

MES NWoD ADDENDUM: WEREWOLF: THE FORSAKEN

Effective Date: 12 October 2016
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This addendum is organized into the following sections:

- I. **ADDITIONAL BOOKS:** A listing of books specifically sanctioned for this venue.
- II. **CHARACTERS:** Basic rules for Forsaken Characters.
- III. **AUSPICES AND ASPECTS:** Rules pertaining to the individual moon phases.
- IV. **ORGANIZATIONS:** Rules pertaining to werewolf tribes, lodges, packs, councils, conclaves and protectorates.
- V. **MERITS:** Rules pertaining to Forsaken-specific Merits.
- VI. **GIFTS:** Rules pertaining to werewolf Gifts.
- VII. **rites:** Rules pertaining to werewolf Rites.
- VIII. **STORYTELLER RULES AND CLARIFICATIONS:** Other settings information.

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. ADDITIONAL BOOKS

- A. **Blasphemies (WW30303):** Things from Chapter 4 (Bale Hounds) are Top Approval for PCs to possess.
- B. **Blood of the Wolf (WW30301)**
- C. **Calm Before the Storm (WW30002)**
- D. **Forsaken Chronicler's Guide (WW55108):** Unless otherwise stated, everything in this book is Reserved for NST use.
- E. **Hunting Ground: The Rockies (WW30200)**
- F. **Lodges: the Faithful (WW30101)**
- G. **Lodges: the Splintered (WW30102)**
- H. **Lore of the Forsaken (WW30100)**
- I. **Night Horrors: Wolfsbane (WW30105)**
 1. New Merits, Gifts, etc. attributed to canon NPCs: Reserved for the Office of NST
 2. Guardians, The: sanctioned as an anti-werewolf group within the Aegis Kai Doru Hunter conspiracy (per approval levels listed in the Universal Addendum).
- J. **Predators (WW30300)**
 1. The antagonists out of Chapter 4: Reserved for the office of the NST
 - a. These antagonists can be used as a guideline for lesser beings.
- K. **Signs of the Moon (WW30106):** Unique antagonists are reserved for the member club NST's office appropriate to the antagonist (e.g., the Uktena is reserved for the Office of the US NST).
- L. **The Pure (WW30110):** Unless otherwise stated, everything from this book is Top Approval for Forsaken characters to access or know definitively (Low Approval for Pure PCs and any NPC).
- M. **The Rage (WW30001)**
- N. **Territories (WW30304)**
- O. **Tribes of the Moon (WW30103)**

P. The War Against the Pure (WW30306)

II. CHARACTERS

A. Background

1. Age: Existed since 1905 AD or earlier: Top Approval (Low for NPCs)
2. Youth
 - a. First Change prior to age 12: Top Approval (Low for NPCs)
 - b. Wolf-blooded or mortal currently under the age of 18: Not Sanctioned (Low for NPCs)

B. Character Types

1. Forsaken: Low Approval
 - a. Bale Hounds: Per antagonist character types (Univ. Addendum III.D.15.) (Low Approval for NPCs)
 - i. Former Bale Hound: For a character to go renegade and to work against its former master with no intention of returning to the fold: Top Approval (Low Approval for NPCs)
 - ii. Ex-Bale Hound: For a character to be cleansed of its corruption for good: Reserved for the Office of the NST.
 - b. Pure: Per antagonist character types (Univ. Addendum III.D.15.) (Low Approval for NPCs)
 - c. Ex-Pure: Per antagonist character types (Univ. Addendum III.D.15.) (Low Approval for NPCs).
 - i. Becoming Ex-Pure in play is a Top Notification (Low Approval for NPCs) for already approved Pure PCs.
 - ii. Ex-Pure may not have an Auspice. Gaining an Auspice in chronicle once the Auspice is stripped is Reserved for the Office of NST

C. Enhanced Form Bonuses

1. The physical attribute bonuses for Uratha alternate forms are considered part of the natural attribute for purposes of establishing the 'base pool' per the Universal Addendum, II.E.2.
2. The following bonuses are changed in the chronicle:
 - a. Gauru form:
 - i. Bite: +4 to draw pool
 - ii. Claws: +2 to draw pool
 - b. Urshul/Urhan form:
 - i. Bite: +2 to draw pool
 - c. Primal Form:
 - i. Bite +4 to draw pool
 - ii. Claws: +2 to draw pool
 - iii. Has the same damage cap as Gauru form (per Universal VII. B. 2. b. i.).
 - iv. Qualifies as Urshul and/or Gauru for any mechanics and requirements.
 - d. Perception bonuses in these forms are considered an Equipment bonus, not a modifier.

D. Character Knowledge:

1. Bale Hounds: Top Approval (Low Approval for Bale Hound and ex-Bale House characters).
 - a. All history and information regarding Bale Hounds is hearsay and unverifiable without an Occult Specialization. Bale Hounds are not common knowledge beyond the acknowledgement of stories that reference them. Only an expert with the specialty can confirm the validity of any story or discern relevant information. An expert is still unable to explain any details regarding the internal interactions or ultimate goals. Only someone that was or is a Bale Hound can verify this information. They are the boogeyman of the venue

and should be treated as such.

2. Idigam: Top Approval.
3. Pure: While understanding of basic Pure culture, dogma and methods is Low Approval, specific and detailed understanding of Pure rituals and Gifts is Top Approval (Low Approval for Pure and ex-Pure characters).
4. Hosts
 - a. Understanding and identifying the base differences between hosts is Low Approval.
 - b. Understanding and identifying in-depth information (individual powers, culture, etc.) regarding a specific host type is High Approval
 - c. Hosts are considered a full template, and cannot be mixed with other greater templates. It overrides lesser templates.

E. Renown

1. Cost Breaks
 - a. Non Primary Renown: If Any mechanics that reduce the cost to purchase non-primary renown will stack to as low as New Dots x6.
 - b. Primary Renown: Any mechanics that reduce the cost to purchase primary renown will stack to as low as New Dots x4. This includes having the same primary renown for Tribe and Auspice. PCs with the same tribal and auspice primary renown are refunded for any purchases of that primary renown previous to July 1, 2014.

III. AUSPICES AND ASPECTS [Uratha]

A. Auspices and Aspects Affected by the Addendum

1. Custom Auspices: Reserved for the Office of NST
2. Custom Aspects: Reserved for the Office of NST
3. Aspect bonus requirements are changed to the following:
 - a. First Aspect: Primal Urge ●●●
 - b. Second Aspect: Primal Urge ●●●●●
 - c. Third Aspect: Primal Urge ●●●●●●●●
4. Cahalith (Gibbous Moon)
 - a. Huhsih (Warhowlers) [Signs of the Moon]:
 - i. Primal Urge 3: Instead of spending a Willpower point, the character makes a Presence + Expression test; the number of bonus points is equal to the successes.
5. Elodoth (Half Moon)
 - a. Hissu-kag (Envoy) [Signs of the Moon]:
 - i. Primal Urge 3: The free +1 dot of spirit allies granted by this benefit must be defined in a local court, per Universal. It is Low Approval.
 - ii. Primal Urge 7: Replace "...is counted as an Exceptional Success..." with "...is counted as obtaining five successes..."
 - b. Lul Galah (Truth-Seeker) [Signs of the Moon]:
 - i. Primal Urge 5: The character may retest a failed Social draw when using his Spirit Envoy power; this can be done a number of times per night equal to the character's Honor.
 - c. Tur Lu'u (Boundary-Keeper) [Signs of the Moon]: Characters of this Aspect must use the Flaw negatives as described in Signs of the Moon.
 - d. Zabar-su (Advocate) [Signs of the Moon]:
 - i. Primal Urge 7: Replace "...it counts as a dramatic failure..." with "...they must test for Death Rage immediately.."

6. Gishtahu (Blood Moon) [Signs of the Moon]: Top Approval (Low Approval for NPCs)
7. Hiriraka (Solar Eclipse) [Signs of the Moon]: Top Approval (Low Approval for NPCs)
8. Ithaeur (Crescent Moon)
 - a. Isiburalath (Totem-Bond) [Signs of the Moon]:
 - i. Primal Urge 3: The ban is both the pack ban and the totem's ban. Characters do not have to be consciously aware of the totem's ban in order to feel disinclined to violate it.
9. Irraka (New Moon)
 - a. Izihi (Assassin) [Signs of the Moon]
 - i. Primal Urge 3: This benefit is applicable to the Irraka's first target in a combat scene, whether combat has begun or not, as long as the Irraka is attacking physically from a position of stealth. This is an exception to the rules for surprise attacks.
 - b. Luzuk (Thief) [Signs of the Moon]
 - i. Primal Urge 5: Replace "Primal Urge 4" with "Primal Urge 3."
 - c. Nahaka (Fool) [Signs of the Moon]
 - i. Primal Urge 7
 - a. Replace "The fool or someone close..." with "The Fool."
 - b. Replace "dramatically fail" with "automatically fail."
10. Namm-Dar (Stellar Eclipse) [Signs of the Moon]: Reserved for the Office of NST
11. Rahu (Full Moon)
 - a. Hudinum (Oathkeeper) [Signs of the Moon]
 - i. Primal Urge 7: Replace the last sentence with, "Once the Rahu runs out of essence, she falls into a deep slumber and will not wake until they regain a point of essence or until the next time the moon shines upon them."
 - b. Hudta (Defender) [Signs of the Moon]:
 - i. Primal Urge 3: Replace this mechanic with, "The character's Defense increases by +1 for each attacker past the first.
 - ii. Primal Urge 7: "If one of his packmates dies as a direct result of another's actions, the Defender loses his ability to regenerate for a month after the conflict has concluded. Any mention of the fallen packmate requires an immediate Death Rage check."
 - c. Hudzith (Crusader) [Signs of the Moon]:
 - i. Primal Urge 5: The bonus pool is equal to Harmony, not twice Harmony. This bonus is counted as an Equipment bonus.
12. Suharrahu: Lunar Eclipse [Signs of the Moon]: Top Approval (Low Approval for NPCs)

IV. ORGANIZATIONS

- A. Tribes
 1. Custom Tribes are Reserved for the Office of NST
 2. Membership or recognition in a Tribe if you are not a Werewolf: Available at Top Approval through nationally approved plotkits only.
- B. Lodges: Characters can only ever gain mechanical benefits from a single Lodge at a time. For this purpose any Regional Council is not considered. The rules on p.199 of Werewolf: The Forsaken are in play. You lose access to the benefits of the Lodge when you leave. Any Gifts, Rites, Merits, and Fetishes associated with that Lodge can be kept. XP break benefits are honored up to the date you leave the Lodge.
 1. All Lodge Approvals Must have the Title "<Lodge Name Here> Membership Approval" if not part of a

Consolidated Approval (see Universal II. 3.).

2. Creation of a Custom Lodge: Reserved for the Office of the NST
3. Membership in a published Lodge with PC induction: Low Notification
4. Membership in a published Lodge with NPC induction: High Approval unless otherwise indicated.
 - a. Exception: the following Lodges can be joined via NPC induction at Low Notification: Lodge of Crows, Lodge of Death, Lodge of Garm, Lodge of Harbingers, Lodge of Harmony, Lodge of Lightning, Lodge of Metal, Lodge of Prophecy, Lodge of Scrolls, Lodge of Seasons, Lodge of Swords, Lodge of Thunder, Lodge of Wendigo, Lodge of Winter, Lodge of Wrath
5. Membership in a Lodge that you do not meet the Tribal Requirements for, unless otherwise indicated by the Lodge: High Approval with PC Mentor, Top Approval Otherwise
6. Membership in a Lodge that you do not meet the Auspice Requirements for, unless otherwise indicated by the Lodge: Top Approval
7. The Following Lodges are Top Approval for PCs to join (High Notification for NPCs)
 - a. Cult of Bones, Lodge of Fevered Light, Lodge of Grotto, Lodge of Mammon, Lodge of Praetors, Lodge of the Feast, Lodge of the Final Winter, Lodge of the Hunt, Lodge of the Hungry Ghosts, Lodge of the Lost, Lodge of Thin Shadow, Lodge of the Firestick
 - b. Lodge of Luna's Tear [Signs of the Moon] (Top Approval for NPCs)
 - i. Blessing of Luna: Undertaking the tasks set before would-be initiates is daunting. This process is exclusively overseen by the Office of the NST.
 - c. Lodge of Scars [Lodges the Splintered]
 - i. The Last Mile: Is a legendary journey completed alone, and player characters should not have a great expectation of surviving it. The Last Mile is exclusively overseen by the Office of the NST
8. The Following Lodges are Reserved for the Office of the NST
 - a. Lodge of Saints, Lodge of Reaping, Lodge of the Lake, Lodge of the Sleeping Bear, Lodge of the Hundred Days
9. Membership or Recognition in a Lodge if you are not a Werewolf: Reserved for the Office of the NST
10. Lodge of Metal [Lodges the Faithful]: This lodge has had a metaplot and mechanical update. This applies to all members of the Lodge approved for play, and the PoC for any setting updates is the US aNST Forsaken. These changes can be found in the [MES Forsaken Addendum Appendix 2](#)
11. Lodge of the Wild Heart [Custom Item]: Joining this Lodge is High Approval. This custom lodge can be found in the [MES Forsaken Addendum Appendix 3](#).

C. Packs:

1. A pack is defined as a number of characters all allied to the same spiritual totem. Each member must have at least one dot of the Totem Merit for the spirit. Wolf Blooded and other Changing Breeds may also join packs by acquiring the Totem Merit for the pack's totem.
 - a. War-Totems provide similar benefits to a Pack Totem, and the connection is similar. Powers, Benefits and Rules that specifically refer to "The Pack" can equally refer to "The War-band", any member of the War and benefiting from the War-Totems Blessings.
2. Packs are adept at coordinated combat efforts. As such, members of a pack attacking a target in close-combat are not held to the normal limits regarding how many characters may attack a single target at one time. This exception to the rule only applies when all attackers are of the same pack.
 - a. Fetishes, Gifts, or Rites which join you temporarily into a pack or into a War apply for this rule.

D. Protectorates [The Rage]:

1. Governing systems (Hegemony, Autocracy, Parliament, Democracy and Kinship) and Protectorates require the approval of the principal Storyteller with the lowest approval authority over the entire

- geographic territory of the protectorate.
2. Protectorate members may purchase Territory merits for the Protectorate with the approval of the principal Storyteller for that Protectorate, or with the normal approval level, whichever is higher. This may be done in combination with the Protectorate Merit (p.174), which costs 3 XP per dot, and may be pooled by members of the protectorate.
 3. Using a Protectorates Territory Merits or Protectorate Merits requires a player character to be a member of the Protectorate.
 4. If a character leaves a Protectorate any merit (territory or otherwise) that character purchased is removed from the Protectorate, and they may retain the XP spent on the item at the principal Storyteller's discretion.
- E. Regional Councils [MES Forsaken Regional Council Guide]:**You lose access to the benefits of the Council when you leave. Any Gifts, Rites, Merits, and Fetishes associated with that Council can be kept. XP break benefits are honored up to the date you leave the Council.
1. All creation and approval level information can be found inside the MES Forsaken Regional Council Guide
- F. Families**
1. Low Notification to be part of an Approved Family
 - a. All approved families will be located within the [MES Wolf-blooded Family Creation Guide](#)
 - b. Benefits gained as part of a Family continue after the First Change unless said benefit is not allowed on a non-mortal PC.
 2. Custom Families - Top Approval, they must follow the guidelines as laid out in the MES Wolf-blooded Family Creation Guide
- G. Coalitions**
1. Low Notification to join a Coalition
 2. Merit: Rank <Coalition> [MES Forsaken Custom Mechanics]: Low Approval

V. MERITS

A. Merits Affected by the Addendum

1. Beginner's Luck [Signs of the Moon]: The drawback of this Merit is changed to the following: If the character fails at a test in which this Merit was used, the Merit cannot be used again for the rest of the scene.
2. Fetish:
 - a. Published Fetish Approval Levels:
 - i. ● to ●●●: Low Notification (Low Approval for NPCs)
 - ii. ●●●●: Mid Approval (Low Approval for NPCs)
 - iii. ●●●●●: High Approval
 - iv. ●●●●● ●+: Top Approval
 - v. Unique Fetishes: Top Approval
 - vi. Non-mechanical changes to a published fetish (ex. what it looks like, what the item is) may be done, it must be notated within the approval.
 - b. Custom Fetishes are created per the MES Fetish Creation Guide, and the point breakdown must be included in the application.
 - i. Custom Fetishes that do not conform to the MES Fetish Creation Guide: Top Approval.
 - ii. Custom Fetish Approval Levels:
 - a. ● to ●●●: Low Notification (Low Approval for NPCs)
 - b. ●●●●: High Approval

- c. ●●●●●: Top Approval
 - c. Fetishes attributed to a Lodge:
 - i. For Members of that Lodge: Low Approval
 - ii. For Members Not of that Lodge: Reserved for NST
 - iii. If a Lodge provides a Fetish as a unique benefit, it is always free and abides by Sanctity of Merits[Universal.VIII.B.2]
 - d. Enter play with a Pure Fetish: Low Approval for Pure and NPCs, Top Approval Otherwise.
 - e. Earn a Pure Fetish in play: High Notification, must still conform to Fetish Approval Levels
 - f. Auspice Gifts: Not permitted in fetishes
 - g. Fetishes without Dots, Fetishes listed Unique, Grand Klaives: Top Approval
- 3. Fighting Style: Fury Choir [Signs of the Moon]: Available for members of the Lodge of the Fury Choir only
- 4. Fighting Style: Police Tactics [Tribes of the Moon]: Available for members of the Lodge of The Shield only
- 5. Fighting Style: Savage Fury [War Against the Pure]:
 - a. This Merit is sanctioned for use by both Uratha and predatory-breed Changing Breed characters.
 - b. This Merit can be used in any form.
- 6. Fighting Style: Tooth and Claw [The Rage]: Per the description, except as follows:
 - a. ●●●● Fury: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply.
 - b. This Merit can be used only in the Urhan and Urshul forms.
- 7. Fighting Style: Wolfpack [War Against the Pure]: Per the description, except as follows:
 - a. This Merit cannot be use untrained; a character must have the appropriate dots in this Merit to use these maneuvers.
 - b. This Merit can be used in any form.
 - c. ● Worry: Replace with the following: Wolves are experts at distracting foes. This combat maneuver may take the form of feints, extremely loud yelps or false retreats to allow one's packmates to maneuver into better positions for attack. A werewolf may use Worry and forego attacking a target in order to penalize that target's Defense by one for each werewolf attacking the same target who also knows this maneuver. E.g. if six werewolves are attacking one target and they all have Worry, two werewolves can use Worry in place of attacking the target to reduce its defense by six each, for a total of -12, for the other four members of the group.
 - d. ●● Trip/Bowl Over: Clarification: the reference to "moving up to twice the character's speed" refers to Acting Speed.
 - e. ●●●● Joint Attack: Clarification: use of this maneuver reduces the character's penalties to attack generated by the target's Defense and Armor by one for each ally attacking the target on the same initiative. As such, it does work in combination with any reduction in Defense generated by allies using the Worry maneuver.
- 8. Ghost Touched and Cursed Items [The Rage]: High Approval
 - a. Must conform to Published rules and the MES Fetish Creation Guide.
- 9. Loci [Territories]
 - a. To have control of one or more loci in their territory, a werewolf pack must purchase the Locus territory feature for each Locus.
 - i. Applications for a Locus must include the Level, Resonance, Location, and Key Item/Touchstone of the Locus.
 - b. Loci rated 1-3 dots: Low Approval

- c. Loci rated 4-5 dots: Mid Approval
 - d. Cost to purchase is equivalent to other territory features [Forsaken V.13.a]
 - e. Mobile/living/supernatural loci: Top Approval
10. Old Blood [War Against the Pure]:
- a. This Merit is sanctioned for use by Uratha and Changing Breed characters.
 - b. Bonuses from this Merit cannot be used to modify draw pools for supernatural powers.
11. Pack Tactics [The Rage]
- a. Creation: Top Approval
 - b. Learned after creation: Learned by a PC in-game: Low Notification, High Approval otherwise.
12. Silent Tongue [The Rage]: Low Approval for Hunters in Darkness, Top Approval otherwise (Low for NPCs)
13. Territory [Territories]: Low Approval
- a. A territory is considered a shared Merit; the cost of which is paid for by characters in the pack.
 - i. The Cost of Territory Merits is new dot x1
 - ii. All territory merits may be purchased by any template that is actively part of the pack.
 - iii. All Territory merits are simple merits, their total dot rating determined before purchase of that given feature after including all relevant descriptors that modify the rating of that feature.
 - iv. When the pack first claims its territory it gains the benefit of free “dots” as a pack equal to the number of pack members to distribute amongst different merits to represent the territory that they have initially invested themselves in. The Storyteller still has discretionary authority where necessary.
 - v. Any features which provide free merit dots allow those dots to stack up to Level 3 of that merit.
 - b. Supernatural features other than loci in a territory are Mid Approval
 - c. This merit may be purchased by lone wolves, Wolfblooded, and Changing Breeds in the Forsaken venue.
14. Totem: Totems cannot make use of more than 25 of the Totem Merit points invested in them. If changes to the Totem negate a Totem cost discount, the additional Merit point cost must be covered at the time of change. Human characters, including Wolf-Blooded, may purchase Totem with Top Approval [Blasphemies].
15. Wolf-Blooded [Blood of the Wolf]: All Wolf-Blooded must use the level-variable Wolf-Blooded Merit.
16. Wolf-Blooded [Werewolf the Forsaken]: Not sanctioned

VI. GIFTS

- A. **Aggravated Damage and Gifts:** Using any Gift, Rite, or Fetish which deals Aggravated damage to werewolves is a Harmony sin equal to using silver against another werewolf. The massive damage inflicted has the same spiritual impact as the cursed metal.
- B. **Supernatural Senses:** Powers that provide supernatural perception (e.g., Communion With the Land) which do not provide a specific description of how they interact with concealment powers default to the Clash of Wills mechanic (see MET Requiem p 159 and the Requiem Addendum VII.C.1.a.).
- C. Any Gift that is specifically related to the pack can include individuals outside of the pack at a -3 penalty to the draw. Those targeted must be willing, the effect automatically fails or turns off for that target if the target is unwilling for the effect to occur or continue. This penalty can be overcome if the individuals have been

bound by a Rite into something that resembles a Pack, this includes War-bands.

- D. Custom Gifts [Signs of the Moon]: Reserved for the Office of the NST.
- E. All Gift lists are available for all PCs unless stated otherwise within this addendum.
 - 1. Affinity means the ability to purchase at Affinity Cost and selected as the free gift during renown purchase at the appropriate level.
 - 2. Auspice Gift Lists (Those that require a specific auspice to use) are only available for that specific auspice.
 - 3. For non-werewolf PCs invited into a tribe, Tribal gifts use affinity costs.
- F. Gifts Affected by the Addendum
 - 1. Alpha Gifts [The Rage]
 - a. ●●●● Lordly Will
 - i. This Gift can be used to avoid the effects of Alpha's Howl. It can be activated in a reflexive defense against an attack by Alpha's Howl.
 - b. ●●●●● Alpha's Howl
 - i. Replace the effect with: All targets within earshot (in the scene) receive a -5 to all power activations and shapeshifting for turns equal to successes. For the duration of the effect, each time a target spends supernatural fuel (essence, vitae, etc.) they must spend an extra point of fuel for the effect: whether power activation, shapeshifting, healing, etc.
 - c. Affinity Gifts for Ivory Claws
 - 2. Bone Gifts [Lore of the Forsaken]:
 - a. Considered Affinity Gifts for Bone Shadows.
 - b. ●●●● Fracture: Fracture is not considered a separate damage source under the damage cap restrictions.
 - 3. Blood Gifts [Lore of the Forsaken]: Considered Affinity Gifts for Blood Talons
 - 4. Darkness Gifts [The Rage]: Considered Affinity Gifts for Hunters in Darkness
 - 5. Eclipse [Blasphemies]: Top Approval for PCs (Low Approval for NPCs)
 - 6. Endurance Gifts [The Rage]
 - a. Considered Affinity Gifts for all Uratha
 - b. ●●●●● Legacy: For the purposes of this Gift only, a character may spend 2 Willpower in the same round.
 - 7. Full Moon Gifts [Werewolf the Forsaken]
 - a. ●● Attunement: Defense ignored is equal to the user's Primal Urge, not half of the user's Primal Urge.
 - b. ●●● Death Grip:
 - i. Ignore the sentence "Once a hold is achieved and maintained, the character gains an additional six dice to rolls for overpowering maneuvers to bite the target are doubled." The rest of the text is applicable.
 - ii. Clarification: In order to use the Gift, the character must initiate a grapple (that does no damage) on the first turn and activate the Gift as a reflexive action. This imposes the -3 penalty to escape tests. Attacking for damage may not occur until the second turn.
 - c. ●●●● Rage Armor: Rage Armor receives one level per success, not per two successes.
 - 8. Glory Gifts [Signs of the Moon]
 - a. ●●●●● The Legend Lives On:
 - i. Replace the text for Success with the following: "Success: characters listening to the story may purchase a single Skill or Gift designated by the user (and agreed to by the ST) for 3XP less than the normal cost."

- ii. This Gift can only be used by PCs, or NPCs specifically authorized by the office of the NST. The fallen character must be a PC uratha.
- 9. Half Moon Gifts [Werewolf the Forsaken]
 - a. ●●● **Aura of Truce**: Replace the text for the second paragraph, third sentence of this power with the following: “To break the Elunim's peace, a Uratha must spend a point of Willpower and succeed in a contested test against the Gift user, with a pool of Resolve + Composure + Primal Urge. The werewolf who activated the Aura of Truce is the defender in this contested test.”
 - b. ●●●● **Fuel Rage**: Remove line “This power has no effect on a user in the Shadow.”
- 10. Information Gifts [The Rage]: Affinity Gifts for Fire-Touched
- 11. Knowledge Gifts [Werewolf the Forsaken]: Affinity Gifts for Ivory Claws
- 12. Milestone Gifts [Tribes of the Moon], [Signs of the Moon]:
 - a. Top Approval
 - b. Milestone Gifts do not cost XP
 - c. **Absolute Authority [Signs of the Moon]**: Replace the last paragraph of the success mechanics with the mechanics for Exceptional Success.
 - d. **Luna's Deceit: New Irraka Milestone Gift.**
 - i. Prerequisites: Cunning 5
 - ii. Irraka walk in the shadow of Luna's face, often in a literal sense, but just as truly in a metaphorical one. In order to keep their intentions hidden, they are often required to employ trickery and deceit in support of their way of life and the Oath of the Moon. From the moment the Irraka gains this Milestone Gift, their demeanor can never again betray a lie, to the point where even supernatural abilities to discern the truth are unreliable.
 - iii. Benefits:
 - a. Through Luna's trickery, any mundane method of detecting if the Irraka is lying automatically fails. The Irraka simply sounds as if they believe their statement, fully, even if it seems impossible. The objective truth does not matter, an Irraka could say ‘the sky is orange’ and a mundane lie detection would show that they believe this to be true. If actively trying to convince someone of their lie, the Irraka adds their Cunning dots as Equipment to their Subterfuge check.
 - b. Luna veils an Irraka's aura, preventing the use of truth detection powers. Whenever a supernatural ability is used to detect if the Irraka is telling the truth, the Irraka adds their Cunning dots to their pool (added to the draw for contested, added to static defense if resisted). The Irraka cannot fail this draw, even on a draw of 1 they receive one success.
 - e. **Luna's Gaze [Signs of the Moon]**: a Clash of Wills test is required for those using this Gift to see characters hidden by supernatural means (e.g., Stealth Gifts, Obfuscate Discipline, Contracts of Smoke etc.). This draw is the Rahu's Wits + Composure + Purity or Wits + Investigation + Purity, whichever is greater. Form based perception modifiers apply to these rolls.
 - f. **Thief of Shadows [Signs of the Moon]**: This gift is desanctioned. Replace with the following Luna's Deceit, above.
- 13. Mother Luna's Gifts [Werewolf the Forsaken]: Mother Luna Gifts are not affinity Gifts for the Pure.
- 14. Pack Gifts [The Rage]: Pack Gifts are considered Affinity Gifts for all Uratha.
- 15. Predator Gifts [The Rage]: Considered Affinity Gifts for Predator Kings.
- 16. Retribution Gifts [Lodges the Faithful]

- a. ●●●●● Shrike's Feast: Can only be used once per turn.
- 17. Shaping Gifts [Werewolf the Forsaken]: Affinity Gifts for Predator Kings
- 18. Sheherezade Gifts [Signs of the Moon]
 - a. ●●●● Drawing the Veil: Success with this Gift results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).
- 19. Stealth Gifts [Werewolf the Forsaken]
 - a. ● Feet of Mist: The cost to activate this Gift is one Essence, not one Willpower.
 - b. ●●● Running Shadow: This gift does not allow reflexive stealth checks during a combat if the PC has engaged in an offensive challenge during the round he wishes to make a stealth check.
 - c. ●●●●● Vanish: Replace the "Success" paragraph with the following: Success: The user may move and fight as normal. Opponents attacking the user fight blindly and must rely on cunning and their other senses to hit. See "Fighting Blind," MET, p 227). Every time the werewolf is struck, a number of successes must be achieved on a reflexive Wits + Resolve roll in excess of the number of Health points suffered in order to maintain the Gift. Unconsciousness negates the Gift. The Gift lasts for the duration of the scene, although the character may choose to end the effects early. Attackers with supernaturally enhanced senses (such as the improved senses of the Urhan and Urshul forms) may attempt to locate the gift user using the Listening and/or Smelling rules (MET, pp 228-229) as a reflexive action and apply any bonuses to the attempt.
- 20. Stellar Moon Gifts [Signs of the Moon]: Reserved for the Office of the NST
- 21. Tainted Moon Gifts [Blasphemies]: Top Approval for PCs (Low Approval for NPCs)
- 22. Weakness Gifts [The Rage]:
 - a. ●●●●● Wrack:
 - i. This gift does not cause a degeneration check for the target. Instead, the effect is: Lowers Defense by successes achieved, halves speed as noted in the power, and causes a Penalized Action to all rolls for the duration of the power. The power lasts for turns equal to successes drawn.
 - ii. This gift is contested by Resolve + Supernatural Advantage
 - b. Affinity Gifts for Fire-Touched
- 23. War Gifts [War Against the Pure]: Low Notification (Low Approval for NPCs)
- 24. Wolfslayer Gifts [War Against the Pure]: High Approval (Low Approval for NPCs)
 - a. Wolfslayer Gifts can be used against Changing Breed characters.
 - b. ● Form Lock: In the dice pool, replace "Charisma" with "Presence."
 - c. ●●● Return to Birth: In the Dice Pool, replace "Charisma" with "Presence".
- 25. Wound [Blasphemies]: Top Approval for PCs (Low Approval for NPCs)

VII. RITES

A. System: The following system is used for Rites:

1. If players choose to role-play performing a Rite, the Storyteller has the option of shortening the amount of time determined by the draw, or may forego the extended test (after the initial draw shows that the Rite will eventually succeed) leaving the Rite to be performed entirely IC.
2. Additionally, extra characters aiding the rite may use the Teamwork rules (as MET: World of Darkness, page 180), while physical props used, may add an Equipment Bonus (as MET: World of Darkness, page 193). If characters choose to not role-play performing a Rite then use the base time per roll as given in the Rite description.
3. Any Rite that is specifically related to the pack can include individuals outside of the pack at a -3

penalty to the draw. This penalty can be overcome if the individuals have been bound by a Rite into something that resembles a Pack.

- B. Any Rite that is attributed to a Tribe or Auspice is accessible at Low Approval for that Tribe or Auspice. To learn it outside of these is difficult and rare. As such attempts to learn the rite outside of being a member requires a Top Approval.
- C. Any Rite that is attributed to a Lodge is accessible at Low Approval for that Lodge.
 - 1. Learning a Lodge Rite when you are not a member: Reserved for the Office of NST
- D. Rites Affected by the Addendum
 - 1. ● **Laila' Message** [Signs of the Moon]: This rite is a 1-dot rite.
 - 2. ● **The Whelp's Rite** [Signs of the Moon]: This rite is a 1-dot rite.
 - 3. ●● **Silent Hunt** [Glimpses of the Unknown]: Low Approval
 - 4. ●●● **The Rite of Healing** [Werewolf the Forsaken]: Changing Breed and other supernatural templates with "regenerative healing" like werewolves can be healed with this Rite.
 - 5. ●●●● **To the Cannon's Mouth** [Tribes of the Moon]: High Notification for Storm Lords to purchase
 - 6. ●●●● **Rite of the Scorched Earth** [Pure]: Top Approval to purchase, Mid Approval (each use)
 - 7. ●●●● **Rite of Shadowed Hunt** [Book of the Dead]: Low Approval for Lodge of Death characters; Mid Approval for Bone-Shadows characters; High Approval for all others.
 - 8. ●●●● **Mark of The Death Wolf** [Blood of the Wolf]: Low Notification
 - a. High Notification to use on a Wolf-blooded PC.
 - 9. Offering of Blood and Silver ●●●● [Pure]:
 - a. Purchased by Pure Characters: Low Notification
 - i. Use of this Rite on a PC that has not obtained the Approval to become Pure immediately becomes an NPC.
 - ii. It is not possible to use this on an unwilling target. It will automatically and the character will be immune to all effects that come from the rite.
 - b. Purchased by Forsaken Characters: Reserved for the Office of NST
 - 10. ●●●●● **Judgment Brand** [Signs of the Moon]: High Approval for each use on a PC. This is not grandfathered.
 - 11. ●●●●● **Rite of Spirit Clay** [Tribes of the Moon]: Reserved for use of the office of NST.
 - 12. ●●●●● **Risen the Wardens, Close the Gates** [Book of Spirits]: Mid Notification after each use
 - 13. ●●●●● **Transfer the Spirit's Blessing** [Lore of the Forsaken]: Reserved for use of the office of NST
 - 14. ●●● **The Rite of Healing** [Werewolf the Forsaken]: Changing Breed and other supernatural templates with "regenerative healing" like werewolves can be healed with this Rite.
- E. Custom Rites:
 - 1. To Create a Custom Rite: Reserved for the Office of the NST
 - 2. All Custom Rites in the MES Forsaken Custom Mechanics document are Sanctioned for Play at Low Approval:
 - a. ●●●●● **Riding the Secret Highways** [MES Forsaken Custom Mechanics]: Follows the same rules for Moon Bridges, Forsaken VIII.E.

VIII. STORYTELLER TOOLS

- A. **Non-Player Characters:** The following types are not available as player characters:
 - 1. Hosts (Shartha):
 - a. Crow Hosts (Halaku) [Predators]: Top Notification
 - b. Fungal Hosts (Usudwirku) [Wolfsbane]: Low Approval
 - c. Locust Hosts (Srizaku) [Predators]: Top Notification

- d. Rat Hosts (Beshilu) [Predators]: Low Approval
- e. Snake Hosts (Razilu) [Predators]: Top Notification
- f. Spider Hosts (Azlu) [Predators]: Low Approval
- g. Wolf Hosts (Adarusharu) [Wolfsbane]: Top Notification
- h. Worm Hosts (Uglathlu) [Wolfsbane]: Low Approval
- i. Other Hosts: Top Approval
 - a. Use or creation of custom hosts must follow the MES Forsaken Host Creation Guidelines.
 - b. It is Top Notification to use an approved custom Host.
- 2. Irinam the Colossus [Night Horrors: Wolfsbane]: Reserved for the Office of the MES NST
- 3. Lonesome Forest [Night Horrors: Wolfsbane]: Not Sanctioned as a specific entity, though equivalent plotlines may be run with High Approval.
- 4. Versepilitis [Night Horrors: Wolfsbane]: Top Notification
- 5. Idigam [Night Horrors: Wolfsbane]: Top Approval
 - a. Use of an Idigam closely tied to another member club requires the approval of that member club's NST and Forsaken lead.
- 6. Mockingbird, The [Wolfsbane]: Low Approval as a spirit type.
- 7. Shapechangers [War Against the Pure]:
 - a. Utilizing one of the already published templates within the book: Top Notification
 - b. Creating a new template utilizing the guide provided within the book: Top Approval
- B. Conducting a War [War Against the Pure]:** Low Approval
 - 1. Wars and Silver Crusades are different but not mutually exclusive.
 - 2. **War-Totems [War Against the Pure]:** Approval applicable to Rank of the Spirits involved
 - a. All Benefits of the War-Totem are applicable only to those who have been inducted into the War.
 - b. All Benefits of the War-Totem must be codified as per War Against the Pure.
 - c. Storytellers are encouraged to provide players who join the War with a write-up of the Benefits.
- C. Conducting a Silver Crusade [War Against the Pure]:** Top Approval
 - 1. All resultant elements of a Silver Crusade: These are temporary and are only accessible while on the crusade.
- D. Ghost Children (Unihar):** A Ghost Child is created when a male Uratha and a female Uratha mate. Anything that would normally terminate matters after said interface cannot prevent creation of the Ghost Child. Bar the Birth does not prevent creation of a Ghost Child. Regardless of whether a Ghost Child is created, any mating between two Uratha of any gender still is a sin against Harmony.
- E. Moon Bridges [War Against the Pure]:** Require the approval of both the Storyteller over the originating location and the approval of the direct Storyteller of the destination (email is permitted).
- F. Pure Packs and Totems [The Pure]:**
 - 1. Pure Characters get 1 free point of totem in addition to the 5 totem points they may purchase. This free point does not count toward the Pack Totem Point Limit of 25. (e.g. a pack totem can be made with up to 25 totem points in addition to the extra free points from each pack member.)
 - a. Powerful Pure Pack Totems (those with 20 or more Totem Points) may be made as Lesser Jagglings (rank 3) or Greater Jagglings (rank 4) at Low Approval
 - b. Pack totems which are Lesser or Greater Jagglings are created with the minimum number of attribute points for their rank, with influences equivalent to their rank, and the requisite number of numina for their rank.
 - 2. Pure packs are large and may have more than 10 members at Low Approval
 - a. Pure packs made with 15 or more members require Top Notification

G. Spirit Predation [MES Forsaken Spirit Predation Guide]: Sanctioned for use by all werewolf characters.