

CAMARILLA ADDENDUM: UNIVERSAL (WW5000)

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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 global 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 global chronicle.
- VIII. MERITS:** Rules pertaining to universally-available merits.
- IX. ADDITIONAL BOOKS:** A listing of books or excerpts sanctioned universally for the global chronicle.

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

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

This addendum provides the rules for the Camarilla's 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.**

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

0. THE GOLDEN RULES

- A. In all situations during a game session where there is a query relating to the rules and the interpretation and application thereof, the presiding ST's decision is considered to be correct. If a player disagrees with such a decision, they should wait until the game session has finished to raise their concerns to the ST. Alternatively they may lodge an appeal with the ST chain.
- B. The World of Darkness is a setting which deals with adult topics including, but not limited to, death, abduction, abuse and insanity. It is the responsibility of the player to notify the presiding ST if they become uncomfortable with any of the themes present in the game at any point.
- C. If you know that something is not the intent of the Camarilla's interpretation of the books, departs drastically from common sense, or is otherwise wrong but appears to be technically possible due to vague wording or legal loophole, don't do it. Don't be that guy (or gal).
- 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 (p103)
 2. A Matter of Resolve (p174), See also VII.J.

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.

B. Notifications

1. Notifications require an acknowledgement from certain Storytellers and are usually used for tracking purposes. They don't require standard approval, although they should be added to the Camarilla's approvals database (where available) as usual. Any additional information requested by a Storyteller in a comment on the notification must be supplied.
2. Items requiring Notifications enter play when the required Approval level has been satisfied.

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, in Created it is Azoth, and in Lost it is Wyrd.
6. **Storyteller Character (NPC):** A character created by a Storyteller as part of his venue storyline
7. **Venue:** A World of Darkness game based around a type of supernatural (e.g. Forsaken).

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.
3. **Power Stats**
 - a. Storytellers are encouraged to require extensive waiting periods (e.g. 6 months) between buying each dot of a power stat, but this is not mandatory.
 - b. Characters with power stats of 6 or higher must have a background of reasonable length on file with their direct Storyteller or be removed from play.
 - c. Power stats of 9 or 10: Top Approval.
 - d. See the relevant venue sections for further requirements.

E. Modifier Categories

1. In the Camarilla, a pool to take an action is separated into the 'base pool' and the 'modifiers'.

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. Any adjustments beyond this base are considered 'modifiers'.
4. The maximum adjustment (positive or negative) from modifiers is 15 or the 'base pool', whichever is higher. Exceptions to this limit are identified in this document.
5. For the purposes of this rule, Defense is considered a pool whose base is comprised of the unmodified Attribute + unmodified Equipment + appropriate Merit such as Fighting Styles.
 - a. Taking a Dodge action increases the base pool for Defense.
6. Initiative is considered a pool whose base is comprised of the unmodified Dexterity + unmodified Composure + appropriate merits such as Fast Reflexes.
7. Health is considered a pool whose base is comprised of unmodified Size + unmodified Stamina.
8. Mundane items used in play may provide up to a +5 bonus to non-combat test pools (see MET p193).
9. Mundane items 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. The following items are not grandfathered:
 - a. Custom mechanics are grandfathered but existing custom items will be reviewed by representatives of the Master Storyteller. They may be altered or removed from play. Custom mechanics listed on the GRP Wiki are grandfathered.

G. Affiliates Without Global 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 game other than their home 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 (Asylum, Tales from the 13th Precinct, etc)
3. **Canon Materials:** Antagonist storyteller characters that come from character-types available for player characters in the venue. These NPCs may only use custom mechanics if such mechanics are available at Mid Approval to PCs
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. Note: characters at date of soft reset count as new, first characters for this purpose.
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).
6. **Character:** The following merits from venue-specific book are Low Approval for all venues:
 - a. **Anonymity** [Blood of the Wolf]
 - b. **Armory** [Banishers]
 - c. **Demolisher** [Blood of the Wolf]
 - d. **Fence** [Banishers]

- e. **Fighting Style: Grappling** [Adamantine Arrow]
 - f. **Fighting Style: Sojutsu/Jukendo** [Adamantine Arrow]
 - g. **New Identity** ● and ●● [Changeling the Lost]
 - h. **Lucid Dreaming** [Changeling the Lost]
 - i. **Luxury** ●● [Seers of the Throne]
 - j. **Parkour** [Tribes of the Moon]
 - k. **Shield-Bearer** [War Against the Pure]
 - l. **Staff** [Ghouls]
 - m. **Territorial Familiarity** [Blood of the Wolf]
 - n. **Tunnel Rat** [World of Darkness: Chicago]
7. **Character:** Derangements and Flaws from any sanctioned material are Low Approval for all venues so long as they are appropriate for the character type.
 8. **Character:** Virtue/Vice change of the player character.
 9. **Character IC Knowledge:** Occult specialization in "Spirits" for characters in the Forsaken and Awakening venues. Occult specialization in "Ghosts" for any venue.
 10. **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).
 11. **Storyteller Authority:** Minor magical items, rituals and effects that are part of local storylines do not require special approval. These must be temporary, not directly benefit player characters and be limited to the local venue.
 12. **Storyteller Authority:** Temporary places of power.
 13. **Spirits:** Rank 1-4
 14. **Storyteller Authority:** Minor changes to a scene, e.g. reversing a mistaken rules call within the session. High Notification is required if any participant is unhappy with the results.
- B. Mid Approval**
1. **Character:** Sheet rewrites to make a character game legal after an error has been made. (e.g. a rewrite to remove Creation Only merits purchased with MC or game XP).
 2. **Character:** The following merits from venue-specific book are Mid Approval for all venues:
 - a. **Luxury** ●●●● [Seers of the Throne]
 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. **Character Sheet:** Conversion of a Secondary Character to a Primary Character. (Conversion of a Primary Character to a Secondary Character is not permitted.)
 6. **Storyteller Authority:** Use cross-venue NPCs that appear at a game or directly interact with player characters.
 7. **Storyteller Authority:** Storylines that include repeated use of cross-venue NPCs.
 8. **Storyteller Authority:** All places of power unless otherwise specified.
- C. High Approval**
1. **Canon Materials:** Access to non-supernatural items and mechanics from their own venue but a different character type or class (e.g. it is High Approval for an Iron Master to have a social Merit usually only available to Storm Lords).
 2. **Character IC Knowledge:** Occult Specialty in any character type other than your own in the same genre (including but not restricted to other clans, covenants, courts, orders, tribes, bloodlines, entitlements, etc.). This knowledge must be learned in-game from another PC unless the character possesses mechanical standing (Status, Goodwill, Secondary Status, etc.) of some sort in the target type, and a letter of support from the teaching PC included in the application. An Occult Specialty is required for any in-depth knowledge of the target type beyond what is commonly known in the genre.
 3. **Character IC Knowledge:** Occult specialization in "Spirits" for characters not in the Forsaken and Awakening venues (unless specified lower elsewhere) This specialization is required for any character not in the Forsaken or Awakening venue to know how to enter the Shadow.

4. **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). This is High Approval with Top Notification. See the Cross-Venue Interaction Appendix for details and restrictions. Promethean: the Created characters are not sanctioned for transfer to other venues, unless they have reached Mortality.
5. **Character:** The following merits from venue-specific book are High Approval for all venues:
 - a. **New Identity ●●●** [Changeling: the Lost]
6. **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.
7. **Character Sheet:** To regain control of a retired PC and return that PC to play
8. **Spirits:** Rank 5
9. **Spirits:** For a spirit to possess Numina that duplicates other supernatural powers rated higher than the spirit's rank. Example spirits (such as those required listed in canon materials) are an exception to this and require no special approval.
10. **Storyteller Authority:** 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
11. **Storyteller Authority:** Significant alteration or removal of scenes from continuity, particularly involving significant effects (e.g. Torpor, loss of limb).
12. **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).
13. **Custom mechanics:** If learned in-game from other player characters (unless otherwise noted). E.g. a custom vampiric bloodline with custom mechanics would be Global Approval for the first player character, and High Approval for player characters subsequently avused into the bloodline.
14. **Custom mechanics:** Duplication of items approved at Global unless otherwise noted. E.g. a customized flak jacket would be Global Approval for the first player character and High Approval for player characters who subsequently duplicated it.

D. Top Approval

1. **Canon Affecting:** Usage of any unique magic items from source material.
2. **Canon Material:** Access to non-supernatural items and mechanics from another venue (e.g. it is Top Approval for a Daeva to possess the Storm Lord social Merit).
3. **Storyteller Tools:** Access to Military personnel or hardware - for each instance or use.
4. **Storyteller Tools:** Access to any kind of Storyteller "hit squad" (e.g. Moroi) called in by a player character to affect another player character
5. **Character:** Access to IC e-mail lists for Permanent Venue Changed characters. Each IC e-mail list requires a separate Top Approval.
6. **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).
7. **Character Background:** Anything related to the Vatican: This requires approval from the Italian NST.
8. **Character IC Knowledge:** Specialty from different venues (e.g. a werewolf PC understanding the Free Council).
9. **Character Sheet:** Rewrite for members who have played in the venue in excess of four months
10. **Character Sheet:** Antagonist character types as player characters (e.g. a Belial's Brood vampire PC). Includes being an Antagonist character type in background.
11. **Spirits:** Rank 6+.
12. **Spirits, etc:** Use of a true Deity or divine entity from any religion.
13. **Spirit Interaction:** To call, control or otherwise employ spirits or ghosts against other player characters who exist outside the Awakening, Forsaken or Geist venues.
14. **Storyteller Authority:** Use of a dead PC as an NPC ghost.
15. **Storyteller Tools:** Mobile places of power.
16. **Storyteller Tools:** Places of power that grant XP benefits.

17. **VSS:** Mixed-venue, permitting supernatural creatures of more than one genre to attach to a single VSS (e.g. a VSS that includes both werewolf and changeling PCs). See the Cross-Venue Interaction Appendix for details and restrictions.

E. Global Approval

1. **Canon Affecting:** Usage of any unique ("named") characters or antagonists from source material.
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. **Character Background:** Interaction with unique (named) Storyteller characters or major historical figures. This approval is waived if the interaction happens as part of storyline or chronicle interaction with officers on the Master Storyteller's staff.
4. **Character Background:** Dark Points on the Map: 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)..
5. **Custom Mechanics:** All approved Global-level custom mechanics are published on the GRP Wiki, unless withheld from public disclosure for plot purposes. A decision on whether and how to proceed with new custom mechanics is pending. Custom items can continue to be created within the limits of applicable sanctioned guides (e.g., Token Creation Guide), and are exempted from publication in the GRP Wiki.
6. Changes to continuity on global lists.

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

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).
2. Exceptions are powers, activated by one character, that bestow benefits on another character (e.g. a member of the Invictus being given an item enhanced by Lancea Sanctum powers).
3. 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 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 New York City would require approval from the city's Domain Storyteller, affecting parts of Scotland and England would require approval from the UK National Storyteller).
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 vs Secondary characters

1. Player characters are either 'Primary' or 'Secondary' characters, created according to sanctioned material.
2. Each player can have one Primary character in each venue, and can have a second Primary character in a single venue.

3. Members with multiple characters must design and play them in such a way as to never interact in any way, even through a secondary source. This is not grandfathered.
4. Primary characters add experience points (XP) based on the Membership Class (MC) of their player.
5. Any number of Secondary characters can be created.
6. Players can voluntarily take fewer than the allocated starting dots.

B. Membership Class Experience Points

1. Primary Characters:
 - a. Add 10 XP per MC at creation.
 - i. Example: At MC 5 a Primary character receives 50 XP.
 - b. In addition, Milestone awards are added as follows:
 - i. MC 1 – The character is awarded 20 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 + Legacy) is already spent. This benefit may be applied "on top" of the existing PC if a Player reaches this MC level after the PC is brought into play. 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 + Legacy) is already spent. This benefit may be applied "on top" of the existing PC if a Player reaches this MC level after the PC is brought into play.
 - v. MC 12 – Natural Aptitude: Raise one Attribute from current rating (1 or 2) to x3, after character creation points and all XP (MC + Legacy) is already spent. This benefit may be applied "on top" of the existing PC if a Player reaches this MC level after the PC is brought into play.
 - 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. This benefit may only be used at character creation.
 - vii. Implementation:
 - (a) Date of Implementation: 15 December 2009.
 - (b) Milestones are applied to all new and existing Primary characters.
 - (c) This does not invoke a Low-approval character rewrite for existing characters.
 - (d) An XP refund is available for MC6/9/12/14 items if intervening dots were purchased on existing characters (dots 1 and 2 for MC6/9, dot 2 for MC12/14). This applies only at time of implementation of this proposal; it does not apply to later MC awards.
 - (1) Example: A player elects to raise Resources to 3 on his character via the MC 6 award. The character previously had two dots of Resources. The character receives an XP refund for those two dots (6 XP).
 - (2) Example: A player elects to raise Composure to 3 on his character via the MC12 award. The character previously had two dots of Composure. The character receives an XP refund for that second dot (10 XP).
 - (3) Example: A player elects to apply the MC 14 award to an existing character which already has a Power Stat at or above 2. The character receives an XP refund for that second dot (16XP), regardless of original means (creation points or XP) of gaining Power Stat 2 or above.
 - viii. Affiliate Transfers: It is possible that an Affiliate will elect to not implement Milestone awards. Characters that transfer to another Affiliate must conform to the policy of the gaining Affiliate, or secure the approval of the gaining Affiliate at Top Approval to retain non-conforming Milestone benefits accrued in another Affiliate.
2. Secondary characters: Add 10 XP only, as if created at MC 1.

3. These XP are added after normal character creation is complete, before entering play (i.e. they cannot be spent on "creation only" merits).
4. Up to ten XP can be left unspent and saved; other unspent XP is lost when the character enters play.
5. When a player gains new MC levels, all their Primary characters add 10 XP per level gained, as well as the applicable Milestone award, if any.
6. If a player loses MC levels, all their Primary characters lose XP equal to the worth of the MC. This may cause characters to go into "XP debt" (they do not lose dots from their sheet), which must be paid off before anything else is bought for that character.

C. Experience Point Earning

1. After entering play a character can earn a maximum of 8 XP per month (exceptions noted in Over-Cap Experience Awards).
2. A maximum of 5 XP per game may be awarded.
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 5 XP per month for activities not related to a game.
 - a. Example: bonuses for written downtimes, character journals, end-of-story bonuses, etc.
 - b. No more than 3 XP per month may be awarded for a single activity.
5. Unless otherwise stipulated in the Global 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.

D. Over-Cap Experience Points

1. Each of the following awards can be earned in excess of the usual 8 XP monthly maximum.
2. Multiple over-cap awards are cumulative unless noted, but may not exceed 16 over-cap XP per year on any character.
3. Activities which can earn over-cap XP:
 - a. Each US region and each Affiliate nation can sponsor twelve "Featured Game of the Month", per venue per year. These events can award up to 2 over-cap XP.
 - b. Official regional conventions can award up to 3 over-cap XP for characters in each venue played.
 - c. Official national and global conventions can award up to 4 over-cap XP for characters in each venue played.
4. Unless otherwise specified, all such awards must be entered on the approvals database (where available) at Low Approval.
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.

E. Character Death/Retirement

1. Beginning 1 Jan 2009, any time a member stops portraying a Player Character (NPC portrayal does not apply) for any reason (aside from Disciplinary Action), the member may apply both their Membership Class experience award (MC x 10) as well as three (3) experience per month their previous character (within the same Genre) was in play to the character created to replace it. The three (3) additional xp per month that is awarded is at VST discretion. This is intended to allow VST's the ability to moderate the various cases of a character not being played or portrayed in a given month. The award granted per month (3) may not be raised by National addenda, but it may be lowered. This award may not be combined with the award for two characters, nor may it be applied to a character already in play (including pre-existing characters at reset).
 - a. Legacy XP for Secondary characters may not be applied to Primary characters.
2. Members may be nominated and submitted to their NST and NC for a member service award in an instance where a member displays behavior and attitude above and beyond the normal expectations of courtesy and respect from members. This may be an instance of sacrificing a character to help a story or exceptional conduct in a "killbox". A member may not submit themselves for a Member Service Award, but must be submitted by other members. With NST and NC approval, a member may apply the normal member class benefit (MC x 10) to

their next character with an additional experience point per month (for a total of 4) for each month their previous character (of the same genre) was in play (as per the normal Character Death guide). With Global Officer (MST/Club Director) approval, the benefit may be increased another experience point (for a total of 5) per month in play. A Member Service Award nomination should include a detailed description of the reason for submission, short biography of the member, and their conduct as applies to the award. Members should expect the award process to take three or more months for review. The increase in experience granted may be applied to a character after it enters play (but not to one that was in play when the previous character was in play).

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 a new PC on a VSS not in your home Chapter/Domain, you must have the approval of the lowest level storyteller with jurisdiction over both your home VSS and the one on which you wish to place your PC.
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.
4. Dead characters may not be resurrected, nor can they be brought back into play as PC ghosts.

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.
 - a. Exception: The Irish affiliate requires that any involvement with the island of Ireland for any period of time, by a PC not currently attached to a VSS in Ireland, requires the approval indicated above. This rule will not be grandfathered for characters who currently have Irish backgrounds, though they are subject to the grace period noted below.
 - i. Characters with backgrounds in Ireland that lack the required approval, as noted above, will be subject to immediate desanction. A grace period to resolve background approval issues is extended until 01 January 2010.
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. No character can be made to engage in activities that would immediately set off real-world alarm bells (avoid IRA bombers, Nazi torturers, etc).
 - a. Storytellers are strongly encouraged to deny any backgrounds that may lead to conflict with real world authorities or civic organizations.
 - b. Any references to real world terrorist organizations in emails or other communications must include a clear disclaimer that the communication is a prop for entertainment.
5. Players must create backgrounds for their characters that conform with the sanctioned chronicle history of an area, or be subject to desanction.
6. Players must not create backgrounds for their characters that are overtly offensive or abusive, or be subject to desanction.
7. Do not use names from current or prior White Wolf works or other copyrighted fiction (White Wolf or non-White Wolf).

D. Character Knowledge

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

VI. STORYTELLER CHARACTERS (ANTAGONISTS)

A. General NPC Information

1. Each NPC must be approved by a principal Storyteller.
2. NPCs are created like player characters; they are subject to the same approval limitations as PCs unless specifically noted otherwise. E.g., "High Approval (Low Approval for NPCs)".
3. Storyteller characters can be built with up to 400XP, + 15 XP per month after reset; this may be exceeded with Top Approval.

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 +/- 15 limit.
3. **Numina:**
 - a. **Grant Influence Numina** [Astral Realms]: This numina is not approved for play at this time.

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 Camarilla and all affiliates is "8 div 3". After trait pools are calculated, a success is reached if your total of pool plus card draw is eight (8), you have achieved a success. Success iterations are determined at intervals of three after that (11, 14, 17, 20, 23, 26, 29, 32, ...).
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 Global 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 Global 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 One-Shot-Kills

1. Any powers or mechanics that would incapacitate or completely paralyze a character are modified for sanctioned play.
2. Any single test that would deny a target their Defense for subsequent attacks now allows them to retain their Defense.
3. It takes High Approval to bypass this restriction, with the exception of vampiric staking which requires no special approval.
4. The grappling maneuver "immobilize" does not place a character in a killing blow situation.

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. New weapons and armor are allowed if their mechanics are identical to existing standard weapons, or if the mechanics make those statistics worse.
2. The range of a derringer is 10 yards.
3. Armor Ratings do not stack; while multiple armors may be worn, only the best rating among them counts toward the overall Armor Rating. Penalties from multiple armors worn do stack, however.
 - a. Mundane armor does continue to stack with supernatural armor bonuses; e.g., a Kevlar vest will stack with the armor bonuses provided by the Rhino's Hide devotion [Carthians].
 - b. The hide armor created by the Mortal Balm power of the Phagia discipline [Bloodlines the Chosen] is considered mundane once created; it may not stack with other mundane armor (or itself).
4. Bulletproof armor does not downgrade crossbow bolt/arrow damage to bashing.

5. Attacks from non-firearms projectile weapons (e.g. crossbows) are made using the attacker's choice of Firearms or Athletics, and do not deny the target their Defense.
6. 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.

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, unless they give an exception. A Low Storyteller email approving a proxy to commence is sufficient.
3. To proxy a character the player must provide a character sheet, a brief description of intentions, motivations, personality and reactions to possible situations.
4. When proxying, a player grants the Storyteller all rights to the character for the duration of the proxy.
5. Storytellers may modify proxy rules further in their Venue Style Sheets.
6. Storytellers must keep players informed of proxy progress, providing updates at least on a weekly basis, and must portray proxied characters to the best of their ability and in keeping with the player's proxy instructions.

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 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.
2. Downtimes refresh on the 1st and 15th of each calendar month.
 - a. Domains may, at their option listed in the Domain VSS, handle downtime actions monthly, by doubling the actions available into one larger pool. When domains with this option interact outside of the domain, half of each character's actions are considered to occur the first half of the month and half in the later part of the month.
3. The following downtime actions do not require a Resolve action:
 - a. The first XP expenditure for the downtime period.
 - b. Soft RP with PCs or NPCs which has a relatively insignificant in-game effect (e.g., conversations on mailing lists, planning sessions, interviewing an NPC, etc.).
 - c. Routine maintenance of equipment & supplies (as supported by Merits).
 - d. Other actions of relatively insignificant in-game effect (e.g. maintaining Retainers, etc.).
4. The following downtime actions require a Resolve action:
 - a. All XP expenditures beyond the first for the downtime period.
 - b. Anything that directly impacts another character (e.g., training, spying, undermining, etc.).
 - c. Obtaining things via illegal means (e.g., theft, etc.).

- d. Anything else that is of substantial in-game effect.
5. Note that the ST has significant discretion regarding what comprises significant vs insignificant in-game effect. Please refer to **MET** pp 172-173 for more detailed guidelines.
6. An XP expenditure is considered the purchase of a discrete item on the character sheet (e.g., a new dot in a Skill or Attribute, a single Retainer (regardless of dot level), a new dot of Contacts, a new simple Merit, a restored dot of Willpower or Humanity, a new level in a Discipline, a new level of Renown, etc.). Common-sense should be used in determining what comprises a discrete item, especially with regard to graduated Merits (e.g., it may make sense to allow more than one dot of a particular Haven factor as a discrete item, as it may represent investment in a large house or an advanced security system or such; multiple dots in Contacts, on the other hand, represent carefully established connections in a number of different organizations and should probably be considered separate distinct items in most cases).

VIII. MERITS

A. Graduated and Simple Merits

1. All venues use the simple or graduated Merit cost described in **MET** p32.
2. Simple cost merits have a single rating or an "or" separating listed ratings.
 - a. Example: Fast Reflexes is a simple cost Merit as it is rated "1 or 2" rather than "1 to 2".

B. 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 lost permanently when the things they represent are lost or destroyed (e.g. a fetish is broken, a retainer is killed). A player's direct Storyteller decides if attempts to destroy Merit dots are permanent or temporarily successful. Note such changes in a character's experience log.
 - a. Storytellers may temporarily remove or reduce Merits as part of a story if those Merits are later recoverable without XP expenditure.
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.

C. Specific Item Merits

1. Characters can possess multiple versions of Merits that represent specific items, people or places.
2. Allies, Haven, Herd, Retainers, Sanctum, Hollow, Status are not cumulative when determining the maximum rating for a Merit.
 - a. Example: A character can have a dozen 3-dot Retainers without exceeding the Merit rating (1 to 5).

D. Magic Item Merits

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

E. Merit-based Storyteller Characters

1. The Large Scale Game mechanics option is used to create Retainers (**MET** p146). Allies, Mentors, Retainers and similar Merit-based NPCs are created and portrayed by the Storyteller.
2. Such NPCs that represent or interact with government agencies require the special approval of the Storyteller with jurisdiction over that level of agency or body.
 - a. Example: Having contacts in the FBI requires Top Approval from the US National Storyteller, to influence the Red Cross would require Global Approval).

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. **Unarmed Fighting Styles**
 - a. Boxing, Kung-Fu and Two-Weapon Fighting may not be used with any form of shapeshifting power. This includes natural claws and teeth, Feeding the Crone, supernatural claws or any effects that transform the user into inhuman shapes.
 - i. The Werewolf Dalu form is an exception to this.
2. Characters may combine multiple maneuvers from the same Fighting Style, except where indicated otherwise in either the specific Fighting Style or in this Addendum.
3. **Some Fighting Styles require certain rules (Aimed Shot, etc.) found in the tabletop World of Darkness core rulebook (WW55002) but not in the core MET rulebook. Where not already prohibited or altered in this addendum for the specific Fighting Styles affected, the required rules are sanctioned, but only for use with said Fighting Styles.**
4. **Fighting Style: Archery** [Armory]:
 - a. This Merit can be used only with bows (not crossbows).
5. **Fighting Style: Boxing** [World of Darkness]: Per the description in the tabletop **World of Darkness** core rulebook (WW55002), except as follows:
 - a. ● Body Blow: This maneuver does not work against targets that do not breathe (e.g., vampires) or are immune to being stunned.
 - b. ●● Duck and Weave: Delete the last sentence from this maneuver.
 - c. ●●● Combination Blows: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply.
6. **Fighting Style: Combat Marksmanship** [Armory]: Per the description in **Armory** (WW55102), except as follows:
 - a. ●●● Double Tap: The character makes a single attack with a +1 to the draw pool, representing the short burst.
 - b. ●●●●● Rapid Fire: The character makes a **number of draws equal to the** number of attacks **they would normally get** as described in this maneuver, choosing the best draw from them to apply. **The character cannot engage multiple targets in a turn with this technique.**
7. **Fighting Style: Fencing** [Armory]:
 - a. This Merit is intended to be used only with specific swords: curved sword, fencing sword, rapier, sword cane, katana or wakizashi. Using any other sword incurs a -1 penalty on the bonus that may be applied.
 - b. The maneuvers ● Thrust, ●●● Riposte and ●●●● Moulinet cannot be used in conjunction with each other.
 - c. ●●● Riposte: Drawback should read: "To perform this maneuver, the character must spend a Willpower point as soon as the player decides her character will apply twice her Defense to an incoming attack. If the character suffers any further attacks on a turn in which she has used Riposte, she cannot apply her Defense against them."
 - d. ●●●● Moulinet: Both the basic and additional damage incurred by this maneuver are part of a single attack and are cumulatively subject to the damage cap.
8. **Fighting Style: Filipino Martial Arts** [Armory]: Per the description in **Armory** (WW55102), except as follows:
 - a. ●●●● Many-Handed Defense: Change to: The character is trained in fighting off multiple opponents simultaneously. When faced with multiple hand-to-hand attackers, his Full Defense is increased by +1 for each dot in this Merit.
9. **Fighting Style: Grappling** [The Adamantine Arrow]: Sanctioned for all venues as written in **The Adamantine Arrow** (WW40103).
10. **Fighting Style: Kung Fu** [World of Darkness]: Per the description in the tabletop **World of Darkness** core rulebook (WW55002), except as follows:

- a. ●●●● Whirlwind Strike: The character makes a number of attacks as described in this maneuver, choosing the best draw from them to apply.
- 11. **Fighting Style: MAC** [Dogs of War]: Per the description in **Dogs of War** (WW55206), except as follows:
 - a. ●●●● Bullring: Change to: The character is trained in fighting off multiple opponents simultaneously. When faced with multiple hand-to-hand attackers, his Full Defense is increased by +1 for each dot in this Merit.
- 12. **Fighting Style: Police Tactics** [Tales from the 13th Precinct, Tribes of the Moon]: Additional prerequisite: Sworn Officer ●.
- 13. **Fighting Style: Sniping** [Armory]:
 - a. This Merit can be used only with rifles (not bows, crossbows or other firearms).
- 14. **Fighting Style: Sojutsu/Jukendo** [The Adamantine Arrow]: Sanctioned for all venues as written in **The Adamantine Arrow** (WW40103).
- 15. **Fighting Style: Spetznaz Knife Fighting** [Armory]: Per the description in **Armory** (WW55102), except as follows:
 - a. ●●●● Slash and Stab: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply. The Drawback is changed to: "The character may not apply his Defense against the next attack against him."
- 16. **Fighting Style: Staff Fighting** [Armory]: Per the description in **Armory** (WW55102), except as follows:
 - a. ●● Temple Strike: This maneuver has no effect against targets immune to being stunned.
 - b. ●●● Dangerous Radius: Change to the following: With this technique, the character can swing his weapon in a wide arc, making it dangerous to attack him. If an enemy attempts to perform a close-combat attack, the character may make an attack on that enemy outside of the normal initiative order prior to his attack, changing his place in the initiative order. **Drawback:** to perform this maneuver, the character must spend a Willpower point *before* he makes his first attack roll.
- 17. **Fighting Style: Two Weapons** [World of Darkness]: Per the description in the tabletop **World of Darkness** core rulebook (WW55002), except as follows
 - a. The text after "Effect" refers to the maneuvers for this Fighting Style and does not grant, in and of itself, any ability to make additional Dodge or Attack actions in a given turn. (This does not invalidate the two attacks allowed via ●●●● Fluid Attack.)
 - b. ● Whirling Blades: Change to: Your character's Dodge trait is increased by 1 for every dot in this Merit. The Weaponry Dodge Merit cannot replace normal Dodge (Defense doubled) when this maneuver is performed.
 - c. ●●● Focused Attack: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply.
 - d. Characters that purchased a fifth dot of this Merit under the MET rules are refunded the XP for that dot.
- 18. Players may opt to remove Fighting Style Merits changed by the June 2011 Addendum for an XP refund with Low Approval.
- G. Psychic/Thaumaturgic Merits** [Second Sight]
 - 1. The following Merits have been reserved by the Master Storyteller for the purpose of integration into the chronicle via plotlines. These Merits can only be learned through the workings of said plotlines: Dream, Dreams of Lust and Terror, Dream Travel, Evocation (spirits only), Psychic Illusions, Psychic Vampirism, Spirit Channeling, Soul Jar.
 - 2. **Abominable Merits** (Cult of Things That Must Not Be, Reality Blasphemy):
 - a. Not sanctioned for PCs (High Approval for NPCs).
 - 3. **Anti-Psi:**
 - a. Top Approval (Mid Approval for NPCs). This Merit is lost by application of any supernatural template.
 - 4. **Other Psychic/Thaumaturgic Merits** (Alchemy, Animal Empathy, Animal Possession, Animal Rapport, Astral Projection, Aura Reading, Automatic Writing, Believers, Biokinesis, Channeling, Clairvoyance, Communion, Countermagic, Curse of Ill-Fortune, Death Sight, Divination, Doubting Thomas, Dowsing, Enchantment, Evocation (ghosts), Familiar,

Favorable Fortune, Geomancy, Ghost Ally, Ghost Calling, Healing, Hypnotic Voice, Invocation, Library, Longevity, Lucid Dreamer, Luck Magic, Magical Nexus, Mental Blast, Mind Breaker, Mind Control, Mind Reading, Plant Empathy, Postcognition, Precognition, Psychic Empathy, Psychic Healing, Psychic Invisibility, Psychic Projection, Psychic Resistance, Psychometry, Pyrokinesis, Pyrokinetic Immunity, Pyrokinetic Shaping, Sacrifice, Scrying, Second Sight, See Auras, See Spirits, Telekinesis, Telepathic Communication, Telepathic Rapport, Thermokinesis, Thought Projection, Visionary Trances, Warding, Weather Control):

a. Top Approval (Mid Approval for NPCs). These Merits are lost by application of any supernatural template other than the Psychic or Thaumaturgic templates.

H. Society Status Merits (Generic Rules)

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

I. Spirit Merits [Book of Spirits]

1. Cursed Item

a. High Approval for canon cursed items. Custom cursed items not sanctioned at this time.

2. Spirit Ear

- a. Low Approval for mortal characters or lesser supernatural templates; Top Approval for characters with greater supernatural templates.
- b. At character creation, the ●● version of this Merit may be purchased as a simple Merit.
- c. After character creation, the ●●●● version of this Merit may be purchased as a simple Merit.
- d. If a character with the ●● version wishes to purchase the ●●●● version, the additional cost is only as much as a third dot.

3. Spirit's Tongue: Top Approval

4. 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

J. Underworld Merits [Book of the Dead]

1. Barrister

a. High Approval for Sin-Eater characters; Top Approval for all others.

2. Beacon of Life

a. Mid Approval for mortal characters; not available to characters with supernatural templates.

3. Dead Reckoning

a. Mid Approval for Sin-Eater characters; High Approval for all others.

4. Death-Touched

- a. Low Approval for Sin-Eater characters; not available to other characters.
- 5. **Gatekeeper**
 - a. Mid Approval for mortal characters; not available to characters with supernatural templates. Not available for Retainer NPCs.
- 6. **Medium**
 - a. Mid Approval for mortal characters; not available to characters with supernatural templates.
- 7. **Mechanical Memento**
 - a. High Approval.
 - b. Treat as a ●●● Memento.
- 8. **Mythologist**
 - a. Low Approval for Sin-Eater characters; Mid Approval for all others.
- K. **Other Merits**
 1. **Architectural Attunement** [Chicago Workings]: Mid Approval
 2. **Decorated** [Dogs of War]
 - a. ● to ●●: Low Approval.
 - b. ●●●: High Approval.
 - c. ●●●● to ●●●●●: Top Approval.
 3. **Fame**
 - a. The Merit Fame is renown and recognition within the Mortal world.
 - b. Fame in a supernatural community is not sanctioned for play.
 4. **Multi-Lingual** [Reliquary]
 - a. This Merit is purchased as a simple cost Merit.
 5. **Parkour** [Tribes of the Moon]
 - a. This Merit cannot be used in the same turn the user attempts or succeeds in harming another character, nor does it combine with supernatural powers with the exception of changes in physical form (e.g., werewolf shapeshifting, Protean Shape of the Beast, Cloak of the Bear's Massive Form, etc).
 - b. This Merit cannot be used in conjunction with the Spelunker Merit.
 6. **Relic** [Reliquary]
 - a. Global Approval (High Approval for NPCs).
 - b. This includes Relics created with the Relic Creator Merit; all such Relics are ST-created, not player-created.
 - c. Relics are simple cost merits rated between one and five dots
 7. **Relic Analyst** [Reliquary]
 - a. Top Approval (High Approval for NPCs).
 8. **Relic Creator** [Reliquary]
 - a. Not sanctioned for PCs (High Approval for NPCs).
 9. **Spelunker** [Book of the Dead]
 - a. This Merit provides no benefit to any actions taken when not underground.
 - b. This Merit cannot be used in conjunction with the Parkour Merit.
 10. **Sworn Officer** [Tales from the 13th Precinct]
 - a. Mid Approval.
 - b. Characters that do not use a legal identity must possess either New Identity ●● or ●●●● in order to possess the Sworn Officer Merit.
 11. **Territorial Familiarity** [Blood of the Wolf]
 - a. The Merit is location Specific, as defined in the text of the Merit. When purchased it must be specified what location it belongs to.
 - i. No single location can include territory within more than one VSS.
 - b. This Merit may be purchased multiple times for different locations.
 - c. This Merit is restricted to mundane territories (e.g., it cannot be used in the Hedge, the Underworld, the Shadow, etc.).
 12. **Tunnel Rat** [World of Darkness: Chicago]
 - a. The Merit is city Specific. When purchased it must be specified what VSS it belongs to
 - b. This Merit may be purchased multiple times for different VSSs.

- c. This Merit is restricted to mundane territories (e.g., it cannot be used in the Hedge, the Underworld, the Shadow, etc.).

IX. ADDITIONAL BOOKS

A. Antagonists (WW55301)

1. This book is sanctioned without changes.

B. Armory (WW55102)

1. Equipment from this book is available at Low Approval, unless a greater approval is noted elsewhere (such as military weapons), subject to the additions below.
2. In all cases of duplication, the equipment in **Mind's Eye Theatre** (WW50000) supersedes those in Armory.
 - a. Example: Rapiers follow the MET rules instead of the Armory rules.
3. Weapons with the 9-again rule have that ability removed. Weapons with the 8-again rule have that reduced to a 9-again.
4. Weapons with damage modifiers of more than 4 have the modifier reduced to 4.
5. Firearms with the Burst Fire rule have that ability removed.
6. Defense penalties noted for armor instead penalize Initiative.
7. To represent their rarity and the possible legal repercussions, any automatic firearms are High Approval unless a higher approval is noted elsewhere.
8. The following weapon clarifications are considered military grade weapons and require Top Approval. Please refer to the relevant National Addendum for further limitations in place for the respective Nation.
 - a. Anti-Material Rifles (generic or otherwise)
 - b. Machine Guns
 - c. Military Tactical Trucks
 - d. APCs
 - e. IFVs
 - f. Main Battle Tanks
 - g. Combat Airplanes
 - h. Attack & Gunship Helicopters
9. Items from Chapter 3: Not sanctioned at this time.
10. Ammunition
 - a. The additional rules for ammunition types in Chapter 2: Not sanctioned at this time.
 - b. Broadhead hunting arrows and flint/obsidian tipped arrows do not gain a damage bonus when used in an attempt to stake a vampire.
 - c. Bodkin arrows are Mid Approval.
11. The Errata and Bonus Material for this book is sanctioned; however, the "But... but... Jesse Ventura did it!" sidebar in this material is not sanctioned.

C. Armory Reloaded (WW55208)

1. The optional Staking sidebar (p 163) is sanctioned, and has been adapted for use in the Camarilla Global Chronicle. The text of this rule as adapted can be found on the Gameplay Resources Wiki:
 - a. http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources
2. No other rules from this book are sanctioned at this time.

D. Asylum (WW55204)

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
2. The Master Storyteller reserves the right to make use of the included Storyteller characters.

E. Book of Spirits, The (WW 55202)

1. Most locations, characters, and items are used as examples and are not necessarily used in the Camarilla Global 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; Global Approval for custom cursed items. New custom cursed items are currently suspended, pending chronicle soft reset and reopening custom item applications to the Global Rules Panel.
3. The sidebar "Mythic Resonance of Fruit" is used in the Camarilla's chronicle.

4. All spirit creation rules follow current approval levels (limited by Rank).
- F. Book of the Dead (WW 60501)**
1. While some material from this book is applicable to all venues (or to specific other venues), the majority is dedicated to the Geist venue. Unless rules from this book are specifically listed in the Universal Addendum or another Venue Addendum, they are considered to be part of the Geist Venue. See the Geist Addendum for further details.
- G. Chicago Workings (WW55003)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
- H. Compacts and Covenants (WW55566)**
1. This book is sanctioned as per the restrictions for Hunter the Vigil [WW55550].
- I. Dogs of War (WW55206)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
 2. Zero Company (p 27): Reserved for US NST use, with Global Approval necessary for operations in other countries. Top Approval for US affiliate PC membership; not sanctioned for PCs in other affiliates.
 3. The Unit as Character (p 35): Not sanctioned.
 4. Private Military Consultants: Top Approval.
 5. Chapter 2: Top Approval.
 6. Questionable Morality (p 103): not sanctioned.
 7. Upping the Ante (p 112): not sanctioned.
 8. Blacker Ops (p 123): Reserved for the Master Storyteller's Office.
- J. Ghost Stories (WW55400)**
1. This book is sanctioned without changes.
- 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, Created, and Mortals venues. Not available in other venues.
 3. Shadowcross Cars: Reserved for the Master Storyteller's Office.
 4. The Free Energy Car: Reserved for the Master Storyteller's Office.
- 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; refer to systems in Armory instead.
 - c. Weapons (pp 246-250): Not approved; refer to weapons in MET and Armory 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. Mysterious Places (WW55302)**
1. This book is sanctioned without changes.
- O. 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.
- P. Reliquary (WW55203)**
1. This book is sanctioned at Low Approval except where noted elsewhere.
 2. Relics from Chapter Two (A Million Little Things) with Powers listed as "unique" or rated with more Powers than five dots are Global Approval.
 3. Relics created using Chapter Three (Powers and Prices) may not possess more than five dots in Powers
- Q. Second Sight (WW55100)**
1. If a character with a lesser template is exposed to the transforming power of another, the original template wins out. (The Camarilla uses 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, no experience points are refunded or redistributed.
 2. It is Top Approval for any player character to have access to the systems from Chapter Four: Reality-Bending Horrors. (Low Approval for NPCs)
- R. Skinchangers (WW30205)**
1. Mechanics and items from Chapter One: Top Approval (Mid 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.
- S. 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.
- T. Tales From the 13th Precinct (WW55001)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
 2. For weapons mechanics, defer to the rules and statistics in **Armory (WW55102)**.
 3. The following optional rules are sanctioned:
 - a. Pushing and Burning Contacts (p 49)
 - b. Exposure (p 54)
 4. While not an optional rule, the sidebar "Well, It's Another Vampire Murder..." (p 31) is specifically noted as sanctioned within the Global Chronicle.
 5. The sidebar "What is Crimson?" (p 88): Reserved for the Master Storyteller's Office.
- U. Urban Legends (WW55303)**
1. The mechanics for Rush have been reserved by the MST's office for future use.
 2. Plot lines involving Bloody Mary require Top Approval.
 3. Doppelgangers are unavailable to player characters.
- V. 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 is not sanctioned for use at this time.
 3. *The Simon Romance* is reserved for the Office of the Master Storyteller.
- W. World of Darkness: Chicago**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
 2. The Master Storyteller reserves the right to make use of the included Storyteller characters.
- X. World of Darkness: Innocents (WW55004)**
1. This book is intended to create major settings variations for games from their inception and is thus not used to affect the Camarilla's sanctioned chronicle.
- Y. World of Darkness: Shadows of the UK (WW30202)**
1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
 2. The Master Storyteller reserves the right to make use of the included Storyteller characters.
- Z. World of Darkness: Shadows Over Mexico (WW25201)**

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.
2. The Master Storyteller reserves the right to make use of the included Storyteller characters.