

CaM NWoD ADDENDUM: UNIVERSAL

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This addendum is organized into the following sections:

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

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.

Text in **green** indicates Canada at Midnight (CaM) specific deviations from Mind's Eye Society's (MES) addendum.

In the Canadian affiliate there are a few rules that are added or diverge slightly from the Global Chronicle that represent a more national flavor to the game.

This addendum provides the rules for the Canada at Midnight/Canada a Minuit (CaM) live-action New World of Darkness chronicle and provides a level playing-field throughout the organization. Storytellers are not permitted to change or ignore approval requirements or take more than reasonable leeway to bend the rules to develop stories. Rules from this supplement and sanctioned White Wolf books must be particularly strictly observed when character death is a likely possibility. This addendum does not apply to the live-action Old World of Darkness chronicle.

Additional documents referenced in this addendum can be found on the Canada at Midnight website under the CaM Universal Information link. (http://www.camarilla.ca/wordpress/?page_id=995)

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0. THE GOLDEN RULES

- A In all situations during a game session where there is a query relating to the rules and the interpretation and application thereof, the presiding ST's decision is considered to be correct. If a player disagrees with such a decision, they should wait until the game session has finished to raise their concerns to the ST. Alternatively they may lodge an appeal with the ST chain.

- B The World of Darkness is a setting which deals with adult topics including, but not limited to, death, abduction, abuse and insanity. It is the responsibility of the player to notify the presiding ST if they become uncomfortable with any of the themes present in the game at any point.
- C If you know that something is not the intent of the CaM'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. Actions like that are what lead to lengthy and complicated addendums and we want them to get smaller not larger with time.
- D The World of Darkness utilizes extremely disturbing themes. While characters can and do commit awful acts, this is never an excuse to traumatize a player. It is the responsibility of all storytellers and players to ask if the players of PCs targeted for inclusion in traumatic acts (e.g., sexual violence, human sacrifice, etc.) are comfortable participating, and to offer options such as "fade to black" or alternate scene otherwise.

I OPTIONAL RULES

- A The Optional Rules from **Mind's Eye Theatre** are not used in the sanctioned chronicle, with following exceptions, which apply to all Venues:
 - 1 Morality Derangements (pg. 103)
 - 2 A Matter of Resolve (pg. 174), See also VII.J.
 - 3 A storyteller may implement optional rules for their game if and only if those optional rules are listed within that game's VSS.

II APPROVALS

A How Approvals Work

- 1 All character sheets are Low Approval for creation and updating. Anything from sanctioned material that can be applied to a character sheet is Low Approval unless otherwise specified in this document.
- 2 All approvals must have comments from each storyteller in the approval chain. If an approval reaches a level without a comment from a previous storyteller, it should be moved back to said level if the previous storyteller does not provide a comment within two weeks.
- 3 Consolidated Approvals
 - a The process of creating a character is detailed and extensive. As many approvals required at creation are interconnected, players may make use of a consolidated approval at creation only.
 - b The approval required for a consolidated approval is the level of the highest approval or notification item in the approval. The character cannot enter play until the entire application is approved at this level.
 - c Individual items may be denied in the approvals process. Once denied, they must be removed from the justification and title of the application before it can be passed up the storyteller chain.
 - d A consolidated approval requires the following:
 - i A detailed title with the prefix **CSLD**. Every item must be noted in the title in some fashion.
 - a Example: Susie Player wants a new Requiem PC with a bloodline, max starting clan status, and an advanced age. Her Title would be **CSLD: [Bloodline Name], [Clan][Status #], [Age Category]**.
 - 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 Development Document, if completed at creation, as part of the justification (this covers any notification required of the CDD completion in the Approvals Database). This is not required but encouraged.

B Notifications

- 1 Notification is handled through the approvals database. The difference between an Approval and Notification is that a Notification enters play as soon as the required "Approval" level is achieved. Steps for a Notification outside of its approval do not require comment.
- 2 Storytellers reserve the right to examine notification items and determine if they are appropriate for their game.

C Universal Approval Lexicon

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

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 The best permutation that can be achieved through any means is 8-again. There is no such thing as 7-again (or better).

E 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 added first, and the result cannot be more than 10 higher than the base pool.
 - b Negative modifiers are then added, and the result cannot be less than 10 lower than the base pool.
 - 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.
- 2 A 'base pool' is the unmodified Attribute + Skill + Equipment + Specialization, or the relevant pool listed in the power description. Examples:
 - a A 'base pool' for fighting with an axe is unmodified Strength + Weaponry + Axe + Specialization (if any).
 - b A 'base pool' for Dominate 1: Command is unmodified Intelligence + 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 Defense is slightly different than normal Resisted actions: the base pool is unmodified Attribute + Armor + Equipment
 - a Equipment that adds to defense includes pole-arms and shields. Enhanced items that add to Defense follow the same modifier rules as 1. d. above.
 - 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 5/5 points counts towards the modifier limit instead of base pool. For more rules on Armor, see the section below.
 - i Armor Piercing is considered a negative modifier to the Armor component of the Defense 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.
- 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 Power Stat.
- 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.

F 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". In order to keep the approval, a notification must be sent to the same level as the item's new approval level. This section will change with each addendum update to address specific changes between versions.
- 2 Items changed to Not Sanctioned 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.

G Affiliates Without Approval Database Access

- 1 If a player is from an affiliate that does not use the approvals database they are responsible for confirmation of items requiring special approval or notification when attending a [Canada at Midnight](#) game. The confirmation (written or electronic) must be from the highest approval Storyteller for each item. This is in addition to any other Venue Style Sheet requirements at the game being visited.

III GENERAL APPROVAL LIMITATIONS

A Low Approval

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

B Mid Approval

- 1 Character: Sheet rewrites to make a character game legal after an error has been made. (e.g. a rewrite to remove Creation Only merits purchased with MC or game XP).
- 2 Character: Purchase or manipulation of a city specific NPC, such as a mayor or chief of police.

- 3 Character Activity: One-time cross-venue participation in a game of a different venue (e.g. a changeling PC attends a local Mage gathering to see if they are somehow associated with the Keepers; a werewolf PC stalks in the darkness outside Elysium in hopes of killing the vampire that enslaved his wolf-blooded cousin, etc.). This includes hard RP.
- 4 Character Background: Cross-venue background (e.g. a vampire PC with a background tie to a werewolf character)
- 5 Storyteller Authority: Use cross-venue NPCs that appear at a game or directly interact with player characters (example: A mage NPC in Requiem, or Vampires fighting Azlu, etc.)
- 6 Storyteller Authority: All places of power unless otherwise specified.
- 7 Storyteller Authority: Use of local major NPCs, such as the mayor or chief of police.
- 8 **Spirits: Rank 1-4 in Lost or Requiem (High Notification)**

C High Approval

- 1 Character IC Knowledge: Occult Speciality in any character type other than your own in the same genre (including but not restricted to other clans, covenants, courts, orders, tribes, bloodlines, entitlements, etc.). This knowledge must be learned in-game from another PC unless the character possesses mechanical standing (Status, Goodwill, etc.) of some sort in the target type, and a letter of support from the teaching PC included in the application. An Occult Speciality is required for any in-depth knowledge of the target type beyond what is commonly known in the genre.
- 2 Character Age: Currently under the age of 18. **PCs cannot be younger than 16 years of age.** (Low for NPCs).
 - a Maturity: Mind and body age along with the subjective passage of time. As a character experiences time, the mind and body mature as far as the subjective length of time would imply. Characters that have 20-year-old minds and 10-year-old bodies are not appropriate for the sanctioned chronicle. Likewise, a character should not have the mind of a child in an adult body, barring derangements or other mental conditions.
- 3 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.
- 4 Character Sheet: Unretirement. A PC is unretired by returning to play with the exact sheet it had upon retiring, adjusted with XP Floor is applicable. The PC that replaced the newly unretired PC is retired, if the character limit for the venue would be exceeded.
- 5 Spirits: Rank 5 ~~in the Awakening and Forsaken venues only.~~
- 6 Spirits: For a spirit to possess Numina that duplicates other supernatural powers rated higher than the spirit's rank. Example spirits (such as those required listed in canon materials) are an exception to this and require no special approval.
- 7 Storyteller Authority: ~~Any other objects 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.~~ (Not Approved)
- 8 Storyteller Authority: Significant alteration or removal of scenes from continuity, particularly involving significant effects (e.g. Torpor, loss of limb).
- 9 Storyteller Authority: One-time cross-venue game, with permitted venues specified in the application (e.g. a game that permits both werewolves and changelings to attend in order to resolve a plot that involves both venues).
- 10 Storyteller Authority: Use of provincially-based government agencies or officials. **This is limited to the agencies as a whole or officials with province wide authority and is not meant to include staff or individual employees of the provincial government (example: use of the Premier of Ontario or or have control over Canada Post, but you could use employees of the Service New Brunswick, the local post office or it's employees, etc.**

- 11 **Storyteller Tools: Mobile places of power.**
- 12 **Canon Material: Access to non-supernatural items and mechanics from the same venue but not sub-specific (example Invictus character seeking approval for mechanic found in the Carthian book) unless otherwise noted in this document or in the venue specific addenda.**

D Top Approval

- 1 Canon Affecting: Usage of any unique magic items from source material.
- 2 Canon Affecting: Use of any Canon NPC that exists within the Canada and its territories.
- 3 Canon Materials: Access to any item not typically allowed to the character, specifically those found within books or material specific to another group (example: **taking a merit or power found in a clan or covenant book that is not your own and is not otherwise addressed in the addendum**).
- 4 Canon Material: Access to non-supernatural items and mechanics from another venue (e.g. it is Top Approval for a Daeva to possess a Storm Lord social Merit).
- 5 Storyteller Tools: Access to Military personnel or hardware - for each instance or use.
- 6 Storyteller Tools: Access to any kind of Storyteller "hit squad" (e.g. Moroi) called in by a player character to affect another player character
- 7 Character: Permanent Venue Change – attaching a PC to a VSS of a different supernatural genre (e.g. a vampire PC attached to a Forsaken VSS).
- 8 Character: Access to IC e-mail lists for Permanent Venue Changed characters. Each IC e-mail list requires a separate Top Approval.
- 9 Character Activity: Permanent cross-venue participation between two venues (e.g. a Mage who regularly visits the Lost in addition to dealing with his fellow Mages).
- 10 Character Background: Interaction with major historical figures from the Canada. Characters and figures based in other affiliates require Top Approval of those charter approved affiliates. Approval from multiple affiliates may be required. This approval is waived if the interaction happens as part of storyline or chronicle interaction with officers on the National Storyteller's staff.
- 11 ~~Character IC Knowledge: Specialty from different venues (e.g. a werewolf PC understanding the Free Council): Item 1 under High.~~
- 12 ~~Character IC Knowledge: Occult specialization in "Spirits" for characters not in the Forsaken and Awakening venues. This specialization is required for any character not in the Forsaken or Awakening venue to know how to enter the Shadow. Item 1 under High~~
- 13 Character IC Knowledge: Occult specialization in an antagonist group for your venue (example: A specialty in VII for a vampire or a specialty in Pure Tribes for Forsaken).
- 14 Character Sheet: Rewrite for members who have played in the venue in excess of four months
- 15 Character Sheet: Antagonist character types as player characters. Includes being an Antagonist character type in background. See venue addenda for specific details.
- 16 ~~Spirits: Rank 6+ in Awakening and Forsaken venues.~~
- 17 ~~Spirits: Of any rank in the Requiem and Lost venues.~~
- 18 **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.**
- 19 ~~Spirit Interaction: To call, control or otherwise employ spirits or ghosts against other player characters who exist outside the Awakening and Forsaken venues.~~
- 20 Storyteller Authority: Use of a dead PC as an NPC ghost.
- 21 Storyteller Authority: Use of Federal government agencies or officials **unless through influence as stated in the National Influence document.**
- 22 ~~Storyteller Tools: Mobile places of power.~~
- 23 Storyteller Tools: Places of power that grant XP benefits unless otherwise noted in the venue addenda.
- 24 **Changes to continuity on Minds Eye Society or Canada at Midnight lists.**
- 25 IRC Based Venue Style Sheets are Top Approval, **save for the Northern Winds Domain.** One time IRC events are not changed in approval level.

- 26 Custom Items: Any custom item of any sort which mimics a published item in a current White Wolf product (sanctioned or unsanctioned).

E Global Approval

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

F Not Sanctioned

- 1 Canon Affecting: Significantly reshaping paradigm in one or more venues (e.g. wide scale destruction of the Masquerade).
- 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.
- 3 Canon Materials: Any mechanic or system utilizing mundane Hypnotism is Not Sanctioned
- 4 Character: Resurrection of a dead character unless otherwise specified in the Addenda.
- 5 Character: PC Ghost of a dead PC.
- 6 Character: Promethean PC characters are not sanctioned, nor are any Promethean the Created books.
- 7 Character: Sin-Eater PC characters are not sanctioned.
- 8 Character: Hunter the Vigil based PCs are not sanctioned. See below for NPC information.
- 9 Character: The office of the NST reserves the right to use Creature and character types from non-sanctioned books listed above. These will be used on a case by case basis.
- 10 New Custom Mechanics: Unique custom materials are reserved for use of the NST office. Otherwise, see individual venue addenda.
- 11 Any other objects 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.

G Supernatural Benefits inherent to a Character type of Class

- 1 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). Bloodlines do not fall under "supernatural mechanics or benefits".
- 2 These rules are often superseded by venue-specific details in this document's Appendices for items and mechanics that are commonly shared.

H Altered Levels of Approval

- 1 Becoming a character type or character class that a character usually wouldn't have access to requires an approval two one steps higher than normal.

- 2 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 **Toronto** would require approval from the city's Domain Storyteller, affecting parts of Scotland and England would require approval from the **WTG NST**).
- 3 The Cross-Venue Interaction Appendix for this Addendum explains other types of cross-venue interaction, and must be followed.

IV EXPERIENCE POINTS

A Primary Characters

- 1 Player characters are created according to sanctioned material.
- 2 Each player can have one Primary character in each venue, **and can have a secondary character in per venue created at MC0. 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.

B Membership Class Experience Points

- 1 Primary Characters:
 - a Add 15 XP per MC at creation.
 - i Example: At MC 5 a Primary character receives 75 XP.
 - b In addition, Milestone awards are added as follows:
 - i MC 1 – The character is awarded 30 additional experience points. This award is added during the MC XP phase of character creation.
 - ii MC 3 – Specialized: Three additional skill specialties are awarded. These specializations may be used for the same skill, but may not be used for specializations in supernatural powers.
 - iii MC 6 – Well-Rounded: Raise one merit from its current rating (0, 1, or 2) to x3, after character creation points and all XP (MC + XP Floor) is already spent. This benefit may not be used for Character Creation only merits, Power Stats, or Fighting Styles.
 - iv MC 9 – Skill Focus: Raise one Skill from current rating (0,1 or 2) to x3, after character creation points and all XP (MC + XP Floor) is already spent.
 - v MC 12 – Natural Aptitude: Raise one Attribute from current rating (1 or 2) to x3, after character creation points and all XP (MC + XP Floor) is already spent.
 - vi MC 14 – The Edge: The starting template for each primary PC created by the player is altered so that the Power Stat 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 power stat, then the character receives 16 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 Power Stat by 1 up to a maximum of 4. If the character's Power Stat 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 16 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 Up to ten XP can be left unspent and saved; other unspent XP is lost when the character enters play.
- 4 When a player gains new MC levels, all their Primary characters add 15 XP per level gained, as well as the applicable Milestone award, if any.
- 5 If a player loses MC levels, all their Primary characters lose XP equal to the worth of the MC. This may cause characters to go into "XP debt" (they do not lose dots from their sheet), which must be paid off before anything else is bought for that character.
- 6 If desired, the VST may institute a system whereby the players slowly gain their already earned MC over time, as opposed to all at once. This must be outlined in the approved VSS.

C Experience Point Earning

- 1 After entering play a character can earn a maximum of 10 XP per month (exceptions noted in Over-Cap Experience Awards and below).
- 2 A maximum of 6 XP per game may be awarded.
 - Approved awards are as follows:
 - a Attending a domain game: 5xp (once per game)
 - b Significant challenge provided by flaw or derangement: 1xp (once per game)
 - c Good role-play enhancing the game for other characters: 1xp (once per game)
 - Storytellers are encouraged to take availability of travel and frequency of play into consideration when determining game XP awards.
- 3 Storytellers can use the "After a Chapter" and "After a Story" systems described in MET if this is noted in the game's Venue Style Sheet.
- 4 A player's direct Storyteller can award up to 6 XP per month for activities not related to a game.
 - a Example: bonuses for written downtimes, character journals, end-of-story bonuses, completing venue defining surveys etc.
 - b The award for each downtime activity is typically 3 XP and no higher than 4 xp.
- 5 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.
- 6 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 provided they are running the game at the time and not actively playing their character. Primary Storytellers may also provide this benefit to their assistants provided the assistant was helping to run game and did not get a chance to actively play their character at a game session that month. (e.g. an VST can award their AVST Requiem one fill game's worth of XP on one of the AVST's requiem characters).
- 7 **Character Creation Document:** Found in the GRD on the Canada at Midnight website (http://www.camarilla.ca/wordpress/?page_id=995). 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. It does not count

towards monthly caps. This document replaces the prior XP given by the creation ordeal. You only get XP for completing the CCD, .

- 8 Chronicle Cap Earned XP is 300 as of January 2016. Any Character with less xp may increase their cap each to 20 each month until such time as they reach the cap xp. This does not provide them additional Xp simple the opportunity to claim more than 10 per month until they catch up.

D Over-Cap Experience Points

- 1 Each of the following awards can be earned in excess of the usual 10 XP monthly maximum.
- 2 Multiple over-cap awards are cumulative unless noted, but may not exceed 20 over-cap XP per year on any character.
- 3 Activities which can earn over-cap XP:
 - a Canada can sponsor twelve "Featured Game of the Month" per year. These events can award up to 3 over-cap XP.
 - b Official national conventions can award up to 5 over-cap XP for characters in each venue played.
- 4 All such awards must be clearly specified in the experience log.
- 5 If players have portrayed multiple characters in the same game session they can split the over-cap XP between the characters (the full bonus is not applied to both characters) as they see fit.
- 6 Over-cap awards from Cross-Venue play require High Approval.

E Experience Point Floor

- 1 Any PC which has less earned XP than the chronicle XP floor is awarded enough XP to reach the chronicle XP floor. Earned XP is experience from section IV.C (Experience Point Earning) and section IV.E (Experience Point Floor). All other sources of XP (e.g. Membership Class, CCD, Over-Cap) are not considered earned XP. The Chronicle XP floor is 3xp per month since June of 2013.

F 50% Rule

- 1 No more than 50% of a character's XP or 50xp, (whichever is greater) may be spent on any single category at creation.
 - a A category is defined as a group of traits, such as (but not limited to): Attributes, Skills, Merits, Supernatural Advantage/Power Stat, Morality.
 - b For venue specific powers, each type of power is considered a category: Disciplines are separate from Devotions, Renown separate from Gifts and Rites, Arcana separate from Rotes, etc.
 - c Storytellers should deny XP expenditures if they feel there is insufficient justification for the expenditure, or if they feel that the character sheet is unbalanced or unrealistic. (an Elder vampire with only the minimum spent in skills despite their age, a member of JTF2 who has maxed out his sniping ability but lacks brawl, athletics or any of the other skills that a modern soldier should have)

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 VSTs (both must agree) and a Low Approval in the database.
 - b ~~In order to place a new PC on a VSS not in your home affiliate, you must have the approval of the NST with jurisdiction over both your home VSS and the NST of the affiliate which you wish to place your PC. PCs should ideally be attached to a VSS in their own affiliate nation.~~
 - c In order to place a new PC on a VSS not in your home affiliate, you must have the approval of the DST's with jurisdiction of each VSS and Top Notification of this affiliate. PCs should ideally be attached to a VSS in their own affiliate nation.
 - 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 must include:
 - a How starting dots were spent at creation
 - b How XP was spent afterwards.
 - c A list of games attended and XP awards.
 - d All XP awards must be dated.

B Retirement

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

C Character History

- 1 The players of characters whose histories include being a noteworthy figure in mortal or supernatural affairs in an area, being tied into that area's published IC events/history, interacting with the area's local supernatural population (e.g. attending court meetings, gatherings, etc.), or who resided in an area for more than 100 years, must gain the approval of the presiding storyteller for that area. For histories that have an impact outside of a character's home nation, the approval of that country's NST must also be gained.

- 2 Players should create well-researched background with tie-ins with other player characters.
- 3 Player characters cannot genuinely have been major historical figures or fictional characters.
- 4 ~~Any character concept that creates powerful emotional reactions and whose victims are still potentially alive in the real world cannot be portrayed. For example, Mongols, whose victims are long dead, may be portrayed. Nazis and terrorists, however, cannot.~~ Please be considerate of other players' feelings and be mindful of any concept that may offend victims of tragedy. Our goal is to create a welcoming environment for our players. If a concept may cause a player feel unwelcomed or too uncomfortable to continue play, that concept must be modified.
If a player indicates that they are uncomfortable with interaction, please tone it down or cut the interaction short. Any request to end an interaction due to discomfort must be met. Refusal to do so will result in code of conduct violation or de-sanctioning of the offending character. While it is understood that the World of Darkness contains dark themes and imagery, all players should feel comfortable attending games and interacting with other characters.
We realize that what players find offensive may be very subjective. If there is any doubt about your character concept and whether it may cause other players to feel uncomfortable and create an environment for them that they feel unwelcoming for play, please consult your storyteller and coordinator.
 - 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.
 - c ~~Storytellers have right of refusal on any character type that they feel stand a very good chance of offending other players.~~
- 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. See 4 b~~
- 7 Do not use names from current or prior White Wolf works or other copyrighted fiction (White Wolf or non-White Wolf).
- 8 Characters with backgrounds outside of Canada (dark places or in other affiliates) must register their character background in the Global Background Registry (<https://sites.google.com/a/gsl-office.org/globalregistry/>).

D Character Knowledge

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

VI STORYTELLER CHARACTERS (ANTAGONISTS)

A General NPC Information

- 1 Each NPC must be approved by a principal Storyteller.

- 2 NPCs are created like player characters; they are subject to the same approval limitations as PCs unless specifically noted otherwise. E.g., “High Approval (Low Approval for NPCs)”.
- 3 ~~Storyteller characters must be build to the guidelines specified in the NWOD NPC Creation Guidelines document located on the Canada at Midnight web page (http://www.camarilla.ca/wordpress/?page_id=995).~~
- 4 NPCs may not be utilized either as the target of powers that would give PCs long term or permanent benefit(s) nor as the source of such powers. This limitation may be waived on an individual, case-by-case basis with High Approval. For example, the Oath of Blood Loyalty may not give disciplines to NPCs nor used for a PC to receive them from NPCs. It is not the intent of this section to prevent characters from using Possession, powers that enhance feeding, or such powers as Stalwart Servant, which are explicitly designed to apply to retainers. Pledges in the Lost venue are an exception to this rule. Storytellers must remain vigilant to ensure Pledges confer a risk/burden as well as a reward, even when made with NPCs.

B Spirits and Ghosts

- 1 ~~Spirits and ghosts can spend a maximum of 50% of their normal Essence pool per turn. Spending Essence to increase pools is an exception to Modifier Categories.~~
- 2 The bonus derived from Essence does not count as part of the +/- 10 limit.
- 3 Numina:
 - a Grant Influence Numina [Astral Realms]: This numina is not approved for play at this time.
- 4 Strengthen Influence cannot provide a bonus greater than the Spirit's Rank.

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 maximum.
- 4 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.
- 5 Exceptional Successes and Dramatic Failures are not used in **MET** or the Chronicle (please see section II.D.1. for a partial exception to this rule).
- 6 **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.
- 7 **Tracking:** The rules for tracking on p 178-179 of **Werewolf the Forsaken (WW30000)** are sanctioned for all venues.
- 8 **Durability:** This cannot be applied to any PC or NPC, including animated creations (e.g., zombies). Replace each dot of Durability with two dots of Armor.
- 9 **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.

B Limitations to Attacks and Damage

- 1 **Single Attack Limit:** any attack which includes two or more attacks in a single turn instead grants an equivalent number of attack tests from which the attacker may select the best single result, unless otherwise noted in a specific entry in the Addendum.
- 2 **Damage Limits (aka Damage Cap):**
 - a The damage caused by a single attack is limited to the highest of the attack pool's Natural Attribute, Skill, or Equipment's unmodified bonus. **This can go no higher than 5 points of damage.**
 - i For supernatural attacks, if the relevant supernatural power (Discipline, Arcana, etc.) or Power Stat is specified as part of the draw pool, it is used as the Equipment Modifier.
 - b Supernatural enhancements to a Trait do not increase the Damage Cap, unless specifically listed below:
 - i Garou and War-Forms for Forsaken/Pure and Changing Breeds add +2 to Damage Cap, **not to exceed 7 points of damage.**
 - c Any attack which includes two or more stages of damage in the same turn includes all stages as a single attack for purposes of the Damage Cap.
- 3 **Damage Types:**

- 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 **Mid High** Approval when used upon a PC, approval needing to be gotten beforehand with the reasons specified.
 - b On-the-fly uses of improvised weapons revert to the rule of storyteller discretion and should not be allowed to be used as planned weapons. Shoving someone's face into a candle during frenzy is allowable at Low Approval, a hairspray flamethrower is not.
- 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 The grappling maneuver "immobilize" does not place a character in a killing blow situation.
- 5 **Loss of Action:** Any non-supernatural effect that would cause a character to lose their next action instead causes them to have a -5 penalty to all actions until the end of their next turn. These effects are not cumulative.

C 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 add virulence to the total number of draws made; they do not mean multiple draws at a time.

D 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 character can have as much Armor as is allowed by his Defense pool (see Defense above), 5 points towards base pool and the rest modifiers.**
 - a 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.**
 - b 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.**

- 3 Attacks from non-firearms projectile weapons do not deny the target their Defense.
- 4 Storytellers may allow player characters to occasionally use improvised weaponry to inflict aggravated damage, but these will not be common or part of a planned attack.
 - a This does not apply to other means of inflicting aggravated damage as per sanctioned material.
 - b Storyline effects that inflict aggravated damage to supernaturals require no special approvals but should be carefully monitored.
- 5 Blessed/Holy Items: These are now defined as a Merit (see Merits section).
- 6 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 with a maximum of +5 as indicate in the Modifiers Category (II.E.8)

E 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 and the character', unless they give an exception. A Low Storyteller email approving a proxy to commence is sufficient.
- 3 Proxy play requires notification be given to both the storyteller supervising the scene and the local low level storyteller of the VSS on which the character is attached.
- 4 To proxy a character the player must provide a character sheet, a brief description of intentions, motivations, personality and reactions to possible situations.
- 5 When proxying, a player grants the Storyteller all rights to the character for the duration of the proxy.
- 6 Storytellers may modify proxy rules further in their Venue Style Sheets
- 7 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.
- 8 .Any case where a character is being portrayed outside of their local VSS and without the Player arriving falls under this policy (Digital presence is allowable for Digital domains). There is no such thing as a "soft" proxy.

F Economies of Scale in Venue Style Sheets

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

G Exceeding Limits

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

H 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.

I 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

J 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.

VIII MERITS

A Graduated and Simple Merits

- 1 All venues use the simple or graduated Merit cost described in **MET** p32. **unless described differently in the venue VSS**
- 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 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 Merit dots are never lost permanently when the things they represent are lost or destroyed (e.g. a fetish is broken, a retainer is killed).
 - a Storytellers may temporarily remove or reduce Merits as part of a story if those Merits are later recoverable without XP expenditure.
 - b When a merit is destroyed, the following options take place:
 - i In the case of an item (Imbued item, etc.) or Haven-style merit, the character can go through means to replace said item (remaking the Fetish, buying a new Haven, etc.). The dots return to their sheet when the new item is cleared by the storyteller
 - ii In the case of social merits being attacked, the dots recover at the rate of 1 dot per month, starting the month after the merit is destroyed.

- 3 If a character loses dots in a shared Merit such as Haven or Totem the Storyteller should give the remaining invested characters the chance to cover the loss themselves with XP expenditure.
- 4 A character may “move” Merits when transferring domains. For example, if a player transfers from London to Montreal, they may wish to move their Underworld Allies (London) to (Montreal). They may do so only with permission of both VSTs.
- 5 If a character takes an item from another character, they may not utilize that merit without expenditure of the required XP beforehand.
- 6 Merits that can be purchased as a shared Merit may have new individuals invited in, even on a temporary basis, providing a PC has paid for them.
- 7 A character may, with VST approval and appropriate downtime actions, discard or “sell back” merits in exchange for new ones that better suit the PC (for example, the loss and gain of connections through a career change). This requires a minimum of one month per level of dot being transferred as the character rebuilds their networks. Characters, like people, evolve.

C Specific Item Merits

- 1 Characters can possess multiple versions of Merits that represent specific items, people or places.

D Magic Item Merits

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

E Merit-based Storyteller Characters

- 1 The Large Scale Game mechanics option is used to create Retainers (**MET** p146). Allies, Mentors, Retainers and similar Merit-based NPCs are created and portrayed by the Storyteller.
- 2 Such NPCs that represent or interact with government agencies require the special approval of the Storyteller with jurisdiction over that level of agency or body.
 - a Example: Having contacts in the CSIS requires Top Approval from the Canadian National Storyteller.
- 3 Retainers can have lesser templates specific to the character's venue (e.g. ghouls in Requiem, sleepwalker in Awakening, etc) at Low Approval and supernatural templates native to the character's venue at High Approval.
- 4 Retainers cannot be any type of supernatural creature from another venue unless specifically allowed in this supplement.
- 5 Vampire regnants must pay the monthly Willpower costs to upkeep their ghoul Retainers.

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 Society Status Merits (Generic Rules)

- 1 Some source material books equate status to organizational positions. Unless otherwise noted in this document, Status levels are not requirements for in-character organizational positions described in source material as city-wide in scope. This refers to specific character type organizations (e.g. Covenant, Order) and not Storyteller run NPC groups such as City Hall, local Police etc.

- 2 The Status Merit in the Mind's Eye Theatre book is not available for supernatural organizations. Any status in a supernatural group not specifically detailed in the relevant venue book is not sanctioned for play.
- 3 ~~Player attempts to develop large scale in-character supernatural groups/organizations which might warrant a formal status system are advised to contact their relevant venue ANST. Player can create IC organizations that may have their own status system. This status only prevent mundane benefit against other members of the organization and does provide the intrinsic knowledge shared from having status in the same organization.~~
- 4 Any supernatural bonus to Status – regardless of source – is subject to the standard approval levels for the increased level of Status.

H Spirit Merits [Book of Spirits]

- 1 Top Approval for PCs in the Requiem and Lost venues. The approvals below are for PCs in the Awakening and Forsaken venues.
- 2 **Cursed Item**
 - a High Approval for canon cursed items. Custom cursed items not sanctioned at this time.
- 3 **Spirit Ear**
 - a The ●● version of this Merit: Low Approval for mortal characters or lesser supernatural templates; Top Approval for characters with greater supernatural templates.
 - i May only be purchased at character creation.
 - ii Characters possessing this merit automatically understand spirits without a roll.
 - b The ●●●● version of this Merit: High Approval
 - c The rules for a character with the ●● version being able to purchase the ●●●● version at a discount are not sanctioned.
- 4 **Spirit's Tongue:** High Approval
- 5 **Other Spirit Merits:**
 - a The following are High Approval for characters with greater supernatural templates (Low Approval otherwise):
 - i **Difficult to Ride**
 - ii **Easy Ride**
 - iii **Pleasing Aura**
 - iv **Saintly**
 - v **Shadowless Chambers**
 - b The following are Top Approval for characters with greater supernatural templates (Low Approval otherwise):
 - i **Hollow Soul**
 - ii **Shadow Contacts**

I Underworld Merits [Book of the Dead]

- 1 **Barrister:** High Approval for characters with the Underworld specialty. Not sanctioned otherwise.
- 2 **Beacon of Life:** Mid Approval for mortal characters; not available to characters with supernatural templates.
- 3 **Dead Reckoning:** Mid Approval for PCs with the Underworld specialty. Not sanctioned otherwise.
- 4 **Death-Touched:** Mid Approval for PCs with a specific supernatural method of interaction with ghosts (Kindred Medium, Gravewight kith, Bloodline discipline, etc.). Top Approval otherwise.
- 5 **Gatekeeper:** Mid Approval for mortal characters, High Approval for PCs with the Underworld specialty, Top Approval otherwise. Not available for Retainer NPCs.
- 6 **Medium:** Mid Approval for mortal characters; not available to characters with supernatural templates.
- 7 **Mechanical Memento:** Reserved for the Office of NST.
- 8 **Mythologist:** Mid Approval
- 9 **Spelunker:** Low Approval

J 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.
 - a Low Approval:
 - i Anonymity [Blood of the Wolf, pg. 45]
 - ii Armory [Banishers, pg. 51]
 - iii Athletics Dodge [Dogs of War, pg. 38]
 - iv ~~Combat Art [Armory Reloaded, pg. 117]~~
 - v Demolisher [Blood of the Wolf, pg. 62]
 - vi ~~EOD [Armory, pg. 208]~~
 - vii Fence [Banishers, pg. 51]
 - viii Fighting Style: Social Maneuvers [Night Horrors: Grim Fears, pg. 63]
 - a This merit cannot be used in conjunction with supernatural powers.
 - ix Lucid Dreaming [Changeling the Lost, pg. 195]
 - x Luxury ●● [Seers of the Throne, pg. 52]
 - xi New Identity ● and ●● [Changeling the Lost, pg. 98]
 - xii Parkour [Tribes of the Moon, pg. 98]
 - xiii Seductive Grace [Signs of the Moon, pg. 144]
 - xiv Shield-bearer [War Against the Pure, pg. 89]
 - a This merit does stack with Ambidexterity to a maximum of +0.
 - xv Small Unit Tactics [Dogs of War, pg. 39]
 - xvi Staff [Ghouls, pg. 75]
 - xvii Technophile [Armory, pg. 208]
 - xviii Territorial Familiarity [Blood of the Wolf, pg. 99]
 - a Use of this merit for supernatural territories requires Mid Approval and the mechanics to enter said plane (Hedge, Shadow, Underworld, etc.)
 - xix Trained Observer [Dogs of War, pg. 38]
 - xx Tunnel Rat [Chicago, pg. 54-55]
 - xxi Well-Traveled [Reliquary, pg. 85]
 - b Mid Approval
 - i Architectural Attunement [Chicago Workings SAS, pg. 36]
 - a This merit does not allow one to see Ley Lines or places of power, only detect them as noted.
 - b If purchased for multiple cities, each separate application must include the VST and DST permission if the city is outside the local domain.
 - ii Luxury ●●●● [Seers of the Throne, pg. 52]
 - iii Sworn Officer ● and ●● [Tales from the 13th Precinct, pg. 81]
 - c High Approval
 - i New Identity ●●●● [Changeling the Lost, pg. 98]
 - ii Sworn Officer ●●● [Tales from the 13th Precinct, pg. 81]
 - d Top Approval
 - i Decorated [Dogs of War, pg. 39]
 - ii Sworn Officer ●●●● [Tales from the 13th Precinct, pg. 81]
- 2 Blessed/Holy Item: This is now defined as a simple cost Merit. This and the following approval levels are not grandfathered. Beyond the effects described in Mind's Eye Theater, the Blessed item also can damage spirits. The rating in the item can be used as an equipment bonus to mundane Abjurations and Exorcisms (not powers which mirror those effects).

- a ● to ●●: Low Approval.
 - b ●●●: Mid Approval
 - c ●●●●: High Approval.
 - d ●●●●●: Top Approval.
- 3 **Fame**
- a The Merit Fame is renown and recognition within the Mortal world.
 - b Fame in a supernatural community is called Repute, and is handled in specific venue addenda.
- 4 **MET book merits**
- a Unless otherwise specified, MET core book merits are considered low approval.

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: Innocents (WW55004)~~
 - 3 **World of Darkness: Shadows of the UK (WW30202)**
 - 4 **World of Darkness: Shadows of Mexico (WW25201)**
- C **Antagonists (WW55301)**
- D **Armory (WW55102)**
- 1 Only Chapter 4 is sanctioned. Use vehicle rules found there. Military grade vehicles are Top Approval.
 - 2 In all other instances, see Armory Reforged.
- E **Armory Reloaded (WW55208):** Not Sanctioned. Use Armory Reforged instead.
- F **Asylum (WW55204)**
- 1 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; Top Approval for custom 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 **Merits Locus Drinker, Residual Spirit Energy and Unseen Sense (Spirits) are available at Low in the Awakening and Forsaken venues. Not currently sanctioned in other venues.**
 - 6 Items not specifically mentioned in another section of the Addendum are Top Approval outside of the Forsaken and Awakening venues.
- H **Book of the Dead (WW 60501)**
- 1 Sanctioned for all venues.
 - 2 Methods of entering the Underworld are specifically outlined in the source material for other venues and in this book. To know about specific keys or Graveyard Gates requires an Occult specialty in the Underworld.
 - a Underworld Specialty: High Approval for those with the natural ability to enter the Underworld (Darklings with Shade and Spirit, etc.) or a significant connection to death (Moros, Bone Shadows, ghost or death based bloodlines, etc.). Top Approval otherwise.
 - 3 Levels of the Underworld: A DST must coordinate what Dread Dominions are local to a domain with their VSTs planning on utilizing the Underworld, as continuity between Dominions and Rivers must

be maintained. Otherwise there is no approval beyond Mid for use of all levels and rivers of the Underworld unless travel through the Underworld leaves the borders of a Domain.

- 4 Kerberoi:
 - a Kerberoi are designed as per **Geist the Sin-Eaters**, the only sanctioned use of that book.
 - b Kerberoi rank and power is dependent on the depth of the Underworld
- 5 Specific Dominions and Kerberoi: Defined options in this book can be used as examples, but are not necessarily in existence as written (further definitions by the NST staff).

I Changing Breeds (WW55103)

- 1 Changing Breeds characters are Top Approval **to play in Forsaken and reserved for NPC use at Top approval for any other venue**, which becomes their native venue for the purpose of storyteller authority and cross-venue interactions. They are distant cousins of werewolves, their origins lost to the mists of time.
 - a Breeds:
 - i All Breeds are available save the following, which are Not Sanctioned: Azubuike, Mholé-Rho, Iravati, and Nanekisu.
 - a Special care should be taken to keep non-native Breeds rare. This is especially true of the Land Titans, which are not native to North America.
 - ii Custom Breeds: Not Sanctioned
 - b Feral Heart: Use the table for Primal Urge in Werewolf the Forsaken pg. 76 instead of that found in Changing Breeds. The social penalty for prey animals is always 1 less, to a minimum of +0.
 - c Aspects
 - i Aspects are purchased with Simple/Graduated costs, as with Merits. For example: Spook the Herd is a Simple 3-dot Aspect and costs 15XP; Catwalk is a graduated 5-dot Aspect and each dot gained must be purchased (three dots would cost 30XP).
 - ii Common Aspects: Low Approval for in-breed Common Aspects unless that Aspect has a higher approval level listed here.
 - iii Other Aspects:
 - a Mid Approval (Low Approval for NPCs): Birth Blessing, Burrowing, Carnivore's Puissance, Durga's Blessing, Fortelling, Fortune's Favor, Grave Misfortune, Magnificence, Mindspeech, Mother's Fury, Pack Bond, Partial Change, Piggyback Passenger, Shadow Bond, Slumber's Touch, Spinebite, Spirit Animal, Spirit Sight, Swarm/Flock Form, Totem Guardian, Unspeakable, Venomous, War Heart.
 - b High Approval (Mid Approval for NPCs): Beast Magic, Hybrid Forms, Nine Lives, Skin Double, Spirit Gift, Spirit Secrets
 - iv Aspect Rules Changes
 - a Unless noted in this addendum or in the writeup, activating an Aspect is an Instant Action.
 - b Beast Magic: Is not Supernal, despite using Rote rules. It cannot be dispelled by Awakened magic.
 - c Earthbond: This is a Reflexive action.
 - d Keen Senses: Each sense must be bought separately unless multiple senses are listed in the Beasts Free Breed Favors. Listed senses in Free Breed Favors may be bought as a group - as a single aspect. All others must be bought separately. Senses not listed in a Breed write up are considered 'Out of Breed.'
 - e Mother's Fury: This Aspect can be used to protect pack or band mates as well as family or loved ones. It can be used to protect supernatural creatures.

- f Nine Lives: The corpse must have at least one structure point remaining to resurrect.
- g Shadow Bond: This uses the same rules for Stepping Sideways found in Werewolf the Forsaken.
- h Spirit Animal: This is not a familiar. This Aspect may be purchased multiple times with different animals and skills.
- i Spirit Gift:
 - 1 The cost for gifts are x7 xp (out of tribe costs).
 - a The listed gifts are highly recommended, but other suitable gifts can be available too.
 - b Auspice Gifts and Pure specific gifts are not allowed. Gift lists that are an approval level higher than Low in Forsaken are not allowed for Changing Breeds.
 - c The dice pools for Spirit Gifts mirror those found in Forsaken material, substituting the appropriate Respect for the Renown listed.

d Favors

- i Breed Favors: Changing Breed characters gain Breed Favors with no additional approvals required.
- ii Other Favors:
 - a Purchasing new Favors has the same cost as Aspects.
 - b Not available outside of Breed Favors: Aquatic, Bioluminescence, Echolocation, Extra Limbs, Limbless, Many-Legged, Musk, Needleteeth, Quills, Razorskin, Water Breath, Webbing, Wings.
- iii Changing Breed characters can only purchase Favors that normal animals of their species could conceivably possess. The "bizarre mutations" optional rule is not sanctioned for play.
- iv Favor Rules Changes
 - a Extra Limbs: The character must choose whether he is applying his extra limbs for Defense or Attack. Extra actions are considered extra draws, taking the best. This Favor is a 1 to 5 graduated cost power.

2 Merits

- a Animal Companion: This merit is sanctioned at Low Approval for any character who has the ability to charm, influence, or control animals via supernatural means.
- b Den: This merit is sanctioned at Low Approval for ~~Forsaken PCs as well as~~ Skinchangers and Changing Breed PCs.
- c Pack: This merit is sanctioned at Low Approval for any character who has the ability to charm, influence, or control animals via supernatural means.
- d Predator's Bearing: This merit is sanctioned at Low Approval for Forsaken PCs as well as Changing Breed PCs.

3 War Form Weaponry: Not Sanctioned.

J Compacts and Conspiracies (WW55566)

- 1 This book is sanctioned as per the restrictions for **Hunter the Vigil (WW55550)**.

K Glimpses of the Unknown (WW55107)

- 1 Mechanics from this book are not sanctioned unless specifically referenced in the appropriate venue addendum.

L Midnight Roads (WW55205)

- 1 This book is sanctioned at Low Approval except where noted below.

- 2 Bad Memory or Worse Cars: Top Approval in the Forsaken, Awakening Not available in other venues.
- 3 Shadowcross Cars: Not Sanctioned
- 4 The Free Energy Car: Not Sanctioned
- 5 Improvised Weaponry: Not Sanctioned

M Hunter the Vigil (WW55550)

- 1 This book is sanctioned as follows:
 - a Hunters (including all Merits, Tactics, Endowments, Organizations and other Hunter-specific Advantages):
 - i Tier One: Not available as player characters (Low Approval for NPCs).
 - ii Tier Two: Not available as player characters (Mid Approval for NPCs).
 - a Custom Compacts: not available at this time.
 - iii Tier Three: Not available as player characters (Top Approval for NPCs).
 - a Custom Conspiracies: not available at this time.
 - b Endowment items (Advanced Armory, Thaumatechnology, Relics, etc.) can only be used by characters with the appropriate Endowments; said items will not function for other characters.
 - b Equipment (pp 229-246): Low Approval. This includes the sidebar "Haute Couture".
 - i Improvised Equipment (p 250): Not approved
 - c Weapons (pp 246-250): Not approved; refer to weapons in Armory Reforged instead.
 - d Vehicles (p 250): Low Approval
 - e Monster-Hunting Tools (pp 252-253): Mid-Approval for PC use if acquired in-game from an NPC Hunter (Low Approval for Hunter NPCs).

N Night Stalkers (WW55556)

- 1 This book is sanctioned as per the restrictions for Hunter the Vigil [WW55550]. The rules for vampires in Chapter 3 are not sanctioned; use the rules from MET Requiem instead.

O 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 Merits Not Tied to Template
 - a Anti-Psi: Mid Approval for non-supernatural mortals (Low Approval for NPCs). Only works on powers from this book.
 - b Doubting Thomas: Low Approval for non-supernatural mortals. Only works on powers from this book.
 - c Ghost Ally: High Approval for a character that has a specific supernatural method of interaction with ghosts (Kindred Medium, Gravewight kith, Bloodline discipline, etc.). Top Approval otherwise.
 - i Awakened Mages may not take this merit. Instead they have Low Approval access to Ghost Familiars (Summoners, pg. 39)
- 3 Psychic Template
 - a Top Approval as PCs for all venues (Low Approval for NPCs). This venue becomes the character's native venue for the purpose of storyteller authority and cross-venue interaction.
 - b This lesser template is defined by access to one or more psychic powers.
 - c Believers: This merit is available to Psychic characters only at Low Approval.
 - d Psychic Merits: Low Approval for Psychic characters. These are not creation only.
- 4 Thaumaturge Template
 - a Top Approval as PCs for all venues (Low Approval for NPCs). This venue becomes the character's native venue for the purpose of storyteller authority and cross-venue interaction.

- b A Thaumaturge must pick his primary magical path, noted in his approval. All associated benefits and drawbacks then apply.
 - c Other than base spells notes for the template, a Thaumaturge only has access to powers available to his Path.
- 5 Access to the systems from Chapter Four: Reality-Bending Horrors: Not Sanctioned for PCs (Low Approval for NPCs)

P Skinchangers (WW30205)

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

Q Spirit Slayers (WW55557)

- 1 This book is sanctioned as per the restrictions for **Hunter the Vigil (WW55550)**. The rules for werewolves and spirits in Chapter 3 are not sanctioned; use the rules from Werewolf the Forsaken and the Book of Spirits instead.

R Witch Finders (WW55554)

- 1 This book is sanctioned as per the restrictions for Hunter the Vigil [WW55550]. The rules for mages in Chapter 3 (Gutter Magic, Mysteries, Familiars) are not sanctioned; use the rules from MET Awakening instead.
- 2 The Excision Tactic: Not Sanctioned
- 3 The Simon Romance: Not Sanctioned

S Promethean (WW60000)

- 1 This book is sanctioned for ST use only. Top approval.

T Sin Eaters (WW60500)

- 1 This book is sanctioned for ST use only. Top approval.

U Inferno (WW55207)

- 1 This book is sanctioned for ST use only. Top approval.

X NATIONAL INFLUENCE

Canada at Midnight implements a national influence system as described in the Canada at Midnight National Influence document. Players and storytellers interested in using influence on a national level should refer to that document for additional details and information.