

# Vampire 6.0 - US Addenda

## Va.1.0.01.US, Concepts and Age

In Sabbat, most characters are less than 50 years. *Mid Approval* is required for all Sabbat PCs over 50 years of age. *High approval* is required for all Sabbat PCs over 1000 years of age.

In the US, Cam-Anarch kindred are typically younger than in Europe. Neonates over 200 years in age and Ancilla over 400 years in age require *Mid Approval*. Any Kindred more than 1000 years in age requires *High Approval*. Ghouls are considered to be of the social class of their oldest domitor for determining the approval required for their age.

## Va.1.0.01.US, Revenants

Any Revenant family not found in the MET books used in Sanctioned Play requires Top Approval.

## Va.1.0.01.US, Black Hand - Sabbat

All Black Hand PCs must enter at a base level. No PC may begin play above the rank of Specialist.

## Va.1.0.01.US, Sabbat National Positions

Holding the position of Cardinal, Priscus, Seraphim of the Black Hand, or Regent in the Camarilla Sanctioned Chronicle requires *Top Approval*. These are not grandfathered: if existing, they must be applied for.

## Va.1.0.01.US, Infernal, Infernalism: PCs, NPCs, and Plotlines

*Top Approval* is required for Infernalist PCs, *High Approval* for Infernalist NPCs. All plotlines involving Infernalists require *High Approval* with ANST notification (AANST Inquisition/Infernalism for the Sabbat Venue).

*Top Approval* is required for membership in the Sabbat's Inquisition.

## Va.2.1.01.US, Caitiff

Caitiff characters whose starting generation is now not allowable under 6.0, are grandfathered (and must be registered with their RST).

## **Va.2.5.00.US, Virtues and Morality - Paths**

Path of Blood is *High Approval* in the Sabbat Venue.

## **Va.3.3.50.US, Auspex - Clairvoyance**

Only Auspex may be used through Clairvoyance.

## **Va.3.3.50.US, Dominate - Chain the Psyche**

Chain the Psyche's effect continues even if the Dominate power that it modifies expires.

## **Va.3.3.51.US, Dominate - Mass Manipulation**

Mass Manipulation may not be combined with Possession.

## **Va.3.3.52.US, Necromancy - Speulchre Path - Torment**

Torment requires a Stamina-related physical challenge. As such, it does not gain the Might retest, Bomb, or Win-All-Ties benefits of Potence and Celerity.

## **Va.3.3.53.US, Obtenebration**

Wraiths (not Spectres) within the confines of an effect of Obtenebration perform a simple test each minute of contact. On a tie or loss, the character gains 1 temporary Angst.

## **Va.3.3.54.US, Potence - Gentle Rebuke**

Gentle Rebuke is an offensive action and requires touch (although this contact may not seem offensive) and may not be used as an alacrity action. When Gentle Rebuke is activated, other Potence powers may not supplement the use of Gentle Rebuke.

## **Va.3.3.55.US, Vicissitude - Horrid Form**

Someone using Horrid Form is not allowed to use weapons (use of Body Weaponry excepted) due to the spikes and spines that form keeping them from appropriately holding said weapons.

## **Va.3.4.00.US, Thaumaturgy - Rituals**

The following rituals are incorrectly marked: *Refined Digestion* is a 6-dot ritual making it Elder level. *Eyes of the Ever Vigilant* is a 7-dot ritual making it Master level.

## **Va.3.9.00.US, Sabbat Ritae**

Bonus traits may be gained from the Auctorius Ritae only.

The Hunt that can be called by an Archbishop or Cardinal is **not** the same as the Wyld Hunt ritus.

You can relent to tests for Viniculum ratings.

The leader calling the Wild Hunt can specify whether or not the Hunt is to result in the target's destruction and or diablerie.

## **Va.3.9.00.US, Monomacy Clarification**

The arbiter, not the defender, names the terms of the monomacy, which may or may not be to the death. If the terms are set to non-lethal, there is no loss of respect for the participants of the monomacy.

In the absence of the defender's pack priest, the challenger may still challenge the defender to monomacy, although the defender has the right to get his pack priest before proceeding. The one exception to this is in cases of capital crimes that need immediate resolution. In this case, the defender may select any another Sabbat member to stand in the place of his Pack Priest.

## **Va.4.1.02.US, Torpor**

Kindred in torpor may not spend Blood Traits, but may otherwise take advantage of Fortitude and Armor of Terra. Being in torpor does not protect a vampire from being a target from any power otherwise usable.

## **Va.4.1.03.US, Staking**

A staked Kindred is conscious (and may use Fortitude and Armor of Terra), but may not move or spend Blood Traits. Being staked does not protect a vampire from being a target from any power otherwise usable.

## **Va.4.3.01.US, Blood Bond clarification**

During the months of absolutely no contact with the regnant, the thrall must spend Willpower to avoid the regnant. The amount of Willpower necessary should be determined by the player's storyteller, and

should be based on the thrall's relationship with the regnant, as well as physical distance, the last time the thrall fed from the regnant, and any other factors the storyteller deems relevant.

This does **not** apply to the Tremere bond that is created upon embrace. The Tremere Clan Flaw and the Tremere flaw *Bound to the Council* do not fall under this clarification, as they can not be broken by normal means, nor can they be avoided by attempting to completely bind oneself to someone. However, it is possible, with the obvious difficulties, for the ritual *Abandon the Fetters* to remove the flaw *Bound to the Council*.

## **Va.4.4.00.US, Camarilla Status**

Losing a Negative Status Trait counts as a Status gain.

## **Va.4.4.01.US, Camarilla Patronage Status**

The status \*Oath Sworn\* was removed from play in 2002 and replaced with \*Loyal in the eyes of the Justicars\*. This status is a normal Patronage status treated the same as any other Patronage status.

## **Errata, Va.4.4.02.US, Camarilla Social Class**

It requires *High Approval* for Kindred who are Ninth Generation or weaker to have the Pretender Elder social class. Ignore the flavor text for pretender elders presented in the Vampire Supplement. Refer instead to *Laws of the Night: Camarilla Guide*, pg. 130.

It requires *High Approval* for Kindred who are Ninth Generation or weaker, or who are of insufficient age, to have the Elder social class.

## **Va.4.4.05.US, Justicars**

A Justicar can use all of the powers that are granted to Archons.

## **Va.4.5.00.US, Sabbat Status**

Characters can hold only one Sabbat position, plus one additional pack position (Ductus, Priest, etc.)

False Sabbat have **no** status under 6.0. True Sabbat have \*Initiated\*.

Bishops, Arch-Bishops, Cardinals, Prisci, and the Regent may grant status by expending one of their temporary status traits to do so.

Unlisted position related status:

Black Hand Members: \*Branded\*

Dominions: \*Branded, Feared, Ominous\*

Seraphim: \*Branded, Feared, Ominous, Glorified\*

Knight or Judge Inquisitor - \*Blessed, Feared, Sanctified\*

Inquisitor General - \*Blessed, Feared, Glorified, Sanctified\*

Paladin (or Templar to the Inquisition) - switch \*Ominous\* for \*Sanctified\*, so  
\*Respected, Sanctified\*

## **Va.4.5.03.US, Negative Sabbat Status**

All Sabbat not in a Pack gain the negative status trait of \*Packless\*. This status trait is an exception to the normal negative status rules; it is in addition to the normal negative status traits and is only removed when the character has joined a pack.

## **Va.A.4.10.US, Combination Power - Shroud of Absence**

The cost is 9 ET.

## **Va.A.4.21.US, Celerity - Stutter Step**

Stutter Step is now available as an Elder Level Discipline. In the turn that Stutter Step is active, opponents may not use a Might retest against you.

## **Va.A.6.00.US, Combination Power - Typhonic Beast**

Typhonic Beast is a four legged animal form and thus cannot use weapons while in this form.