

MES ACCORD ADDENDUM: HUNTER THE VIGIL

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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 Hunter Characters.
- III. **ORGANIZATIONS** Rules pertaining to the various Hunter Compacts and Conspiracies.
- IV. **MERITS** Rules pertaining to Hunter-specific Merits.
- V. **ENDOWMENTS** Rules pertaining to Hunter Endowments
- VI. **OTHER RULES AND CLARIFICATIONS** Miscellaneous rules clarifications for Hunter

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. **Block by Bloody Block:** Not Sanctioned unless noted.
- B. **Blood Drive:** Sanctioned for the Salesman Profession.
- C. **Compact and Conspiracies:** Any member of a Compact or Conspiracy found in this book that joins one of the three factions found in the writeup receives the listed specialty for free.
- D. **Hunter the Vigil:** The Dread Powers section [Hunter the Vigil p. 276-283] is Sanctioned for NPC Use.
- E. **Mortal Remains:** This book is sanctioned for IC knowledge. Mechanics from this book are only sanctioned if noted below.
- F. **Night Stalker:** The Dread Powers section is Sanctioned for NPC Use.
- G. **Slashers:** Mechanics for Slashers are sanctioned for NPC use only, unless otherwise noted.
- H. **Spirit Slayers:** The Dread Powers section is Sanctioned for NPC Use.
- I. **Witchfinders:** The Dread Powers section is Sanctioned for NPC Use.

II. CHARACTERS

- A. Base Template: Hunters are considered the base template for all Lesser Templates, as they are the definition of mortals who have experienced the supernatural. Said lesser templates are considered at least Tier 1 (even if they are not “hunters” exactly). Sleepwalkers are a special case covered in the Accord Universal Addendum.
 - a. Tier 1 only: Ghouls, Proximi
 - b. Tier 2 potential: Dampyr, Fae-touched, Psychics, Thaumaturges, Wolf-blooded/Kin
 - c. Tier 3 only: Pure Hunters (considered a lesser template unto themselves)
- B. Morality
 1. The Code [Vigil p.322]: PCs with the Hunter template can make use of the alternative Morality rules once at High approval. If their template changes, this change is lost and may not be retaken.
 2. “Are they really human?”: Hunters gain a +2 to resist degeneration when killing a truly monstrous yet still humanoid creature, subject to VST approval.
- C. Professions
 1. Every hunter and lesser template receives a Profession. As part of this, they get a 4th specialty at creation that must be placed in one of their Asset Skills.
 2. Salesman [Blood Drive], Executive [Compacts and Conspiracies], and Outdoorsman [Spirit Slayers] are all sanctioned at Low approval
 3. Soldiers who are still currently in a national military require the Status: Military merit. Members of Task Force Valkyrie are a special case (see below). Professional Training for Soldiers does NOT indicate actual military rank.

- D. Slashers: NPC only (including all Slasher mechanics from the book)

III. ORGANIZATIONS

- A. PCs may only ever be in one compact or conspiracy at a time.

B. Compacts

1. Ahl al-Jabal [Ancient Bloodlines]: Sanctioned at Low Approval
2. Barrett Commission [Night Stalkers]: While Five Stars faction membership is Low Approval, if a member is still an officer in the military they require the Status: Military merit as per the Soldier Profession.
3. **Habibti Ma [Mortal Remains]: Sanctioned at Low Approval. This group of 'cult busting hunters' has begun to join the Accord as more and more turn Believer while targeting Truth-based cults.**
4. The Hunt Club [Slashers]: Sanctioned for NPC use only.
5. Network Zero [Compacts and Conspiracies p.32]: The idea that this is a proto-conspiracy per Compacts and Conspiracies is true. This group receives both Endowments listed for them in this book.
6. Promethean Brotherhood [Witchfinders]: Sanctioned for NPC use only.

C. Conspiracies

1. Cainite Heresy [Night Stalkers]: Sanctioned for NPC use only.
2. Cheiron Group [Hunter the Vigil]: Working directly for the Board of Directors requires Top Approval
3. **The Faithful of Shulpae [Mortal Remains]: Sanctioned for NPC use only.**
4. **Knights of St. George [Witchfinders]: This conspiracy has recently joined the Accord in greater numbers. Believers of this conspiracy have altered their beliefs that the 'Faceless Angels' that threaten the world are actually Truth-related, not necessarily drawn to 'magic.'**
5. **Les Mysteres [Spirit Slayers]: Sanctioned at Low Approval.**
6. Lucifuge [Hunter the Vigil]:
 - a. While Low Approval, all Lucifuge receive training in Milan after their recruitment. Time spent there is hand-waved (low approval NPC mentors or PC character ties during training are fine) but any significant shenanigans in Milan must be reported to the aNST Accord.
 - b. Officially there are only 666 agents of this conspiracy, whether that is true is hotly debated.
 - c. **Not all Lucifuge meet The Lady. The initial meeting of her is Low Approval as part of a character's initiation in background, any further meetings or a meeting during chronicle requires a proxy to Milan and the aNST Accord.. Being assigned a mission by "The Lady" (more likely one of her lieutenants), is Low Approval in backstory and requires aNST Accord interaction in chronicle.**
 - d. **Lucifuge do not ping as 'demons' for the purposes of Unseen Sense.**
 - e. Lucifuge have an extended lifespan, per *Compacts and Conspiracies*, dependent on their Castigation dots, not Conspiracy status. When calculating apparent age due to backstory, there is no need to try to define when you raised dots (if starting with more than 1). Just remember that most Lucifuge awaken to their powers at age 23 (Total age minus 23 divided by years it takes to age 1 year).
 - f. **Les Enfant Diabolique: While these others of 'demonic' heritage are not necessarily evil as the Lucifuge say, they do indeed manifest abilities and through neglect or rejection do not become Lucifuge. Their lifespans are normal, and they are often defined by Psychic, Thaumaturge, Proximi, or other Lesser Templates for PCs and NPCs, or by use of Dread Powers for NPCs.**
7. Task Force Valkyrie [Hunter the Vigil]:
 - a. **Top Notification. This must be in the database before the character enters play.**
 - b. All TFV agents that join the Accord are immediately re-assigned to Base XVI. All interactions with TFV (requisitions, pay, etc) go through the chain of command of Base XVI, which is headed by Senator Wells. Individual operatives are then assigned to freelance with Accord cells around the country.
 - c. All TFV agents must join the TFV mailing list within one month of entering play. If they do not, they will be removed from play until such a time as they do.

- d. All TFV agents are military personnel and thus subject to following orders from the chain of command. TFV agents do not need Status: Military (but can take it), as their rank is determined by Status: TFV.
 - e. The Project: FORT faction's free specialty is changed to either a specialty in ghosts (insider) OR spirits (outsider).
 - f. TFV agents who become another type of supernatural entity are immediately transferred to Zero Company (see Accord Universal Addendum).
8. Vanguard Serial Crimes Unit [Slashers]:
- a. Top Notification. This must be in the database, before the character enters play.
 - b. VASCU agents are all members of the FBI. All VASCU agents that join the Accord are immediately transferred to Section 9B, which is on the books as a long-term deep cover investigation into a domestic human trafficking ring. Section 9B is run by Robin Sims, who is actually just an alias of Senator Wells. Agents are then freelanced out to cells on the pretext of going deep cover there.
 - c. All VASCU agents must join the VASCU mailing list within one month of entering play. If they do not, they will be removed from play until such a time as they do.
 - d. VASCU agents require some level of Status: FBI, as noted in the Universal Accord Addendum.
 - e. VASCU agents who become another type of supernatural entity are immediately transferred to Zero Company (see Accord Universal Addendum).

IV. MERITS

- A. Merits from Hunter material are Low Approval for all Lesser templates unless otherwise noted, as are any merits that specify 'Mortal Only' from other texts. They are not available to Greater Templates unless stated.
- B. Slasher specific merits are just that, only available to Slasher NPCs. Murder Expert, however, is Reserved for the use of the NST Office.
- C. Favored Weapon [Hunter the Vigil]: If lost or destroyed, you simply need to acquire a new weapon. The new weapon must be carried for at least a month and be used in at least one combat with success before it applies for this merit.
- D. Indomitable [Night Stalkers]
 - 1. Cannot be used by a Ghoul against its regnant once he is 3-point bound. Other applications of the merit work as normal.
 - 2. Half this merit, rounded up, is added to resist Lunacy, Disbelief, Disquiet, and other similar effects.
- E. Kin [Spirit Slayers]: Not Sanctioned (Use Wolf-blooded from Blood of the Wolf)
- F. Language: Con-Lang [Night Stalkers]: This merit adds a +1 to coordinated strikes made by a hunter cell. See Tactics below. This merit can be learned or developed by Greater Templates but does not provide the bonus.
- G. Natural Medium [Spirit Slayers]:
 - 1. Not creation only. Costs 10 xp (5 dot merit)
 - 2. Works per the merit writeup in the book. Does not allow the character to speak the language of spirits, but they can understand them.
 - 3. Projecting your mind into the Shadow prevents actions in the Material world. It lasts for minutes equal to the Resolve+Composure roll required in the drawback of the merit.
 - 4. This merit also allows the character to see spirits in Twilight, but not ghosts.
- H. Null [Spirit Slayers]:
 - 1. This merit is creation only. The mechanics are replaced with those below.
 - 2. The character, when in the direct presence of a locus' focal point (the center is within 10 feet), may draw Resolve + Occult minus the Locus rating to destroy one ambient point of essence in the area per success. This may be done once per hour.
 - 3. The character gains a +1 Intimidation bonus against spirits, and penalizes their attempt to materialize as noted in the book. This effect does not work on Purified.
 - 4. Attempts to use any power (beneficial or offensive) that is fueled by essence against the character requires an extra point of essence to be spent upon the activation. This does not affect powers

buffing opponents, but active powers used on the character.

- I. Professional Training [Hunter the Vigil]:
 - 1. Progression in your Professional Training merit does not necessarily denote rising in rank or promotion as much as skill.
 - 2. Experience discounts for this merit are applied retroactively on dots purchased with XP only (not for creation points).
 - 3. Continuing Education: The new asset skill must make sense for the Profession. A socialite and firearms, for example, doesn't make much sense.
 - 4. On-the-Job-Training: Remove the Drawback for this level.
 - 5. A Day on the Job: Instead of a rote action, they receive an Advanced Action (draw two and take the best).
- J. Safehouse [Hunter the Vigil]: **Not Sanctioned. See Citadels merit in Accord Universal**
- K. Status, Compact and Conspiracy [Hunter the Vigil]:
 - 1. Status gives several free benefits at the 1st, 3rd, and 5th dots. Notes on these free dots are found below:
 - a. **Status 1 is required for a member of a Compact or Conspiracy to gain access to that group's Endowments.**
 - b. **Status merits that add to Safehouse instead provide free dots to add to a Citadel.**
 - c. Free dots in Contacts are considered separate from the normal 1-5 dot progression of that merit.
 - d. **Dots added to existing merits (Resources, Allies, Status, etc.) are added on top of current dots, to a maximum of 5 dots. The free dots are Low Approval, unless they add on to an existing dot of a merit that has a higher level of approval. For instance, Network Zero receives +2 Fame at Low Approval, but if this were to bring them to Fame 3, they must get the requisite Top Approval.**
 - e. **Dots in Allies from status are not limited to the specific ones granted in the book. They can be taken in any area the VST feels is appropriate for the PC.**
 - 2. Compact Specific Status Benefits
 - a. Ahl al-Jabal [Ancient Bloodlines]
 - i. Status 1: If you do not meet the prerequisites, the two weapons you can use are a Short Blade (kukri) and a Small Blade (dagger).
 - b. Barrett Commission [Night Stalkers]
 - i. Status 5: The dot in Contacts for Military is a Low Approval, but does not allow access to restricted or secret information.
 - c. **Habibti Ma [Mortal Remains]: Replace any mention of Mystery Cult Initiation as a benefit with the Allies merit.**
 - d. Keepers of the Source [Witchfinders]
 - i. **Status 5: Unseen Sense (Source) allows someone to detect loci, hallows, wyrm's nests, and other fontal areas and places of power..**
 - e. Long Night [Hunter the Vigil]
 - i. **Status 5: This Inspiring merit is universal, and stacks with the actual merit if purchased.**
 - f. Maiden's Blood Sisterhood [Night Stalkers]
 - i. Status 5: You get +1 dot of Indomitable for this benefit. If it is already at 5 dots then you get the +2 dots to a Retainer.
 - g. Night Watch [Night Stalkers]
 - i. Status 5: Fame is capped at 3 dots.
 - 3. Conspiracy Specific Status Benefits
 - a. **Les Mysteres [Spirit Slayers]**
 - i. **Status 3: The character chooses one of the four listed options on page 110-111 as their status 3 benefit. This represents their path/philosophy in the conspiracy.**
 - b. Lucifuge [Hunter the Vigil]

- i. Status 5: As this requires interaction with a unique NPC, using this ability is Top Approval (coordination with the aNST Accord). Purchasing this level of status is Low Approval with a Top Notification.
 - c. Task Force Valkyrie [Hunter the Vigil]
 - i. Status 5: Purchasing this level of status is Top Approval, not only for how it affects the organization but also for the Federal agency contacts.
- L. Torture Suite [Hunter the Vigil]: [Not Sanctioned. See Citadel Merit.](#)
- M. Unbondable [Night Stalkers]: Cannot be taken by Ghouls.
- N. [Unseen Sense \[Mind's Eye Theater\]: Available to all Lesser Templates. May not be focused in anything related to The Truth. The exception to this is the Low RQ benefit specified in the Universal Accord Addendum.](#)

V. ENDOWMENTS

- A. **RQ:** For the purposes of RQ, no Endowment counts as a “magical item.”
- B. **Custom Endowments:** Reserved for the use of the NST Office
- C. **Compact Endowments** [Compacts and Conspiracies]
 - 1. These abilities are unique to their respective Compacts and are all sanctioned at Low Approval.
 - 2. All-Seeing Eye [Compacts and Conspiracies]: These sources of information are more generic than listed, and if the dots are lost the character simply needs to re-initiate where he has a backdoor.
 - 3. Bacchanal[Compacts and Conspiracies]: The Fame component requires the same approval level as the Fame merit of the celebrity at the function.
 - 4. “I’m Doing Science!” [Compacts and Conspiracies]: The bonus to attack can only be gifted to a lesser template/mortal.
 - 5. Monster Media [Compacts and Conspiracies]: Network Zero also receive this endowment as they are a proto-conspiracy. [This endowment does not work for stealth powers, only as an identification of creature type. If the creature type has a natural defensive illusion \(Mask, Prometheans, etc.\), use the Clash of Wills rules with no equipment bonus to see through it.](#)
 - 6. Prayer [Compacts and Conspiracies]: The benefits of this ability can be given to any lesser template/mortal.
 - 7. Your Friends and Neighbors [Compacts and Conspiracies]: The effect chosen lasts for a single game session. If the Safehouse option is chosen, the character can add dots to a Citadel.
- D. **Advanced Armory [Hunter the Vigil]**
 - 1. Only TFV agents have the requisite RFID chip to use Advanced Armory, and said chip is required to use even pieces of equipment that the books state do not need said chip. Said chip cannot be located, removed, or hacked by any means. The method by which this is achieved is not known in character.
 - a. While they are never certain of this in character, all former TFV agents (even Greater Templates) still have the chip inside of them. It has been deactivated, or at least changed so they cannot use Advanced Armory.
 - b. Even beings who can achieve altered states (ephemeral) or can destroy and re-build their bodies (Purified) still have the chip, though they might obviously believe it was long ago lost.
 - c. Reactivation of a ‘dead’ chip: Reserved for the aNST Accord
 - 2. [Advanced Armory items cannot be permanently enhanced by magic, though enhanced items can fire Advanced Armory ammunition. These items also work on planes of existence that normally disrupt modern technology. While not supernatural, Advanced Armory does not count as mundane items and cannot be replicated by any means.](#)
 - 3. Renewable Items: These are renewed every month. Characters cannot “stock up” on equipment, they are only given resources they used.
 - a. Starting at Status 3, a TFV agent gets one additional requisition a month using a Manipulation + Politics roll. If successful, they can restock ONE renewable piece of equipment for that month before being re-stocked the next. At Status 5, the agent can do this twice a month.

- b. For ammo based endowments (Ethereic, Tranq, and HOD), the merit can be purchased multiple times as noted. The split of what magazines are given for each merit purchased should be done by “firearm type” (i.e. pistol, heavy pistol, SMG, etc.) instead of the more specific examples listed.
 - c. Ammo based endowments may not be combined with any other special ammunition types (silver, armor piercing, etc.), and must be used in firearms (no bows, crossbows, etc.).
4. Equipment
- a. The Bleeder [Hunter the Vigil]
 - i. This item is treated like any standard firearms based ranged attack, per the rules in the book.
 - ii. If targeting a vampire or ghoul, one Vitae is lost per success. If targeting another creature, the penalties listed are used.
 - iii. No damage is done unless the VSS is using the exceptional success aberration, then vampires and ghouls take the damage listed on an exceptional success.
 - b. Compound Rounds [Mortal Remains]: Sanctioned at Low Approval.
 - c. Equalizer Grenade [Hunter the Vigil]
 - i. Instead of using the “damage” mechanics for the grenade, all those in the effective range must make a Resolve + Composure roll at a -4 penalty or revert to their natural form. They may reflexively repeat the roll on their initiative each round until they succeed or five turns pass, at which point they may change shape again.
 - d. Ethereic Rounds [Hunter the Vigil]
 - i. These bullets target any ephemeral creature in Twilight, as long as the agent can perceive said creature, including spirits, ghosts, Strix, demons, and Purified while projecting. Even a mage or other creature that has shifted into Twilight can be hit by these bullets.
 - ii. These bullets do normal physical damage to Sin-Eaters, Ridden, and Possessed.
 - e. Frequency Pulse Emitter [Spirit Slayers]
 - i. Only one grenade is given per requisition.
 - ii. Creatures other than werewolves are only affected if they have Heightened Senses. Changing Breeds in animal or dire animal forms also take the -5 to resist.
 - f. Gleipnir Restraints [Mortal Remains]: Sanctioned at Low Approval. This item is a five dot Endowment.
 - g. Gungir Multi-Function Targeting System [Hunter the Vigil]
 - i. This merit has a 5th dot that corresponds to military grade sniper rifles. The 3 dot corresponds to an SMG, the 4 dot corresponds to an assault rifle or military shotgun, and the 5th dot corresponds to a sniper rifle.
 - ii. Stripping the safety requires a downtime per draw to attempt the required successes and only a TFV agent can do so.
 - iii. Only supernaturals listed in the device description are revealed. This does not allow the user to read auras.
 - h. Interstices Calculation Expedient [Compacts and Conspiracies]: Reserved for the use of the NST Office
 - i. Mjolnir Cannon [Hunter the Vigil]
 - i. This weapon is treated as a ranged attack that ignores defense even at point-blank range (but not Armor). It does not cause automatic damage, but deals damage based on successes on a Dexterity + Firearms draw. Use the range increments listed in the writeup of the weapon.
 - ii. For the handheld unit:
 - a. The equipment modifier is +4
 - b. The unit has 20 charges. Bashing damage takes 1 charges and lethal takes 2 charges.
 - c. This weapon is light enough to use interchangeably (one at a time) with

resisted by Resolve + Supernatural Advantage

- h. Loyola's Fire [Night Stalkers]: Every turn in the light saps out one fuel point, not willpower.
- i. Mantle of Orleans [Night Stalkers]: This endowment affects one ally per success on the activation role and only works on lesser templates/mortals.
- j. Peace of St. Joseph [Mortal Remains]: Activating this endowment costs 1 Willpower.
- k. Saint Collen's Clarity [Mortal Remains]:
 - i. This power has an activation cost of 1 Willpower. Once activated, it allows a clash of wills of activation successes versus use of illusion or invisibility powers. It is only rolled once, even if the power lasts the whole day (see exceptional success or below).
 - ii. For natural concealment [Promethean Disfigurements, Fae Masques, etc.) compare the user's activation successes to the supernatural advantage. If the supernatural advantage is equal to or higher than the activation successes, the target can choose whether the activating character can pierce the illusion.
 - iii. Casting this endowment on May 21st allows the duration to be one day, regardless of whether the VSS uses the Exceptional Success/Dramatic Failure aberration.
- l. Sanctification of the Blessed Virgin [Hunter the Vigil]: Permanent blessed items must be purchased with XP.
- m. Scutum Sancte Trinitatis [Blood Drive]: This Benediction is sanctioned, and works via normal Damage Immunity rules. It costs 1 Willpower to invoke.
- n. Song of Daniel [Night Stalkers]: The dice pool for this endowment is Presence + Benediction minus Resolve.
- o. Saint Agathius' Call [Slashers]: This power only works on lesser templates/mortals. The power only protects a number of characters per activation successes.
- p. True Sight of St. Abel [Hunter the Vigil p.162]: This power makes the user and beneficiaries immune to all supernatural induced weirdness: Lunacy, Disbelief, etc. Otherwise it works as written, and as noted in the writeup does not provide a Clash of Wills.
- q. Vade Retro Satana [Hunter the Vigil]: Exactly as an abjuration or exorcism save the user adds his Benediction dots.

F. Castigation [Hunter the Vigil]

1. When the Castigation merit is purchased, the character always receives a free ritual per level. Further rituals beyond the merit cost 10 xp per ritual. This rule alters the usual limit of Castigation rituals a Lucifer can normally have. Ignore any such restrictions and the rules for switching rituals.
2. If a VSS uses exceptional successes, the derangement gained from casting a Castigation ritual lasts for a month. It is not permanent.
3. Castigations may not be bought as benedictions or vice-versa..
4. Use the draw pools listed in the books unless otherwise noted.
5. For any power that leaves a derangement, the derangement is immediately triggered once the power ends. There is no way to prevent derangements from Castigations, and they should be role-played appropriately.
6. The sidebar 'What is a Demon and Where do They Come From' from *Hunter the Vigil* is not sanctioned. Castigations involved in summoning, commanding, or binding otherworldly entities work on demons only unless otherwise noted.
7. Rituals
 - a. Abyssal Bondage [Witchfinders]: Instead of what is written, this ritual levies a penalty to any Supernal-based magic (Mages, Proximi, and Changing Breeds) equal to the user's Castigation dots.
 - b. Familiar [Hunter the Vigil]: This is not a ritual. Instead see the Accord Familiar Guide
 - c. Familiar Betrayal [Spirit Slayers]: This ritual works as noted, and allows the character a temporary second familiar using the stats of the pack totem. Once six days have passed the ritual ends, and cannot be reactivated for weeks equal to the spirit's Resistance. This power does not work on familiars and totems of Accord members.

- d. Family Vestment [Hunter the Vigil]:
 - i. No custom vestments may be taken. This ritual may be purchased multiple times, but only as many times as dots in Castigation.
- e. Gulf of Hades [Mortal Remains]:
 - i. This power costs a Willpower to activate and is resisted by the target's Stamina.
 - ii. If used against a normal opponent, it causes Lethal damage as noted in the writeup and causes a penalty to physical actions equal to successes. This penalty lasts for turns equal to successes.
 - iii. If used against a piece of enhanced or magical technology, the device only shuts off for minutes equal to successes, not hours.
 - iv. If used against a Promethean, the power drains one Pyros per success on the user's activation instead of doing damage and causes a penalty to physical actions equal to successes. This penalty lasts for turns equal to successes.
- f. Hellfire [Hunter the Vigil]: The draw pool for this ritual is Dexterity + Athletics + Castigation or Intelligence + Occult + Castigation, minus Defense, and the ritual does damage equal to successes on the draw pool. It can also be used to start fires similar to the Pyrokinesis psychic power.
- g. Mandate of Hell [Hunter the Vigil]: This power cannot be used on Possessed PCs..
- h. Prima Dictum [Night Stalkers]:
 - i. To affect a different creature type, a Lucifuge must purchase the power multiple times. The types of creatures depends on their fuel type: Vitae based, essence based, etc. Ghosts, spirits, and other ephemeral creatures that use essence are a separate type than material creatures that do so (Purified, shifters, etc.)
 - ii. Exceptional Success: If exceptional successes are used in the VSS, this power does not deny the use of powers based on fuel, but requires the target to spend an extra point of fuel.
- i. Shackles of Pandemonium [Hunter the Vigil]: This ritual cannot be used on Possessed PCs.
- j. Tongue of Babel [Hunter the Vigil]: This works on written human languages as well as spoken. It allows the user to speak and understand those languages, it is not a 'universal language.'
- k. Unholy Aura [Mortal Remains]: This Castigation requires a Willpower to activate.
- l. Unholy Escapology [Mr. Theleme]: Sanctioned at Low Approval

G. Elixirs [Hunter the Vigil]

1. Individual Elixirs never cost permanent XP. The character purchases the Elixir merit per normal and uses the following rules to determine Elixirs per game:
 - a. The character receives free dots in Elixirs for that game session equal to their Elixir merit + Ascending Ones status. These may be split among different Elixirs one for one. If the character wants an Elixir with a dot rating higher than his current Elixir rating, add one to the rating to determine its freebie cost.
 - i. Every downtime spent on starting with higher Elixir dots adds two dots to the freebie pool.
 - ii. Example: Sally has Elixir 3 and Ascending Ones status 3. She decides she wants a 4 dot Elixir for that session, knowing there is an Abomination in the city, so she pays 5 freebie dots for it. She then has enough Freebie dots leftover to get a one dot Elixir.
 - b. A character can attempt to brew an Elixir during a game session as long as they have access to an alchemical lab (requiring Resources 3 or Luxury 2 and at least Size 3 of a House merit) and the ingredients necessary for the Elixir. The roll is Intelligence + Crafts + Elixir, with a goal of 3 successes per dot of the Elixir. Each roll takes half an hour of time.
2. Only an Ascending One can have the Elixir merit, and thus only they can ingest Elixirs. Anyone else attempting to use an Elixir consumes a poison, using the Dramatic Failure rules for said Elixir with a standard roll to resist.

3. Elixirs
 - a. Agora Salve [Compacts and Conspiracies]: Someone wishing to attack the hunter must make a Composure + Supernatural Advantage draw.
 - b. Amun's Water [Hunter the Vigil]: Standard Clash of Wills applies. The character uses Dexterity + Stealth + Elixir.
 - c. Balm of Chronos [Spirit Slayers]: The character doubles his base defense (lowest of Wits or Dexterity), not the total pool.
 - d. Breath of Ma'at [Hunter the Vigil]: The hunter may only use this Elixir once a month.
 - e. Gentle Mind [Mortal Remains]: Sanctioned as written, though the user can reduce any stage of Disquiet.
 - f. Hound Mark [Mortal Remains]: Only the 1-dot version of this Elixir is sanctioned. Ingesting this Elixir allows the user to pierce the Mask.
 - g. Liar's Pill [Mortal Remains]: This is a 2-dot Elixir. Once taken this potion makes the user immune to any mundane attempt to read his emotions or determine if he is lying for one scene. Supernatural abilities to read emotions or detect lies are unaffected.
 - h. Nehebkau Tears [Night Stalkers]: Reserved for the use of the NST Office
 - i. Red Resin [Compacts and Conspiracies]: If the 'monster' is using a power for Stealth, this can cause a clash of wills.
 - j. The Tallyman's Eyes [Witchfinders]: This allows the user to detect magical use of Mages, Proximi, Beast Magic, and Thaumaturges.
 - k. Thoth's Whisper [Compacts and Conspiracies]: If a willpower is spent, instead of the ghost's skills, the character receives a bonus increase to a Power Attribute equal to the Ghost's Power divided by 3, rounded down (to a minimum of +1). The same is done for a Finesse and Resistance Attribute.

H. Goetic Gospels [Witchfinders]

1. Goetic Gospels can only be learned by Knights of St. George.
2. Instead of the systems presented in the book, this merit instead is separated into its three categories, each purchased as a 1 to 5 or 1 to 3 dot Endowment. The rule for derangements for more than five dots of this Endowment is not sanctioned.
3. When determining the draw pool, replace the 'Goetic Gospel' aspect with the dots in the Goetic Gospel tree the power is part of.
 - a. Example: The character has Agares 2, Amon 4, and Beleth 3. If the character wished to use a power from the Amon tree, the draw pool would be the relevant stat + 4. For the Agares tree, the relevant stat +2, etc.
4. Meditative States required for the use of these powers must be accomplished either within a time period during game (As noted in *Mind's Eye Theater* pg. 55) or with a downtime per game session attended. A meditative state is interrupted if a degeneration draw is called for, the character uses all of his willpower, one of his three right-most Health boxes is filled with damage, he sleeps, or any other mentally or physically jarring situation as determined by the storyteller. Otherwise it lasts for an entire game session.
5. The default targets for the Goetic Gospels are magi, proximi, Beast Magic users, vampiric blood sorcerers, and thaumaturges unless otherwise noted. Affecting other 'NPC witches' is VST discretion.
6. Gospel of Agares
 - a. Lie of the Heart: This power levies a penalty to any spell that would affect the hunter equal to his Agares dots.
 - b. Crocodile Armor: This power adds armor versus all attacks.
 - c. Agares Goshawk: This power can only target effects that are already active. Ignore the 'contested' aspect of the roll, the target is to exceed the potency of the effect.
 - d. Envy's Barb: The damage for enhancing this effect must be self inflicted. Bashing damage must be done in the turn preceding the effect, and lethal done in the turn during casting.
 - e. Flagellants Denial: This power is contested by Resolve + Supernatural Advantage.

7. Gospel of Amon
 - a. Maddening Whispers: This power can be used on any target.
 - b. Magpie Mysteries: Replace 'Mystery' with Arcana. The targeted Arcana receives a Penalized Action.
 - c. Vicious Cycle: This power can be used on any target. Instead of a degeneration roll, the target contests this power by drawing with their Morality trait as a pool. If the user upgrades the power with damage, the target's Morality trait is drawn at a -2 penalty.
 - d. Demon King of Nothing: This power turns any spell the target casts for the scene vulgar, even ones cast by a method that would negate vulgarity or paradox checks (such as a soulstone or demesne). For the augment via damage, it adds +1 to Paradox checks. For the exceptional success, it lasts for scenes equal to 10 minus the target's current morality trait.
8. Gospel of Beleth
 - a. This tree only affects mages and proximi.
 - b. Gluttonous Devourer: Replace 'source' with mana. Once the 'imp' has consumed as much fuel as activation successes, the power ends.
 - c. Servitor of Sloth: The target need only spend one WP per turn to spend mana.
 - d. Poison Baubles: The maximum amount of damage the target can take is five lethal. This power activation counts against the user's damage cap per normal.

I. Relics [Hunter the Vigil]

1. Each Relic can only be used by a member of the Aegis Kai Doru. Relics do not add to the owner's Base RQ regardless of dots. Only Relics from Hunter books are allowed for purchase, as noted below.
2. Relics
 - a. Barnabas-in-Amber [Compacts and Conspiracies]: Reserved for NST
 - b. The Beauty Jar [Compacts and Conspiracies]: Reserved for NST
 - c. Centurion's Gladius [Witchfinders]: The magic item suppression power works as written and cannot target corrupted artifacts. This effect can only be used once per day. The ability to enhance the item into a functional sword has no daily limit.
 - d. Dead Man's Face [Hunter the Vigil]: Does not work on dead Believers or Servants.
 - e. Heart of Stone [Hunter the Vigil]: The monsters summoned by this Relic are rank 1 Pandorans, and should be made with those mechanics
 - f. Idol of Gevaudan [Spirit Slayers]: Reserved for NST
 - g. Orpheus' Eye [Mortal Remains]: Sanctioned at Low Approval
 - h. Phylactery of Commius [Spirit Slayers]: The cost to activate this Relic is a Willpower point per scene, not a dot. It provides the benefits noted, but only adds five points of Health, which is soaked by the bound spirit. If the spirit takes more than 10 points of damage in a 24-hour period, it dies and must be replaced.
 - i. Ringsel [Hunter the Vigil]: The Hunter receives an XP refund if they use the Ringsel to absorb a degeneration sin, but are unlikely to be trusted with another Ringsel for months equal to 7 minus their conspiracy status.
 - j. The Silver Key [Mortal Remains]: This is a 4-dot Relic, and works as written, though once the door is opened anyone can pass through. Use the normal rules for duration of opening Hedge Gates found in *Changeling the Lost*.
 - k. Stone Man's Staff [Spearfinger SAS]: The travel part of this relic requires Line of Sight and is limited to 200 yards. The +2 bonus to the staff is a modifier.
 - l. Worm's Pipe [Night Stalkers]: Reserved for the use of the NST Office

J. Rites de Cheval [Spirit Slayers]

1. Only members of the Les Mysteres conspiracy may purchase Rites de Cheval.
2. These rites are purchased as simple merits. The prerequisite for a Rite of a given level is status in the Les Mysteres conspiracy. For instance, to learn a 4 dot Rite, the character must have status 4 in the conspiracy.

3. An appeasement must be performed to activate any Rite. If one is not done, the Rite fails.
4. A character can have as many Rites active on her person as she has dots in status in the conspiracy. Each Rite activation (not subsequent effects) after the first imposes a -1 cumulative penalty.
5. Rites
 - a. Skin of the Loa: This rite's armor adds to all attack. For the exceptional success, the armor rating is increased to 3 points.
 - b. Voodoo Doll: The curse aspect of this power is contested by Stamina + Supernatural Advantage.
 - c. Deny the Moon: This rite has a willpower cost to activate. Once activated, the hunter can curse a werewolf or changing breed with a -5 to all gift activations by succeeding on a touch attack as noted in the power writeup.

K. Teleinformatics [Slashers]

1. Instead of the systems presented in the book, this merit instead is separated into its three categories, each purchased as a 1 to 5 dot Endowment.
2. Damage caused by Teleinformatics activation is not Resistant.
3. When determining the draw pool, replace the 'Teleinformatics' aspect with the dots in the Teleinformatic tree the power is part of.
 - a. Example: Agent Bob has Interview 3, Research 5, and Investigation 1. Bob's use of a power from the Research tree would be relevant stat + 5, while his use of a power in the Investigation tree would be the relevant stat + 1, etc..
4. Research: Ignore flavor text that implies access to any information, no matter how secret. The mechanics are as presented.

L. Thaumatechnology [Hunter the Vigil]

1. Only Cheiron agents can be enhanced with Thaumatechnology.
2. Thaumatech
 - a. Anger Patch [Hunter the Vigil]: This doesn't work on a vampire with Obfuscate 2. The only other sanctioned version is the Werewolf version, which is a 3 dot merit, and doesn't work if the werewolf has a method of hiding their Primal Urge.
 - b. Biliary Tree of the Cynocephali [Block by Bloody Block]: This is Low Approval.
 - c. Cortical Adaptation [Slashers]: This endowment does not give access to Slasher merits.
 - d. Devil's Eyes [Hunter the Vigil]: The roll is penalized by the target's composure.
 - e. Evil Eye [Night Stalkers]: Reserved for the use of the NST Office
 - f. Lover's Lips [Hunter the Vigil]:
 - i. This blood cannot create a permanent vinculum.
 - ii. Characters with Unbondable require 4 tastes in a month for the second tier effects of addiction and the +1 Social.
 - iii. Addiction goes away after one month without tasting the blood.
 - g. Hand of Glory [Hunter the Vigil]: This is resisted by Resolve + Supernatural Advantage.
 - h. Optic Thorn [Compacts and Conspiracies]: This only works on lesser templates/mortals.
 - i. Vitriol Pump [Mortal Remains]: This does not add automatic successes, but adds a +3 to any single action based on a skill the user has at 3 dots or higher. It is not restricted to Physical skills, but still has a limit of three doses as noted.
 - j. Voice of the Banshee [Night Stalkers]
 - i. This power is penalized by the target's Stamina.
 - ii. For the 3 dot version, the character draws Stamina + Expression which is contested by the target's Composure + Supernatural Advantage to determine if a derangement is gained.

VI. OTHER RULES AND CLARIFICATIONS

A. Compact and Conspiracy Bonus Materials

1. Reserved for the use of the NST Office unless otherwise mentioned:

2. Ageless Sanction [Compacts and Conspiracies]: Sanctioned per longevity above.
3. Burning Tree [Compacts and Conspiracies]: Sanctioned with no mechanics.
4. From Compact to Conspiracy: As noted above, Network Zero is on the cusp of becoming a Tier 3 hunter group.

B. Tactics

1. Tactics are sanctioned for Hunter characters at Low Approval. A list of sanctioned Tactics can be found below, all others are Reserved for the Office of NST.
2. Hunter characters can purchase Tactics with normal experience, but the individual character pays the full price. Tactics are a 5-dot merit (10 XP), unless the hunter is a member of a listed compact or conspiracy that has affinity with that tactics, in which case it is a 3-dot merit (6xp). Should a hunter ever change their affiliation, they are refunded if they gain affinity.
3. Tactics can only be performed by characters who have purchased it. Offensive tactics can only be used on non-player characters. A tactic that specifies a specific 'monster' type may be applied to others at ST discretion.
4. At ST discretion, a character may substitute a different combat skill for a tactic as long as it makes sense for the tactic (replacing Weaponry with Athletics for a bow). The attribute remains the same. The presiding ST may impose a situational penalty (recommended -1 to -3) if the skill doesn't quite fit the themes of the tactic (for example, using Athletics for 'Good Old Fashioned Beatdown').
5. The following Tactics are sanctioned: Battle Hardening, Beat Down (Good Old-Fashioned), Behavioral Science, Cauterize, Confuse the Scent, Controlled Immolation, Cripple Claws, Dentistry, Deprogramming, Disappear, Divide and Conquer, Effigy, Exploit Tell, False Pretenses, Hamstring, Harvest, Headshot, Identification, Impale, Lobby, Lobotomize, Man Can Lick Too, Measurements, Moral Support, My Brother's Keeper, No Escape, Resonance, Roadkill, Shadowing, Stakeout, Stalking Horse, Tar and Feather
6. Changes to Tactics:
 - a. Cauterize [Night Stalkers]: The damage must be healed, but can be done via powers or corruptions. The creature cannot rely on fuel spends (such as a vampire using vitae) or natural regeneration (such as a werewolf's natural healing).
 - b. Controlled Immolation [Hunter the Vigil]: The target can put out the fire by making a Dexterity + Athletics check, with successes required equalling successes on the Tactic activation roll. This check can be made over successive turns, but take the whole turn.
 - c. Deprogramming [Hunter the Vigil]: This Tactics can be used on Hunter PCs. It cannot be used to fix a Servant, but can be used to deprogram Believer cultists.
 - d. Disappear [Hunter the Vigil]: This tactic allows the Primary Actors to declare Fair Escape if successful. The Secondary Actor must remain behind.
 - e. Effigy [Spirit Slayers]: This Tactic cannot be used to target a PC's familiar or totem.
 - f. False Pretenses [Slashers]: If used against a Servant and the Servant is aware the users are Accordists, this automatically fails.
 - g. Hamstring [Hunter the Vigil]: Limited to three points of damage, only affects Running Speed.
 - h. Headshot [Witchfinders]: Instead of negating the use of powers, this tactic levies a Penalized Action to power activation until the penalty (which also applies to power activations) dissipates.
 - i. Lobby [Night Stalkers]: The modifier for Resources is +1 per dot of Resources used (note that Resource use is per month).
 - j. Measurements [Hunter the Vigil]: Successes on the primary actor's roll form a pool of bonus modifiers that can be used against that single monster the next time the hunters encounter it. Each success can be spent to provide a +1 that lasts for a turn, and only those hunters that participated in the initial tactic roll can benefit.. For instance, the primary actor gets 6 successes on this tactic against a mummy. When fighting that mummy, that character and the three secondary actors choose to split the successes during the first turn, the primary receiving +3, and the others receiving +1 each for the turn, spending all of their successes.

- k. Moral Support [Hunter the Vigil]: This tactic can work on Hunter PCs. It provides a +1 bonus per success, to a max of +5, on resisting mental and social powers and lasts for a scene. Only those hunters that participated in the tactic can receive this bonus. It does not work for Disbelief, but can work against Lunacy and Disquiet.
- l. Resonance [Spirit Slayers]: The exceptional success version of this tactic does not automatically give a spirit's ban. The ST may present several options the characters might assume based on their observation and research.
- m. Tar and Feather [Night Stalkers]: This provides a bonus to tracking, it does not circumvent supernatural defenses versus cameras such as vampires appearing blurry. They are still blurry, just stand out more due to whatever materials used. The video component does not work if the monster has no reflection.

C. Risking Willpower [Hunter the Vigil]

1. Works as per Hunter the Vigil.
2. Cannot be used to activate any powers, including psychic merits, thaumaturge merits, disciplines, proximi blessings, or dampyr abilities, etc.
3. Cannot be used by a ghoul against his regnant in any way.
4. Cannot be used on any mundane action you couldn't normally spend willpower on.