

## CAMARILLA CANADA ADDENDUM: WEREWOLF: THE FORSAKEN

Last Updated: 9 January 2009 (based on Global Addendum last updated 01/08/2009)

### I. ADDITIONAL BOOKS

- A. **Blasphemies (WW30303)**
- B. **Blood of the Wolf (WW30301)**
- C. **Lodges: the Faithful (WW30101)**
- D. **Lodges: the Splintered (WW30102)**
- E. **Lore of the Forsaken (WW30100)**
- F. **Predators (WW30300)**
- G. **The Pure (WW30110)**
- H. **The Rage (WW30001)**
- I. **Territories (WW30304)**
- J. **Tribes of the Moon (WW30103)**
- K. **The War Against the Pure (WW30306)**

### II. CHARACTERS

#### A. Background

##### 1. Age

- a. Existed since 1905 AD or earlier: High Approval
- b. Existed since 1885 AD or earlier: Top Approval
- c. Existed since 1850 AD or earlier: Global Approval

##### 2. Youth

- a. First Change prior to age 3: Global Approval (Mid for NPCs).
- b. Wolf-blooded or mortal currently under the age of 3: Global Approval (Low for NPCs).
- c. First Change prior to age 12: High Approval (Low for NPCs).
- d. Currently under the age of 16: High Approval (Low for NPCs).

#### B. Character Types

##### 1. Forsaken: Low Approval

- a. Bale Hounds: Global Approval (Low Approval for NPCs)
- b. Pure: Global Approval (Low Approval for NPCs)
- c. Ex-Pure: Top Approval (Low Approval for NPCs). Ex-Pure may not have an Auspice.

#### C. Enhanced Form Bonuses

- 1. The physical attribute bonuses for Uratha alternate forms are not doubled.
- 2. The following bonuses are changed in the Global Chronicle:
  - a. Gauru form:
    - i. Bite: +4 to draw pool; inflict one automatic Lethal in addition to successes if attack succeeds (regardless of Gifts such as Silver Jaws or Savage Rending).
    - ii. Claws: +2 to draw pool; inflict one automatic Lethal in addition to successes if attack succeeds (regardless of Gifts such as Silver Jaws or Savage Rending).
  - b. Urshul form:
    - i. Bite: +2 to draw pool.
  - c. Urhan form:
    - i. Bite: +2 to draw pool.

### III. ORGANIZATIONS

A. **Tribes:** Creating new tribes is not currently possible.

B. **Lodges:** Characters can only ever gain mechanical benefits from a single Lodge. In addition to using the rules on p.199 of Werewolf: the Forsaken, joining another lodge puts the character into XP debt until the differences in any purchases from the old lodge are accounted for. Lodge-specific Rites no longer function, although Gifts and Merits do. If the Gift was purchased as an Affinity Gift, then the difference between the affinity and non-affinity costs must be paid. If the Gift was taken as a "free gift" from a Renown purchase then the same difference must be paid, although the base cost need not be added in.

- 1. Membership in a published Lodge with PC induction: Low Approval (High Notification)
- 2. Membership in a published Lodge with NPC induction: High Approval

3. Joining a published Lodge in background: High Approval
4. Membership in a lodge outside your tribe, unless the lodge specifies allowing others (in game or background): Top Approval
5. **Lodge of Night:** Does not result in the loss of Renown for leaving, as described on p.199 of Werewolf: the Forsaken
6. **Lodge of Arkadia:** High Approval
7. **Lodge of the Crossroads:** High Approval
8. **Lodge of Mania:** High Approval
9. **Valkyria Mot:** High Approval
10. **Eiwaz Mot:** High Approval
11. **Lodge of Scars**
  - a. **Join in play:** High Approval
  - b. **Join in character history:** Top Approval
  - c. **The Last Mile:** The Last Mile is a legendary journey completed alone, and player characters should not have a great expectation of surviving it.
12. **Lodge of the Lake:** Reserved for MST
13. **Lodge of Thin Shadow:** Reserved for MST
14. **Cult of Bones, Lodge of the Feast, Lodge of the Grotto, and Lodge of Mammon** [Lodges: the Faithful]: Top Approval for Player Characters.
15. **Lodge of the Black Woods** [Lodges: the Splintered]: Membership is not exclusive. Other regional lodges (as per the sidebar in Black Woods) may be created at High Approval. Regional Lodges need not adhere to the boundaries set by Camarilla Regions. They may be specific to an area, geological feature, or specific territory, even a conceptual ideal held by a specific group in a territory, but the boundaries must be clearly defined in the application. Should the Lodge cross the boundaries of Camarilla Regions or Nations, the approval of the lowest level Storyteller with jurisdiction over all affected areas is required.
  - a. **New Regional Lodges:** May be constructed with up to 3 of the following benefits, without being considered "Custom" and thus Global Approval:
    - i. A +1 bonus to social draws between lodge members, including resisting Death Rage
    - ii. A +1 to a single skill (defined in the lodge write-up) while within the territory covered by the lodge. This bonus does not exceed limits given by Primal Urge.
    - iii. Pre-defined specialty to a single skill
    - iv. Access to the 1-point Merit: Howl Code, p. 40
    - v. Access to a lodge-specific Fetish, which may not exceed 4 dots in power
16. **Lodge of the Einherjar** [Tribes of the Moon]: Reserved for MST
17. **Lodge of the Hundred Days** [Tribes of the Moon]: Members must be based in Rwanda.
18. **Lodge of the Sleeping Bear** and **Lodge of the Final Winter** [Tribes of the Moon]: Not sanctioned for play.
19. **Lodge of Praetors** [Shadows of the UK]: Reserved for MST. This can only be joined through the workings of MST plotlines or in game with a player character sponsor, at the normal approval level.
20. **Lodge of London** [Shadows of the UK]: Not allowed at this time.

**C. Packs:**

1. The Camarilla Canada Fan Club does **not** currently allow Packs the special ability to exceed the maximum # of attackers per round against a single target.

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

Storyteller's discretion. Protectorate Rites may only be enacted within a protectorate the ritemaster belongs to.

#### IV. MERITS

##### A. Merits Affected by the Addendum

1. **Fetish:** Fetishes are created with the Fetish Creation Mechanics in Lore of the Forsaken (p144-149), and the point breakdown **must** be included in the application. It is a level 2 power (+20 Fetish points) to make a Fetish useable by wolf-blooded.
  - a. ● to ●●●●: Low Approval (requires database notification)
  - b. ●●●●●: High Approval (not grandfathered from previous addenda)
  - c. **Enter play with a Pure Fetish:** High Approval
  - d. **Earn a Pure Fetish in play:** High Notification
  - e. **Auspice Gifts:** Not permitted in fetishes (not grandfathered from previous addenda)
  - f. **Duplication of powers:** Fetishes are automatically the same dot level as any Gifts they may duplicate - e.g. a fetish that duplicates the Gift: Thunderbolt is automatically a 5-dot fetish, nor may a fetish circumvent a Gift or other power's approval level - - e.g. Wolfslayer Gifts (High Approval) may not be in a Low Approval fetish (not grandfathered from previous addenda)
2. **Fighting Style: Police Tactics** [Tribes of the Moon]: Not sanctioned for play.
3. **Fighting Style: Wolfpack** [War Against the Pure]: Low Approval, with the following mechanics:
  - a. **Effect:** Each packmate, who has at least 1 dot in this merit and is attacking the same target, penalizes the targets Defense by 1. (e.g. if 3 packmates, with at least 1 dot in Fighting Style: Wolfpack each, are fighting the same opponent, then that opponent's Defense is subject to a -3 modifier). Alternatively a packmate may give up their opportunity to attack the target to penalize their defense against other members of their pack by the full rating of their Fighting Style: Wolfpack. A packmate does not need to have any dots in Fighting Style: Wolfpack to take advantage of an opponent's reduced defense.
4. **Fighting Style: Tooth and Claw:** This works as the Fighting Style: Kung Fu Merit (from MET, page 135), but usable only in Urshul or Urhan form, and effective against both unarmed and armed opponents.
5. **Ghost Touched and Cursed Items** [The Rage]: High Approval
6. **Loci** [Territories]
  - a. To have control of one or more loci in their territory, a werewolf pack must purchase the Locus territory feature for each Locus. This is a graduated Merit, and is not Grandfathered.
  - b. Loci rated 1-3 dots: Low Approval
  - c. Loci rated 4 dots: Mid Approval
  - d. Loci rated 5 dots: High Approval
  - e. Mobile/living/supernatural loci: Top Approval
7. **Pack Tactics** [The Rage]
  - a. Creation: High Approval
  - b. Learned after creation: Low Approval
8. **Shield-Bearer** [War Against the Pure]: Low Approval
9. **Silent Tongue** [The Rage]: Low Approval for Hunters in Darkness
10. **Territory** [Territories]: Low Approval
  - a. A territory is considered a shared Merit; the cost of which is paid for by characters in the pack.
  - b. Supernatural features other than loci in a territory are Mid Approval
11. **Totem:** Totems cannot make use of more than 25 of the Totem Merit points invested in them. If changes to the Totem negate a Totem cost discount, the additional Merit point cost must be covered at the time of change. Human characters, including Wolf-Blooded, may purchase Totem with Top Approval [Blasphemies].
12. **Wolf-Blooded** [Blood of the Wolf]

- a. Player character wolf-blooded have the option to use the level-variable Wolf-Blooded Merit. This is a simple-cost Merit because it cannot be bought at a higher level after character creation.

## V. GIFTS

**A. Aggravated Damage and Gifts:** Using any Gift, Rite, or Fetish which deals Aggravated damage to werewolves is a Harmony sin equal to using silver against another werewolf. The massive damage inflicted has the same spiritual impact as the cursed metal.

### B. Gifts Affected by the Addendum

#### 1. Alpha Gifts

- a. ●●●●● **Alpha's Howl** [The Rage]
  - i. Each use of this Gift affects a number of targets within earshot equal to the successes scored on the activation draw.
  - ii. Each affected target loses access to all supernatural powers for a number of turns equal to the successes scored on the activation draw .
  - iii. Fetishes cannot be activated by affected targets during the effect of this Gift.
  - iv. Effects already active prior to activation of this Gift are not affected.
  - v. Essence and other supernatural "fuels" (Vitae, Mana, Glamour, etc.) may not be accessed or spent in any way during the effect of this Gift, nor may supernatural powers (Gifts, Devotions, Contracts, etc) be used.

#### 2. Endurance Gifts [The Rage]

- a. ●●●●● **Legacy:** For the purposes of this Gift only, a character may spend 2 Willpower in the same round.

#### 3. Full Moon Gifts

- a. ●● **Attunement:** Defense ignored is equal to the user's Primal Urge, not half of the user's Primal Urge.
- b. ●●● **Death Grip:** Ignore the sentence "Once a hold is achieved and maintained, the character gains an additional six dice to rolls for overpowering maneuvers to bite the target are doubled." The rest of the text is applicable.
- c. ●●●● **Rage Armor:** Rage Armor receives one level per success, not per two successes.

#### 4. Milestone Gifts [Tribes of the Moon]: Global Approval. Milestone Gifts cost 30 XP, as per p.12.

#### 5. Mother Luna's Gifts

- a. ●●●●● **Primal Form:** In addition, this form gains the following bonuses:
  - i. Bite: +4 to draw pool.
  - ii. Claws: +3 to draw pool.

#### 6. Stealth Gifts

- a. ● **Feet of Mist:** The cost to activate this Gift is one Essence, not one Willpower.

#### 7. Weakness Gifts [The Rage]

- a. ●●●●● **Wrack:** Single uses of this Gift may be treated as torture (with the requisite Harmony draw) at ST discretion; multiple uses in one scene on the same target always do.

#### 8. War Gifts [War Against the Pure]: High Approval.

#### 9. Wolfslayer Gifts [War Against the Pure]: High Approval.

## VI. RITES

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

1. If players choose to role-play performing a Rite, the Storyteller has the option of shortening the amount of time determined by the draw, or may forego the extended test (after the initial draw shows that the Rite will eventually succeed) leaving the Rite to be performed entirely IC.
2. Additionally, extra characters aiding the rite may use the Teamwork rules (as MET: World of Darkness, page 180), while physical props used, may add an Equipment Bonus (as MET: World of Darkness, page 193). If characters choose to not role-play performing a Rite then use the base time per roll as given in the Rite description.

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

**C. Rites Affected by the Addendum**

1. ● **Blood Ogham** [Shadows of the UK]: Reserved for MST. These can only be learned through the workings of said plotlines or learned in game from a player character at the normal approval level.
2. ● **Rite of the Avowed Soldier** [War Against the Pure]: High Approval
3. ● **Rite of the Final Howl** [Shadows of the UK]: Reserved for MST. These can only be learned through the workings of said plotlines or learned in game from a player character at the normal approval level.
4. ● **Rite of Condemnation** [War Against the Pure]: High Approval
5. ●● **Rite of Anticipated Forgiveness** [War Against the Pure]: High Approval
6. ●● **Scarlet Messenger** [Shadows of the UK]: Reserved for MST. These can only be learned through the workings of said plotlines or learned in game from a player character at the normal approval level.
7. ●● **Speak with the Guardian** [Lodges: the Faithful]: Low Approval for members of the Lodge of Cerberus. Not available otherwise.
8. ●●● **Rite of Offal** [Lodges: the Faithful]: Low Approval for members of the Lodge of Harmony. Not available otherwise.
9. ●●● **To the Cannon's Mouth** [Tribes of the Moon]: High Approval.
10. ●●●● **Bloody-Handed-Hunter** [Shadows of the UK]: Reserved for MST. These can only be learned through the workings of said plotlines or learned in game from a player character at the normal approval level.
11. ●●●● **Rite of Recollection** [War Against the Pure]: Low Approval
12. ●●●● **Rite of the Scorched Earth** [Pure]: Mid Approval (each use)
13. ●●●● **Wealth of Heroes' Health** [War Against the Pure]: High Approval
14. ●●●●● **Return to the Borderland** [Book of Spirits]: High Approval
15. ●●●●● **Rite of the Border Citadel** [Territories]: High Approval
16. ●●●●● **Rite of the Last Stand** [Tribes of the Moon]: High Approval.
17. ●●●●● **Risen the Wardens, Close the Gates** [Book of Spirits]: High Approval

## VII. STORYTELLER TOOLS

- A. **Non-Player Characters:** The following types are not available as player characters:
  1. Idigam: Top Approval
  2. Spider Hosts (Azlu): Low Approval
  3. Rat Hosts (Beshilu): Low Approval
  4. Crow Hosts (Halaku): High Approval
  5. Locust Hosts (Srizaku): High Approval
  6. Other Hosts: Global Approval
  7. [Shapechangers \[War Against the Pure\]: reserved for use by the Master Storyteller's office.](#)
- B. **Lodges:** Storytellers should hesitate to approve Lodges that are specific to other geographical areas, which would require elaborate canon-bending justifications.
  1. Lodge specific fetishes follow the same approval for members of the Lodge and are unavailable otherwise.
- C. **Plot Elements**
  1. **Conducting a Silver Crusade** [War Against the Pure]: Top Approval (not available otherwise)
    - a. **All resultant elements of a Silver Crusade:** These are temporary and are only accessible while on the crusade.
- D. **Ghost Children (Unihar):** A Ghost Child is created at the moment that a Uratha sperm fertilizes a Uratha egg. Anything that prevents said interface from occurring can prevent creation of the Ghost Child. Anything that would normally terminate matters after said interface cannot prevent creation of the Ghost Child.
- E. **Moon Bridges** [War Against the Pure]: Require the approval of both the Storyteller over the originating location and the approval of the direct Storyteller of the destination (email is permitted).
- F. **Setting Information** [The Rage]: The concerns and information on various locations in the world in Chapter 3 do not necessarily exist in the Global Chronicle, but they may be used as inspiration

for players and storytellers to create their own events and situations. The Islamic fetishes in the side bar on pg. 197 are not used in Sanctioned play.

- G. Setting Information** [Lodges: the Splintered]: The history and settings in the book are not necessarily those of the Camarilla chronicle. Storytellers should hesitate to approve Lodges that are specific to other geographical areas, which would require elaborate canon-bending justifications.
- H. Setting Information** [Tribes of the Moon]: Unless otherwise noted, all story content in this book is Low Approval to use (recruitment tactics, initiation procedures, etc.). Legends and rumors may or may not be true within the context of the Camarilla's Global Chronicle, but they may be discussed and/or known In-Character.
- I. Material from **The Pure**** is sanctioned for use with NPC's only and is not available for player characters.
  - 1. **Offering of Blood and Silver**: High Approval to perform this Rite on a player character; High Notification to perform on an NPC. Top Approval to retain control of a player character that has Rite of Blood and Silver used on them, otherwise it becomes an NPC. It is High Approval to retain control if the character is 'saved' by a member of the Lodge of Salvation or similar plotline.
  - 2. **Moonshunner**: High Approval to possess. May not be used by any character with an Auspice.
  - 3. **Pure Packs and Totems**: Pure tribes use a modified form of Totem creation to more accurately represent their powerful spirit patrons. The additional point of Totem Merit all Pure get does not count towards their limit (i.e. they may purchase 5 dots of Totem in addition to this one free point) nor to the Totem limit (i.e. a pack totem can be made with up to 25 points in addition to the extra points from each pack member). Pure packs are often very large and may have more than 10 members. Packs made with 15 or more members require High Approval. Storytellers may choose to allow powerful Pack totems (those made with 20 or more Totem Points) to be Lesser Jagglings (rank 3) without special approval. Exceptionally powerful Pack Totems that are Greater Jagglings (rank 4) is High Approval. Pack totems which are Lesser or Greater Jagglings are created with the minimum number of Attribute points for their rank (15 for a Lesser Jaggling, 26 for a Greater Jaggling) and with Influences equal to their rank.
- J. Shadows of the UK**: The history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.
- K. Blasphemies**: Things from Chapter 4 (Bale Hounds) are Top Approval for Player Characters to possess.
- L. War Against the Pure**: The historical information in Chapter 2 is not used in the Camarilla's Global Chronicle, although it may be used as inspiration for Storytellers to create their own histories. This is sanctioned at Low Approval.