

CAMARILLA CANADA ADDENDUM: PROMETHEAN: THE CREATED (WW60000)

Last Updated: 9 January 2009 (based on Global Addendum last updated 12/15/2008)

IMPORTANT NOTE ON END OF SANCTIONED VENUE

As of 1 January 2009 the Created Venue will officially no longer be supported within the Camarilla chronicle. Players who wish to continue to play their Created characters in the sanctioned chronicle may only move their characters to another Venue with the appropriate Global approval. Alternatively, if the Created character reaches Mortality by 31 January 2009, then they may transfer to another Venue as a Mortals Venue character with written (email) Approval from the ANST Mortals and relevant Venue ANST.

I. ADDITIONAL BOOKS

- A. **Strange Alchemies (WW60100)**
- B. **Pandora's Book (WW60300)**
 - 1. The additional Firestorm and Qashmallim mechanics are sanctioned at the normal approval levels.
- C. **Magnum Opus (WW60101)**
- D. **Saturnine Night (WW60301)**

II. CHARACTERS

- A. **Background**
 - 1. **Age**
 - a. Existed since 1900 or earlier: High Approval (Low for NPC's).
 - b. Existed since 1700 or earlier: Top Approval (Low for NPC's).
 - c. Existed since 1500 or earlier: Global Approval (Low for NPC's).
 - 2. **Youth**
 - a. Created to appear younger than age 3: Global Approval (Mid for NPCs). Existing characters are not grandfathered.
 - b. Created to appear younger than age 16: High Approval (Low for NPCs). Existing characters are not grandfathered.
- B. **Lineage**
 - 1. All Prometheans not of the 5 core Lineages [Magnum Opus]: Global Approval.
 - 2. All character with nonstandard combinations of Humor and Elemental affinity [Magnum Opus]: Global Approval.
 - 3. Custom Affinities or Mechanics [Magnum Opus]: Global Approval.
 - 4. Zeky [Saturnine Night]: Global Approval.
- C. **Demiurges**
 - 1. Demiurges [Saturnine Night]: Top Approval.
 - 2. Non-mortal Demiurges [Saturnine Night]: Global Approval.
- D. **Nonstandard Character Types:** The nonstandard types of Promethean given below require no special approval as NPCs unless otherwise noted, but should be unusual in play.
 - 1. Promethean Constructs [Magnum Opus]: Top Approval as player characters.
 - a. Constructs receive the material benefits and penalties given on Pg. 24.
 - b. Custom bonuses or penalties: Global Approval.
 - c. Characters attempting to create a construct make use of the additional bonuses and penalties given on Pg. 24, in addition to the standard penalties.
 - 2. Extempore [Magnum Opus]: Top Approval as player characters, NPCs are High Approval.
 - 3. Scions [Magnum Opus]: Top Approval.
 - a. This includes all associated mechanics, including Promethean pregnancy.
 - b. The condition of being a Scion constitutes a lesser template.
 - 4. Dreamborn [Magnum Opus]: High Approval
 - a. The Dreamsharing bestowment has no favored lineage.
 - 5. Animal Prometheans [Magnum Opus]: Top Approval as player characters.
 - 6. **PC or NPC** Prometheans created by non-mortals [Saturnine Night]: Global Approval.
 - 7. Unfleshed [Saturnine Night]: Top Approval as player characters or NPCs.

- a. This included their associated mechanics.
- E. Storyteller Characters**
 1. Pandorans, Rank ● to ●●●●: Low approval.
 2. Pandorans, Rank ●●●●●: High Approval.
 3. Greater quashmallim: High Approval.
 4. Arch-quashmallim: reserved for use by the Master Storyteller.
 5. Clones [Saturnine Night]
 - a. Created according to the monster creation guidelines.
 - b. Clones possessing Promethean traits require Top Approval to be used in venues other than Created.

III. ORGANIZATIONS

A. Refinement

1. Characters may only benefit from a single refinement's reduced cost transmutations at character creation.
2. Centimani Refinement: Top Approval for Player Characters (Low for NPC's).
3. Argentum [Magnum Opus]: Top Approval.
4. The following Refinements require High Notification when learned from a player character and are High Approval otherwise.
 - a. Aes [Magnum Opus].
 - b. Cobalus [Magnum Opus].
 - c. Plumbum [Magnum Opus].
5. Custom Refinements: Global Approval.
6. Refinement change:
 - a. Low Approval but must reflect an actual change in philosophy and process.
 - b. Gaining xp benefits from more than one refinement change in 6 months is Top Approval.

B. Athanor

1. If entering play with an Athanor, Promethean characters must satisfy the Azoth requirements even if the Athanor was gained in background.
2. Centimani Athanors [Pandora's Book]:
 - a. While practicing the Centimani Refinement: Low Approval.
 - b. As part of the character's background: High Approval.
 - c. While practicing any Refinement other than Centimani: High Approval.
3. Zeky Athanors [Saturnine Night]: Global Approval.

IV. MERITS

A. Merits changes and clarifications

1. **Repute ●●**
 - a. High Approval.
2. **Repute ●●●**
 - a. Top Approval.
3. **Fighting Style: Brute force** [Strange Alchemies]
 - a. Pre-requisites are the same, but all mechanical abilities are replaced with the duplication of the Kung-Fu abilities from MET.
4. **Companion** [Strange Alchemies]
 - a. This merit is an exception to the Spirit Interaction rules in the Universal Addendum.
5. **Parkour** [Strange Alchemies]: Sanctioned for all venues.
 - a. This merit cannot be used in the same round the user attempts or succeeds in harming another character, nor does it combine with supernatural powers.
6. **Fighting Style: Multi-armed fighting** [Pandora's Book]
 - a. Pre-requisites are the same, but all mechanical abilities are replaced with the duplication of the Boxing abilities from MET.

B. Merits currently not sanctioned for play within the Camarilla

1. Shepherd [Strange Alchemies]
2. Pilgrim [Strange Alchemies]

V. PROMETHEAN POWERS

A. Bestowments

1. **Custom Bestowments:** Global Approval
2. All Bestowments in Strange Alchemies require High Approval to be purchased by members of a Lineage other than their associated Linage.
3. **Zeky Bestowments** [Saturnine Night]: Global Approval.
4. **The Scrutiny** [Strange Alchemies]: Reserved by the MST's office for future use.

B. Transmutations

1. **Custom Transmutations:** Global Approval
2. The following Transmutations require High Notification when learned from a player character and are High Approval otherwise (Low for NPC's):
 - a. **Benifice** [Magnum Opus]
 - b. **Contamination** [Magnum Opus]
 - c. **Saturninius** [Magnum Opus]
3. **Spiritus** [Magnum Opus]:
 - a. Transmutation of Types or Materials NOT associated with other venues: High Approval for those not of the Argentum refinement.
 - b. Transmutation of Types or Materials associated with other venues (Iron, Nettle, Salt, Silver, Sunlight): Top Approval for each Transmutation.
4. **Irradiation** [Saturnine Night]: Global Approval.
5. **Transmutation clarifications**
 - a. **Titanic Vigor**
 - i. Cannot increase an Attribute above 20.
 - b. **Wrath of Hecantyre**
 - i. High Approval. This is not grandfathered.
 - ii. Any uses of this transmutation require appropriate approval as listed in **Altering Levels of Approval** in the Universal Addendum.

C. Pandoran Transmutations

1. Learning Pandoran Transmutations
 - a. Members of the Centimani Refinement: Low Approval.
 - b. Any other Refinement: High Approval.
2. Pandoran Transmutations from Pandora's Book are sanctioned.
3. Unholy Repast [Pandora's Book]
 - a. High approval when used against player characters (Low for NPC's).
 - b. Top approval for a player character to possess (Low for NPC's).

VI. STORYTELLER RULES AND CLARIFICATIONS

A. Pyros

1. Physical augmentation from Pyros is limited. When a character spends Pyros to add to physical test pools the applied bonus from that Pyros can be no higher than the natural unmodified Attribute or +5, whichever is higher. This is an exception to the Modifier Categories. The bonus derived from physical augmentation does not count as part of the +/- 15 limit.

B. Prometheans and Other venues

1. Prometheans' existence tends to create hostility. Created games must be set geographically so as not to force interaction with other venues because of the Wasteland effect. This usually requires interaction with Regional or National Storytellers, as the games are geographically set in areas normally under their control (usually outside of city/Domain limits).
2. Promethean NPCs outside the Created venue: Top Approval.
3. Cross venue play involving a Promethean player character: Top Approval.
4. Promethean characters based in another venue: Global Approval.
5. No powers from any venue can alleviate or cure the Promethean's inherent weaknesses.

C. Returning a character to life

1. It is Low Approval for dead Promethean characters to be brought back to life using the one-time Azoth flare, as detailed on page 163 of the Promethean Core Book.

2. It is Low Approval for dead Promethean characters to be brought back to life by using the Revivification Bestowment.
3. It is Global Approval to bring a retired character back to life using the one-time Azoth flare or Revivification Bestowment.

D. Places of Power

1. Flux Tainted Locations [Pandora's Book] are places of power.

E. Pilgrimage

1. The Seers Pilgrimage [Magnum Opus] and its associated mechanics are Top Approval.
2. New pilgrimage sites [Magnum Opus]: Top Approval with Global Notification.
3. All pilgrimage sites described in Magnum Opus are under the jurisdiction of the appropriate national Storyteller.