

MES nWoD ADDENDUM: UNIVERSAL

Effective Date: 12 October 2016

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This addendum is organized into the following sections:

0. **THE GOLDEN RULES:** A few basic rules to keep in mind at all times.
- I. **OPTIONAL RULES:** Handling of optional rules from the core **Mind's Eye Theatre** book.
- II. **APPROVALS:** Basic rules on how approvals work.
- III. **GENERAL APPROVAL LIMITATIONS:** A listing of general approval levels.
- IV. **EXPERIENCE POINTS:** How experience points are allocated in the chronicle.
- V. **PLAYER CHARACTERS:** Rules for creating and maintaining player characters.
- VI. **STORYTELLER CHARACTERS:** Rules for creating and maintaining storyteller characters (aka antagonists, NPCs).
- VII. **SYSTEMS:** The core rules systems used in the chronicle.
- VIII. **MERITS:** Rules pertaining to universally-available merits.
- IX. **ADDITIONAL BOOKS:** A listing of books or excerpts sanctioned universally for the chronicle.

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.

This addendum provides the rules for the Mind's Eye Society's (MES) live-action New World of Darkness chronicle and provides a level playing-field throughout the organization. Storytellers are not permitted to change or ignore approval requirements or take more than reasonable leeway to bend the rules to develop stories. Rules from this supplement and sanctioned White Wolf books must be particularly strictly observed when character death is a likely possibility. This addendum does not apply to the live-action Old World of Darkness chronicle or to the MES nWoD Combined: Accord venue (unless otherwise noticed in the Accord addendum).

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Errata for published materials are treated separately from the materials they reference. If published material is sanctioned in whole or in part or if is not sanctioned has no bearing on the sanctioning of the commensurate errata.

0. THE GOLDEN RULES

- A. In all situations during a game session where there is a query relating to the rules and the interpretation and application thereof, the presiding ST's decision is considered to be correct. If a player disagrees with such a decision, they should wait until the game session has finished to raise their concerns to the ST. Alternatively they may lodge an appeal with the ST chain.
- B. The World of Darkness is a setting which deals with adult topics including, but not limited to, death, abduction, abuse and insanity. It is the responsibility of the player to notify the presiding ST if they become uncomfortable with any of the themes present in the game at any point.
- C. If you know that something is not the intent of the MES's interpretation of the books, departs drastically from common sense, or is otherwise wrong but appears to be technically possible due to vague wording or legal loophole, don't do it. Don't be that kind of player
- D. The World of Darkness utilizes extremely disturbing themes. While characters can and do commit awful acts, this is never an excuse to traumatize a player. It is the responsibility of all storytellers and players to ask if the players of PCs targeted for inclusion in traumatic acts (e.g., sexual violence, human sacrifice, etc.) are comfortable participating, and to offer options such as "fade to black" or alternate scene otherwise.

- E. Golden Rule Corollary - Any ST with current jurisdiction over your character (generally your normal ST chain or the ST of an event you are participating in) may deny entry into play or remove from play any character they deem inappropriate for the games over which they have jurisdiction.

I. OPTIONAL RULES

- A. The Optional Rules from **Mind's Eye Theatre** are not used in the sanctioned chronicle, with following exceptions, which apply to all Venues:
1. Morality Derangements (pg. 103)
 2. A Matter of Resolve (pg. 174), See also VII.J.
 3. [Foot Chase Rules \(pg. 72\)](#)

II. APPROVALS

A. How Approvals Work

1. All character sheets are Low Approval for creation and updating. Anything from sanctioned material that can be applied to a character sheet is Low Approval unless otherwise specified in this document.
2. All approvals in the database must have comments from each storyteller in the approval chain. If an approval reaches a level without a comment from a previous storyteller, it should be moved back to said level if the previous storyteller does not provide a comment within two weeks.
3. Consolidated Approvals
 - a. The MES nWoD focus genres make use of Consolidated Approvals as long as they follow the following rules and formats. The Consolidated Approval process is available at anytime, not just at creation.
 - b. The approval required for a consolidated approval is the level of the highest approval or notification item in the approval. Each item enters play as it clears its requisite level of approval.
 - c. Individual items may be denied in the approvals process. Once denied, they must be removed from the justification and title of the application before it can be passed up the storyteller chain.
 - d. A consolidated approval requires the following:
 - i. A detailed title with the prefix **CSLD**. Every item must be noted in the title or it will not be approved.
 - a. Example: Susie Player wants a new Requiem PC with a bloodline, max starting clan status, and an advanced age. Her Title would be **CSLD: [Bloodline Name], [Clan][Status #], [Age Category]** or **CSLD: Spina, Daeva 3, Pre-1775**.
 - ii. A detailed Justification section highlighting how and why all items should be approved. A focus on how they interact as a package is encouraged.
 - iii. A detailed list in the Proposed Mechanics of every item and it's separate approval level.
 - iv. The Character Creation Development Document, if completed at creation, as part of the justification (this covers any notification required of the CCDD completion in the Approvals Database). This is not required but encouraged.
4. If a player is designing, building, or otherwise acquiring an item that is approval based for another character, it is the receiving character that submits the approval, citing the other character's efforts as justification.

B. Notifications

1. Notifications are used for tracking purposes and must be added to the MES's approvals database per a standard approval item. Notifications may still be subject to justification questions and storyteller input, and must include character sheets, timelines, and all other materials normal to an approval item.
2. Items requiring Notifications enter play when upon passing the lowest level noted for Approval. Higher level Storytellers reserve the right to examine notification items and determine if they are

appropriate for their game. Should they be reviewed and denied at a higher level, they are immediately removed from play, potentially retroactively.

C. Universal Approval Lexicon

1. **Character Class:** Groups or classifications that are optional to join (e.g. orders or covenants).
2. **Character Type:** The inherent (and usually unchangeable) classifications for supernatural beings (e.g. clan), or classifications that become unchangeable once made (e.g. bloodline). Characters are automatically assigned to the venue specific to their character type (see section III.C.4. for exceptions). Mundane mortal characters can be assigned to any venue at creation (but must be assigned to one venue).
3. **Place of Power:** A location where the power or presence of the supernatural is especially strong in some way (e.g. Loci, Hallows, Wyrms' Nests, Demesne, Keyed Gateway to the Hedge, etc.).
4. **Player Character:** a character portrayed by a player.
5. **Supernatural Advantage:** The measure of a supernatural creature's inner strength and affinity. The trait varies by creature type: Blood Potency (Requiem), Feral Heart (Changing Breeds), Gnosis (Awakening), Primal Urge (Forsaken), Wyrd (Lost)
6. **Supernatural Fuel:** The expendable traits native to each character type, used to fuel power and abilities, such as Vitae, Essence, Glamour, etc.
7. **Story:** While a Chapter is a single game session, a Story is considered a month of time.
8. **Storyteller Character (NPC):** A character created by a Storyteller as part of his venue storyline
9. **Temporary:** A period of time in which the listed item exists and has an effect lasting no longer than 1 plot/story.
10. **Venue:** A World of Darkness game based around a type of supernatural (e.g. Forsaken).
11. **Malleable:** This term indicates the rule has changed in this addendum cycle and the change is sufficient that the item may be refunded at Mid Approval. This change must occur within one month of the effective date of the addendum. Malleable applies to any significant rules change for a mechanic in each addendum cycle, typically one that changes the cost or function of a mechanic.

D. Universal Approval Clarifications

1. **Weaknesses and Dramatic Failures**
 - a. Some character types or classes described in White Wolf material have a weakness or flaw that relies on the "dramatic failure" system. In live play these characters treat automatic failures (i.e. drawing an Ace) as a dramatic failure when that is relevant to their weakness or flaw. This is an exception to Mind's Eye Theatre not using dramatic failures.
2. **Probability**
 - a. Several combinations of effects deny a character the 10-again rule but allow for the 8-again or 9-again. In the instance of a 9-again, but no 10-again, the effects cancel and treat the draw with the standard 10-again rules. In the instance of an 8-again but no 10-again, treat it as a 9-again.
 - b. If a character is able to apply two 9 again effects to a single draw from separate sources, the effect becomes an 8 again to the draw instead. If the character manages to apply two 8 again effects to a single draw from separate sources, the effect becomes an Advanced Action (MET pg 182).
 - c. The best draw permutation that can be achieved through any means is 8-again. There is no such thing as 7-again (or better).
3. **Supernatural Advantages**
 - a. Storytellers are encouraged to require extensive waiting periods (e.g. 6 months) between buying each dot of a Supernatural Advantage, but this is not mandatory.
 - b. See the relevant venue sections for further requirements.

E. Grandfathering

1. If something was listed as a specific approval level in previous rules document has increased in approval requirement here, it will be "grandfathered."
2. Items changed to Not Sanctioned or Reserved for the Office of NST are not grandfathered unless specifically stated otherwise.
3. Storytellers reserve the right to review grandfathered items to determine if they are appropriate for

their game.

F. Member Clubs Without MES Approval Database Access

1. If a player is from a Member Club that does not use the approvals database they are responsible for confirmation of items requiring special approval or notification when attending a game within the Mind's Eye Society. The confirmation (written or electronic) must be from the highest approval Storyteller for each item. This is in addition to any other Venue Style Sheet requirements at the game being visited.

III. GENERAL APPROVAL LIMITATIONS

A. Low Approval

1. Canon Materials: Antagonist storyteller character types that appear in specific books for the venue.
2. Canon Materials: Antagonist storyteller character types from venue-neutral books.
3. Canon Materials: Antagonist storyteller characters that come from character-types available for player characters in the venue. Some aspects of these characters may require higher approval, noted in the venue addenda (example: Some bloodlines).
4. Character: Sheet rewrite for a character that has been in play for less than 4 months. This may be done once per character. This rewrite may not change the fundamental aspects of the character, such as Clan or Seeming, but may be used as an in-character reason to leave a social group, such as Covenant or Order.
5. Character: Anything intended for your character type or class from core venue books and subgroup-specific books (e.g. it is Low Approval for a Guardian of the Veil to access mechanics from the Guardians of the Veil book), unless otherwise noted.
6. Character: Derangements and Flaws from any sanctioned material are Low Approval for all venues so long as they are appropriate for the character type.
7. Character: Virtue/Vice change of the player character.
8. Character IC Knowledge: Occult specialization in "Spirits" for characters in the Forsaken and Awakening venues. Occult specialization in "Ghosts" for any venue.
9. Character Activity: Brief cross-venue soft RP that has no significant consequences on PCs (e.g. a mage PC contacts a werewolf PC to ask permission to enter the werewolf's territory for some transitory reason).
10. Ghosts: Rank 1-2 in all venues.
11. Storyteller Authority: Minor magical items, rituals and effects that are part of local storylines do not require special approval. These must be temporary, can only have effects related to the plot they are created for, and be limited to the local venue.
12. Storyteller Authority: Temporary places of power.
13. Spirits: Rank 1-3 in Awakening and Forsaken only.
14. Storyteller Authority: Minor changes to a scene, e.g. reversing a mistaken rules call within the session. High Notification is required if any participant is unhappy with the results.

B. Mid Approval

1. Character: Sheet rewrites to make a character game legal after an error has been made, beyond the standard rewrite phase. (e.g. a rewrite to remove Creation Only merits purchased with MC or game XP).
2. Character Sheet: Purchase or manipulation of a city specific NPC, such as a mayor or chief of police.
3. Character Sheet: Base Supernatural Advantage (Blood Potency, Gnosis, etc.) at 6 dots for PCs. This is not grandfathered.
4. Character Activity: One-time cross-venue participation in a game of a different venue (e.g. a changeling PC attends a local Mage gathering to see if they are somehow associated with the Keepers; a werewolf PC stalks in the darkness outside Elysium in hopes of killing the vampire that enslaved his wolf-blooded cousin, etc.). This includes hard RP.
5. Character Background: Cross-venue background (e.g. a vampire PC with a background tie to a werewolf character)
6. Ghosts: Rank 3-4 in all venues.

7. Spirits: Rank 4 in Awakening and Forsaken venues only.
8. Storyteller Authority: Use cross-venue NPCs that appear at a game or directly interact with player characters (example: A mage NPC in Requiem, or Vampires fighting Azlu, etc.)
9. Storyteller Authority: All places of power unless otherwise specified.
10. Storyteller Authority: Use of local major NPCs, such as the mayor or chief of police.
11. Storyteller Authority: Use of NPCs with Base Supernatural Advantage (Blood Potency, Gnosis, etc.) at 7-8 dots.

C. High Approval

1. Character IC Knowledge: Occult Specialty in any character type other than your own in the same genre (including but not restricted to other clans, covenants, courts, orders, tribes, bloodlines, entitlements, etc.). This knowledge must be learned in-game from another PC unless the character possesses mechanical standing (Status, Goodwill, etc.) of some sort in the target type, and a letter of support from the teaching PC included in the application. An Occult Speciality is required for any in-depth knowledge of the target type beyond what is commonly known in the genre.
2. Character IC Knowledge: Occult Specialty in a Cross-Venue template (such as a Mage have a Specialty in Vampires). Cross-venue specialties are required to definitely know base, core book level information, examples include: that mages have different magical types, that Changelings do pledges and dreams, that vampire vitae is addictive, etc. This specialty is also required to know definitive weaknesses of templates, including fire, silver, cold iron, sunlight, etc.
3. Character Age: Currently under the age of 18. PCs cannot be younger than 16 years of age. (Low for NPCs).
 - a. Maturity: Mind and body age along with the subjective passage of time. As a character experiences time, the mind and body mature as far as the subjective length of time would imply. Characters that have 20-year-old minds and 10-year-old bodies are not appropriate for the sanctioned chronicle. Likewise, a character should not have the mind of a child in an adult body, barring derangements or other mental conditions.
4. Character Sheet: To infiltrate a different character type of class under an alternate identity (e.g. it is High Approval for a member of the Mysterium to create a fake identity and infiltrate the Free Council). It is not possible to infiltrate a different venue.
5. Character Sheet: [The first rewrite for a given character after the 4 month period. This may be done once per character. This rewrite may not change the fundamental aspects of the character, such as Clan or Seeming, but may be used as an in-character reason to leave a social group, such as Covenant or Order.](#)
6. Character Sheet: Unretirement. A PC is unretired by returning to play with the exact sheet it had upon retiring, adjusted with XP Floor as applicable. The PC that replaced the newly unretired PC is retired, if the character limit for the venue would be exceeded.
7. Ghosts: Rank 5 in all venues.
8. Spirits: Rank 5 in the Awakening and Forsaken venues only.
9. Spirits: For a spirit to possess Numina that duplicates other supernatural powers rated higher than the spirit's rank. Example spirits (such as those required listed in canon materials) are an exception to this and require no special approval.
10. Storyteller Authority: Significant alteration or removal of scenes from continuity, particularly involving significant effects (e.g. Torpor, loss of limb).
11. Storyteller Authority: One-time cross-venue game, with permitted venues specified in the application (e.g. a game that permits both werewolves and changelings to attend in order to resolve a plot that involves both venues).
12. Storyteller Authority: Use of state-based government agencies or officials.
13. Newly written or edited Venue Style Sheets for standard, live games.

D. Top Approval

1. Canon Affecting: Usage of any unique magic items from source material.
2. Canon Affecting: Use of any Canon NPC that exists within the United States and its territories.
3. Canon Materials: Access to any non-supernatural item from your venue that is restricted to a character type to which a character does not belong (example: An Invictus getting a Carthian merit,

- a Mysterium getting a Guardian merit, etc.). These items must be completely mundane in nature.
4. Storyteller Tools: Access to Military personnel or hardware - for each instance or use.
 5. Storyteller Tools: Access to any kind of Storyteller "hit squad" (e.g. Moroi) called in by a player character to affect another player character
 6. Character: Permanent Venue Change – attaching a PC to a VSS of a different supernatural genre (e.g. a vampire PC attached to a Forsaken VSS).
 7. Character: Access to IC e-mail lists for Permanent Venue Changed characters **or character types not native to that venue**. Each IC e-mail list requires a separate Top Approval.
 8. Character Activity: Permanent cross-venue participation between two venues (e.g. a Mage who regularly visits the Lost in addition to dealing with his fellow Mages).
 9. Character Background: Interaction with major historical figures from the US. Characters and figures based in other Member Clubs require Top Approval of those charter approved Member Clubs. Approval from multiple Member Clubs may be required. This approval is waived if the interaction happens as part of storyline or chronicle interaction with officers on the National Storyteller's staff.
 10. Character Background: To have been a member of a Hunter Compact before you became a supernatural creature.
 11. Character Background: Portraying an actual person from history (Reserved for NST office).
 12. Character IC Knowledge: Specialty from different venues on detailed subjects (e.g. a werewolf PC understanding the Free Council).
 13. Character IC Knowledge: Occult specialization in "Spirits" for characters not in the Forsaken and Awakening venues. This specialization is required for any character not in the Forsaken or Awakening venue to know how to enter the Shadow.
 14. Character IC Knowledge: Occult specialization in an antagonist group for your venue (example: A specialty in VII for a vampire or a specialty in Pure Tribes for Forsaken).
 15. Character IC Knowledge: Occult specialization in any Hunter Compact or Conspiracy.
 16. Character Sheet: Any subsequent rewrite for characters who have played in the venue in excess of four months and have already performed a High Approval rewrite as noted above. Or, a rewrite that wishes to remove the restrictions of the rewrites noted above.
 17. Character Sheet: Antagonist character types as player characters. Includes being an Antagonist character type in background. See venue addenda for specific details.
 18. Character Sheet: To have social merits that represent a connection to a Hunter Compact or Conspiracy, such as Allies or Contacts.
 19. Character Sheet: Base Supernatural Advantage (Blood Potency, Gnosis, etc.) at 7+ dots. This is not grandfathered.
 20. Ghost Interaction: To call, control, or otherwise employ ghosts in a harmful way against other player characters who exist in the Requiem venue. This must be done for each instance.
 - a. This does not include powers that allow a character to use a ghost's abilities, such as the discipline Essentiaphagia, but only to use of ghosts that cannot be normally defended against.
 21. Spirits: Rank 6+ in Awakening and Forsaken venues.
 22. Spirits: Of any rank in the Requiem and Lost venues.
 23. Spirits, etc: Use of a true Deity or divine entity from any religion is Reserved for the use of NST and should be used with proper respect for real world beliefs.
 24. Spirit Interaction: To call, control or otherwise employ spirits in a harmful way against other player characters who exist outside the Awakening and Forsaken venues, including spying. This must be done for each instance.
 25. Storyteller Authority: Use of a dead PC as an NPC ghost.
 26. Storyteller Authority: Use of Federal government agencies or officials.
 27. Storyteller Authority: Use of radioactive materials or biological/chemical weapons that are restricted by the government.
 28. Storyteller Authority: Use of NPCs with Base Supernatural Advantage (Blood Potency, Gnosis, etc.) at 9+ dots.
 29. Storyteller Tools: Mobile places of power.

30. Changes to continuity on Minds Eye Society lists.
31. IRC Based Venue Style Sheets are Top Approval, save for the National Online Venues. One time IRC events are not changed in approval level.

E. Global Approval

1. Character Background: Dark Points on the Map outside the United States and its territories: Major historical presence. Being a major historical figure (e.g., Joan of Arc, Benito Mussolini, Christopher Marlowe, etc.), having significant interactions with a historical figure (e.g., being an advisor to Catherine the Great, Rommel's aide-de-camp, being a drinking buddy to Pancho Villa), or having significant effects upon events (e.g., the secret power behind Franco's Spain, a major figure in the Petrograd Soviet).
2. Character: Access to Merits based in Dark Places on the Map (e.g., a police Contact in Egypt, a Caribbean island Haven, Resources in a Swiss bank account, etc.).
3. Canon Affecting: Usage of any unique ("named") characters or antagonists from source material that operates outside the United States and its territories.

F. Reserved for the Office of NST

1. Canon Affecting: Significantly reshaping paradigm in one or more venues (e.g. wide scale destruction of the Masquerade). These always occur with consultation with other member club NSTs and the GSL office.
2. Canon Affecting: Any plot where supernatural future telling powers indicate that there is a risk of paradigm being significantly reshaped, except where this is due to a published mechanic for giving false results. These always occur with consultation with other member club NSTs and the GSL office.
3. Canon Materials: Unless otherwise specified in this document or appendices, characters may never have access to supernatural mechanics or benefits inherent to another character type or class (e.g. only True Members of the Carthian Movement may learn supernatural powers from the **Carthians** book).
4. Canon Material: Access to mechanics native to another venue. (e.g. a vampire gaining an Imbued item, a Bone Shadow taking a Carthian merit, etc.)
5. Character: Resurrection of a dead character unless otherwise specified in the Addenda.
6. Character: Promethean characters (NPCs or PCs) are not sanctioned, nor are any Promethean the Created books.
7. Character: Sin-Eater characters (NPCs or PCs) are not sanctioned.
8. Character Background: To have been a member of a Hunter Conspiracy at any time.
9. Character Background: Being the cause of or having significant influence within/over an event of historical significance.
10. New Custom Mechanics: Unique custom materials are reserved for use of the US NST office. Otherwise, see individual venue addenda.
11. Storyteller Tools: Creation, acquisition, possession, or use of any Weapon of Mass Destruction.
12. Any objects or effects that would kill a character despite previously perfect health (or fully paralyze them or deny opportunity to escape), or devices that would lead to immediate or inevitable death.
13. Storyteller Tools: Places of power that grant XP benefits unless otherwise noted in the venue addenda.

G. Not Sanctioned

1. Canon Materials: Any mechanic or system utilizing mundane Hypnotism or [Brainwashing](#) is Not Sanctioned
2. Character: PC Ghost of a dead PC.
3. Character: Hunter the Vigil based PCs are not sanctioned. See below for NPC information.
4. Custom Items: Any custom item of any sort which mimics a published item in a current White Wolf product (sanctioned or unsanctioned).
5. Any form of list infiltration of a character type or position in which the character is not a member. (Example: A non-Prince on a Prince list, a Mekhet on the Gangrel list, a Moros on the Obrimos list, etc.).

H. Altered Levels of Approval

1. Performing in-character actions affecting a large area requires approval of the principal Storyteller with the lowest approval authority over that area (e.g. affecting New York City would require approval from the city's Domain Storyteller, affecting parts of Scotland and England would require approval from the WTG NST).

I. Benefits Inherent to a Character Class

1. Unless otherwise specified in this document or appendices, characters may never purchase supernatural mechanics or benefits inherent to another character type or class (e.g. only True Members of the Carthian Movement may learn supernatural powers from the **Carthians** book).
2. These rules are often superseded by venue-specific details in this document's Appendices for items and mechanics that are commonly shared.

IV. EXPERIENCE POINTS

A. Primary Characters

1. Player characters are created according to sanctioned material.
2. Each player can have one Primary character in each venue, and can have a second Primary character in a single venue. No other characters are allowed.
3. Members with multiple characters must design and play them in such a way as to never directly interact in any way, even through a secondary source.
4. Primary characters add experience points (XP) based on the Membership Class (MC) of their player.
5. Players can voluntarily take fewer than the allocated starting dots and XP.
6. A character may not have more than one template.

B. Membership Class Experience Points

1. Primary Characters:
 - a. Add 15 XP per MC at creation.
 - i. Example: At MC 5 a Primary character receives 75 XP.
 - b. In addition, Milestone awards are added as follows:
 - i. MC 1 – The character is awarded 30 additional experience points. This award is added during the MC XP phase of character creation.
 - ii. MC 3 – Specialized: Three additional skill specialties are awarded. These specializations may be used for the same skill, but may not be used for specializations in supernatural powers.
 - iii. MC 6 – Well-Rounded: Raise one merit from its current rating (0, 1, or 2) to x3, after character creation points and all XP (MC + XP Floor) is already spent. This benefit may not be used for Character Creation only merits, Supernatural Advantages, or Fighting Styles.
 - iv. MC 9 – Skill Focus: Raise one Skill from current rating (0,1 or 2) to x3, after character creation points and all XP (MC + XP Floor) is already spent.
 - v. MC 12 – Natural Aptitude: Raise one Attribute from current rating (1 or 2) to x3, after character creation points and all XP (MC + XP Floor) is already spent.
 - vi. MC 14 – The Edge: The starting template for each primary PC created by the player is altered so that the Supernatural Advantage starts at 2 rather than 1. Creation Merit Dots may be spent as usual to increase this, to a maximum of 4. *If the PC has no Supernatural Advantage, then the character receives 32 xp instead.*
 - vii. Milestones applied after character creation can be used to force a refund on items purchased with XP. Items selected using creation points will not be refunded. Refunds apply when a player gains a level of MC for a Milestone previously not available.
 - a. If part of a raised Merit, Skill, or Attribute was purchased using XP and part with creation points, the amount of XP spent on the former is refunded, but not the latter.
 1. Example: Dude A used creation points to start with the Firearms Skill at 1. He later spent 15 XP to raise his Firearms skill from 1 to

3. At a later date, he earns sufficient MC to apply the Skill Focus milestone and chooses to apply it to the Firearm skill. Dude A is refunded 15 XP.

b. Applying MC 14 - The Edge after character creation can be used to raise the Supernatural Advantage by 1 up to a maximum of 4. If the character's Supernatural Advantage is already 4 or higher, then a refund of 32 XP occurs instead.

1. If a character made with The Edge has no powerstat and decided to utilize their milestone for 32 XP, they receive no benefit upon later gaining a supernatural template unless they submit a rewrite approval.

2. These XP are added after normal character creation is complete, before entering play (i.e. they cannot be spent on "creation only" merits).
3. There is no limit on banked XP at character creation.
4. When a player gains new MC levels, all their Primary characters add 15 XP per level gained, as well as the applicable Milestone award, if any.
5. If a player loses MC levels, all their Primary characters lose XP equal to the worth of the MC. This may cause characters to go into "XP debt" (they do not lose dots from their sheet), which must be paid off before anything else is bought for that character.

C. Experience Point Earning

1. After entering play a character can earn a maximum of 10 XP per month (exceptions noted in Event Experience Awards).
2. There is no limit to XP per game or downtime activity, but recommended ST awards are 6 xp per game (10 on AGR) and 4 xp per downtime activity (6 on AGR if qualified). VSTs are encouraged to set their own XP awards with these guidelines as standard minimums.
3. Unless otherwise stipulated in the Addendum, no trait can be purchased if doing so would impose an XP debt. Regardless whether a given trait has been earned in play or approved at the requisite level, the character must earn the required XP prior to purchase.
4. Once per month a Primary Storyteller may claim up to one full game's worth of XP on a character in each venue they oversee. Primary Storytellers may also provide this benefit to their assistants (e.g. an RST can award their ARST Requiem one full game's worth of XP on one of the ARST's requiem characters).
5. **Character Creation Development Document:** Found on the MES website. By completing this document, a player's VST may award 10 XP to the PC for whom it was completed. These experience points are treated the same as Member Class granted Experience Points, with all the same limitations.
6. **Earned XP:** For determining earned XP, only the monthly XP from games, downtimes, and XP Floor (not MC, CCDD, Event XP, or Archetype XP) are considered 'Earned XP.'

D. Event Experience

1. The system of "Overcap XP" is replaced with "Event XP." Event Experience points are awarded for special events that occur within the year. XP awarded for these events follow the standard game limits above, but have an additional award above and beyond the monthly cap.
 - a. Example: At a regional convention in June, the Primary ST awards the full XP per game session for Requiem (6 per session), which goes towards the June monthly XP cap. She also awards 4 Event XP for the convention, which is tracked separately from the monthly XP awards.
2. The yearly cap on Event XP is 20 per calendar year. Each Event XP award should be tracked separately from monthly totals in the character's XP Log.
3. Events which can award Event XP are as follows:
 - a. Each region may host, with RST approval, twelve "Featured Games of the Month" per venue, per year. These events are typically hosted by a single domain. These events are worth 3 Event XP, above and beyond the normal game XP awards.
 - b. Regionally hosted conventions run through the MES NCA office are worth 4 Event XP.

- c. Nationally hosted conventions run through the MES NCA officer are worth 5 Event XP.
 - d. The US NST office may approve other Event XP awards separate from those mentioned above, such as First Night games, special proxies, surveys, etc.
4. Special Event XP Awards apply to all PCs portrayed at the event, even multiple PCs by the same player. [Per Convention Registration/Sponsorship](#), all PCs able to be played at a convention or **Featured Game** receive Event XP awards. Normal game awards are only given to characters actually portrayed.
 5. Storytellers for the Event may claim Event XP on their characters.
 6. For Overcap awards previous to February 1, 2014, the above rules are backdated. For every special Event attended, the characters receive the Event XP award in addition to the XP awarded for that game. This may result in an increase of earned XP, as players may not have reached full Overcap for these events at the time.

E. Experience Point Floor

1. At the beginning of each month, if a PC did not earn at least 5 XP the previous month from attending games and submitting downtimes, their earned XP for the previous month is set to 5. If XP is backdated for that month, this is recalculated. New PCs start with 5 XP per month of chronicle, starting with [May, 2013](#).
2. For characters who were created since the start of chronicle, if their earned XP is lower than the current total XP floor, they may raise their earned XP to the current XP Floor. A full spread of monthly XP floor totals can be [found here \(second tab\)](#).

F. 50% Rule

1. The 50% rule has been removed as a hard limit. For this reason, this addenda release allows a [Low Approval Rewrite](#), which follows the four-month rewrite restrictions noted above, that must be completed before [June 15, 2015](#).

G. Archetype Achievements

1. Archetype Achievements are sanctioned per the [Archetype Guide](#).
2. A PC may never benefit from the XP reward of more than two Archetypes, but may ICly claim as many as they have achieved. The max XP refund for archetypes is 10 xp (5 xp per Archetype).
3. Prerequisites for archetypes may stack. The system is designed with that expectation.

H. Accelerated Growth Rate

1. Characters with less Earned XP than the chronicle maximum may earn up to double their standard monthly Earned XP limit (up to 20 XP) each calendar month, provided they attend at least one game and would have less than the earned chronicle maximum at the end of the month.
2. This higher Earned XP limit continues until the character catches up to the Chronicle's Earned XP maximum. A character may never have any more Earned XP than this chronicle maximum.
3. The Earned XP chronicle maximum is determined by calculating how much monthly Earned XP (game, downtime, and floor) is possible for a chronicle length PC (in play since [May, 2013](#)). The [table of Earned XP maximum per month](#) can be [found here](#).
4. Accelerated Growth Rate begins June 1, 2014. Expanded awards can apply to any activity awards after this date.

V. PLAYER CHARACTERS

A. Character Sanctioning and Records

1. The player's direct Storyteller must approve all their characters for that particular venue.
 - a. In order to place an existing PC on a different VSS, you must have documented permission from your old and new storytelling chains, per the current MES Membership Handbook.
 - b. To place a new PC on a non-local VSS, you only need the approval of the VST of the VSS.
2. Any time there is a discrepancy between the player's copy and the copy on record, the Storyteller's copy is considered accurate.
3. A complete character record includes:
 - a. Character sheet
 - b. Verification of any special approvals
 - c. Experience point log.

4. The experience point log (XP log) must include:
 - a. How starting dots were spent at creation
 - b. How XP was spent afterwards, including specific items purchased
 - c. A list of games attended and XP awards from any source
 - d. All XP awards and expenditures must be dated.

B. Retirement

1. A player can choose to retire a character.
2. Once retired, the character becomes an NPC under the control of the player's direct Storyteller (or the temporary supervision of the supervising Storyteller of a particular game or convention).
3. The character's activities are then limited to resolving unfinished business with other player characters or story elements, unless both the player and the Storyteller have agreed the character can become a recurring NPC.

C. Character History

1. The players of characters whose histories include being a noteworthy figure in mortal or supernatural affairs in an area, being tied into that area's published IC events/history, interacting with the area's local supernatural population (e.g. attending court meetings, gatherings, etc.), or who resided in an area for more than 100 years, must gain the approval of the presiding storyteller for that area. For histories that have an impact outside of a character's home nation, the approval of that country's NST must also be gained.
2. Players should create well-researched background with tie-ins with other player characters.
3. Player characters cannot genuinely have been major historical figures or fictional characters.
4. Any character concept that creates powerful emotional reactions and whose victims are still potentially alive in the real world cannot be portrayed. For example, Mongols, whose victims are long dead, may be portrayed. Nazis and terrorists, however, cannot.
 - a. Storytellers are strongly encouraged to deny any backgrounds that may lead to conflict with real world authorities or civic organizations.
 - b. Any references to real world terrorist organizations in emails or other communications must include a clear disclaimer that the communication is a prop for entertainment.
5. Players must create backgrounds for their characters that conform with the sanctioned chronicle history of an area, or be subject to de-sanctioning.
6. Players must not create backgrounds for their characters that are overtly offensive or abusive, or be subject to de-sanctioning.
7. Do not use names from current or prior White Wolf works or other copyrighted fiction (White Wolf or non-White Wolf).

D. Character Knowledge

1. Characters have access to in-character (IC) information applicable to their venue and type. E.g. a Forsaken character would usually have access to casual knowledge from Werewolf: The Forsaken and from books or portions of books specific to her character type and class.
2. Characters who have had contact with or studied another type of creature or supernatural society, and can produce specialized knowledge on the topic, require special approval. They must have a minimum of 1 dot of the Occult skill, with a specialty in their area of expertise.
3. Common sense should be applied. Information stated in published material to be commonly known does not require a specialty. Information stated in published material to be particularly secret or rare may be unavailable even with a specialty.

VI. STORYTELLER CHARACTERS (ANTAGONISTS)

A. General NPC Information

1. Each NPC must be approved by a principal Storyteller.
2. NPCs are created like player characters; they are subject to the same approval limitations as PCs unless specifically noted otherwise. E.g., "High Approval (Low Approval for NPCs)".
3. Storyteller characters can be built with any XP value needed to support the story. This XP may be modified during the life of the NPC with the approval of the Primary ST.
4. NPCs may not be utilized either as the target of powers that would give PCs long term or permanent

benefit(s) nor as the source of such powers. This limitation may be waived on an individual, case-by-case basis with High Approval. For example, the Oath of Blood Loyalty may not give disciplines to NPCs nor used for a PC to receive them from NPCs. It is not the intent of this section to prevent characters from using Possession, powers that enhance feeding, or such powers as Stalwart Servant, which are explicitly designed to apply to retainers. Pledges in the Lost venue are an exception to this rule. Storytellers must remain vigilant to ensure Pledges confer a risk/burden as well as a reward, even when made with NPCs.

5. For an NPC to post on a sanctioned list, it requires the approval of the storyteller in charge of said list. Example: For a domain level list, the DST needs to give approval, RST for regional, and NST and GSL for national and global lists. Said approval can be obtained via email with the principal officers involved and the post must come from an official ST email address.

B. Spirits and Ghosts

1. Ghosts use the same Rank system as spirits, found in *Book of Spirits*, pg. 131.
 - a. As a general guideline, ghosts of Rank 1 are under 50 years dead and ghost of Rank 2 are 51-100 years. Each higher rank is another 100 year cap.
 - b. Ghosts beyond the Second River of the Underworld are always Rank 2+.
 - c. Ghosts cannot exceed Rank 5.
 - d. Use of a ghost of a historical figure has the same approval rating that such an NPC would have if alive. A local figure would be Mid, while a celebrity or well-known politician (such as a president or Founding Father) would be Top.
 - e. Ghosts do not possess Influence.
2. Ghosts and spirits cannot be possessed by any means.
3. Spirits and ghosts can spend a maximum number of Essence equal to their Rank per turn.
4. The bonus derived from Essence does not count as part of the +/- 10 limit.
5. Claimed:
 - a. Claimed NPCs may be built using the rules from **Werewolf: the Forsaken** or, alternately, the rules from **Werewolf the Forsaken - Predators**. These rules are mutually exclusive - any single Claimed must be built with rules from one set, not both.
 - b. 'Claimed' is always a template, and is therefore mutually exclusive with other templates.
6. Influence
 - a. Strengthen Influence cannot provide a bonus greater than the Spirit's Rank or Influence, whichever is greater.
 - b. Multiple influences may stack modifiers at ST discretion, but must be appropriate to the resonance of the action and may not exceed a +/- 5 modifier.
 - c. Permanent modifiers via influence are Reserved for Use of the Office of NST.
7. Numina:
 - a. A full accounting of numina by type, with notes on restrictions, can be [found here](#). This list cannot be altered or mixed. Ghosts and Spirits do not have access to numina from books that are not sanctioned or reserved, even if it is listed as their type of numina, unless otherwise specified in this addenda.
 - b. In cases where a Numina is found in a book separate from Book of Spirits (such as the Forsaken or Mage Core books), the rules from the Book of Spirits are used.
 - i. Use of Rotes and Gifts as numina for spirits is sanctioned. The dot rating of the power must be equal to or less than the rank of the spirit. For player controlled spirits, the entity may not have access to powers outside their native venue (a mage's familiar cannot have gifts, a werewolf's totem cannot have rotes, etc.).
 - c. A ghost cannot use a numina designated as Geist specific.
 - d. Telekinesis [Mind's Eye Theater]: This numen is an exception to the rule above, and uses the the rules in *Mind's Eye Theater* pg. 338 instead of *Book of Spirits*. Damage done by this power is always Bashing and Armor applies. It cannot be used to lift or move an unwilling living (or undead) target, unless said target is unconscious due to damage (for instance, pulling someone out of a fight if they drop).
 - e. Ban of Power: This may only be taken once per entity.

- f. Blast [Book of Spirits]: The type of blast is chosen when purchased. This may be purchased multiple times for different flavors of blast (fire, ice, boiling jello, etc). Targets add their full Protection Trait against this numen.
- g. Commune [Book of Spirits]: This numina takes 1 essence per minute. It gives the following information and allows for a Clash of Wills check:
 - i. 1 success: General presence of intruders or threats (people or situations)
 - ii. 2 successes: General number and location of threat or intruder (still no specifics)
 - iii. 3 successes: Basic identifying information, such as species (human, prey animal, predator animal), gender, and threat type (forest fire, downed power line, etc.)
 - iv. 4 successes: More specific information (humans are cops, predators are polar bears, etc.)
 - v. 5 successes: Creature type, if supernatural creature.
- h. Corpse Ride [Book of Spirits]: Corpse-Ridden generated with this Numina are always built according to the rules in **Werewolf: the Forsaken** and cannot have Aspects.
- i. Ensnare: The target is not grappled or immobilized, instead they receive a penalty equal to successes drawn to to all physical actions and running speed is halved while ensnared. This power lasts for a number of turns equal to success drawn and does not stack with multiple applications, from any source.
- j. Morphic Form: Only spirits may use this numina, and only while in their natural state. Being combined with a physical form prevents this numina from working.
- k. Rapture: This numen is for NPC use only, and may not be employed in beneficial ways to player characters.

VII. SYSTEMS

A. General System Information

1. Testing for all venues is performed using systems presented in **Mind's Eye Theatre**, except as follows. Dice pools equate to draw bonuses (with the exception of "multi-draws" detailed below). If a tabletop source book calls for a system permutation, use the live-action version (**MET** p181-184).
 - a. As of this document implementation date, the official resolution system for the MES Chronicle is "8 div 3". After trait pools are calculated, a success is reached if your total of pool plus card draw is eight (8). Success iterations are determined at intervals of three after that (11, 14, 17, 20, 23, 26, 29, 32, etc.).
2. All Morality draws (including creature type versions such as Humanity, Harmony and Wisdom) use the "multi-draw" system of pulling multiple cards (**MET** p101-102). Bonuses or penalties add or remove draws.
3. There is conflicting text regarding the maximum number of characters that can attack a target at the same time. **MET** p26 is correct – four attackers/negative effects maximum. *At storyteller discretion, this attacker limit may be waived against particularly powerful NPCs or when story dictates, but never in a PC vs PC contest.*
4. **Area of Effect**
 - a. Environmental damage controlled by and coming solely from the storyteller does not count as an attacker, with a damage cap appropriate to the situation (defaulting to 5 damage).
 - b. Any area of effect damage caused by a character (PC or NPC) counts as a combined 5th attacker against a target, with a total damage cap of 5 (taking the worst damage type from all effects).
5. **Willpower**
 - a. There is conflicting text regarding Willpower being spent to bolster a draw. A Willpower point adds +2 to a Resistance Attribute during a resisted test or to Defense (when the Willpower user is not making a draw). When used to bolster the spender's draw, including a contested resistance draw, it adds +3.
 - b. *Willpower may be used to bolster offensive actions, but is considered part of the +10 modifier cap.*
6. Exceptional Successes and Dramatic Failures are not used in **MET** or the Chronicle (please see

- section II.D.1. for a partial exception to this rule).
7. Any time the mechanic “1’s subtract from successes” is used, replace it with “A draw of 1 or 2 is considered an automatic failure.”
 8. **Social Tests:** It is important to note that mundane Social tests are valid mechanics in the Chronicle and should be treated as such. Please refer to the section on Social Skills in **MET** p84 for more details. It is recommended that STs and Narrators monitor the use of mundane Social tests and encourage players to make a reasonable effort to roleplay social encounters.
 - a. The default “Influence, Don’t Adjudicate” rule (**MET** p83) is in force. Mundane Social tests do not allow for a level of control over the target comparable to supernatural mental control (e.g., Dominance Gifts, Mind Arcanum, Dominate Discipline, etc.). Targets of mundane Social tests cannot be forced to participate in acts to which the character would be adamantly opposed, nor do Social tests – mundane or supernatural – constitute an exception to rule 0.D.
 9. **Tracking:** The rules for tracking on p 178-179 of **Werewolf the Forsaken (WW30000)** are sanctioned for all venues.
 10. **Durability:** No creature, whether PC or NPC (including animated creations, zombies, golems, etc.) may benefit from Durability. If a template, effect, or any other source would result in a character benefiting from Durability, instead replace each dot of Durability with two dots of Armor.
 11. **All-Out Attack:** A character can opt to execute an all-out attack as part of a close-combat attack. If so, she gains a +2 bonus to her attack pool, but cannot benefit from her Defense for the turn. An all-out attack cannot be made in the same turn as Defense has been used against an attack.
 12. **Grapple:** Instead of the rule from MET pg. 218-219, we use the systems found in MES’s Army Reforged, modified from the *God Machine Chronicle* pg. 199-200.
 13. **Temporary Willpower Dots:** Some effects add temporary Willpower Dots. These dots may not be spent permanently for a benefit that would require a permanent Willpower expenditure (such as joining a bloodline, sealing an Oath, releasing a spell etc.). Should the character have access to temporary Willpower Dots and needs to spend a permanent Willpower, they lose one of their base dots.
 14. Any temporary effect that would grant a character an XP discount (such as temporarily gaining a Kith through a goblin fruit or Token, etc.), has no benefit as the XP discount is not permanent.
 15. **Attribute Damage**
 - a. If a power deals damage to an Attribute, their effective trait total is diminished.
 - i. For example, if a victim has a Strength of 5 and it is reduced to 2 through attribute damage, they would not be able to use a weapon with a requirement of Strength 4.
 - b. Derived traits such as Willpower and Health are **not** recalculated.
 - c. Attribute damage heals naturally at the same rate as Bashing damage, unless otherwise specified in the power inflicting it.
 - d. For the purposes of supernatural healing (werewolf regeneration, healing contracts, vitae, etc), treat each point of Attribute damage like it is a Lethal wound.
 16. **Cover and Concealment**
 - a. Rules for cover and concealment use the penalties found in *Mind’s Eye Theater* pg. 222.
 - b. For ‘Firing from Concealment’, see pg. 223. At storyteller discretion, this can include other actions that would deny a target cover or concealment, such as the activation of a power with a visual or verbal component, etc.
 - c. For piercing cover by a physical barrier, subtract the cover’s Durability from the damage dealt. Any remaining damage affects both the object providing cover and anyone hiding behind it equally. If using Armor Piercing, each point of Armor Piercing ignores a point of Durability of the object as normal. Each point of durability erodes a point of Armor Piercing for the purpose of the target’s Armor.
 - i. Example: Joe Sniper is shooting Bob Cultist through a wall. He has Armor Piercing 4 bullets. Bob is wearing kevlar. Joe’s AP ammo ignores the Durability 3 of the wall, and 1 point of Bob’s Armor 3.
 - d. For piercing concealment by environmental sources (whether natural or by a power), the

rules in *Mind's Eye Theater* are changed. The penalties of concealment still apply as per *Mind's Eye Theater* pg. 222, though some powers remove these penalties (Obtenebration 1, See Heat gift, etc.). For a fully concealed target, if there is no method to see through the concealment, a character may make a reflexive perception test to find the target. If successful, they may attempt an attack at -5 (other environmental penalties may apply) and a penalized action. If they fail the test, their ranged attack is a chance draw

B. Limitations to Attacks and Damage

1. Multiple Actions, Loss of Actions, and Rote Actions:

- a. If a power or effect would allow for multiple actions in the same turn, it instead makes a single action into an Advanced Action (MET: 182).
- b. If a power or effect would cause the loss of an action, it instead causes the player to draw again as if it was an Advanced Action, but to take the worst of the two draws instead of the best. This is known as a Penalized Action. *Incapacitation due to damage (knocked out due to bashing, bleeding out due to lethal, torpor, etc.)* does not count as a 'loss of action.'
- c. At storyteller discretion, powers or effects that cause the loss of an action may work as normal when targeting NPCs or on PCs if agreed in mediation by all involved players.
- d. If an action is both Advanced and Penalized, no matter how many of each effect is applied to an action, they cancel out and one draw is done as normal.
- e. For effects in published sources that are listed as giving a 'Rote Action' (such as Parkour, Trained Observer, Willful Triumph, etc.), the ability now gives 'Advanced Action' (MET: 182).

2. Damage Limits (aka Damage Cap):

- a. The damage caused by a single attack is limited to the highest of the attack pool's Attribute, Skill, or Equipment. This can go no higher than 5 points of damage.
 - i. For supernatural attacks, if the relevant supernatural power (Discipline, Arcana, etc.) or Supernatural Advantage is specified as part of the draw pool, it is used as the Equipment Modifier.
 - ii. *Damage cap does not apply when attacking an object. Durability still negates successes per usual, but there is no cap on damage done in a single action against an item.*
- b. Supernatural enhancements to a Trait do not increase the Damage Cap, unless specifically listed below:
 - i. Gauru and War-Forms for Forsaken/Pure and Changing Breeds add +2 to Damage Cap, not to exceed 7 points of damage.
- c. Any attack which includes two or more stages of damage in the same turn includes all stages as a single attack for purposes of the Damage Cap.
- d. Spirits/Ghosts
 - i. Rank 4+: Damage cap is 7 points of damage
 - ii. Rank 6+: Damage cap is at storyteller discretion.
- e. Kerberoi and Chthonians have a damage cap of 7 points of damage.
- f. *Damage Immunity: For powers or abilities that allow a character to ignore damage (such as Forge Godsend, etc.), apply the ignored damage to the total successes scored upon an attack before capping successes by damage cap. For flat effects such as environment fire or electricity, subtract the ignored damage from the total as normal.*
 - i. *Example 1: Marty the Mage can ignore five damage from an attack. Olivia the Obrimos scores eight successes total on an attack (after subtracting defense/armor as normal). Before applying her damage cap, the ST subtracts the five points of ignored damage from the total. Thus Marty the Mage takes three points of damage.*
 - ii. *Example 2: Marty the Mage can ignore five damage from an attack. He runs into a burning building to save a cat. The ST rules that the intensity and size of the fire delivers four damage a turn. Marty is thus immune to the fire damage for as long as his damage immunity power is active.*

3. Damage Types and Special Weapons:

- a. Any weapon which deals Aggravated Damage to a creature because of its weaknesses to the element (fire for vampires, silver for werewolves, etc) is Low Approval unless otherwise specified in the venue addenda.
 - b. Only one type of special ammunition may be applied to a single attack. Crossbows are an exception to this rule for their natural armor piercing rating only.
 - c. Rules for Fire and Silver based weapons can be found in [Armory Reforged](#).
 - i. Fire and Silver based ammunition (bullets, arrows, crossbow bolts) are Mid Approval.
 - d. See the Lost Addenda for rules on Cold/Hand Forged Iron.
 - e. A character may downgrade the damage type of a [melee weapon](#) with a -3 penalty to the attack draw. This penalty may be negated with the merit **Flat of the Blade** (see [Armory Reforged](#)).
 - i. Example: Joe Character takes a -3 penalty to whack a subordinate with the flat of the blade, doing bashing damage with a long blade.
 - f. Armor Piercing
 - i. Rules for Armor Piercing can be found in [Armory Reforged](#). The only values that can be achieved with mundane crafts is Armor Piercing 2 and Armor Piercing 4. Spells and other supernatural abilities may increase this, subject to individual venue rules.
 - ii. Armor Piercing Ammunition:
 - a. Armor Piercing 2: Mid Approval
 1. Exception: Crossbows are Low Approval and are naturally AP2
 - b. Armor Piercing 4: High Approval
 - iii. Armor Piercing Melee Weapons:
 - a. These weapons may only be used by the character who submitted the approval for the item.
 - b. Armor Piercing 2: High Approval
 - c. Armor Piercing 4: Top Approval
 - g. Special Ammunition Limits:
 - i. Limited to 30 rounds/pieces of ammunition or five clips, whichever is greater, per game session or downtime action. The player must define how they are splitting the special ammunition among different weapon types and cannot stockpile from game to game. They receive this amount of ammunition per approved special ammunition type (i.e., one supply for silver, one for Armor Piercing, etc.).
 - ii. Resupplying special ammunition is at the discretion of the presiding Storyteller. It can be done via two methods, by only the PC with the approval code for the ammunition, each once per session, up to the limit noted above:
 - a. Use of appropriate social merits (resources, allies, fence, etc.), with the new supply coming within one scene/hour.
 - b. Use of the 'Reloading Bullets' rule for creating special ammunition from *Armory*, pg. 164. This rule is used for either making special bullets/shells or special arrows, bolts, etc.
 - iii. Special ammunition can be shared with other player characters, as long as the above limits are adhered to.
 - iv. Non-lethal rounds are not subject to this limit.
- ### 4. One-Shot Kills:
- Any powers or mechanics that would incapacitate or completely paralyze a character are modified for sanctioned play as follows:
- a. Any single test that would deny a target their Defense for subsequent attacks now allows them to retain their Defense.
 - b. It takes High Approval to bypass this restriction, with the exception of vampiric staking which requires no special approval.
 - c. Grappling maneuvers do not place a character in a killing blow situation.

- d. Any attempt to to forcibly push a character into a portal to another realm or similar situation requires an opposed Grapple maneuver. The character performing the grapple must also pass through the portal/gateway.
- e. Avoiding walking into a portal/gateway to another realm or similar situation (whether accidental or as a set trap) requires a single success on a Dexterity + Supernatural Advantage check.

5. Effects that End Once the Target is Attacked:

- a. For powers or abilities that cause a penalty that ends once the target is attacked, this attack can only come from a hostile source. Allies may not mock attack to end the effect, doing so only incurs the full draw of damage and the ability continues to function.

6. Mental Commands for Suicide

- a. All powers that allow for Mental Domination may not allow the user to command the target to commit suicide. This includes an order that would cause a drop in Morality from 1 to 0.

C. Modifier Categories

1. A pool to take an action is separated into the 'base pool' and the 'modifiers'. Anything that increases or decreases the base pool is considered a modifier.
 - a. Positive modifiers are applied first and cannot result in a pool higher than base pool plus 10
 - b. Negative modifiers are applied second and may only reduce the pool to 10 points below the result of "step a." above (even if the positive modifier was +0).
 - i. A target's Resistance or Defense pools are not considered negative modifiers. More on these below.
 - c. No pool may go below zero.
 - d. When equipment is added to the base pool, only the unmodified bonus is added to the base. Enhanced equipment (enhanced items, hedgespun, etc.) bonuses beyond the base equipment bonus are considered a modifier to the base pool.
 - i. Example: Joe Changeling has a +6 hedgespun sword. The unmodified +3 is part of the base pool. The extra +3 from the hedgespun is considered a modifier.
2. A 'base pool' is the unmodified Attribute + **unmodified Skill + unmodified Equipment** + Specialization, or the relevant pool listed in the power description. Examples:
 - a. A 'base pool' for fighting with an axe is unmodified Strength + **unmodified Weaponry** + Axe + Specialization (if any).
 - b. A 'base pool' for Dominate 1: Command is unmodified Intelligence + **unmodified Intimidation** + Dominate + Specialization (if any).
3. For a Resisted action, the unmodified resisting Attribute is considered the base pool.
 - a. Calculate the offence pool including all modifiers and limits.
 - b. Calculate the resisting pool including all modifiers and limits.
 - c. Subtract the final resisting pool from the final offence pool as usual.
4. **Protection Trait: Defense and armor are now known as the single pool Protection trait, where** the base pool is unmodified **Defense (lowest unmodified Attribute as normal)** + Armor + Equipment. **Modifiers are then added to this single pool.**
 - a. Equipment that adds to defense includes pole-arms (for Defense) and shields (for Armor). Enhanced items that add to Defense follow the same modifier rules as 1. d. Above. **If more than one item is used, the offhand item still counts as base pool. If more than two items are used (for multi-armed situations), the extras are considered modifiers.**
 - b. The bonus from Dodging (doubling the unmodified Attribute or adding of a skill via a Dodge merit) is considered adding to the base pool.
 - i. Supernatural abilities that add to Dodge (Seeming or Kith bonuses, for example) are considered modifiers to defense, not base pool.
 - c. Armor past the first 5 points counts towards the modifier limit instead of base pool, but is still considered Armor for the purpose of determining effects. For more rules on Armor, see the section below.
 - i. Armor Piercing is considered a negative modifier to the Armor component of the **Protection** pool only (Armor Piercing in excess of the Armor rating provides no

further benefit).

- d. Cover is considered a negative modifier to the Attack pool.
 - e. If an effect allows the highest unmodified Attribute to apply to Defense, then that attribute is considered part of the base pool instead. Example: a mage using the Feral Reflexes spell would add his Wits 5 to base Protection instead of his Dexterity 3.
 - f. A character determines what modifiers apply to their Protection Trait when defending against an attack (before the draw or any other modifiers are declared). If an attack would ignore a full aspect of the Protection Trait (such as Defense and Firearms or Armor and Grapple Initiation, for instance) then the character may choose to apply different modifiers he had active but went beyond his combined +10. This does not apply to negative modifiers (such as Armor Piercing). For example, if a character had extra armor modifiers but was already capped, this extra armor could be re-added if he lost Defense modifiers against a Firearms attack.
5. Initiative is considered a pool whose base is comprised of the unmodified Dexterity + unmodified Composure + appropriate merits such as Fast Reflexes.
 - a. Fighting Styles that add to Initiative are considered a modifier.
 6. Contested Resistances are considered a pool whose base is comprised of the unmodified Resistance Attribute + unmodified Supernatural Advantage.
 7. Health is considered a pool whose base is comprised of unmodified Size + unmodified Stamina.
 8. Mundane equipment used in play may provide up to a +5 bonus to non-combat test pools (see MET p193).
 9. Mundane equipment may not provide bonuses to supernatural challenges.
 10. Any power that "halves" a target's pool (such as halving Defense via Darkness 5 in Lost), is still subject to the negative modifier limit of -10.
 11. Willpower spent to increase a pool is considered a modifier.

D. Effect Limits

1. Uses of the same power or ability (including activations of magic items) do not stack on a single target regardless of source, unless otherwise noted in the text of the power or the addenda. Magical Items that have separate effects per purchase (Such as the Protection Charm Fetish) are an exception to this rule for the different effects only. If activated from multiple sources, only the strongest modifier (positive or negative) is applied.
2. No single source may add more than -5 to a modifier pool.

E. Poisons and Toxins

1. No poison or toxin inflicts its damage all at once. A minimum of one turn passes before a toxin begins to take effect.
2. Damage is inflicted at the rate of no faster than one per turn, minute or hour, depending on substance.
3. A resistance draw is made each time damage would be imposed until a number of tests equal to the poison's toxicity have been made.
4. Multiple applications of a toxin adds virulence to the total number of draws made; they do not mean multiple draws at a time.
5. Non-supernatural poisons with higher than Toxicity 5 are not sanctioned for PC use.
6. STs should limit the doses of poison one PC carries, based on the rarity and danger of carrying it on one's person.

F. Weapons and Equipment

1. Rules for weapons and armor are found solely in [MES' Armory Reforged](#) document. Weapons must conform to these basic rules, whatever the IC representation of the weapon is.
2. A character can benefit from one type of protective equipment that provides armor, whether mundane or supernatural (e.g. Kevlar Vest or Hedgespun Riot Gear). All other supernatural effects that provide armor (e.g. Unseen Aegis) stack with this equipment (though equipment is not required).
 - a. Armor is no longer separated into melee and ranged protection values. All armor provides a single value that applies to any attack that armor protects against.

- i. For mundane equipment, see [Armory Reforged](#).
 - ii. For supernatural abilities that provide an armor bonus, use the highest value provided to determine the bonus.
 - a. Example: If a listed power adds +2/3 armor, it now provides +3 armor.
 - b. A character can have as much Armor as is allowed by his Defense pool (see Defense above), 5 points towards base pool and the rest part of the +10 modifier. The excess Armor modifier still counts as Armor when Defense would be negated (such as with a firearms attack) and is still subject to Armor Piercing rules.
 - i. The one exception to this rule is the 2 points added by a Shield, which counts as part of the Equipment aspect of the base pool.
 - c. All power specific limitation on the stacking of armor are removed. (e.g. Flesh of Iron may combine with protective equipment).
 - i. The exception to this is Mage Armors, of which only one is applicable for Armor per MET Awakening. They still stack with worn and other supernatural armors as above.
 - d. Penalties from multiple armors or armor effects stack, to a maximum Initiative and Speed penalties of -5.
 - i. Published Armors that list a Defense penalty have that changed to Initiative penalty instead.
 - e. Bulletproof armor does not downgrade crossbow bolt, arrow, or thrown weapon damage to bashing.
 - f. **Using a called shot to circumvent worn or carried armor is always a -5 penalty to the draw.**
3. Attacks from non-firearms projectile weapons do not deny the target their Defense.
 4. Blessed/Holy Items: These are now defined as a Merit (see Merits section).
 5. Mundane, unrestricted equipment not defined in a particular book is Low Approval as long as it represents real-world technology. The VST has final authority on the bonus provided.
 6. **Use of a vehicle to attack a character is a Dexterity + Drive + Handling (equipment) roll minus the target's Protection trait. Damage dealt is lethal.**
 7. **Attacks directed at items or equipment being actively used by a character are penalized by the wielder's Defense. Supernatural effects, such as Apportation, directly at an item being actively used by a character are further penalized by the target's Supernatural Advantage.**

G. Proxy Play

1. "Proxy" refers to sending your character sheet to a Storyteller other than your own, to portray a character without your physical presence.
2. 48 hours must be given to the Storyteller supervising the scene, unless they give an exception. A Low Storyteller email approving a proxy to commence is sufficient.
3. To proxy a character the player must provide a character sheet, a brief description of intentions, motivations, personality and reactions to possible situations.
4. When proxying, a player grants the Storyteller all rights to the character for the duration of the proxy.
5. Storytellers may modify proxy rules further in their Venue Style Sheets.
6. Storytellers must keep players informed of proxy progress, providing updates at least on a weekly basis, and must portray proxied characters to the best of their ability and in keeping with the player's proxy instructions.

H. Economies of Scale in Venue Style Sheets

1. Storytellers can set up their own guidelines for monitoring commodities that fuel supernatural creatures, e.g. Vitae, Essence etc.
2. These must be recorded in the Venue Style Sheet.

I. Exceeding Limits

1. No effect allows a character to exceed normal expenditure limits of vitae, essence, mana, glamour or willpower unless otherwise stated in this addendum or a sanctioned White Wolf book.

J. Pre-Game Effects

1. Activation of pre-game powers that take significant time to implement (e.g. Coil of Beast 3, specific rituals) should be worked out with the ST, who can use their judgment regarding timings and other

practicalities.

K. Multipliers and Speed

1. When a multiplier is given, e.g. for Speed, animal forms or Celerity, or something gives "double" or "best of two" abilities, these add and do not multiply.
 - a. Example: The Gunslinger Merit and Time 2 "Glimpse of the Future" both provide the better of two draws, and if used together would provide the best of three draws, not the best of four.

L. Downtimes

1. "A Matter of Resolve" (**MET** p 174) is in effect; PCs have a number of downtime actions per downtime period equal to their unmodified Resolve+1.
 - a. A downtime period is one month, and refreshes on the first of the next month.
 - b. Some powers and abilities might add to the total number of downtimes in a month, Please see venue specific addenda.
 - c. Retainers and retainer-like merits (example: Familiars, Hedge Beast Companions, etc.) can be given tasks and thus also might increase available downtimes with ST permission.

M. Changing Templates

1. Player characters may not lose a greater template (vampire, werewolf, mage, changeling, or changing breed).
2. A character may also not have more than one template at a time.
3. Player characters with a lesser template that are changed into a Greater Template receive a limited rewrite of their character sheet with the following procedure:
 - a. All mechanics specific to their lesser template are refunded or removed (Sleepwalker merit, wolf-blooded merit, Ghoul family benefits/flaws, ghoul disciplines, etc.)
 - b. Characters then apply the Greater Template as normal.
 - c. Characters may not increase Supernatural Advantage with refunded creation dots or refunded/banked XP, unless the spends fall within their low approval rewrite phase.

N. Universal Clash of Wills

1. If a power provides some kind of supernatural concealment (invisibility, obfuscation, etc), an appropriate supernatural perception power can attempt to pierce it.
 - a. Mundane Stealth or Investigation draws, even when receiving bonuses to the draws from supernatural powers, do not count as supernatural concealment or perception for the purposes of triggering a Clash of Wills. Supernatural senses (Beast Keen Senses, Heightened Senses, Uratha in Urhan or Urshul, etc.) are an exception to this rule.
 - i. For example, a PC who gets a +1 to Investigation draws from a changeling pledge would not trigger a clash of wills against a vampire with obfuscate though a changeling with Beast Keen Senses would.
 - b. Concealment powers with built-in methods for penetrating them are still subject to those rules, as well as being able to be penetrated by a Universal Clash of Wills draw.
 - i. For example, a character with Auspex attempts to pierce an Obfuscated character's cloak and fails. The Obfuscated character then punches someone, drawing attention to themselves and ending their power.
 - c. Note that vague, unfocused detection powers such as Unseen Senses don't allow for a clash of wills.
2. Clash of Wills is a contested draw with the aggressor being the person who instigated the clash. Tied clashes go to the defender as usual.
 - a. For example, if a character activates Obfuscate and then enters a room where a PC already has Auspex active, the Obfuscate character is the aggressor. If the Auspex PC did not have it active, but subsequently activated it, they would instead be the aggressor.
3. For both the concealment power and the perception power, activation successes on the power's draw are used for the successes in the Clash of Wills.
 - a. If there is no draw for the concealment power, use Dexterity + Stealth + dot rating of the power. If it does not have any dot rating, then add zero. If it has multiple factors with dots (such as a vampire Devotion) use the single factor with the highest dot rating.

- b. If there is no draw for the perception power, use Wits + Investigation + dot rating of the power. If it does not have any dot rating, then add zero. If it has multiple factors with dots (such as a vampire Devotion) use the single factor with the highest dot rating.
- 4. Once pierced, the perceiving character sees through that particular stealth power for that particular character until the end of the scene or the character becomes visible, whichever comes first. New tests are required if either power is reactivated.
- 5. If the perceiving character fails, they may not test against that particular stealth power activation from that particular character until the next scene. If the stealthed character becomes visible for any reason and must reactive the power, the perceiving character may test again.
- 6. The exception to this rule is during combat. If a character is fighting a supernaturally stealthed opponent, use the Fighting Blind rules from *Mind's Eye Theater* pg. 227-229. If the perceiving character has methods of supernatural detection or supernaturally enhanced senses as noted above, they may make this check as a reflexive action **after each attack**. Net successes for the perceiving character must exceed successes for the stealthed character.

VIII. MERITS

A. Graduated and Simple Merits

- 1. All venues use the simple or graduated Merit cost described in **MET** p32.
- 2. Simple cost merits have a single rating or an "or" separating listed ratings.
 - a. Example: Fast Reflexes is a simple cost Merit as it is rated "1 or 2" rather than "1 to 2".
 - b. When purchasing more of a simple merit, you pay the difference in costs between the two.
 - i. Example; If a character has Striking Looks 2, you only need to spend 4 xp to attain Striking Looks 4.
 - c. **If a simple merit is an upgrade of a previous modifier (such as Striking Looks or Fast Reflexes), you take the new total (Striking Looks 4 provides a +2, not a +3). If the simple merit adds a new effect, you take both effects (Trained Observer 3 provides the Advanced Action and the ignoring of a penalty).**
- 3. If a graduated merit begins with more than one dot (example: Anonymity, Sanctum Guardian: Spirit, etc.), then the initial dots are Simple cost, with the following dots as Graduated cost.
- 4. The 5th dot of a merit does not cost two creation points.

B. Gaining and Losing Merits

- 1. If a player character acquires ownership or access to something in-game that would normally be represented by Merit dots, they must pay the requisite XP after a one month period and the new Merit dots be added to their character sheet. This can result in XP debt.
 - a. This cannot be avoided by passing ownership of items back and forth or leaving them in convenient locations where they are not "owned" but access is easy.
- 2. Sanctity of Merits: Merit dots are never lost permanently when the things they represent are lost or destroyed (e.g. a fetish is broken, a retainer is killed).
 - a. Storytellers may temporarily remove or reduce Merits as part of a story if those Merits are later recoverable without XP expenditure.
 - b. When a merit is destroyed, the following options take place:
 - i. In the case of an item (Imbued item, etc.) or Haven-style merit, the character can go through means to replace said item (remaking the Fetish, buying a new Haven, etc.). The dots return to their sheet when the new item is cleared by the storyteller
 - ii. In the case of social merits being attacked, the dots recover at the rate of 1 dot per month, starting the month after the merit is destroyed.
 - iii. Truly unique items (Artifacts, Legendary tokens, one-of-a-kind Fetishes, etc), which cannot be remade, are not returned over time. The character is refunded the XP, which can only be spent on merits.
- 3. Shared Merits
 - a. If a character loses dots in a shared Merit such as Haven or Totem the Storyteller should give the remaining invested characters the chance to cover the loss themselves with XP expenditure.

C. Specific Item Merits

1. Characters can possess multiple versions of Merits that represent specific items, people or places, such as Housing merits, Retainers, magical items, etc. This does not include merits with natural restrictions, such as Contacts, Resources, Staff, etc.

D. Magic Item Merits

1. Merits for magic items are simple-cost Merits.
2. These items are not considered custom items if built strictly according to existing creation rules.
3. All such items must be entered on the database (where available) for tracking purposes.
4. 5 dot items and above are High Approval unless different levels are defined elsewhere.

E. Merit-based Storyteller Characters

1. The Large Scale Game mechanics option is used to create Retainers (**MET** p146). Allies, Mentors, Retainers and similar Merit-based NPCs are created and portrayed by the Storyteller.
2. Such NPCs that represent or interact with government agencies require the special approval of the Storyteller with jurisdiction over that level of agency or body.
 - a. Example: Having contacts in the FBI requires Top Approval from the US National Storyteller.
3. Retainers can have lesser templates specific to the character's venue (e.g. ghouls in Requiem, sleepwalker in Awakening, etc) at Low Approval and supernatural templates native to the character's venue at High Approval.
4. Retainers cannot be any type of supernatural creature from another venue unless specifically allowed in this supplement. [Changing Breeds characters cannot be Retainers.](#)
5. **Retainers or any associated merit type (familiar, hedge beast companions, etc.) will not spend permanent traits (such as willpower dots, etc.) for use by player characters or to power abilities that would benefit other characters**
6. Vampire regnants must pay the monthly Willpower costs to upkeep their ghoul Retainers.
7. [Supernatural Contacts \[Not Grandfathered\]](#)
 - a. In a venue's native template: Reserved for Office of NST unless otherwise noted
 - b. In Changing Breeds: Reserved for Office of NST
 - c. In a playable lesser template: Low Approval unless otherwise noted
 - d. In Ghosts: Mid Approval for all venues unless otherwise noted, character must have an ability to speak with ghosts.
 - e. In Spirits: Mid Approval for Awakening and Forsaken venues unless otherwise noted, Top Approval for Requiem and Lost venues. Character must have an ability to speak with spirits.
8. [Supernatural Allies](#)
 - a. In a venue's native template: Reserved for Office of NST unless otherwise noted
 - b. In Changing Breeds: Reserved for Office of NST unless otherwise noted
 - c. Lesser Templates
 - i. In a venue's playable native lesser template: Mid Approval
 - ii. In a different venue's playable native lesser template: High Approval
 - iii. In psychics or thaumaturges: Top Approval
 - d. In Ghosts: Reserved for the Office of NST unless otherwise noted
 - e. In Spirits:
 - i. High Approval for Awakening and Forsaken venues unless otherwise noted
 - ii. Top Approval for Requiem and Lost venues.
 - iii. This must be defined per spirit court. ST's should apply a penalty to interaction with spirits of that court in a different domain.
 - iv. Character must have an ability to speak with spirits and make deals with them, as Spirit Allies always require commensurate favors and will only enter danger if their territory or existence is threatened.
 - v. The maximum Influence bonus provided by Spirit Allies is capped at half the dot rating, rounded up. The character with the merit must pay the essence tithe for this bonus.

F. Fighting Style Merits

1. Core Fighting Styles are defined in [MES's Armory Reforged](#), and only there. No other fighting style mechanics are used, save those specific to certain venues (Hedge Dueling, Tooth and Claw, etc.) which are noted in the venue addenda. Clarifications on how to use fighting styles are provided in [Armory Reforged](#), and are considered a corollary appendix to this addendum.
2. Other Custom Merits found in [Armory Reforged](#) are sanctioned at Low Approval.

G. Housing Merits

1. Housing merits are simple cost merits. Housing merits include: Athenaeum [Awakening], Haven [Requiem], Hollow [Lost], Necropolis [Requiem], Sanctum [Awakening/Second Sight], and Temple [Requiem]
2. When leaving a shared housing merit, characters receive their total dots in the house as unspecified dots. When forming or joining a new house, they simply allocate the dots to needed categories.
 - a. Example: Joe Daeva is part of a shared haven in which he has contributed two dots of size, one dot of security, and one dot of location. He leaves the coterie, and removes his 4 dots from the shared haven. He builds a new haven with his personal dots, making it size 1 and security 3 in case his old friends come looking for him. The total amount of XP he spends on both havens remains 8 xp.
3. If every category of a housing merit is maxed, a character may spend 2 xp to 'buy in' on a shared house. Should dots every be lost, these 'phantom dots' can be added to fill the gaps.
4. Any XP spent on housing merits previous to this addenda should be recalculated with this new rule, and excess XP spent either refunded or reallocated at Low Approval. This includes re-organizing shared housing merit dots among characters to accommodate the new rules as well as refunded Creation Points spent on Housing merits.

H. Society Status Merits (Generic Rules)

1. Some source material books equate status to organizational positions. Unless otherwise noted in this document, Status levels are not requirements for in-character organizational positions described in source material as city-wide in scope. This refers to specific character type organizations (e.g. Covenant, Order) and not Storyteller run NPC groups such as City Hall, local Police etc.
2. The Status Merit in the Mind's Eye Theatre book is not available for supernatural organizations. Any status in a supernatural group not specifically detailed in the relevant venue book is not sanctioned for play.
3. Player attempts to develop large scale in-character supernatural groups/organizations which might warrant a formal status system are advised to contact their relevant venue ANST.
4. Any supernatural bonus to Status – regardless of source – is subject to the standard approval levels for the increased level of Status.

I. Spirit Merits [Book of Spirits]

1. Top Approval for PCs in the Requiem and Lost venues. The approvals below are for PCs in the Awakening and Forsaken venues.
2. **Cursed Item**
 - a. High Approval for canon cursed items. Custom cursed items not sanctioned at this time.
3. **Spirit Ear**
 - a. This merit is now a ●●●● dot merit that is not creation only. It allows a character to understand the language of spirits with noted penalties, as well as giving a +1 modifier to attempts to detect if a spirit is lying.
 - b. Low Approval: Mortal/Lesser Template (Sleepwalker, Wolfblooded, Psychic, etc.) characters in Forsaken and Awakening venues
 - c. High Approval: Mage and Forsaken PCs
 - d. Top Approval: Any PC in Requiem or Lost venues
4. **Spirit's Tongue:**
 - a. This merit allows a character to speak the language of spirits. It is an identical language to First Tongue, though the merit provides only a halting, imperfect dialect that a Shifter or Spirit would consider not fluent.
 - b. Low Approval: Mortal/Lesser Template (Sleepwalker, Wolfblooded, Psychic, etc.)

characters in Forsaken and Awakening venues

c. High Approval: Mage and Forsaken PCs in their native venues

d. Top Approval: Any PC in Requiem or Lost venues

5. Unseen Sense: Spirits [Optional Expanded]

a. High Approval: Mortal/Lesser Template characters in Forsaken and Awakening venues

b. Top Approval: Mortal/Lesser Template characters in Requiem or Lost venues

c. This merit is only available to Lesser Templates. For characters that receive the standard Unseen Sense: Spirits merit for free (Natural Medium, Wolf-blooded, etc.), if they choose to purchase the expanded version they are considered to have the first two dots of the expanded merit for free. They may then purchase the rest of the merit as normal (the 3rd dot for six xp, etc.).

6. Other Spirit Merits:

a. The following are High Approval for characters with greater supernatural templates (Low Approval for all others):

i. **Difficult to Ride**

ii. **Easy Ride**

iii. **Pleasing Aura**

iv. **Saintly**

v. **Shadowless Chambers**

b. The following are Top Approval for characters with greater supernatural templates (Low Approval for all others):

i. **Hollow Soul**

ii. **Locus Drinker**

iii. **Residual Spirit Energy**

iv. **Shadow Contacts**

J. Underworld Merits [Book of the Dead]

1. **Barrister:** High Approval for characters with the Underworld specialty.

2. **Beacon of Life:** Mid Approval for mortal and lesser template characters; not available to characters with greater supernatural templates.

3. **Dead Reckoning:** Mid Approval for PCs with the Underworld specialty.

4. **Death-Touched:** Low Approval for PCs with a specific supernatural method of interaction with ghosts (Kindred Medium, Gravewright kith, Bloodline discipline, etc.). Top Approval otherwise.

a. The 2 and 4 dot versions of this merit work on all ghosts.

5. **Gatekeeper:** Mid Approval for mortal characters, High Approval for PCs with the Underworld specialty, Top Approval otherwise. Not available for Retainer NPCs.

a. This merit is not creation only and the mortal only prerequisite is removed.

6. **Medium:** Mid Approval for mortal characters, High Approval for lesser templates (including Sleepwalkers, Wolfblooded, Ghouls, etc.); not available to characters with greater supernatural templates.

7. **Mechanical Memento:** Reserved for the Office of NST.

8. **Mythologist:** Mid Approval, Low Approval for those with the Underworld specialty.

9. **Spelunker:** Low Approval

a. Can only be used underground or inside a building/enclosed space.

K. Other Merits

1. There are many merits that are universal to all character types found in a host of books, many venue specific or technically not sanctioned. These merits are available to all character types at the following approval levels.

2. Low Approval:

a. Anonymity [Blood of the Wolf, pg. 45]: This merit is a Graduated cost rated 1 to 5 dots.

b. Area of Expertise [Free Council pg. 131]: This merit cannot be taken for a specialization in a power.

c. Armory [Banishers, pg. 51]: This merit is an addition to House-style merits, though characters without access to House merits may still purchase it. It is a shareable simple

cost merit, with the same restrictions as noted in the book. It can only provide Low Approval arms, equipment, or materials.

- d. Athletics Dodge [Dogs of War, pg. 38]
- e. [Combat Art \[Armory Reloaded, pg. 117\]](#)
 - i. [This merit is not considered a fighting style and can be used in conjunction with fighting styles.](#)
 - ii. [●●● Function Follows Form: This maneuver costs 1 willpower per turn it is used.](#)
- f. Crafter's Sense [Free Council, pg. 131]: This merit does not allow for a Common Sense test not related to the Craft skill.
- g. Demolisher [Blood of the Wolf, pg. 62]
- h. EOD [Armory, pg. 208]
- i. Fence [Banishers, pg. 51]
- j. Fighting Style: Social Maneuvers [Night Horrors: Grim Fears, pg. 63] This merit cannot be used in conjunction with supernatural powers.
- k. Informative [Free Council, pg 131]: The use of this merit is for eloquent explanations, not persuasive purposes.
- l. Interdisciplinary Specialty [Free Council, pg. 132]
 - i. The specialty must be defined when this merit is purchased.
 - a. Example: Bob Player takes a specialty in Cars for Crafts and then takes this merit to apply the specialty to another skill, as long as he has three dots in that skill.
 - ii. This merit can be taken for multiple specialties.
 - iii. This merit cannot be taken for specialties in supernatural powers.
- m. Lucid Dreamer [Changeling the Lost, pg. 195]
- n. Make Do [Free Council, pg. 132]
- o. Luxury ●● [Seers of the Throne, pg. 52]
 - i. The effects of this merit stack with Resources.
 - ii. Such wealth comes from inheritance, stock options, estates/trust funds, etc. The VST is the final arbiter on what is appropriate.
- p. New Identity ● and ●● [Changeling the Lost, pg. 98]
- q. [Parkour \[Tribes of the Moon, pg. 98\]: Permutations granted by this merit do not apply to combat-based Athletics draws \(such as Archery or throwing a weapon\).](#)
- r. Seductive Grace [Signs of the Moon, pg. 144]
- s. Shield-bearer [War Against the Pure, pg. 89]: This merit stacks with the Ambidexterity merit to a maximum of +0 to attack from behind a shield..
- t. Small Unit Tactics [Dogs of War, pg. 39]
- u. Staff [Ghouls, pg. 75]
- v. Technophile [Armory, pg. 208]
- w. Territorial Familiarity [Blood of the Wolf, pg. 99]
 - i. Use of this merit for supernatural territories requires Mid Approval and the mechanics to enter said plane (Hedge, Shadow, Underworld, etc.)
- x. Trained Memory [Guardians of the Veil, pg. 46]
- y. Trained Observer [Dogs of War, pg. 38]
 - i. Supernatural bonuses to Perception (such as Heightened Senses, etc.) can be utilized with this merit, but supernatural Perceptions (Clash of Wills or other powers) cannot.
 - ii. [If the ●●● dot version of this merit is purchased, the character retains the ● dot effect.](#)
- z. Tunnel Rat [Chicago, pg. 54-55]
 - i. The city must be defined upon purchase of this merit.
 - ii. This merit may be purchased multiple times for different cities.
- aa. [Unseen Sense \[Mind's Eye Theater\]:](#)
 - i. [For mortal/lesser template characters for their native venue creature type and for](#)

- ghosts.
 - ii. For mortal/lesser template characters for spirits in Awakening and Forsaken venues. This is not the expanded optional version from *Book of Spirits* (see above).
 - bb. Well-Traveled [Reliquary, pg. 85]
- 3. Mid Approval
 - a. Architectural Attunement [Chicago Workings SAS, pg. 36]
 - i. This merit does not allow one to see Ley Lines or places of power, only detect them as noted.
 - ii. If purchased for multiple cities, each separate application must include the VST and DST permission if the city is outside the local domain.
 - b. Fame ● [Mind's Eye Theater]
 - c. Luxury ●●●● [Seers of the Throne, pg. 52]
 - i. The effects of this merit stack with Resources.
 - ii. Such wealth comes from inheritance, stock options, estates/trust funds, etc. The VST is the final arbiter on what is appropriate.
 - d. Sworn Officer ● and ●● [Tales from the 13th Precinct, pg. 81]
- 4. High Approval
 - a. Fame ●● [Mind's Eye Theater]
 - b. New Identity ●●●● [Changeling the Lost, pg. 98]
 - c. Sworn Officer ●●● [Tales from the 13th Precinct, pg. 81]
 - d. Unseen Sense [Mind's Eye Theater]:
 - i. For mortal/lesser template characters to have for a greater template other than their native venue (i.e. a mortal in the vampire venue having Unseen Sense: werewolves).
 - ii. For mortal/lesser template characters to have for Changing Breeds
 - iii. For mortal/lesser template characters in the Requiem or Lost venue to have for spirits.
- 5. Top Approval
 - a. Decorated [Dogs of War, pg. 39]
 - b. Fame ●●● [Mind's Eye Theater]
 - c. Sworn Officer ●●●● [Tales from the 13th Precinct, pg. 81]
- 6. Blessed/Holy Item [Mind's Eye Theater/Book of Spirits]:
 - a. This is now defined as a simple cost Merit. Beyond the effects described in Mind's Eye Theater, the Blessed item also can **damage spirits, demons, and other ephemeral creatures at VST discretion**. The rating of the item is also used as an equipment bonus to mundane Abjurations and Exorcisms (not powers which mirror those effects).
 - b. **The dots of a Blessed item are considered the equipment bonus (natural base pool) when using the item against the entities listed above. Against normal enemies, use the most appropriate weapon stats available. If it is a mundane item, then use improvised weapon rules.**
 - i. **Example: A blessed longsword at 5 dots would add +5 vs entities harmed by by a blessed item, and deal aggravated damage. Against a normal enemy, it would be a +3 weapon and deal lethal damage.**
 - c. **Ranged Blessed Items are sanctioned. These can be accomplished either as a "blessed firearm/ranged weapon" or "blessed ammunition." Regardless of the method, each purchase of this merit only allows 2 shots per dot, per game session. Blessed ammunition may never have any other special properties (armor piercing, silver, etc.) or be fired from an enhanced, hedgespun, or fetish weapon. Each purchase of this merit determines a specific type of ammo for a single type of weapon. Once the blessed "shots/charges" are used up, the weapon may be used as a normal ranged weapon for the remainder of the game session, as if it were being used against a normal opponent (as outlined above).**
 - i. **Joe Demon Hunter has this merit at 5 dots, for blessed heavy handgun bullets. He**

decides he wants to get blessed arrows, so he must buy the merit again starting at 1 dot for Blessed Item: Arrows. Later on, he'll have to do the same for blessed shotgun shells.

- d. **Approval Levels**
 - i. ● to ●●: Low Approval.
 - ii. ●●●: Mid Approval
 - iii. ●●●●: High Approval.
 - iv. ●●●●●: Top Approval.
- 7. **Fame [Mind's Eye Theater]**
 - a. The Merit Fame is renown and recognition within the Mortal world.
 - b. Fame in a supernatural community is not sanctioned.
- 8. **Fighting Finesse [Mind's Eye Theater]**
 - a. This merit must be taken once per "weapon category" found in Amory Reforged.
 - b. This includes the Handweapon or Punch Dagger categories, even though they use the Brawl skill. [This option changes the prerequisites for the merit from Weaponry to Brawl for those categories only.](#) This merit cannot be taken for any other uses of the Brawl skill (unarmed attacks, natural weapons, grapple, etc.).
 - i. Example: Joe Daeva took his Fighting Finesse merit in "Long Blades." Even if he regularly uses a sword, he cannot benefit from this merit while using Short Blade or Medium Blunt weapons. He needs to purchase the merit for those categories.
- 9. **Good Time Management [Asylum]:** This merit also gives one extra downtime action a month as long as it is a mundane action involving mental skills or actions.
- 10. **Gunslinger [Mind's Eye Theater]**
 - a. The Gunslinger merit is not considered a Fighting Style, and thus works in conjunction with FS: Combat Marksmanship.
 - b. This merit only works with Handguns and Heavy Handguns only, whether mundane or magical.
- 11. **Library Style Merits**
 - a. Merits that provide specific topics that are aided in research (Sanctum Library, Archive, etc) have the same level of approval as the Topic within if it would cover a rare specialty (example: a mage Library with a topic for Seers would be Top approval). The information provided in this library is not as detailed as a true occult specialty nor can it be used as justification for an occult specialty approval.
 - b. Only characters with dots in the Library/house merit have access to this information unless noted in the venue-specific addenda.

IX. ADDITIONAL BOOKS

- A. If a book is non-venue specific and is not found below, then it is not sanctioned. Any mechanics therein that were acceptable to the MES chronicle have been noted elsewhere in the addenda
- B. The following books are sanctioned for play, but the history and settings in the book are not necessarily used in the chronicle.
 - 1. **World of Darkness: Chicago**
 - 2. **World of Darkness: Shadows of the UK (WW30202)**
 - 3. **World of Darkness: Shadows of Mexico (WW25201)**
- C. **Antagonists (WW55301)**
 - 1. The [MES Bestiary](#) is a supplement to this book.
 - 2. The "Build a Monster" rules from *Hunter the Vigil*, *Night Stalkers*, *Spirit Slayers*, and *Witchfinders* are supplements to this book. See below for specifics.
 - 3. Brainwashing/hypnosis rules from this book are Not Sanctioned
- D. **Armory (WW55102)**
 - 1. Chapter 4 is sanctioned. Use vehicle rules found there. Military grade vehicles are Top Approval.
 - 2. Chapter 5 is sanctioned for mundane equipment only. Ignore rules for Armor and Shields (which are covered in [Armory Reforged](#)).

- a. The “Sighting Firearms” mechanic is not sanctioned.
 - b. Only fiber-optic sights can be used on bows.
 - 3. In all other instances, see [Armory Reforged](#).
- E. **Armory Reloaded (WW55208)**: Not Sanctioned. Use [Armory Reforged](#) instead.
- F. **Asylum (WW55204)**: This book is specifically sanctioned for the Merits and expanded options for the Medicine skill.
- G. **Book of Spirits, The (WW 55202)**
 - 1. Most locations, characters, and items are used as examples and are not necessarily used in the chronicle, although the spirits and spirit-ridden in the last chapter are usable, in the same vein as the spirits in Predators.
 - 2. Cursed Items: High Approval for canon cursed items. New custom cursed items are not available.
 - 3. The sidebar "Mythic Resonance of Fruit" is approved for use.
 - 4. All spirit creation rules follow current approval levels (limited by Rank).
 - 5. Items not specifically mentioned in another section of the Addendum are Top Approval outside of the Forsaken and Awakening venues.
 - 6. [Alternative methods of Abjuration, rituals for humans to see across the Gauntlet, and the sidebar “Another Way to Cross” are Reserved for the Office of NST.](#)
- H. **Book of the Dead (WW 60501)**
 - 1. Sanctioned for all venues, along with any rules present in Geist: the Sin-Eaters required to utilize the Underworld and Kerberoi.
 - 2. Methods of entering the Underworld are specifically outlined in the source material for other venues and in this book. To know about specific keys or Graveyard Gates requires an Occult specialty in the Underworld.
 - a. Underworld Specialty: High Approval for those with the natural ability to enter the Underworld (Darklings with Shade and Spirit, etc..) or a significant connection to death (Moros, Bone Shadows, ghost or death based bloodlines, etc.). Top Approval otherwise. Underworld specific merits (Gatekeeper, etc) are not considered prerequisites for the High approval specialty. This is not Grandfathered.
 - 3. Levels of the Underworld: A DST must coordinate what Dead Dominions are local to a domain with their VSTs planning on utilizing the Underworld, as continuity between Dominions and Rivers must be maintained. Otherwise there is no approval beyond Mid for use of all levels and rivers of the Underworld unless travel through the Underworld leaves the borders of a Domain.
 - 4. Kerberoi:
 - a. Kerberoi are designed as per **Geist the Sin-Eaters**.
 - b. Kerberoi rank and power is dependent on the depth of the Underworld
 - 5. Specific Dominions and Kerberoi: Reserved for use by the Office of NST
 - 6. Tutelage of the Dead: Not Sanctioned
- I. **Changing Breeds (WW55103)**
 - 1. Changing Breeds characters are Top Approval (Low Approval for NPCs) and can be applied for in any venue, which becomes their native venue for the purpose of storyteller authority and cross-venue interactions. They are distant cousins of werewolves, their origins lost to the mists of time.
 - 2. [For rules specific to Changing Breed characters, see the MES Universal Appendix 4: Changing Breeds.](#)
 - 3. Breeds:
 - a. All Breeds are available save the following, which are Not Sanctioned: Azubuike, Mholé-Rho, Iravati, and Nanekisu.
 - b. Special care should be taken to keep non-native Breeds rare. This is especially true of the Land Titans, which are not native to North America.
 - c. Custom Breeds: Not Sanctioned
 - 4. Aspects:
 - a. **Common Aspects**: Low Approval for in-breed Common Aspects unless that Aspect has a higher approval level listed here.

- b. Mid Approval (Low Approval for NPCs): Birth Blessing, Foretelling, Grave Misfortune, Pack Bond, Shadow Bond, Slumber's Touch, Spinebite, Spirit Animal, Spirit Sight, Swarm/Flock Form, Totem Guardian, Unspeakable, Venomous, War Heart.
- c. High Approval (Mid Approval for NPCs): Beast Magic, Hybrid Forms, Nine Lives, Skin Double, Spirit Gift, Spirit Secrets

5. Merits

- a. **Animal Companion:** This merit is sanctioned at Low Approval for all characters as a representation of an 'animal retainer.' It is graduated cost, even if the dots are purchased once to define the animal type. XP price breaks on the Retainer merit (Invictus, Crassus, some Wolfblooded families, etc.) apply to this merit.
- b. **Den:** This merit is sanctioned at Low Approval for **Werewolf PCs** as well as Changing Breed PCs.
- c. **Pack:** This merit is sanctioned at Low Approval for any character who has the ability to charm, influence, or control animals via supernatural means as well as Changing Breed PCs and Uratha PCs in the Forsaken Venue.
- d. **Predator's Bearing:** This merit is sanctioned at Low Approval for Werewolf PCs as well as Changing Breed PCs.
- e. **Socially Small:** This merit is sanctioned at Low Approval for Changing Breed PCs.
- f. **True Breed:** This merit is sanctioned at Low Approval for Changing Breed and Wolfblooded PCs.
- g. **Fetishes:** Changing Breeds characters have access to Forsaken style fetishes regardless of their native venue. They use the rules and approval levels noted in Forsaken V.A.2. as well as the Forsaken books. The listed approval levels are one level higher for Changing Breeds outside the Forsaken venue, to a maximum of Top Approval. 5-dot Fetishes are extremely rare for Changing Breed PCs. Changing Breed PCs must find or enter play with their Forsaken style fetishes outside of the Forsaken venue, as they have no means to make them.

6. War Form Weaponry: Not Sanctioned.

- J. **Compacts and Conspiracies (WW55566):** This book is sanctioned as per the restrictions for **Hunter the Vigil (WW55550)**.
- K. **Dogs of War (WW55206):** The mechanics in this book are not sanctioned, unless the merit is listed above. Players may use the military fluff to help design PCs, but Zero Company is reserved for use by the Office of NST.
- L. **Glimpses of the Unknown (WW55107):** Mechanics from this book are not sanctioned unless specifically referenced in the appropriate venue addendum.
- M. **Midnight Roads (WW55205)**
 - 1. This book is sanctioned at Low Approval except where noted below.
 - 2. Bad Memory or Worse Cars: Low Approval as a Rank 1 ghost. Cannot be owned/controlled by PCs.
 - 3. Shadowcross Cars: Not Sanctioned for PCs, Low Approval for plot purposes.
 - 4. The Free Energy Car: Not Sanctioned
- N. **Hunter the Vigil (WW55550)**
 - 1. This book is sanctioned as follows:
 - a. Hunters (including all Merits, Tactics, Endowments, Organizations and other Hunter-specific Advantages):
 - i. Tier One: Not available as player characters (Low Approval for NPCs).
 - ii. Tier Two: Not available as player characters (Mid Approval for NPCs).
 - a. Custom Compacts: not available at this time.
 - iii. Tier Three: Not available as player characters (Top Approval for NPCs).
 - a. Custom Conspiracies: not available at this time.
 - b. Endowment items (Advanced Armory, Thaumatechnology, Relics, etc.) can only be used by characters with the appropriate Endowments; said items will not function for other characters.

- b. Equipment (pp 229-246): Low Approval. This includes the sidebar “Haute Couture”.
 - i. Improvised Equipment (p 250): Not approved
- c. Weapons (pp 246-250): Not approved; refer to weapons in [Armory Reforged](#) instead.
- d. Vehicles (p 250): Low Approval
- e. [Monster-Hunting Tools \(pp 252-253\): Low Approval for NPC hunters, not available to PCs unless covered by other rules \(such as a Hairspray Flamethrower\).](#)
- f. Chapter 5: Dread powers found in this chapter can be used to create unique NPC monsters and antagonists at Low Approval.

O. Night Stalkers (WW55556)

- 1. This book is sanctioned as per the restrictions for Hunter the Vigil [WW55550].
- 2. Chapter 3: Dread powers found in this chapter can be used to create unique NPC monsters and antagonists at Low Approval.

P. Reliquary (WW55203): This book is not sanctioned unless otherwise noted.

Q. Second Sight (WW55100)

- 1. If a character with a lesser template is exposed to the transforming power of another, the original template wins out. (Use the first bulleted option out of the three presented on pages 21 and 22.) Any time a character loses Merits because of a template change, all experience spent on them is refunded.
- 2. [Second Sight NPCs as social merits \(Retainers, Allies, Contacts, etc.\) are Reserved for the Office of NST.](#)
- 3. Merits Not Tied to Template
 - a. Anti-Psi: Mid Approval for non supernatural mortals (Low Approval for NPCs). Only works on powers from this book.
 - b. Doubting Thomas: Low Approval for non-supernatural mortals. Only works on powers from this book.
 - c. Ghost Ally: High Approval for a character that has a specific supernatural method of interaction with ghosts (Kindred Medium, Gravewright kith, Bloodline discipline, etc.). Top Approval otherwise.
 - i. Awakened Mages may not take this merit. Instead they have Low Approval access to Ghost Familiars (Summoners, pg. 39)
- 4. Psychic Template
 - a. Top Approval as PCs for all venues (Low Approval for NPCs). This venue becomes the character’s native venue for the purpose of storyteller authority and cross-venue interaction.
 - b. This lesser template is defined by access to one or more psychic powers.
 - c. Believers: This merit is available to Psychic characters only at Low Approval.
 - d. [Psychic Merits: Low Approval for Psychic characters. These are not creation only.](#)
 - i. [Pyrokinesis: If used as an aimed attack, Defense and Armor both apply.](#)
 - ii. [Cryokinesis & Thermokinesis: Targets are neither immobilized nor killed by temperature extremes. Penalties from this power cannot exceed -5.](#)
 - iii. [Clairvoyance: This power is adjusted using the Sympathy table on MET: Awakening p.143.](#)
 - iv. [Precognition: This is bound by the rules on viewing the future in the Universal Addendum.](#)
 - v. [Dowsing: Finds the strongest concentration of a basic element nearby. Cannot be used to look for specific people. When looking for objects, the psychic must know the exact object they are looking for \(ie “Bob’s engraved wedding band” would work, while “gold rings” would not.\)](#)
- 5. Thaumaturge Template
 - a. Top Approval as PCs for all venues (Low Approval for NPCs). This venue becomes the character’s native venue for the purpose of storyteller authority and cross-venue interaction.
 - b. A Thaumaturge must pick his primary magical path, noted in his approval. All associated benefits and drawbacks then apply.
 - c. [Other than base spells notes for the template, a Thaumaturge only has access to powers](#)

available to his Path at normal costs. A Thaumaturge may take spells outside general or path lists by increasing the cost of the spell by one dot. If a spell is already five dots, it cannot be taken outside the Path.

- d. If a Tradition offers multiple Defining Merits, a player may switch to a different one once at Low Approval. Further switching is Reserved for the use of the NST Office. Defining Merits are free.
 - e. Alchemy (external) may not be used to create radioactive, magical, or exotic materials. A good rule of thumb is for VSTs to disallow any material that was not in common use before 1930. Exceptional Successes do not grant additional properties.
 - f. Alchemy (Internal): The “ephemeral state” is Twilight.
 - g. It is Top Approval to target the Truth with Communion [SS pg. 104] or Invocation [SS pg. 112]. When writing the application, it is best to also be planning for your next character.
 - h. **Thaumaturges do not gain access to Mage rites.**
6. Access to the systems from Chapter Four: Reality-Bending Horrors: Not Sanctioned for PCs (Low Approval for NPCs)

R. Skinchangers (WW30205)

- 1. Mechanics and items from Chapter One: Top Approval (Low Approval for NPCs).
- 2. Mechanics and items from Chapter Two: Not available for PCs (Low Approval for NPCs).
- 3. Mechanics and items from Chapter Three: Examples may be used as Low Approval NPCs

S. Spirit Slayers (WW55557)

- 1. This book is sanctioned as per the restrictions for **Hunter the Vigil (WW55550)**.
- 2. Dread powers found in this chapter can be used to create unique NPC monsters and antagonists at Low Approval.

T. Witch Finders (WW55554)

- 1. This book is sanctioned as per the restrictions for Hunter the Vigil [WW55550].
- 2. Dread powers found in this chapter can be used to create unique NPC monsters and antagonists at Low Approval.
- 3. The Excision Tactic: Not Sanctioned
- 4. The Simon Romance: Not Sanctioned