MES ACCORD ADDENDUM: UNIVERSAL

Effective Date: 17 October 2016
Last Updated: 17 October 2016

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 Combined New World of Darkness: the Accord 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 chronicles or to the MES nWoD Focus Chronicle.

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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. Due to the expansive nature of the sanctioned ruleset, ST rules calls will be handled slightly differently in the Accord Venue.

i.   As usual, a VST has the authority to rewind a scene to a previous point in time to redo something that has been shown to have been done incorrectly as long as this is done during the scene in question.

ii.   If a VST makes a rules call that is **clearly and quickly provably wrong**, but the VST persists in that ruling, the scene may be frozen while that ruling is appealed to the next higher ST. If the criteria of clearly and quickly provably wrong is not met, the scene will continue with the ruling as it stands.

iii. To have a scene rewritten after the fact by the appropriate ST requires more than showing that an incorrect rules call was made, even in the cases of PC death. The following criteria must be met for a scene rewrite to be considered after the fact: The scene would not have been possible if the rules call was made correctly OR the outcome of the scene would not have been possible if the rules call had been made correctly.

<ol type="i" start="4">
The onus of providing correct rules information is on the **player** who has those mechanics on their character. They are responsible for knowing how it works, what the draw pool is, where to find the item in a book, providing access to those mechanics to any ST or player upon request, and being familiar with any Addendum changes made to it.
A player who provides incorrect information to any ST or player may be subject to disciplinary action. In the case of an honest mistake, this will be waived. In the case of repeated offenses or a severe incident, more action may be taken. In all cases, the player should receive mentoring to learn how to avoid repeating the issue.
Any player using a power or ability must reveal what it is and any effects modifying it to any other player or storyteller who asks.

<ol type="A" start="2">
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.
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
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.
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.
The Accord venue is a Combined nWoD cross-venue game that focuses on the world-shattering consequences of when reality is under siege. It is a separate continuity from all other MES venues. The ultimate authority on story and jurisdiction in this venue lies with the aNST Accord and the MES NST. For a comprehensive list of setting changes and important documents, see the Accord Changelog.
<ol type="i">
All items marked 'Reserved for the Office of NST' or 'Not Sanctioned' may be used by the NST office at any time. Some NPCs run by the aNST Accord office are of such power that they can break the basic rules provided in any of these documents.
All places outside the authority of an Accord storyteller are under the authority of the aNST Accord, including locations outside the bounds of a VSS outside the United States.

I. OPTIONAL RULES

<ol type="A">
The Optional Rules from **Mind's Eye Theatre** are not used in the sanctioned chronicle, with following exceptions, which apply to all Venues:

Morality Derangements (pg. 103)
A Matter of Resolve (pg. 174), See also VII.J.
Foot Chase Rules (pg. 72)

II. APPROVALS

<ol type="A">
How Approvals Work

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.
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 can be moved back to said level.
Consolidated Approvals
<ol type="a">
The MES Accord venue 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.
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 justifican 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.

        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, Wyrm's 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: Azoth (Promethean), Bloody Potency (Requiem), Chi (Purified), Feral Heart (Changing Breeds), Gnosis (Awakening), Infernal Rank (Possessed), Primal Urge (Forsaken), Psyche (Geist), Sekhem (Mummy), 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).

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 from any source unless otherwise noted.
   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 Template (this requires a separate approval) or 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 or -axis/special group, such as bloodline or lodge.
   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. Ghosts and Spirits: Rank 1-4
   9. 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.
   10. Storyteller Authority: Places of power and use of city based NPCs. If players manipulate or control city based NPCs, this requires Notification in the Approvals Database.

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. Ghosts and Spirits: Rank 5

C. **High Approval**
1. 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.
2. 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 or a -axis/special group such as a bloodline or lodge.
3. 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.
4. Spirits: For a spirit to possess Numina that duplicates other supernatural powers rated higher than the spirit's rank (see rotes and gifts as numina below). Example spirits (such as those required listed in canon materials) are an exception to this and require no special approval. This is not allowed for player controlled spirits unless otherwise noted.
5. Storyteller Authority: Use of state-based government agencies or officials.
6. 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
3. Storyteller Tools: Access to Military personnel or hardware - for each instance or use.
4. Storyteller Tools: Access to any kind of Storyteller "hit squad" (e.g. Moroi) called in by a player character to affect another player character
5. Character Background: Interaction with major historical figures.
6. 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.
7. Character Sheet: To have social merits that represent a connection to a Hunter Compact or Conspiracy, such as Allies or Retainers, unless granted by membership status in that hunter group (they only receive dots listed, any others require approval) or otherwise noted. Supernatural Contacts is an exception to this (see below)
8. Spirits: Rank 6+
9. 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.
10. Storyteller Authority: Use of a dead PC as an NPC ghost.
11. Storyteller Authority: Use of radioactive materials or biological/chemical weapons that are restricted by the government.
12. Storyteller Tools: Mobile places of power.
13. Changes to continuity on Mind's Eye Society lists.
14. IRC Based Venue Style Sheets are Top Approval, save for the National Online Venues. One time IRC events are not changed in approval level.
15. 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.
16. Character Background: Dark Points on the Map outside the United States and its territories: Major historical presence such as 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).

17. Character: Access to Merits based in Dark Places on the Map (e.g., a police Contact in Egypt, a Caribbean island Citadel, Resources in a Swiss bank account, etc.).

E. **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 Background: Being the cause of or having significant influence within/over an event of historical significance.
7. New Custom Mechanics: Unique custom materials are reserved for use of the US NST office. Otherwise, see individual venue addenda.
8. Storyteller Tools: Creation, acquisition, possession, or use of any Weapon of Mass Destruction.
9. 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.
10. Storyteller Tools: Places of power that grant XP benefits unless otherwise noted in the venue addenda.
11. Character Background: Portraying an actual person from history (Reserved for NST office).
12. Any use of time travel or alternate dimensions/realities.

F. **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. Custom Items: Any custom item of any sort which mimics a published item in a current White Wolf product (sanctioned or unsanctioned).
4. 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.).
5. Character Age: Currently under the age of 18. (Low for NPCs). This does not include character types that appear adult and mature quickly, but are often very young, such as Prometheans.
   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, baring derangements or other mental conditions.

G. **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 aNST Accord).

H. **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).

IV. EXPERIENCE POINTS

A. Primary Characters

1. Player characters are created according to sanctioned material. The Allowed Templates are as follows:

   a. Greater Templates: Changelings, Changing Breeds, Mages, Mummies, Possessed, Prometheans, Purified, Sin-Eaters, Vampires, Werewolves

   b. Lesser Templates: Dampyr, Fae-touched, Ghouls, Hunters (Tier 3), Proximi, Psychics, Thaumaturges, Wolf-blooded

      i. Lesser templates are built as Hunters from Vigil and have access to Hunter Professions, merits, and organizations unless otherwise restricted (see Accord Vigil Addendum).

      ii. Only Hunters without a template may be a member of a Tier 3 Conspiracy. Ghouls and Proximi may not be in Tier 2 Compacts.

   c. A character may not have more than one template.

   d. It is Low Approval to have been a member of the Church of Ultimate Truth in a PC's background. PCs may not have gone beyond the Sixth Ray, as that requires becoming a Servant. PCs may not have ever been a Servant.

   e. PCs may know someone who was obliterated in the Langley Massacre at Low Approval. Nobody and nothing survived the Massacre

2. Each player can have two Primary characters, which cannot be placed (but may visit) upon the same VSS. 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. To accommodate the large-scale changes of this addendum release, characters have a Low Rewrite period with the same restrictions as the 4 month rewrite (see above) that will last until January 31, 2016. A low notification in the approvals database is required for this rewrite.

B. Membership Class Experience Points

1. Primary Characters:

   a. Add 20 XP per MC at creation.

      i. Example: At MC 5 a Primary character receives 100 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 or Supernatural Advantages.

      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 20 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). Higher monthly XP awards prior to January 1, 2015 are grandfathered for characters active during that time. The maximum Earned XP allowed is found on the following chart (first tab).

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 here. 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, or Event 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. The higher Event XP awards and yearly cap (of 28 xp) for 2013 and 2014 is Grandfathered for those years.

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 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 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.

2. Awards prior to January 1, 2015 are grandfathered. To account for the higher XP prior to this date, the floor begins on January 1, 2015 at 140 xp (representing 7 xp a month prior to this date).

3. 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).

4. For modifications to the Experience Floor per Hero's Walk, see below. Hero's Walk Awards prior to January 1, 2015 are Grandfathered.

F. **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 (first tab).

4. Accelerated Growth Rate begins January 1, 2015. Expanded awards can apply to any activity awards after this date.

G. **Special XP Types**

1. The Accord venue does not make use of extra, genre specific types of XP (Arcane, Practical, Vitriol, etc). For supernatural types with extra types of XP, a VST may award a little extra on top of a game or downtime award if the player exhibits RP or learning that would lead to said XP normally. This XP is spent per normal and subject to the normal caps.

2. No power or effect that grants XP is allowed.

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.
4. When taking a Hero's Walk as detailed in the Accord Guide to the Reality, the PC is retired. If the next PC brought into play by that player meets the following conditions, they start with a floor of 200 XP, plus 7 xp/month since January 1, 2015 following this chart (third tab).
    a. The new PC has an RQ less than 40 total and must remain at that level for six months after entering play (this may be waived if it is outside the player's control).
    b. The old PC must have been portrayed in at least six games. Proxies do not count.
    c. The player agrees not to change Templates (or acquire one if it doesn't have one) for at least six months from the new PC's creation. The VST may waive this condition if circumstances outside of the player's control require it.
    d. The player puts a Low Notification into the Database for the new PC which references the old PC.
    e. The VSTs Approves it.
5. Morality 0: All PCs who reach Morality 0 become NPC Servants immediately. A VST may allow a player to portray their former PC as a locally controlled NPC, but portraying that NPC off of the VSS requires Top Approval.

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 VSS outside of the United States, the aNST Accord is the final approval.
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 Age

1. If your template is not naturally long-lived (requiring a merit or power), the power or merit must be purchased at creation for justifying extreme age.
2. If your PC goes over the Max Limit in play, that is allowed at Low Approval.
   a. Mummies: All Arisen were created at the same point, experiencing the Rite of Return in 3832 BCE and having lived and died in the preceding century.
   b. Cannot have been born before 1000 (~1000 years): Purified
   c. Cannot have been born before 1200 (~800 years): Vampires
   d. Cannot have been born before 1700 (~300 years): Lucifuge
   e. Cannot have been born before 1750 (~250 years): Possessed (current host, demons may be older but often lie), Changelings
   f. Cannot have been born before 1800 (~200 years): Changing Breeds, Ghouls, Mages, Prometheans, Werewolves
   g. Cannot have been born before 1900 (100 years): All Others
   h. For characters made with the 'Message in a Bottle' setting kit, replace the dates above with the age limits in parentheses, using dates listed in the setting kit.
   i. For characters made before December 1st, 2015, if the above age limit has changed for your PC, you may add time with VST discretion as long as it would not alter continuity in a significant way (never mentioned, works for timeline/history, torpor, etc.)..

E. Character Knowledge

1. **Native Knowledge:** Characters have access to in-character (IC) information applicable to their venue and type. These characters are considered to have a specialty in their own template without spending the experience, and should they spend for a specialty, they receive a +2 bonus (still base pool).
2. **Insider Knowledge:** Characters with Insider knowledge may learn supernatural specialties without a teacher. In general, a character is assumed to be an Insider if they share a venue with the other topic (example: A vampire can take an insider specialty in ghouls and vice versa or a Hunter may take a specialty in Slashers, etc.). Characters with Insider knowledge can specialize in more specific aspects of a template (such as covenants, orders, lodges, etc.)
3. **Outsider Knowledge:** Characters who are neither Natives nor Insiders require teachers or significant research to learn specialties on supernatural templates and topics. Outsiders may not teach these topics, and must spend downtimes to learn from other characters or via extensive research:
   a. From Native: 5 minus their unmodified Occult dots, to a minimum of 1 downtime
   b. From an Insider: 8 minus their unmodified Occult dots, to a minimum of 2 downtimes
   c. From Research: 12 minus their unmodified Occult dots, to a minimum of 4 downtimes.
4. Information gained in character, while at game or during role-play, may be retained without the need to purchase a specialty. If a character is attempting to justify large scale knowledge learned from a single source without a specialty, that requires said purchase. For example, learning that vampires can turn into mist while at game is valid, but if a character had learned detailed knowledge over time of vampire capabilities from a vampire, they require a specialty.
5. For information on Native and Insider knowledge for other realms and their denizens, see the Other Realm Knowledge Guide.
6. It is not possible for a player character to specialize in any aspect of the Truth.

F. Reality Quotient

1. All player characters in the Accord venue have a Reality Quotient value, determined by their

template and certain extra capabilities used to represent power level and rarity. The default value is RQ 0 for any Believer. The spread of these values can be found in the RQ 2.0 document.

2. Low RQ Benefits:
   a. Characters with low RQ have special abilities as their nature rejects the Truth to some degree. These abilities are cumulative (an RQ0 character has all three, for example), but the character's total RQ must be less than or equal to the value listed to qualify. This only applies to Accord members.
   b. RQ 15 characters gain Clouded Eye: The character has a natural invisibility against the Truth and its agents. The Truth and its Agents suffer a -5 penalty to detect and even remember those Agents with Clouded Eye. Agents who take aggressive action against the Truth lose this benefit for the remainder of the scene.
   c. RQ 5 characters gain Reality Cloak: The character benefits from an effect that forces Abominations and Servants to not target them. While generally said antagonists will engage high RQ targets first, if they choose to attack someone with Reality Cloak who has not taken aggressive action in the scene thus far, they must spend a willpower and make a Power + Finesse OR Resolve + Power Stat netting 5 successes. If the PC with Reality Cloak engages in aggressive action at any time, they lose the power for the remainder of the scene.
   d. RQ 0 characters gain Unseen Sense (Truth): The character benefits from an effect similar to the Unseen Sense merit. She gets a strange feeling while in the presence of an Abomination, Servant, or Artifact. This is not an exact detection method, but can give a significant edge to any agent in the field or when rooting out infiltration. Thematically, it can be different for each PC.

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. 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.
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. For rules pertaining to Familiars and Totems, see the Accord Familiar Guide.
2. Ghosts and spirits cannot be Possessed by any means.
3. 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.
4. Spirits and ghosts can spend a maximum number of Essence equal to their Rank per turn.

5. The bonus derived from Essence does count as part of the +/- 15 limit.
6. Influence
    a. Strengthen Influence cannot provide a bonus greater than the Spirit's Rank or Influence, whichever is greater. This bonus is to actively drawn pools only.
    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. Spirits under the control of storytellers may utilize Influences as normal. Spirits under the control of player characters should only be able to use their influences for cosmetic effect or to provide bonuses or penalties related to their spheres of influence.
    d. 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.
    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 (not allowed for familiars or totems). The dot rating of the power must be equal to or less than the rank of the spirit.
    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. 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.
    i. Heal: Only non-spirit characters and Rank 3+ spirits can heal aggravated damage with this power. The user does not need to heal the least severe damage first, they may choose how to allocate successes and essence for healing. Essence spent on this numina (including the initial point for activation) is either 1 point for all lethal/bashing or 1 point per aggravated damage. Essence may be spent over successive turns as long as the spirit has unused successes.
        i. Example: A character has two aggravated damage, two lethal damage, and one bashing damage. A rank 3 spirit uses heal on the wounded character. It gets nine successes, and spends three essence (the rank limit) to heal two points of aggravated damage and one lethal damage.   The spirit has three successes left, so spends an essence on the second turn to heal both the bashing and the final point of lethal.

      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.

      l. Threshold: A spirit must be Rank 3+ to take this numina.

8. 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.

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 +15 modifier cap.

6. Exceptional Successes and Dramatic Failures:

      a. A VSS that elects to use the ES/DF Aberration uses the following rules to determine the occurrence of ES/DF instead of the usual book rules.

      b. A Dramatic Failure check occurs when a player draws a natural one as their final chosen card (for purposes of Penalized or Advanced Actions). To check for a Dramatic Failure after this, draw a single card (this draw cannot be modified in any way). If the result is a 3 or less, a Dramatic Failure occurs.

      c. An Exceptional Success check occurs when the following conditions are met:

          i. The character draws a 10 and then an 8+ on the second draw (if Advanced or Penalized Actions, the chosen first card must be a 10).

          ii. The character has 9 or 8 again, draws that card, and then draws an 8+ on the second draw (if Advanced or Penalized Actions, the chosen first card must be a 8

or 9, depending on the permutation).

    iii. The final success total is also 5+ successes. If contested, use net successes as normal to determine this.

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 Armory 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. **Auras:** For a full accounting of auras, see the Accord Aura Appendix.

17. **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 Servant 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 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 raise the damage cap to 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 Reduction/Immunity:

            i. 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.

                a. 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.

      b. 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.

    ii. Powers that make a character immune to a certain type of damage instead downgrade qualifying damage to the next damage type. Bashing damage downgraded is instead ignored, down to a minimum of one level.

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](#).

    d. See the Lost Addenda for rules on Cold/Hand Forged Iron.

    e. Creatures who have a supernatural weakness to a certain thing are only affected by mundane, natural occurrences of that thing, except where noted in the text of the power.

        i. Powers specifically designed to take advantage of a weakness are an exception to this, such as the Gift Silver Jaws.

        ii. For example, a Vampire would take lethal, not aggravated damage from sunlight generated by a spirit with the Blast Numen.

        iii. For example, an iron bar conjured by a Mage with matter would not bypass a Lost's contract-based defenses

    f. 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.

    g. 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 in Accord is Low Approval, but storytellers should make the acquisition and crafting of AP4 materials much more difficult than AP2 materials. Players should keep track of how much of each Armor Piercing ammunition they have access to at any given time.

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.

    f. If a player character is targeted with lethal means by another player character, their initiative immediately shifts to be able to react to that offensive action, taking the slot immediately following the character who initiated the attack. It returns to normal the

following turn. This only happens once per turn (it does not grant multiple actions).

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/Self-Harm**
   a. All powers that allow for Mental Domination may not allow the user to command the target to commit suicide. This includes any order that would cause a drop in Morality from 1 to 0.
   b. A supernatural mental command may not be use to order a target to sacrifice a permanent trait (such as willpower).

7. **Power Targeting**
   a. PCs that are supernatural creatures with a combined aspect do not count as valid targets of powers that affect just their supernatural part, unless otherwise stated. For example, a demon that is bonded to a human cannot be individually targeted as a demon.
   b. A Purified does not count as a spirit while they inhabit their body, however as the book states, they do count as a spirit when they have left their body.
   c. Effects that target "mortals" can be applied **only** to lesser templates and hunters unless otherwise noted in the addenda.

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 15.
      b. Negative modifiers are applied second and may only reduce the pool to 15 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 or Armor 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 characters), 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 as Defense, then that attribute is considered part of the base pool instead. Example: A mage using Feral Reflexes 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 (Defense and Firearms or Armor and Grapple, for instance), then the character may choose to apply different modifiers he had active but went beyond his combined +15. This does not apply to negative modifiers (such as Armor Piercing). For example, if a character had extra armor 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 single source negative modifier limit of -5.

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 Protection Charm Fetish or Woad Tattoos, etc.) 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. There is no single source modifier limit for positive modifiers unless dictated by the power in question (for example, a lot of mage 'buffs' are limited by by arcana dots).

3. 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 Protection pool (see Protection Trait above), 5 points towards base pool and the rest part of the +15 modifier (combined with modifiers to Defense). The excess Armor modifier still counts as Armor when Defense would 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 damage.

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 and include their primary ST on the email thread.
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. **Fuel Economies**
1. Storytellers can set up their own guidelines for monitoring commodities that fuel supernatural creatures, e.g. Vitae, Essence etc. These must be recorded in the Venue Style Sheet.
2. Characters may not share fuel based traits with other characters that do not share their fuel type. A

mage who can convert mana into essence is the exception to this rule.

3. No character may have more fuel available (on their person) to them in storage than their natural unmodified fuel pool. Pieces of Black is an exception to this rule.

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.

2. Costs for fueling any pre-game effects, even ones done days or weeks prior, are paid at the start of game, after starting fuel is determined.

3. The VST may allow players to use downtime actions to pay for the time or fuel required by long-running pre-game effects, at their discretion.

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.

   d. For the purposes of the Research Tree, powers and effects that give more than one downtime normally only add one downtime.

M. **Changing Templates**

1. Player characters may not lose or change a greater template unless specifically noted in their individual addenda (see Possessed and Prometheans). A character may also not have more than one template at a time.

2. A lesser template can either change to another lesser template or to a greater template, both at High Approval (even for tier 2 to tier 3 hunters). Ideally, roleplay beforehand explores the aspects of these changes.

   a. If the hunter is a member of a Tier 3 Conspiracy, they must 'kill' off their old identity and purchase New Identity at 4 dots to prevent those groups from finding them.

3. Characters may change their Lesser Template only once. Any other template change would be Greater Template, which cannot be altered (save Possessed above).

   a. It is never beneficial to become a Changeling. A True Fae or their agents will not 'snatch' a character out of a life-ending situation.

   b. A character may not become a Promethean. Prometheans lose all memories of their human lives. If a dead character is made as a Promethean, they are made as a new character with a completely new personality to replace the dead one, played by the same player. This is Top Approval.

4. 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.

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.

O. **Remote Power Targeting**
1. Any use of a power across a barrier like the Gauntlet, from twilight to the normal world, or even remotely from different locations in the real world, opens a temporary hole in reality which can only be used by the one targeted and allows them to use any appropriate offensive power or ability to target the power user until the end of the target's next action.
2. Particularly subtle powers may, at VST Discretion, require the target to pass a perception draw to notice them. Sensory-powers cannot be noticed, unless they have an overt aspect (Space sight for scrying windows, etc.)

P. **Power Range Limits and Cross VSS Travel**
1. All powers end at the borders of the VSS the PC is currently in, unless they are cast upon another individual as a beneficial effect before travel. It is the responsibility of the traveling player to provide documented proof of beneficial effects to the presiding storyteller, who may deny said abilities. Powers used in DPotM have a range defined by the overseeing ST for that DPoTM.

2. Powers that provide for direct VSS to VSS travel are not limited by this rule. Returning to a VSS once you have left it via supernatural teleportation requires one hour out of game (though may be summarily denied by the presiding storyteller). No permanent cross-VSS pathways are sanctioned.

Q. **Time**
1. Time travel to the past (from the present or the future) is Top Approval, in all situations except the above rule.
2. No power that predicts the future is in any way binding or reliable.

R. **States of Being**
1. Soul Removal
   a. Any soul-removal effect used on a Believer (Spirit magic, Soul Jar Ritual, etc) immediately causes the soul to start being pulled towards The Truth. Attempts to do anything with the soul are at a -5 modifier due to this pull. The soul may spend a Willpower Dot at any time to immediately return to its own body. If the soul is not back in its original body in 1 hour, no matter if it is stored or contained in some way, it is devoured by The Truth with the usual cost in Action RQ.
   b. A Believer's soul may only be removed from its body once per scene.
   c. If a Believer's soul is devoured by The Truth, but the Believer is still alive, they immediately become a Servant.
   d. Devouring the soul of a Believer results in the gaining of a permanent Minor Mutation that does not go away in the usual 6 months, but no increase in the Action RQ.
   e. Attempts by an NPC to devour the soul of a Believer always fail.
2. Living Greater Templates cannot be Embraced. Attempting to embrace a Greater Template fails.
3. Once a character is a Believer, there is no way to remove their connection to The Truth. Memory wipes and other powers can remove the knowledge of it, but they will still be a Believer.
4. Once a character is a Servant, nothing can change that state.
5. Servants never count as Sleepers. Believers may or may not depending on the individual.
6. Any step towards reaching a template end-goal (Golconda, Pilgrimage, etc) is Top Approval.
7. Death of the PC that enacted a power ends that power, unless otherwise specified.
8. It is not possible for a player character to possess another player character, even if the character is a template normally possessable (such as a human being the target of Dominate).
9. If a character possesses another supernatural template, they may not access that creature's supernatural abilities.

S. **Lesser Oaths**
1. Lesser oaths are another means of metaphysically enforcing a declaration. Though they may come from separate sources, they are treated with the same metaphysical weight.
2. Character Types that can bind others into Lesser Oaths:
   a. All Lost. This does not count against their Wyrd limit.
   b. Mages may use Fate 2 to swear an Oath for themselves. They may use Fate 4 to officiate over others who are entering into a Lesser Oath.
   c. Vampires with any Blood Sorcery at level 2 or greater may purchase the oath as a level 2 ritual. Masquerade style Necromancy and Thaumaturgy are not considered Blood Sorcery for this purpose.
   d. Masquerade Vampires with Thaumaturgy 3 and Dominate 2 may purchase a Lesser Oath devotion for 15 xp.
   e. Invictus Vampires may purchase the ability to administer Lesser Oaths for 10 xp.
3. Limitations and Uses
   a. A PC may be bound by 1 lesser Oath, no matter the source, at a time. There is no limit to how many lesser Oaths a PC may oversee or have sworn to them.
   b. Each Lesser Oath is between a single swearer and a single oathkeeper. The 'caster' of the power designates the swearer and the oathkeeper (which need not be the caster, though he can be either or both).
   c. The effects of a Lesser Oath are permanent until released by death or the by oathkeeper, who may not be supernaturally forced to do so.

        d. A lesser oath must be written down (the text of which must be clear, and sealed by a drop of blood from all participants. This cannot be used as a sympathetic connection unless the Oath is broken, at which point it can be used to track down the Oathbreaker.

        e. One cannot be supernaturally coerced into an Oath. They must agree to swear. No effect can supernaturally twist or alter an Oath.

        f. A Lesser Oath lasts for one year and one day.

    4. Positive Effect:

        a. The oath swearers receive a mystical bonus to being coerced or forced against their Oath. The Oath gives the player the opportunity to reflexively test with Resolve + Composure for the character to act in circumstances that would normally forbid action. For example, the character is being controlled mentally and compelled to not uphold or to break their oath. A reflexive Resolve + Composure test can be made for her to ignore the mental compulsion for an action and to act to uphold the oath. If this Resolve + Composure draw fails, it may not be used again in the current scene.

        b. Also, at the Storyteller's discretion, when the character undertakes some action that directly upholds the oath, she may regain a spent Willpower point just as though she indulged her Vice.

    5. Negative Effect

        a. If the oath is broken, the Oathbreaker receives a -5 to all actions until the duration ends or they are forgiven.

        b. When a Lesser Oath is broken, the contract is scorched (but not destroyed), signaling to the Oathkeeper it is void.

        c. Only the Oathkeeper can forgive the Oathbreaker, which requires 5 actions of repentance, which may be in game or downtimes. These actions are chosen by the Oathkeeper. Once accepted, the amends must be sealed with a permanent Willpower dot spent by the Oathbreaker.

T. Supernatural Masquerades

    1. Supernatural creatures with a Greater Template are all immune to the effects of a supernatural's defensive illusions (Disbelief, Lunacy, Disquiet, etc.)

        a. Effects that modify a lesser template's resistance to these illusions (Indomitable, the natural bonus of some lesser templates, etc) work in the most beneficial way possible. For Lunacy/Delirium and Disbelief they add to the Willpower charts, for Disquiet they add to resistance, and for Unraveling they subtract from the mortal's resistance, etc.

    2. The effects of the Changeling Masque can only be penetrated by Aura Perception/related powers (per Rites of Spring), the True Sight of Saint Abel, or being Ensorcelled.

    3. The effects hiding a Promethean's Disfigurements cannot be pierced unless the Promethean is using Pyros, healing from electricity, or someone is using the True Sight of Saint Abel.

U. Power Durations

    1. Unless otherwise specified, powers may be ended before their full duration is completed by spending an instant action.

V. Other Realms

    1. Only the established methods of entering another realm are used. Mechanics that allow a normally non-native PC to enter a realm are sanctioned. Books that handle realms are the best sources for these powers (Book of Spirits, Book of the Dead, etc). Appropriate specialties are required to know how to enter these realms.

    2. Power stats, powers, abilities, or 'fuel types' that are noted as having an effect in a separate realm (Wyrd effects in the Hedge or plasm in the Underworld) are the only ones which do so, unless otherwise noted in the books (Blood Potency cannot be used to shape the hedge, etc.)

    3. Mage Arcadia and Lost Arcadia are, for all mechanical purposes, completely unrelated. PCs are welcome to speculate or believe differently in-character.

W. Aberrations

    1. **Introduction:** In the Accord venue, we want to empower the VSTs to run the type of game that their players want. While we must keep a large amount of similarity between all VSSs, to allow PCs

to travel and so the setting is unified, we also recognize that there are occasions where there need to be small customizations to accommodate the local playstyle. To ensure that all visitors know of these changes before traveling, and so that local players can be familiar with how things are run, we have created this document to define house rules, which we refer to as Aberrations.

2. **Basics:** Aberrations must be included in the VSS when it is submitted for High Approval. As time goes on, new ones may be added or removed, but each VSS change requires a new High Approval. Each VSS is limited to 5 Aberrations at a time, to keep things reasonably close to the normal rules set. Aberrations by default apply to the entire VSS boundaries. Some Aberrations have a noticeable effect, such as an increased Reality Quotient value for a specific template, so for all Aberrations, they must list if they are noticeable In Character or not. For those noticeable by PCs, VSTs are encouraged to provide an In Character explanation for them. There are two types of Aberrations, Standard and Custom, which are outlined below.

3. **Standard Aberrations:** These Aberrations are mostly optional rules which we allow VSTs to enact or not. Standard Aberrations are High Approval as usual.
   a. **Dramatic Failures and Exceptional Successes:** This Aberration allows DF/ES to happen in the VSS. For Mage, refer to the tabletop book when looking for DF/ES for a power in the MET book.
   b. **Template Restriction:** A certain template is not allowed for local PCs.
   c. **Template Ban:** A certain template is not allowed to enter the VSS boundaries.
   d. **RQ Increase:** All PCs with a certain template have a higher RQ, by a flat amount or a %.
   e. **Transit:** Alterations to the difficulty to enter other planes, such as raising the Gauntlet.
   f. **Fuel:** Custom starting fuel level mechanics.

4. **Custom Aberrations:** Any Aberrations not on the above list are considered custom and require the VSS to receive Top Approval each time it is altered, instead of just the usual High Approval. Certain things are not allowed, even for Custom Aberrations:
   a. Completely rewriting a power
   b. New or Custom Templates
   c. Using unsanctioned books or materials
   d. Creating custom powers
   e. Altering character creation rules
   f. Making available any item that is Reserved for the use of the NST Office in the Addendum
   g. Examples of Allowable Options
      i. Changing one power in a small way (cost, common modifiers or duration only), and only in ways that make it worse
      ii. Defining how two particular powers interact when there is no clear rule on it
      iii. Defining how effective Allies and Contacts are
      iv. Banning a particular power

X. Division Benefits
   1. Once a division has attained 25 members, a designated Division rep player may contact the aNST Accord and the aNST Rules to begin creation of a Custom Division Benefit. Once written by the aNST Rules, the Benefit must be agreed upon by the Division membership, the aNST Accord, and then is Top Approval for the initial application.
   2. A list of approved Division Benefits can be found in the Division Benefit Appendix.

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 Citadel, the character can go through means to replace said item (remaking the Fetish, buying a new Citadel, 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, Thrall 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 Citadel 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. All such items must be entered on the database (where available) for tracking purposes.

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 if they are using Federal powers of jurisdiction, per Scope of Social Merits and the Government, below.
3. Retainers cannot have a supernatural template (greater or lesser) unless noted in the specific addendum for a greater template (i.e., ghoul retainers, etc.)
4. Retainers or any associated merit type (familiars, 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.
5. Vampire regnants must pay the monthly Willpower costs to upkeep their ghoul Retainers.
6. Supernatural Contacts [Not Grandfathered]
   a. In a character's native template: Low Approval
   b. In a playable lesser template: Low Approval unless otherwise noted
   c. In Ghosts: Low Approval, character must have an ability to speak with ghosts.
   d. In Spirits: Low Approval, Character must have an ability to speak with spirits and enter the

Shadow

7. Supernatural Allies
   a. In a lesser template: Reserved for Office of NST unless otherwise noted
   b. In a greater template: Reserved for Office of NST unless otherwise noted
   c. In Ghosts: Reserved for the Office of NST unless otherwise noted
   d. In Spirits:
      i. This must be defined per spirit court/resonance. ST's should apply a penalty to interaction with spirits of that court in a different domain.
      ii. 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. Active action against the Truth or it's minions is dangerous as it will create Believers, which opens the door to corruption.
      iii. The maximum Influence bonus provided by Spirit Allies is capped at half the dot rating, rounded up and must fit the resonance of the court. The character with the merit must pay the essence tithe for this bonus, per the rules in Book of Spirits for Influence use. It is always a temporary bonus, as Rank 4+ spirits cannot be accessed by this merit.

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. Unless otherwise noted, all Housing merits have been replaced for Accord characters with the Citadel merit. NPCs can have native Housing merits per normal. See the Accord Citadel Document.

H. **Scope of Social Merits and the Government**
   1. To have a position of authority in the mortal government requires appropriate levels of Status. It is an Approval level equal to the scope of the position to hold that position. The exception to this is military status as noted below. For example, it is Low Approval to be Chief of Police, and usually High Approval to be a County Sheriff.
   2. Purchasing Merits Representing Government Agencies
      a. For Allies, Contacts or Status in a local branch of any organization that extends outside of the local area, treat them as equal in power to a similar local-only group, but with a +2 modifier to the draw to use them. These merits are Low Approval to utilize in this way.
         i. For example, Allies: Local FBI would work just like Allies: Police, but should be harder to acquire, have a draw modifier, and be of use in fewer and more focused situations.
      b. To use these merits at the Federal level with far-reaching effects requires Top Approval, which includes utilizing federal resources, materials, or similar.
   3. Zero Company:
      a. Supernatural members of the US Military are all members of Zero Company. This is Top Notification.
      b. Status: Military is used to represent rank in Zero Company. Status in the Military is handled across all branches in this slightly abstract fashion:
         i. Status 1- Junior Enlisted
         ii. Status 2- Junior Non-Commissioned Officer
         iii. Status 3- Senior Non-Commissioned Officer, Junior Grade Officer
         iv. Status 4- Command NCO, Field Grade Officer
         v. Status 5- General Officer (Top Approval)
      c. Being in ZC does not eliminate the need for Top Approval to access Military resources.
      d. Fort Harmon, the original ZC HQ, was decommissioned in 2006 and all ZC soldiers were

re-assigned to Base XVI by General Felix Waters, which is another alias of Senator Wells.

I. **Sleepwalkers/Witnesses**
   1. Any Lesser Template, including ones with supernatural powers, may buy the 3 dot Sleepwalker merit.
   2. Only mundane mortals (no lesser template and no Tier 3 hunters) may buy the 4 dot version.
   3. Sleepwalkers gain the benefits listed in MET Awakening p.434 as well as immunity to "Special Masquerades" (Lunacy, Disquiet, etc.).
   4. Sleepwalker PCs may also absorb any Paradox generated in their vicinity, taking one point of resistant Lethal damage per point of paradox to do so.
   5. This is combined with the Witness merit per the Accord Mummy Addendum, and non-mages often refer to people with these capabilities by that term instead.

J. **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. Any supernatural bonus to Status – regardless of source – is subject to the standard approval levels for the increased level of Status.

K. **Spirit Merits** [Book of Spirits]
   1. **Cursed Item:** High Approval for canon cursed items. Custom cursed items not sanctioned at this time.
   2. **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.
   3. **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.
   4. **Unseen Sense: Spirits [Optional Expanded]:** 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.).
   5. **Other Spirit Merits:** If merits in this book are not listed as mortal only, they can be taken by greater templates. Shadowless Chambers and Shadow Contacts are Reserved for the Office of NST

L. **Underworld Merits [Book of the Dead]**
   1. **Barrister:** Low Approval for characters with the Native or Insider Underworld specialty.
   2. **Beacon of Life:** Low Approval for Mortals/Lesser Templates
   3. **Dead Reckoning:** Low Approval for characters with the Underworld specialty.
   4. **Death-Touched:** Low Approval for PCs with a specific supernatural method of interaction with ghosts (Kindred Medium, Gravewight kith, Bloodline discipline, etc.).
      a. The 2 and 4 dot versions of this merit work on all ghosts.
   5. **Gatekeeper:** Low Approval for characters with an Underworld specialty, Not available to Retainer NPCs
      a. This merit is not creation only and the mortal only prerequisite is removed.
   6. **Medium:** Low Approval for Mortal/Lesser Templates, except for Psychic (they should take Ghost Sight instead).
   7. **Mechanical Memento:** Low Approval for Sin-Eater characters not available otherwise. Only mundane machines can be powered by these. These may be obtained in the Junkyard Dominion

with Top Notification (in backstory or a proxy to aNST Accord in play), or may be obtained from a similar reskinned dominion created by a Storyteller lower in the chain.

8. **Mythologist:** Low Approval for those with the Underworld specialty.
9. **Spelunker:** Low Approval
   a. Can only be used underground or inside a building/enclosed space.

M. **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. This is considered base, just like a specialty.
   c. Architectural Attunement [Chicago Workings SAS, pg. 36]: This merit does not allow one to see Ley Lines or places of power, only detect them as noted.
   d. Armory [Banishers, pg. 51]: Not Sanctioned, see Citadel merit above.
   e. Athletics Dodge [Dogs of War, pg. 38]
   f. 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.
   g. Crafter's Sense [Free Council, pg. 131]: This merit does not allow for a Common Sense test not related to the Craft skill.
   h. Demolisher [Blood of the Wolf, pg. 62]
   i. EOD [Armory, pg. 208]
   j. Fame ● [Mind's Eye Theater]
   k. Fence [Banishers, pg. 51]
   l. Fighting Style: Social Maneuvers [Night Horrors: Grim Fears, pg. 63]: This merit cannot be used in conjunction with supernatural powers.
   m. Informative [Free Council, pg 131]: The use of this merit is for eloquent explanations, not persuasive purposes.
   n. 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.
   o. Lucid Dreamer [Changeling the Lost, pg. 195]
   p. Make Do [Free Council, pg. 132]
   q. 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.
   r. New Identity ● and ●● [Changeling the Lost, pg. 98]
   s. 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).
   t. Seductive Grace [Signs of the Moon, pg. 144]
   u. 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.
   v. **Slayer [Summoners, pg. 185]:** Remove Awakened prerequisite. Only provides a bonus against creatures not native to the world: Spirits, Ghosts, Supernal creatures, Abyssal creatures and Otherworldly beings, etc. It has no effect on creatures of the Material Realm

or on Abominations.

- **w.** Small Unit Tactics [Dogs of War, pg. 39]
- **x.** Staff [Ghouls, pg. 75]
- **y.** Technophile [Armory, pg. 208]
- **z.** 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.)
- **aa.** Trained Memory [Guardians of the Veil, pg. 46]
- **bb.** 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.
- **cc.** 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.
- **dd.** Well-Traveled [Reliquary, pg. 85]

3. High Approval
   - **a.** Fame ●● [Mind's Eye Theater]
   - **b.** New Identity ●●●● [Changeling the Lost, pg. 98]
4. Top Approval
   - **a.** Decorated [Dogs of War, pg. 39]
   - **b.** Fame ●●● [Mind's Eye Theater]
5. Blessed/Holy Item [Mind's Eye Theater/Book of Spirits]:
   - **a.** This is now defined as a Low Approval simple cost Merit (● to ●●●●●). The rating of the item can be used as an equipment bonus to mundane Abjurations and Exorcisms (though not to powers which mirror those effects, unless the power is an empowered version of the standard mechanic, such as the Vade Retro Satana Benediction).
   - **b.** Anyone save Possessed characters may purchase and make use of a Blessed Item.
   - **c.** Blessed items only work against ephemeral entities (ghosts, spirits, strix, demons, or similar entities at VST discretion) and those creatures possessed by these entities (strix possessed, Possessed, or Claimed).
   - **d.** 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.
   - **e.** 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..
6. 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.
        7. 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.
        8. 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.
        9. 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.

N. Accord Specific Merits

        1. Accord Cell Status
                a. All player characters in the Accord venue require Cell status and all characters must hold membership in a cell (the entity by which status is given). Each cell has one Status 5 slot and four Status 4 slots. Characters gain access to effects based on Accord status, and all preceding effects.
                b. Status 1: Know Reality Quotient - Every member of the Accord can make an Extended action (on draw per minute) to draw Intelligence + Occult. Twenty successes are required. Upon success, the member doing this ritual knows the approximate current Reality Quotient value of the VSS they are in. As this benefit is part of a Contract negotiated by Red Tape, Changeling agents can spend one Glamour to bypass the ritual and instantly know the current RQ.
                c. Status 2: Accord members may now spend a willpower (or a Glamour) to gain the following ability for the remainder of the scene: any generation of ARQ is noticed by the PC. They know who did it and the approximate magnitude (a little, a lot, etc). This power does not pierce supernatural stealth powers, but may give the user an excuse to turn on a supernatural perception power if they know ARQ was generated but can't see the source.
                d. Status 3: Members at this level can make an Extended action (one draw per turn) to draw Intelligence + Occult - target's Composure. Twenty successes are required. Upon success, the member doing this ritual knows the approximate current Reality Quotient value of the person they target.
                e. Status 4: May now, once per month, requisition one Menat, up to level 4, from their quartermaster. This Menat does not use up quartermaster points for the month.
                f. Status 5: The member at this status level can take an Instant action to draw Wits + Occult - target's Composure. Upon Success, one of the target's Corruptions or Mutations is revealed, if any exist.
        2. Merits discovered through the Accord Research System are available at Low Approval if taught by a character with the merit.

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 the Accord Vigil Addendum for more 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. 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.
   3. Levels of the Underworld: A VST must coordinate and define what Dead Dominions are local to a domain if they plann 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
   7. For Geist specific mechanics, see the Accord Geist Addendum.

I. **Changing Breeds (WW55103)**
   1. For rules specific to Changing Breed characters, see the [Accord Universal Appendix: Changing Breeds.](#)
   2. 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: Not Sanctioned.
      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

    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.

   3. War Form Weaponry: Not Sanctioned.

J. 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 defined above.

K. Glimpses of the Unknown (WW55107): Mechanics from this book are not sanctioned unless specifically referenced in the appropriate venue addendum.

L. Immortals [WW55002]: This book is sanctioned for the Purified chapter for PCs. The other chapters are Reserved for the Office of NST. See the Accord Purified Appendix for rules on Purified PCs.

M. Inferno [WW55207]: This boo is sanctioned for the Possessed chapter for PCs. Further details can be found in the Accord Possessed Appendix.

N. 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

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

P. 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: Not Sanctioned

    b. Doubting Thomas: Low Approval for non-supernatural mortals. Only works on powers from this book.

    c. Ghost Ally: Not Sanctioned, See Familiar Guide

   4. Psychic Template

    a. This lesser template is defined by access to one or more psychic powers.

    b. Believers: This merit is available to Psychic characters only at Low Approval.

    c. 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 & Thermokenesis: 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. A Thaumaturge must pick his primary magical path, noted in his approval. All associated benefits and drawbacks then apply.

    b. Other than base spells notes for the template, a Thaumaturge only has access to powers

     c. 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.

     d. 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.

     e. Alchemy (Internal): The "ephemeral state" is Twilight.

     f. 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.

     g. Thaumaturges do not gain access to Mage rotes.

  6. Access to the systems from Chapter Four: Reality-Bending Horrors: Not Sanctioned for PCs (Low Approval for NPCs)

Q. Skinchangers (WW30205)

  1. Mechanics and items from Chapter One: Not Available for PCs (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