

Fatal Addiction is a resource site for those that play ghouls in the World of Darkness where you will find compiled data on blood bonds, blood useage, character creation and experience.

The Masquerade, Ghouls Fatal Addiction, has finally been released. The good news is that the supplement adds a whole new level of delightfully well crafted complexity to those often overlooked supporting cast members which litter every Vampire campaign, the ghouls. The bad news is that the supplement adds a new level of complexity to the rules. The cover does its job, hopefully disturbing you and waking you up to the fact that being a ghoul is not a thing of glamor and beauty. It will perhaps risk attracting the negative attentions of some close-minded individuals, but then so do we when we take up the task of role playing blood sucking fiends who stalk the night. The various other elements of the book blend to give you a powerful vision of the terrors and trials of living as a pawnlike part of the kindred society of vampires. Beginning with the introduction short story which relates the tale of an unknowing victim being fed blood and rebelling against the nauseating Nosferatu who is attempting to bond him forever, Ghouls Fatal Addiction makes it clear that you are getting to explore the dark side of the vampiric culture. The visions of the attitude that ghouls are merely pets or toys for their masters is further strengthened by the very informative essay which follows the introduction, a report by a scientific-minded vampire who details the physiology of the ghoul from the kindred point of view and the psychological study conducted by his brilliant ghoul retainer. How could I forget the admonition to make sure your ghoul gets proper mundane nutrition as it will make him more useful. This work sheds much light upon subjects about which you have probably wondered many times if you have ever really given your ghouls in your campaign much thought. Questions, such as what happens when a ghoul becomes pregnant, what happens when a ghoul expends large portions of his blood, or just how does a ghoul digest blood and process it in the first place, are really answered pretty thoroughly. The difficulties at this point are that the rules for how ghouls drink blood are very realistic, but will most likely be something you will have to read carefully a couple of times to fully understand. Ghouls hold blood in their digestive tracts now, and only absorb it at about the same rate as humans normally absorb food. Thus, in order for a ghoul to ever achieve a full blood pool, he must drink blood every single day for about ten days--that is unless the ghoul slashes his wrists and dangerously tries to speed up the process. Or a ghoul may gorge on blood, but then he will take actual Health levels of damage, based upon how much excess is taken, and suffer horrendous hallucinations. Also, ghouls actually frenzy more often than vampires according to the new rules, as they will rarely have a great supply of blood and are just as limited as vampires in never rolling more Self-Control dice than their current blood pool. While the new supplement does a good job of explaining why this is the case, it is certainly a departure from previous rules in the core Vampire the Masquerade game book. The next two sections consist of the transcript of a tape recording of a ghoul who has turned to hunting vampires and a very complete essay of the views of ghouls and their vampire masters from each clan, each sect, and for different eras of origin. The ghoul hunter provides advice about getting blood from each sort of vampire, advice that is marvelously filled with the sound of experience and dangerously incomplete in a way that is entirely appropriate and characterful. It could not be more clear that if you seek freedom as a ghoul you are asking for trouble from a powerful enemy whom you probably know far less well than you think you do. The subsequent treatment of each separate clan, sect, and age in terms of vampire-ghoul relations is similarly filled with filthy details that give one cause to dread continuing to serve their master and yet to fear leaving him. It is filled with torturous examples of what happens to a treacherous ghoul, yet you are also privy to the vicious fates that await even for the loyal lackey. It is obvious that the authors put some real thought into the differences between various unfortunates. Even if you are a past master at storytelling for Vampire the Masquerade, there will be things you did not consider. In classic White Wolf style, the next section is the character creation division. As expected, the universal Storyteller system shows its incredible flexibility allowing, with a few necessary changes, the fashioning of a simple system whereby you can create your very own ghoul character, completely invested with rules that do a great job of covering his role playing aspects. Included are the details

of special freebie point and experience costs for ghouls hoping to advance in the arts of Vampiric Disciplines, and even a few new skills, merits, and background options to reflect being enslaved, or having been enslaved, to a vampire. There is also a complete discussion of the revenants, families descended from ghouls of ancient times who are born with strange vampire-like powers, along with the rules necessary to create a revenant character. Due to the fact that you have not been Embraced, you really have a much larger range of characterization which you can achieve with a ghouls. After all, they are still living, breathing, emotion-filled human beings. You are far less ruled by the kindred stereotypes, more free to explore what is really bad about vampires. Quickly useable little templates provide ready examples of ghoul villains for chronicles. We are introduced to a dark antagonistic organization called the Unmastered, a secret society of ghouls dedicated to remaining free from the blood bond and their tyrannical ex-lords, yet forced to supply themselves with the precious vitae of their foes in order to be able to carry on the fight. There are even a number of useful story seeds, ideas for chronicles using ghouls as the main characters and ideas for chronicles blending ghouls with their kindred masters. Advice on mood, theme, and troupe play can also be found. I really only have one odd complaint about *Ghouls Fatal Addiction*. It continues the strange tradition which has developed in White Wolf products of taking something that is supposed to be quite rare, in this case ghouls, and creating such numerous examples of secret societies and subsets of population and different types that the credibility of that rarity is stretched to the limits. I understand the tendency toward this is unavoidable due to public demand and even story constraints sometimes, but often I want to ask, "Just how many Tremere antitribu do you think there could possibly be? One way to judge the success of a work is to see if it achieved what it set out to do. If you have been playing Vampire for a long time, *Ghouls* will give you a fresh outlook on those often ignored servants. If you are new to Vampire, you will benefit from pages and pages of helpful pointers. If you are a Storyteller, you will be armed with new secrets. References to products created by White Wolf or other companies are not challenges to their copyrights.

Chapter 2 : Ghoul: Fatal Addiction

Ghouls: Fatal Addiction is a Vampire: The Masquerade sourcebook detailing the half-human servants of the Kindred. Whether you need a few new whipping boys or just want to taste the lash yourself, this book has everything you need to create ghouls as player or Storyteller characters.

Sun Jan 12, 2: Coming in at 20 pages, this chapter is supposed to be two in-character essays about Ghouls. The first essay is deliberately hard to read. The goal is to make it look like someone had made some grainy photocopies of a series of papers and then scrap booked them incompetently into the book that is in your hands. The effect is kind of ruined by having the first page be only a page fragment worked around the chapter heading. If they wanted to do this, they should have gone with a couple of framing paragraphs at the beginning so that they could do each page in the essay on a page in the book. Also, they should have used a less extreme angle because this is actually kind of painful to read. Neither the first nor last time that White Wolf would play with this particular gimmick, and the faux-in-character document would long remain a popular device among rpg designers for decades to come. The only thing that really fucks this one up is that For example, the first sentence reads: My noble and terrible liege, greetings! The first essay is written by a Malkavian. After the debacle of Dirty Secrets of the Black Hand , it seemed like they might need to redact portions of books or even entire books at any time, so even three years after that fiasco they were still having major revelations being given to the readers in-character by Malkavians so that they could be disavowed in a pinch. Malkavians are unreliable narrators. Ghoul healing comes from flat worm enzymes, and crap like that. There seems to be nothing that adds to the game except the possibility of inventing TruBlood and Mirakuru and destroying the setting. Most of the time. Netchurch, would show up again in later books. That said, yes, you can ghoul animals. No, no, I think it was in the Berlin sourcebook. Anyway, ghouling an animal works about as well as ghouling a human in most cases , and there is a long and storied tradition of doing so in different clans and for different purposes. This really reached its peak in the Dark Ages where anybody worth their fangs had a ghouled horse, but you can see the basic advantages and disadvantages here - animals are usually more loyal than humans, but not as intelligent, and the whole "lack of opposable thumbs" thing can be a hassle. One of the core conceits of Vampire: Two evocative images that V: This book continues the tradition of trying to have it both ways, but when pressed against the pseudoscience backdrop of a pseudoscientific explanation of ghouls, it rings especially hollow. You may need to see a urologist. Part of the annoyance of this section is that so much of it is in game-specific terminology - Clan, Cainite, Discipline, Gangrel, etc. The thing about "Ghoul breeding" will come back to haunt us later, especially when dhampirs become an actual major thing late in the life of the game. Click here to see the hidden message It might contain spoilers This was a terrible movie. The basic idea is that if you get enough ghouls to breed together, after a few generations they start to be born ghouls sort of, more or less , producing their own vitae and having their own disciplines and weaknesses. Kind of like a little bloodline! I swear I read about revenant horses once, but if I did that must have been in one of the later Dark Ages supplements. If the first essay was pseudoscience biology, the second essay is pseudoscience psychiatry. Reage, and she seems to work with Camarilla ghouls. They have their own secret lingo and there are psychological problems unique to ghouls that are used in their secret fan club. The whole thing reminds me depressingly of the club scenes from The Matrix III, where the Wachowski siblings have just succumbed to the fetishwear crowd in a spectacular fashion. It is in the psychology section that rules start creeping into the main text. It was that simple. In case you were wondering: As insanity mechanics go, derangements were better than, say, the Sanity score in Call of Cthulhu, but fell short of being able to play a really crazy character - Malkavians, for example, started off with one or two derangements, but one of those could be a mortal fear of carrots or something, so it was a bit weak from the whole fishmalk perspective. In this essay though, I must say that they dug deep and pulled out some impressive stuff for ghouls, like Severe Dysmenorrhic Psychosis is a condition where female ghouls suffer grave psychological trauma whenever they menstruate, and basically looks like PMS squared. Variable target numbers across d10s, where the authors obviously had no idea what that meant. Much of this mini-section is just citations to other parts of the books or

other books. When ghouls stop getting blood from vampires they get desperate, and if keeps going on they revert to their true ages. For very old ghouls, this means they die. For very very old ghouls, this means that they dry up and explode into dust. This is the kind of overtly supernatural bullshit that makes their pseudoscience bullshit from earlier in the chapter harder to take seriously. Better drink the right kind of blood. There are more than a few holes in this section - like, for example, what happens when the 1,year-old ghoul with a point blood pool gets Embraced? Also, this is where the "proper fucked" part of being a ghoul comes in: And you have to pay more XP to learn them again. Much later on they had this mostly fluff thing in Sorcerer Revised where mortal sorcerers learning could learn magic from vampires and do a kind of cast-from-hitpoints thing, but that never quite gelled with Bizarrely, the rules section just cuts off in the middle of a page, gives you some white space, and jumps back in with another page finishing the sentence that is itself more than half white space.

Chapter 3 : Vampire The Masquerade

Ghouls: Fatal Addiction is a Vamprie sourcebook explaining the physiology, psychology and systems of mortals with Vamp. See All Ratings and Reviews. Browse Categories.

Fatal Addiction is a Vamprie sourcebook explaining the physiology, psychology and systems of mortals with Vampiric powers. It is an amazing supplement, but I should warn people that it is extremely twisted, and meant for mature readers. Ghouls are slaves to blood. They are addicted to the vitae of Kindred, drinking of it three times to gain a new discipline in potence. Many of them just live for their next fix of the power juice. While still mortal, they gain many of the traits of Kindred. They can frenzy, though it is more difficult, can learn disciplines and expend blood to make themselves more physically powerful. The Ghoul is a wretched creature, more powerful than a human but bound to Kindred for their new substance. The supplement provides quite a bit of information on how different Ghouls see Kindred, and how the Kindred see them. The book provides information on how each clan treats their ghouls and how a faction of Independant Ghouls sees the different sects and lineage of the different Vampires. In addition to this, we see how different age groups among Kindred see their ghouls. The sourcebook provides rules for three different kinds of Ghouls, Vassals, Independants and Revenants. Vassals are bound to a certain Kindred, doing any needed work to get that special substance. Independants have no master. While this means freedom, it also means that they have no steady supply of vitae, and are forced to get it somehow to survive. Revenants are entire families of Ghouls, usually within the Sabbat. This twisted and inbred creatures produce vitae in their own body and live three times longer than a normal human. Fatal Addiction also includes ideas for running chronicles with Ghouls as the characters. This means that you could have a Ghoul in a coterie of Kindred, or an entire group of Ghouls. This is a great sourcebook which should be read by any Vampire:

Chapter 4 : www.nxgvision.com - Ghouls: Fatal Addiction Reviews

FAQ. I've compiled questions and answers for some of the more common things I get asked about the nature of ghouls. I'll add to this list as I go and also keep in mind, the answers are my interpretations of Ghouls: Fataladdiction, and are not absolutes.

Fataladdiction, and are not absolutes. Can ghouls get pregnant? There are definitely sources that say the nature of the blood enhances the sex drive of ghouls, often the addiction of the blood transferring to other perverse addictions, including sex. Remember that vitae slows halts the aging process, by extension, a child conceived would never come to term as long as the mother was imbibing. If a female was ghouled after she was pregnant, the growth of the fetus could also be stunted. Another possibility, is the shock of the fetus gaining vitae through the placenta would result in a miscarriage - this might just be the easiest way to go - this is the World of Darkness and not a great place to raise a ghouchild. Of course, the Storyteller has final say in these things, and if you really want your ghou character to be a mother, I suggest you work something out with your ST. A compromise could mean a stamina roll when blood is drunk, to determine whether the unborn ghou can survive the process. Another alternative, if you look at revenant physiology is that the gestation period can take an extremely long time, as the growth of the fetus is stunted, but not halted. Fatal Addiction" left this area vague, maybe because all in all, the subject is touchy and can even be somewhat offensive. Course, this is my own answer, but the question has come up in the game I run. Frankly, the ramifications of allowing such a thing Kindred fear contracting blood diseases, but no where in any book does it mention a fear of a "proxy bond". As far as physiology goes, I also contend that the metabolizing of blood by a ghou changes its properties such that it can no longer be used to create a bond to other vampirers, or even other ghouls. If a player starts off as a ghou how do the stats change if they become embraced? This one is best worked out with your ST, the simplest way to do it is to simply give the character a free dot in a discipline of her clan. Consider that ghouls start with 2 dots of disciplines and vampires start with 3 dots of disciplines. Adding a free dot puts them up at vampire stats. The character will be low in the attributes area, but they also got additional freebies to start with, it all balances out in the end. The ST can work out with the player how to exchange the flaws and merits for more appropriate ones, and even allow the character to buy additional merits with xp I charge them 2x the merit cost in xp - but that should be a one shot deal. What happens to potency when a ghou becomes embraced? In the game I run, I allow them to either keep potency, or exchange it for a clan discipline. Personally, I prefer the first option. Does the bond a ghou have to her domitor break upon embrace? While some suggest that death itself can break the bond that essentially a ghou is "reborn" there is nothing in the main book or the ghou book to support this claim. There are some paradoxes though if you stop to consider. A long term giovanni ghou keeps his disciplines, and yet the merit in the giovanni book makes them bound to someone within the clan. Tremere, on the other hand, while many may have served the clan for years before embrace, become partially bonded to the elders of their clan as a clan flaw upon embrace; which should not happen if there was already a bond in place to a domitor. The only ways to break a bond are through proper application of a Vaulderie, a 5th level tremere ritual that is very rare, and of course time spent away from domitor and application of willpower.

Chapter 5 : Ghouls: Fatal Addiction by Ronni Radner

Ghouls has ratings and 2 reviews. C'mon Everybody's Doing It It seems so easy. Just a sip, a taste, and you're better than all the rest. You c.

July 14, , Any Kindred would be NPCs, handled to offer a story. Anyone playing one of the Kindred would effectively be a Co-GM. Although the various Kindred would fight and bicker off screen, the actual changes going on in the story would be discussed by those handling the Kindred to make it a story with focus on the ghouls rather than having the Kindred truly bicker and battle things out. Although some of the ghouls could be established and old, I imagine most of the characters would be more interested in being recently brought in. Adding my sheet stuff to my initial post: If another Kindred asked your Domitor, "Why on Earth did you ghoule this person? This should include your character concept. If your character was actually chosen for the Embrace, which Clan would be most likely to Embrace them? You may or may not start out ghouled to this Clan, and actually receiving the Embrace this decade is very unlikely. Only the seven Camarilla Clans, please. Similar to Ons and Offs, I want to know how close people want to dance with triggers. If you specifically just want a Domitor of a specific Clan, this is a good place to let me know also. Having a few preferences is cool, but the more details everyone has, the harder it will be to match everyone. Desire to stick to canon: This is an interesting one. All the players likely already know everything about vampires, but the characters do not. Because of this, it can be fun to mix it up and turn traditional lore on its head. Does sunlight actually burn them to ash? Are the Clans even the same as in the book?

Chapter 6 : Ghoul: Fatal Addiction - FAQ

Ghouls Fatal Addiction focuses the social interactions between ghouls and their respective domitors (masters), with special consideration of the various clan habits and the roles ghouls can play within and outside of kindred society.

Chapter 7 : Ghouls: Fatal Addiction | RPG Item | RPGGeek

Ghouls: Fatal Addiction [Vampire: The Masquerade] pdf - Ronni Radner. Note tells him that it to, the beds to escape stefan we're talking. If you can give the, ocean hotel.

Chapter 8 : Vampire Backgrounds | Dusk Wiki | FANDOM powered by Wikia

Re: Ghouls: Fatal Addiction [VtM] Â«Reply #23 on: July 16, , PMÂ» Most likely I'll waive the Domitor background and have everyone only able to get the first level of Disciplines that their Domitor possesses, unless people really want high-powered ghouls.

Chapter 9 : Ghouls: Fatal Addiction [VtM]

Wood gave me a present, and here it is. His channel can be found here: www.nxgvision.com