

viii. Combination Disciplines

01. Non-Anarchs with the Anarch Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch

- a. Aspect of the Beast
- b. Badger's Hide
- c. Call Upon the Blood
- d. Chaos Fold
- e. Give 'em Hell
- f. Guardian Vigil
- g. HumberSide Panic, The
- h. Internet Famous
- i. King of the Hill
- j. Memory Rift
- k. Quickshift
- l. Remote Access Buffer
- m. Retain the Quick Blood (V20 Anarchs Unbound Version)
- n. Sensory Overload
- o. Seventh Chinese Brother
- p. Slenderman
- q. Smiling Jack's Trick
- r. Stonesight
- s. Suck It Up

02. Non-Anarchs with Tenebrous Veil - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch

- a. Lasombra Teaching another Lasombra Tenebrous Veil Combination Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra

03. 1st Impulse based Combination Discipline purchase - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch

04. 2nd+ Impulse based Combination Discipline purchase - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch

05. Non Ramanga with the Ramanga Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Lasombra

- a. Compelling Darkness
- b. Obscurity of Shadows
- c. Shadow Communion
- d. Weight of Shadows
- e. Whispered Passions

06. Sabbat Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

- a. Non-Faction members with Faction Combination Disciplines
 - i. Disregard
 - ii. Resolve to Sustain

- iii. Strategic Response
- iv. Uncoil Your Vitae
- v. Rapid Fire
- vi. Unassailable Thoughts
- vii. The Magistrate Coincides
- viii. Instantaneous Admiration
- ix. The Banshee's Wail
- x. Unconquerable Quality
- xi. Roar of Command
- xii. Dreadful Assault
- xiii. Dogs of Vitae
- xiv. Undiminished Fury
- xv. Caine's Curse
- xvi. Eyes of the Enlightened
- xvii. Relic Sight
- xviii. Speed Reading
- xix. Nocturnal Life
- xx. Envoy's Blessing
- xxi. Shadow Heart
- xxii. Vicious Valor
- xxiii. Void Shielding
- xxiv. Void Running
- xxv. Astute Taste
- xxvi. Fluid Recollection
- xxvii. Unwavering Judgment
- xxviii. Divine Will
- xxix. Religious Devotion
- xxx. Eye of Ialdabaoth
- xxxi. Hunt the Heretic
- xxxii. Reveal the Sin
- xxxiii. Deny the Adversary
- xxxiv. Circumspect Revelation
- xxxv. Lessons In The Steel
- xxxvi. Masque of Judas
- xxxvii. Sympathetic Encryptor
- xxxviii. Infernal Contract
- xxxix. Quid Pro Quo
- xl. Technicality
- xli. Talons of Suffering
- xlii. Song of Ennui
- xliii. Sense the Sorrow
- xliv. Smoky Pace
- xlv. Shroud of the Mind

- xlvi. Blessings of the Aralu
 - xlvii. Animus Ligature
 - b. Regionally Important Sabbat Faction Combination Disciplines
 - i. Resolve to Sustain
 - ii. Uncoil Your Vitae
 - iii. Instantaneous Admiration
 - iv. Roar of Command
 - v. Undiminished Fury
 - vi. Relic Sight
 - vii. Speed Reading
 - viii. Envoy's Blessing
 - ix. Void Running
 - x. Fluid Recollection
 - xi. Religious Devotion
 - xii. Reveal the Sin
 - xiii. Circumspect Revelation
 - xiv. Lessons in the Steel
 - xv. Masque of Judas
 - xvi. Sympathetic Encryptor
 - xvii. Quid Pro Quo
 - xviii. Songs of Ennui
 - xix. Shroud of the Mind
 - c. Nationally Important Sabbat Faction Combination Disciplines
 - i. Strategic Response
 - ii. Unassailable Thoughts
 - iii. The Banshee's Wail
 - iv. Dreadful Assault
 - v. Caine's Curse
 - vi. Shadow Heart
 - vii. Astute Taste
 - viii. Divine Will
 - ix. Deny the Adversary
 - x. Technicality
 - xi. Talons of Suffering
 - xii. Blessings of the Aralu
 - xiii. Animus Ligature
07. Non-Black Hand with the Black Hand Combination Disciplines - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
- a. Circumspect Revelation
 - b. Lessons in the Steel
 - c. Masque of Judas
 - d. Sympathetic Encryptor

08. Tal'Mahe'Ra Combination Discipline and Spells - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - a. Offering the Awakened Soul
 - b. Chain the Enlightened
09. Camarilla Regulated Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. False Death
10. Non-Jocastians with the Jocastian Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. a. Shroud of Ahriman
 - b. b. The Nectar of Amaranth
 - c. c. Hunt for History
11. Non-Brujah with Brujah Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Aura of Accursed Rage
 - b. Burning Wrath
 - c. Command the Wary Beast / Command the Wary Steed
 - d. Hindsight
 - e. Iron Heart
 - i. Gargoyles with Iron Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Brujah
 - f. Iron Glare
 - g. Leaps and Bounds
 - h. Pulse of Undeath
 - i. Quicksilver Contemplation
 - j. Reluctant Performance Artist
 - k. Old Friend
 - l. Scourge of Alecto
12. Brujah Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Esprit De Corps
 - b. Jackhammer Punch
13. Gangrel Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Bear Skin
 - b. Ennoia's Mastery
 - c. Fenris Talons
 - d. Itugen's Embrace
 - e. Loki's Gift
14. Combination Discipline Wild Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Gangrel
15. Non-Malkavians with Malkavian Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian

- a. Catch a Whiff of Madness
 - b. Creepy Clown Coat
 - c. Days of Passions Past
 - d. Do As I Say, Not As I Say
 - e. Ignore Me
 - f. Maddening Halo
 - g. Madman's Quill
 - h. Malkav's Pavlovian Response
 - i. Phobic Affliction
 - j. Prophecy
 - k. Rando
 - l. Respite of Lucidity
 - m. Screams Made Real
 - n. Vanishing
 - o. Whispers of Loathing
 - p. Ze Monkey's Paw
16. Non-Nosferatu with Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
- a. Animal Magnetism
 - b. Blood Apocrypha
 - c. Feral Imbuing
 - d. Bestial Presence
 - e. Cloak the Beast
 - f. Forbidden Zone
 - g. I Know
 - h. Power Animal
 - i. Wolf in Sheep's Clothing
17. Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
- a. Haunted Place
18. Ravnos Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
- a. Scourge of the Thrall
 - b. Nightmare Curse
 - c. Craft Ephemera
 - d. Mask of Cathay
 - e. Mediumship
 - f. Blood Scent
19. Non Ravnos with the Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval
- a. Sympathetic Agony
 - b. Eventide Strength
 - c. Waking Dream

- d. Mind of the Wilds
 - e. Heart's Desire
20. Non-American Ravnos with the Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
- a. We're Not Going To Take It!
 - b. Modern Illusions
21. Non-Rom/Gypsy Ravnos with the Combination Discipline The Sight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
22. Non-Ravnos Antitribu with the Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
- a. Induce the Nightmare
 - b. The Illusionary Cup
23. Toreador Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
- a. Soul Painting
 - b. Focused Reflexes
24. Non-Tzimisce with the Combination Discipline Soul Decoration - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
- a. V20 Edition Soul Decoration Combination Discipline - PC: Disallowed - NPC: Disallowed - Coordinator: Tzimisce
25. Tzimisce Clan Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
- a. Birth the Vozhd
 - b. Unchain the Wrathful Beast
 - c. Sculpt the Flowing Wound
 - d. Jaws of the Dragon
 - e. Becoming Kupala
 - f. Flaying Touch
 - g. Shape of All Beasts
 - h. Conquering Blood
26. Non-Ventrue with Ventrue Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- a. Approximation of Loyalty Absolute
 - b. Aura of Inescapable Truth
 - c. Denial of Aphrodite's Favor
 - d. True Tongue
 - e. Distant Friend
 - f. Lifesong
 - g. Lucinde's Revenge
 - h. Command from Afar
 - i. Divine Aura
 - j. Impeccable Manners
 - k. Rescue Beacon

- I. Retaliatory Terror
 - m. Telepathic Command
27. Non-Gargoyles with a Combination Disciplines with Visceratika as a prerequisite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 28. Non-Gargoyles with a Combination Disciplines with Flight as a prerequisite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 29. Non-Assamite Antitribu with the combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Draught of the Soul
 - b. Breath of the Sandstorm
 - c. Blood of Essence
 - d. Trap of Vitae
 - e. Running with Shadows
 30. Non-Assamites with the Assamite Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Baal' Sight
 - b. Draught of the Soul
 - c. Eyes of Alamut
 - d. Eyes of Blades
 - e. Forced March
 - f. Honeyed Words
 - g. Retain the Quick Blood (Assamite Version)
 - h. Shadow Feint
 - i. Truth of Blood
 31. Anyone with the Assamite Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Blood Tempering
 32. Necromancy or Necromancy Variant based Regulated Combination Disciplines - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Giovanni
 - a. Aegis of Entropy
 - b. Eyes of a Thousand Shades
 - c. Sharing the Master's Vigor
 33. Necromancy or Necromancy Variant based Regulated Combination Disciplines possessed by non Giovanni / Harbinger of Skulls - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Giovanni
 - a. Awakening the Slumbering Curse
 - b. Clarity of Emptiness (Corpse in the Monster Variant)
 - c. Effigy of the Sculpted Tomb
 - d. Fountain of Ill Humors
 34. Non-Harbinger of Skulls with the Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Bloodied Hands
 - b. Leer of Hades

c. Sutekh Fathers Anubis

35. Combination Disciplines requiring Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
36. Vicente de las Navas de Tolosa's Holy Shield - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra

ix. Out-of-Clan Disciplines

01. Out-of-Clan: Abombwe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
02. Out-of-Clan: Chimerstry, Advanced (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
03. Out-of-Clan: Deimos: The Path of the Four Humors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
04. Out-of-Clan: Flight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
05. Out-of-Clan: Kineticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
06. Out-of-Clan: Mytherceria - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
07. Out-of-Clan: Obtenebration for Non-Sabbat Members - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
08. Out-of-Clan: Obeah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
09. Out-of-Clan: Ogham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
10. Out-of-Clan: Spiritus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
11. Out-of-Clan: Temporis, Advanced (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
12. Out-of-Clan: Thanatosis, Advanced (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
13. Out-of-Clan: Melpominee - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
14. Out-of-Clan: Visceratika
 - a. Levels 1-4 - PC: Coordinator Notify - NPC: Coordinator Approval - Coordinator: Tremere
 - b. Advanced (or higher) Visceratika - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - c. Non-Gargoyles with the Visceratika Discipline are subject to have the Negative Social traits Bestial x2 or Repugnant x2 to represent a stone skin appearance that they can not buy off

x. Alternate Disciplines

Note: These approvals are required in addition to any approvals for Out-of-clan possession of a discipline.

01. Discipline: Dark Ages: Daimonion - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
02. Discipline: Dark Ages: Dementation - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Malkavian
03. Discipline: Dark Ages: Obtenebration - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Lasombra
04. Discipline: Dark Ages: Protean - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Gangrel
05. Discipline: Alternate Quietus: - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Sorcerer Quietus
 - b. Vizier Quietus
 - c. Cruscitus: Warriors Quietus - Dark Ages V20
 - d. Hematus: Vizier Quietus - Dark Ages V20
 - e. New Sorcerer in Clan Disciplines - Dark Ages V20
06. Discipline: Dark Ages: Serpentis (member) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follow of Set
 - a. Members are defined as Followers of Set or their Bloodlines, Factions, or Initiates - NPC: Coordinator Notify - Coordinator: Setite
 - b. Apostates are not considered members
07. Discipline: Dark Ages: Serpentis (non-member) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
08. Discipline: Ebony Kingdoms: Vicissitude for non-Naglopers - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Tzimisce
09. Discipline: Second Edition: Mytherceria - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Lasombra
10. Discipline: Watcher Valeren - PC: Coordinator Approval - NPC: Notify - Coordinator: Salubri
11. Discipline: Healer Path Valeren - PC: Disallowed - NPC: Disallowed - Coordinator: Salubri
12. Discipline: Obeah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri

xi. Miscellaneous Powers

01. Characters who are not members of the Mnemosyne Cult possessing the Meminisse Discipline - PC: Disallowed - NPC: Disallowed
02. Characters with Dementation without a Derangement - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
 - a. Also applies to Combination Discipline with Dementation as requirement
03. Non-Faction members with Sabbat Faction Ritae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

04. Salubri Bleeding Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Pre-Existing
 - b. Creating New Rituals
05. The Evil Eye - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
06. Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Anarch Hactivist with Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tremere
 - b. Ophanim with Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri and Tremere

xii. Blood Magic