

GWB ADDENDUM: VAMPIRE THE MASQUERADE 20th Anniversary Edition (V20)

Effective Date: 1 August 2018

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This addendum is organized into the following Sections:

- I. **ERRATA AND ADDITIONAL BOOKS:** A listing of errata and books specifically sanctioned for this genre.
- II. **CHARACTERS:** Basic rules for Masquerade Characters.
- III. **CLANS:** Rules pertaining to the various vampiric Clans.
- IV. **SECTS:** Rules pertaining to the various vampiric Sects.
- V. **TRAITS:** Rules pertaining to Masquerade-specific Abilities, Backgrounds, Merits, Flaws, etc.
- VI. **DISCIPLINES, RITUALS AND RITES:** Rules pertaining to vampiric Disciplines, rituals, Combination Disciplines and ritae.
- VII. **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. ERATTA AND ADDITIONAL BOOKS

All: The National Office reserves the right to make use of the included Storyteller characters, unless otherwise noted.

A. V20 Anarchs Unbound

B. V20 Companion

C. The Black Hand: A Guide to the Tal'Mahe'Ra

D. Dread Names, Red List

E. Ghouls & Revenants

F. Lore of the Clans: The Merits, Flaws, Powers, etc. listed in each Clan's section are considered proprietary to that Clan, and require High Approval to possess outside of that Clan (except as otherwise noted in this addendum).

G. Rites of the Blood

II. CHARACTERS

A. Background

1. Age

- a. Existed since 1500AD or earlier: High Approval.
- b. Existed since 500AD or earlier: Top Approval.
- c. Ghoul existed since 1850AD or earlier: High Approval.
- d. Ghoul existed since 1500AD or earlier: Top Approval.

2. Youth

- a. Embraced or became a Ghoul prior to age 3: Not sanctioned.
- b. Embraced or became a Ghoul prior to age 16: High Approval.
- c. Currently under the age of 16: High Approval.

B. Types:

1. **Kindred:** Special approval is required to play vampire characters of certain clans, even if the character is Embraced during the course of play. Clans or Bloodlines not listed require Top Approval.
 - a. **Low Approval:** Brujah, Caitiff, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventruue.
 - b. **Mid Approval:** Giovanni.
 - c. **High Approval:** Assamite (incl. Sorcerers and Viziers), Children of Damballah, Daughter of Cacophony, Followers of Set, Lasombra *antitribu*, Mariners, Samedi, Tzimisce *antitribu*.
 - d. **Per antagonist character types:** All Sabbat clans (including but not limited to Sabbat *antitribu*, City/Country Gangrel, and Serpents of the Light).
 - e. **Reserved for the National Office:** Ahrimanes, Angellis Ater, Children of Osiris, Kolduns, Lhiannan, Maeghar, Old Clan Tzimisce, Wu Zoo.
 - f. **Not Sanctioned:** Anda, Cappadocians, Lamia, Noiad, Telyavelic Tremere.
2. **Ghouls:** PC Ghouls are the same approval level as their regnant. If a Ghoul changes regnants, their approval level changes with the base approval level of the new regnant.
 - a. Changing Regnant prior to entering play: Mid Approval. Both Regnants must be PCs; Ghouls may not have had NPC Regnants prior to entering play.

3. **Revenants:** Mid Approval (Low Approval for NPCs). Exception: Sabbat Revenant families are per antagonist character types.

C. Diablerie

1. High Notification.

D. Golconda

1. Making steps toward Golconda: High Notification.
2. Achieving Golconda: Top Approval.

III. CLANS

A. Caitiff

1. Caitiff cannot start play with more than four dots in the Generation Background.

B. Malkavian

1. The "Great Prank" has not yet occurred; all Malkavians are Dominate Malkavians (p436).
2. The Malkavian Madness Network cannot be used for any form of mental communication other than the Malkavian clan forum, or via the powers Sybil's Tongue and Babble.

C. Tremere

1. To portray a "rogue" concept or have been one in the characters history: High Approval
2. The Path of Blood is the default Thaumaturgy path for all Tremere characters.

IV. SECTS

A. General

1. **Titles** [V20 Companion]: Titles are awarded, either by authorized PCs (e.g. a Prince naming a Sheriff) or by the appropriate STs or NPCs (e.g. the CST-WoD establishing the Inner Circle). They do not cost EXP.

B. Camarilla: Low Approval.

1. **Archon:** High Approval.
2. **Dux Bellorum:** High Approval.
3. **Imperator:** Top Approval.
4. **Inner Circle:** Top Approval.
5. **Justicar:** Top Approval.

C. Anarchs: Mid Approval (Low Approval for NPCs).

1. **Baron:** Mid Approval.

D. Inconnu [Rites of the Blood]: High Approval (Low Approval for NPCs).

1. **Council of Twelve:** Top Approval.

E. Sabbat: per antagonist character types.

1. Former Sabbat member: Mid Approval (Low Approval for NPCs).
2. All titles per antagonist character types.

F. Tal'Mahe'Ra [Black Hand]: per antagonist character types.

1. Former Tal'Mahe'Ra member: High Approval (Low Approval for NPCs).
2. All titles per antagonist character types.

V. TRAITS

A. Backgrounds

1. **Blasphemous Shrine:** Only available to Setite Sorcerers.

2. **Status:**

- a. ●: Pre-requisite: acknowledged by Praxis.
- b. ●●: Pre-requisite: Primogen or court officer.
- c. ●●●: Pre-requisite: holds Praxis (Prince or Baron).
- d. ●●●●: Pre-requisite: Archon. High Approval.
- e. ●●●●●: Pre-requisite: Justicar, Imperator or Inner Circle. Top Approval.

B. Merits & Flaws

1. **Consanguineous Resistance** [Lore of the Clans]: Mid Approval.

2. **Dynamic Personality** [Lore of the Clans]: Mid Approval.

3. **Embraced without the Cup** [Lore of the Clans]: High Approval

4. **Hidden Diablerie:** High Approval.

5. **Infamous Sire:**

- a. Sire is a PC: Approval of Sire's VST.
- b. Sire is an NPC: High Approval.

6. **Kashaph** [Rites of the Blood]: High Approval (Low Approval for NPCs).

7. **Paragon** [Black Hand]: High Approval.

8. **Prestigious Sire:**
 - a. Sire is a PC: Approval of Sire's VST.
 - b. Sire is an NPC: High Approval.
9. **Revenant Disciplines** [Lore of the Clans]: High Approval.
10. **Unbondable:** High Approval.

C. Virtues & Morality

1. **Paths of Enlightenment:** per antagonist character types.

D. Ghouls

1. **Maintenance:** Each month a Ghoul must drink at least one Trait of Kindred Blood. Failure to do so will result in the Ghoul beginning to age at a steady but accelerated rate, reaching their true age after 12 months if Kindred Blood is not ingested during that time.

VI. DISCIPLINES, RITUALS AND RITES

A. Learning

1. All teachers must be active player characters and may teach up to one level less than they possess of their in-clan Disciplines which they actively possess. Characters may not teach out-of-clan Disciplines. Non-Player Characters may not teach Disciplines.
2. Out-of-clan Disciplines may be taken at character creation, but this must be justified in the character's background and approved by the Storyteller, and are limited to one- and two-dot Disciplines.
3. **Out-of-Clan Discipline Approval Requirements**
 - a. **Low Approval:** Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence, Protean.
 - b. **High Approval:** Chimerstry, Serpentis, Thaumaturgical Countermagic, Thaumaturgy.
 - c. **Top Approval:** any Discipline not otherwise listed.
 - d. **Necromancy:** one approval level higher than In-Clan; two levels higher if across Sect lines.
 - e. **Thaumaturgy:** one approval level higher than In-Clan; two levels higher if across Sect lines.
4. **In-Clan Thaumaturgy Approval Requirements**

	Tremere	Kolduns	Assamite Sorcerer
Low Approval	Path of Blood Elemental Mastery Lure of Flames Movement of the Mind Neptune's Might Weather Control	Path of Blood Elemental Mastery Lure of Flames Neptune's Might Weather Control Path of Mars	Path of Blood Path of Conjuring Hands of Destruction Lure of Flames Movement of the Mind Path of the Father's Vengeance
High Approval	The Green Path, Mastery of the Mortal Shell, Path of Corruption, Abyss Mysticism, Technomancy, Awakening of the Steel (Assamite only), any path not otherwise listed		
Not Sanctioned	Path of the Focused Mind, Path of the Levinbolt, Path of Spirit Manipulation		

- a. Characters may change their primary path of Thaumaturgy to another with High Approval or the approval level of the path, whichever is higher.
5. **Ghouls**
 - a. Ghouls cannot learn any Discipline out-of-clan to their Regnant except for Potence.
 - i. Ghouls may never learn the following Disciplines: Daimonion, Necromancy (any), Obeah, Sorcery (any), Temporis, Thaumaturgical Countermagic, Thaumaturgy (any), Valeran.

B. Using Disciplines

1. A character cannot simultaneously use multiple powers that substantially transform the character's body. Such powers should be considered mutually exclusive, with the activation of one cancelling any other that is active. Powers such as Shape of the Beast, Horrid Form, Skin of the Adder, and Black Metamorphosis invoke this rule, but minor transformations like Eyes of the Beast or The Tongue of the Asp do not.
2. Extra levels of damage caused by Disciplines apply only to the specific type of attack noted in the Discipline's description, which rarely includes weapon attacks. Be careful to note the difference between general combat bonuses (like Potence), brawling attacks (such as Horrid Form), and even more specific attacks (like the bite bonus from The Skin of the Adder).

C. Disciplines Affected by the Addendum

1. **Dementation:** as the "Great Prank" has not yet happened, not sanctioned.

2. **Potence:** Potence does not modify ranged combat except as specifically noted in the power's description.

D. Rituals

1. General

- a. Pre-casts: Up to three rituals may be pre-cast before a game.
- b. For Necromancy, Thaumaturgy, and clan-specific sorceries, free rituals are only gained from the primary path, not all paths the character learns. (Characters will only receive a maximum of five free rituals.)

2. Rituals Affected by the Addendum

- a. **Abandon the Fetters** [Rites of the Blood]: High Approval.
- b. **The Curse Belated** [Rites of the Blood]: High Approval per use.
- c. **Inscription** [Rites of the Blood]: not sanctioned.
- d. **Nectar of the Bitter Rose** [Rites of the Blood]: High Approval.
- e. **Pavis of Foul Presence:** High Approval for non-Tremere.
- f. **Transubstantiation of Seven** [Rites of the Blood]: Not available to non-Tremere.

E. Combination Disciplines

1. General

- a. Combination Disciplines noted in the sourcebook as native to the character's clan: Low Approval.
- b. All other Combination Disciplines: High Approval, except as noted below.
- c. No teacher is required for Combination Disciplines if the learning character has an Occult Specialty in the source clan.

2. Combination Disciplines Affected by the Addendum

- a. **Eradication of Secrets** [Rites of the Blood]: High Approval (Low Approval for NPCs).

F. Ritae

1. Not available to non-Sabbat characters.

VII. STORYTELLER RULES AND CLARIFICATIONS

A. Optional Rules: If an Optional Rule is not listed below as being sanctioned, that rule cannot be used within the chronicle.

1. Vampire the Masquerade 20th Anniversary Edition

- a. Extras (p284).
 - b. Merits and Flaws (p479).
- ##### 2. Anarchs Unbound
- a. Ability Communities (p120).
- ##### 3. The Black Hand
- a. The Dying Art (p159).
- ##### 4. V20 Companion
- a. Harpies as Status-Mongers (p19).
 - b. Liar, Liar (p42).
 - c. Titles as Status Bonuses (p17).
- ##### 5. Ghouls & Revenants
- a. Daylight and Aging Ghouls (p44).
 - b. In the Master's Footsteps (p121).
 - c. Optional Blood Point Rules (p140).

6. Lore of the Clans

- a. I Really Need a Drink (p185).

7. Rites of the Blood

- a. Koldunic Sorcery Dice Mechanics (p156).
- b. Purchasing Rituals through Experience (p137).

B. Other Systems

1. **Feeding:** Per VSS and ST discretion.
2. **Hemotoxins:** While vampires are immune to most poisons, a vampire may be affected by a hemotoxic poison and vampires get a normal Stamina (difficulty 6) check to resist the effects of such a poison, with each success reducing the damage taken by one. Regardless of their normal effect on humans, a dose of hemotoxic poison deals its damage to vampires only once and each point of damage destroys a point of vitae rather than inflicting Bashing or Lethal wounds.