

Camarilla Rules Addendum

This addendum provides the rules for the Camarilla's live-action chronicle and provides a level playing-field throughout the organization. Storytellers are not permitted to change or ignore approval requirements or take more than reasonable leeway to bend the rules to develop stories. Rules from this supplement and sanctioned White Wolf books must be particularly strictly observed when character death is a likely possibility.

The MST's office maintains a Frequently Asked Questions (FAQ) (camarilla.white-wolf.com/rules) document built in response to questions asked on the cam-rules email list. The FAQ contains explanations of misunderstood mechanics, not official rules changes.

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Older updates are highlighted in blue.

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CHAPTER ONE: UNIVERSAL [U.0.00]

This chapter provides general rules that apply to all venues and incorporates Mind's Eye Theatre (WW50000) into the Camarilla's live-action chronicle.

The Optional Rules from Mind's Eye Theatre are not used in the sanctioned chronicle, with the exception of Morality Derangements (p103) and A Matter of Resolve (p174), which are universally applied.

APPROVALS [U.1.00]

These rules supplement information in membership materials regarding approvals.

How Approvals Work [U.1.01]

All character sheets are Low Approval for creation and updating. Anything from sanctioned material that can be applied to a character sheet is Low Approval unless otherwise specified in this document.

Notifications [U.1.02]

Notifications require an acknowledgement from certain Storytellers and are usually used for tracking purposes. They don't require standard approval, although they should be added to the Camarilla's approvals database (where available) as usual. Any additional information requested by a Storyteller in a comment on the notification must be supplied.

Universal Approval Lexicon [U.1.03]

CHARACTER CLASS – groups or classifications that are optional to join (e.g. orders or covenants).

CHARACTER TYPE – the inherent (and usually unchangeable) classifications for supernatural beings

(e.g. clan), or classifications that become unchangeable once made (e.g. bloodline). Characters are automatically assigned to the venue specific to their character type. Mundane mortal characters can be assigned to any venue at creation (but must be assigned to one venue).

PLACE OF POWER – a location where the power or presence of the supernatural is especially strong in some way (e.g. Loci, Hallows, Wyrms' Nests).

PLAYER CHARACTER – a character portrayed by a player

POWER STAT – the measure of a supernatural creature's inner strength and affinity. In Requiem this is Blood Potency, in Forsaken it is Primal Urge, in Awakening it is Gnosis and in Created it is Azoth.

STORYTELLER CHARACTER (NPC) – a character created by a Storyteller as part of his venue storyline

VENUE – a World of Darkness game based around a type of supernatural (e.g. Forsaken).

Weaknesses and Dramatic Failures

Some character types or classes described in White Wolf material have a weakness or flaw that relies on the "dramatic failure" system. In live play these characters treat automatic failures (i.e. drawing an Ace) as a dramatic failure when that is relevant to their weakness or flaw. This is an exception to Mind's Eye Theatre not using dramatic failures.

Booster Categories

There are a number of "booster" categories in the Camarilla. Each category is limited on how much it may be boosted, but any relevant power or combination of powers can be used to reach that cap.

- Attribute booster (e.g. a Fetish giving +3 to Strength tests)
- Skill booster (e.g. a magic item giving +2 to Stealth tests)
- Equipment booster (e.g. generic boosts that improve equipment, such as Legionnaire's Blessing)
- Supernatural advantage booster (e.g. spending Vitae)
- Miscellaneous booster (e.g. a pack totem, situational modifier)

Each category has a boosting limit of +5 or the value of the unaltered stat in that category (Attribute, Skill, etc), whichever is higher.

Mundane items used in play may provide up to a +5 bonus to test pools (see MET p193). Any other mechanics require Global Approval.

Power Stats

Storytellers are encouraged to require extensive waiting periods (e.g. 6 months) between buying each dot of a power stat, but this is not mandatory. Characters with power stats of 6 or higher must have a background of reasonable length on file with their direct Storyteller or be removed from play. Power stats of 9 or 10 require Top Approval.

General Approval Limitations [U.1.04]

Low Approval

- Canon Materials: Antagonist storyteller character types that appear in specific books for the venue.
- Canon Materials: Antagonist storyteller characters from venue-neutral books (Asylum, Tales from the 13th Precinct, etc)
- Canon Materials: Antagonist storyteller characters that come from character-types available for player characters in the venue. These NPCs may only use custom mechanics if such mechanics are available at Mid Approval to PCs
- Character : Sheet rewrite for members who have played the venue for less than 3 months
- Character: Anything intended for your character type or class from core venue books and subgroup-specific books (e.g. it is Low Approval for a Guardian of the Veil to access mechanics from the Guardians of the Veil book).
- Character: Virtue/Vice change of the player character.
- Cross-Venue Scenes - Short and small scale with no challenges need. Direct ST must be notified. Any Storyteller in a character's approval chain may ban subsequent interactions if these scenes are exploited for more than brief and casual contact.
- Storyteller Authority: Minor magical items, rituals and effects that are part of local storylines do not require special approval. These must be temporary, not directly benefit player characters and be limited to the local venue.
- Storyteller Authority: Temporary places of power.
- Spirits: Rank 1-4
- Storyteller Authority: Minor changes to a scene, e.g. reversing a mistaken rules call within the session. High Notification is required if any participant is unhappy with the results.

Mid Approval

- Storyteller Authority: Use cross-venue NPCs that appear at a game or directly interact with player characters.
- Storyteller Authority: Storylines that include repeated use of cross-venue NPCs.
- Storyteller Authority: All places of power unless otherwise specified.

High Approval

- Canon Materials: Access to non-supernatural items and mechanics from their own venue but a different character type or class (e.g. it is High Approval for an Iron Master to have a social merit usually only available to Storm Lords).
- Character IC Knowledge: Specialty in "off-types" in the same venue (e.g. a vampire knowing about a specific bloodline they are not part of)
- Character Sheet: To have supernatural characters under the age of 12. This includes characters who became supernatural creatures before the age of 12, even if they are now older.
- Character Sheet: To regain control of a retired PC and return that PC to play
- Spirits: Rank 5
- Spirits: For a spirit to possess Numina that duplicates other supernatural powers rated higher than the spirit's rank. Example spirits (such as those required listed in canon materials) are an exception to this and require no special approval.
- Storyteller Authority: Waiving the restrictions on build guidelines for Storyteller characters (NPCs)
- Storyteller Authority: Any other objects that would kill a character despite previously perfect health (or fully paralyze them or deny opportunity to escape), or devices that would lead to immediate or inevitable death
- Storyteller Authority: for player characters to use mundane weapons and projectiles that cause aggravated damage to supernatural creature types (including fire and silver).
- Storyteller Authority: Significant alteration or removal of scenes from continuity, particularly involving player character death or other significant effect (e.g. Torpor, loss of limb).
- Custom mechanics: If learned in-game from other player characters (unless otherwise noted). E.g. a custom vampiric bloodline with custom mechanics would be Global Approval for the first player character, and High Approval for player characters subsequently avused into the bloodline.
- Custom mechanics: Duplication of items approved at Global unless otherwise noted. E.g. a customized flak jacket would be Global Approval for the first player character and High Approval for player characters who subsequently duplicated it.

Top Approval

- Canon Material: Access to non-supernatural items and mechanics from another venue (e.g. it is Top Approval for a Daeva to possess the Storm Lord social merit).
- Storyteller Tools: Access to Military personnel or hardware - for each instance or use.
- Storyteller Tools: Access to any kind of Storyteller "hit squad" (e.g. Moroi) called in by a player character to affect another player character
- Character IC Knowledge: .Specialty from different venues (e.g. a Forsaken understanding the Free Council)
- Character Sheet: Rewrite for members who have played in the venue in excess of three months
- Character Sheet background: If you were a major figure in mortal or supernatural affairs in an affiliate nation, tied into published IC timeline/events of that country, or resided there for more than 100 years, you must get that affiliate's Top Approval. If the background is for a country that is not a Camarilla Affiliate, approval is needed from the AMST DPOM. This approval should be logged as a Low Notification on the database (where available) with a pasted email from the

appropriate Top Approval storyteller.

- Character Sheet: Antagonist character types as player characters (e.g. a Belial's Brood vampire PC). Includes being an Antagonist character type in background.
- Character Sheet: Conversion of a Secondary Character to a Primary Character (as defined in [U.2.00]).
- Spirits: Rank 6 through 8.
- Spirit Interaction: To call, control or otherwise employ spirits or ghosts against other player characters who exist outside the Awakening or Forsaken venues.
- Storyteller Tools: Mobile places of power. Places of power that grant XP benefits.

Global Approval

- Canon Affecting: Usage of any unique ("named") characters or antagonists from source material.
- Canon Affecting: Usage of any unique magic items from source material.
- Canon Affecting: Significantly reshaping paradigm in one or more venues (e.g. wide scale destruction of the Masquerade). This approval must be obtained *before* the reshaping actions take place.
- Character Background: Interaction with unique (named) Storyteller characters or major historical figures. This approval is waived if the interaction happens as part of storyline or chronicle interaction with officers on the Master Storyteller's staff.
- Character Background: Anything related to the Vatican: This also requires approval from the Italian affiliate.
- Custom mechanics: With guidelines for creation in sanctioned material. (Ie: Devotions, Rotes).
- Spirits: Rank 9+
- Spirits, etc: Use of a true Deity or divine entity from any religion.
- Changes to continuity on global lists.
- Anything impossible or disallowed in this addendum may be allowed with Global Approval. Any applications for such things must demonstrate overwhelming benefit for the chronicle.

Unless otherwise specified in this document or appendices, characters may never have access to supernatural mechanics or benefits inherent to another character type or class (e.g. only True Members of the Carthian Movement may learn supernatural powers from the Carthians book). An exception is powers that are activated by one character that bestow benefits on another character (e.g. a member of the Invictus being given an item enhanced by Lancea Sanctum powers). These rules are often superseded by venue-specific details in this document's Appendices for items and mechanics that are commonly shared.

Altered Levels of Approval

Becoming a character type or character class that a character usually wouldn't have access to requires an approval two steps higher than normal (e.g. a non-Invictus vampire character joining an Invictus-specific bloodline would require Global Approval rather than High Approval).

If your character resided (as a supernatural) for more than a year, or impacted on local affairs (as mortal or supernatural) in any area, you must get written approval from the local Storyteller of that area.

Performing in-character actions affecting a large area requires approval of the principal Storyteller with the lowest approval authority over that area (e.g. affecting New York City would require approval from the city's Domain Storyteller, affecting parts of Scotland and England would require approval from the UK National Storyteller).

The cross venue settings document on the MST website explains other types of cross-venue interaction, and must be followed.

Grandfathering [U.1.05]

If something was listed as a specific approval level in previous rules document has increased in approval requirement here, it will be "grandfathered". In order to keep the approval, a notification must be sent to the same level as the item's new approval level. This section will change with each addendum update to address specific changes between versions.

The following items are not grandfathered;

- Custom mechanics are grandfathered but existing custom items will be reviewed by representatives of the Master Storyteller. They may be altered or removed from play.
- Clan and Covenant status approved at High is grandfathered but will be reviewed by that character's Top Approval Storyteller.

Affiliates Without Global Approval Database Access [U.1.06]

If a player is from an affiliate that does not use the approvals database they are responsible for confirmation of items requiring special approval or notification when attending a game other than their home game. The confirmation (written or electronic) must be from the highest approval Storyteller for each item. This is in addition to any other Venue Style Sheet requirements at the game being visited.

EXPERIENCE POINTS [U.2.00]

Player characters are either 'Primary' or 'Secondary' characters, created according to sanctioned material. Each player can have one Primary character in each venue, and can have a second Primary character in a single venue.

Any number of Secondary characters can be created. Players can voluntarily take fewer than the allocated starting dots.

Primary characters add experience points (xp) based on the Membership Class (MC) of their player;

They add 30 xp plus 20 xp per MC at creation. A bonus of 40 xp is given at MC 3, 6, 9, 12 and 14. E.g. At MC 5 a Primary character receives $170 \text{ xp} - (30 + 5 * 20) + 40 = 170 \text{ xp}$.

Secondary characters add 50 xp only, as if created at MC 1.

These xp are added after normal character creation is complete, before entering play (i.e. they cannot be spent on "creation only" merits). A maximum of 50% of this xp can be spent in a single area; Attributes, Skills, Supernatural Advantage, Merits or supernatural powers (e.g. Disciplines). The 50% rule doesn't apply to characters created at MC 1 or mundane characters in the Mortals venue.

Up to ten xp can be left unspent and saved, other unspent xp is lost when the character enters play.

When a player gains new MC levels, all their Primary characters add 20 xp per level gained (plus 40 xp gained at the MC milestones mentioned above). If a player loses MC levels, all their Primary characters lose xp equal to the worth of the MC. This may cause characters to go into "xp debt" (they do not lose dots from their sheet), which must be paid off before anything else is bought for that character.

Experience Point Earning [U.2.01]

After entering play a character can earn a maximum of 10 xp per month (exceptions noted in U.2.02]

A maximum of 5 xp per game may be awarded. Storytellers can use the "After a Chapter" and "After a Story" systems described in MET if this is noted in the game's Venue Style Sheet.

A player's direct Storyteller can award up to 3 xp per month for activities not related to a game. E.g. bonuses for written downtimes, character journals, end-of-story bonuses, etc.

Over-Cap Experience Points [U.2.02]

Each of the following awards can be earned in excess of the usual 10 xp monthly maximum. Multiple over-cap awards are cumulative unless noted.

- Each US region and each Affiliate nation can sponsor a "Featured Game of the Month", once per month per venue. These events can award up to 3 over-cap xp.
- Official regional conventions can award up to 4 over-cap xp for characters in each venue played.
- Official national conventions can award up to 6 over-cap xp for characters in each venue played.
- Official global events such as the International Camarilla Conclave can award as many over-cap xp as the Master Storyteller desires.
- For a well-played death scene, bonus xp points can be awarded to use on the player's next character in that venue. 5 xp can be awarded at Low Approval, 10 xp at High Approval or 20 xp

at Top Approval. These awards are doubled for players who have been Camarilla members for less than six months. The awards are applied to the player's new character in the first month of play. "Good death" awards can only be approved for a player once a year.

Unless otherwise specified, all such awards must be entered on the approvals database (where available) at Low Approval. If players have portrayed multiple characters in the same game session they can split the over-cap xp between the characters (the full bonus is not applied to both characters) as they see fit.

PLAYER CHARACTERS [U.3.00]

Character Sanctioning and Records [U.3.01]

The player's direct Storyteller must approve all their characters for that particular venue. Any time there is a discrepancy between the player's copy and the copy on record, the Storyteller's copy is considered accurate.

A complete character record includes: character sheet, verification of any special approvals, and an experience point log. The experience point log details how starting dots were spent at creation and how xp was spent afterwards. It will list games attended and xp awards. All xp awards must be dated.

Retirement [U.3.02]

A player can choose to retire a character. Once retired, the character becomes an NPC under the control of the player's direct Storyteller (or the temporary supervision of the supervising Storyteller of a particular game or convention). The character's activities are then limited to resolving unfinished business with other player characters or story elements, unless both the player and the Storyteller have agreed the character can become a recurring NPC.

Dead characters may not be resurrected.

Character History [U.3.03]

Players should create well-researched background with tie-ins with other player characters. Player characters cannot genuinely have been major historical figures or fictional characters. No character can be made to engage in activities that would immediately set off real-world alarm bells (avoid IRA bombers, Nazi torturers, etc). Storytellers are strongly encouraged to deny any backgrounds that may lead to conflict with real world authorities or civic organizations. Any references to real world terrorist organizations in emails or other communications must include a clear disclaimer that the communication is a prop for entertainment.

Avoid reusing names from current or prior White Wolf works or other copyrighted fiction.

Character Knowledge [U.3.04]

Characters have access to in-character (IC) information applicable to their venue and type. E.g. a Forsaken character would usually have access to casual knowledge from Werewolf: The Forsaken and from books or portions of books specific to her character type and class.

Characters who have had contact with or studied another type of creature or supernatural society, and can produce specialized knowledge on the topic, require special approval. They must have a minimum of 1 dot of the Occult skill, with a speciality in their area of expertise.

Common sense should be applied. Information stated in published material to be commonly known does not require a specialty. Information stated in published material to be particularly secret or rare may be unavailable even with a specialty. This rule is not intended to affect knowledge acquired "in game". See the document "Thoughts on Character Knowledge" on the Master Storyteller website.

STORYTELLER CHARACTERS (ANTAGONISTS) [U.4.00]

Each NPC must be approved by a principal Storyteller. NPCs are created like player characters but are not subject to approval limitations that specify "player characters".

Storyteller characters can be built with xp equating to MC 10 (or the Storyteller's own MC if higher). Additional xp can be added, up to 20 xp per month since January 2005.

Spirits and Ghosts [U.4.01]

Spirits and ghosts can spend a maximum of 50% of their normal Essence pool per turn.

SYSTEMS [U.5.00]

Testing for all venues is performed using systems presented in Mind's Eye Theatre. Dice pools equate to draw bonuses (with the exception of "multi-draws" detailed below). If a tabletop source book calls for a system permutation, use the live-action version (MET p181-184).

All Morality draws (including creature type versions such as Humanity, Harmony and Wisdom) use the "multi-draw" system of pulling multiple cards (MET p101-102). Bonuses or penalties add or remove draws.

There is conflicting text regarding the maximum number of characters that can attack a target at the same time. MET p26 is correct – four attackers maximum.

There is conflicting text regarding Willpower being spent to bolster a draw. A Willpower point adds +2

to a Resistance Attribute during a resisted test or to Defense (when the Willpower user is not making a draw). When used to bolster the spender's draw, including a contested resistance draw, it adds +3.

Limitations to One-Shot-Kills [U.5.01]

Any powers or mechanics that would incapacitate or completely paralyze a character are modified for sanctioned play. Any single test that would deny a target their Defense for subsequent attacks now allows them to retain their Defense. It takes High Approval to bypass this restriction, with the exception of vampiric staking which requires no special approval. The grappling maneuver "immobilize" does not place a character in a killing blow situation.

Poisons and Toxins [U.5.02]

No poison or toxin inflicts its damage all at once. A minimum of one turn passes before a toxin begins to take effect. Damage is inflicted at the rate of no faster than one per turn, minute or hour, depending on substance. A resistance draw is made each time damage would be imposed until a number of tests equal to the poison's toxicity have been made. Multiple applications of a toxin add virulence to the total number of draws made, they do not mean multiple draws at a time.

Weapons and Equipment [U.5.03]

New weapons are allowed if their mechanics are identical to existing standard weapons, or if the mechanics make those statistics worse.

The range of a derringer is 10 yards.

Bulletproof armor does not downgrade crossbow bolt/arrow damage to bashing. Attacks from non-firearms projectile weapons (e.g. crossbows) are made using the attacker's choice of Firearms or Athletics, and do not deny the target their Defense.

Storytellers may allow player characters to occasionally use improvised weaponry to inflict aggravated damage, but these will not be common or part of a planned attack. This does not apply to other means of inflicting aggravated damage as per sanctioned material. Storyline effects that inflict aggravated damage to supernaturals require no special approvals but should be carefully monitored.

Proxy Play [U.5.04]

"Proxy" refers to sending your character sheet to a Storyteller other than your own, to portray a character without your physical presence. 48 hours must be given to the Storyteller supervising the scene, unless they give an exception. A Low Storyteller email approving a proxy to commence is sufficient.

To proxy a character the player must provide a character sheet, a brief description of intentions,

motivations, personality and reactions to possible situations.

When proxying, a player grants the Storyteller all rights to the character for the duration of the proxy. Storytellers may modify proxy rules further in their Venue Style Sheets.

Storytellers must keep players informed of proxy progress, providing updates at least on a weekly basis, and must portray proxied characters to the best of their ability and in keeping with the player's proxy instructions.

Economies of Scale in Venue Style Sheets [U.5.05]

Storytellers can set up their own guidelines for monitoring commodities that fuel supernatural creatures, e.g. Vitae, Essence etc. These must be recorded in the Venue Style Sheet.

Exceeding Limits [U.5.06]

No effect allows a character to exceed normal expenditure limits of vitae, essence, mana, pyros or willpower unless otherwise stated in this addendum or a White Wolf book.

MERITS [U.6.00]

All venues use the simple or graduated Merit cost described in MET p32. Simple cost merits have a single rating or an "or" separating listed ratings. E.g. Fast Reflexes is a simple cost merit as it is rated "1 or 2" rather than "1 to 2".

Gaining and Losing Merits [U.6.01]

If a player character acquires ownership or access to something in-game that would normally be represented by Merit dots, they must pay the requisite xp after a one month period and the new Merit dots be added to their character sheet. This can result in xp debt. This cannot be avoided by passing ownership of items back and forth or leaving them in convenient locations where they are not "owned" but access is easy.

Merit dots are lost permanently when the things they represent are lost or destroyed (e.g. a fetish is broken, a retainer is killed). A player's direct Storyteller decides if attempts to destroy Merit dots are permanent or temporarily successful. Note such changes in a character's experience log. Storytellers may temporarily remove or reduce Merits as part of a story if those Merits are later recoverable without xp expenditure.

If a character loses dots in a shared Merit such as Haven or Totem the Storyteller should give the remaining invested characters the chance to cover the loss themselves with xp expenditure.

Specific Item Merits [U.6.02]

Characters can possess multiple versions of Merits that represent specific items, people or places. Allies, Haven, Herd, Retainers, Sanctum, Status are not cumulative when determining the maximum rating for a Merit. E.g. a character can have a dozen 3-dot Retainers without exceeding the Merit rating (1 to 5).

Magic Item Merits [U.6.03]

Merits for magic items are simple-cost Merits. These items are not considered custom items if built strictly according to existing creation rules. All such items must be entered on the database (where available) for tracking purposes. 5 dot items and above are High Approval unless different levels are defined elsewhere.

Merit-based Storyteller Characters [U.6.04]

The Large Scale Game mechanics option is used to create Retainers (MET p146). Allies, Mentors, Retainers and similar Merit-based NPCs are created and portrayed by the Storyteller.

Such NPCs that represent or interact with government agencies require the special approval of the Storyteller with jurisdiction over that level of agency or body. E.g. Having contacts in the FBI requires Top Approval from the US National Storyteller, to influence the Red Cross would require Global Approval).

Retainers can have lesser templates specific to the character's venue (e.g. ghouls in Requiem, sleepwalker in Awakening, etc) but cannot be any type of supernatural creature unless specifically allowed in this supplement. Vampire regnants must pay the monthly Willpower costs to upkeep their ghoul Retainers.

Fighting Style Merits [U.6.05]

Boxing, Kung-Fu and Two-Weapon Fighting may not be used with any form of shapeshifting power, whether that is natural claws and teeth, Feeding the Crone, supernatural claws or any effects that transform the user into inhuman shapes. The Werewolf Dalu form is an exception to this.

Society Status Merits (Generic Rules) [U.6.07]

Some source material books equate status to organizational positions. Unless otherwise noted in this document, Status levels are not requirements for in-character organizational positions described in source material as city-wide in scope. This refers to specific character type organizations (e.g. Covenant, Order) and not Storyteller run NPC groups such as City Hall, local Police etc.

Multipliers and Speed [U.6.08]

When a multiplier is given, e.g. for Speed, animal forms or Celerity, or something gives "double" or "best of two" abilities, these add and do not multiply. E.g. the Gunslinger Merit and Time 2 "Glimpse of the Future" both provide the better of two draws, and if used together would provide the best of three draws, not the best of four.

CHAPTER TWO – REQUIEM [R.0.00]

This chapter incorporates Mind's Eye Theatre Requiem (WW50001) into the Camarilla chronicle.

Only the following optional rules are used; True Covenant Status (p135), Deceitful Creatures (p162), Soul Shards (p224), Travel and Vampiric Gatherings (p18). Storytellers may use the Price of Blood (p327) if described in their Venue Style Sheet. The Fourth Tradition (p21) is available if approved in the Venue Style Sheet.

CHARACTERS [R.1.00]

Backgrounds [R.1.01]

It is High Approval to have existed prior to 1650AD. It is Top Approval to have existed prior to 1000AD. It is Global Approval to be a Pre-Longinian character and not usually permissible.

Having sired children in background (before the character enters play) does not require expenditure of a Willpower dot.

Ghouls [R.1.02]

Player character ghouls may have vampire merits with High Approval. They may learn their regnant's covenant specific powers with Top Approval. They cannot learn Coils of the Dragon.

Blood Potency [R.1.03]

Physical augmentation with Vitae is a Supernatural Advantage booster (see [U.1.03])

Player characters who must feed from vampires must feed from other player characters (not storyteller characters or other mechanisms).

Humanity [R.1.04]

It is Top Approval to make a step towards Golconda (just buying Humanity does not count). Achieving

Golconda is Global Approval.

Diablerie [R.1.05]

If a player character diablerizes it must be logged as a High Notification in the approvals database (where available). The notification must include information on all players and characters involved, and what was gained from the diablerie. Diablerising NPCs provides no benefits to the diablerist but they do give the usual downsides. Background diablerie does not require tracking.

ORGANIZATIONS [R.2.00]

Bloodline [R.2.01]

Bloodlines from sanctioned material are High Approval. It should not be particularly difficult to join a bloodline in game if recruited by another player character. Storytellers should hesitate to approve bloodlines specific to a geographical area, it may be better to create a custom bloodline with a similar theme rather than write a canon-bending story to justify the sanctioned bloodline.

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. When applying for a custom bloodline a character may "rediscover" a bloodline created in history (rather than "create" a new one ICly) but must still meet the same requirements as a bloodline founder. For player-created custom bloodlines that no longer have active characters in play, it is Top Approval to rediscover them.

Custom bloodlines that add Animalism, Celerity, Obfuscate, Resilience or Vigor to the existing discipline set and are only for a single clan require High Approval to create (despite the presence of custom mechanics for the bloodline weakness).

Custom bloodlines that meet one of the following criteria are Top Approval:

- Has two or more Uncommon Disciplines (Auspex, Dominate, Majesty, Nightmare, Protean);
- Swaps out two of the three favored clan disciplines;
- Allows two or more clans to join.

Custom bloodlines cannot duplicate Unique Disciplines in whole or in part (e.g. a Daeva bloodline with Obtenbration is not allowed). No bloodline may have two custom disciplines.

To enter play as part of a custom bloodline requires agreement from the player of the most senior character in that bloodline (usually the bloodline founder). This is not required for characters who find a way to join in game.

MERITS [R.3.00]

Society Status Merits (Clan and Covenant) [R.3.01]

Please also refer to [Appendix 3 – Requiem Status Guidelines](#)

Clan

It is Top Approval for ghouls to have Clan Status. They may have Covenant status 1 with High, 2 with Top and 3 or more with Global Approval.

Clan or Covenant Status 3 is Mid Approval, 4 is High Approval and 5 is Top Approval. A character cannot enter play with more than 2 dots of Clan or Covenant status. Characters must wait a number of months equal to twice the dots of status they are gaining between increases in Clan or Covenant status dots, including regaining dots stripped in game. (e.g., if a character gained Crone Status 4 in January, ten months would have to pass before they can apply for Crone status 5).

Clan and Covenant status is free. All xp spent on Clan or Covenant status will be refunded (this includes xp spent on status which was subsequently stripped). Merit dots spent at character creation on Clan or Covenant status may be reassigned to other Merits, with the exception of Blood Potency or Merits specified as Creation Only.

It is High Approval to have status in a different Clan than the character's real clan. It is Top Approval to hold status in a second Clan. If a character holds status in more than one clan they are limited to a total of 3 status across those Clans.

Covenant

Changing True Covenant status is Top Approval. This applies if a character has ever previously held True Covenant status – i.e. if they are changing Covenant directly or have spent time Unaligned. It is a separate Top Approval for a character to keep Covenant specific benefits of their previous Covenant if they change Covenant or become Unaligned. If the benefits are lost no xp is refunded.

It is Top Approval to hold True Covenant Status in two Covenants. It is Global Approval to hold True Covenant Status in both the Invictus and the Carthian Movement. It is not possible to hold True Covenant Status in more than two Covenants

A character must have True Covenant Status and at least a single dot of status to utilize Covenant specific benefits.

It is High Approval for a character to purchase status in a Covenant that they do not have True Covenant

Status in.

If a character has status in more than one Covenant they are limited to a total of 5 status across those Covenants. It is Top Approval to hold status 3 or 4 in one Covenant if the character also holds status in another.

Outside the nation that a status level was approved in, Clan or Covenant status is considered to be one lower. This limitation can be removed with Global Approval.

Publicly giving up membership in a Covenant leads to an immediate loss of all dots in that Covenant's status and removal from Covenant specific groups, lists etc.

Covenant Positions

There is no status requirement to hold Covenant positions. Some positions may require an approval to hold.

Status Stripping

The Storyteller must inform the affected player when the declaration to strip status is made public.

Stripping status requires 10 x the level of status of the character being stripped. There is no requirement to have support from characters of the same status level (e.g. 50 status 1 characters may strip a status 5).

A public in-character censure of the target character must be made. This must have a clear out-of-character note explaining the attempt to strip status, list all characters (and their status) supporting the attempt, and the total status in support. The note must give contact details of the supervising Storyteller.

Characters may defend themselves by getting support from other characters opposed to the strip. They have 14 days to gather support, from when the supervising Storyteller tells them of the attempted strip. The strip is cancelled if equal or more status dots oppose the attempted strip than support it. If a character who previously supported the strip changes their mind and opposes it, they must do so publicly and in-character.

50% of the minimum support for a strip must come from within the nation of the character being stripped. If there is not enough status in a nation to make 50% achievable, that nation's NST shall use their own judgment to decide if national support warrants a successful strip.

If a character fails to strip their target they may not attempt to strip the same target for 90 days.

Loaned Status

A character can loan their status to another character. The character receiving the loan is considered to have the same status as the character making the loan, in specified situations. The conditions that the status can be used in should be detailed, and the supervising Storyteller of the scene has final call on whether loaned status can be used in that situation. Loaned status is not cumulative with a character's existing status. Loaning status is "all or nothing", a character cannot loan part of their status. You cannot loan status outside Clan or Covenant (e.g. a member of the Lancea Sanctum cannot loan their Covenant status to a member of the Invictus).

To use loaned status a player must provide an item card or other proof from the player whose character is loaning the status. This must provide; the name of the character loaning the status, their domain and region, their supervising ST contact details, verification of any approvals related to the status, and a short description of the situation the status may be used in.

Loaned status is subject to normal status restrictions, based on the approval jurisdiction of the character loaning the status.

Kindred Legend [R.3.02]

The Kindred Legend merit is a vampire-specific equivalent of Fame, including mechanical benefits. See MET p142.

Kindred Legend is a 5 dot merit. Kindred Legend 1-3 is Global Approval. Kindred Legend 4-5 is reserved for use by the Master Storyteller.

The Kindred Legend merit can be specified as relating to a small set or subculture. These are limited to; Clan, Covenant, Nation, Bloodline. Approval levels for these subcultures are unchanged. More limited subcultures, even in the Requiem setting, should be reflected by the Fame merit.

Kindred Legend doesn't need to mean positive standing. It does not require a character to be respected or obeyed. The positive modifier (as per Fame) to social interaction does not benefit pools for supernatural powers. A character who has the Kindred Legend based on negative standing or infamy gains +1 to Intimidation. This is a Miscellaneous modifier.

Kindred Legend costs xp as per normal Merit costs. It cannot be purchased at character creation. Approval may be removed by members of the character's ST chain.

DISCIPLINES, DEVOTIONS AND RITUALS [R.4.00]

Disciplines at level 6 and above are not available (and cannot artificially be made available by any power).

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.

Devotions from sanctioned material are Low Approval to learn provided the character has the prerequisites. Devotions associated with a bloodline cannot be learned by those who are not members of that bloodline.

It is Global Approval to develop custom devotions as per MET Requiem. It is High Approval to learn a custom devotion from a player character teacher. Custom devotions cannot be taught by NPCs. Custom devotions can't be learned in background unless they are part of a custom bloodline application (maximum of two devotions).

A character can only have one pending custom power application at any time, and can only be approved for one custom power which they developed themselves every 6 months of in-game time. E.g. as of August 2007 a chronicle length character should have no more than 5 custom powers they developed themselves. Characters with more than five custom powers should consider these grandfathered, but can't develop more until the age of the chronicle "catches up".

The xp cost for custom devotions is usually three times the total number of Discipline dots needed (e.g. a devotion requiring Dominate 2 and Resilience 3 would cost 15 xp). The creation must know all the required Discipline dots before the devotion can be approved.

A character must spend a number of months studying and developing, equal to whichever Discipline has the highest number of dots in the devotion. This waiting period starts when the devotion is approved.

Custom devotions can never banish the banes of vampiric existence (e.g. a custom devotion using Resilience could not make a vampire less vulnerable to sunlight).

Custom devotions cannot significantly modify existing Discipline powers or overcome their limitations, although some book published devotions do this. E.g. a devotion to make a Discipline power reflexive instead of instant would not normally be allowed.

Custom devotions can't replicate existing Discipline powers, devotions or sorcery, even in a weaker form. The same limitation, in broader terms, applies to the powers of other supernatural creatures.

Clash of Wills (Auspex) [R.4.01]

There is an editing error in MET Requiem p159. Use this system instead;

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.

Obfuscate users must record the number of successes gained on activation of Obfuscate powers.

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.

Clash of Wills can pierce the effects of Obfuscate based devotions or, at Storyteller discretion, other illusory effects.

Twilight Projection (Auspex) [R.4.02]

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.

A character whose body is destroyed while in Twilight Projection needs Top Approval to continue its existence.

Sovereignty (Majesty) [R.4.03]

Ignore the MET Requiem text describing this power being used against repeated aggressions. Sovereignty is only tested against any one character once per scene. The Majesty loses ties in a contested draw. The test result dictates if a character can attack the Sovereignty user for the rest of the scene. An attempt to break Sovereignty doesn't count towards the maximum number of characters who can attack the Sovereign vampire in a turn.

Haven of Soil (Protean) [R.4.04]

Gangrel cannot move while interred in the earth with this Discipline.

Shape of the Beast (Protean) [R.4.05]

Different animal shapes provide different mechanical benefits. The form's size must be appropriate to the animal shape.

Four of the following options can be taken for each animal form. Each option can be taken once only unless otherwise specified:

- Claws inflict lethal damage
- Bite is possible without a grapple
- +1 bonus to attack pools
- Running speed is doubled
- Form capable of flight at regular speeds (Speed 1 when not flying)
- +3 to mundane perception tests with a specified sense
- +2 to mundane perception tests with any sense
- +2 Defense if form is smaller than size 5
- +1 size (can be chosen twice)
- +2 bonus to non-combat task

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.

Primarily aquatic forms have swimming as their primary movement type. Ground based movement is dropped to Speed 1, air-based movement is impossible.

Vigor [R.4.06]

Vigor adds to Athletics tests for jumping. It does not allow "flight like" leaps. Vigor applies to holding on and breaking free of grappling, but not to initiating a grapple.

Dominate [R.4.07]

A subject unable to act because of use of Dominate can defend themselves normally if attacked.

Rituals [R.4.08]

Ignore the Extended Actions and Sorcery sidebar, MET Requiem p97. 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.

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).

CHAPTER THREE: FORSAKEN [F.0.00]

This chapter incorporates Werewolf: The Forsaken (WW30000) into the Camarilla chronicle.

CHARACTERS [F.1.00]

Enhanced Form Bonuses [F.1.01]

The physical attribute bonuses for Uratha alternate forms are doubled. This also affects derived Advantages (e.g. Speed). Storytellers have the option to not make use of this rule if specified in their Venue Style Sheet. The enhanced form bonuses rule is always used in cross-venue interaction.

Bale Hounds and Pure [F.1.02]

Bale Hounds and Pure are Global Approval as player characters. Ex-Pure are Top Approval as player characters and cannot have an Auspice.

Background [F.1.03]

It is High Approval to have existed since 1905AD or earlier, Top Approval to have existed since 1885AD or earlier, Global Approval to have existed since 1850AD or earlier.

ORGANIZATIONS [F.2.00]

Lodge [F.2.01]

Standard published Lodges are High Approval to join in character background or by induction from an NPC. They are High Notification if a player character member indoctrinates the character in game. Storytellers should hesitate to approve Lodges that are specific to other geographical areas, which would require elaborate canon-bending justifications.

Characters can only ever gain mechanical benefits from a single Lodge (with which they have "True Lodge Status"). E.g. a character leaving the Lodge of Garm can still purchase Athletics, Brawl, Persuasion and Weaponry at reduced cost. If the character joins another Lodge they gain no mechanical benefits.

It is Top Approval to have membership in a non-Forsaken Lodge either in game or in background.

MERITS [F.3.00]

Fetishes [F.3.01]

It is Low Approval but must be logged on the database (where available) to create a new Fetish. Use the Fetish Creation Mechanics in Lore of the Forsaken (p144-149). It is a level 2 power (+20 Fetish points) to make a Fetish useable by wolf-blooded.

Totem [F.3.02]

Totems cannot make use of more than 25 of the Totem Merit points invested in them. If changes to the Totem negate a Totem cost discount, the additional Merit point cost must be covered at the time of change.

GIFTS [F.4.00]

Attunement (Full Moon) [F.4.01]

Defense ignored is equal to the user's Primal Urge, not half of the user's Primal Urge.

Death Grip (Full Moon) [F.4.02]

Ignore the sentence "Once a hold is achieved and maintained, the character gains an additional six dice to rolls for overpowering maneuvers to bite the target are doubled." The rest of the text is applicable.

Feet of Mist (Stealth) [F.4.03]

The cost to activate this Gift is one Essence, not one Willpower.

Savage Might (Strength) [F.4.04]

Physical augmentation with this Gift is limited. The applied bonuses from the Gift can be no higher than the werewolf's unmodified Strength or +9, whichever is higher. This is an exception to the +5 limit under the Booster Categories rule (see [U.1.03]) but is still considered a Supernatural Advantage booster.

Rage Armor (Full moon) [F.4.05]

Rage Armor receives one level per success, not per two successes.

CHAPTER FOUR: AWAKENING [A.0.00]

This chapter incorporates Mage: The Awakening (WW40000) into the Camarilla chronicle.

CHARACTERS [A.1.00]

Backgrounds [A.1.01]

Player characters require High Approval to have existed since 1905 or earlier, Top Approval to have existed since 1855 or earlier, or Global Approval to have existed since 1805 or earlier.

Storyteller Characters [A.1.02]

The Bound require Top Approval for Storytellers to use.

ORGANIZATIONS [A.2.00]

Order [A.2.01]

Player characters have "True Order Status" and are only members of a single order for the purposes of learning Rotes, accessing Merits etc.

It is High Approval to hold status dots in multiple Orders.

If a character learns basic mechanical advantages of an Order (e.g. Order specific Rotes or Legacy) or type-specific items such as Merits it is High Approval to change True Order Status. Characters that change their True Order Status to join an Order other than their first) do not learn new Rote specialties.

Legacy [A.2.02]

It is Mid Approval to join a Legacy if recruited by a player character in game. It is High Approval to join otherwise. Storytellers should hesitate to approve Legacies that are specific to other geographical areas, or whose membership is supposed to be rare or restricted. It is Top Approval to join Left-Handed or antagonist Legacies. A character may be mentored into a Legacy at two approval levels higher if they don't meet parent Path/Order requirements.

Custom Legacies don't require the applicant's character to be the creator, but the character must fulfil the Gnosis requirements. To enter play as part of a custom Legacy, the player of the active character most senior in that Legacy must agree. This requirement is waived if characters find a way to join in-game.

REALMS [A.3.00]

With the exception of a single Awakening per Mage, characters cannot access the Supernal World or other unique areas such as the Underworld. It is High Approval for characters to access the Abyss. Abyssal verges require High Approval.

MERITS [A.4.00]

Artifact [A.4.01]

Artifacts require High Approval. Artifacts listed in the source books are unique but can serve as examples for Storytellers who are creating their own.

Enhanced Item [A.4.02]

Enhanced Items can be created in game by spells of indefinite Duration but cannot have a total Merit rating higher than 5. Matter spells can make "Special Property" alterations. Specific listed alterations require:

- Alter Integrity (for Increased Durability or Increased Structure)
- Alter Efficiency (for Increased Equipment Bonus)
- Alter Size (for Decreased Size from Guardians of the Veil or Increased Size)

Several Enhanced Items cannot be combined (e.g. a self repairing engine cannot be placed inside a car with bulletproof windows). Enhanced Items can be treated as Imbued, e.g. a 3 dot spell and two 2 dot spells would create a 5 dot Enhanced Item.

The Mana capacity cannot exceed the Enhanced Item Merit rating. Thaumium is only available in game and requires significant monetary expense.

Any effect used to improve an item makes that item an Enhanced Item equal to the level of the effect used. E.g. Self Repairing Machines are 5 dot effects and items with such an improvement are 5 dot Enhanced Items. This is only used where another method doesn't already apply.

Imbued Item [A.4.03]

Imbued Items rated higher than five can only be made in-game.

If an item is both Enhanced and Imbued, calculate the rating limitations as though it were two separate items, one Enhanced and one Imbued.

It is High Approval, to exceed the imago limit presented in A.6.02, and Top Approval to exceed it while casting any spell of Indefinite or Lasting duration.

Imbued Items of 6 dots or higher are High Approval.

Fetish [A.4.04]

The Fetish Merit itself is Low Approval in the Awakening venue. Individual fetishes follow the standard approval levels listed in this document.

Society Status Merits (Consilium and Order) [A.4.05]

Status mechanics employed for a Consilium must be included in a Venue Style Sheet for characters in that venue to have Consilium status. Consilium Status does not cost xp.

Order Status reflects a large scale system for a global game. Status 1 characters are well-established members of their order. Status 2 comes with long-term recognition and indicates a high level of importance within a city or interconnected multi-city area. Status 3 (High Approval) indicates significant prominence within a state, province, or other large regional area. Status 4 (Top Approval) represents a national influence, and Status 5 (Global Approval) indicates multi-national or truly global recognition.

Characters may not begin play with more than 2 dots of Order Status. True Status in multiple Orders is Top Approval. False Status is High Approval.

ARCANUM [A.5.00]

Arcana at levels 6 and above are not available in the chronicle. Imperial Mysteries is reserved for the use of the Master Storyteller.

Counterspell (Any Arcanum) [A.5.01]

The rote versions of Counterspell described on page 123 utilize Composure and Occult.

Create Demesne (Any Arcanum) [A.5.02]

The caster can increase Duration using the advanced Prolonged Duration factors. One cannot create a demesne with someone else's soul stone.

Wards and Bans (Space) [A.5.03]

Objects and creatures cannot be the target of a Ward, but are protected within a Ward's area. Supernatural powers cannot be wholly abrogated by a Ban (see Sanctum and Sigil, in the Appendix).

Rewrite History (Time) [A.5.04]

Ignore the example and stick with the normal restriction on keeping dots. Dots cannot be shifted into anything that requires a special approval or a notification in the approvals database. The shifting has to

happen within categories, e.g. Mental Attributes to other Mental Attributes.

Grant Familiar (Spirit) [A.5.05]

This spell's Duration is Lasting (the Familiar Merit does not disappear at the spell's end.)

Spells to Employ Spirits (Spirit) [A.5.06]

Rank 3 spirits cannot be called, bound or otherwise controlled using the advanced Prolonged Duration factors. When calling, binding or otherwise controlling Rank 4 spirits, Prolonged Duration spells are considered Transitory. Spirits of Rank 5 cannot be called, bound or otherwise controlled short of Archmastery.

A Willpower point is spent for each spirit called, bound or otherwise controlled. This cannot be recovered until the spell ends or a Willpower dot is spent to release it. Each such spell can only affect a single spirit.

These restrictions don't apply if a spell is used simply to justify the purchase of a Merit such as Familiar or Guardian Spirit. They do not apply to spells that just awaken spirits or make them more favourably disposed to the caster, e.g. Rouse Spirit.

Familiars are Rank 1 spirits.

SPELLCASTING [A.6.00]

Rotes [A.6.01]

If a rote title includes an Order name, assume the rote is common, with versions available to all mages. If an alternate test system is allowed for another Order, only that Order may learn the test system without High Approval.

When a rote title includes the name of a Legacy, faction or other group that isn't an Order, there is no common version. It is High Approval to learn the rote if a character is not a member of the relevant Legacy, faction or other group.

Improvised Spells that duplicate the effects of existing rotes requiring an approval also require that level of approval.

Approved custom rotes are Low Approval to learn in game from another player character.

Instant Spellcasting [A.6.02]

An instant spell's Imago cannot be boosted to the extent that a caster is reduced to a chance die. Non factor penalties applied after Imago creation can reduce the caster to a chance die.

Extended Spellcasting [A.6.03]

A ritual spell can achieve maximum successes equal to the caster's base pool – Gnosis + Arcanum or Attribute + Skill + Arcanum + Rote Speciality. Modifications to these values don't increase the maximum allowed successes. Maximum successes can only be increased with helpers, High Speech and Willpower.

Limitations to Bonuses and Traits [A.6.04]

No single Trait or bonus created by a spell can exceed the level of the Caster's relevant Arcanum. This only applies to Traits or bonuses that are variable based on successes. It is not applicable to summoned creatures.

If a Mage activates a Prepared spell against a living target the target can resist the spell as per the following:

- If the spell is Resisted then it becomes Aimed. When activated the caster must gain at least 1 success on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses (See Awakening rules on Aimed spells). If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.
- If the spell is Contested then the caster must gain 1 more success than the target on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses. If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.

If a player requires information from another character's sheet (e.g. if contested, resisted, etc) then their character cannot ritually cast and hold Prepared for offensive use.

Bonuses added to an item from Arcana do not stack, only the highest bonus is applied.

Prepared spells, including environmental effects, are limited by the damage cap.

Failed Social and Mental Tests [A.6.05]

To determine failed tests not repeatable in the same scene, consider improvised spells to be social if their rote version is opposed by Composure or Resolve (see MET p162).

Paradox [A.6.06]

After all Paradox mitigation, the remaining Paradox is tested using a "multi-draw" system like the one employed with Morality draws.

CHAPTER FIVE: CREATED [C.0.00]

This chapter incorporates Promethean: The Created (WW60000) into the Camarilla chronicle.

Prometheans' existence tends to create hostility. Created games must be set geographically so as not to force interaction with other venues because of the Wasteland effect. This usually requires interaction with Regional or National Storytellers, as the games are geographically set in areas normally under their control (usually outside of city/Domain limits).

Backgrounds [C.0.01]

Player characters require High Approval to have existed prior to 1900AD, Top Approval to have existed prior to 1700AD, and Global Approval to have existed prior to 1500AD.

Characters may only benefit from a single refinement's reduced cost transmutations at character creation.

Prometheans in Play [C.0.02]

Promethean NPCs require Top Approval outside the Created venue. It is Top Approval for a Promethean player character to be eligible for cross venue play. It is Global Approval to base a Promethean character in another venue. No powers from any venue can alleviate or cure the Promethean's inherent weakness.

Player characters cannot be nuclear Prometheans unless otherwise specified. NPC nuclear Prometheans require Global Approval. It is Top Approval for a Mortal to create a Promethean. Supernatural or partially supernatural beings cannot create Prometheans (except other Prometheans).

If entering play with an Athanor, Promethean characters must satisfy the Azoth requirements even if the Athanor was gained in background.

Refinement change is Low Approval but must reflect an actual change in philosophy and process. Gaining xp benefits from more than one refinement change in 6 months is Top Approval.

Player character Centimani are Top Approval.

The Repute Merit is High Approval for level 2 and Top Approval for level 3.

It is High Approval to learn Pandoran Transmutations.

Use of Might is an "Attribute Booster" category for stacking purposes. Titanic Vigor cannot increase an Attribute above 20.

Antagonists [C.0.03]

It is High Approval to use Rank 5 Pandorans as NPCs. It is High Approval to use Greater quashmallim as NPCs. Arch-quashmallim are reserved for use by the Master Storyteller.

CHAPTER SIX: MORTALS [M.0.00]

Mortals is a new venue developed by the Camarilla for the exploration of stories focused on the human experience in the World of Darkness. A variety of different settings are possible within this venue.

National Storytellers, in consultation with the Master Storyteller, may sanction their own settings for the Mortals venue. All of these settings are nevertheless a part of the same venue and may interact freely in background, history and at events.

Templates of any kind require a minimum of High Approval in this venue; lesser templates belonging to other venues, (e.g. Ghouls, Redeemed, Sleep-walkers, and wolf-blooded) are not available in the Mortals venue. A mortal who gains a greater template must be retired as a storyteller character into appropriate venue. A player may regain control of the character in their new venue at Top Approval. It is not possible to play a character with a greater template in the Mortals venue.

The Round Table [M.1.01]

This setting makes use of new flavor material provided on the Master Storyteller's website. This new material constitutes a possible "foundation book" for the Round Table setting of the Mortals venue. While this is the default setting, it is far from the only setting for the Mortals venue. Other settings are possible and encouraged. Simply note the setting used in the approved VSS.

Round Table Organizations [M.1.02]

Player characters may not be members of more than one Round Table organization at a time. If a character has acquired Merits at reduced cost due to membership in one of these organizations, it requires High Approval for her to switch membership to another.

Rex Deus members or Rex Deus Scions are reserved for use by the Master Storyteller.

Society Status Merits (Round Table) [M.1.03]

Round Table Status reflects a large-scale system designed to support a global game. Status 1 characters

are well-established members of their organization. Status 2 comes with long-term recognition and indicates a high level of importance within a city or interconnected multi-city area. Status 3 (High Approval) indicates significant prominence within a state, province, or other large regional area. Status 4 (Top Approval) represents a national influence, and Status 5 (Global Approval) indicates multi-national or truly global recognition.