

## MES ACCORD ADDENDUM: WEREWOLF THE FORSAKEN

Effective Date: 17 October 2016

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This addendum is organized into the following sections:

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

Text in red indicates new or changed items in this addendum cycle.

Text in blue indicates new or changed items from the last addendum cycle.

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### I. ADDITIONAL BOOKS

- A. **Blasphemies (WW30303):** Things from Chapter 4 (Bale Hounds) are Low Approval For NPCs, and Reserved for NST on PCs.
- B. **Blood of the Wolf (WW30301)**
- C. **Calm Before the Storm (WW30002)**
- D. **Forsaken Chronicler's Guide (WW55108):** Unless otherwise stated, everything in this book is Reserved for NST use.
- E. **Hunting Ground: The Rockies (WW30200)**
- F. **Lodges: the Faithful (WW30101)**
- G. **Lodges: the Splintered (WW30102)**
- H. **Lore of the Forsaken (WW30100)**
- I. **Night Horrors: Wolfsbane (WW30105)**
  1. New Merits, Gifts, etc. attributed to canon NPCs: Reserved for the Office of NST
  2. Guardians, The: sanctioned as an anti-werewolf group within the Aegis Kai Doru Hunter conspiracy (per approval levels listed in the Universal Addendum).
- J. **Predators (WW30300)**
  1. The antagonists out of Chapter 4: Reserved for the office of the NST
    - a. These antagonists can be used as a guideline for lesser beings.
- K. **Signs of the Moon (WW30106):** Unique antagonists are reserved for the member club NST's office appropriate to the antagonist (e.g., the Uktena is reserved for the Office of the US NST).
- L. **The Pure (WW30110):** Unless otherwise stated, everything from this book is Top Approval for Forsaken characters to access (Low Approval for Pure PCs and any Pure NPC).
- M. **The Rage (WW30001)**
- N. **Territories (WW30304)**
- O. **Tribes of the Moon (WW30103)**
- P. **The War Against the Pure (WW30306)**

## II. CHARACTERS

### A. Background

1. First Change prior to age 12: Top Approval (Low for NPCs)
2. Wolf-blooded or mortal currently under the age of 18: Not Sanctioned (Low for NPCs)

### B. Character Types

1. Forsaken: Low Approval
2. Bale Hounds: Reserved for NST as PCs (Low Approval for NPCs)
3. Pure: Low Approval
  - a. As noted in *The Pure* pg 110, all Pure tribes have affinity with Purity renown in lieu of an Auspice renown.
  - b. Pure characters begin with three, not two, free gifts. Their first free gift (tied to Purity 1) must be a 1 dot gift and can be chosen from any affinity gift they have (tribal or general, such as Father Wolf or Pack, etc.). The second free gift (tied to Tribal Renown 1) must be a 1-dot gift and can be chosen from any tribal affinity list. Their third free gift (tied to floating renown), can be any other 1-dot gift they can purchase, the first level of the Rituals ability, or a 2-dot affinity gift if the following conditions are met: they placed their third floating renown dot into Purity or Tribal renown at 2 dots and they pick the 2-dot gift from a tree they have the first dot in.
  - c. Example: Freddy Firetouched is newly changed. He has Purity 1 and Wisdom 1 immediately, then places his third free renown into Wisdom 2. He takes Father Wolf 1 and Fervor 1, then takes Fervor 2 as he already had Fervor 1.
4. Ex-Pure: Low Approval
  - a. Ex-Pure may not have an Auspice. Instead of Auspice renown they retain Purity as affinity. Gaining an Auspice in chronicle once the Auspice is stripped is Reserved for the Office of the NST.
5. Wolf-Blooded [Blood of the Wolf]:
  - a. All wolf-blooded, Kin, and Beast kin are defined by this merit instead of their respective mechanics found in the *Werewolf the Forsaken* corebook, *Spirit Slayers*, and *Changing Breeds*. Wolf-blooded are the "Kin" of werewolves (Forsaken or Pure) and Beast Kin are the "kin" of Changing Breeds. A Changing Breed Kin must choose what animal type/breed he is associated with at character creation.
  - b. Wolf-blooded and Beast Kin receive the 5 dot Wolf-blooded merit for free, found in *Blood of the Wolf* on pg. 126.
    - i. Wolve's Rapport: Unchanged for wolf-blooded, but Kin receive the specialty most associated with their native Breed. This specialty is added to the skill whenever it is purchased, even after character creation.
    - ii. Lunacy Mitigation: The +2 bonus is also added to resisting other deleterious effects caused naturally by supernaturals, including Disbelief and Disquiet, among others.
    - iii. Unseen Sense: For the purpose of this effect, the Blooded/Kin PC can sense spirits and both werewolves/changing breeds.
  - c. All wolf-blooded merits in Blood of the Wolf are Low Approval for this template, save for Watched, which is Reserved for the use of the NST Office. Animal Companion is also low approval for this template, as defined in Changing Breeds.
  - d. Wolf-blooded may take published fetishes up to 3 dots. They may not add a +1 dot to a fetish for it to be a tattoo or scar (though may purchase fetishes that are already defined as tatoo/scar fetishes, such as Woad Tattoo).

### C. Enhanced Form Bonuses

1. The physical attribute bonuses for Uratha alternate forms are considered part of the +15 modifier cap.
2. The following bonuses are changed in the chronicle, and are considered equipment:
  - a. Gauru form:
    - i. Bite: +4 to draw pool
    - ii. Claws: +2 to draw pool
  - b. Urshul/Urhan form:
    - i. Bite: +2 to draw pool
  - c. Primal Form:
    - i. Bite +4 to draw pool
    - ii. Claws: +2 to draw pool
    - iii. Has the same damage cap as Gauru form
    - iv. Qualifies as Urshul and/or Gauru for any mechanics and requirements.
  - d. Perception bonuses in these forms are considered an Equipment bonus, not a modifier.

### D. Renown

1. Cost Breaks
  - a. Non Primary Renown: If Any mechanics that reduce the cost to purchase non-primary renown will stack to as low as New Dots x6.
  - b. Primary Renown: Any mechanics that reduce the cost to purchase primary renown will stack to as low as New Dots x4. This includes having the same primary renown for Tribe and Auspice.

## III. AUSPICES AND ASPECTS [Uratha]

### A. Auspices and Aspects Affected by the Addendum

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

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

#### IV. ORGANIZATIONS

##### A. Tribes

1. Custom Tribes are Reserved for the Office of NST
2. Tribes in the Accord have been altered in setting slightly. See the new [Vengeful Sons - Forsaken Totem Guide](#).

B. Lodges: Characters can only ever gain mechanical benefits from a single Lodge at a time. The rules on

p.199 of Werewolf: The Forsaken are in play. You lose access to the benefits of the Lodge when you leave. Any Gifts, Rites, Merits, and Fetishes associated with that Lodge can be kept. XP break benefits are honored up to the date you leave the Lodge.

1. Creation of a Custom Lodge: Reserved for the Office of the NST
2. Membership in a published Lodge unless otherwise noted: Low Approval
3. Membership in a Lodge if not a member of the Patron/listed Tribe or Auspice: Low Approval as long as all other prerequisites are met. STs are encouraged to restrict based on thematic appropriateness. Forsaken characters may not join Pure Lodges and Pure characters may only join lodges that do not have a Forsaken Tribe or Auspice as a listed prerequisite..
4. The Following Lodges are Top Notification for PCs to join (High Notification for NPCs)
  - a. Lodge of the Lost: PCs can not have joined this Lodge before 1998. All other members of the Lodge that were apart of it before 1998 are either dead or NPCs under the control of the aNST Accord's office.
  - b. Lodge of Scars [Lodges the Splintered]
    - i. The Last Mile: Is a legendary journey completed alone, and player characters should not have a great expectation of surviving it. The Last Mile is exclusively overseen by the Office of the NST.
5. The Following Lodges are Reserved for the Office of the NST: Lodge of Mammon, Lodge of the Hunt, Lodge of the Lake, Lodge of Reaping, Lodge of the Sleeping Bear

**C. Packs:**

1. A pack is defined as a number of characters all allied to the same spiritual totem. See the Familiar Guide for more information. Characters may only be members of one pack at a time.
2. Packs are adept at coordinated combat efforts as long as the pack has at least one werewolf or changing breed character. As such, members of a pack attacking a target in close-combat are not held to the normal limits regarding how many characters may attack a single target at one time. If a member of the pack has attacked a target in a turn, a single other member of the pack does not count against the attack limits for that turn. Fetishes, Gifts, or Rites which join you temporarily into a pack do not apply for this rule.

**D. Protectorates [The Rage]: Not Sanctioned**

**E. Regional Councils: Not Sanctioned**

**F. Families: Not Sanctioned**

**G. Coalitions: Not Sanctioned**

## V. MERITS

### A. Merits Affected by the Addendum

1. Beginner's Luck [Signs of the Moon]: The drawback of this Merit is changed to the following: If the character fails at a test in which this Merit was used, the Merit cannot be used again for the rest of the scene.
2. Fetish:
  - a. Published Fetish Approval Levels:
    - i. ● to ●●●●: Low Approval (Low Approval for NPCs)
    - ii. ●●●● ●+: Reserved for the Office of NST
    - iii. All fetishes, regardless of genre of origin, conform to Forsaken mechanics. Fetishes are available to Uratha, Changing Breed, Mage (with Spirit 2), Purified, and Wolfblooded (see above) characters only unless otherwise noted in the addenda.
    - iv. Non-mechanical changes and reskinning of a published fetish (ex. what it looks

- like, what the item is) may be done as long as it does not change listed mechanics.
- v. A Klaive must be a melee weapon.
  - vi. Any non-klaive fetish of four or less dots may be turned into a Tattoo with +1 dot to its fetish rating.
  - vii. All fetishes, unless otherwise noted in this addenda, are activated by a draw pool of the user's Supernatural Advantage (with no penalty for fetish rating), or by spending a point of essence.
  - viii. If a fetish activation calls for werewolf Renown or Primal Urge traits to define effects, use the most appropriate traits for the character involved. It is VST discretion on what is used.
    - a. For Renown: Respect, Chi, Spirit Arcana, Rapport
    - b. For Primal Urge: Feral Heart, Chi, Gnosis, Blood Potency
  - ix. The ability to get Talens with Fetish dots is not sanctioned. See Talen merit below.
  - x. Custom fetishes that effect an attribute trait group cannot be activated at the same time as other trait group fetishes, even if it is a different group. They are mutually exclusive. For example, a fetish that affects all Mental Attributes cannot be activated at the same time as a fetish that affects all Resistance Attributes.
  - xi. Fetishes that increase draw pools do not increase derived traits (Health, Defense, Initiative, etc.). Only fetishes that add directly to attribute dots effect derived traits.
- b. Custom Fetishes:
- i. Top Approval to create base Mechanics.
  - ii. Custom Fetishes are created per the [MES Fetish Creation Guide](#), and the point breakdown must be included in the application. Once approved, they are added to the [Accord Approved Fetish document](#) and are available for purchase at Low Approval by any character who may normally purchase fetishes.
- c. Fetishes attributed to a Lodge:
- i. For Members of that Lodge: Low Approval
  - ii. For Members Not of that Lodge: Reserved for the Office of NST
  - iii. If a Lodge provides a Fetish as a unique benefit, it is always free and abides by Sanctity of Merits
  - iv. Blackbird Mauser [Lodges the Splintered]: This fetish does not ignore all armor. It ignores a source of worn or carried armor.
- d. Specific Fetish Rulings
- i. Charm Bracelet [Shadows of the UK]: This fetish no longer has charges. Upon activation it provides a +2 luck bonus for a scene. It can only be activated once per day.
  - ii. Shifting Fang [Tribes of the Moon]: Reserved for the Office of NST
  - iii. Storm Runes [Tribes of the Moon]: Can only be applied to a physical weapon, not as a tattoo. Activation is Reflexive.
  - iv. Subtle Armor [Shadows of the UK]: This fetish can be applied to a set of armor to allow it to shift as well as the listed effect. It has no effect if turned into a scar/tattoo.
  - v. The Devil's Right Hand [Tribes of the Moon]: This fetish is a normal firearm, which when activated provides a +3 modifier to firearms rolls (beyond equipment) and never runs out of ammunition. Ignore all effects in the book.
  - vi. Woad Tattoo [Shadows of the UK]: This fetish exists in three forms, all with identical mechanics. Each type applies to a separate Physical Attribute (Strength, Dexterity, or Stamina). This fetish increases attribute dots, not draw pools, and thus

effects derived traits.

3. Fighting Style: Fury Choir [Signs of the Moon]: Available for members of the Lodge of the Fury Choir only
4. Fighting Style: Police Tactics [Tribes of the Moon]: Available for members of the Lodge of The Shield only
5. Fighting Style: Savage Fury [War Against the Pure]:
  - a. This Merit is sanctioned for use by both Uratha and Changing Breed characters.
  - b. This Merit can be used in any form.
6. Fighting Style: Tooth and Claw [The Rage]: Per the description, except as follows:
  - a. ●●●● Fury: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply (Advanced Action).
  - b. This Merit can be used only in the Urhan, Urshul, and Primal (Mother Luna 5) forms. It can be used by Changing Breeds in Primal or Dire forms.
7. Fighting Style: Wolfpack [War Against the Pure]: Per the description, except as follows:
  - a. This Merit cannot be use untrained; a character must have the appropriate dots in this Merit to use these maneuvers. Only Uratha may use this fighting style.
  - b. ● Worry: Replace with the following, "Wolves are experts at distracting foes. This combat maneuver may take the form of feints, extremely loud yelps or false retreats. A werewolf may use Worry and forego attacking a target in order to penalize that target's Attack by one for each werewolf attacking the same target, to a maximum of -5.
  - c. ●● Trip/Bowl Over: Clarification: the reference to "moving up to twice the character's speed" refers to Acting Speed.
  - d. ●●●● Joint Attack: Use of this maneuver reduces the character's penalties to attack generated by the target's Protection trait by one for each werewolf attacking the target on the same initiative, to a maximum penalty of -5..
8. Ghost Touched and Cursed Items [The Rage]: High Approval
  - a. Must conform to Published rules and the MES Fetish Creation Guide.
9. Loci [Territories]: See Citadel Guide
10. Old Blood [War Against the Pure]:
  - a. This Merit is sanctioned for use by Uratha and Changing Breed characters.
  - b. Bonuses from this Merit cannot be used to modify draw pools for supernatural powers.
11. Pack Tactics [The Rage]: Not Sanctioned
12. Retainer, Wolf-blooded: Werewolves and Changing breeds may have Wolf-blooded/Beast Kin retainers at Low Approval.
13. Silent Tongue [The Rage]: Low Approval for Hunters in Darkness, Top Approval otherwise (Low for NPCs)
14. Talen: This is a 1 to 5 dot Simple cost merit that does not increase RQ. It is available to Werewolves, Changing Breeds, and Purified. For every dot in this merit, the character has access to 3 Talens (0 dot Fetishes) per month for free. These Talens refresh each month as long as the character has the ability to craft fetishes or has access to a player character who can do so. If the character has the ability to craft fetishes, they may refresh their merit for another game session in the month with the expenditure of a downtime action.
15. Territory [Territories]: Not Sanctioned.
16. Totem: See Familiar Guide
17. Wolf-Blooded [Blood of the Wolf]: See Character Types above. Wolf-Blooded [Werewolf the Forsaken]: Not sanctioned

## VI. GIFTS

- A. **Aggravated Damage and Gifts:** Using any Gift, Rite, or Fetish which deals Aggravated damage to werewolves is a Harmony sin equal to using silver against another werewolf. The massive damage inflicted has the same spiritual impact as the cursed metal.
- B. Any Gift that is specifically related to the pack can include individuals outside of the pack at a -3 penalty to the draw. Those targeted must be willing, the effect automatically fails or turns off for that target if the target is unwilling for the effect to occur or continue. This penalty can be overcome if the individuals have been bound by a Rite into something that resembles a Pack, this includes War-bands.
- C. [The increased experience cost for learning gifts out of order as noted on \*Werewolf the Forsaken\* page 103 is not used in the Accord venue. Werewolf characters may learn gifts out of order without the increased cost.](#)
- D. Custom Gifts [Signs of the Moon]: Reserved for the Office of the NST.
- E. All Gift lists are available for all [Uratha](#) PCs unless stated otherwise within this addendum.
  - 1. Affinity means the ability to purchase at Affinity Cost and selected as the free gift during renown purchase at the appropriate level.
  - 2. Auspice Gift Lists (Those that require a specific auspice to use) are only available for that specific auspice.
  - 3. [Lodge Gift Lists and Pure Tribe Gift Lists unique to those groups are only available for those respective groups.](#)
- F. Gifts Affected by the Addendum
  - 1. Alpha Gifts [The Rage]
    - a. ●●●● Lordly Will
      - i. This Gift can be used to avoid the effects of Alpha's Howl. It can be activated in a reflexive defense against an attack by Alpha's Howl.
    - b. ●●●●● Alpha's Howl
      - i. Replace the effect with: All targets within earshot (in the scene) receive a -5 to all power activations and shapeshifting for turns equal to successes. For the duration of the effect, each time a target spends supernatural fuel (essence, vitae, etc.) they must spend an extra point of fuel for the effect: whether power activation, shapeshifting, healing, etc.
    - c. Affinity Gifts for Ivory Claws
  - 2. Bone Gifts [Lore of the Forsaken]:
    - a. Considered Affinity Gifts for Bone Shadows.
    - b. ●●●● Fracture: Fracture is not considered a separate damage source under the damage cap restrictions.
  - 3. Blood Gifts [Lore of the Forsaken]: Considered Affinity Gifts for Blood Talons
  - 4. [City Gifts \[Lore of the Forsaken\]: Considered Affinity Gifts for Iron Masters](#)
  - 5. Darkness Gifts [The Rage]: Considered Affinity Gifts for Hunters in Darkness
  - 6. [Eclipse \[Blasphemies\]: Low Approval for NPCs, Reserved for the Office of NST otherwise](#)
  - 7. Endurance Gifts [The Rage]
    - a. Considered Affinity Gifts for all Uratha
    - b. ●●●●● Legacy: For the purposes of this Gift only, a character may spend 2 Willpower in the same round.
  - 8. [Fervor \[The Pure\]](#)
    - a. ●●●●● [Gurim's Bite: This gift is a Reflexive action to activate after a bite attack. Its protection only benefits character that activated the power.](#)
  - 9. Full Moon Gifts [Werewolf the Forsaken]

- a. ●● Attunement: Defense ignored is equal to the user's Primal Urge, not half of the user's Primal Urge.
  - b. ●●● Death Grip:
    - i. Ignore the sentence "Once a hold is achieved and maintained, the character gains an additional six dice to rolls for overpowering maneuvers to bite the target are doubled." The rest of the text is applicable.
    - ii. Clarification: In order to use the Gift, the character must initiate a grapple (that does no damage) on the first turn and activate the Gift as a reflexive action. This imposes the -3 penalty to escape tests. Attacking for damage may not occur until the second turn.
  - c. ●●●● Rage Armor: Rage Armor receives one level per success, not per two successes.
- 10. Glory Gifts [Signs of the Moon]**
- a. ●●●●● The Legend Lives On: Replace this gift entirely with the following mechanics:
    - i. The Cahalith are known as storytellers and war-singers, and there is nothing more Glorious than a tale of victories past and sacrifices made. With this gift, the penultimate expression of these Glorious tales is possible. The werewolf activates the gift, and begins telling a story specific to a Virtue and related to a battle won or a fallen hero. This may be done once per scene, and a character may benefit from hearing a story only once per game session.
    - ii. Cost: 3 essence
    - iii. Draw Pool: Presence + Expression + Glory. A -1 per 3 targets is applied, and the Storyteller may add other situational modifiers for acoustics or ambient noises.
    - iv. Action: Extended, requiring 15 successes. Each draw is five minutes, in which the character should be actively telling the tale.
    - v. Dramatic Failure: Same as the Book.
    - vi. Failure: The character fails to achieve his goals, and his story falls flat.
    - vii. Success: The character reaches his goal in successes, and the rousing tale of old victories or heroic sacrifice inspires all present. Anyone listening who shares the Virtue chosen for the tale regains all of their spent Willpower as if they had a Virtue refresh. Anyone who does not share the Virtue regain half their spent willpower. This does not replace the one Virtue willpower refresh per game. The character telling the story is not affected (see below).
    - viii. Exceptional Success: As a Success, but the character telling the tale is also uplifted, and regains a lost point of Willpower.
- 11. Half Moon Gifts [Werewolf the Forsaken]**
- a. ●●● **Aura of Truce:** Replace the text for the second paragraph, third sentence of this power with the following: "To break the Elunim's peace, a Uratha must spend a point of Willpower and succeed in a contested test against the Gift user, with a pool of Resolve + Composure + Supernatural Advantage. The werewolf who activated the Aura of Truce is the defender in this contested test."
  - b. ●●●● **Fuel Rage:** Remove line "This power has no effect on a user in the Shadow."
- 12. Information Gifts [The Rage]:** Affinity Gifts for Fire-Touched
- 13. Knowledge Gifts [Werewolf the Forsaken]:** Affinity Gifts for Ivory Claws
- 14. Milestone Gifts [Tribes of the Moon], [Signs of the Moon]:** [Reserved for use of the Office of NST](#)
- 15. Mother Luna's Gifts [Werewolf the Forsaken]:** Mother Luna Gifts are not affinity Gifts for the Pure.
- 16. Nature Gifts [Werewolf the Forsaken]**
- a. ●●● **Forest Communion:** For rules for the detail information, use the rules for the Commune numina in Universal.

17. Pack Gifts [The Rage]: Pack Gifts are considered Affinity Gifts for all Uratha.
18. Predator Gifts [The Rage]: Considered Affinity Gifts for Predator Kings **and Blood Talons**.
19. Retribution Gifts [Lodges the Faithful]
  - a. ●●●●● Shrike's Feast: Can only be used once per turn.
20. Shaping Gifts [Werewolf the Forsaken]: Affinity Gifts for Predator Kings
21. Scheherazade Gifts [Signs of the Moon]
  - a. Available only to Cahalith **and Bone Shadows as Affinity gifts**
  - b. ●●●● Drawing the Veil: Success with this Gift results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).
22. Stealth Gifts [Werewolf the Forsaken]
  - a. ● Feet of Mist: The cost to activate this Gift is one Essence, not one Willpower.
  - b. ●●● Running Shadow: This gift does not allow reflexive stealth checks during a combat if the PC has engaged in an offensive challenge during the round he wishes to make a stealth check.
  - c. ●●●●● Vanish: Replace the "Success" paragraph with the following, "Success: The user may move and fight as normal. Opponents attacking the user fight blindly and must rely on cunning and their other senses to hit. See "Fighting Blind," MET, p 227, (unless Universal Clash of Wills applies). Every time the werewolf is struck, a number of successes must be achieved on a reflexive Wits + Resolve roll in excess of the number of Health points suffered in order to maintain the Gift. Unconsciousness negates the Gift. The Gift lasts for the duration of the scene, although the character may choose to end the effects early. [Attackers may use the Universal Clash of Wills rules to find the character. The -5 penalty to detection does not apply if the character has physically attacked in that turn.](#)
23. Stellar Moon Gifts [Signs of the Moon]: Reserved for the Office of the NST
24. Strength Gifts [Werewolf the Forsaken]
  - a. ●●● Iron Rending: [The armor piercing quality of this gift works on all sources of armor.](#)
25. Tainted Moon Gifts [Blasphemies]: [Low Approval for NPCs, Reserved for the Office of NST otherwise.](#)
26. Urban Gifts [Blood of the Wolf]
  - a. ●●●● Urban Awareness: [For rules for the detail information, use the rules for the Commune numina in Universal.](#)
27. Weakness Gifts [The Rage]:
  - a. ●●●●● Wrack:
    - i. This gift does not cause a degeneration check for the target. Instead, the effect is: Lowers Defense by successes achieved, halves speed as noted in the power, and causes a Penalized Action to all rolls for the duration of the power. The power lasts for turns equal to successes drawn.
    - ii. This gift is contested by Resolve + Supernatural Advantage
  - b. Affinity Gifts for Fire-Touched **and Hunters in Darkness**
28. War Gifts [War Against the Pure]: Low Notification (Low Approval for NPCs). **Considered affinity gifts for Storm Lords.**
29. Wolfslayer Gifts [War Against the Pure]: [Low Approval](#)
  - a. Wolfslayer Gifts can be used against Changing Breed characters.
  - b. ● Form Lock: In the dice pool, replace "Charisma" with "Presence."
  - c. ●●● Return to Birth: In the Dice Pool, replace "Charisma" with "Presence".
30. Wound [Blasphemies]: [Low Approval for NPCs, Reserved for the Office of NST otherwise](#)

## VII. RITES

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

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

### B. Any Rite that is attributed to a Tribe or Auspice is accessible at Low Approval for that Tribe or Auspice. To learn it outside of these is difficult and rare. As such attempts to learn the rite outside of being a member requires a Top Approval.

### C. Any Rite that is attributed to a Lodge is accessible at Low Approval for that Lodge.

1. Learning a Lodge Rite when you are not a member: Reserved for the Office of NST

### D. Rites Affected by the Addendum

1. ● **Laila' Message** [Signs of the Moon]: This rite is a 1-dot rite.
2. ● **Rite of the Avowed Soldier** [War Against the Pure]: This Rite does not allow a werewolf to extend pack benefits to others. It only allows the binding of a new werewolf into a war band (see below).
3. ● **The Whelp's Rite** [Signs of the Moon]: This rite is a 1-dot rite.
4. ●● **Silent Hunt** [Glimpses of the Unknown]: Low Approval
5. ●●● **The Rite of Healing** [Werewolf the Forsaken]: Changing Breed and other supernatural templates with "regenerative healing" like werewolves can be healed with this Rite, as can Wolf-blooded.
6. ●●●● **To the Cannon's Mouth** [Tribes of the Moon]: Storm Lord only
7. ●●●● **Rite of the Scorched Earth** [Pure]: The limit of this Rite's effects are one mile per dot of the caster's Rituals levels. It spreads at the rate of 1 mile every two days, unless stopped by spiritual water as noted in the description.
8. ●●●● **Rite of Shadowed Hunt** [Book of the Dead]: Low Approval
9. ●●●● **Mark of The Death Wolf** [Blood of the Wolf]: Low Notification
10. ●●●● **Offering of Blood and Silver** [Pure]:
  - a. It is not possible to use this on an unwilling target. It will automatically fail and the character will be immune to all effects that come from the rite.
  - b. Purchased by Forsaken Characters: Reserved for the Office of NST
11. ●●●●● **Judgment Brand** [Signs of the Moon]: Reserved for the Office of NST
12. ●●●●● **Rite of Spirit Clay** [Tribes of the Moon]: Reserved for use of the office of NST.
13. ●●●●● **Transfer the Spirit's Blessing** [Lore of the Forsaken]: Reserved for use of the office of NST

### E. Custom Rites:

1. To Create a Custom Rite: Reserved for the Office of the NST
2. All Custom Rites in the MES Forsaken Custom Mechanics document are Sanctioned for Play at Low Approval:
  - a. ●●●●● **Riding the Secret Highways** [MES Forsaken Custom Mechanics]: Follows the same rules for Moon Bridges, Forsaken VIII.E.

## VIII. STORYTELLER TOOLS

- A. Non-Player Characters:** The following types are not available as player characters:
1. **Hosts (Shartha):**
    - a. [Low Approval as NPCs with published mechanics.](#)
    - b. **Hosts are considered a full template, and cannot be mixed with other greater templates. It overrides lesser templates.**
  2. **Irinam the Colossus [Night Horrors: Wolfsbane]:** Reserved for the Office of the MES NST
  3. **Lonesome Forest [Night Horrors: Wolfsbane]:** Not Sanctioned as a specific entity, though equivalent plotlines may be run
  4. **Versepilitis [Night Horrors: Wolfsbane]:** Top Notification
  5. **Idigam [Night Horrors: Wolfsbane]:** [Reserved for NST](#)
  6. **Mockingbird, The [Wolfsbane]:** Low Approval as a spirit type.
  7. **Shapechangers [War Against the Pure]:** [Reserved for NST](#)
- B. Conducting a War [War Against the Pure]:** Reserved for the Office of NST, including all Gifts, Rites, and mechanics associated.
- C. Conducting a Silver Crusade [War Against the Pure]:** Reserved for the Office of NST, including all Gifts, Rites, and mechanics associated.
- D. Ghost Children (Unihar):** A Ghost Child is created when a male Uratha and a female Uratha mate. Anything that would normally terminate matters after said interface cannot prevent creation of the Ghost Child. Bar the Birth does not prevent creation of a Ghost Child. Regardless of whether a Ghost Child is created, any mating between two Uratha of any gender still is a sin against Harmony.
- E. Moon Bridges [War Against the Pure]:** Require the approval of both the Storyteller over the originating location and the approval of the direct Storyteller of the destination (email is permitted).
- F. Pure Packs and Totems [The Pure]:** [See Familiar Guide](#)
- G. Spirit Predation [MES Forsaken Spirit Predation Guide]:** Sanctioned for use by all werewolf characters.