,000 dollars with his Ventrue coterie of Danny and Walter.
Harold is a Ventrue with Finance 6.
Danny is a 7th generation Brujah with Finance 6.
Walter is a Gangrel with Finance 5.
Danny uses Combine with Finance 6 to grant 3 Actions to Harold due to the 1/2 penalty bringing Harold up to 9 actions.
Walter uses Combine with Finance 5 to grant 1 Action to Harold due to the 1/4 penalty (since Walter is the 2nd person to lend actions for this endeavor) bringing Harold up to 10 actions.
Harold uses his 10 actions to perform the Finance 10 action.
Paragon (6 Trait Social Merit) [Ventrue Only]
The Embrace has awakened within you an aspect of personality that others find particularly compelling. Each of your backgrounds from the following list: Allies, Contacts, Fame, Herd, Influence, Mentor, Resources, and Retainers may be purchased up to x6.
For example, a Kindred may take this Merit and enjoy the benefits of a Contacts, Resources, and Allies Background of x6.
Mechanics for Backgrounds of level x6 are as follows:

**Allies 6**
No new mechanics are required.
Clarification: Being mortals, expert Allies cannot access abilities of level 6 (ex: Performance x6).

**Fame 6**
Your fame extends across the globe, every passerby on the street knows your face. This level of fame is dangerous for Vampires to possess. You may applies your Fame to all of your influences at once without penalty.
Top Approval is required for Fame x6.

**Resources 6**
Elite. Income $150,000. You own multiple estates and a number of smaller properties besides, each fully furnished. Your only regret is that your car collection requires more than one of your private jets to move between your many properties.

**Retainer:**
Both of the following are possible to a Ventrue with this level of influence.
1. Paragon of Influence Retainers: Each retainer you dedicate to increasing your maximum influence pool increases it by 5 instead of the standard 3.
2. Paragon of Active Retainers: Your standard retainers can be bought to 6 traits, providing them with 25 XP.

**Influence**
Paragon allows you to purchase up to the 6th level of each influence with XP or Free traits instead of the usual 5, before requiring Growth actions.

**Contacts 6**
No new mechanics required

**Herd 6**
No new mechanics required
Path of Blood
Due to the curse which the Assamites labor under they cannot diablerize. As a result the Path of Blood is not the same as found in Laws of the Night. Here is the Hierarchy of Sins for Path of Blood in the MES chronicle.

5 Killing a mortal for sustenance, Breaking a word of honor to a Clanmate
4 Refusing to offer a non-Assamite the opportunity to convert, Failing to destroy an unrepentant Kindred outside the Clan
3 Succumbing to frenzy, Failing to pursue the lore of Khayyin
2 Failing to demand blood as payment, Refusal to aid a more advanced follower of the path
1 Failing to tithe blood, Acting against another Assamite