

CAMARILLA ADDENDUM: WEREWOLF: THE FORSAKEN

Effective Date: 15 December 2011

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This addendum is organized into the following sections:

- I. **ADDITIONAL BOOKS:** A listing of books specifically sanctioned for this venue.
- II. **CHARACTERS:** Basic rules for Forsaken Characters.
- III. **ORGANIZATIONS:** Rules pertaining to werewolf tribes, lodges, packs and clutches.
- IV. **MERITS:** Rules pertaining to Forsaken-specific Merits.
- V. **GIFTS:** Rules pertaining to werewolf Gifts.
- VI. **rites:** Rules pertaining to werewolf Rites.
- VII. **FAVORS AND ASPECTS:** Rules pertaining to various changing breed powers.
- VIII. **STORYTELLER RULES AND CLARIFICATIONS:** Other settings information.

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

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

I. ADDITIONAL BOOKS

A. Blasphemies (WW30303)

1. Things from Chapter 4 (Bale Hounds) are Top Approval for PCs to possess.

B. Blood of the Wolf (WW30301)

C. Calm Before the Storm (WW30002)

1. Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle.

D. Changing Breeds (WW55103)

1. Unless otherwise noted, all material in this book applies only to Changing Breed characters.
2. Feral Heart Trait: The Feral Heart chart on p98 is replaced by one found in the **Changing Breeds Settings Guide**, in the Forsaken Settings Documents:
 - a. http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources#Forsaken
3. War Form Weaponry: Low Approval for both Changing Breed and Uratha characters.
4. The content of Chapter 4 is currently reserved for the Office of the Master Storyteller.

E. Forsaken Chronicler's Guide (WW55108)

1. [Reserved for the Office of the Master Storyteller.](#)

F. Hunting Ground: The Rockies (WW30200)

1. The history and settings in the book are not necessarily those of the Camarilla chronicle. The mechanics are reserved solely for the use of the office of the Master Storyteller, unless stated otherwise in this addendum.

G. Lodges: the Faithful (WW30101)

H. Lodges: the Splintered (WW30102)

1. The history and settings in the book are not necessarily those of the Camarilla chronicle. Storytellers should hesitate to approve Lodges that are specific to other geographical areas, which would require elaborate canon-bending justifications.

I. Lore of the Forsaken (WW30100)

J. Night Horrors: Wolfsbane (WW30105)

1. New Merits, Gifts, etc. attributed to canon NPCs: reserved for the Office of the Master Storyteller.
2. Guardians, The: sanctioned as an anti-werewolf group within the Aegis Kai Doru Hunter conspiracy (per approval levels listed in the Universal Addendum).
3. Irinam the Colossus: reserved for the office of the US National Storyteller.
4. Lonesome Forest: not sanctioned as a specific entity, though equivalent plotlines may be run with High Approval.
5. Versepilitis: Mid Approval.

K. Predators (WW30300)

L. Signs of the Moon (WW30106)

1. The history and settings in the book are not necessarily those of the Camarilla chronicle.
2. Unique antagonists are reserved for the affiliate NST's office appropriate to the antagonist (e.g., the Uktena is reserved for the Office of the US NST).

M. The Pure (WW30110)

N. The Rage (WW30001)

1. The concerns and information on various locations in the world in Chapter 3 do not necessarily exist in the Global Chronicle, but they may be used as inspiration for players and storytellers to create their own events and situations. The Islamic fetishes in the side bar on pg. 197 are not used in Sanctioned play.

O. Territories (WW30304)

P. Tribes of the Moon (WW30103)

1. Legends and rumors from this book may or may not be true within the context of the Camarilla's Global Chronicle, but they may be discussed and/or known In-Character.

Q. The War Against the Pure (WW30306)

1. The historical information in Chapter 2 is not used in the Camarilla's Global Chronicle, although it may be used as inspiration for Storytellers to create their own histories. This is sanctioned at Low Approval.
2. The content of Chapter 4 is currently reserved for use by the Master Storyteller's office except as otherwise noted, and the other shifters are not allowed as NPC's or PC's at this time.

II. CHARACTERS

A. Background

1. Age

- a. Existed since 1905 AD or earlier: High Approval
- b. Existed since 1885 AD or earlier: Top Approval

2. Youth

- a. First Change prior to age 3: Top Approval (Mid for NPCs).
- b. Wolf-blooded or mortal currently under the age of 3: Not sanctioned (Low for NPCs).
- c. First Change prior to age 12: High Approval (Low for NPCs).
- d. Currently under the age of 16: High Approval (Low for NPCs).

B. Character Types

1. Changing Breeds:

- a. Changing Breed characters should conform to the themes presented in the **Changing Breeds Settings Guide**, in the Forsaken Settings Documents:
 - i. http://wiki.white-wolf.com/camwiki/index.php?title=Category:Gameplay_Resources#Forsaken
- b. Canon breeds/species:
 - i. Indigenous to Region: High Approval (Mid Approval for NPCs). Note: Indigenous refers to an animal form that is naturally-occurring within the Region. It does not include zoos, carnivals, exotic animal ranches, or other non-natural habitations.
 - ii. Non-indigenous to Region: Top Approval.
 - iii. Exceptions:
 - (a) Azubuiké: Reserved for the Office of the Master Storyteller.
 - (b) Baitu: Top Approval.
 - (c) Bubasti: Top Approval.
 - (d) Carapaché: Top Approval.
 - (e) C'hi Hsu: Top Approval.
 - (f) Mholé-Rho: Reserved for the Office of the Master Storyteller.
 - (g) Hugranjah: Reserved for the Office of the Master Storyteller.
 - (h) Iravati: Reserved for the Office of the Master Storyteller.
 - (i) Kinno'balo: Reserved for the Office of the Master Storyteller.
 - (j) Nanekisu: Reserved for the Office of the Master Storyteller.
 - (k) Nanuq: Top Approval.
 - (l) Riantes: Reserved for the Office of the Master Storyteller.
 - (m) Sicarius: Top Approval.
 - (n) Storm Bears: Top Approval.
 - (o) Takuskansa: Reserved for the Office of the Master Storyteller.

- (p) Uchchahshravi: Reserved for the Office of the Master Storyteller.
- c. Custom breeds/species: Reserved for the Office of the Master Storyteller.
- 2. **Forsaken:** Low Approval
 - a. Bale Hounds: Per antagonist character types (Univ. Addendum III.D.6.) (Low Approval for NPCs)
 - b. Pure: Per antagonist character types (Univ. Addendum III.D.6.) (Low Approval for NPCs)
 - c. Ex-Pure: Per antagonist character types (Univ. Addendum III.D.6.) (Low Approval for NPCs). Ex-Pure may not have an Auspice.
- C. Enhanced Form Bonuses**
 - 1. The physical attribute bonuses for Uratha and Changing Breed alternate forms are considered part of the natural attribute for purposes of establishing the 'base pool' per the Universal Addendum, II.E.2.
 - 2. The following bonuses are changed in the Global Chronicle:
 - a. Gauru form:
 - i. Bite: +4 to draw pool.
 - b. Urshul form:
 - i. Bite: +2 to draw pool.
 - c. Urhan form:
 - i. Bite: +2 to draw pool.
- D. Character Knowledge:**
 - 1. **Bale Hounds:** High Approval (Low Approval for Bale Hound characters).
 - 2. **Idigam:** Top Approval.
 - 3. **Pure:** While understanding of Pure culture, dogma and methods is Low Approval, specific and complete understanding of Pure rituals and Gifts is High Approval (Low Approval for Pure characters).

III. AUSPICES AND ASPECTS [Uratha]

- A. Custom Auspices:** Not sanctioned.
- B. Auspices and Aspects Affected by the Addendum**
 - 1. All Primal Urge 10 Aspect abilities are reserved for the office of the MST.
 - 2. **Cahalith** (Gibbous Moon)
 - a. **Huhsih** (Warhowlers) [Signs of the Moon]:
 - i. Primal Urge 3: Instead of spending a Willpower point, the character makes a Presence + Expression test; the number of bonus points is equal to the successes.
 - 3. **Elodoth** (Half Moon)
 - a. **Lul Galah** (Truth-Seeker) [Signs of the Moon]:
 - i. Primal Urge 7: The character may retest a failed Social draw when using his Spirit Envoy power; this can be done a number of times per night equal to the character's Honor.
 - b. **Tur Lu'u** (Boundary-Keeper) [Signs of the Moon]: Characters of this Aspect must use the Flaw negatives as described in **Signs of the Moon**.
 - 4. **Gishtahu** (Blood Moon) [Signs of the Moon]: Reserved for the office of the MST.
 - 5. **Hiriraka** (Solar Eclipse) [Signs of the Moon]: Reserved for the office of the MST.
 - 6. **Irraka** (New Moon)
 - 7. **Ithaeur** (Crescent Moon)
 - a. **Isib-Durume** (Shadowbinder) [Signs of the Moon]:
 - i. Primal Urge 3:
 - (a) The character may spend one point of Essence to reflexively attune a fetish.
 - (b) The penalty for the various Call Spirit rites is -2, not -1.
 - b. **Isibhgud** (Spirit-Hunter) [Signs of the Moon]:
 - i. Primal Urge 3: The character does not gain the benefit of 10-again when using Strength or Dexterity based attacks in the physical world.
 - c. **Isiburalath** (Totem-Bond) [Signs of the Moon]:
 - i. Primal Urge 3: The ban is both the pack ban and the totem's ban. Characters do not have to be consciously aware of the totem's ban in order to feel disinclined to violate it.

8. **Namm-Dar** (Stellar Eclipse) [Signs of the Moon]: Reserved for the office of the MST.
9. **Rahu** (Full Moon)
 - a. **Hudta** (Defender) [Signs of the Moon]:
 - i. Primal Urge 3: Replace this mechanic with, "The character's Defense increases by +1 for each attacker past the first.
 - b. **Hudzith** (Crusader) [Signs of the Moon]:
 - i. Primal Urge 7: The bonus pool is equal to Harmony, not twice Harmony. This bonus is counted as an Equipment bonus.
10. **Suharrahu**: Lunar Eclipse [Signs of the Moon]: Reserved for the office of the MST.

IV. ORGANIZATIONS

- A. **Tribes**: Creating new tribes is not currently possible.
- B. **Lodges**: Characters can only ever gain mechanical benefits from a single Lodge. In addition to using the rules on p.199 of Werewolf: the Forsaken, leaving a lodge (whether or not to join another) puts the character into XP debt until the differences in any purchases from the old lodge are accounted for. Upon leaving a lodge, lodge-specific Rites from the old lodge no longer function, although Gifts and Merits do. If the Gift was purchased as an Affinity Gift, then the difference between the affinity and non-affinity costs must be paid. If the Gift was taken as a "free gift" from a Renown purchase then the same difference must be paid, although the base cost need not be added in.
 1. Creation of a Custom Lodge (other than a Regional Lodge): Not sanctioned.
 2. Membership in a published Lodge with PC induction: Low Approval (High Notification)
 3. Membership in a published Lodge with NPC induction: High Approval
 4. Joining a published Lodge in background: High Approval
 5. Membership in a lodge outside your tribe, unless the lodge specifies allowing others (in game or background): Top Approval
 6. **Cult of Bones** [Lodges: the Faithful]: Top Approval for Player Characters.
 7. **Eiwaz Mot** [Blasphemies]: High Approval
 8. **Lodge of Night** [Lodges: the Faithful]: Does not result in the loss of Renown for leaving, as described on p.199 of Werewolf: the Forsaken
 9. **Lodge of Arkadia** [Blasphemies]: High Approval
 10. **Lodge of the Black Woods** [Lodges: the Splintered]: Membership is not exclusive. Other regional lodges (as per the sidebar in Black Woods) may be created at High Approval. Regional Lodges need not adhere to the boundaries set by Camarilla Regions. They may be specific to an area, geological feature, or specific territory, even a conceptual ideal held by a specific group in a territory, but the boundaries must be clearly defined in the application. Should the Lodge cross the boundaries of Camarilla Regions or Nations, the approval of the lowest level Storyteller with jurisdiction over all affected areas is required.
 - a. **New Regional Lodges**:
 - i. May be constructed with up to 3 of the following benefits, without being considered "Custom" and thus Global Approval:
 - (a) A +1 bonus to social draws between lodge members, including resisting Death Rage
 - (b) A +1 to a single skill (defined in the lodge write-up) while within the territory covered by the lodge. This bonus does not exceed limits given by Primal Urge.
 - (c) Pre-defined specialty to a single skill
 - (d) Access to the 1-point Merit: Howl Code, p. 40
 - (e) Access to a lodge-specific Fetish, which may not exceed 4 dots in power.
 - (f) [Access to Mot Oaths \(Blasphemies, p 99\) make the lodge a Mot, with all the restrictions thereof and requiring an appropriate write-up in the application.](#)
 - ii. Approved Regional Lodges are listed on the Global Rules Panel Wiki:
 - (a) http://wiki.white-wolf.com/camwiki/index.php?title=Global_Rules_Panel
 11. **Lodge of the Crossroads** [Blasphemies]: High Approval
 12. **Lodge of the Einherjar** [Tribes of the Moon]: Reserved for MST
 13. **Lodge of the Feast** [Lodges: the Faithful]: Top Approval for Player Characters.
 14. **Lodge of the Final Winter** [Tribes of the Moon]: Not sanctioned for play.

15. **Lodge of the Grotto** [Lodges: the Faithful]: Top Approval for Player Characters.
16. **Lodge of the Hundred Days** [Tribes of the Moon]: Members must be based in Rwanda.
17. **Lodge of the Lake** [Lodges: the Faithful]: Reserved for MST
18. **Lodge of London** [Shadows of the UK]: Not allowed at this time.
19. **Lodge of Luna's Tears** [Signs of the Moon]: [Top](#) Approval.
20. **Lodge of Mammon** [Lodges: the Faithful]: Top Approval for Player Characters.
21. **Lodge of Mania** [Blasphemies]: High Approval
22. **Lodge of Praetors** [Shadows of the UK]: Top Approval.
23. **Lodge of Scars** [Lodges: the Splintered]
 - a. [Top Approval \(this is not Grandfathered\)](#).
 - b. **The Last Mile**: The Last Mile is a legendary journey completed alone, and player characters should not have a great expectation of surviving it.
24. **Lodge of the Second Moonrise** [Signs of the Moon]: High Approval.
25. **Lodge of the Shadow Throne** [Signs of the Moon]: This can only be joined through the working of MST plotlines or in game with a player character sponsor, at the normal approval level.
26. **Lodge of the Sleeping Bear** [Tribes of the Moon]: Not sanctioned for play.
27. **Lodge of Thin Shadow** [Lodges: the Splintered]: Reserved for MST
28. **Valkyria Mot** [Blasphemies]: High Approval

C. Packs:

1. A "pack" in the Global Chronicle is defined as a number of werewolves all allied to the same spiritual totem, represented by each member having at least one dot of the Totem Merit for that spirit.
2. Packs are adept at coordinated combat efforts. As such, members of a pack attacking a target in close-combat are not held to the normal limits regarding how many characters may attack a single target at one time. This exception to the rule only applies when all attackers are of the same pack.
 - a. Fetishes and Rites that temporarily join members into a pack do not apply for this rule.

- #### D. Clutches [The Rage]:
- Governing systems (Hegemony, Autocracy, Parliament, Democracy and Kinship) and Protectorates require the approval of the principal Storyteller with the lowest approval authority over the entire geographic territory of the clutch. Clutch members may purchase Territory merits for the Clutch with the approval of the principal Storyteller for that Clutch, or with the normal approval level, whichever is higher. This may be done in combination with the Protectorate Merit (p.174), which costs 3 XP per dot, and may be pooled by members of the protectorate. No character may purchase more than 5 dots individually. Using a Clutch's territory Merits requires a player character to stay within the Territory Feature for at least 24 hours. If a character leaves a Clutch any merit (territory or otherwise) that character purchased is removed from the Clutch, and they may retain the XP spent on the item at the principal Storyteller's discretion. Protectorate Rites may only be enacted within a protectorate the ritemaster belongs to.

V. MERITS

A. Merits Affected by the Addendum

1. **Animal Companion** [Changing Breeds]: Mid Approval (Low Approval for NPCs).
2. **Beast-Kin** [Changing Breeds]: [High](#) Approval ([Mid](#) Approval for NPCs).
3. **Beginner's Luck** [Signs of the Moon]: The drawback of this Merit is changed to the following: If the character fails at a test in which this Merit was used, the Merit cannot be used again for the rest of the scene.
4. **Den** [Changing Breeds]: Mid Approval (Low Approval for NPCs).
5. **Fetish**: Fetishes are created per the **Fetish Creation Guide**, and the point breakdown **must** be included in the application. Custom Fetishes that pre-date the soft reset should be resubmitted per the approval levels listed below.
 - a. ● to ●●: Low Approval (requires database notification).
 - b. ●●●: High Approval (not grandfathered from previous addenda).
 - c. ●●●●: Top Approval (not grandfathered from previous addenda).
 - d. Custom Fetishes that do not conform to the Fetish Creation Guide: Not sanctioned.

- e. **Enter play with a Pure Fetish:** High Approval
- f. **Earn a Pure Fetish in play:** High Notification
- g. **Auspice Gifts:** Not permitted in fetishes (not grandfathered from previous addenda)
- h. **Changing Breeds:** can possess but not create fetishes.
- i. **Specific Fetishes:**
 - i. • **Fissium** (Hunting Ground: The Rockies): Mid Approval.
 - ii. •• **Harley's Gas Tank** (Hunting Ground: The Rockies): A motorcycle with this gas tank never needs gasoline to operate. Low Approval.
 - iii. •• **Hunting Knife** (Hunting Ground: The Rockies): Low Approval.
 - iv. ••• **Prophecy Bowl** (Hunting Ground: The Rockies): Low Approval.
 - v. ••• **Snake's Fang** (Hunting Ground: The Rockies): Low Approval.
 - vi. ••• **The Timesaver** (Calm Before the Storm): Low Approval.
 - vii. •••• **Klaive Hatchets** (Hunting Ground: The Rockies): Low Approval.
 - viii. •••• **Mother's Mirror** (Hunting Ground: The Rockies): High Approval.
 - ix. •••• **Spirit Sextant** (Hunting Ground: The Rockies): Low Approval.
- 6. **Fighting Style: Police Tactics** [Tribes of the Moon]: See sanctioning information in the Global Universal Addendum.
- 7. **Fighting Style: Savage Fury** [War Against the Pure]: This Merit is sanctioned for use by Uratha and predatory-breed Changing Breed characters.
- 8. **Fighting Style: Tooth and Claw** [The Rage]: Per the description, except as follows:
 - a. •••• **Fury:** The character makes two attacks as described in this maneuver, choosing the best draw from them to apply.
- 9. **Fighting Style: Wolfpack** [War Against the Pure]: Per the description, except as follows:
 - a. This Merit cannot be use untrained; a character must have the appropriate dots in this Merit to use these maneuvers.
 - b. • **Worry:** Replace with the following: Wolves are experts at distracting foes. This combat maneuver may take the form of feints, extremely loud yelps or false retreats to allow one's packmates to maneuver into better positions for attack. A werewolf may use Worry and forego attacking a target in order to penalize that target's Defense by one for each werewolf attacking the same target who also knows this maneuver. E.g. if six werewolves are attacking one target and they all have Worry, two werewolves can use Worry in place of attacking the target to reduce its defense by six each, for a total of -12, for the other four members of the group.
 - c. •• **Trip/Bowl Over:** Clarification: the reference to "moving up to twice the character's speed" refers to Acting Speed.
 - d. •••• **Joint Attack:** Clarification: use of this maneuver reduces the character's penalties to attack generated by the target's Defense and Armor by one for each ally attacking the target on the same initiative. As such, it does work in combination with any reduction in Defense generated by allies using the Worry maneuver.
- 10. **Ghost Touched and Cursed Items** [The Rage]: High Approval
- 11. **Loci** [Territories]
 - a. To have control of one or more loci in their territory, a werewolf pack must purchase the Locus territory feature for each Locus. This is a graduated, shared Merit, and is not Grandfathered.
 - i. Applications for a Locus must include both the Level and Resonance of the Locus.
 - b. Loci rated 1-3 dots: Low Approval
 - c. Loci rated 4 dots: Mid Approval
 - d. Loci rated 5 dots: High Approval
 - e. Mobile/living/supernatural loci: Top Approval
- 12. **Old Blood** [War Against the Pure]: This Merit is sanctioned for use by Uratha and Changing Breed characters.
- 13. **Pack** [Changing Breeds]: Mid Approval (Low Approval for NPCs).
- 14. **Pack Tactics** [The Rage]
 - a. Creation: High Approval
 - b. Learned after creation: Low Approval
- 15. **Predator's Bearing** [Changing Breeds]: Mid Approval (Low Approval for NPCs).

16. **Shield-Bearer** [War Against the Pure]: Low Approval
17. **Silent Tongue** [The Rage]: Low Approval for Hunters in Darkness
18. **Socially Small** [Changing Breeds]: Mid Approval (Low Approval for NPCs).
19. **Territory** [Territories]: Low Approval
 - a. A territory is considered a shared Merit; the cost of which is paid for by characters in the pack.
 - b. Supernatural features other than loci in a territory are Mid Approval
20. **Totem**: Totems cannot make use of more than 25 of the Totem Merit points invested in them. If changes to the Totem negate a Totem cost discount, the additional Merit point cost must be covered at the time of change. Human characters, including Wolf-Blooded, may purchase Totem with Top Approval [Blasphemies].
21. **True Breed** [Changing Breeds]: Top Approval (High Approval for NPCs).
22. **Wolf-Blooded** [Blood of the Wolf]
 - a. Player character wolf-blooded have the option to use the level-variable Wolf-Blooded Merit.

VI. GIFTS

- A. **Aggravated Damage and Gifts**: Using any Gift, Rite, or Fetish which deals Aggravated damage to werewolves is a Harmony sin equal to using silver against another werewolf. The massive damage inflicted has the same spiritual impact as the cursed metal.
- B. **Supernatural Senses**: Powers that provide supernatural perception (e.g., Communion With the Land) which do not provide a specific description of how they interact with concealment powers default to the Clash of Wills mechanic (see **MET Requiem** p 159 and the Global Requiem Addendum VII.C.1.a.).
- C. **Custom Gifts** [Signs of the Moon]: Not sanctioned at this time.
- D. **Gifts Affected by the Addendum**
 1. **Alpha Gifts** [The Rage]
 - a. **●●●● Lordly Will**
 - i. **Clarification: this Gift can be used to avoid the effects of Alpha's Howl, but only if it is activated prior to being attacked by Alpha's Howl. It cannot be activated in a reflexive defense against an attack by Alpha's Howl.**
 - b. **●●●●● Alpha's Howl**
 - i. Each use of this Gift affects a number of targets within earshot equal to the successes scored on the activation draw.
 - ii. Each affected target loses access to all supernatural powers for a number of turns equal to the successes scored on the activation draw .
 - iii. Fetishes cannot be activated by affected targets during the effect of this Gift.
 - iv. Effects already active prior to activation of this Gift are not affected.
 - v. Essence and other supernatural "fuels" (Vitae, Mana, Glamour, Essence, etc.) may not be accessed or spent in any way during the effect of this Gift, nor may supernatural powers (Gifts, Devotions, Contracts, Numina, etc) be used.
 2. **Eclipse** [Blasphemies]
 - a. Sanctioned for NPC use only.
 3. **Endurance Gifts** [The Rage]
 - a. **●●●●● Legacy**: For the purposes of this Gift only, a character may spend 2 Willpower in the same round.
 4. **Full Moon Gifts**
 - a. **●● Attunement**: Defense ignored is equal to the user's Primal Urge, not half of the user's Primal Urge.
 - b. **●●● Death Grip**:
 - i. Ignore the sentence "Once a hold is achieved and maintained, the character gains an additional six dice to rolls for overpowering maneuvers to bite the target are doubled." The rest of the text is applicable.
 - ii. **Clarification**: In order to use the Gift, the character must initiate a grapple (that does no damage) on the first turn and activate the Gift as a reflexive action. This imposes

- the -3 penalty to escape tests. Attacking for damage may not occur until the second turn.
- c. ●●●● **Rage Armor:** Rage Armor receives one level per success, not per two successes.
 5. **Glory Gifts** [Signs of the Moon]
 - a. ●●●●● **The Legend Lives On:**
 - i. Replace the text for Success with the following: "Success: characters listening to the story may purchase a single Skill or Gift designated by the user (and agreed to by the ST) for 3XP less than the normal cost."
 - ii. This Gift can only be used by PCs, or NPCs specifically authorized by the office of the Master Storyteller. The fallen character must be a PC uratha.
 6. **Milestone Gifts** [Tribes of the Moon], [Signs of the Moon]:
 - a. Top Approval.
 - b. Milestone Gifts do not cost XP; previous XP expenditures for Milestone Gifts are refunded.
 - c. At this time, a character can only have an Auspice Milestone Gift or a Tribal Milestone Gift, not both, pending further review by the office of the AMST-Forsaken.
 7. **Mother Luna's Gifts**
 - a. Mother Luna Gifts are **not** affinity Gifts for the Pure.
 - b. ●●●●● **Primal Form:** In addition, this form gains the following bonuses:
 - i. Bite: +4 to draw pool.
 8. **Pack Gifts** [The Rage]: Pack Gifts are considered Affinity Gifts for all Uratha.
 9. **Sheherezade Gifts** [Signs of the Moon]
 - a. ●●●● **Drawing the Veil:**
 - i. Success with this Gift results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).
 10. **Stealth Gifts**
 - a. ● **Feet of Mist:** The cost to activate this Gift is one Essence, not one Willpower.
 - b. ●●●●● **Vanish:** Replace the "Success" paragraph with the following: Success: The user may move and fight as normal. Opponents attacking the user fight blindly and must rely on cunning and their other senses to hit. See "Fighting Blind," **MET**, p 227). Every time the werewolf is struck, a number of successes must be achieved on a reflexive Wits + Resolve roll in excess of the number of Health points suffered in order to maintain the Gift. Unconsciousness negates the Gift. The Gift lasts for the duration of the scene, although the character may choose to end the effects early. Attackers with supernaturally enhanced senses (such as the improved senses of the Urhan and Urshul forms) may attempt to locate the gift user using the Listening and/or Smelling rules (**MET**, pp 228-229) as a reflexive action and apply any bonuses to the attempt.
 11. **Stellar Moon Gifts** [Signs of the Moon]
 - a. Reserved for the Office of the Master Storyteller.
 12. **Tainted Moon Gifts** [Blasphemies]
 - a. Sanctioned for NPC use only.
 13. **Weakness Gifts** [The Rage]
 - a. ●●●●● **Wrack:** Single uses of this Gift may be treated as torture (with the requisite Harmony draw) at ST discretion; multiple uses in one scene on the same target always do.
 14. **War Gifts** [War Against the Pure]: High Approval.
 15. **Wolfslayer Gifts** [War Against the Pure]: High Approval.
 - a. Wolfslayer Gifts can be used against Changing Breed characters.
 16. **Wound** [Blasphemies]
 - a. Sanctioned for NPC use only.

VII. RITES

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

1. If players choose to role-play performing a Rite, the Storyteller has the option of shortening the amount of time determined by the draw, or may forego the extended test (after the initial draw shows that the Rite will eventually succeed) leaving the Rite to be performed entirely IC.

2. Additionally, extra characters aiding the rite may use the Teamwork rules (as MET: World of Darkness, page 180), while physical props used, may add an Equipment Bonus (as MET: World of Darkness, page 193). If characters choose to not role-play performing a Rite then use the base time per roll as given in the Rite description.

B. Tribal Rites [Tribes of the Moon]: Tribe-specific rites are Top Approval to learn out-of-tribe.

C. Rites Affected by the Addendum

1. **The Whelp's Rite** [Signs of the Moon]: Not sanctioned.
2. ● **Blood Ogham** [Shadows of the UK]: Reserved for MST. This rite can only be learned through the workings of approved plotlines or learned in game from a player character at the normal approval level.
3. ● **Rite of the Avowed Soldier** [War Against the Pure]: High Approval
4. ● **Rite of the Final Howl** [Shadows of the UK]: Reserved for MST. This rite can only be learned through the workings of approved plotlines or learned in game from a player character at the normal approval level.
5. ● **Rite of Condemnation** [War Against the Pure]: High Approval
6. ●● **Rite of Anticipated Forgiveness** [War Against the Pure]: High Approval
7. ●● **Scarlet Messenger** [Shadows of the UK]: Reserved for MST. This rite can only be learned through the workings of approved plotlines or learned in game from a player character at the normal approval level.
8. ●● **Silent Hunt** [Glimpses of the Unknown]: This rite can only be learned through the workings of approved plotlines or learned in game from a player character at the normal approval level.
9. ●● **Speak with the Guardian** [Lodges: the Faithful]: Low Approval for members of the Lodge of Cerberus. Not available otherwise.
10. ●●● **Information Gestalt** [Hunting Grounds: The Rockies]: Low Approval.
11. ●●● **Rite of Offal** [Lodges: the Faithful]: Low Approval for members of the Lodge of Harmony. Not available otherwise.
12. ●●● **To the Cannon's Mouth** [Tribes of the Moon]: High Approval.
13. ●●●● **Bloody-Handed-Hunter** [Shadows of the UK]: Reserved for MST. This rite can only be learned through the workings of approved plotlines or learned in game from a player character at the normal approval level.
14. ●●●● **Rite of Recollection** [War Against the Pure]: Low Approval
15. ●●●● **Rite of the Scorched Earth** [Pure]: Mid Approval (each use)
16. ●●●● **Rite of Shadowed Hunt** [Book of the Dead]: Low Approval for Lodge of Death characters; Mid Approval for Bone-Shadows characters; High Approval for all others. This rite can only be learned through the workings of approved plotlines or learned in game from a player character at the normal approval level.
17. ●●●● **Wealth of Heroes' Health** [War Against the Pure]: High Approval
18. ●●●● **Judgement Brand** [Signs of the Moon]: High Approval for each use on a PC (this is not grandfathered).
19. ●●●● **Return to the Borderland** [Book of Spirits]: High Approval
20. ●●●● **Rite of the Border Citadel** [Territories]: High Approval
21. ●●●● **Rite of the Last Stand** [Tribes of the Moon]: High Approval.
22. ●●●● **Rite of Spirit Clay** [Tribes of the Moon]: Not sanctioned at this time; previous holders are refunded the XP for this Rite.
23. ●●●● **Risen the Wardens, Close the Gates** [Book of Spirits]: Mid Notification after each use.
24. ●●●● **Transfer the Spirit's Blessing** [Lore of the Forsaken]: Not sanctioned at this time.

VIII.FAVORS AND ASPECTS [Changing Breeds]

A. Aspects

1. 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).
2. Common Aspects: Low Approval for in-breed Common Aspects unless that Aspect has a higher approval level listed here.

3. 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

B. Favors

1. Breed Favors: Changing Breed characters gain Breed Favors with no additional approvals required.
2. Other Favors:
 - a. Not available outside of Breed Favors: Aquatic, Bioluminescence, Echolocation, Extra Limbs, Limbless, Many-Legged, Musk, Needleteeth, Quills, Razorskin, Water Breath, Webbing, Wings.
3. 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.

IX. STORYTELLER TOOLS

A. Non-Player Characters: The following types are not available as player characters:

1. Hosts (Shartha):
 - a. Crow Hosts (Halaku) [Predators]: High Approval
 - b. Fungal Hosts (Usudwirku) [Wolfsbane]: Low Approval
 - c. Locust Hosts (Srizaku) [Predators]: High Approval
 - d. Rat Hosts (Beshilu): Low Approval
 - e. Snake Hosts (Razilu): Top Approval
 - f. Spider Hosts (Azlu): Low Approval
 - g. Wolf Hosts (Adarusharu) [Wolfsbane]: High Approval
 - h. Worm Hosts (Uglathlu) [Wolfsbane]: Low Approval
 - i. Other Hosts: Top Approval for other published Hosts; other non-published hosts not sanctioned.
2. Idigam:
 - a. Rank 1 to 4: High Approval
 - b. Rank 5+: Top Approval; idigam closely tied to a particular affiliate's area require the approval of that affiliate's NST. Unique idigam with reach/influence that spans affiliates are Global Approval.
3. Mockingbird, The [Wolfsbane]: Low Approval as a spirit type; not available as a Forsaken pack totem.
4. Shapechangers [War Against the Pure]: not sanctioned.

B. Lodges: Storytellers should hesitate to approve Lodges that are specific to other geographical areas, which would require elaborate canon-bending justifications.

1. Lodge specific fetishes follow the same approval for members of the Lodge and are unavailable otherwise.

C. Plot Elements

1. **Conducting a Silver Crusade** [War Against the Pure]: Top Approval (not available otherwise)
 - a. **All resultant elements of a Silver Crusade:** These are temporary and are only accessible while on the crusade.

D. Ghost Children (Unihar): A Ghost Child is created at the moment that a Uratha sperm fertilizes a Uratha egg. Anything that prevents said interface from occurring can prevent creation of the Ghost Child. Anything that would normally terminate matters after said interface cannot prevent creation of the Ghost Child. Bar the Birth does not prevent creation of a Ghost Child. Regardless of whether a Ghost Child is created, any mating between two Uratha still is a sin against Harmony.

- E. **Moon Bridges** [War Against the Pure]: Require the approval of both the Storyteller over the originating location and the approval of the direct Storyteller of the destination (email is permitted).
- F. Material from **The Pure** is sanctioned for use with NPC's only and is not available for player characters.
 - 1. **Offering of Blood and Silver**: High Approval to perform this Rite on a player character; High Notification to perform on an NPC. Top Approval to retain control of a player character that has Rite of Blood and Silver used on them, otherwise it becomes an NPC. It is High Approval to retain control if the character is 'saved' by a member of the Lodge of Salvation or similar plotline.
 - 2. **Moonshunner**: High Approval to possess. May not be used by any character with an Auspice.
 - 3. **Pure Packs and Totems**: Pure tribes use a modified form of Totem creation to more accurately represent their powerful spirit patrons. The additional point of Totem Merit all Pure get does not count towards their limit (i.e. they may purchase 5 dots of Totem in addition to this one free point) nor to the Totem limit (i.e. a pack totem can be made with up to 25 points in addition to the extra points from each pack member). Pure packs are often very large and may have more than 10 members. Packs made with 15 or more members require High Approval. Storytellers may choose to allow powerful Pack totems (those made with 20 or more Totem Points) to be Lesser Jagglings (rank 3) without special approval. Exceptionally powerful Pack Totems that are Greater Jagglings (rank 4) is High Approval. Pack totems which are Lesser or Greater Jagglings are created with the minimum number of Attribute points for their rank (15 for a Lesser Jaggling, 26 for a Greater Jaggling) and with Influences equal to their rank.