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 Requiem Characters.

III. CLANS: Rules pertaining to the various vampiric Clans.

IV. COVENANTS: Rules pertaining to the various vampiric organisations.

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

None at this time.

Requiem sourcebooks that are not listed are not sanctioned.

All: The National and Global Offices reserve the right to make use of the included Storyteller characters, unless otherwise noted. The Global Office may make use of anything from any sanctioned book, or approve such on a case-by-case basis.

A. Belial’s Brood (WW25111): Settings material sanctioned; mechanics not sanctioned.

B. Coteries (WW25100): Settings material sanctioned; mechanics not sanctioned.

C. Daeva: Kiss of the Succubus (WW25115): Settings material sanctioned; mechanics not sanctioned.

D. Damnation City (WW25306):
   1. Chapter 1: EXP surcharge for technology-related Skills (p 30) is not sanctioned.
   2. Chapter 2: The “Broadening Virtue and Vice” and “Extra Effort” sections are not sanctioned.
   3. Chapter 3: Replace all references to the Fealty Flaw with the Fealty Condition (see sidebar).
   4. Chapter 4: Not sanctioned.
   5. Chapter 5: Ignore Haven Qualities.

E. Gangrel: Savage and Macabre (WW25116): Settings material sanctioned; mechanics not sanctioned.

F. Ghouls (WW25110): Settings material sanctioned; mechanics not sanctioned.

G. Mekhet: Shadows in the Dark (WW25117): Settings material sanctioned; mechanics not sanctioned.

H. Nomads (WW25101): Settings material sanctioned; mechanics not sanctioned.

I. Nosferatu: The Beast That Haunts the Blood (WW25114): Settings material sanctioned; mechanics not sanctioned.

J. Rites of the Dragon (WW25300): While copies of this are in circulation, it is an apocryphal work, the authorship unknown but probably not Vlad Tepes as claimed.

K. Secrets of the Covenants
   1. Disregard the Theme tags in both Crúac and Theban Sorcery rituals (e.g. Divination, Transmutation, etc.). These are references to the optional system in Blood Sorcery, which is not sanctioned.

L. The Testament of Longinus (WW22007)

New Condition: Fealty (Persistent)
Your character owes homage to a liege lord, who may require Corvée of your character. Gain +1 on all rolls to satisfy the demands of Corvée; suffer a -1 dice penalties on all other actions taken after Corvée is called but before it is fulfilled.

Possible Sources: Offering fealty in exchange for Domain or Feeding Grounds.
Resolution: Termination of the relationship with the liege lord.
Beat: A decision is made for him by the liege, or when rent is paid on time.
M. **Ventrue: Lords Over the Damned (WW25112):** Settings material sanctioned; mechanics *not* sanctioned.

N. **VII (WW25301):**

**II. CHARACTERS**

A. **Background**

1. **Longevity**
   a. Existed since 1800AD or earlier: High Approval.
   b. Existed since 1000AD or earlier: Not sanctioned.

2. **Youth**
   a. Embraced or became a Ghoul prior to age 16: Not sanctioned (Top for NPCs).
   b. Currently under the age of 16: High Approval (Low for NPCs).

3. **Childer:** Having sired children in background (before the character enters play) does not require expenditure of a Humanity dot.

B. **Character Types**

1. **Ghouls**
   a. Approvals
      i. Coils of the Dragon: Not available.

C. **Blood Potency**

1. **Vinculum:**
   a. A Regnant/Thall 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.

D. **Humanity**

1. **Golconda**
   b. Achieving Golconda: Global Approval.

E. **Diablerie:** Top Notification if the victim is an NPC.

F. **The Cleansing:** *Clarification:* If Willpower is spent to prevent healing via Vitae during daysleep, the permanent wound is not merely cosmetic; the damage (be it bashing, lethal, or aggravated) is retained permanently in the unhealed Health box and cannot be subsequently healed by any means, as are any associated conditions.

**III. CLANS**

A. **Akhud:** Reserved for the National and Global Offices.

B. **Jiang Shi:** High Approval.

C. **Julii:** Reserved for the National and Global Offices.

D. **Pijavica:** Reserved for the National and Global Offices.

**IV. COVENANTS**

A. **Belial’s Brood**

1. Not sanctioned for PCs (Low Approval for NPCs).
2. Occult Speciality (Belial’s Brood) for non-Brood characters: High Approval.

B. **The Children’s Crusade:** Reserved for the National and Global Offices.

C. **The Gallows Post:** Reserved for the National and Global Offices.

D. **The Legion of the Dead:** Reserved for the National and Global Offices.

E. **The Tenth Choir:** Reserved for the National and Global Offices.

F. **VII**

3. PCs may not be current or former members of the VII or possess any of their powers.

**V. MERITS**

A. **General**
1. Any Merit which grants access to another covenant’s restricted abilities (Merits, Disciplines, etc.) require High Approval for each purchased out-of-covenant ability, except as listed otherwise in this addendum. These Merits represent an exception to Universal Addendum III.G.1.

### B. Merits Affected by the Addendum

1. **Connections** [Damnation City]: Not sanctioned.

2. **Court Jester** [Secrets of the Covenants]: “Challenging the establishment” includes only political challenge; it does not include breaking city law, violating the Traditions, etc.

3. **Domain** [Damnation City]:
   a. This Merit is replaced by the version in the sidebar.
   b. The VST may (but is not required to) establish a maximum number of dots available for this Merit in the VSS.

4. **Dynastic Membership**:
   a. The historic Houses presented are examples only, not meant for PC membership.
   b. Members of historic Houses are considered unique characters, controlled by the MST.
   c. A character may be a member of no more than one Dynastic House at a time.

5. **Feeding Grounds**:
   a. The VST may (but is not required to) establish a maximum number of dots available for this Merit in the VSS.
   b. Prerequisite (●●● or ●●●●): Fealty Condition.

6. **Oath of Matrimony** [Secrets of the Covenants]: Marriage Across Lines sidebar: Top Approval for a non-vampire to participate in this Oath; cross-genre trait interactions to be determined by the Top ST.

7. **Prestigious Sire** [Secrets of the Covenants]: This Merit only applies with PC sires.

8. **Status (City)**:
   a. City Status does not cost EXP.
   b. **Gaining/Losing City Status**:
      i. The Prince or equivalent can raise/lower a number of Status points per month equal to his/her own Status.
      ii. The Harpies or equivalent can raise/lower a number of Status points per month equal to their own Status.
      iii. The Keeper of Elysium or equivalent can lower by one the Status of any member of the city who violates the principles of Elysium.

9. **Status (Clan and Covenant)**
   a. Neither Clan nor Covenant Status cost EXP, and Status is not subject to Sanctity of Merits.
   b. **Approval Levels**:
      i. ● to ●●: Low Approval
      ii. ●●●: Mid Approval, with at least 1/3rd of local members in support.
      iii. ●●●●: High Approval, with at least 2/3rd of local members in support.
      iv. Ghouls: High Approval, with a limit of one dot in clan and/or covenant of regnant.
   c. **Status (Clan)**
      i. Holding Status in a clan other than the character’s real Clan: not sanctioned.
   d. **Status (Covenant)**
      i. Changing Covenant: 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. No character may be a member of more than two Covenants at one time.
      iii. No character may purchase more than one “honorary member” Merit (Casual User, Chorister, Independent Study, Laity, One Foot in the Door); characters with membership in two covenants cannot purchase an “honorary member” Merit.

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**Revised Merit: Domain (● to ●●●●●)**

**Prerequisite:** Fealty Condition

**Effect:** Your character is lord over a domain granted to him by an overlord.

**Drawback:** You are expected to maintain and enforce the Traditions within your Domain; failure to do so – or at least to sufficiently hide problems – is all but certain to bring the displeasure of your overlord.
e. **Background:** A character cannot enter play with more than 2 dots of Clan or Covenant status.

f. **Determining Another’s Status:** The dice pool used to determine another’s Status (Clan, Covenant or City) is Intelligence + Politics.

g. **Status Stripping and Expulsion:**
   i. *(expulsion):* Mid Approval, with unanimity of local members.
   ii. **to •••:** Mid Approval, with at least 2/3rd of local members.
   iii. •••• to •••••: High Approval, with at least 1/3rd of local members in support.

10. **Stigmata** [Secrets of the Covenants]: Mid Approval for mortal PCs.

11. **Temple of Damnation** [Secrets of the Covenants]: The actions to which the bonus applies are determined by the ST.

12. **Tenant** [Damnation City]: Tenants must be PCs unless an exception is explicitly noted in the VSS.

13. **The Three Heads of Kerberos** [Onyx Path website]: Sanctioned for Kerberos only.

14. **Vassal** [Damnation City]: Vassals must be PCs unless an exception is explicitly noted in the VSS.

15. **Weaponize Dissent** [Secrets of the Covenants]: Mid Approval.

VI. **BLOODLINES**

A. **Overall**

1. **Approval:** Unless specifically listed otherwise, bloodlines approvals are set by the nature of the gained Discipline:
   a. **Non-Unqiue Discipline:** Mid Approval (Low Approval for NPCs).
   b. **Unique Discipline:** High Approval (Low Approval for NPCs).
   c. **Out of Covenant:** It is one approval level higher to join a bloodline from a covenant sourcebook other than the character’s covenant.

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

3. **Activation of Sire’s Bloodline:** A character at BP2 can activate its sire’s bloodline if one of the following conditions applies:
   a. The character’s sire was already a member of that bloodline at the time of the child’s embrace.
   b. The character’s grandsire was a member of that bloodline when he embraced the character’s sire, and the character’s sire subsequently activated the bloodline.

B. **Custom Bloodlines**

1. **Creation:**
   a. High Approval.
   b. The additional Discipline must be one of the basic ten presented in **Requiem 2nd Edition**.
   c. The bloodline bane is determined by the High Approval ST.

2. **Joining an existing Custom Bloodline:** Mid Approval.

C. **Bloodlines From Sources Not Otherwise Sanctioned:** Note that these do not include any related 1st Edition Devotions.

1. **Ancient Bloodlines:** Bak-Ra, Canda Bhanu, Caporetti, Iltani, Kinnaree, Les Gens Libres, Order of Sir Martin, Shepherds, Sta-Au.

2. **Bloodlines the Chosen:** Agonistes, Rötgrafen, Taifa, Yagnatia.

3. **Bloodlines the Hidden:** Nelapsi, Oberlochs, Rakshasa.

4. **Bloodlines the Legendary:** Players.

5. **Carthians:** Barjot.

6. **Circle of the Crone:** Carnon, Childer of the Morrigan, The Mara.

7. **Daeva:** Erzébet.

8. **Gangrel:** Hounds of Actaeon, Mabry.

9. **Ghouls:** Angustri.

10. **Immortal Sinners:** Eupraxus, Eupusae, Sons of Cade, Telamones.

11. **New Orleans:** Cimitière.

12. **Nosferatu:** Cockscomb Society, Lygos.
13. **Ordo Dracul**: Moroi.
15. **Shadows of Mexico**: Calacas, Malintzin.
16. **Ventrue**: Adrestoi.
17. **Other Sources**: Bloodlines linked on SPI Wiki.

### D. Bloodlines Affected by the Addendum

1. **All**: Replace all references to “Virtue” with “Mask”, “Vice” with “Dirge”, and “Weakness” with “Bane”.
2. **Childer of the Morrigan**: Replace depression derangement with Jaded Condition.
3. **Malkovians**: Replace the core derangement with the Madness Condition.
4. **Shepherds**: Blood Potency costs 10 EXP per dot.
5. **Sta-Au**: Sanctioned for antagonist use only.
6. **Toreador**: Ignore the first part of the bloodline bane (failure to indulge Vice).
7. **Yagnatia**: Cannot use posthumous Embrace; cannot uplift revenants. Can accidentally create a revenant.

### VII. DISCIPLINES, DEVOTIONS AND RITUALS

#### A. Custom Disciplines, Devotions and Rituals

Not sanctioned, except by involvement in Global plot. All custom powers are created by the National and Global Offices; High Approval to learn.

#### B. Disciplines and Rituals Affected by the Addendum

1. **Blood Tenebrous** [*Book of Spirits*]: Not sanctioned.
2. **Coils of the Dragon**:
   a. **Coil of Zirnitra** [*Secrets of the Covenants*]: High Approval for each purchased Supernatural Merit (or ability gained via Grafting Unholy Flesh); this represents an exception to Universal Addendum III.G.1.
   b. **Coil of Ziva** [*Secrets of the Covenants*]: High Approval to gain initial access to learn this Coil, unless sanctioned by a local Twilight Judge (see Twilight Judge Merit).
3. **Crúac**:
   a. ****** Bounty of the Storm** [*Secrets of the Covenants*]: Mid Approval per use.
4. **Dominate**: A subject unable to act because of use of Dominate can defend themselves normally if attacked.
5. **Protean**
   a. ● Unmarked Grave: Characters cannot move while interred in the earth with this power.
6. **Theban Sorcery**:
   a. ******* Miracle of the Dead Sun** [*Secrets of the Covenants*]: Mid Approval per use.
   b. ******* Pledge to the Worthless One** [*Secrets of the Covenants*]: Top Approval (Low for NPCs).
   c. ******* Great Prophecy** [*Secrets of the Covenants*]:
      i. Prophecies affecting cross-genre groups (e.g., werewolf packs, mage consilia, etc.) are Mid Approval.
      ii. No prophecy can target a group outside of the domain where the ritual is cast.
   d. ******* Apocalypse** [*Secrets of the Covenants*]: High Approval per use; other supernatural creatures are not affected.

#### C. Devotions from Sources Not Otherwise Sanctioned

1. **Other Sources**: supplemental devotions for *Secrets of the Covenants* are linked on the SPI Wiki; these are deemed Covenant-specific powers for their respective Covenants.

#### D. Devotions Affected by the Addendum

1. **Obtenebration (Udjat, Tyet, Pseskhf, Ba, Iteru)** [*Onyx Path website*]: Sanctioned for Khaibit only.

### 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. **Vampire the Requiem 2nd Edition**:
B. Canon Creatures/Items/Organisations
   1. Stirges/Strix: Per globally sanctioned plot kits and settings documents.

C. Other Rules
   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 + Resolve - Toxicity 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.