



Universal Addendum

Version – 09-Mar-2018

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Introduction

This document details all alterations, clarifications and interpretations of White Wolf's World of Darkness for implementation within the live-action chronicle of Isles of Darkness Vampire: the Requiem, Werewolf: the Forsaken, Mage: the Awakening, and Changeling: the Lost. In all cases a Genre Addendum overrules the Universal Addendum.

Colour-coded Changes

- Additions from the previous version of the addendum are listed with a **green background**.
- Modifications from the previous version of the addendum are listed with an **orange background**.
- Items which have been removed since the previous version of the addendum are listed in ~~blue text with a strikethrough~~.

Useful Terms and Definitions

Chapters

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

Reflexive Actions

A Reflexive action is one that takes minimal time or effort, and does not count as your action for the turn. Reflexive actions are taken in response to a stimulus or some sort, such as resisting a poison or defying social pressure. Due to this, many Reflexive actions are often taken outside of the normal turn structure.

However, some powers or abilities only require a Reflexive action to initiate, or allow an otherwise Instant action to be taken Reflexively. These self-initiated abilities, unless otherwise stated in their description, can only be used in your turn.

Each Reflexive action may only be used once per round (for self-initiated actions), or once per stimulus.

Rounds

A round is defined as 3 seconds, and is the time it takes for all characters in a combat to perform their actions.

Story

A story is defined as 3 chapters.

Turns

A turn is defined as the time it takes a single character to perform all their actions (move, instant, etc.) in a combat round.

Character Generation

Character Basics

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 GST approval. This is the category of children not acting like children and will have an additional level of oversight.
- Child NPCs will otherwise be LST 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.
- Plots involving PC pregnancies or babies require explicit permission from the players involved first, and should be handled with care and respect.

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.

In addition, the lesser templates from the Second Sight book are allowed for NPC use only.

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. Dual primaries will not be allowed.
- Secondary characters: There is no limit to the number of secondary characters a player may have. These characters start 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.

Catch-up XP

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 each primary character created.
- If you are upgrading a secondary to a primary – because the primary slot has become free – the catch-up XP is totalled to the date the character came into play – not the date it became a primary.
- For every month the chronicle has been running the characters will receive 2 XP, to be awarded at a rate of **8 XP a month**. This award is treated as Overcap XP. **Up until 08-Mar-2018, this rate was 4xp per 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 LST.
- An ST will earn 2 XP for each game run, applied to a character of your choice in that genre as though you had played a game. If you do not have a character in that genre, you may apply it to any other character (subject to cap).
- An NPC will earn 2 XP for each game, subject to the same rules as STs above.

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.

For volunteers, pre-work XP for National events will be awarded in the month prior to the event, and work at the event itself will be awarded the month of the event.

Volunteer XP

Earning

- You can earn a maximum of 3 volunteer XP a month.
- If you hold a C-chain or ST position, you earn 1 volunteer XP a month if you fulfil your role, including any reporting requirements. For STs, this award may be earned for planning, reporting, etc., even if they do not personally run the game that month. This is in addition to the 2 game XP listed above under Activities.
- Ad-hoc volunteers (e.g. NPCs, prop makers, etc.) may be nominated for volunteer XP by the relevant ST or C-chain volunteer. The rule of thumb is that the job they do should take a minimum of 2 hours of their time.

Spending

- Volunteer XP may be applied to any character of your choice, regardless of the genre in which it was earned.
- The first volunteer XP applied to each CHARACTER in a given month will be overcap.
- This will be applied retroactively, to any volunteer XP earned from the start of the chronicle. This must be applied to characters considered to be "in play" at the time the XP was earned. For March and April 2015, such characters include non-Requiem characters who earned the 10XP for starting "on time" as they are considered to have been in play from the start of the chronicle.
- XP for planning National games should still be applied the month before.
- XP for running or NPCing National games should be applied the month of the National.

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 chapter.

Start of chronicle – balancing differing start dates

As Requiem started 2 months early, characters in other genres which started at the beginning of the chronicle were able to earn the following XP, in order to equalise the genres:

Mage, Lost and Forsaken characters could have received 5 XP for March 2015 and 5XP for April 2015. In order to do so they needed to have played at least one game in April, May or June 2015. This special XP award was instead of Catch-up XP.

World Building XP

We know a lot of people, STs and Players alike, are putting a lot of effort into world building right now and we're going to reward this with some volunteer exp. How this will work:

- 1 xp (not overcap) per genre you've work on

This will be part of your exp earned in May and the LSTs will put them in their May reports under volunteer xp rewards.

Things you can do to earn this xp (minimum of 2 hours effort is expected):

- Participate in world building sessions
- Writing up substantial background/settings documents for your domain
- Substantial work in bringing in new players or helping them establish characters and character ties
- Anything else your ST feels is appropriate

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 repurchase. Their ST should be satisfied that appropriate RP has occurred to justify the repurchase 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.

XP Debt

There are occasionally situations where a player is granted an item or ability that they currently do not have the XP to purchase. With LST discretion, a player may be allowed to spend the XP, going into a negative XP total, called XP Debt. The maximum amount of XP Debt a player may accrue is -10xp. Anything beyond that comes under the Magic Items Acquired in Play section further on in this addendum.

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.

Changing Local Games

To move your character from one local game to another, you need to gain Approval from both the LSTs involved (outgoing and incoming), and the GST should receive a Notification.

Skills

Lip Reading

Lip reading is a Specialty within the Investigation Skill. Attempting to read lips without the Specialty incurs the character's normal Untrained Mental Skill penalty (normally -3).

In a normal conversation, a character with the Specialty need not make a roll to understand what is being said (assuming they have the correct Language Merit for the language being spoken).

If the character does not have the Specialty, or the conditions are less than ideal (such as attempting to read across a busy room, or the speaker is partially covering their mouth, etc.), a test must be made with appropriate penalties according to the level of obscurity. Success on the roll allows the character to understand what is being said for about 5 minutes, or until the penalty to read increases for any reason.

Medicine

Restoring Health: The number of successes required to heal bashing damage (equal to the damage taken) caps out at the patient's Size + 1 (i.e. 6 for a human patient). No more than 1 bashing damage can be restored per scene (instead of per day); however, new damage must occur since the last set of bandages were applied in order to heal another point. Also, if a character is healed supernaturally before mundane medicine can be applied, it cannot be healed until more damage is received.

Extended Care: A character with the Medicine skill and access to the appropriate equipment may spend a downtime action to downgrade other character's wounds. A character may downgrade a number of lethal wounds equal to their Intelligence + Medicine + equipment, with aggravated wounds taking the equivalent of two lethal wounds. Any individual character may only have a maximum number of wounds downgraded equal to the Medicine skill of the healer. The Good Time Management Merit increases the above pool of wounds by a third, rounding down.

If you have the appropriate Allies or Status Merit, you may spend their downtime action to perform this action (either the Allies perform the healing, or you use your Status to pull in favours to get the appropriate people to help), with a pool equal to 7 + the level of the Merit. A Retainer can also spend their downtime action, using their normal pool + equipment.

Advantages

Morality traits

Increasing morality

- All morality traits will cost a flat 8XP per dot to increase/buy back. 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 (see next section).
- It takes time to increase your morality. If you change morality – either by losing it or gaining it, you must wait a number of months equal to half the new level (round up) before you can increase your morality. For example, 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 GST 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 therapy

- In order to provide therapy during downtime, a character must possess at least 3 dots in a relevant skill. If using a Retainer or Mentor to perform the therapy, they must be at least level 3 and have the relevant skill as one of their named skills.
- The skill to be used should be discussed and confirmed with the ST, as different methods may be employed.
 - For example, standard therapy would use the Empathy skill. However, a member of the Lancea Sanctum may use a series of sermons to perform the same (use Expression), or a werewolf may be reconnected to their Uratha nature (use Survival), etc.
- If the therapy is being performed by a PC, neither patient nor therapist need to spend a downtime action.
- If the therapy is being performed by an NPC, the patient must spend a downtime action. If the NPC is a Retainer or Mentor, they may spend their action instead (only for the owner of the NPC).
- A therapist may provide XP-giving therapy to a number of patients equal to their dots in the relevant skill each month. For a Retainer or Mentor, use their rating instead.

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 removed.

Derangements

The following is a consolidated list of available universal derangements. The table has been ordered by Mild derangement, with its Severe progression listed alongside it, although some Mild derangements have more than one progression into Severe. The Specific To column restricts that derangement to a specific genre or type of character, such as Ghoul.

Derangements marked with an asterisk (*) have further notes – see the clarifications below.

| Mild Derangement | Severe Derangement | Specific To | Page Ref |
|--------------------------|--------------------------------|--------------------|--------------|
| Animalistic Dependency | Animalistic Dependency | | Ven pg107 |
| Avoidance | Fugue * | | WoD 100 |
| Beast Fears | Obsessive Humanity | | CB pg103-104 |
| Blood Fascination | Hemophilic Compulsion | Ghouls | Ghouls p87 |
| Decadence | Depravity | Mages, special | Intrud p203 |
| Degenerative Fixation | Identity Erasure | Ghouls | Ghouls p87 |
| Dehumanization | Loss of Compassion | | BotW pg128 |
| Delusional Mania | Delusional Mania | | Ven pg108 |
| Depersonalization | Dissociation | Mages | Summ pg184 |
| Depression | Manic-Depression | | VtR pg189 |
| | Melancholia | | WoD 97 |
| Erythema | | Vampires | Blood pg108 |
| Fetishism | Masochism | | Asy pg49 |
| Filthy Brutes! | Hunter King | Werewolves, Beasts | CB pg104 |
| Fixation | Bulimia | Vampires | VtR pg188 |
| | Obsessive Compulsion * | | WoD 97-98 |
| Grandiose Delusion | | | SoM pg61 |
| Hypnagogic Hallucination | | | SoM pg65 |
| I'm No Animal | Banish the Beast | Werewolves | CB pg104 |
| Inferiority Complex | Anxiety | | WoD 98 |
| | Diogenes Syndrome | Vampires | Blood pg107 |
| Insomnia | Cataplexy | | Asy pg49 |
| Irrationality | Delusional Obsession | | VtR pg189 |
| | Dependent-Personality Disorder | Blood-Bound | VtR pg189 |
| | Intermetamorphosis | Vampires | Blood pg109 |
| | Irrational Defiance | | Ven pg108 |
| | Multiple Personality * | | WoD 99 |
| Magical Ideation | Divination Obsession | | Mek p118 |
| Memory Obsession | Memory Obsession | | Ven pg109 |
| Narcissism | Megalomania | | WoD 97 |
| Neoprimativism | Feral Antics | Werewolves, Beasts | CB pg103 |
| Occult Fugue | | Mages | Ban pg44 |
| One with the Bears | Hate of Man | Werewolves, Beasts | CB pg103 |
| Phobia * | Hysteria * | | WoD 97 |
| Power Fetish Obsession | | | VtR pg191 |
| Preferential Obsession | Preferential Obsession | Vampires | Ven pg109 |
| Pyromania | Pyrophilia | | Inf pg102 |
| Repression | Denial | | Asy pg49-50 |
| Rote-Action Repetition | Submission * | | PtC p184 |

| | | | |
|--------------------------|--------------------------------|-------------|-------------|
| Sanguinary Animism | | Vampires | VtR pg191 |
| Spirit Placation | Spontaneous Lunacy | | BotW pg128 |
| Supernatural Fascination | Zealotry | | Asy pg50 |
| Suspicion | Compulsive-Aggressive Disorder | | Nomads p92 |
| | Paranoia * | | WoD 98 |
| Unbridled Confidence | | | AR pg92 |
| Vocalisation | Aphasia * | | Blood pg108 |
| | Schizophrenia * | | WoD 98-99 |
| Wanderlust | Hedge-Calling | Changelings | CtL p215 |
| Whisperer * | | | Inf pg55 |
| | Abyssal Compulsion | Mages | Summ pg183 |
| | Aeon's Languor | Vampires | AM pg69 |
| | Delusional Witness | Mages | Ban pg44 |
| | Goetic Fracture * | Mages | Ban pg44 |
| | Mystic Personality * | Mages | Ban pg44 |
| | Post-Traumatic Stress Disorder | | AM pg69 |
| | Waking Nightmare | | AM pg69 |

Clarifications

Aphasia: Cannot normally be acquired by failing a Morality roll unless the sin performed is truly gut wrenching or horrific, such as murdering your own children.

Fugue: Cannot normally be acquired by failing a Morality roll unless the sin performed is truly gut wrenching or horrific, such as murdering your own children.

Multiple Personality: Cannot normally be acquired by failing a Morality roll unless the sin performed is truly gut wrenching or horrific, such as murdering your own children.

Hysteria: Additional rules apply for Vampires (see VtR pg189).

Obsessive Compulsion: Additional rules apply for Vampires (see VtR pg190).

Paranoia: Additional rules apply for Vampires (see VtR pg190).

Phobia: Additional rules apply for Vampires (see VtR pg189).

Schizophrenia: Cannot normally be acquired by failing a Morality roll unless the sin performed is truly gut wrenching or horrific, such as murdering your own children. Additional rules apply for Vampires (see VtR pg192).

Whisperer: Requires UST Approval.

Willpower

- Willpower will be refreshed 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.

Merits

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 LST approval unless marked with an exclamation mark (!) – details will be given in the clarifications below.

Merit Costs

Flat-cost or Simple merits (those with one of more set costs (i.e. Athletics Dodge or Striking Looks) are purchased for 2xp per dot.

Variable level merits (those with a range of costs (i.e. Resources or Allies) are purchased at 2xp times the rating you are purchasing.

Examples:

- Athletics Dodge (•): Simple merit – 2xp
- Striking Looks (••): Simple merit – 4xp
- Striking Looks (••••): Simple merit – 8xp (or 4xp if upgrading from Striking Looks ••)
- Resources (•): Variable merit – 2xp
- Resources (••): Variable merit – 6xp (or 4xp if upgrading from Resources •)
- Allies (•••••): Variable merit – 30xp (or 10xp if upgrading from Allies ••••)

Creation Only Merits

The following merits are available to be purchased with your initial 7 merit dots.

| Merit | Brief Description | Prerequisites | Page Ref |
|-------------------------|---|---|-----------|
| Beacon of Life | Your knowledge of the Occult helps protect you against powers of the Underworld. | <i>Mortal (non-supernatural) only</i> <i>Character Creation only</i> | BotD pg91 |
| Common Sense (Innate) * | Your head has always been soundly on your shoulders, and you have a good grasp of what is what. | <i>Character Creation only</i> | WoD pg108 |
| Giant | You are much larger than the human average. | <i>Character Creation only</i> | WoD pg112 |

Gain in Play Only Merits

The following merits cannot be taken at character creation and must be learned/developed in play.

| Merit | Brief Description | Prerequisites | Page Ref |
|------------------|--|---|-----------|
| Barrister ! | Knowledge of the laws of the Underworld | <i>Gain in Play only</i> Politics •• | BotD pg91 |
| Dead Reckoning ! | You are good at navigating in the Underworld | <i>Gain in Play only</i> | BotD pg91 |
| Mythologist ! | You know about the occult mythology of death and can use that knowledge to help in the Underworld. | <i>Gain in Play only</i> Occult •• with Underworld specialisation or similar | BotD pg91 |

Universal Merits

The remaining merits have no restrictions on when they can be purchased, either with starting dots or XP (note: some may have other restrictions on which character types may purchase them).

| 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 databases. | Resolve •• Larceny or Subterfuge •• Cannot have Fame | BotW pg46 |
| 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 |
| 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 |

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|------------------------|---|--|-------------|
| 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 |
| 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 hoovering 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 |
| 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 fatigue and injury. | Stamina or Resolve *** | WoD pg112 |
| 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 • to *** | 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 |
| 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 |
| Pet * | A trustworthy and reliable animal | Animal Ken • | [NEW] |
| 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. | <i>Mortal Only</i> | 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 you can use your weaponry skills while unarmed. | Dexterity ••• Brawl ••• Weaponry ••• FS: Heavy Weaponry or FS: Light Weaponry •••• | ArmR pg66 |
| Weaponry Dodge | Use your weaponry knowledge to dodge incoming attacks. | Strength •• Weaponry • | WoD pg114 |
| Well-Travelled | You have studied various other cultures and practices from around the world. | | Rel pg85 |
| Wheelman | You are an experienced driver. | Dexterity •• Drive •• | MR pg59 |

NPC Mortal Only Merits

The following merits are available for NPC Mortals only. Any PC mortals in play will be lesser templates (Ghouls, Proximi, Sleepwalkers, Wolf-blooded and Fae-touched). These templates will be available but may not have access to significant magical abilities not available to major templates, unless those powers are unique to the type in question. Lesser template characters should fit within the themes and focus of their type and genre, and will therefore not have the ability to access additional powers.

| Merit | Brief Description | Prerequisites | Page Ref |
|-----------------------|---|---|-----------|
| Gatekeeper | Can open Avernian Gates. | <i>Mortal only</i> <i>Character creation only</i> | BotD pg51 |
| Medium | Can see and hear ghosts (either willingly or unwillingly). | <i>Mortal (non-supernatural)</i> <i>only</i> Resolve •• | BotD pg93 |
| [Second Sight Merits] | Allow a selection of psychic powers, low magic, and cultist powers. | <i>Various</i> | SS |

Clarifications

Allies

Certain types/levels of Allies require approval. See the below section on Allies, Contacts, and Status.

Armoury

Only LST 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 UST 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. See the below section on Allies, Contacts, and Status.

Dead Reckoning

GST Approval, with UST 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.

Heavy Hands

For appropriate attacks, this merit adds an additional point of damage to the attack after the dice have been rolled. For instance, rolling 3 successes on a Brawl attack deals 4 damage. This is still subject to Damage Cap.

Holistic Awareness

You may aid the healing of those around you through both modern (traditional) and natural medicine, not just herbal remedies and such-like.

Interdisciplinary Speciality

If this Merit is taken to duplicate a specialisation affected by the Area of Expertise Merit, the new specialisation only provides a +1 bonus, not +2.

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 and expanding them. See below section on Locations for more details.

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.

Multi-lingual

Each instance of Multi-lingual is a separate 1-dot Merit, representing conversational fluency in an additional two languages.

Mythologist

GST Approval, with UST Notification.

New Identity

The levels of this merit work as follows:

- Level 1: Documents at this level will pass visual scrutiny, pass an age check, etc., but will not hold up to any level of investigation.
- Level 2: These documents will pass simple security checks, including DVLA, passport, and CRB checks.
- Level 4: At this level, your identity is as real as it can be – even full government-level security checks will pass.

Parkour

Freeflow (level 5) allows the user to take any Athletics roll involving running, jumping, or climbing as a reflexive action. Each usage of this ability is treated as a separate stimulus (i.e. jumping a ditch, climbing a wall, etc.) This does not allow the character to move more than their Speed would normally allow.

Pet

The Pet Merit is a flat-cost merit that grants you access to a loyal non-human retainer, similar to the Retainer Merit. Unlike the Retainer Merit, however, this Merit allows a selection of animals, and maybe other creatures, at the varying levels, as shown in the table below. The statistics for these animals can be found at the end of this Addenda.

For one additional dot, a Pet can be made into a Supernatural Pet, applying the appropriate lesser template (e.g. ghoul) as per the genre addenda.

Animals not found in this list can be added with UST Approval. The statistics for those animals will then be added to the Bestiary. The GSTs are also able to add genre-specific creatures to this list in their own addenda.

Animals marked with an asterisk are considered exotic, and require GST Approval to purchase.

Note: Only animals which you wish to have act on your behalf, as a scout, combatant, etc. need to be purchased as the Pet Merit. A riding horse which does nothing but allow you to get to one place to another, for example, or a pet canary, etc. are purchased purely through the Resources Merit.

| Merit Cost | Available Pets |
|------------|--|
| • | Bat, Owl, Raven/Crow, Snake, Toad, Weasel/Ferret |
| •• | Cat, Chimpanzee *, Fox |
| ••• | Buck, Dog, Horse, Wolf |
| •••• | Great Cat * |

Retainer

The Retainer Merit only applies to human retainers. Animals and such-like are now governed by the Pet Merit.

Each Retainer gains the following at 1 dot:

- 2 dots in all attributes.
- 2 skills at 3 dots (as per Profession).
- 1 specialisation or language.

Each dot after the first grants one of the following traits, subject to retainer level.

- 2 dots or more (can be purchased with dots of any level)
 - Jack of all trades: The retainer is always considered to have at least 1 dot in a skill. Can only be taken once.
 - Aptitude: +1 to all attributes in one category (Physical, Mental or Social). Can only be taken once per category.
 - Professional: 3 dots in a new skill.
 - Specialist: 3 specialisations or languages.
 - Authority: +1 Status, plus 1 appropriate specialisation.
 - High Ranking: +2 Status.
 - Supernatural: Apply an appropriate lesser template to the retainer as per the PC's genre (i.e. Ghoul, Wolfblooded, Sleepwalker, Proximus, Fey-Touched or Enchanted Mortal). Cannot be combined with Psychic. Please refer to the appropriate genre addenda for the rules for each lesser template.
- 4 dots or more (can only be purchased with the 4th or 5th dots)
 - Expert: +2 dots in 2 skills which already have 3 dots (max 5).
 - Focused: +2 to all attributes in one category (Physical, Mental or Social). Can only be taken once. Cannot be combined with All-rounder.
 - All-rounder: +1 to all attributes. Can only be taken once. Cannot be combined with Focused.
 - Psychic: The retainer has a Second Sight merit (subject to approval). Cannot be combined with Supernatural.

Notes:

- Status must have a type specified (e.g. Police, Business, Government, Criminal, etc.). A retainer can only have one type of Status, cannot have Status higher than their dots, and is subject to LST Approval.

- Mook rules apply for any retainer without a combat skill (Brawl, Weaponry, Firearms).
- Secondary attributes (health, initiative, defence, etc.) are calculated using the normal rules.

In the event of a player not assigning their Retainer dots on specific options, STs are encouraged to use the following default build:

- 1 dot - Attributes 2, 2 skills at 3 as per profession, 1 specialisation
- 2 dots - Jack of All Trades
- 3 dots - Aptitude in the most relevant Attribute category (as determined by ST based on profession)
- 4 dots - All-rounder
- 5 dots - Expert

Specialisations do not apply until they have been detailed.

Adding a new Profession is LST Approval, with UST Notification and notification to the web team (for updating of the addenda and website).

Resources

If you liquidate your assets to purchase something above your normal monthly allowance, you lose access to those dots until they recover. You recover one dot of Resources per chapter. If you are subject to an effect, such as a pledge that increases your Resources above 5, these extra dots count only for the purposes of a buffer in case your dots are otherwise reduced. For instance, through mystical means, you increase your Resources from 5 to 6. If you then liquidate one dot of Resources, the 6th dot comes into play to plug the gap.

Small Unit Tactics

For the purposes of the IoD, the requirement that all members of the team must have earned 1xp in order to gain benefit of the merit means as follows: You qualify for the bonus if you have fought under the leadership of the owner of this Merit in either an up-time game, or a downtime scene/proxy that earns any XP.

Status

Certain types/levels of Status require approval. See the below section on Allies, Contacts, and Status.

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. If combined with FS: Heavy Weaponry, your “unarmed” weapon bonus for the Tachi-Sabaki manoeuvre is considered to be +2 if you deal bashing damage, or +3 if you deal lethal damage with your unarmed attacks.

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 (UST approval)
- Legal
- Media
- Military (UST approval level 3+)
- Occult
- Police
- Religion
- Science/Scientific Research
- Street
- Supernatural (UST 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 LST approval unless otherwise noted.

Local Merits

All non-National/International purchases of Allies/Contacts/Status are tied to a single domain (usually your home domain, but can be bought for other domains if you visit regularly, etc.)

If you move domain, your local merits are assumed to carry over to your new home domain.

Local allies, contacts and retainers will occasionally have influence they can use on your behalf outside your local area. In practice, this means that with the approval of the presiding ST, these may be used at full strength at National events, and for actions immediately following up on those events.

If the character in question also has National merits in these areas, they can stack the dots in those merits on top of any rolls to convince their local allies to use their influence for such events. If no roll is required, they may instead additionally effective, at the discretion of the presiding ST.

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 UST approval and must be earned in play.

In addition, Scottish-based Merits need to be approved by the Scotland DST prior to the UST.

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.

Locations

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, although it does not have to be any of the above. This change allows changelings to have real-world locations (in addition to Hedge-based Hollows); mages to have locations that are not necessarily their sanctum; and allows werewolves to have a secure location, although this does not replace Territory merits.

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:

- Size
- Security
- Occultation
- Workshop
- Library

Other genres may add additional Location-based merits – see the appropriate addenda for more details.

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.

Overcoming Security

Breaking into a Location with Security is an extended action. All rolls are penalised by dots in the merit, per the book.

In addition, each dot of Security represents a type of security. To overcome that type of security the intruder must achieve 5 successes on an extended action. The default assumption is one roll per minute, with no more rolls at each stage than the intruders' total pool (after penalties and bonuses). A failure on any given roll sets off an alarm or makes a noise that could alert people to the attempt.

Players may choose their own security types, including taking the same type twice. This may represent either a particularly advanced or challenging single obstacle, or multiple obstacles. For any levels not described in advance by the player owning the Location, the default types of security at each level, and the default skills used to bypass them are:

- 1) Physical Locks (Larceny)
- 2) Electronic Locks (Computers)
- 3) Cameras (Stealth)
- 4) Physical Barriers (Athletics)
- 5) Guard animals (Survival)

Intruders who wish to be creative may use alternate skills, penalised as normal. STs should also consider possible ramifications of alternative approaches (e.g. kicking a door down instead of picking a lock will be noisy).

Powers may also be used. Depending on the exact effects, they may bypass some or all types of security. Under normal circumstances they should also receive Security dots as penalties to the relevant roll.

For NPC locations, STs may always add additional difficulty, time, or barriers - Fort Knox is protected in ways not achievable by PCs.

For Hollow protections and the use of magic to provide additional protections, please refer to the appropriate Genre addenda.

Location Prerequisites

If you wish to have a Security / Library / Workshop / Occultation, then you *must* have Size of at least 1. While they are not mechanically restricted by Location Size, players and LSTs should exercise common sense. For example, a PC with a size 5 library in a size 1 haven should consider how this works – are all of the books stored electronically, for example? LSTs are encouraged to use common sense in determining what a PC may or may not be able to appropriately fit into a size-limited area.

There are no other prerequisites.

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.

Location Occultation

This merit cannot be applied to a Location with a Size greater than 3.

Professions

| Profession | Asset Skills |
|------------------|---------------------------|
| Academic | Academics, Science |
| Artist | Crafts, Expression |
| Athlete | Athletics, Medicine |
| Bodyguard | Weaponry, Intimidation |
| Caravaneer | Survival, Persuasion |
| 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 |
| Socialite | Politics, Socialize |
| Stuntman | Athletics, Drive |
| Survivalist | Animal Ken, Survival |
| Soldier | Firearms, Survival |
| Spy | Investigation, Stealth |
| Technician | Crafts, Investigation |
| Thief | Athletics, Stealth |
| Thug | Brawl, Intimidation |
| Vagrant | Streetwise, Survival |

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.

| Fighting Style | Brief Description | Prerequisites | Page Ref |
|--------------------|--|---|-----------|
| Unarmed Aggressive | Based on “Aggressive Striking” with a replacement from “Brute Force” | Strength *** Stamina ** Brawl ** | ArmR pg65 |
| Unarmed Defensive | Based on “Evasive Striking” with a replacement from “MAC” | Strength ** Dexterity ** Stamina ** Brawl ** | ArmR pg65 |
| Heavy Weaponry | Based on “Langschwert” with a replacement from “Iaido” | Strength *** Weaponry *** | ArmR pg83 |
| Light Weaponry | Based on “Fencing” with a replacement from GMC | Dexterity *** Weaponry *** | Arm pg210 |

| | | | |
|----------------|---|---|------------|
| Firearms | Based on "Combat Marksmanship" with a replacement from "Sniping". This includes crossbows. | Strength •• Dexterity •• Composure ••• Firearms •• | Arm pg210 |
| Ranged | Based on "Archery". Choose Thrown or Bow when purchasing; you may purchase this style twice. | Strength •• Dexterity •• Athletics •• | Arm pg208 |
| Tooth and Claw | Includes a modified replacement from "Brute Force". May only be used in animal form by any character trained to fight in an appropriate animal form, including Gauru. May not be used with Claws of the Wild. | Strength •• Dexterity ••• Stamina ••• Brawl •• | Rage pg103 |
| Grappling | As per the book | Strength •• Dexterity ••• Stamina ••• Brawl •• | ArmR pg67 |

Notes and Clarifications

Loss of Defence

A number of manoeuvres below mention the inability to use your Defence in a turn in which the manoeuvre is used. This means: "Your character cannot use his Defence against any attack in the same turn in which he intends to use this manoeuvre. If he uses Defence against attacks that occur earlier in the Initiative roster, before he can perform this manoeuvre, he cannot perform the manoeuvre in the turn. He is too busy bobbing and weaving out of the way of attacks". You may not employ a manoeuvre or combat option that reduces or removes your Defence if you have already lost the use of your Defence. Similarly, you may not employ a manoeuvre that removes the use of your Defence if you have already benefited from a manoeuvre that reduces your Defence.

Successes vs. Damage Cap

Manoeuvres that require a number of successes to achieve a secondary effect are affected by Damage Cap normally, but the number of successes still applies. For example, a Haymaker attack which achieves 8 successes deals 5 damage, but has the chance to knock out an opponent of Size 8 or smaller.

Additional Damage

Manoeuvres that add additional damage do not count as a separate damage source and are thus affected by a single application of the Damage Cap, and do not count as additional successes for the purposes of staking or other effects that require a number of successes on an attack roll.

Secondary Effects

Some characters have abilities which are triggered upon a successful hit, such as the werewolf gift, Fracture. Any manoeuvre which counts as an Instant action and deals damage (such as Riposte or Fool's Guard) allows the triggering of those abilities as per a normal strike; other manoeuvres which deal damage (such as Flurry of Blows) do not. Inherent abilities of weapons, such as silver (against werewolves) are applied at any point where a manoeuvre deals damage.

Multiple Fighting Styles

You may employ any number of Passive and Modifier manoeuvres at the same time as long as you continue to meet the appropriate requirements. However, an ST has if the final adjudicator on any combination (such as combining Defensive Attack with Juggernaut – you would gain only a +2 to hit, and still have no Defence). Instant actions can only be used one at a time, however.

Manoeuvre Types / Actions

Manoeuvres listed below are marked as one of the following types:

- *Passive*: This ability is always on while fighting with the appropriate weapon.
- *Modifier*: This manoeuvre modifies another instant action.
- *Instant*: This manoeuvre requires the use of an instant action to perform. Some manoeuvres allow this action to be taken outside of the normal initiative order (like a Dodge).

Descriptions

Unarmed Aggressive

Weaponry Requirements: Unarmed

- **Body Blow:** *Passive.* If successes on a single Brawl attack are equal to the target's Size, the target suffers a -1 penalty to all actions until the end of their next turn. Additional successes beyond the target's Size increase the penalty on a 1-for-1 basis. For example, scoring 8 successes against a target with Size 5 inflicts a -4 penalty.
- **Iron Skin:** *Passive.* Armour 1 against Bashing attacks. This stacks with normal armour worn on top.
- **Juggernaut:** *Modifier.* Gain +4 dice on All Out Attacks instead of +2.
- **Haymaker:** *Instant.* If successes on a single Brawl attack are equal to or greater than the target's Size, the target must make a Stamina roll to stay conscious. If the Stamina roll is successful, the target gains penalties as per Body Blow. You cannot employ your Defence in a turn in which you use this manoeuvre.
- **Brutal Blow:** *Modifier.* Spend WP to deal Lethal damage with a Brawl attack.

Unarmed Defensive

Weaponry Requirements: Unarmed

- **Focused Attack:** *Passive.* Armour and Called Shot penalties are reduced by 1.
- **Duck and Weave:** *Passive.* Use higher of Dexterity and Wits for Defence against Brawl attacks.
- **Defensive Attack:** *Modifier.* Take a -2 to attack rolls for a turn to gain +2 Defence. Can move no further than your speed.
- **Bullring:** *Passive.* Your full Defence applies to all hand-to-hand opponents.
- **Destroy Defence:** *Passive.* Successful Brawl attacks on an unarmed target applies a -1 penalty to target's Defence (against your attacks only). Cumulative across successive Brawl attacks to lower of attacker's Wits or Dexterity. The penalty is reset to zero if you perform any other action, or miss an attack roll.

Heavy Weaponry

Weaponry Requirements: Any size 3+ two-handed weapon

- **Wards:** *Passive.* +1 Defence while wielding a Heavy weapon.
- **Fool's Guard:** *Instant.* Instead of subtracting Defence from the attack pool, roll your Strength + Weaponry + 1 and subtract successes from the attack's successes. If you score more successes, this is applied as damage to the attacker (and is considered an attack upon them for purposes of defensive powers or Majesty, etc.) This counts as your action for the turn, and you cannot employ your normal Defence in a turn in which you use this manoeuvre.
- **Half Sword:** *Modifier.* Add +2 to total damage (after rolling to hit). Use of this manoeuvre removes the Defence bonus from *Wards* and applies a -1 penalty to hit.
- **Tachi-Sabaki:** *Modifier.* Add weapon's damage rating to Defence while taking a Dodge action (stacks with Weaponry Dodge).
- **Wrathful Cut:** *Modifier.* Add Weaponry dots instead of +2 when making an All-Out Attack. You cannot employ your Defence or *Fool's Guard* in a turn in which you use this manoeuvre.

Light Weaponry

Weaponry Requirements: Any size 1 or 2 weapon in one hand

- **Thrust:** *Passive.* +1 to attack rolls when thrusting.
- **Feint:** *Instant.* Make a normal attack; no damage is dealt but if the attack succeeds, the opponent's Defence against the next attack (which may be from you, or somebody else) is reduced by the number of successes rolled.
- **Flurry of Blows:** *Passive.* As long as you have your Defence available to you, but are not Dodging, up to 4 enemies are affected by your quick movement and rapid striking. Any enemy you struck in melee on your last action, or any enemy making a melee attack against you are valid targets for this manoeuvre. Each target receives 1 damage of the type appropriate to the weapon being used. This damage is of the type appropriate to the weapon held. This damage is considered an attack for the purposes of defensive powers or Majesty, etc.
- **Riposte:** *Instant.* Spend WP to perform a Dodge action against a single attack, and then immediately attack back at -1, but ignoring Defence. Further attacks against you in the round do not apply your Defence as a penalty. As per a normal Dodge action, this counts as your action for the round and thus cannot be used if you have already acted this round.
- **Moulinet:** *Modifier.* Spend WP before an attack. If it is successful, add your Dexterity to the damage. This extra damage is considered part of the same source and is thus affected by a single application of the Damage Cap, and does not count as additional successes for the purposes of staking or other effects that require a number of successes on an attack roll.

Firearms

Weaponry Requirements: Any firearm or crossbow

- **Shoot First:** *Passive.* Add Firearms to Initiative if you start the combat with a firearm drawn, or you Quick Draw a firearm in the first turn.

- **Tactical Reload:** *Modifier.* Reload as a Reflexive action, once per turn.
- **Double Tap:** *Modifier.* May make short bursts with any lever-action, pump-action, or semi-automatic firearm.
- **Bayonet Range:** *Modifier.* Ignores target Defence even when within melee range.
- **One Shot, One Kill:** *Modifier.* Spend WP to add Damage rating to damage dealt instead of extra dice.

Ranged

Weaponry Requirements: Using a bow or thrown weapon

- **Draw and Loose:** *Passive.* Effective +1 Strength for bow use, or effective +1 Strength and +1 die bonus when attacking with thrown weapons.
- **Rapid Nock:** *Modifier.* May reload a bow or prepare a thrown weapon as a Reflexive action, once per turn.
- **Arcing Fire:** *Passive.* Double range with bow or thrown weapon.
- **Plunging Fire:** *Modifier.* Ignore target concealment, as long as there is ample vertical space to arc a shot.

Tooth and Claw

Weaponry Requirements: In an animal form with natural weapons

- **Hunter's Eye:** *Instant.* Spend a turn observing your opponent to allow you to ignore one point of his Defence for the remainder of the scene.
- **Slip Through:** *Instant.* Make a normal attack; no damage is dealt but if the attack succeeds, the opponent's Defence against the next attack (which may be from you, or somebody else) is reduced by the number of successes rolled.
- **Pounce:** *Instant.* If you roll more successes on a Brawl roll than the target's Size, it is knocked prone to the ground under you, taking an action to stand up. You suffer a -2 penalty to Defence after you make this attack.
- **Advanced Juggernaut:** *Modifier.* Gain +5 dice on All Out Attacks.
- **Throat Tear:** *Modifier.* On a bite attack, spend WP to apply the Damage rating to damage dealt as opposed to extra dice.

Grappling

Weaponry Requirements: Unarmed

- **Sprawl:** *Passive.* Subtract higher of Strength+1 or Dexterity+1 from overpower attempts against you.
- **Takedown/Throw:** *Modifier.* Instead of securing a grappling hold, you may force opponent prone if you succeed on the initial grapple attempt. You may choose to go prone with them or remain standing.
- **Chokehold:** *Instant.* As an overpower manoeuvre, you may choke your opponent. This imposes a cumulative -1/turn penalty on opponents' actions while the hold is maintained. Once the hold has been maintained for a number of turns equal to the target's Stamina, they fall unconscious. The choke may be continued, dealing Lethal damage on an unopposed Strength + Brawl roll each turn.
- **Submission Hold:** *Passive.* If you score more successes than your opponent's Size when immobilising, the target cannot perform any physical action – even breaking free – without suffering a point of Lethal damage. Furthermore, when you perform an overpower manoeuvre to deal damage, the first point of damage can be made Lethal (all subsequent damage from each attack is still Bashing unless a weapon is being used).

Equipment

Weapons

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 UST 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 UST approval; the below weapons are available at LST approval. All weapons must have an appropriate source in order to be approved by an LST. Any other modern weapons not on this list require an UST approval to access.

| Melee | Damage | Size | Durability | Cost | Special | Source |
|----------------|--------|------|------------|------|--------------------------------|-----------|
| Sap | 1B | 1P | 3 | • | Stun (vs. Stamina) | WoD pg170 |
| Brass knuckles | 1B | 1P | 3 | • | Uses Brawl instead of Weaponry | WoD pg170 |
| Club (wooden) | 2B | 2J | 1 | n/a | | WoD pg170 |
| Mace (metal) | 3B | 2L | 3 | •• | | WoD pg170 |
| Knife | 1L | 1S | 3 | • | | WoD pg170 |

| | | | | | | |
|--------------|----|----|---|-----|------------------------|-----------|
| Rapier | 2L | 2L | 3 | •• | Armour Piercing 1 | WoD pg170 |
| Sword | 3L | 2L | 3 | •• | | WoD pg170 |
| Katana | 3L | 2L | 4 | ••• | | WoD pg170 |
| Greatsword | 4L | 3N | 3 | ••• | Two handed | WoD pg170 |
| Axe, small | 2L | 1J | 2 | • | | WoD pg170 |
| Axe, large | 3L | 3L | 3 | •• | Two handed, 9-again | WoD pg170 |
| Axe, great | 5L | 4N | 3 | ••• | Two handed, 9-again | WoD pg170 |
| Stake | 1L | 1S | 1 | n/a | | WoD pg170 |
| Spear | 3L | 4N | 2 | • | +1 Defence | WoD pg170 |
| Quarterstaff | 2B | 4N | 1 | • | Two handed, +1 Defence | Arm pg32 |

| Ranged | Dmg | Ranges | Clip | Strength | Size | Cost | Special | Source |
|----------------------------------|-----|-------------------------------------|------|----------|------|------|--------------------------------------|-----------|
| Revolver, light | 2 | 20/40/80 | 6 | 2 | 1P | •• | | WoD pg169 |
| Revolver, heavy | 3 | 35/70/140 | 6 | 3 | 1S | •• | | WoD pg169 |
| Pistol, light | 2 | 20/40/80 | 17+1 | 2 | 1S | ••• | | WoD pg169 |
| Pistol, "Saturday Night Special" | 2 | 20/40/80 | 17+1 | 2 | 1S | •• | No 10-again | - |
| Pistol, heavy | 3 | 30/60/120 | 7+1 | 3 | 1S | ••• | | WoD pg169 |
| Rifle | 5 | 200/400/800 | 5+1 | 2 | 3N | •• | Two handed | WoD pg169 |
| Shotgun | 4 | 20/40/80 | 5+1 | 3 | 2L | •• | Two handed, 9-again | WoD pg169 |
| Crossbow | 3 | 40/80/160 | 1 | 3 | 3N | ••• | Two handed 3 turns to reload | WoD pg169 |
| Bow | Str | Str + Size + Athletics x3/x6/x12 | 1 | Varies | *N | • | Two handed Size = user's Size - 1 | Arm pg91 |

Improvised Weaponry

Sometimes you just need a weapon, and your trusty sword is laying at home on the mantelpiece. In this situations, you may want to pick up the nearest thing and hit your opponent with it.

Below are some suggested damage values for some improvised weapons (with the -1 improvised penalty applied):

- -2: Belt Sander (L, 2H), Chainsaw (2H), Flare (L, fire), Razor Blade (L)
- -1: Blowtorch (L, fire), Shard of Glass (L)
- 0: Bottle/Glass (B, breaks if 2+ damage done), Broken Bottle/Glass (L, becomes useless if 2+ damage done), Homemade Sap (B), Improvised Stake (L, requires exceptional success to stake a vampire), Nail Gun (L, use Firearms), Power Drill (L), Rock (B), Screwdriver (L), Shiv (L)
- 1: Axe Handle (B), Claw Hammer (B), Shovel (B)
- 2: Pipe Wrench (B), Scythe (L), Sledgehammer (B)

Where possible, the ST should assign appropriate statistics to the improvised weapon based upon a similarity to an existing weapon listed above (for example, an axe handle would be similar to a wooden club and a pipe wrench would be similar to a mace). However, due to the improvised nature of the weapon, all attacks made with an improvised weapon are made with a -1 penalty (so the axe handle would be an effective 1B weapon).

If the proposed weapon does not match any of the examples above, an ST may apply the following rule of thumb: the damage rating is equal to the smaller of the object's Size and Durability, -1 for the improvised penalty.

If a character wishes to train to use an "improvised" weapon, such as a sledgehammer, on a more permanent basis (and thus remove the -1 penalty), UST Approval is required as above.

Gun Accessories

The below accessories are available at LST Approval and may be obtained by meeting the Resources cost. No action is required. All PCs may start with one LST Approval accessory if their LST feels it is appropriate to the character.

| Accessory | Size | Cost | Notes | Source |
|------------------|------|------|---|-----------|
| Bipod | 2 | • | Reduce medium and long range penalty by 1 | Arm pg163 |
| Light Mount | 1 | • | Reduce "Fighting Blind" to -3 penalty | Arm pg163 |
| Light Mount, LED | 1 | •• | Reduce "Fighting Blind" to -2 penalty | Arm pg163 |
| Sighting Tools | 2 | •• | Tools to grant a temporary +1 to medium or long range attacks | Arm pg164 |

| | | | | |
|----------------------|-----|-------|--|-----------|
| Sights, Fibre Optic | 1 | • | +1 bonus when using the Aim action | Arm pg165 |
| Sights, Laser | 1 | •• | +1 to hit at short range, reduce medium range penalty to -1 Does not work with medium burst or greater Grant +1/+2 bonus to opponent's surprise rolls due to visibility | Arm pg166 |
| Sights, Infra-Red | 1 | ••• | As Sights, Laser, but requires night vision equipment Removes bonus to opponent's surprise rolls if they do not possess night vision equipment | Arm pg166 |
| Sights, Telescopic | 2 | • | Reduces medium/long range penalties to 0 / -2 | Arm pg166 |
| Sights, Night Vision | 2 | ••• | Ignore "Fighting Blind" penalties Short/medium/long range penalties become -1 / -2 / -3 Only works in darkness; shuts down when in strong light | Arm pg166 |
| Sights, Night & Day | 2 | •••• | As per Sights, Telescopic during the day and Sights, Night Vision in darkness | Arm pg166 |
| Sights, Thermal | 2 | ••••• | Remove medium range penalty Reduce long range penalty to -1 Effective during the day or at night (no "Fighting Blind" penalty) Works as Sights, Telescopic against targets with no significant heat signature | Arm pg166 |
| Stock, Collapsible | n/a | •• | Reduce size of 2/N and 3 weapons to 2/L | Arm pg167 |
| Suppressor/Silencer | 1 | ••• | Illegal Witnesses within 100 yards of a shot must make Wits + Composure roll at -2 to hear shot* Inflicts -3 penalty to spot muzzle flash *Suppressed revolvers only gain muzzle flash benefit | Arm pg167 |

Armour

The below armour is available at LST approval and may be obtained by meeting the Resources cost. No action is required. All PCs may start with one item of LST 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. Any other armour requires an UST approval to obtain.

| Armour | Rating | Strength | Size | Defence | Speed | Cost | Special | Source |
|---------------------------|--------|----------|------|---------|-------|------|-------------|-----------|
| Reinforced/thick clothing | 1/0 | 1 | 4 | 0 | 0 | n/a | | WoD pg170 |
| Kevlar vest (thin) | 1/2 | 1 | 2 | 0 | 0 | • | Bulletproof | WoD pg170 |
| Flak jacket | 2/3 | 1 | 2 | -1 | 0 | •• | Bulletproof | WoD pg170 |
| Leather (hard) | 1/0 | 2 | 3 | -1 | 0 | • | | WoD pg170 |
| Chainmail | 2/1 | 3 | 4 | -2 | -2 | •• | | WoD pg170 |
| Full riot gear | 3/4 | 2 | 4 | -2 | -1 | ••• | Bulletproof | WoD pg170 |
| Plate | 3/2 | 4 | 4 | -2 | -3 | •••• | | WoD pg170 |

Armour Stacking

Up to two items of equipment or powers may be stacked to provide additional Armour. You may benefit from either:

- The highest bonus from a single item or power. This includes armour which has been supernaturally enchanted to obtain a larger than normal bonus.
- Up to two different items or powers. With this option, the maximum armour rating granted by the combination is limited to 5.
 - If two sets of physical armour are combined, the final stats are determined as follows:
 - Armour Rating: For each category (melee / ballistic), take the higher rating of the two armours and increase by 1, as long as the other armour provides a rating in that category.
 - Strength Requirement: Take the higher requirement from the two armours and increase by 1.
 - Size: Remains unchanged.
 - Defence: Take the higher penalty of the two armours and increase by 1.
 - Speed: Take the higher penalty of the two armours and increase by 1.
 - Example 1: Wearing Reinforced Clothing (1/0) over a Flak Jacket (2/3) increases your armour rating to 3/3 (the ballistic value does not increase as Reinforced Clothing does not provide a ballistic rating), the Strength requirement increases to 3, and the Defence and Speed penalties becomes -2 and -1 respectively.
 - Example 2: Wearing Chainmail (2/1) underneath Full Riot Gear (3/4) increases your armour rating to 4/5, the Strength requirement becomes 4, and both the Defence and Speed penalties become -3.

Exceptions

- Armour that is explicitly listed as always stacking does not count towards the multiple item limit
 - Example: the point of armour granted by the Iron Skin manoeuvre (FS: Unarmed Defensive).
- Bulletproof armour, such as a kevlar vest, will still provide the bulletproof quality, even when another form of armour takes precedence for other purposes.

Shields

The below shields are available at LST approval and may be obtained by meeting the Resources cost. No action is required. All PCs may start with one LST approval shield if their LST feels it is appropriate to the character.

| Shield | Defence | Strength | Size | Cost | Special | Source |
|-------------------|---------|----------|------|----------|---|-----------|
| Improvised Shield | +1 | * | * | variable | Strength required = Size of object Destroyed after suffering attacks equal to object's Structure | Arm pg179 |
| Medieval Shield | +2 | 3 | 3 | •• | | Arm pg179 |
| Riot Shield | +2 | 2 | 2 | •• | Add full bonus against thrown attacks | Arm pg179 |

Notes on Shields:

- Using a shield incurs a -2 dice penalty to attack rolls (only -1 with Ambidextrous or Shield Bearer merit).
- You may forgo your attack for the round to hide behind your shield for an additional +1 Defence (adding after doubling for Dodge).
- Ranged attacks suffer a -1 concealment penalty to attack instead of the Defence bonus (except Riot Shields).
- Attacks with a shield count as a -1B weapon, with an additional -2 offhand penalty (if applicable).
- If a shield user does not have the necessary minimum Strength, it confers no melee Defence bonus, but the ranged concealment penalty still applies.

Obtaining Weaponry

In order to obtain weaponry, you require a Source. These sources may belong to other PCs instead of your own character (for a steady supply of ammunition, 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/craft an item, for themselves or for other PCs. However, using Resources makes those dots unavailable to purchase anything else that month.

Firearms and Ammunition

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. 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.

If you have an ongoing Source, it can provide a small but steady supply of ammunition. You may start each game with 2 full clips. If the weapon you are obtaining ammunition for has a clip size of less than 6, a "clip" will always consist of a minimum of 6 shots.

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.

Possible sources of guns and ammunition include (supply numbers apply to ammunition):

- Gun Licence: UST 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 option most

likely to be approved is that the FAC must be granted for each individual gun and rifle. Normal Resources costs apply.

- Criminal 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 1 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).
- Retainers of level 3+ with the Crafts skill as primary and 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 section 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 LST. 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 at once, and once the clips are used up, they are gone.

Note that use of Police- or Military-based merits may start to generate questions from those sources if frequent requests are made.

Gun accessories

Some gun accessories, as listed in the above list, 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):

- Criminal Allies, Status, or Retainers 2+.
- Police Allies, Status, or Retainers 4+.
- Military Allies, Status, or Retainers 2+.
- Crafts 3+ with a relevant firearms specialisation and an appropriate workshop.
- Retainers of level 3+ with the Crafts skill as primary and with a relevant firearms specialisation and an appropriate workshop.
- Armoury merit – see Merits section for details.
- Appropriate 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.

Note that use of Police- or Military-based merits may start to generate questions from those sources if frequent requests are made.

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.

Other Rules

Starting weapons

Starting weapons – some weapons require actions to obtain in play. Anyone with Firearms or Weaponry may start with two 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 LST approval ranged weapon. You will still need a source of ammunition. The firearm is illegal unless you have an approval for a Gun Licence.
- Two bladed melee weapons of size 2.

- One bladed melee weapon of size 3+.
- One UST approved weapon (assuming approval is granted).

You may choose the same category more than once, but only one starting weapon may be a firearm.

Each Merit that you possess that can provide weaponry (Allies, Retainers, Armoury, etc.) can provide an additional appropriate pick from the list, including additional firearms, although these additional picks are subject to LST Approval, and characters wishing to start with a large amount of guns may be asked to choose other options.

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.

Special Ammunition

Riot Control (non-lethal) ammunition (Arm pg83) is available at LST approval. All other special ammunition types may be available with UST approval.

Tranquilizers

Non-military grade tranquilizers should not be considered “combat effective” – they can take up to minutes to have any reasonable effect.

If injected into a target's bloodstream, tranquilizers are resisted by Resolve + Stamina minus the Toxicity of the drug. Only a single success is needed to resist the effects for that period, but further successes accumulate to purge the drug from your body altogether.

Exposure Time: The first resistance roll is made 30 seconds (10 rounds) after injection, at the beginning of the target's turn, and then every 30 seconds after.

Effect: Each time the subject fails their resistance roll, they suffer a penalty to all their actions, as listed in the table below. When this penalty exceeds their Stamina + Size halved (do not round), they fall unconscious for a number of hours equal to the Toxicity of the drug. If the subject amasses a number of successes on their resistance rolls equal to the Toxicity rating, it has no further effects, and the penalties reduce by 1 every 5 minutes thereafter unless another dose is applied. If another dose is applied while the first is still active, increase the Toxicity rating by one and take one round off the counter to the next resistance roll.

| Toxicity | Penalty | Cost |
|----------|---------|-------|
| 3 | -1 | • |
| 4 | -1 | •• |
| 5 | -1 | ••• |
| 5 | -2 | •••• |
| 6 | -2 | ••••• |

Autofire

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

Please note, only UST approval weapons are capable of autofire, except with use of the Firearms Fighting Style.

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.

Magic Items Acquired in Play

Sometimes your PC may acquire an item in play that the player does not have the XP for, or does not wish to purchase. In this case the item is not lost but may remain in the possession of the character until such time as they chose to purchase the relevant merit or pass it along to someone else. Maybe they put it on the mantelpiece, or leave it on a shelf collecting dust for a few months.

Items held but not purchased in this way are of no mechanical benefit to the PC and cannot be used until purchased. Similarly they cannot be leant to someone else to use unless they purchase the relevant merit.

Refunding Magic Item Merits

Where a PC is in possession of a magic item that they no longer use/want they may choose to 'give up' the item in which case the merit dots on their sheet are refunded and can be used against the purchase of other magic items. Items refunded in this way are not necessarily lost, but cannot be used for any mechanical benefit unless repurchased. Once refunded an item may not be repurchased for a period of six months.

Systems

Approvals

All items are considered LST approval, unless explicitly mentioned in this, or any other addenda.

Unless otherwise stated, STs are subject to the same level of Approval for NPCs, etc.

Cross-genre

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, Solitaires, 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 GST and UST approvals are very unlikely to be obtained but exist to allow the option, should an appropriate situation arise.

LST 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.

DST Approval, GST 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.

GST Approval for both Genres, UST 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.

UST Approval

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

Cross-genre Locations

- If a PC identifies a National cross-genre location, a UST Notification needs to be raised.
- An ST requires a UST Approval to provide a Local cross-genre location in their game.

Government Usage

The UK government, as well as the devolved administrations of Wales and Northern Ireland, will be overseen by the UST. However significant supernatural locations and actions, as well as non-routine mundane major events (e.g. protests, demonstrations, etc.) which take place inside a domain will need to be agreed with the local DST.

The Scottish government actions will be primarily overseen by the Scottish DST. The UST will have oversight and the right to veto any proposed action. This veto must be exercised within one week of the Scottish DST contacting the UST. The GSTs and UST can and should contact the Scottish DST with any actions they'd like the Scottish government to take.

Inferno / Demons

- The Demonology specialisation is LST Approval, with UST Notification.
- A UST Notification should occur when an ST intends to run Inferno-based plot to oversee consistency and provide assistance where required.
- UST Approval is required to use a Demon of Rank 6 or higher, or a Demon possessing the True Damnation Numina.

In order to focus on the key themes of the chronicle, infernal pacts will not be available at chronicle start. This will be reviewed in November 2015. Should they come into play, these rules will be followed:

- Infernal Investments are GST Approval for PCs. The Approval should record the price of the Investment.
- A PC benefiting from the Pact Numina is LST Approval for a temporary benefit, and GST Approval for a permanent effect. The Approval should record the price of the Pact.
- The UST will oversee negotiations where a PC stands to make a Pact with a Demon, to ensure an appropriate price is paid.

International Play

The following approval levels will apply to overseas interactions:

- LST approval, UST notification - PC and NPC backgrounds based overseas.
- GST 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.
 - 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.
 - The plots themselves must be take place in the UK, with all the main consequences being UK only.
- LST approval, GST 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.
- GST approval 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.
- UST approval: Non-mundane overseas trips. We do not expect to allow these but will leave the option open as an approval.

Exceptional Successes & Dramatic Failures

Certain powers/abilities have specific rules for exceptional successes and dramatic failures. Where this is the case it's the responsibility of the player to know rules for their own abilities or else have them to hand. Where rules aren't available for any reason, the presiding ST may instead define the outcome of exception successes and dramatic failures.

Failed Social and Mental Tests

If a Social or Mental test against another character fails, it cannot be attempted against the same target again for the remainder of the scene, except in the following circumstances:

- A power or other mechanic allows a second attempt.
- The ST adjudicates that the situation has changed considerably in the favour of the aggressor. For instance, a failed Intimidation check could be deemed to be considered for an additional attempt if you pull a gun on the target, or a significantly larger bribe for a Streetwise/Persuasion check.

Unless noted otherwise, this rule also applies to any supernatural powers based on Social or Mental traits, but does not affect tests against objects, etc.

Downtimes

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 character 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 becoming 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 explanation of what you want to achieve, how and why.
 - 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.
 - If there is a delay due to waiting for a response from another player or ST, please let the waiting player know.
 - There may be mis-addressed downtimes that need to be passed to another ST – please let your players know if this is happening.
 - 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):

- Contacts
- Allies calling in favours
- News articles with clear flags to signify why they'd be of interest to PCs
- NPCs who want help or have heard about issues through their own sources
- 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 or 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 will provide additional actions, at one per merit:

- Allies (Universal)
- Mentor (Universal)
- Retainer (Universal)
- Slave (Changeling)
- Status (Universal)

The below Merits do not provide additional actions, but can be used to provide information, either upon request of the player during a downtime, or as a device for an ST to deliver plot:

- Contacts
- Prophet Circle (Changeling)

In addition, other genres may add additional items to this list.

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.

Use of Renewable Traits in Downtime

If you use any renewable traits (such as Mana, Glamour, or Willpower) in a downtime action, those reductions are applied to your starting values at the beginning of your next home game. The same applies to any downtime actions spent to gain renewable traits – these are added to the starting values of your next home game (exception: you may downtime to another LST to gain renewable traits for use at their game, not your home game).

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 mentioned in an addendum. The time spent earning the XP should be understood to represent the learning process.

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.

The materials to make items cost half the purchase value of the item. 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

A downtime action gives 3 Crafting rolls to actually build the item (4 with the Good Time Management merit).

- The number of successes required is equivalent to the $((\text{Cost} + 1) * \text{Equipment Bonus}) + \text{Size}$ (examples below).
 - For items which have no inherent equipment bonus, use a multiplier of 0.5, rounding up.
- 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.
- Ammunition is crafted on the basis of a clip, with the required number of successes being $(1 + \text{damage rating of gun})$.
- Arrows use a damage rating of 3 for the purpose of crafting.
- If you are able to achieve multiples of the required successes in a single downtime action, you may craft multiple items. In the case of small items, each batch of successes produces 2 items. For example, a light pistol requires 9 successes to create $(\text{Cost } 3(+1) \times \text{Bonus } 2, \text{ plus Size } 1)$. If you are able to accumulate 18 successes in a single downtime action, you may create 2 light pistols.

Example Crafting Successes

Below is a list of the successes required to craft the common items listed in this addenda:

| Melee Weapon | Successes |
|----------------|-----------|
| Sap | 3 |
| Brass Knuckles | 3 |
| Club (wooden) | 4 |
| Mace (metal) | 11 |
| Knife | 3 |
| Rapier | 8 |
| Sword | 11 |
| Katana | 14 |
| Greatsword | 19 |
| Axe, small | 5 |
| Axe, large | 12 |
| Axe, great | 24 |
| Stake | 2 |
| Spear | 10 |
| Quarterstaff | 8 |

| Ranged Weapon | Successes |
|-----------------|-----------|
| Revolver, light | 7 |
| Revolver, heavy | 10 |
| Pistol, light | 9 |
| Pistol, SNS | 7 |
| Pistol, heavy | 13 |
| Rifle | 18 |
| Shotgun | 14 |
| Crossbow | 15 |
| Bow (Str 1) | 6 |
| Bow (Str 2) | 8 |
| Bow (Str 3) | 10 |
| Bow (Str 4) | 12 |
| Bow (Str 5) | 14 |

| Armour | Successes |
|---------------------------|-----------|
| Reinforced/thick clothing | 5 |
| Kevlar vest (thin) | 8 |
| Flak jacket | 17 |
| Leather (hard) | 5 |
| Chainmail | 13 |
| Full Riot Gear | 32 |
| Plate | 29 |

| Shield | Successes |
|-----------------|-----------|
| Medieval Shield | 9 |
| Riot Shield | 8 |

Fetishes, Imbued Items, and Tokens

Please see the appropriate Genre Addenda for further rules on crafting these sorts of items.

Research/Academia

The basic crafting rules can be expanded by STs to cover the creation of things not covered by the Crafts skill, such as academic papers or expression-based artwork, or to conduct research. The number of successes should be set appropriate to the level of work required.

Combat

One-shot kills

No PC may go from full health to zero in a single turn unless they have been previously injured and healed in the same combat. If a hit would otherwise do enough damage to fill all health boxes from a character who started the turn with no wounds, the final level of damage is not inflicted.

Damage caps

The maximum damage that may be done in a single attack is the largest contributing factor (Attribute, Skill, Weapons bonus, etc.), or 5, if that 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).

Please note that only the final damage is capped – the number of successes is not affected. For example, a Haymaker attack scores 9 successes against a target with an ability to reduce all damage taken by 2. Assuming a damage cap of 5, the attack deals 9 damage, minus 2, i.e. 7, capped at 5 (as opposed to capped at 5 damage, minus 2). All 9 successes are used to determine if the Haymaker attack succeeds at knocking the opponent out.

Additional Damage

Unless otherwise specified, additional damage from Merits, powers, etc. does not count as a separate damage source and is thus affected by a single application of the Damage Cap, and do not count as additional successes for the purposes of staking or other effects that require a number of successes on an attack roll.

Mooks

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, or Retainers without a Brawl, Firearms, or Weaponry skill, will be considered to be mooks for this purposes.

Grappling

When making the initial test to grapple an opponent, in addition to subtracting the opponent's Defence score, the roll is penalised by Size. For each Size category smaller than your opponent, you receive a -1 to your roll. For example, a Size 5 character trying to grapple a Size 8 opponent receives a -3 penalty.

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 GST 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.

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 LST 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.

Optional/Additional Rules

Magnetism

The rules for magnets and magnetism in ToTM pg 62 can be used in all genres at ST discretion.

Poisons, Toxins, and Disease

Definition of terms for toxic substances:

- **Onset Time:** The amount of time that passes before the affected character starts taking damage. The shortest onset time is one round.
- **Recurring Damage:** Some substances inflict their damage more than once – these are known as dealing recurring damage. The number of times that a substance may inflict damage is dependent on the type of substance (see below).
- **Recurrence Time:** For substances that inflict recurring damage, this is the amount of time that passes after the initial onset time before the next occurrence of damage. The shortest recurrence time is one round.

For the purposes of this chronicle, toxic substances come in three forms:

- **Poisons:** These are normally fast-acting and short-lived. Many will have an onset time of a single round, up to a minute, and any recurring damage will be measured in similar increments. No recurring poison may inflict damage more times than its Toxicity rating. Examples: blade venom, spider bite.
- **Toxins:** These are more deadly, but slower acting than poisons. Their onset times normally start at a minute, up to an hour, with a similar recurrence time. Toxins often have a higher Toxicity rating than poisons. Recurring toxins may inflict damage a number of times up to twice their Toxicity rating. Example: cyanide.
- **Diseases:** Diseases are normally quite slow acting, normally having onset of recurrence times of at least a day, sometimes more, although some supernatural diseases may act quicker. Diseases have no maximum on the number of times they may inflict recurring damage, lasting until they are healed.

Resisting Toxic Substances

- Poisons deal their damage at the beginning of the target's turn, as do faster acting toxins if used in combat. If affected by a poison with an onset time of one round, the target takes damage on their first turn after being affected. A character may not delay their initiative in order to avoid a poison – the effect occurs on the target's initiative, whether they delay their action or not.
- Whenever a substance would deal damage to the target, they reflexively roll Stamina + Resolve, minus the Toxicity of the substance. Merits such as Toxin Resistance or Natural Immunity add to this roll, as applicable.
- If the target achieves a number of successes equal to the Toxicity of the substance, no damage is dealt. However, if less successes are rolled, each success reduces the damage dealt by 1.
- For example, a character has been affected by a Toxicity 4 blade venom. At the beginning of their turn, they roll Stamina + Resolve – 4 and achieve 2 successes. The poison inflicts 2 points of damage this turn.

Some supernatural powers may inflict poison-type damage using rules specifically written for that power. Unless the power states that it uses the standard poison rules, the specific rules take precedent. For example, some poisons will inflict 1 point of attribute damage unless the Stamina + Resolve roll scores enough successes to fully nullify the Toxicity.

Radiation

The rules for radiation used in the Radiation spell in MtA pg 178 can be used in all genres, if applicable to the situation.

Bestiary

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. Non-area mundane weapons can only do a maximum of 1 level of damage per attack.

* Because the ant swarm can only attack if it is already crawling over its target, its attacks ignore Defence.

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**Rat** [new]**Attributes:** Intelligence 0, Wits 1, Resolve 0, Strength 2, Dexterity 4, Stamina 1, Presence 1, Manipulation 0, Composure 1**Skills:** Athletics 4, Brawl 1, Survival 3 (finding food)**Willpower:** 1**Initiative:** 5**Defence:** 4**Speed:** 11 (species factor 5)**Size:** 2**Weapons/Attacks:**

| Type | Damage | Dice Pool |
|------|--------|-----------|
| Bite | 1(L) | 4 |

Health: 3**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 page 122 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)

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.

House rules

While we strive for consistency across domains, some rules calls are more practical to make on a local level, according to the needs of the game. STs have broad discretion to make rulings as suit their games, as long as these do not go against the published rules or the addenda. They should aim to keep their rulings within the spirit, as well as the letter of the rules and addenda but any on the spot rulings will be understood to stand and clarifications/changes will normally only apply to future rulings.

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.

Some Universal rule elements have been taken from certain genre books – these are all referenced earlier in the addendum.

Please see the Awakening, Forsaken, Lost, and Requiem addenda for the books approved in those genres.

Universal

Please see above 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:

- The World of Darkness – the main source of rules for the system.
- Antagonists – available for settings information; most details will not be common knowledge.
- Armory – available for settings information; available mechanics are referenced in this addendum.
- Armory Reloaded – available for settings information; available mechanics are referenced in this addendum.
- Asylum – available for settings information; available mechanics are referenced in this addendum.
- Book of Spirits – available for settings information; most details will not be common knowledge.
- Changing Breeds – only the sidebar on page 122 for creating new animal statistics is in play.
- Chicago – handed to genres for settings information.
- Dogs of War
- Ghost Stories
- Glimpses of the Unknown – available for settings information; most details will not be common knowledge.
- Immortals – available for settings information; most details will not be common knowledge.
- Inferno – available for settings information; most details will not be common knowledge.
- Midnight Roads
- Mysterious Places
- Reliquary – available for settings information; most details will not be common knowledge. Relics and Cursed Items are available for STs with UST Approval.
- Second Sight – available for settings information; most details will not be common knowledge. NPCs may make use of the lesser templates and associated powers.
- Shadows of Mexico – handed over to individual GSTs for use.
- Shadows of the UK – handed over to individual GSTs for use.
- Skinchangers – available mechanics are referenced in this addendum.
- Tales from the 13th Precinct – available for settings information.
- Urban Legends

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

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

In addition, certain rules have been taken from the following Genre books and make Universal:

- Blood of the Wolf (Forsaken) [Anonymity, Demolisher, Bear, Fox, Great Cat, Wolf]
- The Free Council (Awakening) [Area of Expertise, Informative, Interdisciplinary Speciality, Vision]
- Banishers (Awakening) [Armoury, Fence]
- Tome of the Watchtowers (Awakening) [Higher Calling]
- Mekhet, Shadows in the Dark (Requiem) [Location: Occultation]
- Vampire the Requiem (Requiem) [Location: Security, Location: Size]
- Rites of Spring (Lost) [Location: Workshop, Perfect Stillness]
- Seers of the Throne (Awakening) [Luxury]
- Changeling the Lost (Lost) [New Identity]
- Tribes of the Moon (Forsaken) [Parkour]
- War Against the Pure (Forsaken) [Shield Bearer]
- Ghouls (Requiem) [Staff, Unobtrusive]
- Magical Traditions (Awakening) [Trip Sitter]
- Mage the Awakening (Awakening) [Location: Library, Radiation, Owl, Snake, Weasel/Ferret]
- The Rage (Forsaken) [FS: Tooth and Claw]
- Tome of the Mysteries (Awakening) [Magnetism]

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

Book Abbreviations

| Abbreviation | Book | Genre |
|--------------|--------------------------------------|-----------------------|
| AA | Adamantine Arrow | Awakening |
| AM * | Ancient Mysteries | Requiem |
| AR * | Astral Realms | Awakening |
| Arm | Armory | |
| ArmR | Armory Reloaded | |
| Asy | Asylum | |
| Ban | Banishers | Awakening |
| Blood * | The Blood | Requiem |
| BoS | Book of Spirits | |
| BotD | Book of the Dead | |
| BotW | Blood of the Wolf | Forsaken |
| CB * | Changing Breeds | |
| CtL | Changeling the Lost | Lost |
| DoW | Dogs of War | |
| FC | The Free Council | Awakening |
| Ghoul | Ghoul | Requiem |
| GMCRU | God Machine Chronicle Rules Update | God Machine Chronicle |
| HtV | Hunter the Vigil | Vigil |
| Inf | Inferno | |
| Intrud * | Intruders, Encounters with the Abyss | Awakening |
| Mek | Mekhet, Shadows in the Dark | Requiem |
| MR | Midnight Roads | |
| MT | Magical Traditions | Awakening |
| MtA | Mage the Awakening | Awakening |
| Nomads * | Nomads | Requiem |
| PtC * | Promethean the Created | Created |
| Rel | Reliquary | |
| RoS | Rites of Spring | Lost |
| SoM * | Shadows of Mexico | |
| SotT | Seers of the Throne | Awakening |
| SS | Second Sight | |
| Summ * | Summoners | Awakening |
| TotM | Tribes of the Moon | Forsaken |
| TotW | Tome of the Watchtowers | Awakening |
| Ven * | Ventruue, Lords over the Damned | Requiem |
| VtR | Vampire the Requiem | Requiem |
| WatP | War Against the Pure | Forsaken |
| WoD | World of Darkness | |