

## Chapter 1 : Now Available: Requiem Clan Journals! â€œ Onyx Path Publishing

*December 's Blood and Smoke: The Strix Chronicle and its associated products are rereleased with the Vampire: The Requiem Second Edition branding.. VTR: Vampire: The Requiem Second Edition.*

A tabletop roleplaying game in the New World of Darkness line. Players take the roles of vampires, people Cursed with eternal un life, supernatural power, and -- oh, yeah -- bloodlust and a fatal sunlight allergy. The Requiem began in Contents [ show ] Since Vampire: Includes the names of the clan splatbooks ; covenant splats are just called the same as the covenant. The Spiritual Successors of the Toreador clan from Masquerade indeed, they have a bloodline called the Toreador mixed to some extent with the passionate Brujah coming to Requiem as a Gangrel bloodline , the second most evil clan right behind the Ventrue , and nicknamed Succubi aka Horny Devils by the other Clans Even before the embrace they are already attractive humans after it they become an Inhumanly Beautiful Race , partly because of their discipline, Majesty, that allows them to bedazzle people with their presence. The clan book does make a point of the fact that anyone who knows enough about the Daeva including the Daeva themselves tends to find something off about them because their beauty is artificial and they are incapable of love. One of the illustrators noted that the Daeva are essentially sex objects rather than people. All but unchanged from the Clan of Masquerade, but unlike their previous incarnation, they have no ties at all to the Werewolves except for the Bruja and little to no harmony with nature. However, their bond with the Beast remains the same, if not stronger: A clan of psychic vampire ninja. The original Nosferatu from Masquerade were physically repulsive. The recreation of the clan can be visually "normal" in the loose sense of the word , but very disturbing in one way or another. At least one non-player character of middling importance in New Orleans is in fact beautiful They are the aristocracy of the vampire society. They are always at the top and their motto is, essentially, " We Always Win ", although that is normally followed by some semantic wrangling about how they won in the long run. Unlike their Masquerade incarnation they are not picky eaters , but the responsibility of ruling over the Damned has put a great toll on their ever weakening minds [2]. Created by the Strix, servants of the god Mars, in return for sweet, bloody glory. The clan was wiped out when the Julii started to humanize as a whole. Their Blood Potency is 0, so each time they meet a "true" vampire, they cower in fear. Arabian mages who have gained immortality, as well as alchemy and a few other powers, at the expense of cannibalism. In fact, they probably have it better than Kindred. Chinese hopping corpses, formerly human mages as well. Of course, they can use living beings as anchors Emotion eaters who feed on self-loathing and body issues. Getting fed on by them causes a person to look more and more beautiful Ironically, the Vitae so gained is stored in fatty deposits, meaning that the Fomorsae are, to the last vamp, horrendously obese and ugly themselves. Owl-like specters with the ability to possess corpses, the living, and vampires-though they prefer the last, seeing as how the others quickly degenerate into uselessness. They claim to be metaphysical embodiments of the Beast , although they are pragmatic and amoral rather than instinctual and savage. Or at least the city. Vampires are vampires because God needs monsters to tempt people and punish them if they succumb. They can range anything from Catholic most common to Jewish and Muslim in pomp and circumstance. Knight templars with vampire, cleric, AND witch abilities. We can use the scientific method blended with occultism to get rid of all the annoyances They make heavy use of a student-mentor program. Suffers from Russian Fashion. We can use their innovations to make our unives better. Typically the goal of taking over the city and ruling it by their chosen method which can be anything from strict Representative Republicanism to clan-based tyranny follows shortly. Ironically, while Invictus-ruled cities generally tend to have the Carthian dissidents be the least amoral vampires in town, the Carthian-ruled cities detailed in the setting so far have all set new world records for going downhill fast. Apparently they make far better gadflies than administrators. The Circle of the Crone: And suffering and persecution makes us stronger. This covenant has the most factions, with everything from man-hating lesbian feminista Wiccans to Lousiana voudunists. There are also two NPC in theory only groups. Their splatbook also retcons the whole infernalist thing to just two factions, and gives us these groupings: The Mercy Seat - Expy of various Gnostic groups, they believe there are three worlds, and the World of Darkness is the worst

one, filled with hate and anger. Belial is the evil ruler of the WoD, referred to as the demiurge. He cannot be worshipped so much as appeased, and they all hate him. They truly believe they deserve to go to Heaven the next world, but Heaven has limited seats. Damn others to Hell so only they can move on! The Roaring Serpent - They believe Belial was a man Embraced by the Biblical Satan, and so go out into the world doing things that would make it collapse under its own weight, just as Satan would want. They walk the "path of flame: Beyond that, there is no canonical explanation for who VII are. Well; there are several, but they all contradict each other. They could be normal vampires infected with a mind-control meme, the members of the Seventh Clan the now-Dead Julii being the Sixth, or a bunch of Vampires annoyed that a party in Camarillan Rome was cancelled. Various suggestions for what they could be have been seeded through the books; the VII book gives 3 contradictory possibilities. Referenced as early as the Bloodlines: Most are not based in English-speaking areas. Your clan and maybe bloodline determine your varna caste, which in turn determines your role in the Requiem. It is possible that Indian Kindred can actually strip you of your bloodline, and therefore change your caste. Now with Character Sheet, fans are highly encouraged to edit. Aside from the Clan and Covenant sourcebooks even ghouls get one, called, simply, "Ghouls" -- much like how the Covenant sourcebooks are named after the Covenants, Vampire: The Requiem has a fair amount of sourcebooks. The "Ancients" duology Ancient Mysteries, Ancient Bloodlines covers the past of vampire society and the vampire "race", as well as what happens to a vampire as it ages. City of the Damned: Finally, "Mythologies" covers stories told amongst the undead about their possible origins, unique abilities and creatures that go bump in the night, while "Requiem for Rome" and "Fall of the Camarilla" are a duology describing the last major vampire organisation and how it all fell apart during the collapse of the Roman Empire. And then there are the PDF supplements. The "Vampire Translation Guide" is a quick and dirty guide to converting between Requiem and Masquerade. This game features examples of: Edit Affably Evil - The Spina, a Daeva bloodline whose unique curse makes them obsessed with politeness. Their unique Discipline, Courtoisie, encourages this -- you can ignore attack penalties by announcing your intent, use your Social Traits for combat dice pools by having a conversation in mid-battle, and at the pinnacle, tell another vampire off so hard they bleed. Some of the factions are definitely not good, but they seem cool enough to hang out with. The Reformers of the Lancea Sanctum, for example. Age Without Youth - The Oberloch bloodline. To wit, the Asnam are a Daeva bloodline whose special abilities allow them to make a ghouled human appear prettier than he really is, transfer blood or willpower to or from one of her ghouls over large distances, sleep in the body of a ghoul and prepare a child in such such a way that, when the Asnam suffers Final Death their soul is transferred into the body of the child. They are also true egomanics, which allows the Storyteller to grossly underplay the difficulty of a task up to two times per scene. Animorphism - Clan Gangrel. Apocalypse Maiden - This is either the Crone, or a potential daughter of hers. Ascended Demon - Golconda. Badass Bookworm - Besides the inherent badassery that comes from knowing certain Coils such as learning not to frenzy and how to minimize damage from fire and sunlight, the Ordo has an entire group of these known as the Sworn of the Axe. They were founded by Mara, the most violent of the Brides of Dracula, and they will gladly kill you if you threaten the Ordo. However, the opposite of the Gangrel Red Surrender--which may or may not even be real, but which is rumored to exist--results in getting penalties where the Surrender gives benefits and vice versa, for a single night once per week Humanity is no pleasant thing. Denying the Beast feels sick, wrong, tainted. Bittersweet Ending - Ending a story like this is par for the course. Blessed with Suck - It is not fun to be a vampire. Those who disagree tend to become ash in the wind one way or another. An interesting case study of this are Bloodlines. Bloodlines can be born from a vampire getting incredibly old and powerful in blood manipulation, allowing them to create a special Discipline or make an Out of Clan into an In Clan Discipline, making it cheaper to buy. Of particular note are the Kallisti, a Daeva bloodline outlined in the Invictus sourcebook. On paper, they are the ultimate social manipulators, with Dominate, Majesty, and a bloodline Discipline called Perfidy, which is basically emotional control geared towards causing as much chaos as possible. Plus, they have access to Celerity if things get dicey. The Invictus practically keeps them as pets, letting them play tiddly winks with local politics as long as their elders can tap their veins whenever they please. Blood Bath - One bloodline of vampires, the Galloi, bathe in blood to make themselves more beautiful.

Macellarius and Noctoku feeding habits are this trope. Noctoku, at least, can absorb blood through their skin. The character Emily Eupraxus Washington was inducted into the ancient Roman Eupraxus bloodline, who are treated as the figureheads of the Invictus Covenant. The plot is that the elder Invictus are largely racist feudal Europeans, but they dare not act against their crown jewel.

**Chapter 2 : Vampire the Masquerade | Awards | LibraryThing**

*Mekhet are a clan in Vampire: the Requiem with an affinity to darkness. The hallmarks of the clan are stealth, finesse and wisdom. The hallmarks of the clan are stealth, finesse and wisdom. There is often a certain amount of finesse and refinement in whatever Mekhet do.*

Daeva[ edit ] The Daeva evoke the image of vampires as seductive, decadent, sexually transgressive predators who blur lust and hunger together, equating the act of feeding with sensual pleasure. Unrivaled in their grace and passion, the Daeva attract worship and jealousy from Kine and Kindred alike, but their insatiable hunger for pleasure and sensations old and new, and the inevitable frustration of wanting to experience human emotions make a quick road towards personality disintegration and surrender to the beast. Daeva are inherently gifted in the vampiric Disciplines of Celerity superhuman speed , Vigor superhuman strength , and Majesty the ability to attract, sway, and control the emotions of others. Their clan weakness is an extreme difficulty in resisting indulging their vices. A Daeva who has an opportunity to indulge his favorite vice and fails to do so finds his resolve weakened reflected in the game mechanics as lost Willpower points. Of course, indulging Vice carries its own drawbacks such as accelerated loss of humanity. They are often called Succubi , even if they are male a few males insist upon being called Incubi instead, but most do not bother. Gangrel[ edit ] The Gangrel embody the idea of vampires as predatory feral demons. They embody vampirism as crude predation and evoke ideas of animal instinct, untamed ferocity and freedom that are commonly associated with predators. Gangrel hunt alone or in packs and frequently adopt nomadic lifestyles, rejecting the shackles of a civilized life for bestial freedom. They favor the virtues of self: It also makes their baser instincts cloud more reasoned thought at times, this is represented by penalties in some mental-based dice pools. Mekhet[ edit ] The Mekhet embody the idea of a shadowy vampire lord, omniscient and unseen. Nicknamed "Shadows" by the other clans, Mekhet are known for keeping secrets and knowing the secrets of others. Paranoid and alien, their insatiable quest for knowledge leads to both power and a spiritually corrupting indifference. However, as suits their nickname, the Mekhet are even more vulnerable to the ravages of sunlight and fire than other vampires, suffering an additional point of aggravated damage when burned. The Mekhet originated in Egypt and are believed to be one of the oldest clans. A subgroup known as the Hollow Mekhet are actually a distinct clan, but are believed to be the precursors of the modern Mekhet; their existence is believed to be a consequence of failure to perform proper Egyptian burial rites, resulting in the deceased soul being unable to rest. This "other half" despises the Hollow Mekhet and constantly schemes against it, though its incorporeal nature limits its ability to interfere to little more than mischief and distraction - at least at first. Nosferatu[ edit ] Nosferatu vampires are the repulsive, yet fascinating, alien monsters of legend such as Count Orlok of their movie namesake. They either have an inexplicable inhuman air about them or are outright grotesque. This unique outward manifestation of their monstrous nature results in a difficulty to engage in social interactions not involving intimidation. This is mechanically represented by penalties in some Social-based dice pools. The relationship a Nosferatu maintains with his obvious inhumanity and its social implications varies greatly, ranging from crippling self-pity to ecstatic pride; some hide their hideousness while others revel in it, marveled at what they have become, as each one explores his own otherness uniquely. Given the obvious implications for breach of the masquerade their peculiarity creates, Nosferatu excel at stealth and consequently are expert spies and information traders. Obsessed with power and hierarchy, the Ventrue seek dominion over others with all their actions and in all their relationships. They often enthrall, control and embrace from the elites of human hierarchical structures, including politicians, union leaders, businessmen, and crime bosses. This obsession with power has tainted their blood with a propensity to insanity that reveals the corrupting, maddening effects of power. This is mechanically represented by a greater difficulty in resisting derangement rolls. The clan emblem of the Ventrue is a scepter inside a crown, superimposed over an inverted isosceles triangle. The Akhud clan weakness makes them unable to knowingly harm or betray other members of their clan or the mortal descendants of their founder. Additionally, the Akhud are tormented by the whispers of the demon Shaddad, represented mechanically by a small penalty to derangement rolls, as well as a penalty to

resist frenzy in any scene in which they speak, write, hear or read the name Shaddad. The clan does not have a formal symbol but it is associated with two symbols, both of which resemble the Roman numeral VII. This version of VII is actually split into six clans with their own set of Disciplines, favored attributes, and weaknesses: These clans all originated with a Russian kingdom that was once protected by Kindred patrons, but were eventually attacked by them. Each House is instigated to claim vengeance for this kingdom by their Specters, the spirits of the noble women slain by the Kindred. The Houses have been known to war with each other as often as they war with Kindred. Additionally, each Specter gives members of the six Houses a unique power, as well as another weakness.

## Chapter 3 : Vampire: The Requiem - Wikipedia

â€¢ *New Merits, bloodlines, Discipline powers, and clan secrets that every Vampire: The Requiem player will want to have.* *Ventrue: Lords over the Damned is a clanbook for Vampire: The Requiem* *Collect all the Clan books for White Wolf's Vampire: The Requiem.*

History[ edit ] White Wolf combined their new World of Darkness setting and rule system in a single game book, *The World of Darkness* , and simultaneously released *Vampire: The Requiem* , a sourcebook that supplemented *The World of Darkness* by offering up all the rules needed to play a vampire in the setting. Vampires are unliving humans created when a vampire drains a human dry of blood and then feeds the corpse a few drops of its own vampiric blood. Vampires that have inherited common physical powers and qualities group themselves into "clans", but they also join "covenants" along religious, political or philosophical lines. These groups differ radically in purpose and outlook and are often in conflict, though they agree that they must hide their existence from humans. Vampires generally dwell in large cities, where they can find plenty of prey and easily remain inconspicuous. Vampires do not need to kill humans to steal blood; humans go into a trance when a vampire feeds on them and do not remember the moment, and a vampire can erase the bite marks it made by licking them. While Vampires use the stolen blood they call vitae to bolster their physical prowess, heal wounds, and wield Disciplines, it is also the fuel the use to arise every night; a vampire cannot awaken if it does not have any blood. Clans and covenants[ edit ] Main article: *The Requiem* Similar to the previous game, *Kindred* are brought into one of five clans as part of their transformation into vampires. Each clan covers a broad range of vampiric archetypes: The *Gangrel* embody the idea of vampires as predatory feral demons. An upper level in the feeding chain with little or no interest in humans as anything other than food, they represent vampirism as crude predation and evoke ideas of basic instinct, untamed ferocity and freedom that are commonly associated with predators. The *Mekhet* are mysterious conspiratorial occultists, obsessed with knowledge and information, who hide in the shadows and manipulate others from afar. *Nosferatu* vampires are the repulsive, yet fascinating, alien and hideous monsters of legend such as Count Orlok of their movie namesake. Within these clans are many sub-clans, known as bloodlines. There are also many political or religious factions, known as Covenants. The *Carthian Movement* works towards finding the best form of government for the *Kindred*, basing its experiments on mortal systems like Democracy, Fascism and the like. It is the only Covenant that elects leaders, and is the newest major Covenant. The *Invictus* also known as the "First Estate" An order of vampires mostly concerned with material gain and power and therefore heavily involved in city politics and business. The *Unaligned* is simply a catch-all term for any Vampires that do not belong to a covenant. A more Potent vampire can store more blood points and access greater supernatural powers. However, his feeding needs become more stringent as well: Powerful vampires who cannot meet this need usually go into prolonged slumber either by their own will or from hunger; either way, the centuries weaken the blood so that they may feed again. *Kindred* can use a variety of supernatural powers called Disciplines, reflecting such traits as inhuman speed, strength, or charisma, as well as other vampiric attributes such as control over vermin and predators. These are special abilities associated with their curse which, like their undead bodies, are "fed" in a way by the living blood they take from mortals. Weaknesses[ edit ] Unlike many fictional portrayals, vampires in *Requiem* are not universally repelled by crucifixes, garlic or holy water, and they can enter any private domain without invitation. A stake through the heart merely paralyzes them. Fire, sunlight and the claws and fangs of supernatural animals inflict terrible injuries that take significant time and blood to heal. During the daytime most vampires slumber; while their bodies will not begin to degrade unless exposed to the sun or other means of harm they cannot otherwise be distinguished from corpses. Vampires all have an aspect of their personality they refer to as "The Beast," which exists only to feed when hungry and kill when upset. When a Vampire is sufficiently distraught, either through threat, injury, hunger, or humiliation, they enter a berserk rage called *Frenzy* during which the Beast takes hold. In addition to the ever-present threat of losing oneself to the Beast, the *Kindred* have other motivations to maintain their humanity: Vampires with lower humanity are also more grievously harmed by exposure to sunlight, spend

longer in the extended slumber called torpor, and their alien perspective makes it more difficult for them to relate to humans. Antagonists[ edit ] Vampires have many enemies, most from within their own clans and covenants. There are some that stand out as being opposed to Vampire society as a whole, and some of the most prominent enemies vampires face are vampires themselves. There are only two "enemy only" covenants in the core rulebook: The Covenant claims that the Damned originate from Hell itself, and exalt in the spread of misery and pain. They are intended to be more straightforward enemies, as their goals spreading wanton misery and violence, heedless of whether they expose the existence of vampires are antithetical to nearly any character. The second edition also focuses on a different race with vampire-like traits that have often clashed with the Kindred: Strix Vampires that were never human, the Strix also known as Owls or Nemeses are monsters inspired by Roman spirits of the same name , as well as classical, more ghoulish myths of vampires. Strix are living shadows who seek to take over physical bodies so they may experience physical sensation. They are completely amoral beings who despise the very concept of humanity, to the point where even draugr, insane vampires who have lost their Humanity completely, are usually too much like the living for their liking. New Orleans May Ghouls May

### Chapter 4 : Storyteller System (World of Darkness) - Noble Knight Games

*This book details different aspects of the Mekhet, from significant figures within the clan to bloodlines, new powers and rules for the game and factions members of the clan gravitate to. This book is a good buy for those who want to know more about the different clans in Vampire: The Requiem.*

### Chapter 5 : Vampire the Masquerade | Sverige | White Wolf

*A bloodline is a fictional category of vampires, from White Wolf Game Studio's role-playing games Vampire: The Requiem. While the term clan refers to considerably populous and well-known groups, bloodline refers to smaller groups.*

### Chapter 6 : Savage and Macabre: Gangrel - White Wolf | Vampire: The Requiem | [blog.quintoapp.com](http://blog.quintoapp.com)

*Requiem for Rome Rulebook, the historical setting for Vampire: The Requiem, describes the clans active in the Roman era, and during this time the Ventrue were unknown, at least in Rome. Filling their niche in vampire society was the Julii, the clan who founded the Camarilla.*

### Chapter 7 : Lords Over the Damned: Ventrue - White Wolf | Vampire: The Requiem | [blog.quintoapp.com](http://blog.quintoapp.com)

*Vampire: The Requiem is a role-playing game published by White Wolf, set in the Chronicles of Darkness (New World of Darkness) setting, and the successor to the Vampire: The Masquerade line. It was first released in August , together with the core rule book for the World of Darkness.*

### Chapter 8 : Can't get through the Clan Books!?! - Onyx Path Forums

*How do series work? To create a series or add a work to it, go to a "work" page. The "Common Knowledge" section now includes a "Series" field. Enter the name of the series to add the book to it.*

### Chapter 9 : Shadows in the Dark: Mekhet - White Wolf | Vampire: The Requiem | [blog.quintoapp.com](http://blog.quintoapp.com)

*â€¢ New Merits, bloodlines, Discipline powers and clan secrets that every Vampire: the Requiem player will want to have. A Clan book for Vampire: The Requiem Collect all the Clan books for White Wolf's Vampire: The Requiem.*