

MES ACCORD ADDENDUM: PROMETHEAN THE CREATED

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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 Promethean Characters.
- III. **ORGANIZATIONS** Rules pertaining to the various Refinements
- IV. **MERITS** Rules pertaining to Promethean-specific Merits.
- V. **BESTOWMENTS AND TRANSMUTATIONS** Rules pertaining to Promethean powers
- VI. **OTHER RULES AND CLARIFICATIONS** Miscellaneous rules clarifications for Promethean

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. **Strange Alchemies (WW60100)**

B. **Pandora's Book (WW60300):**

1. The additional Firestorm rules [p.89] are sanctioned at the normal approval levels.
2. **Quashmal numina may not be taken or replicated by any other entity.**
 - a. **Parthenogenesis: This numina cannot be used on player characters.**
 - b. **Pillar of Salt: This numina cannot be used to kill a player character instantly. Characters return to normal after a scene.**
 - c. **Tiresian Metamorphosis: This numina is only permanent if the player character agrees. It cannot be used to create a rebis out of player characters.**

C. **Promethean the Created (WW60000)**

D. **Magnum Opus (WW60101)**

E. **Saturnine Night (WW60301):** The rules for Radioactivity are Reserved for Use of the NST.

II. **CHARACTERS**

A. **Background:**

1. Youth:
 - a. Being made of a body less than 18 years old: Reserved for the use of the NST Office
 - b. As Prometheans reach mental maturity within days of being made, the age restrictions do not apply to them. While they can be still learning about the world, this is not a loophole to play a "child-like" character.

B. **Lineage:**

1. All Prometheans not of the 5 core Lineages [Magnum Opus]: Reserved for the use of the NST Office.
2. All character with non-standard combinations of Humor and Elemental affinity [Magnum Opus]: Reserved for the use of the NST Office.
3. Custom Affinities or Mechanics [Magnum Opus]: Reserved for the use of the NST Office.

C. **Dreamborn [Magnum Opus]:** Low Approval as NPCs

1. The Dreamsharing bestowment has no favored lineage.

D. **Other Types:** Zeky, Demiurges, Promethean Constructs, Extempore, Scions, Animal Prometheans, Unfleshed: Reserved for NST

E. **Storyteller Characters:**

1. Pandorans: Low approval as NPCs.

2. Arch Quashmallim: Reserved for NST
3. Clones [Saturnine Night]: Reserved for the use of the NST Office.

F. Redeemed: Only available if the Pilgrimage is completed in chronicle.

III. ORGANIZATIONS

A. Refinement:

1. Characters may only benefit from a single Refinement's reduced cost transmutations at character creation.
2. Custom Refinements: Reserved for the use of the NST Office.

B. Refinement change: Low Approval but must reflect an actual change in philosophy and process. The time requirement to shift Refinements is sanctioned. Shifting Refinements more than once in a 6 month period is High Approval.

C. Athanor:

1. These are Low Approval if found in any Promethean source material, including those normally reserved for Zeka and Unfleshed.
 - a. Custom Athanors: Reserved for the Office of NST
 - b. Crane - Ulgan [Astral Realms]: Sanctioned at Low Approval
 - c. Scorpion - Osiran [Glimpses of the Unknown]: Not Sanctioned
2. If entering play with an Athanor, Promethean characters must satisfy the Azoth requirements even if the Athanor was gained in background.
3. Reagent is required to power an Athanor. The Promethean must have at least one permanent point of Reagent, which costs 1 xp per dot, to benefit from the listed Promethean Boon. If the Promethean spends Reagent for an effect listed under 'Sacrificing Reagent' in *Promethean the Created* pg. 261, the Reagent returns in one month. If a Promethean 'sacrifices' their last dot of Reagent, they lose access to their Promethean boon as noted above until it returns or they purchase another dot of Reagent.
4. Obtaining an Athanor gives the Created permanent affinity access (purchase at dots x5) to one of the following Transmutation lists: Alchemicus, Corporeum, Deception, Disquietism, Electrification, Mesmerism, Metamorphosis, Sensorium, Vitality, Vulcanus

IV. MERITS

A. Azothic Item [Strange Alchemies]: This item is a simple cost magical item. The 9 again function is a 2-dot addition, not 5-dot. Prometheans may make them after they are created by imbuing an item with their Azothic energies, which requires an Azoth + Crafts + Equipment check with five successes needed per dot, with 1 hour per roll. Two Azothic items may not be used as part of the same dice pool.

B. Companion [Strange Alchemies]: Not Sanctioned. See [Familiars in the Accord Combined Addendum](#).

C. Fighting Style: Brute force [Strange Alchemies]: Not sanctioned

D. Fighting Style: Multi-armed fighting [Pandora's Book]: Sanctioned for any character type that fits the requirements and has multiple limbs in humanoid form.

E. Repute [Strange Alchemies]: Follows the same approval levels as the Fame merit, see [Accord Universal Addendum](#)

F. Merits currently not sanctioned for play:

1. Device [Saturnine Night]
2. Pilgrim [Strange Alchemies]
3. Shepherd [Strange Alchemies]

V. Bestowments and Transmutations

A. Bestowments

1. Custom Bestowments: Reserved for the use of the NST Office.
2. Zeky Bestowments [Saturnine Night]: Reserved for the use of the NST Office
 - a. Radioactive Affinity: A character who has this bestowment does not lose the ability to heal

or gain Pyros via electricity. It represents an additional source.

3. The Scrutiny [Strange Alchemies]: Reserved for the use of the NST Office.
4. Buying bestowments: Bestowments are changed to a flat cost. In-lineage Bestowments cost 20XP, out-of-lineage Bestowments cost 30XP.
5. For any Bestowment that has a re-roll failed dice effect, replace with the following: "For a failed draw involving the Attribute(s) affected by this Bestowment, the character may spend 1 Pyros to re-draw. If the original draw involved an offensive attack or use of supernatural power, this only is an option if spent for and declared before the initial draw (i.e. Advanced Action)."
6. Revivification [Promethean the Created]: When used to resurrect oneself, this power is lost and must be repurchased. When used to resurrect another Promethean, the one casting must spend a permanent willpower and the one resurrected comes back with one less Humanity dot. Resurrecting a Humanity 1 character results in the creation of a Servant.
7. Spare Parts [Strange Alchemies]: The XP and CP spent on attributes must still be equal once the switch is complete.
8. Unholy Strength [Promethean the Created]: This effect can be applied to combat actions.

B. Transmutations

1. Custom Transmutations: Reserved for the use of the NST Office.
2. When purchasing a transmutation, a Promethean character does not pay an extra cost in XP if purchasing the power out of order. They simply pay the XP for the dots as purchased. The exceptions are for 'power trees' as noted below and for graduated 1-5 dot progressions such as Might and Alembic, which must be purchased in order.
3. If a transmutation is an upgrade of a prior effect in the transmutation list, only the difference in XP cost need be paid to replace the previous power. At least one month must pass between purchasing the lesser effect and the greater effect and multiple powers must be purchased in order, unless the transmutations are purchased at creation. This is an exception to the out-of-order purchase rule above. This rule affects the following powers:
 - a. Corporeum: Athletic Grace and Rarefied Grace
 - b. Disquietism: Soothe Disquiet
 - c. Electrification: Jolt and Generator
 - d. Electrification: Shock, Arc, and Divine Lightning
 - e. Saturnius: Magnified Potential
 - f. Spiritus: Ephemeral Infusion
 - g. Vitality: Fist of Talos, Battering Ram, and Rampage
 - h. Vitality: Shoulders of Atlas and Titanic Vigor
 - i. Vitality: Titan's Vigor
 - j. Vitality: Defenestrating Blow and Stupefying Blow
 - k. Vitality: Striking the Gates of Tartarus and Cyclopean Rage
4. Alchemicus:
 - a. Degradation/Fortification [Promethean the Created]: These powers can also be used to degrade and enhance armor value, with the same restrictions (no more than +/- 3 the value).
 - b. ●●●● Persistent Change [Promethean the Created]:
 - i. This transmutation also works on the Resize transmutation.
 - ii. This can be made permanent with a permanent Willpower dot, not Azoth dot.
 - c. ●●●●● Flesh to Stone [Promethean the Created]: This power works under the Loss of Action rules found in the Universal Accord Addendum.
5. Benefice [Magnum Opus]:
 - a. Unless specified as Promethean only or alchemical pact only, any of these powers can be used on any target. Powers that are Alchemical Pact only are: Common Perception and Community of Power. The only powers that are Promethean specific outside of these are Share Pyros and Fortified Compact.
 - b. ●●●● Fortified Compact: If used to create a temporary bond, this power allows the above transmutations and the bonus for using powers on those who are in an alchemical pact.

- c. ●●●● Inviolable Unity: If used on characters not of his throng, the Promethean using the power cannot benefit from the armor points at all.
6. Corporeum
- a. ● Swift Feet [Promethean the Created]: This power is a reflexive activation.
 - b. ●● Uncanny Dexterity [Promethean the Created]: This power works with combat uses of Dexterity. For a failed draw affected by this transmutation, the character may spend 1 Pyros to re-draw. If the original draw involved an offensive attack or use of supernatural power, this only is an option if spent for and declared before the initial draw (i.e. Advanced Action).
7. Disquietism
- a. These Transmutations work as normal even on those who are immune to Disquiet.
 - b. Alembic [Promethean the Created]: This power applies to any social or emotional manipulation power used against the Promethean, including but not limited to Contamination, Majesty, Nightmare, emotion influencing spirit numina, etc.
 - c. ●●●● Safe Sojourn [Promethean the Created]: Replace with the following, "The player may spend one downtime action to reduce their Azoth by half (rounded up) for the purposes of calculating their addition to the Action Reality Quotient.
8. Electrification
- a. ●●● Arc [Promethean the Created]: The draw for this power is now Stamina + Science + Azoth. Armor always applies to this attack, but Defense only applies at point blank range as per a firearm.
 - b. ●●● Power Sink [Strange Alchemies]: This transmutation adds a bonus success to all Electrification powers that are actively drawn as long as one success is achieved upon activation. It does not raise the damage cap of damaging Electrification powers. It increases the effectiveness of Lightning Therapy by one point of damage healed per activation.
 - c. ●●●●● Capacitor [Mirrors - Infinite Macabre]: This power is sanctioned with a prerequisites of Regulator. Replace any use of 'spaceship' with 'vehicle'. Driving or repairing the vehicle may still require skill rolls as appropriate, per the text for Regulator.
 - d. ●●●●● Divine Lightning [Promethean the Created]:
 - i. The draw for this power is now Stamina + Science + Azoth. Armor always applies to this attack, but Defense only applies at point blank range as per a firearm. The area of effect attack is not reflexive.
 - ii. This attack does not immobilize a target, Instead, both versions use the stun effect listed, which translates as a Penalized Action on the target's next action if the successes on the activation (not damage) equals or exceeds the target's Stamina.
 - e. ●●●●● Lightning Therapy [Promethean the Created]: This power works as normal on non-Prometheans.
9. Irradiation [Saturnine Night]: Reserved for the Office of NST.
10. Saturnius [Magnum Opus]
- a. Azothic Awareness: This power is refunded as the steps become no longer necessary. At Azoth 7, it cannot be improved. At Azoth 6, only one dot is necessary, at Azoth 5, two dots, etc.
 - b. ●●●● Pyros Refinement: This power works on humour based techniques as well as the power Electroshock Therapy.
 - c. ●●●●● Refine Bestowment:
 - i. The sidebar for Refining other Bestowments is sanctioned.
 - ii. Revivification: When this is used to resurrect oneself, it returns after weeks equal to Azoth without XP cost. When used to resurrect another Promethean, the willpower dot returns in the same time frame. The resurrected Promethean still loses a dot of Humanity.
11. Sensorium:
- a. ●●●● Hearing the Inner Voice [Strange Alchemies]: Works as per Telepathy (Auspex 4)

from Vampire the Requiem (see Accord Requiem Addendum), with a draw pool of Wits + Composure + Empathy minus Composure.

- b. ●●●● Rarefied Senses [Promethean the Created]: The effect of this power is changed to a permanent 8 again with Perception checks. The character may spend a Pyros to add their Intelligence to Perception checks as a modifier for a scene.

12. Vitality

- a. ●●●● Titanic Vigor: Cannot exceed the modifier cap.
- b. ●●●●● Wrath of Hecatonchire: Reserved for the use of the NST Office.

13. Vulcanus

- a. ●● Electroshock Recharge: Once hit with electricity, whether natural or via an attack, the Promethean activates the power with a Stamina+Azoth draw. Successes determine how much Pyros is gained, up to one per point of Health damage taken in the turn of activation.
- b. ●●●●● Trigger Firestorm: Reserved for use of the office of NST

C. Pandoran Transmutations

1. Learning Pandoran Transmutations

- a. If a Centimani ever chooses to pursue his Pilgrimage once again, use of Pandoran Transmutation is a Humanity check per the rules.

2. Pandoran Transmutations from Pandora's Book are sanctioned.

3. The following transmutations are purchased as normal with the dot level listed, but for Promethean characters must be activated with the expenditure of 1 Pyros: Sebek's Gift, Balsam Flesh, Frog Tongue, Lithargous Body, Tarflesh, Tentacles, Ceration of Form, Clockwork Servant, Detach Limb, Wall Walking

4. The following transmutations are not sanctioned for PC use: Beastily Assimilation, Horde in Unity, Zeus' Benediction.

5. Bizarre Weaponry:

- a. ●●●●● Breath Weapon [Promethean the Created]: This attack does not ignore Defense at point blank range.

6. Perfected Bezoar [Promethean the Created]:

- a. These transmutations are Reflexive and cost 1 pyros each to activate Each one grants Damage Immunity (See Accord Universal) to the user for the listed damage source type (Fire, Sharp Weapons, etc), for one attack.
- b. Damage from an attack may not be downgraded multiple times, even by different bezoars.
- c. The Disease and Poison bezoars work as listed, not as above.

7. Wings [Promethean the Created]: This power does not stack with Scurry.

8. ●●● Hundred Hands [Promethean the Created]:

- a. Spleen: This effect does stack with other Strength enhancing powers.
- b. Tentacle: The tentacle extra limb defaults to the mechanics of the two dot version of the Tentacle Power. For it to count as the three dot version of the Tentacle power, this must be purchased as a four dot Transmutation.

9. ●●●● Crucible of the Flesh [Promethean the Created]: This power is resisted by the target's Stamina. If used in a grapple the user must succeed in a grapple challenge against the opponent.

10. ●●●●● Mantle of Lordship [Promethean the Created]: Promethean PCs may not extend control of a Pandoran past one 24 hour period, and must spend 1 willpower per Pandoran under their control.

11. ●●●●● Titanic Form [Promethean the Created]: Using this power does not reduce a character's Defense, and the armor works per normal armor, not just against attacks dealing bashing damage.

12. ●●●●● Unholy Repast [Pandora's Book]: Reserved for the use of the NST Office.

VI. OTHER RULES AND CLARIFICATIONS

A. Returning a character to life

1. It is Low Approval for dead Promethean characters to be brought back to life using the onetime Azoth flare, as detailed on page 163 of the Promethean Core Book. Upon returning to life, the character begins at Azoth 1, giving up a permanent dot of Willpower and automatically losing a dot

of Humanity. The character's Azoth returns at a rate of 1 dot per month. After this, the Promethean will only resurrect if they have the Revivification bestowment (or it is used on them by another Promethean) as noted above.

B. Torment

1. Resisting Torment is changed to a reflexive Resolve + Composure check. Torment is as much a roleplay situation as it is a mechanical penalty, often more so.
2. Tammuz Torment: The blind-rage aspect of this Torment is shifted to one turn per dot of Azoth if in a combat situation.

C. Places of Power

1. Flux Tainted Locations [Pandora's Book p.23] are places of power.

D. Pilgrimage

1. All pilgrimage sites are under the jurisdiction of the NST.
2. Completing the Pilgrimage is Top Approval, and may not be done by Centimani. The player becomes a Redeemed, gaining access to Athanor Redeemed bonuses and their higher Attribute caps from previous Bestowments, but still has a significant chance of losing memories as noted in the rules for becoming human. It is storyteller discretion on if a Promethean has achieved enough milestones to attempt this process.

E. Disquiet

1. PCs with Accord status will stop at stage three Disquiet and never naturally reach stage four.
2. Greater Templates and Sleepwalkers are immune to Disquiet.

F. Wasteland

1. Prometheans in the Accord no longer produce a Wasteland. Instead, they generate Action RQ on a monthly basis. See [Accord RQ document](#).

G. Electricity

1. Prometheans are immune to damage caused by electricity, whether from natural, manmade, or magical sources. The exception to this rule is the Electrification transmutation, which is fueled partially by Torment.
2. While most natural and manmade sources of electricity deal bashing damage, when determining the effects of healing via "Electroshock Therapy," use the following conversions, which are in addition to the rules for Electroshock Therapy from Created p. 164:
 - a. 1 point of electrical aggravated damage heals 1 point of aggravated damage, 2 points of lethal damage, or 3 points of bashing damage
 - b. 1 point of electrical lethal damage heals 1 point of lethal damage or 2 points of bashing damage
 - c. Electrical Bashing damage heals per Created p. 164
3. If "attacked" with electricity by an ally, treat the "damage" as bashing for the purposes of determining the healing factor, although any drawbacks for the ally occur as normal.
4. A source of electricity that would supply healing or fuel (via Electroshock Therapy) must be strong enough to deal bashing damage per *Mind's Eye Theater* pg. 244. Batteries and low-powered electronics are not adequate.