

MES ACCORD ADDENDUM: GEIST THE SIN-EATERS

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This addendum is organized into the following sections:

- I. **ERRATA AND ADDITIONAL BOOKS** A listing of errata and books specifically sanctioned for this venue.
- II. **CHARACTERS** Basic rules for Sin-Eater Characters.
- III. **ORGANIZATIONS** Rules pertaining to Krewes and other organizations.
- IV. **MERITS** Rules pertaining to Geist-specific Merits.
- V. **KEYS AND MANIFESTATIONS** Rules pertaining to Sin-Eater powers.
- VI. **OTHER RULES AND CLARIFICATIONS** Miscellaneous rules clarifications for Geist

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

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I. ERRATA AND ADDITIONAL BOOKS

A. Book of the Dead (WW 60501)

1. **Project Orpheus: Reserved for Use by the Office of NST**
2. **Stranger Things Besides:** The Key and The Photographs are unique items whose locations are tracked by the ANST Accord. Top Approval.
3. **Tutelage of the Dead:** Reserved for use by the Office of NST.
4. **Creating a Map:** A +1 map requires 3 successes per mile, not 6.
5. **For other notes, see Accord Universal Addendum.**

B. The House Always Wins (SAS)

C. Geist: The Sin-Eaters: The Accord venue uses Geist 1.1

II. CHARACTERS

A. Background

1. Youth

- a. Bound with a Geist prior to age 12: Reserved for the use of the NST Office

2. Bound Geists

- a. It is impossible to determine the complete age or history of a Bound Geist, as verbal communication of such a direct nature is possible but difficult, and nigh impossible at Low Synergy. Furthermore, becoming a Geist involves the former ghost purging much of that which defined such a personal historical identity from its own awareness.
 - i. Verbal communication with no substance or benefit is PC discretion.
- b. A PC cannot benefit from knowledge of the supernatural a Geist may have gleaned from previous Hosts or its former life. Historical secrets are also impossible knowledge.
- c. It is Reserved for the use of the NST Office for a PC to be bound to a Geist that was previously bound to another PC during the chronicle.

3. Krewes

- a. Being a member or Founder of a Fallen Tier 3 Krewes: Reserved for the use of the NST Office

4. Character Types.

- a. The Vacant and The Wretched: Not Sanctioned as PCs (Low for NPCs). [GtSE pg. 241-246]

5. Geists: Not available as PCs.

- a. **Unfettered Geists Low Approval as NPCs, but care must be taken to not simply populate them to be hunted for Deathmasks.**

6. **Kerberoi:** Not Sanctioned as PCs. (Low Approval for NPCs)
 - a. Kerberoi cannot exist outside the Underworld, and cannot be forcibly removed from the Underworld.
 - b. Ignore the "Maximum Key" category in their creation.
7. **Abmortals:** Not Sanctioned as PCs (Low Approval for NPCs).
 - a. May be created using the Lesser Supernatural Template from *Geist the Sin-Eaters*, pg. 247-249.
8. **Chthonians:** Not Sanctioned as PCs. Top Approval as NPCs. Build as per the [MES Cthonian Guide](#).

B. Psyche

1. Anchors that allow for increased Psyche must be specifically listed on the character sheet. A Sin-Eater has a number of days equal to his Synergy to replace an anchor that is lost if it would result in the loss of Psyche.

C. Archetypes

1. Custom Archetypes: Reserved for the use of the NST Office.
2. Changing Your Archetype: Low Approval.

D. Resurrection:

1. When a Sin-Eater is resurrected, they only lose one point of their permanent Synergy cap, not two points (first death is lowered from 10 to 9, instead of 10 to 8). They also lose a point of Synergy as normal, which can be repurchased with experience.
2. It is ST discretion what constitutes 'molecular destruction' enough to permanently kill a Sin-Eater. If the body is not destroyed within minutes equal to 11 minus Synergy, the Geist removes the body to a safe place (often a cenote or grave, somewhere thematic) and resurrects it within 24 hours.

III. ORGANIZATIONS

- A. **Charonites:** Approval level based on scope of control of the Twilight Network.
 1. Local: Low Approval
 2. State or Higher: Top Approval
- B. **Krewe Founders:** The Founders of a krewe must be noted in the application. You cannot add more founder slots at a later date.
 1. Successorship: If a Founder's successor is to take the mantle of the Founder slot, this requires the same approval level as the initial approval for the Krewe. [GtSE pg. 191-192]
 2. Innocent Successors: This method may not be used to justify a new character of the same player as the Founder character that was just lost nor can it be used to justify adding in new Founder slots at a later date. [GtSE pg.192]
 3. Hostile Successors: This method does not guarantee the new Founder all the same approvals possessed by the former Founder. The player of the Hostile Founder must apply separately for all approvals they wish to inherit from the previous Founder. Complete inheritance is not guaranteed. [GtSE pg.192]
- C. **Non-founder Krewe Members:** Low Notification, with Founder approval number listed in application.
- D. **Tier 1 Krewes:** Low approval for Founders (all Founders and Founder slots must be listed in every application), Low Approval for members who have founder's permission.
 1. **Founding Benefits:**
 - a. Krewe Fate: This is a shared merit, to a maximum of 5 dots. [GtSE pg.184-185]
 - b. Mythic Aspect: Benefit must be notated on character sheet. [GtSE pg. 185]
 2. **Supernatural Benefits:**
 - a. Deathsoul Initiation: Reserved for the use of the NST Office. [GtSE pg.185]
 3. **Temporal Benefits:**
 - a. Pooled Merits: Reserved for the use of the NST Office. [GtSE pg.186]
- E. **Tier 2 Krewes:** Top Approval for Founders (all Founders and Founder slots must be listed in the application), Low Approval for members who have founder's permission.
 1. **Founding Benefits:**
 - a. Mythic Avatar: [GtSE pg.186-187]

- i. Aspect Attribute must be noted on the character sheet.
 - ii. May not be used in conjunction with Phantasmal Marionette.
 - b. Sending forth the Aspect: [GtSE pg.187]
 - i. The user of this power may not take any other actions while it is in effect.
 - ii. Any damage taken by the target is also done to the user of this power.
 - c. Death Rite: [GtSE pg.187]
 - i. Participants in the Rite need not be Sin-Eaters.
 - 2. **Supernatural Benefits:**
 - a. Key Initiation: [GtSE pg.187-188]
 - i. The benefit should read: "...The Sin-Eater can learn this Key for half price."
 - ii. Drawback: Select only one of the three Flaws presented as the drawback.
- F. **Tier 3 Krewes:** Top Approval for Founders (all Founders and Founder slots must be listed in every application), Low Approval for members who have founder's permission.
- 1. **Founding Benefits:**
 - a. Forge Key: Reserved for the use of the NST Office. [GtSE pg.189]
 - b. Revenance: Low Approval. [GtSE pg.189]
 - i. All the previous Tier's Aspect merits are a prerequisite for this power.
 - ii. The Drawback triggering Threshold must be noted in the approval.
 - iii. Top Approval to purchase in background.
 - iv. Regular age approvals apply.
 - 2. **Supernatural Benefits:**
 - a. Mythic Aspect: The mechanical benefit must conform to the Founder's Mythic Aspect. The Founder's Aspect that is shared is permanent once chosen. [GtSE pg. 189]
 - b. Mythic Factors: Reserved for the use of the NST Office [GtSE pg.189-190]

IV. MERITS

A. Ceremonies

1. **Cost:** Ceremonies are always considered "simple" merits that cost 2 XP per dot. **Ceremonies do not require a teacher.**
2. **Updating and Modifying Ceremonies:** Low Approval. Characters may not make Ceremonies easier to perform, this is only cosmetic changes to existing published mechanics. This does not have an increase in experience.
3. **Custom Ceremonies:** Reserved for the use of the NST Office.
4. **Bind Anchor** [Geist the Sin-Eaters]: This cannot be used on a familiar not owned by the character.
5. **The Devil's Bargain** [The House Always Wins]: Reserved for the use of the NST Office.
6. **Ease the Path** [Glimpses of the Unknown]:
 - a. Use of this ceremony is a Synergy 5 sin.
 - b. This ceremony cannot be used on an unwilling target.
 - c. After one month, the target dies. Nothing can prevent that death, including using this power again.
7. **Funerary Tools** [Book of the Dead]: Can only work on mundane items. Does not work on Endowments.
8. **Ghost Drinker** [Book of the Dead]:
 - a. Attribute bonuses from this Ceremony are capped at +5 and are considered modifiers.
 - b. Drinking for Knowledge: This information can only be information the ghost would have conceivably had an answer for.
9. **Lemure's Lure:** Replace the sentence after "Action:" with the following: "Extended (target number of 5, or 8 if used at a distance)."
10. **One Last Song** [Book of the Dead]: Any act of violence by or upon the individual this ritual was cast on will immediately end the ritual. Supernatural abilities and powers are not available to the character during their One Last Song.
11. **Plumbing the Depths:** Low approval; knowledge gained cannot bypass other approval levels.
12. **Reverse Bargain:** Reserved for the use of the NST Office.

13. **Unbinding:** Reserved for the use of the NST Office.
 14. **Wings of the Moth [Geist the Sin-Eaters]:** The Willpower dot spent for this ceremony is refunded when the Ceremony ends.
- B. **Codex:** Reserved for the use of the NST Office.
- C. **Haunt:** See Citadel merit
- D. **Language (Ghost Speech):**
1. Sin Eaters are the only PC type able to understand Ghost Speech (**Geist: the Sin-Eaters** pg. 175) and the Old Laws without any additional spell or ability.
 2. Old Laws may be written in an appropriate language for the Dominion they are in, but are instantly understandable to a Sin Eater upon finding them (**Geist: the Sin-Eaters** pg. 271) while in the underworld. Other character types must find a way to translate the languages the Old Laws are written in as well as the languages spoken by the Ghosts surrounding them.
- E. **Mementos:**
1. All mementos are Low Approval for Sin-Eaters only. They cannot be used by any other creature type. Mementos are built per *Geist the Sin-Eaters*, unless noted differently below.
 2. **Keystone:**
 - a. All Bound receive one for free, which cannot be replaced or destroyed.
 - b. Must be built per *Geist: the Sin-Eaters* pg. 195 and noted on character sheet.
 - c. If the item chosen to represent the Keystone Memento would impart an equipment bonus (i.e. a weapon, vehicle, lockpick, etc.), then the bonus imparted is restricted to the same equipment bonus of the mundane item it represents.
 - d. The Keystone Skill: when boosted with plasm, is not considered the natural rating of the skill. **This modifier can go beyond the skill limit imposed by Supernatural Advantage dots.**
 - e. No Keystone can come prefilled with any sort of supply to make it work. Examples include batteries for a flashlight, bullets for a gun, liquid chemicals in containers, etc. However, when Reverse Possessing, existing in Twilight, or exploring the Underworld, any Keystone that requires a supply (fuel, battery, ammunition, etc.) to work will work without that supply.
 3. ● **Charm:** Must be created via the Dedicate Charm Ceremony after character creation.
 4. ●●● **Fetters:** Fetters made after Character Creation require the character sheet of the ghost to be approved by the presiding ST. Fetters made after Character Creation require the "Fetter's Binding" ceremony, *Geist: the Sin-Eaters* pg. 167. Geists and spirits cannot be bound into a Fetter.
 5. ●●●● **Deathmasks:** The deathmask's associated Skill bonus is not added to the natural level of the skill. The associated "ghost power" of the deathmask is thematic and should not confer any mechanical advantages.
 6. ●●●●● **Memorabilia:** Top Approval

V. KEYS AND MANIFESTATIONS

A. Keys

1. The second free Key at Character Creation can be chosen from any Threshold, but should represent the connection between the Sin-Eater and his Geist.
2. **Keys Do Not Have Dots:** Remove any mention of Keys with variable levels. All keys have a flat XP cost of 10 xp, regardless of Threshold affinity.
3. **Stygian Key [Book of the Dead]:** Low Approval.

B. Manifestations

1. Bonuses to attributes or skills derived from the basic activation (**the first dot**) of a Manifestation are not considered natural levels of the attribute or skill nor can they be added to a draw for a separate manifestation or ceremony.
2. **Activation Successes:** Change the mechanic for unlocking a Manifestation to the following, "The character rolls the unlocking pool per normal to determine activation successes. Whenever the Manifestation effects call for a draw using Activation successes, use Manifestation dots (as per the unlocking pool) instead. Activation successes are still used to determine any effects and ranges as per normally listed in the writeup of the power."
3. While a Sin-Eater cannot activate the same manifestation with more than one Key at a time, they

may unlock multiple Manifestations with the same Key (for instance, Industrial Boneyard and Industrial Curse active at the same time).

4. For any Manifestation requiring Concentration, use the rules (minus Duration factors) from *Mind's Eye Theater: Awakening*, pg 151.
5. **Boneyard:**
 - a. While a boneyard is active the Sin-Eaters cannot move **under its own power, although it may be moved by others**, despite not needing to be in the center of the Boneyard. The only actions available to the Sin-Eater are the activation of manifestations through the Boneyard.
 - b. Only Stigmata Boneyard can perceive ghosts in the state of Twilight. Other Boneyards can see ghosts if they are visible without needing Ghost Sight or a similar ability to perceive them (such as while manifested or in the Underworld.)
 - c. **A Boneyard can only be prematurely ended by the character taking damage, as noted in the writeup of the power.**
 - d. **For determining the bonus to range, use unmodified Skill dots.**
 - e. Cold Wind Boneyard:
 - i. ●● and ●●●: Replace "resisted by target's Stamina" to "Contested by target's Stamina+Psyche."
 - ii. ●●●● and ●●●●●: **These are resisted by Stamina + Armor.**
 - f. Grave-Dirt Boneyard:
 - i. ●● and ●●●: Replace "resisted by target's Composure" with "Contested by target's Composure+Psyche."
 - g. **Industrial Boneyard:**
 - i. **If attempting to control an item actively being used by a character, this power is contested by the target's Resolve + Supernatural Advantage.**
 - ii. ●●●●: **The size of objects thrown at this level must be equal to or less than the character's Psyche or five, whichever is greater.**
 - h. Phantasmal Boneyard:
 - i. ●●●●: Replace "Any character who enters...whose Resolve is less than the successes rolled..." with "Any character who enters must draw Composure + Psyche vs the user's draw to activate the ability."
 - ii. ●●●●●:
 - a. The plasm for this power must be paid per attack.
 - b. Remove the last sentence of this power ("Furthermore, if the target's Composure + Psyche exceeds...").
 - i. Primeval Boneyard:
 - i. ●● and ●●●: **Cannot be used on sentient beings.**
 - ii. ●●●●: **Instead of a chance die, apply a Penalty equal to activation successes.**
 - iii. ●●●●●: **Full Protective Trait applies against damaging attacks, but resolve plant-based Grapples as noted in Armory Reforged as normal.**
 - j. Pyre-Flame Boneyard:
 - i. ●● and ●●●: Replace "resisted by target's Stamina" to "Contested by target's Stamina+Psyche."
 - ii. ●●●●●: **The roll to put out the fire takes one full turn.**
 - k. Stigmata Boneyard:
 - i. **This power does not work on spirits.**
 - ii. ●●●●●: Replace, "Instead, the Sin-Eater must spend either 1 Willpower point or inflict 1 lethal health level on himself per roll. The Sin-Eater's player must then roll (Wits + Occult + activation successes, minus the ghost's Power). Each net success drains the ghost of one point of Corpus which is converted into 2 plasm," with, "Instead, the Sin-Eater must spend either 1 Willpower point or inflict 1 lethal health level on himself per roll. The Sin-Eater's player must then roll (Wits + Occult + activation successes vs. the ghost's Power + Resistance). Each net success drains

the ghost of one point of Corpus which is converted into 2 plasm. Lost Corpus heals at the rate of aggravated damage.”

I. Stillness Boneyard:

- i. ●●●●: This power is contested by Resolve+Psyche and only can affect one target a round. Replace sleep with Penalized Action for the duration of the power. At ST discretion, it may work as normal against NPCs or in mediation, per Accord Universal Addendum. Even then, a character attacked while asleep immediately wakes and can defend themselves normally.
- ii. ●●●●●: This power is contested by Resolve+Psyche and only can affect one target a round. Replace sleep with Penalized Action and a penalty equal to Activation successes on all actions or the duration or until they regain a point of Willpower. At ST discretion, it may work as normal against NPCs or in mediation, per Accord Universal Addendum. Even then, a character attacked while asleep immediately wakes and can defend themselves normally, though retain the penalty equal to Activation successes.

m. Stygian Boneyard [Book of the Dead]:

- i. ●●: Once targets equal to psyche have been affected, the Sin-Eater cannot affect any more with that activation of the Boneyard.
- ii. ●●●: A target can only be affected by the persistent bashing damage once.

6. Caul:

a. Cold Wind Caul:

- i. Unless otherwise specified, each application of this power is an Instant action.
- ii. ●●●: Only applies to the initial grapple challenge. Does not apply to normal brawl or touch attacks.

b. Industrial Caul:

- i. Can only be used on mundane, non-magical items.
- ii. ●●●: While many items can be revealed, only two may be actively used and controlled at a time. Equipment bonuses, armor, defense or special properties from the others are not applied.

c. Passion Caul:

- i. ●●●: Adds to mundane rolls only.
- ii. ●●●●●: The willpower switches “control” between the two. The attack is successful, but the other side of the sin-eater just happens to be in control. If another willpower is spent to switch again, the first attack comes back into effect, if its duration has not yet expired

d. Phantasmal Caul:

- i. ●●: Contested by Composure + Supernatural Advantage

e. Pyre-Flame Caul:

- i. ●●: Damage taken for this effect must be self-inflicted, it does not apply when taking lethal damage in combat. It counts as Aggravated damage for the purposes of all supernatural healing.
- ii. ●●●●: Contested drawing Stamina+Composure vs. Activation successes.
- iii. ●●●●●: This form can be damaged by Area of Effect attacks as well.

f. Stillness Caul:

- i. References to the Silent Caul refer to the Stillness Caul.
- ii. ●●: This power only works on existing memories, not the creation of new ones.
- iii. ●●●: When stepping through shadows, the PC can only carry things smaller than the size of the character activating it. The user must successfully execute the immobilize opponent grapple maneuver before carrying another being with this power.
- iv. ●●●●: The Sin-Eater can still be harmed by non-physical supernatural or energy attacks (fire, Rage, etc) while in this form.
- v. ●●●●●: This effect may be contested with Universal Clash of Wills. If the target is

engaged in combat, they test for surprise on the first round and may act normally afterwards.

- g. Tear-Stained Caul:
 - i. ●●●●: Targets can make a Dexterity+Athletics challenge to move out of the way, with their successes negating levels of damage.

7. Curse:

- a. The trigger (if any) for a Curse must be possible and plausible.
- b. Plasm spent on a curse that expires without triggering is lost.
- c. Willing subjecting yourself to a Curse is a Synergy threshold sin of 3 or less.
- d. All curses are resisted by the higher of the target's Resolve or Composure.
- e. Curses are not passed on automatically. Secondary targets may reflexively draw Resolve + Composure + Psyche vs the activation successes of the curse to resist.
- f. Passion Curse:
 - i. ●●●●: Replace 'chance die' with 'penalty equal to activation successes.'
 - ii. ●●●●●: Replace "Every dramatic failure arising from the four-dot hex" with "Any failed roll that was emotionally affected by the Sin-Eater's four-dot Passion Curse hex".
- g. Phantasmal Curse:
 - i. ●●●: Instead of reducing Dexterity draws to a chance draw, apply a penalty equal to the activation successes for this Curse.
 - ii. ●●●●: If the reality change places the victim in danger, they may make a reflexive Resolve + Composure roll each turn to end the Curse, with a required threshold of the activation successes. The target is the defender.
 - iii. ●●●●●: Supernatural means of removing the curse must gain more successes than the activation draw for this curse.
- h. Primeval Curse
 - i. ●: Instead of a chance draw, apply a penalty equal to the activation successes for this Curse.
 - ii. ●●●●: This Curse ends if the victim takes any damage.
 - iii. ●●●●●: This Curse lasts for the duration of the current scene.
- i. Stigmata Curse:
 - i. ●●●●●: This power is contested by Stamina+Psyche.
- j. Stillness Curse:
 - i. ●●●●: This power does not rewrite reality, it merely causes everyone to forget the target ever existed. Anyone with reason to try to remember the target may make a Resolve + Composure + Psyche draw to attempt to beat the activation successes of this power and remember the target. This draw is an Extended Action which is made once per interaction.
 - ii. ●●●●●: The Sin-Eater only extends the curse by days equal to their Psyche, not weeks per total successes on the Curse.
- k. Stygian Curse [Book of the Dead]:
 - i. ●●●●: This effect only lasts one scene.
 - ii. ●●●●●: Use of this power is a Threshold Sin against Synergy 4. Replace the effect with, "The target makes a single attack against themselves, not applying defense (Armor applies). Damage cap applies. If it would kill the character, they are instead bleeding out and the Curse ends. Multiple uses of this Curse cannot be used on the same victim in the same scene, even by different characters.

8. Marionette:

- a. Elemental Marionette:
 - i. The cap on attributes and skills for a homunculus is 5.
 - ii. The permanent willpower spent to gain an 'egg' represents a fraction of the user's being and cannot be re-purchased with XP. It can, however, be regained by destroying the egg (i.e., willing it out of existence), which can be done as an Instant

Action for the duration of the power to all actions. The character also takes bashing equal to successes. For the falling from a greater height effect, the character takes lethal instead.

- c. Industrial Pit:
 - i. ●●: Replace 'chance die' with 'Penalty equal to Activation successes.'
 - ii. ●●●●:
 - a. The presiding storyteller may decide that some social merits (such as Striking Looks or Inspiring) are not based on identity and are unaffected. All social merits return to use after a week, as the system sorts itself out.
- d. Passion Pit
 - i. ●●●●: Replace the effect with: "The character takes a penalty equal to activation successes for turns equal to successes on the power draw."
- e. Primeval Pit:
 - i. ●●: This causes a Penalized Action.
 - ii. ●●●●: The attributes of the summoned creation are capped at 5.
- f. Stigmata Pit:
 - i. ●●●●: This effect adds a level of bashing damage to each attack against the victim. Standard damage cap rules apply. Damage is not accrued if the attack achieves 0 successes.
- g. Stillness Pit
 - i. ●●: Along with the penalty to basic activation, this power gives a Penalized Action, not a chance die, on Perception.
 - ii. ●●●●: Does not protect against attacks.
- h. Stygian Pit:
 - i. ●●●●: The Kerberos is not permanently dead, and will revive itself as normal.
- i. Tear Stained Pit:
 - i. ●●●●: For the ES/DF, Speed heals at the same rate as Attribute damage. For Attribute damage rules, see Accord Universal Addendum.

11. Rage:

- a. Rage manifestations may not be used through other manifestations, e.g., Boneyard, Oracle projections and Phantasmal Marionette.
- b. When using Defense against a Rage attack, use the full Protective Trait (see Universal Accord Addendum).
- c. Grave Dirt Rage:
 - i. ●●●●: The victim may still move, but they take Penalized Actions for turns equal to net successes on the attack.
 - ii. ●●●●: The attacker may choose to damage Health or Dexterity, but not both.
- d. Tear-Stained Rage:
 - i. ●●●●: The victim may act as normal, but they take a Penalized Action for turns equal to net successes.
- e. Industrial Rage:
 - i. ●●●: This power only works on inanimate objects.
 - ii. ●●●●: The objects thrown each add a +1 modifier (not base) to this attack per Size, capping at the user's Psyche dots. The character may throw as many unattended objects as his Activation Successes. The attack is resolved with a Presence + Crafts + Rage minus Armor rating, dealing bashing damage. Willpower can be spent to upgrade to lethal as normal.
- f. Passion Rage:
 - i. This Rage tree is resisted by the higher of Resolve or Composure, not the lower.
 - ii. ●●: Instead of being unopposed, he user may add their activation successes to their next Intimidation draw against the target
 - iii. ●●●: This effect lowers Defense by Activation Successes (to a minimum of

- Defense 0). Armor is unaffected.
- iv. ●●●●●: This effect instead targets the user's Willpower, and does not do damage to health. Damage cap is per normal..
- g. Pyre-Flame Rage:
 - i. ●●●●●: Each point of damage from this attack may be inflicted on the target's health, or on one of their physical attributes. Total points available for this are still subject to the damage cap.
- h. Stigmata Rage:
 - i. ●●, ●●●, ●●●●●: These last for turns equal to activation successes on the draw.
- i. Stillness Rage:
 - i. Defense still applies to Rage attacks. The rules for supernatural perception are still valid, using Universal Clash of Wills.
 - ii. ●●●: The target takes a penalty to actions equal to the character's Rage dots for turns per net successes. They are not truly blind.
 - iii. ●●●●: This level allows the user to ignore any worn armor that can be bypassed with a called shot.
 - iv. ●●●●●: The draw is Strength + Brawl + Rage rating – the target's Defense. The target takes damage as noted and a penalty to defense equal to half the character's Rage dots, rounded up.
- j. Stygian Rage
 - i. ●●●●●: Attribute damage to Presence heals at the rate of Aggravated Damage. A victim's Presence can only be affected by one use of this effect at a time.

12. Shroud:

- a. The armor provided by Shroud penalizes Rage attack rolls against the character.
- b. Grave Dirt Shroud:
 - i. This counts as damage reduction to damage from a Grapple, not immunity.
 - ii. ●●●●: For the first turn, targets take a Penalized Action to their action as well as the penalty. For subsequent turns they only take the penalty.
- c. Primeval Shroud:
 - i. ●●●: This power grants the character a natural claw attack. It adds +2 equipment bonus and does lethal (aggravated vs ghosts).
 - ii. ●●●●●: Ignore the text as written. This power grants the character a natural claw attack. It adds +2 equipment bonus and does aggravated damage to all targets.
- d. Pyre Flame Shroud
 - i. ●●●● and ●●●●●: To deal fire damage, you must win the Damage maneuver in a grapple. Fuel is spent per attack.
- e. Stigmata Shroud: [GtSE pg.149-150]
 - i. Bonuses to Resistance and Armor stack from Stigmata Shroud, if both are applicable.
- f. Stillness Shroud
 - i. ●●●●●: This applies to any physical attack the character is aware of.
- g. Stygian Shroud [Book of the Dead]:
 - i. Base: Replace with "In addition to the normal Armor bonus from Shroud, while in the underworld, the Sin-Eater may add their Resolve to their Defense".
 - ii. ●●● and ●●●●●: This redirect attack can only be done once a turn.

VI. OTHER RULES AND CLARIFICATIONS

- A. **Channeling Manifestations through Archetype:** Can be done once per Game session. Once done, the character receives the "2 again" affect, her next drawn 2 is considered a 1 for the purposes of automatic failures.
- B. **Premeditated Murder and Synergy:** Premeditated murder (not accidental death, manslaughter, or serial murder) is not a discord trigger for Synergy unless planned as a ritualistic murder for healing, as per **Geist:**

the Sin-Eaters pg. 172-173.

C. **Krewe Experience:** Not Sanctioned.

D. **NPC Mentors of Krewe Benefits:** Not Sanctioned.