

CAMARILLA CANADA ADDENDUM: MORTALS

Last Updated: 10/02/2008 (based on Global Addendum last updated 09/22/2008)

I. ADDITIONAL BOOKS

A. Reliquary (WW55203)

1. **Merits**
 - a. **Research and Investigation Merits:** Low Approval.
 - b. **Relic and Relic Analyst Merits:** High Approval
 - c. **Relic Creator:** Top Approval.
 - d. Relic Merits are supernatural merits and are not available outside the Mortals venue.
 - e. **Relics:** High Approval
 - i. This includes Relics created with the Relic Creator Merit
 - ii. Relics are simple cost merits rated between one and five dots
2. Relics from Chapter Two (A Million Little Things) with Powers listed as "unique" or rated with more Powers than five dots are Top Approval.
3. Relics created using Chapter Three (Powers and Prices) may not possess more than five dots in Powers

B. Second Sight (WW55100)

1. If a character with a lesser template is exposed to the transforming power of another, the original template wins out. (The Camarilla uses the first bulleted option out of the three presented on pages 21 and 22.) Any time a character loses Merits because of a template change, no experience points are refunded or redistributed.
2. It is Top Approval for any player character to have access to the systems from Chapter Four: Reality-Bending Horrors. (Low Approval for NPC's)
3. **Anti-Psi Merit**
 - a. High Approval for player characters. (Low Approval for NPC's)
4. The following Merits have been reserved by the Master Storyteller for the purpose of integration into the chronicle via plotlines. These Merits can only be learned through the workings of said plotlines.
 - a. Dream
 - b. Dreams of Lust and Terror
 - c. Dream Travel
 - d. Evocation (spirits only)
 - e. Psychic Illusions
 - f. Psychic Vampirism
 - g. Spirit Channeling
 - h. Soul Jar

C. Skinchangers (WW30205)

1. Mechanics and items from chapter one are High Approval for player characters. NPCs require no special approval.
2. Chapter two requires no special approval for NPCs and is otherwise not available.
3. Chapter three is Global Approval to use.
4. These approvals are one level higher outside the Mortals genre.

II. THE MORTALS VENUE

A. Settings

1. Mortals is a new venue developed by the Camarilla for the exploration of stories focused on the human experience in the World of Darkness. A variety of different settings are possible within this venue.
2. National Storytellers, in consultation with the Master Storyteller, may sanction their own settings for the Mortals venue.
3. All of these settings are, nevertheless, a part of the same venue and may interact freely in background, history and at events.

B. Templates and the Mortals Venue

1. Templates of any kind require a minimum of High Approval in this venue.
2. Lesser templates belonging to other venues, (e.g. Ghouls, Redeemed, Sleep-walkers, and wolf-blooded) are not available in the Mortals venue.
3. It is not possible to play a character with a greater template in the Mortals venue.
4. A mortal who gains a greater template must be retired as a storyteller character into appropriate venue.
5. A player may regain control of the character in their new venue at Top Approval.

III. THE ROUND TABLE

A. Setting

1. This setting makes use of new flavor material provided on the Master Storyteller's website. This new material constitutes a possible "foundation book" for the Round Table setting of the Mortals venue.
2. While this is the default setting, it is far from the only setting for the Mortals venue. Other settings are possible and encouraged. Simply note the setting used in the approved VSS.

B. Round Table Organizations

1. Player characters may not be members of more than one Round Table organization at a time.
2. If a character has acquired Merits at reduced cost due to membership in one of these organizations, it requires High Approval for her to switch membership to another.
3. Rex Deus members or Rex Deus Scions are reserved for use by the Master Storyteller.

C. Society Status Merits (Round Table)

1. **Status 1:** Low Approval. Well-established members of their organization
2. **Status 2:** Low Approval. Long-term recognition and indicates a high level of importance within a city or interconnected multi-city area
3. **Status 3:** High Approval. Significant prominence within a state, province, or other large regional area.
4. **Status 4:** Top Approval. A national influence.
5. **Status 5:** Global Approval. Indicates multi-national or truly global recognition.