Universal Settings and Rules

Contents

A note on this document

It is impossible for our settings and addenda documents to cover every possible situation or eliminate all loopholes. We expect all players and STs to act in good faith. When using these documents please don't assume that failure to specifically exclude something which doesn't fit with the themes and aims of the settings and addenda means it's always permitted.

STs are always empowered to refuse to allow something if they feel it does not fit with the addenda or setting provided - players should remember that every item on a character sheet must be approved by a local ST. If there is a doubt, STs should refuse the request while seeking clarification from the National team.

Both STs and players should act in good faith, in order to tell good stories and achieve a reasonable level of game balance.

Theme and Mood

Below is the initial theme for the new chronicle and information about the overall mood of the IoD setting. The intention of the National team is that the Universal Theme is the overarching tone which feeds down into each genre, where the GSTs will have established their own genre specific feel. The intention is to review these annually, so that the shared chronicle is connected by more than just domains and stories and that each year the national team decides which direction it will take and what new avenues it can go down.

Theme (why)

The space between

Be honest. You were human once. Maybe you had a 9 to 5, maybe what was on the TV in the evening actually mattered and the bank balance ruled your life. Perhaps your credit rating, your employee review and whether or not you'd get to go to Barbados this year were the sum total of what mattered. One of the few certainties you could grasp was that you'd be dead within 100 years. Did you have to worry about loan sharks? Had you done hard time? Or maybe you just sailed through it all. But you were human; there was no denying that, just like 7 billion other people on this planet. Don't you wish you could go back to that? Could be you're touched by Heaven and the power of the Supernal runs through you. Or did some bastard bite you on the side of the neck and didn't have the decency to let you die? Damned because some insane goddess called you to war? Or how about you were just taken because you were in the wrong place in the wrong time? You're not human, you might look it, you might sound it but it's an ever widening chasm and the further you go into Wonderland, the less of the person you were is left behind.

Will you miss them? Will you mourn them? Or will you embrace the change?

Just don't forget, there are 7 billion people out there, they scare easy and humans really don't have a good record when they're scared.

You can't really avoid what you once were because the reminder is around you constantly. How large is the space between then and now? How have you tended your humanity? Or have you simply cast it all aside and become something utterly alien?

High power stats and highly inhuman should mean that characters have trouble appearing and pretending to be a normal person, there should be consequence on how they interact with the humanity around them.

Think about what being your genre character type does for your mind set. You can't be a successful character type either in power or ethics without being aware of how inhuman you now are.

It is this space between your character's current state and their *humanity* which is the first umbrella theme over the new chronicle, under which each separate venue will establish their own theme

Mood (what)

Alienated

No matter who you are or what you do, you're just not the same as everyone else anymore. You can try and pretend that you are, you might even be able to genuinely kid yourself but sooner or later it will all come crashing back down. You aren't human; you're just wearing a mask.

The Sleeping Tiger

Humanity isn't a pretty place to be. An individual human can be bright, caring, open minded and fair. Humanity displays next to none of these qualities. A human isn't scary. Humanity is. You want to be loud and obvious? You aren't the first, you won't be the last and they'll have difficulty picking your remains out from the mix of every other genius who underestimated them. Your peers know this. The only thing that will stop the humans getting to you is if they tidy the mess up first to stop themselves getting caught in the fallout. The Tiger sleeps, don't stand on its tail.

Plus ça change, plus c'est la même chose

There is a good reason things are the way they are, by all means throws stones at the house, rant, shout and try to change the world but real change happens slowly and never easily. Meanwhile, the society you're changing is based on old laws and older paranoia, you can either step forward and reinforce it for generations to come or you can try and tear the house down and see what you can build in its ashes. Where do you fit?

A sense of the World of Darkness

The People

The World of Darkness is a filter lens to look at the real world through, the setting murkier than reality, the world at its worst - or at very least on its way there. The 24 hour news channels cycle with a far higher crime rate, a diminishing hope and faith and a rise in paranoia, anger and fear. The unexplained and the mysterious are explained away, rationalised (for the most part) by the majority whilst the usual kooky minorities rant about their conspiracies. The public as a whole want to wilfully disbelieve; why would they want to invite something so massive and beyond them into the light?

So the normal world is asleep. Perhaps they at heart know that there is something in the shadows or pulling the strings - but they really just don't *want* to care. Humans as individuals might find themselves embroiled in the chaos of supernatural encounters, but the average Joe on the streets of the UK thinks a vampire is a fictional bad guy and a wizard is a children's movie chain. And he likes it that way. There's enough bad stuff between worrying about paying the rent and keeping his children out of gangs that the last thing he wants is something more to fear.

Crime and personal safety

It is not for want of trying, but the increased atmosphere of crime stretches police coverage and there's no extra budget to deal with it. For the most part it's petty stuff, but it pulls at the seams. This comes with its frustrations for the servants of the people, trying as they are to deal with fears and angry protests from the general public who they are meant to protect. There's more strain pushing both ways, lending to a near constant feeling that something is going to snap. This also leads to a slightly more corrupt and desperate bureaucracy (but by no means is Britain a bribe-culture), and more dirty cops willing to look the other way or exhausted officers willing to let some things slide because they have bigger worries than a punk kid selling weed when there are

murderers and kidnappers prowling. This increase in action from both sides of the law can be a burden or a useful resource. Supernaturals can usually keep their own turf clean of the troublemakers they don't want around without too much concern for the police knocking down their doors or just use it as a cloak for their own activities.

Does money still make the world go round?

The rest of the world has its own economic issues - except if you're Germany maybe - but the UK is definitely starting the slow climb out of a jagged and miserable economic downturn. With the filter lens of the World of Darkness making a far more bleak time in our modern history, there is little that the UK can be proud of from those dark days. More food banks, more homeless, more aggression in the protests that came all the more frequently as those who had everything taken away acted out their rage against the ones who seemed to have everything. But now the revival is underway. Now the UK must focus on paying the bills. For some, their faith in the people and the Government is completely destroyed but others, with this slow uphill battle underway, may find a new purpose and even attempt to recover some glimmer of hope. Or, of course, it's just another opportunity for the mercenary and ruthless to cash in on the desperation of the many.

How do the Supernaturals fit in?

Like a series of crime families mobbing around a growing city, you carve out niches and fight over resources only when they are scant. War is bad for business in the long game and for the most part you pass like ships in the night.

But you have the unique perspective of knowing that there's more going on out there than meets the eye, so occasionally you may spot something in the news that isn't so easily explained away and find out it's another supernatural at work. But you're just as likely to accept the rationale of the mass media as most others - after all the world isn't so full of non-human monsters that the supernatural that it your first port of call. The world is big enough for you to play around and alongside each other.

With regards to the population - it is hard to put a pin in the numbers of creatures of the night, those sworn of the moon and so on inhabiting the world. Players are expected to represent the active components of the larger communities appropriate to the setting they're in. That doesn't mean every county has a Vampire domain, or an established community of werewolves beyond a few disparate packs, or that freeholds and consilia are at every turn. The focus of the games is where the supernatural population is active, while the shadowy and unclaimed World of Darkness around you is there to provide a solid base foundation, not be a whole other game unto itself.

So nothing specific can be said for the numbers present in the UK other than to say that Hunters could spend all day hacking away at supernaturals and they'd still never get them all.

Consequences

The Veil. The Mask. The Masquerade. They exist to keep you hidden from humanity. It's safest that way.

But sometimes they fail. Sometimes people get sloppy, or stupid. Power can do that to people. You rule the night. You command the elements. You speak to creatures that many would consider gods. You command the forces of reality itself. How bad could it really be? What could humans really do against the powers you possess?

But humans have noticed. And they protect their own.

Of course, other supernaturals know this – the people smart enough to rise to power are also the ones who know there are limits to their power. And they'd much rather police their own than leave outsiders to do it for them – outsiders who can't be controlled and who may not just stop with the offenders.

In every supernatural society there are those who take a particular interest in protecting their society of humanity's notice. When someone steps out of line or acts in a way that risks mortal attention, they try to be their first, to warn or punish the offenders before things get out of hand. And it's for your own good – authority figures who are (more or less) on your side probably won't kill you for going too far. Even the more ruthless prefer to start with a warning than to go straight for the kill – whether it's distaste for dealing with the mess and complication of angry allies or a genuine moral disapproval of murder, those within each supernatural society would much prefer to start with a warning or a punishment you can survive, teach you a lesson and expect you to do better in the future.

But there are some messes that are just too big to keep quiet. And there are some people who just won't learn.

Sometimes the threat is supernatural in nature – anything that's big enough to attract human attention may also attract your enemies' notice. And whether they also have an interest in keeping the supernatural quiet or are just there to take advantage of your exposed presence, there is a significant risk from enemy supernaturals any time you make too much noise.

And then there are others. There are people who know about the supernatural – not every detail, but enough to be dangerous. Simply calling them "Hunters" is a broad term for dozens of groups with disparate agendas. Some are on the alert to kill any supernatural they can find, motivated by revenge, faith or any of a dozen other reasons. Others are more pragmatic – prepared to live and let live if the monsters stay in the closet and don't go around drawing attention to themselves, or getting *too* much power.

What at least some supernaturals in every group are pretty sure about is that there are hunters with very high connections and watchful eyes all over the place. It's hard to say whether there's one or two main groups or dozens of small ones – certainly there's hints of agents and cells getting resources from somewhere – but it's also certain that plenty of groups work alone or simply have some similar sources. And a lot of the basics come from books and TV – stakes and sunlight for vampires, silver for werewolves, the power of true names, body parts, personal possessions and images for sympathetic magic of all kinds. It's not exactly rocket science.

So who knows how deep the layers go, how detailed their knowledge is, whether there's a vast conspiracy or just a few well-connected people? But there are some very well-funded indeed and watchers on the most powerful men and women in the country, so even subtle supernatural influences are unlikely to go unnoticed in the halls of power.

And then there's the other thing about hunters – they're not the sort to leave warnings. They know how to operate in secret too. And it's not always – or only – your life their after. There are all sorts of assets they can destroy if they can't get straight to their quarry.

So really, when someone comes to tell you to be more careful, hadn't you ought to listen and learn to behave?

Unless, of course, that's just what those in power want you to think…

What is known

There are a variety of hunter groups, at least some of whom have eyes at the highest levels and monitor both the people in power and a variety of news sources. Supernaturals do the same, attempting to police their own before it's too late.

Anyone who is obvious, loud, stupid or overreaching can become a target. People who try and change the human world with magical powers, who attempt to supernaturally influence the really powerful and who makes themselves visible are at risk.

PCs know that they shouldn't be doing these things, so by taking these actions they are actively inviting consequences.

OOC notes

On an OOC level, the various groups – from "friendly" supernaturals who warn or punish at an early stage, to supernatural antagonists to human hunters, are National resources, part of the frame work of the setting themes. We want players to understand on an OOC level that the fact that there are NPCs who can and will take note if PCs make themselves noticeable. Additionally, attempts to supernaturally influence the really powerful, such as the Cabinet, royal family, national business leaders and major celebrities, are not going to go unnoticed.

National NPCs of this type are not intended as a replacement for local NPCs or for PCs who would normally work to maintain the Masquerade, Veil, Mask, etc. To even get their attention the problem would generally have to be noticeable on a national scale and it would be quite common to first contact locals to find out if they were already resolving the matter. The aim here is to deal with problems that can't or won't be dealt with elsewhere, not to make lower-level controls irrelevant.

Wherever possible, players will receive an OOC "warning" along with the IC "warning" to their PC from someone within their own society. This will be a note from the STs that their current course of action or something the character has recently done is the sort of thing that could lead to hunters and/or antagonist supernaturals taking a notice, with possible consequences up to and including character death. Much like a warning of possible death in downtime, this is to ensure that players understand the possible consequences of IC actions and are able to make informed decisions, reducing the risk of misunderstandings.

Players should understand that, should they receive an OOC warning, it is not sufficient IC information to seek out any hunters who might be looking for them – the content of the IC warning is the IC information they have. PCs can react to such IC warnings as they wish – an authority figure may be talked out of punishing your infraction, manipulated into forgiving or forgetting, as normal. Likewise, should antagonists of any kind reveal themselves, they may be investigated as normal. However, players should understand that they may not reveal themselves until they attack and that PC death is a very real possibility after an ignored warning. Other PCs may choose to follow up and attempt revenge but, given that this type of action won't be designed as a significant plot, such antagonists are likely to cover their tracks and that, even if they are successfully traced, attempts to uncover a wider conspiracy, should those antagonists be part of one, will ultimately be limited.

In the general run of things, we do not expect to regularly use National antagonists in this way. IC warnings should be opportunities to role play dealing with your own faction and to make decisions about how your character handles getting on the bad side of people who are more powerful than she is, particularly in situations where she is unlikely to get sympathy from others. We anticipate that, however else PCs react to these situations, they will normally not continue attracting outside attention and therefore won't generally need further attention from less friendly NPCs. Powerful antagonists exist should they be required but aren't designed for regular use.

The other thing that's important to understand is that ignoring a warning is not necessarily "bad play" or "playing against the setting". The goal is not to punish *players* but to maintain setting – and the World of Darkness is a scary place where humanity itself is one of the biggest threats. A warning

is there to let players make informed decisions – and sometimes the decision is that this *is* the hill the PC is prepared to die on. Ignoring a warning invites IC consequences for IC actions and it's important to understand this risk, whatever decision you then make.

Player Characters

What is a suitable PC?

Within the World of Darkness there are all sorts of supernatural creatures, with a wide range of motivations, interests and goals. However, not all individuals of a given genre are suitable for play. Some of this will be obvious – addenda may note that certain groups are NPC only, for example. However, in our chronicle there is one important character trait that all PCs must share.

A PC should be a person who will get involved.

When a problem or situation comes up which is clearly relevant to their broad supernatural group, PCs are the characters who take an interest. PCs the main the movers and shakers in their societies, the ones who are active rather than passive.

Their reasons and motivations will vary widely - altruism, political power, guilt, amusement, obligation, loyalty - all sorts of things.

A PC is the sort of character who, upon hearing about exsanguinated bodies, spirits causing trouble, a possible Loyalist, etc., takes an interest and doesn't wait for her personal allies to be in trouble before wanting to know more, and to make sure that someone is dealing with it. She might feel she doesn't have the tools or abilities personally (not every plot suits every player) but, on the whole, she wants to know that these things are being dealt with and is willing to get involved a lot of the time.

There are plenty of supernaturals who prefer to mind their own business, focus on other issues, only play the long game, and generally not participate in the day-to-day society. Those are NPCs - they are likely to show up when they want something, whether that's bringing a wider issue to PCs attention or seeking to hire or manipulate others.

But they are not suitable PCs, because the defining characteristic of a PC is that, reluctantly or enthusiastically, selfishly or altruistically, she gets involved.

There may occasionally be characters that are less involved and tend toward reclusiveness or a focus on social interaction. Players who prefer this type of character should remember that they take an additional responsibility on themselves – plots will normally be aimed at characters willing to get involved, so a character who doesn't do this may be left out. It is therefore the responsibility of the player in question to ensure they've created a character able to participate in a way that they will still enjoy.

Lesser templates

The following lesser templates are allowed and, by default, may be made as primary characters. Individual genres may alter this in their addenda, to restrict them to secondary characters only:

- Ghouls (Requiem)
- Wolf-blooded (Forsaken)
- Proximi (Awakening)
- Fae-touched (Lost)

Please see the Genre addenda for any specific rules relevant to these templates.

Cross-genre

Our chronicle will be shared continuity, with all 4 main genres existing in the same world. The below descriptions and guidelines provide the framework for how cross-genre play should work.

OOC goals

- The goal of cross-genre is to create a living world where games are influenced by each other, without being overwhelmed by one another. The majority of cross-genre should be environmental rather than direct PC interaction – news stories and events in one genre should be heard about and characterise others. Neighbourhoods change, crime becomes more or less rampant, police and government become stronger or weaker – on a local level, PCs and plots are likely to influence a number of different areas and what happens in one genre should bleed over into others.
- Cross-genre plot will be an option open to STs. We would expect it to primarily exist on a domain level but it may also include National plots or cross-domain plots between multiple domains. These plots should not necessarily be focused on PCs interacting with each other – that may be a possible outcome but doesn't have to be the only one. Sometimes events move and shift because of someone else's actions, without all parties knowing who moved them. It will be down to LSTs and DSTs to decide the extent to which a plot is designed as cross-genre or not.
- For individual players, direct cross-genre should be optional – no one should ever be required to request a cross-genre approval. After all, a plot crossing over doesn't automatically mean PC interaction.
- Conflict of interest should always be respected. If a player feels they cannot interact with a particular plot or plot element due to CoI, other players should respect this and allow an IC "out" to explain or otherwise be willing to gloss over the PC's lack of involvement.

Cross-genre setting

Awareness of others
The average supernatural creature is probably aware that there are other supernatural creatures who aren't like them. Everything else – what types of creatures exist, whether they're organised or individualistic – will vary in how much is known. The rule of thumb would be to look at pop culture – most IC knowledge would be based on films, books and guesses. This means that some genres are more mysterious than others. As a rule, these are the sorts of things that might be known or guessed:

- Vampires – there's enough vampire films and media out there. Vampires drink blood and stay out of sunlight. Once a character is aware of the fact of vampires' existence, then she may assume that sunlight, fire, stakes, garlic, crosses, etc. may be weaknesses – knowing which are true or false is less obvious. Their territorialism is not overly difficult to discover but the details of vampiric society are a total mystery to outsiders. Questions about how new vampires are made and the nature of their powers are also unknown.
- Werewolves – again, the obvious source is the media. Awareness of their existence also leads to the ability to guess that they have some wolf-like behaviour, have territory and run in packs of some kind. How or when they can shape shift, their control over themselves, their society and myths are all unknown.
- Mages – most supernaturals known that mortal wizards exists. Very few can distinguish between an Awakened soul and a hedge wizard or any other kind of mortal magician. Their abilities will be unknown.
- Changelings – even recognising that changelings are part of the same supernatural type is a challenge, much less working out that they have a society. Most outsiders should simply be lumping them in with "other weird stuff" if they can even guess that the changeling isn't just another variety of human wizard. The very knowledgable might simply be aware that there is some kind of network of weird not-quite-humans out there.
- Ghosts – are known in varying degrees, though those without powers to call or speak to them will have at best second hand knowledge.
- "Others" – Prometheans, Geist, etc. These are generally just "other weird stuff" which supernaturals won't know much about.

Please see individual genre settings guides for further details on what each genre may know or guess about the others.

Tone
The tone of cross-genre attitudes should be paranoia and protectionism. Supernaturals are protective of their own secrets and afraid of others knowing too much. This is, after all, how they've survived – even if the individual you've met seems like a decent guy, his mates might not be. He may be able to honestly say he couldn't possibly use that information against you – but once they know too much about your society, who knows where the information will end up, and how it will be used?

While there may be times when they work together for common goals, supernatural creatures don't generally befriend those outside their own groups. And even if they have ongoing alliances, they don't ever fully trust and they definitely don't share information about themselves.

On the other hand, supernaturals generally don't hate each other as groups or wish to hunt one another down. Vampires may sound like bad guys to some people – but then, there're a lot of human murders around and most supernaturals have figured out that vampires can't possibly be killing the majority of their victims – covering up the odd death is one thing but they couldn't disguise that many exsanguinated bodies. Likewise, werewolves sound pretty nasty and frightening in some descriptions, but the lack of constant mutilated corpses suggests that the myths about uncontrolled savagery at least somewhat exaggerated. Individuals may become a problem but supernaturals are generally clever enough to distinguish between one person who needs to be dealt with and turning a hunt into a vendetta or attempt at monster hunting the whole group.

In general, there is a responsibility on players to work to maintain tone. It will never be acceptable to become close friends or share most information about your own group or powers with others. There may be times when players feel that it requires meta-gaming to maintain this degree of distance; the onus remains on all involved to maintain it. If players are struggling they should speak with their STs about finding ways to inject paranoia again. Any player who feels they cannot do this should not participate in cross-genre interactions with other PCs.

Communication and cross-genre plots

Communication is absolutely essential to making cross-genre work. STs need to talk to each other, news needs to get out to players. Cross-genre only works when there are clear lines of communication.

As below, the majority of approvals have been moved down to the DST level. As we expect the majority of cross-genre to exist at the domain level, this should allow appropriate oversight without excessive bureaucracy. STs are strongly encouraged to speak to each other directly and players who are seeking approvals should try to discuss them with their STs first.

News

ST reports will contain an option for submitting news articles. Local news articles will be automatically published on feeds accessible to all players, though the default view will only show the news for the character or player's own domain.

National news articles will need GST approval before being published. The National news feed should be automatically visible to everyone.

News articles will be tagged with which ST to contact for follow up and we anticipate including an option to indicate whether an item is actively designed to be cross-genre versus being primarily designed for a single genre.

This is likely to mean that news has up to about a month's delay, though it should also be possible to submit news articles early. Players are expected to respect the STs' time and role play around any delays.

Cross-genre plots

STs at all levels are encouraged to consider cross-genre plots as an option. This may mean working primarily with only one other genre or may include 3 or 4 genres. When planning such a plot it is vital that the STs talk to each other, and to the supervising ST. That is the DST(s) for domain plots, including cross-domain plots and the UST for National plots.

- Consider possible ways each genre might interact with the plot, including mapping out planned "ins" and plot drops. Consider whether the plot is likely to lead to PC interaction or whether it is likely to simply be investigated by multiple PCs.
- Consider also whether your plot is primarily aimed at one genre but contains cross-genre elements – will it feature centrally in one game while being just one more thing to check out in others?
- Make sure that any cross-genre plot can actually be run, in some part, at all the games involved. This may mean spinning out particular sections for each genre, updating the other STs between games, one ST volunteering to run some part of the plot at another's game, etc. The important thing is that there should be a way to investigate the plot in uptime if it is actively designed for a given genre.
- Decide what you'll do if other genres decide to investigate a plot not designed for them. This may be a decision you make as it comes up or something to discuss at the start, depending on the probability of news or other information spreading out. Will you attempt to limit the plot strictly or allow other genres some degree of investigation, as the story goes on?

Approvals

Approval by both LSTs and notification of the DST is required for all cross-genre interactions. Some types require further approvals, per below.

An approval may specify details such as whether an interaction may contain supernatural elements or be purely mundane (e.g. characters in a similar line of work encountering each other). Likewise the approval should detail the type and reasons for the action and define its limits. Under no circumstances may an interaction exceed the approved limits. There may be times when it feels "natural" for the interaction to flow in a particular direction, which would exceed the approved limits. Players may put in an additional approval for further interactions, but there is no requirement that STs grant it.

If you feel unable to abide by this, even if it requires some degree of meta-gaming to restrict your RP, it is your responsibility as a player to not request approvals. Cross-genre approvals are a responsibility on the individual players as well as the STs.

Cross-genre antagonists

There may be occasions when a werewolf cause trouble for mages or a vampire gets involved with changelings' affairs. STs may use cross-genre antagonists with appropriate oversight.

As a rule, antagonists who involve themselves in other genres are most likely to come from "outsider" groups, who are neither PC groups nor main antagonists. This would include Ghost Wolves, Solitares, Unaligned, those not sworn to a Freehold, etc. Supernaturals with strong ties to their own societies are simply less likely to get mixed up with outsiders – they're more focused on their own affairs.

When considering an approval for a cross-genre antagonist, STs should check that it fits how that supernatural type is being run as well as ensuring that the antagonist's ties to other of his own type are appropriate. The more cut off the antagonist is from his own supernatural group, the easier it is to avoid CvC issues that are generally not desirable. Similarly, cross-genre antagonists may be most appropriate when used in areas of a domain which are not home to individuals from their groups of origin.

Approval levels

Please note that the existence of an approval level does not mean it will be approved in the chronicle. In particular, the Genre and Overview approvals are very unlikely to be obtained but exist to allow the option, should an appropriate situation arise.

Local Approval from both LSTs, DST Notification

- Passing Interaction: Use of Allies/Contacts/Status/Retainers to engineer a small interaction, non-aggressive, by these Merits. E.g. "You are made aware that a few other people are asking about news report X".
- Background Interaction: Allies/Contacts/Status/Retainers may interact on the same area or item. e.g.: "Your investigation of X is stopped by the Chief Constable."
- Other Genre Plot Investigation: Publicly known events are investigated by characters from another genre.

Domain Approval, Genre Notification

- Fleeting Impersonal Interaction: Characters from 2 different genres contact each other relating to a specific issue. This would be perhaps via phone or letter or other non-face-to-face medium
- Fleeting Personal Interaction: Characters from 2 different genres have a personal, face-to-face interaction relating to a specific issue.
- Regular Impersonal Interaction: Characters from 2 different genres contact each other on a regular or semi-regular basis. This would be perhaps via phone or letter or other non-face-to-face medium.
- Regular Personal Interaction: Characters from 2 different genres have a personal, face-to-face interaction on a regular basis.
- Minor aggressive Background Interaction: Allies/Retainers are actively attacking each other on behalf of the PCs in different genres. This may lead to minor setbacks but should not lead to character injury or loss of Merits or other XP-purchased items.

Genre Approval for both Genres, Overview Notification

- Major aggressive Background Interaction: Allies/Retainers are actively attacking each other on behalf of the PCs in different genres. This may lead to character death or other substantial setback.
- Aggressive Personal Interaction: A character from one venue wishes to perform a CvC assault on a character from another genre that may lead to character death or other substantial setback.
- Cross-genre antagonists: An ST using a character or group from another genre as the antagonist in a plot that doesn't involve the antagonist's original genre.

Overview Approval

- Attendance at other genre event: A character from one genre attends the event of another genre.

Cross-genre locations

The default assumption will be that all "locations" which are shared by genres are known only to 2 genres. This is to allow appropriate control by STs – if 2 STs wish to use a location for a plot while a third doesn't wish to participate, larger locations make it difficult to separate out the different genres.

A shared location is a specific space – physical, virtual, etc. – where individuals are aware of each other's supernatural nature on ongoing basis. They may know each other's specific (but broad) nature, e.g. mages being aware a particular club is frequented by vampires as well as themselves. Or

they may simply know that "there are some weird magic people there", e.g. werewolves occasionally visiting a shop which is popular with changelings, knowing only that the changelings are somehow supernatural. Effectively "locations" are permanent crossover points – whether that's a secret club, an online message board or a dead drop box. They are not spaces which happen to be visited by supernaturals without knowledge of each other's natures.

National cross-genre locations

There will be locations in all the genres that allow for interaction with each of the other genres, primarily for the dissemination of plot. These must be discovered in play – at the start of the chronicle they are only known to NPCs.

It will require an Overview notification to have this knowledge, in order to allow the ST team to track who has the relevant information.

Local cross-genre locations

LSTs may have one of two types of permanent cross-genre "locations", either of which is Overview approval. LSTs may also propose alternatives or tweaks on the basic ideas below, at the same level of approval. PCs interacting with them will need standard approvals for whatever type of cross-genre interaction they want:

- Local cross-Genre meeting places. This would generally be something that needed a fair amount of downtime work to maintain, as PC interaction would tend to involve some form of scene, either with an NPC or another PC. It would be some kind of location which was historically known to one or more members of 2 different genres, where each could potentially encounter the other. What each genre knows could be broad but accurate ("you can sometimes meet vampires there") or very vague ("there's strange people there. Definitely something magical but they don't talk much.") Regardless, there should never be easy camaraderie between the groups. Each is wary of its own secrets, and interactions should be characterised by caution, if not outright paranoia.

- "Mundane" dead letter drop. Some form of NPCs being able to communicate with each other, who the PCs can use as messengers. Not untraceable but very challenging to trace as those involved know all the basic strategies of preventing detection (checking at random times, using anonymous paper to avoid emotional traces/spacial ties, etc.) May or may not be a physical location, and is likely to move around.

No location may cross over more than 2 genres. At start of play only NPCs should normally be aware of these locations and the approval should detail both the location, the types of interactions expected and who is aware of it.

The Underworld

 The Underworld is not a safe place to visit but it is accessible, and can be rewarding, to those with the skills and knowledge to access it and survive its dangers.

The Underworld falls under the purview of the UST and the DST. The DST should be notified of all dealings with the Underworld and any ventures past the Autochthonous Depths require UST approval. STs may request approval as part of an ongoing plot, rather than for every individual trip.

Finding the Underworld

Some beings – particularly mages and changelings – have powers which allow them to find and open Avernian gates.

For anyone else, the location of these gates must be researched and the key discovered. As occult knowledge goes, it isn't necessarily a deep secret – mainly it requires the knowledge to ask the question and a suitable place to go looking.

In game terms, STs may make this knowledge easier or more difficult to find and decide whether or not the PC has enough background to look at all. The default assumption should otherwise be that it can be discovered by anyone who knows to seek.

Players should remember that the Underworld will not feature in all games. It is most suitable to Changeling and Awakening; Forsaken have limited dealings in regards to spirits and Requiem will rarely, if ever, touch on the topic.

The Dangers of the Underworld

 The Underworld is not a nice place and even the shallowest places are not risk-free. The experienced and prepared will always fare better. As a rule, it's rare to pass through the Underworld without some cost. For the knowledgeable entering only the Upper Reaches this may be as light as the time spent in preparation; other costs may mean mana/glamour, Willpower, physical harm or other, more esoteric prices.

The Lower Mysteries and Dead Dominions are substantially more dangerous, especially if you don't understand the Laws or have the means to discover them. There are noticeable risks even to the well-prepared, though these can be mitigated greatly. The unprepared face much more serious danger. This is where the Kerberoi can be found – they will pose a threat to any PC.

The Hisil and the Underworld

There are a few gates to the Underworld from the Hisil, most often claimed by death spirits. See Forsaken settings document for more details.

The Inferno

Inferno Summary

Want.

The basic instinct of every living thing and everything that used to be living, running on the corrupted hardware that is or was or resembles a human mind.

What Demons do, and what they are, is want. Money, sex, power, it doesn't matter. The basic human drives are what fuels demons, and that is why there can never be one without the other.

The Inferno is almost exactly the opposite of the Abyss. The Abyss is alien, bizarre, unfathomable, inhospitable to human notions and logic. The Inferno is warm, inviting, easy to understand. It's where you fall when you let go of the brakes we call morality, and that's why to every creature with a morality to lose it is, in a sense, home.

Demon Basics

Demons come in three basic types, but some things are universal. Page 22 of Inferno details what PCs may know about demons, depending on their Occult score. The basic facts are:

- Demons are very like spirits, and some demons **are** spirits, corrupted by the Inferno
- Demons are personifications of at least one Vice and are empowered by the commission of sins – in game terms, sins are usually actions that fulfil a Vice and/or risk the loss of a Morality stat (Humanity, Wisdom, Purity or Clarity). Most actions that risk the loss of Morality – the human morality stat – are likely to empower demons even if the being committing them does not risk losing **their** morality stat for that action.
- Demons gain power by the actions of other beings – usually humans, but generally anything that has a morality stat. This means Vampires, Mages, Changelings and Werewolves are all valid targets for a demon. Other beings, such as spirits or animals, are not really capable of **sin** as such, and therefore demons will ignore them unless they can use them as tools to manipulate their actual prey. For simplicity, this document will talk about 'humans'; in this context, that can be assumed to include the ex-humans, demihumans and enhanced humans we play in the IoD.
- Not all evil spirits are Demons; this document is concerned with the true demons of the Inferno. Goetic demons, malevolent spirits, abyssal entities and so on may share some of the characteristics of demons, but they are not the demons under discussion here.

- Much like spirits and Astral entities, demons are shaped by human belief. A demon of Wrath and Murder who is empowered by a human murderer who kills prostitutes to feel morally superior may take on aspects of Pride and a Malpraxis that focuses on the murder of women or murder of the 'impure'. Demons in cultures shaped by Christianity will often be blaspheming, horned, fire-loving creatures, while those in the Middle East more closely resemble the smokelike Jinn that exist in the local folklore.

Universal Rule Clarifications

- Supernatural powers of all Genres affect Demons normally, subject to resistance with the Resistance stat, except where Demons are made immune by their Universal Abilities. (The Universal Powers of Demons are found on p47-49 of Inferno)
- Supernatural abilities that are written to work on Spirits will work on Diaboli, except where Demons are made immune by their Universal Abilities.
- Supernatural abilities that are written to work on Ghosts will work on Larvae, except where Demons are made immune by their Universal Abilities.
- Supernatural abilities that are written to affect Spirits or Ghosts specifically will not work on Dominions. Supernatural characters must summon and bind Dominions using the same means as ordinary humans.
- It is not possible to use supernatural abilities to conclusively tell the difference between a Diabolus and a Spirit or a Larval and a Ghost. (this applies to powers used directly; it *is* possible to use a supernatural power to tell an Infernalist is lying when he says the being is not a Demon, for instance)
- The Demonology specialisation is Local Approval, and the UST should be notified when a PC gains this approval.
- The UST should be notified whenever Inferno plot is run so they can oversee consistency and provide assistance to STs wherever required.
- It will be an Overview approval to use a Demon of Rank 6 or higher, or a Demon possessing the True Damnation Numina.
- The definition of Infernalist or Infernalism where mechanically relevant is 'a being who has entered a Pact with a Demon that is ongoing.' For information on how a character may cease to be an Infernalist, see the Demonic Code of Conduct.

In order to focus on the key themes of the chronicle, infernal pacts will not be available at chronicle start. This will be reviewed after 6 months. Should they come into play, these rules should be followed.

- Infernal Investments are Genre Approval for PCs. The Approval should record the action made to pay the price of the Investment.
- A PC benefiting from the Pact Numina is Local Approval for a temporary benefit, and Genre approval for a permanent effect. The Approval should record the action made to pay the price of the Investment.

- Generally, the UST will oversee negotiations where a PC stands to make a Pact with a Demon, to ensure an appropriate price is paid.
- Making a Demonic Pact is always a choice. At the bare minimum, the *player* if not the PC must be aware that they are doing Infernalism, and that they can decline to get involved.
- If a PC who has become an Infernalist wishes to stop being one, they will be given the chance to make that happen, although it may be very difficult and it will almost certainly take more than that one PC to make it happen.
- Demons may not grant PCs powers replicating the Hellform Numina as part of a Pact.

Demonic Code of Conduct

The rules to be followed when Storytelling Demons:

A Demon will not force a character into Infernalism but may coerce within reason. For instance, a Demon can't threaten to bring about character death (by exposing crimes warranting the death penalty, or killing the character themself) in order to make a Pact happen. They can try to convince the character they will die if they don't, but in a way that isn't a direct threat (e.g. "if you don't make a deal with me to become stronger, your enemies will succeed the next time they try to assassinate you").

While Demons may lie through their teeth the entire rest of the time, they cannot intentionally fail to deliver on a Pact so long as the character holds up their end of the deal.

It is generally possible for a character to stop being an Infernalist, but extremely difficult. At minimum, sit means at the very least no longer having any active Pacts with a Demon. If the Pacts were made for an indefinite duration, the character will have several not very good choices. They can try to convince the Demon to drop the Pact, which will almost certainly require a greater sacrifice than making them in the first place. They can attempt to kill the Demon, which will end its sway over them and indeed anyone else.

Other ways of removing a Pact should be possible, but will be long and arduous. Examples might include:

- A Deal with a being from another realm that is of greater power (Rank) than the Demon, such as a Supernal Entity or immensely powerful Spirit.
- Researching and creating a new and incredibly dangerous ritual with a similar plot difficulty and death risk to the existing Chronicle's 'Stop being a Balehound' Rite in Werewolf;
- Some sort of extremely impressive repentance and service to Virtue, along the lines of increasing your Morality stat to or above 7 while doing three good deeds of equal magnitude for every evil act committed in service to the Demon in a determined quest to rid body and soul of Vice.

In all cases, 'no longer being an Infernalist' means giving up all benefits gained through Infernalism.

Optional Rules from Inferno:

- **Derangement: Whisperer – In Play status TBC**
    - When someone gains a Derangement as a result of losing (Morality stat), and the action requiring the check also served to fulfil their Vice, they may be given a Whisperer as a Derangement.

        This would mean that their Vice-serving act has created the spark of a Demon, a creature with no stats and very little power, who will appear as intrusive thoughts inside its creator's head and try to spur them toward sin and other actions that may help it to eventually become a proper Rank 1 Demon.
- **Derangements: Pyrophilia and Pyromania** – In Play (*See Inferno p102*)
- **Maeljin are True Demons** – Not in play

Further rule alterations or additions
- A Demon may possess a character with a Morality stat of 0 at no cost.
- Demon plot shall not under any circumstances force or coerce lethal CvC to fulfil a Pact.
- If a Demon is permanently destroyed, its Pacts immediately end, removing all positive and negative benefits of those Pacts. Any Possessed created by the Demon lose this template and all associated powers.

Domains and Local games

Playing in your local game
A player should not normally have a character registered to a local game they do not regularly attend, or where they would normally play a different character. STs are encouraged to refuse such requests.

A player should normally have only one character attached to each game. STs are encouraged to refuse requests for additional characters with the same home game.

The main exceptions to the above are in cases where a player becomes the ST of his or her character's main game, and wishes to retain the character in background/downtime, despite not being able to regularly play this character in uptime. In these cases STs are encouraged to be more flexible to allow the character to remain in play. The character should generally be moved back to a game where it can be played regularly at the earliest opportunity.

Character residence
A character should normally reside IC in the territory of the game it is attached to OOC.

Domain boundaries

Domains should specify their boundaries to be added to a map, which will be made available for general reference.

Rules and books

Source of rules

We are using Tabletop rules except where explicitly stated in the addenda.

- We are retaining graduated and simple Merit costs, per MET rules.
- Challenge resolution will be handled using dice or dice roller apps, according to ST preference.

Approved books

The below World of Darkness books are approved for use in our chronicle. Please note that addenda always over-ride books.

Regarding ST-only books, please use common sense – certain books (e.g. some Hunter books) contain rules for entirely mundane and unrestricted devices such as mobile phones. If mechanics are required for these items, you may use otherwise restricted books as a source of rules.

Universal

Please see the rules addenda for a full list of available Merits, as well as any changes to how they work.

These books are general available for settings information. Please note that most supernatural elements and details of antagonists will not be common knowledge:

- Antagonists
- Armory
- Armory Reloaded
- Book of Spirits
- Immortals
- Inferno
- Reliquary
- Second Sight
- The World of Darkness
- Glimpses of the Unknown

These books are available for mechanics but not setting information:

- Chicago
- Shadows of Mexico
- Shadows of the UK
- Tales from the 13th Precinct
- Changing Breeds – only the p122 sidebar for creating new animal forms is in play

Players may use these books for mechanics; other elements are ST only:

- Asylum
- Dogs of War
- Ghost Stories
- Midnight Roads
- Mysterious Places
- Urban Legends

- Skinchangers (animals may be used, other mechanics are ST only)

Changeling: The Lost
- Autumn Nightmares
- Changeling: The Lost
- Dancers in the Dusk
- The Equinox Road
- Lords of Summer
- Night Horrors: Grim Fears
- Rites of Spring
- Swords at Dawn
- Winter Masques

Mage: The Awakening
These books are considered 'In Play' in full:

- Mage the Awakening
- Magical Traditions
- Tome of the Mysteries
- Tome of the Watchtowers
- The Order books (Free Council, Adamantine Arrow, Guardians of the Veil, Mysterium, Silver Ladder)
- Sanctum and Sigil
- Astral Realms

These books are 'In Play' but elements may be kept for STs only or otherwise edited and redacted. PCs do not know the contents without explicit interaction with that area:

- Summoners
- Left Hand Path
- Intruders: Encounters with the Abyss
- Night Horrors: The Unbidden
- Grimoire of Grimoires
- Chroniclers Guide (ST guidance only)
- Imperial Mysteries (GST guidance only)
- Banishers
- Seers
- Legacies the Ancient
- Legacies the Sublime

- Secrets of the Ruined Temple

Vampire: the Requiem
The following books can be used for general background detail:

- Vampire: The Requiem
- Kiss of the Succubus: Daeva
- Savage and Macabre: Gangrel
- Shadows in the Dark: Mekhet
- The Beast That Haunts the Blood: Nosferatu
- Lords Over the Damned: Ventrue
- Ghouls
- Carthians
- Circle of the Crone
- The Invictus
- Lancea Sanctum
- Ordo Dracul

The following books can be used for certain rules and related background, as specified in the rules addendum:

- Nomads
- Coteries
- Night Horrors: the Wicked Dead
- Chicago
- New Wave Requiem
- Requiem for Rome
- Mythologies
- Bloodlines: the Chosen
- Bloodlines: the Hidden
- Bloodlines: the Legendary
- Ancient Bloodlines

Werewolf: The Forsaken
Except where noted by * re: specific Lodges:

- Werewolf: The Forsaken
- Blood of the Wolf
- Hunting Ground: The Rockies
- Lodges: The Faithful*
- Lodges: The Splintered*

- Lore of the Forsaken*
- Predators
- The Rage: Forsaken Players Guide
- Signs of the Moon
- Territories
- Tribes of the Moon
- The War Against the Pure

These books are 'In Play', but elements may be kept for the office of the GST and STs only or otherwise edited and redacted. PCs should not know the contents ICly without explicit interaction with that area:

- Blasphemies
- The Pure
- Night Horrors: Wolfsbane

Geist: The Sin-Eaters (ST only)
- Book of the Dead
- Geist: The Sin-Eaters

Hunter: The Vigil (ST only)
Please do not assume that any official book Hunter groups exist as written. If an ST wishes to use a Hunter group from one of the books, or a Hunter group with significant ties outside their local domain, this will need to be discussed and approved by the UST. STs are encouraged to use the setting material for inspiration when creating local Hunter groups.

- Deadly Prey
- Deadly Prey Rulebook
- Horror Recognition Guide
- Hunter: The Vigil
- Night Stalkers
- Slasher
- Spirit Slayers
- Witch Finders

Promethean: The Created (ST only)
- Magnum Opus
- Pandora's Book
- Promethean: The Created
- Saturnine Night
- Strange Alchemies

Mummy: The Curse (ST only)
- Book of the Deceived
- Cursed Necropolis: DC
- Cursed Necropolis: Rio
- Dreams of Avarice
- Guildhalls of the Deathless
- Mummy: The Curse

Chapters
A chapter will be defined as beginning at the start of each character's home game and lasting until the start of the next.

Willpower
- Willpower will be refresh in full once per chapter, at the beginning of your local game.
- All players are responsible for tracking their Willpower spends and gains throughout the month.
- All standard methods of regaining Willpower apply (e.g. Virtues and Vices). A downtime action may also be used to regain Willpower with one of these methods but that Willpower may only be spent on other downtime actions as it is otherwise regained at the start of the local game when each character received a full refresh.

Morality traits

Increasing morality
- All morality traits will cost 8XP to buy. If a trait is bought and lost again XP does not need to be re-spent
- Appropriate therapy will earn 1 overcap XP per month which may only be spent on morality traits.
- It takes time to increase your morality. If you change morality – either by losing it or gaining it, you must wait months x the new level/2 (round up) before you can increase your morality. E.g. if you wish to go from Morality 6 to Morality 7: start the timer on the date you reached Morality 6. You must wait 7/2 = 4 months (rounding up) from that date before purchasing Morality 7. If you lose another dot of morality before this time passes, hitting Morality 5 the clock starts again and you must wait *another* 6/2 = 3 months before purchasing Morality 6.
- Your ST must be satisfied that you have role-played your new morality with reasonable consistency over this time. You may not have made a morality check in the previous month.
- The exception to this - the optional rule "Moment of Contrition" will be in play as a Genre approval. This will allow players to bypass the time and RP requirements but not the XP requirement. In order to submit the approval you may not have made a morality check after having your moment of contrition.

Morality reduction at character creation
- Characters may not gain XP for reducing morality traits at chronicle start.
- Characters may voluntarily reduce their morality at chronicle start, to a minimum of 4 (LSTs may set a high limit). All derangement checks must be made for each point of morality removes.

Use of Children in games

PC Age
All PCs must be 18+ and mentally and physically adults. They may have some childlike characteristics and mannerisms but need to be largely capable of taking responsibility for their own actions and understanding the consequences.

NPC Children
- Child antagonists will be Genre approval. This is the category of children not acting like children and will have an additional level of oversight.
- Child NPCs will otherwise be local approval. Any plots with domain-wide ramifications will still need DST notification or approval, per normal procedures.

- All players and STs should be aware that certain topics, including the victimisation and abuse of children, must be handled with sensitivity. The World of Darkness is a place in which bad things happen but these topics should not be trivialised. Please see the Player Code of Conduct for more details.

International play

For the first year of play our intention is that all plot should be UK focused. We will be building up the UK setting and grounding it thoroughly before considering expanding the remit of our games to include foreign countries. In the World of Darkness supernaturals generally have their own concerns – travelling to other countries to solve other people's problems requires a huge expenditure or resources which PCs generally aren't able to offer, due to the need to focus on local problems.

For STs, the rule of thumb is that plots should be solvable without PCs having to leave the country.

The following approval levels will apply to overseas interactions:
- Local approval, UST notification - PC and NPC backgrounds based overseas.
- Genre approval, UST notification - plots which originate overseas before being brought to the UK. This would include things like the fugitive from justice who comes to the UK.
    - o Any such plots must be resolvable without PCs leaving the UK. If they need to correspond with overseas factions, such factions will always send representatives to the UK.
    - o The plots themselves must be take place in the UK, with all the main consequences being UK only.
- Local approval, Genre and UST notification: mundane trips overseas with no newsworthy consequences. Holidays, business trips, etc. These may not include interacting with supernatural elements or any plots overseas. A character may put in an approval for regular trips overseas to particular locations, as long as they are of the same type.
- Genre and UST notification: mundane trips overseas that could lead to newsworthy events. Major business deals, etc. These may not include interacting with supernatural elements overseas any plots. Each trip is a separate approval.
- Overview approval: Non-mundane overseas trips. We do not expect to allow these but will leave the option open as an approval.

Changing IC groups
The below refers to changing your characters main group of choice – Covenant, Court, Tribe or Order. The IC challenges and ramifications are not covered here, as these vary by genre and the exact situation. The below rules and guidelines are designed for players and STs to manage the mechanical aspects only.

XP

XP spends will remain fixed at the time they were made. This means that a character retains any discounts or benefits received as part of her previous group. It also means she will still have "overpaid" on anything bought previously that would be discounted within her new group.

Please see individual addenda for details on how to handle any items or abilities that are not normally available outside the old group/within the new group.

ST Guidelines

It is our expectation that players will change group only for valid IC reasons. The XP rules are set up with this in mind, and changes of group are set at low approval. When deciding whether to allow a character to join a new group we recommend STs follow these guidelines:

- A PC should not join a new group within 6 months of creation, unless they started without a group or are expelled from their previous one.
- A PC should not generally join a new group more than once a year, unless expelled from the second group.

If a player wishes their character to break one of these guidelines our recommendation is that they do not receive any benefits from their new group until the appropriate time has passed – that is, they may be a member IC, but the change will not be reflected on their character sheet until their LST approves it.

Experience points

Character creation
- Primary characters: all players may have 1 primary character in each genre at any given time. This character starts with 150 XP.
- Secondary characters: There is no limit to the number of secondary characters a player may have. This characters starts with 100 XP.
- A character may, at character creation, earn a one-time only downtime award of 1 XP for providing an in character biography for distribution to all players, and 2 XP for providing a background to the local Storyteller of sufficient size.

Any or all starting XP may be saved for the future - there is no requirement to spend it at creation.

Creation only merits
The following merits will no longer be Creation only:

- Encyclopaedic Knowledge (4)
- Eidetic Memory (2)
- Common Sense (4) – may also be bought with 1 starting Merit point

- Ambidextrous (3)

Catch up

Catch up XP will be awarded to lower XP disparity for those who have not been playing since chronicle start.

- Catch up XP will be awarded to the first character a player creates in each genre. Subsequent characters will receive character creation XP only.
- For every month the chronicle has been running the characters will receive 2 XP, to be awarded at a rate of 4 XP a month.

While the chronicle officially starts 1 May 2015, for the purposes of catch-up XP the start should be counted from 1 March 2015, to equalise with the Requiem early start.

Monthly XP

Characters may not earn more than 5 XP per month. This excludes Overcap XP for attending such things as Featured or National events.

Activities

- A character may earn 2 XP for each game attended.
- A character may earn up to 2 XP for a downtime of reasonable length, to be determined by your local Venue Storyteller.

Proxies/ Chapter Games

Proxies and chapter games may earn 1 XP, under cap, at the discretion of the presiding ST, if there is a significant chance of character death or adverse consequences.

Good RP

1 XP per month may be awarded.

Feature games

1 XP overcap may be awarded, in addition to normal game XP.

National events (including Weekenders)

3XP overcap per genre may be awarded, in addition to normal game XP.

Character Flaws

The Optional Rule: Character Flaws is sanctioned for use.

- A character may earn 1 XP if a Flaw provided significant challenge for them during a game session; however this may only be earned once per month.

Start of chronicle – balancing differing start dates

As Requiem will be starting 2 months early, characters in other genres which start at the beginning of the chronicle will be able to earn the following XP, in order to equalise the genres.

Mage, Lost and Forsaken characters may receive 5 XP for March 2015 and 5XP for April 2015. In order to do so they must play at least one game in April, May or June 2015 and be registered on the website by 31 May 2015.

Sanctity of XP

Under normal circumstances, when an item which costs XP is lost from a character sheet, the XP will be refunded to the player. This is to encourage players feeling more able to "lose" in character without suffering undue mechanical disadvantage. This rule comes with the following restrictions:

- XP must be re-spent on the same general category: XP refunded from lost Merits must be spent on new Merits, lost on Attributes on new Attributes, etc. Powers will be considered a broad category, with XP from all forms of magical powers being interchangeable (e.g. XP lost from a Devotion can be spent on Devotions or Disciplines).
  - XP lost from Power Stats may be re-spent on anything, given the fact that there aren't multiple options available to characters.
- No player may re-buy the same item without at least a month's gap between loss and re-purchase. Their ST should be satisfied that appropriate RP has occurred to justify the re-purchase and may deny any re-purchase if they feel the it would be inappropriate or encourage abuse of the XP refund (e.g. deliberately sending Retainers on suicide missions in order to gain a benefit from the mission).
- If an ST feels the proposed loss is self-inflicted without appropriate IC justification he or she may refuse to allow the player to lose the item. E.g. a character may not choose to neglect her Allies or waste away and lose Strength under normal circumstances.
- XP lost due to deliberate burning of Willpower is not re-gained.

Downtime System

The purpose of downtimes

Downtimes are a way of taking actions which are not suitable for live play. Some actions are simply too time-consuming to be achieved in a 3-4 hour game. However, it should always be remembered that downtimes are a supplement, not the main game, and are entirely optional. Please see below guidelines for writing downtimes:

Guidelines for players
- Downtimes should be aimed at enhancing live play. The goal should be to get information, resources, etc. that can then be used in the actual game. Whether this is to obtain the clues or tools need to solve the plot, or to strategically position your character to have the influence required to achieve her uptime goals.
  - If downtime actions are mainly aimed at personal development and long-term c
  - haracter goals, with limited impact on uptime play, it's a good idea to discuss them with your ST so they understand your aims. Building an influential business empire

or a become a famous artist are valid character goals but it's important to ensure your ST understands what you want to achieve.

- Please make sure to summarise as much as possible. The online form will limit you to 500 words per downtime action, which should be more than enough for most actions. Focus on a clear explanations of what you want to achieve, how and why.
  - o Please remember that STs have limited time to answer downtimes, so will often be as succinct as possible – a response may be significantly shorter than the action, especially if the action is largely successful. Some STs will have the time and inclination to indulge in longer responses and detailed downtime RP but this is not a requirement, so please be considerate of their time.
- Downtimes should not be used to resolve plot. They're a great way to get tools to be used in solving plot, but live games should always be the main event.
- Downtimes should always be optional. No one should ever feel they must downtime in order to play the game.

Guidelines for STs

- If a player puts in a downtime action that would "solve" the plot or circumvent the need to interact with something live, it's okay to give them a limited reply and ask that they deal with the remainder at the game, e.g. "the NPC agrees to meet with you – this will take place at the next game."
- It is important to respond to every downtime which was submitted on time before the game, as part of your role as LST, or within a month if you are a GST.
  - o If there is a delay due to waiting for a response from another player or ST, please let the waiting player know.
  - o There may be mis-addressed downtimes that need to be passed to another ST – please let your players know if this is happening.
  - o Replies should address the entire downtime but there is no requirement that they be as in-depth as the original action. This is left to ST discretion.
- If downtime actions are mainly aimed at personal development, with limited impact on uptime play, it may be worth speaking to the player about his character goals. When a player is looking to tell a lengthy story in downtime it can be helpful to ensure they have appropriate expectations of the amount of time and effort you will be able to put into responding – as above, a lengthy downtime does not automatically warrant a lengthy reply.
- Downtimes should be optional. This means you should be planning ways to seed plot and information, to ensure that they reach everyone, not just players who choose to downtime. Downtimes are a great way to seed plot, especially to players who are good at sharing, but it shouldn't be the only way. Other suggestions could include (but are very much not limited to):
  - o Contacts
  - o Allies calling in favours
  - o News articles with clear flags to signify why they'd be of interest to PCs
  - o NPCs who want help or have heard about issues through their own sources
  - o PCs' resources (Retainers, Allies, Status, etc.) coming under threat

Above all, remember that plot drops should have something that is specifically of interest to the PCs, either because it's clearly relevant to their supernatural type of because it's being made personal by affecting their resources or those of another member of their society.

Number of actions

All characters will have 3 downtime actions per month.

The below merits and powers will provide additional actions, at one per merit or per power (*list may be expanded)*:
- Allies
- Contacts
- Mentor
- Retainer
- Status
- Prophet Circle (Changeling)
- Slave (Changeling)
- One Mind Many Thoughts (Awakening)
- Multitasking (Awakening)
- Temporal Pocket (Awakening)
- Faerie Glade (Awakening)

Please note – while there is no limit on the number or length of downtime actions that may be obtained through powers and merits, it is important to be considerate of your ST's time. If you have a large number of additional actions it is particularly important to keep them succinct. If several actions are used in support of a single goal, referring back to the main write up is appropriate, rather than re-writing. Similarly, STs may write up a single answer to refer back to.

The use of additional actions will be monitored and, should the length of downtimes become a problem, may be revisited.

Day to Day activities

These do not cost a downtime action. Should your character have a day to day profession which produces a result useful in game, these are understood to be ongoing, without requiring additional maintenance.

Standard Downtime Procedure

Deadlines and how to submit

Downtime actions are always due 2 weeks before the local game of the ST to whom they are addressed. This means that downtime actions to your LST are due 2 weeks before your local game. However if you wish to address a downtime to a different LST, they should receive it 2 weeks before their local game.

Any downtime action received less than 2 weeks before the game will not generally be addressed until after that game. Exceptions are entirely at LST discretion and will generally only be granted when there is a clear IC urgency in response to a new and unexpected circumstance.

All downtimes must be submitted through the website, and each downtime action will be submitted individually. This will mean:

- Each action may be addressed to a different ST, as well as copying in relevant STs and players that you designate (your LST will always receive a copy).
- Your unused downtime actions always expire when the deadline hits, so cannot be used.
- Your new downtime actions always appear immediately after the deadline, meaning you can start submitting actions from your new set immediately.

Responses and what's achievable
You get your downtime response and then possibly, by ST discretion, get one follow up response to your DT answer. This follow up should not be a new action. It exists to allow players to respond to ST questions or to provide a character reaction if requested.

- LSTs should respond before the game – if they are not able to send the response at least 24 hours in advance they should bring a copy to the game for the player to read.
- GSTs should respond within 1 calendar month. If a GST responds sooner he or she may still choose to require that a player wait until that player's next downtime cycle to submit a follow up action.

It is understood that a DT action should be written and replied to comparatively generously, in terms of how much can be achieved.

Changes to your actions
There may be occasions when a player wishes to alter an already-submitted action. This may be possible under the following circumstances:

- If the deadline has not passed and the ST has not replied you may always change any action
- If the deadline has not passed but the ST has replied, you may request a change, at ST discretion. There may be occasions when the reply provided too much information or progressed the plot in ways which make it difficult for the action to be readily revoked.
- If the deadline has passed you may request a change, at ST discretion. You will need to explain why the action has actually become irrelevant/problematic, rather than simply wishing to do something else.

Whenever you submit the request to change you will need to submit the new action at the same time.

Extended Action Rolls

Each character will receive 3 extended action rolls per DT action; these do not have to all be on the same thing. These should apply to time-consuming projects and actions such as crafting, ritual casts, etc.

Good Time management allowed 4 extended action rolls instead of 3.

XP spends

XP spends do not cost a downtime action, unless specifically restricted by another addenda. There is no limit to the number of XP spends in one downtime, but you should not normally be expect to increase a single skill, attribute, power, etc. by more than 1 point each month. Your ST may also deny requests he or she feels are inappropriate for the character. Exceptions to the single point increase should normally only be granted where the character has built up a large pool of XP which she needs to spend or if there are story-based reasons to rationalise the jump.

In addition to not costing an action it never takes more than one month to acquire a new level of something unless specifically addenda'd otherwise. The time spent earning the XP should be understood to represent the learning process.

Fighting

One-shot kills

No PC may go from full health to zero in a single hit. If a hit would otherwise do enough damage to remove all health levels from a character who is currently on full, the final level of damage is not inflicted.

Combat rules

Damage caps

The maximum damage that may be done in a single attack is 5, or the largest contributing factor (Attribute, Skill, Weapons bonus, etc.), whichever number is higher. This is always based on the character's base stat in her natural form, excluding any bonuses from forms, powers, etc. Werewolves in Gauru form will have a +2 to their damage cap (so a minimum of 7).

STs will have the option of including "Mooks" in their games – these are the nameless NPC foot soldiers which may be used to create a sense of weight of numbers. Attacks on mooks are not limited by damage caps. Any NPCs derived from the Staff merit will be considered to be mooks for this purposes.

Fighting Styles

Fighting Styles can be a fun way to enhance a character and make combat more interesting. However the number available in the WoD books is prohibitive and likely to lead to confusion.

Additionally, there will be no extra attacks used in our game. We will therefore be using a limited number of Fighting Styles, adapted to replace powers which give extra attacks. The summaries are below – please see the books for full details:

Unarmed aggressive	based on "Aggressive Striking" with a replacement from "Brute Force"
Reload p65	*pre: Str •••, Sta ••, Brawl ••
• Body Blow	If successes on single Brawl attack are greater than target's size, target loses next action
•• Iron Skin	Has Armor of 1 against Bashing attacks
••• Juggernaut	gain +4 dice on all out attacks
•••• Haymaker	Like Body Blow but opponent makes a Stamina roll. If they fail, they're unconscious. Cannot use Defense before or after attack
••••• Brutal Blow or Lethal Strike	Spend WP, to deal Lethal damage with Brawl attacks

Unarmed defensive	based on "Evasive striking" with a replacement from MAC (Modern Army Combatives)
Reload p65	*pre: Str ••, Dex ••, Sta ••, Brawl ••
• Focused Attack	Armor and Called shot penalties are reduced by 1
•• Duck and Weave	Use higher of Dexterity or Wits against Brawl attacks
••• Defensive Attack	-2 to Attack for +2 Defense
•••• Bullring	defense applies fully against all hand-to-hand opponents
••••• Destroy Defense	Successful Brawl attacks on unarmed target reduces target Defense by 1. Cumulative across successive Brawl attacks to lower of attacker's Wits or Dex.

Heavy weaponry	based on "Langschwert" with a replacement from "Laido"
Reload p83	*pre: Strength •••, Weaponry •••
• Wards	+1 Defense while wielding a Heavy sword
•• Fool's Guard	Instead of subtracting defence from the attack pool, roll your defence and subtract successes from the attack's successes
••• Half Sword	Take a penalty to add +2 to total damage
•••• Tachi-Sabaki (Movement of the Sword)	Add Weaponry to defense while making a dodge action (Stacks with Weaponry Dodge)
••••• Wrathful Cut	Add weaponry instead of +2 when making an All-Out Attack

Light weaponry	based on "Fencing" with a replacement from GMC
Arm p210	*pre: Dexterity •••, Weaponry •••
• Thrust	+1 to attack rolls
•• Feint	Make normal attack, no damage but ignores opponent's defence next attack
••• Flurry of Blows	Deal 1L a turn to up to 4 enemies standing in melee range while fighting, because of your quick movements.
•••• Riposte	Spend WP to dodge then attack at -1, ignoring defence
••••• Moulinet	Spend WP, successful attack does additional Dexterity damage. This is part of

	the initial attack and the total damage cannot exceed your damage cap.

Firearms	based on "Combat Marksmanship" with a replacement from "Sniping". Usable with crossbows as well as firearms.
Arm p210	*pre: Strength ••, Dexterity ••, Composure •••, Firearms ••
• Shoot First	Add Firearms to initiative
•• Tactical Reload	Reload as a reflexive action
••• Double Tap	May make short bursts with additional firearms
•••• Bayonet Range	Ignores target defence even when within melee range
••••• One Shot, One Kill	Spend WP to add Damage rating to successes instead of extra die

Ranged	based on Archery. ChooseThrown or Bow when purchasing; you may purchase this style twice.
Arm p208	*pre: Strength ••, Dexterity ••, Athletics ••
• Draw and Loose	Effective +1S for bow use. or +1S, +1 weapons bonus with thrown weapon
•• Rapid Nock	May reload a bow/prepare a thrown weapon as a reflexive action
••• Arcing Fire	2x range with bow/thrown weapon
•••• Plunging Fire	Ignores target concealment

Tooth and Claw	Includes a modified replacement from "Brute Force". May be used only in animal form by any character trained to fight in an appropriate animal form. May be used in Gauru. May not be used with Claws of the Wild.
Rage p103	*pre: Strength ••, Dexterity •••, Stamina •••, Brawl ••
• Hunter's Eye	spend a turn observing your opponent to lower his defense for the remainder of the scene
•• Slip Through	attack one turn for no damage to null opponents defense from next attack
••• Pounce	if you roll more successes than the targets size it is knocked to the ground under you
••••Advanced Juggernaut	gain +5 dice on all out attacks
••••• Throat Tear	apply +2 bonus for tooth and claw as automatic successes as opposed to dice roll bonus Drawback: costs 1 willpower

Grappling	
AA p50, Reload p67	*pre: Strength ••, Dexterity •••, Stamina •••, Brawl ••
• Sprawl	subtract higher of Strength+1 or Dexterity+1 from overpower attempts
•• Takedown/Throw	instead of grappling, force opponent prone while still standing
••• Chokehold	impose cumulative -1/turn penalty on opponents actions while choking
•••• Submission Hold	inflict lethal/bashing when performing overpower

Weapons and armour

Firearms are not readily available in the UK. In order to access firearms of any kind you must have a source. In order to resupply ammunition that source must be available to you on an ongoing basis. Any player whose PC uses a gun is responsible for tracking her use of ammunition.

Other forms of modern weapons (artillery, grenades, etc.) are even harder to access. They are always Overview approval.

For simplicity, we are mainly using core book weapons, with a few key additions from other sources. Anything not on the below list requires an Overview approval; the below weapons are available at Low approval. All weapons must have an appropriate source in order to be approved at low:

- Revolver, Light (core book)
- Revolver, Heavy (core book)
- Pistol, Light (core book)
- Pistol, Light - "Saturday Night Special" – (modified version of core book - cost is Resources 2 but no 10-again)
- Pistol, Heavy (core book)
- Rifle (core book)
- Shotgun (core book)
- Crossbow (core book)
- Bow (Armoury)
- Sap 1 (core book)
- Brass Knuckles (core book)
- Club (wood) (core book)
- Mace (metal) (core book)
- Knife (core book)
- Rapier (core book)
- Sword (core book)
- Katana (core book)
- Greatsword (core book)
- Small Ax (core book)
- Large Ax (core book)
- Great Ax (core book)
- Stake (core book)
- Spear (core book)
- Staff (Armoury)

Any other modern weapons not on this list require an Overview approval to access.

Sources

These sources may belong to other PCs but the sources must be willing to assist you on an ongoing basis. Please note that all mundane sources must have the Resources costs met, per the rulebooks. Illegally bought weapons cost +1 Resources.

Where an action is required to Craft a weapon the crafter must spend the action. Where the action is to purchase anyone may spend the action, including appropriate Retainers and Allies.

Anyone may use their Resources to purchase an item, for themselves or for other PCs. However , using Resources makes those dots unavailable to purchase anything else that month.

Firearms

You must have a Gun Licence for any legal guns. All ammunition should be considered as Resources 1, so a character with at least that amount of Resources must agree to purchase the ammunition on an ongoing basis (see "Supply below). It takes one downtime action to obtain a gun from any source. If the source is an Ally or Retainer the action provided by that Ally or Retainer may be used.

Possible sources of guns and ammunition include:

- Gun Licence: Overview approval. This allows the character to have one or more legal guns:
  - Shotguns require a Shotgun Certificate (SGC). For a Shotgun Certificate the applicant needs to demonstrate that they can securely store the firearms, has no criminal convictions, no history of any medical condition or disability including alcohol and drug related conditions, no history of treatment for depression or any other kind of mental or nervous disorder, or epilepsy. Once a SGC is granted the character is free to purchase shotguns. Normal Resources costs apply but additional ammunition may be purchased without costing an action.
  - All other legal guns require a Firearm Certificate (FAC). Alongside safe storage requirements and checks on previous convictions and medical records, the character must also demonstrate a good reason for each firearm she wishes to hold. Good reason may include hunting, pest control, collecting or target shooting. The FAC must be granted for each individual gun and rifle is the option most likely to be approved. Normal Resources costs apply.
- Underworld Allies, Status or Retainers 3+ (may supply a number of characters equivalent to the dots in the Merit)
- Police Allies, Status or Retainers 5+ (may supply 1 character)
- Military Allies, Status or Retainers 4+ (may supply one character)
- Crafts 3+ with a relevant firearms specialisation and an appropriate Workshop (may supply a number of characters equivalent to the dots in the Skill)
- Allies or Retainers Crafts 3+ with a relevant firearms specialisation and an appropriate workshop (may supply a number of characters equivalent to the dots in the Merit)
- Armoury merit – see Merits addenda for details
- Appropriate Arcana (may supply a number of characters equivalent to the dots in the Arcana)
- Theft – if you wish to spend a downtime action stealing these items, please discuss with your ST. You will need to identify somewhere to steal them from and this should lead to appropriate consequences when the missing items are discovered. For ammunition you may not steal more than 10 clips, and once the clips are used up they are gone.

Gun accessories

Gun accessories, such as scopes, silencers, etc. are illegal unless you have an approval for a Gun licence and can justify the accessory for the gun in question.

In order to purchase an accessory you must meet the Resources cost (+1 for illegal items) and source it from one of the following. This entails spending an action, either to make the item (PC or NPC gunsmith spends an action) or to obtain it (spend the relevant Retainer or Allies action, or PC if using Status):

- Underworld Allies, Status or Retainers 2+
- Police Allies, Status or Retainers 4+ (may start asking questions if frequent requests are made)
- Military Allies, Status or Retainers 2+ (may start asking questions if frequent requests are made)
- Crafts 3+ with a relevant firearms specialisation and an appropriate Workshop
- Allies or Retainers Crafts 3+ with a relevant firearms specialisation and an appropriate workshop
- Armoury merit – see Merits addenda for details
- Appropriate Arcana (may supply a number of characters equivalent to the dots in the Arcana)
- Theft – if you wish to spend a downtime action stealing these items, please discuss with your ST. You will need to identify somewhere to steal them from and this should lead to appropriate consequences when the missing items are discovered.

Other weapons

Non-bladed weapons, knives and stakes are readily accessible and require only that the Resources costs be met.

Bladed weapons of size 2 may be obtained with some effort – meet the Resource costs and spend a downtime action (either your own or an appropriate Ally/Retainer who can purchase or make the weapon).

Bladed weapons of size 3+ are generally designed to break from serious use. Obtaining one suitable for fighting with requires an Ally, Retainer or PC with Crafts and an appropriate Weapons or Crafts specialisation to spend an action making the weapon. Alternatively these may be purchased by those willing to look for a source, at a cost of +1 Resources and 1 downtime action.

Starting weapons

Starting weapons – some weapons require actions to obtain in play. Anyone with Firearms or Weaponry may start with one of the below options without spending an action. You must have at least one dot of the appropriate Skill in order to choose the option:

- One low approval Firearm. You will still need a source of ammunition. The firearm is illegal unless you have an approval for a Gun Licence.

- If you are able to meet the Resources costs, including +1 for being illegal, you may additionally start with 2 gun accessories. If another PC meets the Resources costs for you then one of the characters must also have an appropriate source, as listed above.
- Two bladed melee weapons of size 2
- One bladed melee weapon of size 3 or 4

Concealment

The size of your weapon will determine whether it can readily be concealed, per the book rules. In practice, this means that weapons of size 2 will only be concealable with preparation (e.g. a suitable coat or bag) and larger weapons will be highly impractical to conceal in most circumstances unless a significant amount of planning is involved. Various supernatural methods of concealment will circumvent many of these difficulties.

STs should keep these in mind when characters wish to carry weapons, and add complications if a character does not have an appropriate way to transport weapons without being observed.

Ammunition supply

If you have an ongoing source (per the Firearms Sources section) it can provide a small but steady supply of ammunition. You may start each game with 2 full clips.

You may stockpile ammunition on an ongoing basis, but must track your stockpile. It takes one downtime action by your source to obtain one extra clip of ammunition. If the source is an Ally or Retainer the action provided by that Ally or Retainer may be used. In each game you will always use your 2 "free" clips first. If you use 3+ clips the 3rd clip and beyond must come from your stockpile.

Autofire

Autofire rules are in use but may not target more than a single individual and are subject to damage caps.

A short burst uses half a clip and a medium burst uses a full clip. Guns capable of autofiring a long burst are military grade and not available to PCs.

Armour

The below armour is available at low approval is core book and may be obtained by meeting the Resources cost. No action is required. All PCs may start with one item of low approval armour which costs Resources 2 or below if their LST feels it is appropriate to the character. In order to start with full riot gear or plate the PC must start play with sufficient Resources to purchase them.

- Reinforced/thick clothing (core book)
- Kevlar vest (core book)
- Flak jacket (core book)

- Leather (core book)
- Chainmail (core book)
- Full riot gear (core book)
- Plate (core book)

Any other armour requires an Overview approval to obtain.

PC death and CvC

Death in downtime

Our games should focus on PC choices and active play. It is preferable for stories to end in situations that players have active involvement in, whether that's in uptime or in a downtime action that they have deliberately chosen to put their characters in.

For a PC to die or be forced into retirement in downtime without their player's consent will be a Genre approval. Being forced to retire a character should be understood to mean the character being actually prevented from attending games for the foreseeable future. This can mean either physical incapacity (e.g. through torpor) or some form of "legal" force which will see them killed or removed immediately upon entering a game (e.g. exile). The character feeling unwelcome or as though they would be a pariah is not considered to be forced retirement.

The way this will work (references to death below should be assumed to include forced retirement):

- Sending a PC on a proxy, no matter how safe the player and ST expect it to be, will always constitute consent for the PC to die should that be the outcome of the story.
- If a PC's downtime actions are leading to the possibility of death without a proxy, the ST may issue a single clear warning that continuing the actions invokes the risk of dying in downtime. Continuing the actions will constitute consent for the PC to die should that be the outcome of the story.
- If a PC could have been killed in uptime or a consenting downtime activity but is instead incapacitated, taken prisoner or otherwise is unable to free themselves after the moment when they could have been killed, there will be no approval needed to kill them while they remain captured/incapacitated/etc. This is to ensure that there is no incentive to kill PCs rather than taking them prisoner.
    - If the capture/incapacitation was the result of mediation rather than using full mechanics, the captor must obtain the explicit consent of the captured PC's player to be allowed to kill the character in downtime. Otherwise the default assumption will be that no downtime kill is permitted. Any OOC mediations regarding the circumstances under which a kill may or may not take place must be honoured IC.
- When submitting the approval the aggressor should demonstrate they have a reason the attack cannot be made in uptime, as well as background about why they are seeking to kill the character. STs should consider denying approvals if they feel the aggressor has not made reasonable effort to attack in uptime or if they feel the reason for the attack is inadequate.
- If the approval targets the PC of someone in the approval chain it will be possible to make the approval not visible to the player in question.

- In order to obtain an approval there should be a clear reason the attempt cannot be made in uptime. This may include factors such as distance (the attacker(s) and victim do not generally attend the same games) and power levels (the victim has protections which the attacker(s) can only circumvent in downtime). Players will be asked to demonstrate that they genuinely are unable to overcome these issues except through a downtime attack.
    - The attack must be approved by both players' LSTs, unless a demonstrable conflict of interest prevents this from being feasible.

Character versus Character

The World of Darkness is not a nice place and it's not uncommon for PCs to be working at cross purposes. This can greatly enhance a game if it's done in an appropriate manner but it can also be challenging to balance well. Please see the Player Code of Conduct for full details on how players are expected to act in these situations.

It is incumbent on any potential attacker to let her ST know about planned attacks, particularly any attempts to kill other PCs. If the ST has not been made aware then a character must have a clear and immediate trigger to kill another. If the player has not contacted the ST in advance of making an attack, the trigger must occur during the game in which the attack takes place. Either a PC makes a decision to attempt a kill in advance (either through careful planning or waiting for the right moment) or she is provoked to anger and acts hastily.

In the case of characters who have a "hit list" or otherwise are keeping an eye out for an opportunity to attempt to kill others, without actively seeking to create one, the player who wishes to attack should let her ST know, as well as the ST of any games that she and the other character regularly attend. The opportunity may then arise unexpectedly at another game but the attacker should at least be able to refer back to a note or email that previously explained the situation, as well as highlighting why the circumstances created an opportunity she could not have foreseen at the start of the game.

We will be creating a guide for STs to help run CvC fairly.

Crafting

Crafting is generally a downtime action following the below process. Crafting always requires at least one action to build the item. Additional actions may be used to design or obtain materials, as needed.

Design

An item must be designed and a design provides an equipment bonus. Premade designs can be found for common items off the shelf/on the internet. They cannot exceed the item's equipment bonus unless designed by a PC (see below).

- A design off the internet or from the library is usually +1 or +2 unless you know where to look. Better designs can be found if you know where to look. Such designs will have a maximum bonus equivalent to your Computers (if found on the internet), Academics (if you're using a book), Allies/Retainers (if you've got a relevant source) or Crafts skill (if you have the relevant specialisation). These can be obtained for "free" in that they do not cost an action.
- A PC can spend 1 Action designing an item, either to obtain a better bonus or in order to make a custom item not otherwise available. Roll Intelligence+Crafts. Successes determine the design's equipment bonus. A failure still provides a design but with a +0 bonus, as long as your LST is satisfied that you have relevant expertise. Once a design has been made it can be copied and shared in the future

Materials

Materials are accessible as per ST and genre decisions. Taking any approval element (such as iron or silver) into cross genre requires the appropriate level approval of the genre you are from and the one you are interacting with.

If you do not have appropriate Resources or Merits to obtain materials and are not being supplied by another PC you may spend an Action stealing or scavenging them.

Building the item

1 Action gives 3 Crafting rolls to actually build the item (4 with good time management).

- The number of successes required is equivalent to (Size+Equipment bonus) x 3.
- 2 items smaller than size 1 may be built simultaneously, including the full equipment bonus for each. However if only a single item is built the size is still considered 1 when calculating successes.

Merits

Universal Merits list

The following is a list of all merits allowed at Universal. Merits marked with an asterisk (*) have been modified by this addenda – see the clarifications below. Other Genres will offer additional Merits to the list. All Merits are Local Approval unless otherwise marked with an exclamation mark (!).

Merit	Brief Description	Prerequisites	Page Ref
Allies !	Groups or organisations that can be called upon for favours.		WoD pg114
Ambidextrous	You are proficient in utilising both hands.		WoD pg 110
Anonymity	You manage to stay off the radar of most government and financial	Resolve •• Larceny or	BotW pg46

		Subterfuge •• Cannot have Fame	
Area of Expertise	You have a field in which you are supremely specialised.	Resolve •• One Skill speciality	FC pg131
Armoured Fighting	You know how to fight in heavy armour.	Strength ••• Stamina •••	ArmR pg84
Armoury *	You have an assortment of weapons and armour you can bring to bear.	Resources •••	Ban pg51
Athletics Dodge	Use Athletics to dodge incoming attacks.	Dexterity •• Athletics •	DoW pg38
Barfly	You have a knack for getting into any bar.		WoD pg114
Barrister !	Knowledge of the laws of the Underworld	*Gain in Play only* Politics •••	BotD pg91
Beacon of Life	Your knowledge of the Occult helps protect you against powers of the Underworld.	*Mortal (non-supernatural) only Character Creation only*	BotD pg91
Bureaucratic Navigator	You are skilled in navigating through any bureaucratic system.		Asy pg51
Brawling Dodge	Use your brawling knowledge to dodge incoming attacks.	Strength •• Brawl •	WoD pg110
Combat Awareness	You use battlefield experience to stay sharp in combat.	Appropriate background or training	DoW pg109
Common Sense (Learned)	Your head is soundly on your shoulders and you have a good grasp of what is what.		WoD pg108
Common Sense (Innate)	Your head has always been soundly on your shoulders, and you have a good grasp of what is what.	*Character Creation only*	WoD pg108
Contacts *	Individuals that can be called upon for information.		WoD pg114
Danger Sense	You are hyper aware of your surroundings and difficult to surprise.		WoD pg130
Dead Reckoning !	You are good at navigating in the Underworld	*Gain in Play only*	BotD pg91
Demolisher	You are adept at destroying objects.	Strength ••• or Intelligence •••	BotW pg62
Difficult to Ride	You are resistant to being controlled by ghosts and spirits.	Composure ••• Resolve •••	BoS pg108
Direction Sense	You always know which direction you are facing.		WoD pg110
Disarm	You are skilled in removing an opponent's weapon in melee.	Dexterity ••• Weaponry •	WoD pg110
Eidetic Memory	You are good at recalling previously encountered facts.		WoD pg108
Emotional Detachment	You can distance yourself from the stress of emotional strife and turmoil.	Resolve ••	Asy pg50

Encyclopedic Knowledge	You have a knack for hovering up random trivia.		WoD pg109
Entering Strike	You know how to strike an opponent to upset his balance, making it easy for you to take him down.	Dexterity •• Brawl •••	ArmR pg72
Equipped Grappling	You know how to use a blunt weapon to enhance your holds and locks.	Dexterity ••• Brawl •• Weaponry •	ArmR pg89
Fame	You are well known in certain circles.		WoD pg115
Fast Reflexes	Your catlike reflexes provide an edge in combat.	Dexterity •••	WoD pg110
Fence	You know people who will buy and sell stolen goods.	Streetwise •••	Ban pg51
Fighting Finesse	You wield a weapon with precision instead of raw strength.	Dexterity ••• Weaponry ••	WoD pg110
Fighting Style	See below		
Firearms Retention	You know how to keep hold of your gun when someone tries to take it, even when holstered.	Dexterity •• Wits •• Brawl •• Firearms ••	ArmR pg89
Fleet of Foot	You have an additional turn of speed.	Strength ••	WoD pg112
Fresh Start	You can compose yourself in combat to react quicker in future.	Fast Reflexes ••	WoD pg112
Giant	You are much larger than the human average.	*Character Creation only*	WoD pg112
Good Time Management *	You have a strong understanding of handling priorities and getting work done.	Academics, Medicine, or Science ••	Asy pg50
Gunslinger *	You can accurately fire two pistols simultaneously.	Dexterity ••• Firearms •••	WoD pg112
Heavy Hands	You have a strong upper body, tough knuckles, and enough raw aggression to punch harder than most people.	Strength ••• Brawl ••	ArmR pg98
Higher Calling	Your dedication to a purpose aids you to resist coercion away from it.	Resolve •••	TotW pg125
Hobbyist Clique	You are part of a group of hobbyists that specialist in a certain area.	Membership in a clique. Skill at ••+	GMCRU pg167
Holistic Awareness	You may aid the healing of those around you.		WoD pg109
Informative	You are adept in talking about a subject you are knowledgeable in.	Wits •• Appropriate Skill ••	FC pg131
Ingratiating Wanderer	Your travels have made you adept at ingratiating yourself with the local authority figure.	Manipulation •••	MR pg58
Inspiring	You may inspire greatness in those that listen to you.	Presence ••••	WoD pg115
Interdisciplinary Speciality	Your expertise in one skill crosses over into another.	Two Skills at ••• A Speciality in one Skill	FC pg132
Iron Stamina	You are resistant to the effects of	Stamina or Resolve	WoD pg112

	fatigue and injury.	●●●	
Iron Stomach	You can eat almost anything, under almost any conditions.	Stamina ●●	WoD pg113
Language *	You are fluent in another language.		WoD pg109
Location: Library*	Your location contains a source of research material.	Location: Size ●	MtA pg85*
Location: Occultation*	Your location is well hidden and hard to find.	Location: Size ●	Mek pg119
Location: Security*	Your location is more difficult to break into.	Location: Size ●	VtR pg100
Location: Size*	You own a building or other structure.		VtR pg100
Location: Workshop*	Your location contains facilities to aid in crafting endeavours.	Location: Size ●	RoS pg97
Luxury	You live like a millionaire or better, albeit on the whim of somebody else.		SotT pg52
Meditative Mind	You can enter a meditative state easily, despite the environment.		WoD pg109
Mentor*	An influential and authoritative figure in your life.		WoD pg115
Multilingual	You are conversationally fluent in two extra languages.		Rel pg85
Mythologist !	You know about the occult mythology of death and can use that knowledge to help in the Underworld.	*Gain in Play only* Occult ●● with Underworld specialisation or similar	BotD pg91
Natural Immunity	You are exceptionally resistant to infections, viruses, and bacteria.	Stamina ●●	WoD pg113
New Identity	You have established an alternate identity beyond who you really are.		CtL pg98
Outdoorsman	You are a natural in making your way in the wilderness.	Survival ●●●	MR pg59
Parkour	You are a proficient free-runner.	Dexterity ●●● Athletics ●●	TotM pg98
Perfect Stillness	You have the uncanny knack of standing absolutely still, making you hard to notice.	Stealth ●	RoS pg94
Pleasing Aura	You are generally pleasing to the residents of the spirit world.		BoS pg109
Quick Draw	You are able to draw a weapon and use it immediately.	Dexterity ●●●	WoD pg113
Quick Healer	You have a knack for healing wounds quickly.	Stamina ●●●●	WoD pg113
Resources	Represents your savings and disposable income.		WoD pg115
Retainer *	A trustworthy and reliable assistant/agent		WoD pg116
Shield Bearer	You are trained in the art of fighting with a weapon and shield.		WatP pg89

Small Unit Tactics	You are well versed in leading a squad of individuals.	Manipulation ••• Persuasion ••• with Leadership speciality	DoW pg39
Spelunker	At home underground and in caves.	Dexterity ••• Athletics •••	BotD pg92
Staff	Employees/volunteers to manage your day-to-day business.	Resources >= dots	Ghouls pg74
Status*	Reputation, social standing, rank, or a mixture of all in a group, organisation, or social order.		WoD pg116
Steady Driver	You keep your head about you when driving in stressful situations.	Drive ••	MR pg59
Striking Looks	You are exceptionally attractive by modern standards.		WoD pg117
Strong Back	You can lift and carry more than your build and body type suggests.	Strength ••	WoD pg113
Strong Lungs	You are practiced at holding your breath for long periods of time.	Athletics •••	WoD pg113
Stunt Driver *	You may perform other actions while driving/riding.	Dexterity •••	WoD pg113
Technophile	You are well versed in a specific type of equipment.		Arm pg208
The Weapon at Hand	You are able to quickly assess the availability of improvised deadly weapons in your vicinity.	FS: Unarmed Defensive ••	ArmR pg79
Tolerance for Biology	You are a hardy sort when it comes to witnessing gore or the results of violence.	Resolve, Stamina, or Composure ••	Asy pg51
Toxin Resistance	You are resistant to the effects of drugs, poisons, and toxins.		WoD pg113
Trained Observer	You are exceptionally perceptive.	Wits or Composure •••	DoW pg38
Trip Sitter	You are skilled when it comes to guiding others through intense psychoactive head trips.	Composure •••	MT pg137
Unobtrusive	You are an expert at making yourself fade into the background whilst going about your day-to-day tasks.	Stealth ••	Ghouls pg74
Unseen Sense	You are hypersensitive to the supernatural world around you.	*Mortal Only*	WoD pg109
Vision	You have an expansive vision of what you wish to achieve, improving your chances of success.	Intelligence, Wits, Resolve, or Composure ••••	FC pg133
Weapon to Empty Hands *	You have trained in a martial art that teaches common principles of both armed and unarmed combat to the point where your skills transfer from one to the other.	Dexterity ••• Brawl ••• Weaponry ••• FS: Heavy Weaponry or FS: Light Weaponry ••••	ArmR pg66
Well-Travelled	You have studied various other		Rel pg85

	cultures and practices from around the world.		
Wheelman	You are an experienced driver.	Dexterity •• Drive ••	MR pg59

NPC Mortal Only Merits

The following merits are available for NPC Mortals only.

Fighting Style	Brief Description	Prerequisites	Page Ref
Gatekeeper	Can open Avernian Gates.	Mortal *Character creation only*	BotD pg51
Medium	Can see and hear ghosts (either willingly or unwillingly)	Mortal (non-supernatural) Resolve ••	BotD pg93

Clarifications

Allies: See below for details of Allies approvals

Armoury: Only Local Approval firearms can be obtained through this merit. Firearms cost an additional point (so +2) due to their rarity in this country. If you spend any points on ammunition and use that ammunition, that Armoury point is not available for reassignment until it refreshes at your next home game**Barrister:** GST Approval, with Overview Notification.

Common Sense: This Merit can either be bought as a 1-dot Merit at character creation, or as a 4-dot Merit with subsequent XP.

Contacts: Each Contact is a separate 1-dot Merit, with no restriction on the number that can be purchased.

Dead Reckoning: GST Approval, with Overview Notification.

Good Time Management: In addition to the listed benefits, you may also make 4 extended rolls per downtime action instead of 3.

Gunslinger: Instead of making two attacks, you may roll twice for a Firearms attack and take the best result.

Language: Each Language is a separate 1-dot Merit, representing fluency in an additional language.

Location: The Location merits are replacing all Hollow, Haven and Sanctum Merits. When purchasing this Merit you must define the Location – if it is a Hollow, Haven or Sanctum, this should be noted alongside details about where it is and what form it takes.

You can always have a place to live, per the book rules for Resources. You do not need to buy the Location Merit to have somewhere to live.

If you wish to gain mechanical advantages, then you also need to buy the Location Merit. The Location Merit is special and broken down into:

Location Size and Location Security.

Location Size 1 is the only thing you _need_ to buy. The higher the dots, the bigger the 'Safe Place' that you live in. Your Resources will define and type of Location you have, and potentially whether you own it legally or have simply claimed an unused space but there is no requirement to have Resources in order to buy Location. Additionally, if your Location is a Hollow, Resources will not affect it unless you choose to purchase mundane items to decorate it.

Security represents the defences your Location has.

Some examples:

- Resources 0, Location Size 1, Security 5: Booby trapped cave, hidden by trees
- Resources 5, Location Size 5, Security 0: Abandoned mansion on a forgotten estate
- Resources 0, Location Size 1, Security 0: Bedsit with other tenants
- Resources 0, Size 5, Security 4: Chunk of urban sprawl you bum around in and have filled with unexpected surprises. You don't own it, but you've made it your own.

Location Library

Each dot in this merit provides an area of specialisation. All research rolls within that area of specialisation receive a +3 bonus. Unlike the book version, time spent is not reduced.

If you wish to have a Security / Library / Workshop / Occultation, then you *must* have Size of at least 1.

There are no other prerequisites.

Mentor: Choose 3 skills that your mentor possesses. The Resources merit can be substituted for one of these skills. Once per game, you may ask your Mentor for a favour. The favour must involve one of those skills or be within the scope of their Resources. The Mentor commits to the favour (often asking for a commensurate favour in return); and if a roll is required, the Mentor is automatically considered to have successes equal to his dot rating. Alternately, the player may ask the Storyteller to have the Mentor act on her character's behalf, without her character knowing or initiating the request.

In addition, a mentor will provide a bonus DT action on the same basis. See genre addenda for supernatural Mentors.

Mythologist: GST Approval, with Overview Notification.

Retainer: Each Retainer is constructed as follows:

- All retainers must specify a Profession in which they are skilled (as per the list below)
- Retainers have pool of (Retainer level +1) in an area in which they are Unskilled
- Retainers have pool of (Retainer level +1) x2 in an area in which they are Skilled
- Human Retainers have Health levels equal to 5+Retainer level. Animal Retainers have Health levels equal to Size +2 + Retainer level
- No mundane animal Retainer may have a level higher than its Size (e.g. a size 2 animal may be a level 1 or 2 Retainer, but not level 3+)
- Retainers without Firearms, Brawl or Weaponry as one of their Profession Skills are considered Mooks for the purpose of Damage Cap
- Retainers must be individually armed using the same rules to acquire weapons as PCs
- All retainers may come with levels of status up to the Retainer level in a single area of influence.

Possession of a domestic farm animal requires Resources 2+ (LST discretion for other requirements for care, space, etc.)

Possession of an exotic animal, not normally commercially available is a Genre approval.

Adding a new Profession is Low approval but an alert must be sent to the appropriate team lead for a website update.

Status: See below for details of Status approvals

Stunt Driver: When purchasing this Merit, choose whether it applies to driving, or riding a horse.

Weapon to Empty Hands: This Merit can be taken twice, applying to one of the listed Fighting Style merits each time.

Professions

Profession	Asset Skills
Academic	Academics, Science
Artist	Crafts, Expression
Athlete	Athletics, Medicine
Bodyguard	Weaponry, Intimidation
Cop	Streetwise, Weaponry
Criminal	Larceny, Streetwise
Detective	Empathy, Investigation
Doctor	Empathy, Medicine
Driver	Drive, Streetwise
Engineer	Crafts, Science
Hacker	Computer, Science
Hit Man	Firearms, Stealth
Journalist	Expression, Investigation
Labourer	Athletics, Crafts
Occultist	Investigation, Occult
Politician	Politics, Subterfuge
Professional	Academics, Persuasion
Religious Leader	Academics, Occult
Scientist	Investigation, Science
Socialte	Politics, Socialize
Stuntman	Athletics, Drive
Survivalist	Animal Ken, Survival
Soldier	Firearms, Survival
Technician	Crafts, Investigation
Thug	Brawl, Intimidation
Vagrant	Streetwise, Survival

Animal Profession	Skills
Guard	Brawl, Animal Ken
Pet	Empathy, Animal Ken
Performer	Expression, Animal Ken
Tracker	Survival, Animal Ken
Vermin	Streetwise, Animal Ken
Racer	Athletics, Animal Ken

Allies, Contacts and Status

The below rules apply when purchasing Allies, Contacts or Status (including Status for any Retainers)

Approval levels

Purchasing Allies or Status (including Status for Retainers) at level 4 or 5 is always a DST approval.

This is to ensure that there is a balance across the domain and avoid conflicting levels such as the "5 police chiefs" issue. It will be up to each domain to decide how many of each type influence to allow at each level and the answer may vary between different types of influence.

Retainers should not be assumed to "deserve" or require a level 4 or 5 Status simply because that is the power level of the Retainer.

Influence

In addition to following the book guidelines for describing the scope of the Merit purchased, each instance your Merit must be associated with an area of influence. These will be available for STs to search on the website, when targeting plot or other effects, as well as providing guidance for what areas require approvals. The areas of influence available are:

- Academics
- Business
- Computing/Technology
- Criminal
- Government
- Health
- High society
- Hunter group (Overview approval)
- Legal
- Media
- Military (Overview approval level 3+)
- Occult
- Police
- Religion
- Science/Scientific Research
- Street
- Supernatural (Overview approval)
- Transport

A character might therefore have "Allies: Hippies" or "Allies: Local youths" to describe their specific allies, but either could have "Street" as the area of influence.

Having a merit with a particular area of influence does not automatically mean you have access to everything in that area – the presiding ST may make a judgement call based on the details of your merit and the situation in question. Your Catholic Church Status may not convince the local mosque to do you a favour, after all. Similarly, the fact that your merit doesn't cover an area doesn't make it impossible for you to request help – your hippy friends might still know some occultists and assist your research in that field.

The purpose of this system is primarily as an ST tool, to make it easier to track and coordinate these merits on a domain level, as well as giving players some broad guidance on how to plan their merits.

All of the above are available as local influences at local approval unless otherwise noted.

National and International Merits

It's more difficult to obtain influence or contacts on a national scale than a local one, and even harder to gain it on an international scale.

- In order to purchase level of a National Merit you must have the equivalent level of the Local Merit.
- In order to purchase level of an International Merit you must have the equivalent level of the National Merit.

National & International Merits are always an Overview approval and must be earned in play.

Government, Military and Supernatural Merits

These areas influences can cover quite broad areas. If you obtain approval for any of the below you must also specify what they cover, as follows:

- Supernatural merits – all levels. This broadly covers major Supernatural templates and the Merit must specify which single supernatural group you have a relationship with.
- International Government and Military – must specify which nation, or the UN.

Book References

Abbreviation	Book	Genre
AA	Adamantine Arrow	Mage
Arm	Armory	
ArmR	Armory Reloaded	
Asy	Asylum	
Ban	Banishers	Mage
BoS	Book of Spirits	
BotD	Book of the Dead	
BotW	Blood of the Wolf	Werewolf
CtL	Changeling the Lost	Changeling
DoW	Dogs of War	
FC	The Free Council	Mage
Ghouls	Ghouls	Vampire
GMCRU	God Machine Chronicle Rules Update	God Machine Chronicle
HtV	Hunter the Vigil	Hunter
Mek	Mekhet, Shadows in the Dark	Vampire
MR	Midnight Roads	
MT	Magical Traditions	Mage

MtA	Mage the Awakening	Mage
Rel	Reliquary	
RoS	Rites of Spring	Changeling
SotT	Seers of the Throne	Mage
TotM	Tribes of the Moon	Werewolf
TotW	Tome of the Watchtowers	Mage
VtR	Vampire the Requiem	Vampire
WatP	War Against the Pure	Werewolf
WoD	World of Darkness	

Animals

Pre-made Animal Statistics

Please see below for a reference guide of animals which can be used, with corrections to the book mathematics and appropriate specialisations added for animals that lack them. If a shape-changing power does not otherwise specify what mechanics should be used, please use the below.

Ant Swarm   ***Skin pg 52***
Attributes: Intelligence 0, Wits 2, Resolve 2, Strength 1, Dexterity 4, Stamina 3, Presence 1, Manipulation 0, Composure 4
Skills: Athletics 3, Brawl 4, Survival 2
Willpower: 6
Initiative: 7
Defence: 4
Speed: 10 (species factor 5)
Size: 4
Weapons/Attacks:

Type	Damage	Dice Pool
Bites	1(B)*	6

Health: 7
Special: Ants and an ant swarm can climb obstacles without any roll, and at their normal movement rate.
* Because the ant swarm can only attack if it is already crawling over its target, its attacks ignore Defence.
*Non-area mundane weapons can only do a maximum of 1 level of damage per attack.

Bat   ***WoD pg 202***
Attributes: Intelligence 0, Wits 1, Resolve 0, Strength 1, Dexterity 4, Stamina 1, Presence 1, Manipulation 0, Composure 1

Skills: Athletics (Flight) 4, Brawl 1, Survival 3
Willpower: 1
Initiative: 5
Defence: 4
Speed: 15 (flight only; species factor 10)
Size: 1
Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1(L)	3

Health: 2

Bear   ***BotW pg 88***
Attributes: Intelligence 1, Wits 2, Resolve 4, Strength 6, Dexterity 2, Stamina 4, Presence 3, Manipulation 1, Composure 4
Skills: Athletics (Climbing) 3, Brawl 4, Intimidation 3, Survival 3
Willpower: 5
Initiative: 6
Defence: 2
Speed: 13 (species factor 6)
Size: 7
Weapons/Attacks:

Type	Damage	Dice Pool
Bite	3(L)	13
Claw	1(L)	11

Health: 11

Buck   *Skin pg 45*

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 3, Dexterity 3, Stamina 3, Presence 3, Manipulation 1, Composure 3

Skills: Athletics (Running) 3, Brawl 3, Intimidation 2, Survival 2

Willpower: 6

Initiative: 6

Defence: 3

Speed: 14 (species factor 8)

Size: 6

Weapons/Attacks:

Type	Damage	Dice Pool
Horns	3(L)	9

Health: 9

Cat   *WoD pg 203*

Attributes: Intelligence 1, Wits 4, Resolve 3, Strength 1, Dexterity 5, Stamina 3, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 4, Brawl 2, Stealth 3

Willpower: 6

Initiative: 8

Defence: 5

Speed: 13 (species factor 7)

Size: 2

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	0(L)*	3
Claw	0(L)*	3

Health: 5

* A cat's attacks receive no damage bonus, but still inflict lethal damage.

Chimpanzee   *Skin pg 44*

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 3, Dexterity 4, Stamina 3, Presence 2, Manipulation 2, Composure 4

Skills: Athletics (Climbing) 3, Brawl (Bite) 3, Intimidation 3, Survival 3

Willpower: 6

Initiative: 8

Defence: 4

Speed: 13 (species factor 6)

Size: 4

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	2(L)	9

Health: 7

Dog (guard/fighting dog)   *WoD pg 203*

Attributes: Intelligence 1, Wits 4, Resolve 4, Strength 4, Dexterity 3, Stamina 3, Presence 4, Manipulation 1, Composure 3

Skills: Athletics (Running) 4, Brawl 3, Intimidation 3, Stealth 1, Survival (Tracking) 3

Willpower: 7

Initiative: 6

Defence: 4

Speed: 14 (species factor 7)

Size: 4

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	2(L)	9

Health: 7

Elephant   *Skin pg 44*

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 7, Dexterity 2, Stamina 7, Presence 2, Manipulation 1, Composure 3

Skills: Athletics (Running) 2, Brawl (Tusks) 3, Intimidation 3, Survival 3

Willpower: 6

Initiative: 5

Defence: 2

Speed: 15 (species factor 6)

Size: 15

Weapons/Attacks:

Type	Damage	Dice Pool
Tusks	1(L)	12
Trample	2(B)	12

Health: 22

Fox   *BotW pg 89*

Attributes: Intelligence 1, Wits 4, Resolve 3, Strength 1, Dexterity 4, Stamina 2, Presence 2, Manipulation 1, Composure 3

Skills: Athletics (Running) 4, Brawl 3, Intimidation 1, Stealth 3, Survival (Tracking) 3

Willpower: 5
Initiative: 7
Defence: 4
Speed: 13 (species factor 7)
Size: 3
Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1(L)	5

Health: 5

Great Cat *BotW pg 89*
Attributes: Intelligence 1, Wits 4, Resolve 4, Strength 4, Dexterity 4, Stamina 3, Presence 3, Manipulation 1, Composure 3
Skills: Athletics (Climbing) 4, Brawl 4, Intimidation 3, Stealth 3, Survival (Tracking) 3
Willpower: 7
Initiative: 8
Defence: 4
Speed: 16 (species factor 8)
Size: 5
Weapons/Attacks:

Type	Damage	Dice Pool
Bite	3(L)	11
Claw	2(L)	10

Health: 8

Horse *WoD pg 203*
Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 5, Presence 3, Manipulation 1, Composure 2
Skills: Athletics 4, Brawl 1, Survival 2
Willpower: 5
Initiative: 5
Defence: 3
Speed: 19 (species factor 12)
Size: 7
Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1(L)	6
Hoof	3(B)*	8

Health: 12
* Special: Knockdown

Owl *MtA pg 316*
Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 1, Dexterity 3, Stamina 2, Presence 3, Manipulation 1, Composure 3
Skills: Athletics 3 (Flying), Brawl 2, Intimidation 2, Stealth 2, Survival 3
Willpower: 6
Initiative: 6
Defence: 3
Speed: 14 (flight; species factor 10)
Size: 2
Weapons/Attacks:

Type	Damage	Dice Pool
Beak	1(L)	4
Talons	1(L)	4

Health: 4
Special: +2 on sight and sound perception rolls

Raven/Crow *WoD pg 203*
Attributes: Intelligence 1, Wits 3, Resolve 4, Strength 1, Dexterity 3, Stamina 2, Presence 3, Manipulation 1, Composure 3
Skills: Athletics 3, Brawl 1, Intimidation 2, Survival 3
Willpower: 7
Initiative: 6
Defence: 3
Speed: 14 (flight only; species factor 10)
Size: 2
Weapons/Attacks:

Type	Damage	Dice Pool
Beak	1(L)	3

Health: 4

Snake *MtA pg 316*
Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 1, Dexterity 3, Stamina 1, Presence 3, Manipulation 1, Composure 4
Skills: Athletics 1 (Climbing), Brawl 1, Intimidation 2, Stealth 4, Survival 3
Willpower: 7
Initiative: 7
Defence: 3
Speed: 6 (species factor 2)

Size: 2

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1(L)	3

Health: 3

Toad   *Skin pg 39*

Attributes: Intelligence 0, Wits 2, Resolve 1, Strength 1, Dexterity 3, Stamina 1, Presence 1, Manipulation 1, Composure 3

Skills: Athletics (Hopping) 2, Survival (Finding Food) 3

Willpower: 4

Initiative: 5

Defence: 3

Speed: 6 (species factor 2)

Size: 1

Weapons/Attacks:

　　　None

Health: 2

Weasel/Ferret   *MtA pg 316*

Attributes: Intelligence 1, Wits 2, Resolve 2, Strength 1, Dexterity 3, Stamina 2, Presence 2, Manipulation 1, Composure 2

Skills: Athletics 2 (Climbing), Brawl 1, Intimidation 1, Stealth 4, Survival 3

Willpower: 4

Initiative: 5

Defence: 3

Speed: 11 (species factor 7)

Size: 2

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1(L)	3

Health: 4

Wolf   *BotW pg 89*

Attributes: Intelligence 1, Wits 4, Resolve 4, Strength 4, Dexterity 3, Stamina 3, Presence 4, Manipulation 1, Composure 3

Skills: Athletics (Running) 4, Brawl 3, Intimidation 3, Stealth 2, Survival (Tracking) 4

Willpower: 7

Initiative: 6

Defence: 4

Speed: 14 (species factor 7)

Size: 4

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	2(L)	9

Health: 7

Creating New Animal Statistics

If none of the pre-made forms can be readily adapted to your needs, please use the rules in the sidebar on p122 as a quick guide for making up animals which don't currently have stats. These are grouped in the following categories:

- Tiny (Mouse, Frog, Sparrow, Lizard)
- Small (Cat, Crow, Snake, Iguana)
- Medium (Wolf, Cobra, Vulture, Monkey, Eagle)
- Man-Sized (Cougar, Ape, Condor, Deer)
- Large (Horse, Bear, Dolphin, Komodo Dragon)
- Heavy (Cattle, Moose, Bull Seal)
- Huge Animal (Elephant, Hippopotamus, Sea Lion, Orca)