

NWoD COMBINED: THE ACCORD ADDENDUM FOR HUNTER: THE VIGIL

Effective Date: 01 May 2013

Last Updated: 09 Jun 2013

This addendum is organized into the following sections:

- I. **ERRATA AND ADDITIONAL BOOKS:** A listing of errata and books specifically sanctioned for this venue.
- II. **CHARACTERS:** Basic rules for Vigil Characters.
- III. **PROFESSIONS:** Rules pertaining to the various Professions.
- IV. **ORGANIZATIONS:** Rules pertaining to the various hunter organizations.
- V. **MERITS:** Rules pertaining to Vigil-specific Merits.
- VI. **ENDOWMENTS:** Rules pertaining to Hunter Endowments.
- VII. **STORYTELLER RULES AND CLARIFICATIONS:** Optional rules and other settings information

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

Some materials are © copyright 2013 and trademarked by CCP hf. All rights reserved.

I. ERRATA AND ADDITIONAL BOOKS

A. Blood Drive

1. Sanctioned only for the Salesman Profession and nothing else.

B. Compact and Conspiracies

1. Any member of a Compact or Conspiracy found in this book that joins one of the three factions found in the writeup receives the listed specialty for free.

C. Hunter the Vigil

1. The Dread Powers section is not sanctioned.

D. Night Stalker

1. **The rules for vampires in Chapter 3 are not sanctioned; use the rules from Vampire the Requiem instead.**

E. Slashers

F. Spirit Slayers

1. **The rules for werewolves and spirits in Chapter 3 are not sanctioned; use the rules from Werewolf the Forsaken and the Book of Spirits instead.**

G. Witchfinders

1. **The rules for mages in Chapter 3 (Gutter Magic, Gifted/Gnosis merits, Mysteries, Familiars) are not sanctioned; use the rules from Mage the Awakening instead.**

II. Characters

- #### **A. Base Template:** Hunters are considered the base template for all Lesser Templates, as they are the definition of mortals who have experienced the supernatural. Said lesser templates are considered at least Tier 1 (even if they are not “hunters” exactly). Sleepwalkers are a special case covered in the Accord Universal Addendum.

1. Tier 1 only: Ghouls, Proximi
2. Tier 2 potential: Dampyr, Fae-touched, Psychics, Thaumaturges, Wolf-blooded/Kin
3. Tier 3 only: Pure Hunters (considered a lesser template unto themselves)

B. Longevity

1. Standard Mortal: See Accord Universal Addendum
2. Lucifuge
 - a. See Accord Universal Addendum

- b. Lucifuge have an extended lifespan dependent on their Castigation dots, not Conspiracy status. [Compacts and Conspiracies pg. 71]
 - c. When calculating apparent age due to backstory, there is no need to try to define when you raised dots (if starting with more than 1). Just remember that most Lucifuge awaken to their powers at age 23 (Total age minus 23 divided by years it takes to age 1 year).
- C. Morality
 - 1. The Code: A Hunter, especially one observing the Vigil, can make use of the alternative Morality rules once at High approval. [Vigil p.322]
 - 2. "Are they really human?": Hunters gain a +2 to resist degeneration when killing a truly monstrous yet still humanoid creature, subject to VST approval. [Vigil p.322]
- D. Slashers: NPC only (including all Slasher mechanics from the book)

III. Professions

- A. Every hunter and lesser template receives a Profession. As part of this, they get a 4th specialty at creation that must be placed in one of their Asset Skills.
- B. Professions are Low Approval
 - 1. Salesman [Blood Drive p.7], Executive [Compacts and Conspiracies p.64], and Outdoorsman [Spirit Slayers p.144] are all sanctioned at Low approval
 - 2. Soldiers who are still currently in a national military require the Sworn Officer merit [13th Precinct p.144]. Any use of military resources requires Top Approval. Members of Task Force Valkyrie are a special case (see below). Professional Training for Soldiers does NOT indicate actual military rank.

IV. Organizations

- A. Compacts
 - 1. As noted above, Tier 2 Compacts are open to all lesser templates except Ghouls and Proximi.
 - 2. Ahl al-Jabal [Ancient Bloodlines p.141]: Sanctioned at Low Approval
 - 3. Barrett Commission [Night Stalkers P.89]:
 - a. While Five Stars faction membership is Low Approval, if a member is still an officer in the military they require the Sworn Officer merit as per the Soldier Profession. Use of military resources by faction members remains Top Approval.
 - b. While being a member of the Quorum is Low Approval, if it involves any ties to federal authorities (which it likely will), those merits have the standard approval (see Accord Universal Addendum).
 - 4. The Hunt Club [Slashers p.74]: NPC only.
 - 5. Network Zero [Compacts and Conspiracies p.32]: The idea that this is a proto-conspiracy per Compacts and Conspiracies is true. This group receives both Endowments listed for them in this book.
 - 6. Promethean Brotherhood [Witchfinders p.94]: NPC only.
- B. Conspiracies
 - 1. Cainite Heresy [Night Stalkers p.103]: NPC Only.
 - 2. Cheiron Group [Vigil p.134, Compacts and Conspiracies p.58]: Working directly for the Board of Directors requires Top Approval
 - 3. Knights of St. George [Witchfinders p.99]: Reserved for NST
 - 4. Les Mysteres [Spirit Slayers p.104]: Not Sanctioned
 - 5. Lucifuge [Vigil p.138]:
 - a. While Low Approval, all Lucifuge receive training in Milan after their recruitment. Time spent there is hand-waved (low approval NPC mentors or PC character ties during training are fine) but any significant shenanigans in Milan must be reported to the aNST Accord.
 - b. Officially there are only 666 agents of this conspiracy, whether that is true is hotly debated.

- c. Not all Lucifuge meet The Lady. The initial meeting of her is Low Approval as part of a character's initiation, any further meetings requires Top Approval (even in history). Being assigned a mission by "The Lady" (more likely one of her lieutenants), is Low Approval in backstory, Top Approval for present day.
- 6. Task Force Valkyrie [Vigil p.146]:
 - a. Top Notification, **which must be in the Approvals Database before entering play.**
 - b. All TFV agents that join the Accord are immediately re-assigned to Base XVI.
 - c. All interactions with TFV (requisitions, pay, etc) go through the chain of command of Base XVI, which is headed by Senator Wells.
 - d. Individual operatives are then assigned to freelance with Accord cells around the country.
 - e. All TFV agents must join the TFV mailing list within one month of entering play. If they do not, they will be removed from play until such a time as they do.
 - f. All TFV agents are military personnel and thus subject to following orders from the chain of command. **TFV agents do not need Status: Military (but can take it), as their rank is determined by Status: TFV.**
 - g. TFV agents are active federal agents, even if they are paramilitary. All TFV agents report directly to Senator Wells (aka the aNST Accord).
- 7. Vanguard Serial Crimes Unit [Slashers p.56]:
 - a. Top Notification, **which must be in the Approvals Database before entering play.**
 - b. VASCU agents are all members of the FBI. As this is a public federal agency, they require more ST oversight. See the Federal jurisdiction section of the Accord addenda.
 - c. All VASCU agents that join the Accord are immediately transferred to Section 9B, which is on the books as a long-term deep cover investigation into a domestic human trafficking ring.
 - i. Section 9B is run by Robin Sims, who is actually just an alias of Senator Wells.
 - ii. Agents are then freelanced out to cells on the pretext of going deep cover there.
 - d. All VASCU agents must join the VASCU mailing list within one month of entering play. If they do not, they will be removed from play until such a time as they do.
 - e. **VASCU agents require some level of Status: FBI, see the Universal Accord addendum section VII.HH for how Status: FBI works in our chronicle.**

V. Merits

- A. Merits from Hunter material are Low Approval for all Lesser templates unless otherwise noted. They are not available to Greater Templates unless stated.
- B. Slasher specific merits are just that, only available to Slasher NPCs. Murder Expert, however, is Not Sanctioned.
- C. Merits Affected by the Addendum
 - 1. Favored Weapon [Hunter the Vigil p.67]:
 - a. If lost or destroyed, you simply need to acquire a new weapon.
 - b. Changing or Gaining a New Favored Weapon: The Weapon must be carried for at least a month and be used in at least one combat with success before it applies for this merit.
 - 2. Indomitable [Night Stalkers p.134]
 - a. Cannot be used by a Ghoul against its regnant once he is 3-point bound. Other applications of the merit work as normal.
 - b. Half this merit, rounded up, is added to resist Lunacy, Disbelief, Disquiet, and other similar effects.
 - 3. Kin [Spirit Slayers p.139]: Not Sanctioned (Use Wolf-blooded from Blood of the Wolf)
 - 4. Language: Con-Lang [Night Stalkers p.134]
 - a. This merit adds a +1 to coordinated strikes made by a hunter cell. See Tactics below.
 - b. This merit can be learned or developed by Greater Templates but does not provide the bonus.
 - 5. Natural Medium [Spirit Slayers p.139]:
 - a. Not creation only.

- b. Can only see and detect spirits in Twilight. Does not detect ghosts.
- 6. Null [Spirit Slayers p.140]:
 - a. This merit also affects Changing Breeds and Purified.
- 7. Professional Training [Hunter the Vigil p.67]:
 - a. Progression in your Professional Training merit does not necessarily denote rising in rank or promotion as much as skill.
 - b. Experience discounts for this merit are applied retroactively on dots purchased with XP only (not for creation points).
 - c. Continuing Education: The new asset skill must make sense for the Profession. A socialite and firearms, for example, doesn't make much sense.
 - d. On-the-Job-Training: Remove the Drawback for this level.
 - e. A Day on the Job: Instead of a rote action, they receive an Advanced Action (draw two and take the best).
- 8. Safehouse [Hunter the Vigil p.70]: See Accord Universal House Guide
- 9. Status, Compact and Conspiracy [Hunter the Vigil p.73]:
 - a. Hunter status gives several free benefits at the 1st, 3rd, and 5th dots. Notes on these free dots are found below:
 - i. Free dots added to Safehouse can be a separate location or added to a shared house per Universal House merits.
 - ii. Free dots in Contacts are considered separate from the normal 1-5 dot progression of that merit.
 - iii. Dots added to existing merits (Resources, Allies, Status, etc.) are added on top of current dots, to a maximum of 5 dots
 - a. Example: Compact Badass adds +2 to Resources. If Joe Badass has Resources 2, he gains Resources 4. He need only purchase Resources 3 to get to Resources 5.
 - iv. If a Contact or Mentor gained for free is considered an "expert on monsters or a type of monster," this means they know general information, not specifics. This is equivalent to having Outsider Information as per the Accord Universal Addendum.
 - a. Example: An expert on vampires might know that Garlic doesn't work and that stakes and fire do, but not what the Lancea Sanctum is.
 - b. Compact Specific Status Benefits
 - i. Ahl al-Jabal [Ancient Bloodlines p.141]
 - a. Status 1: If you do not meet the prerequisites and your VSS uses Armory Reforged, the two weapons you can use are a Short Blade (kukri) and a Small Blade (dagger).
 - ii. Barrett Commission [Night Stalkers p.89]
 - a. Status 5: The dot in Contacts for Military is a Low Approval, but does not allow access to restricted or secret information.
 - iii. Keepers of the Source [Witchfinders p.90]
 - a. Status 5: Unseen Sense (Source) allows someone to detect loci, hallows, wrym's nests, and other fontal areas.
 - iv. Long Night [Vigil p.106]
 - a. Status 5: This Inspiring merit is universal, as long as the recipient shares your religious faith (this is for the free version, if you already have Inspiring everyone who is applicable receives 1 WP and all Christians receive 2 WP).
 - v. Maiden's Blood Sisterhood [Night Stalkers p.93]
 - a. Status 5: You get +1 dot of Indomitable for this benefit. If it is already at 5 dots then you get the +2 dots to a Retainer.
 - vi. Night Watch [Night Stalkers p.98]
 - a. Status 5: Fame is capped at 3 dots.

- c. Conspiracy Specific Status Benefits
 - i. Lucifuge [Vigil p.138]
 - a. Status 5: As this requires interaction with a unique NPC, using this ability is Top Approval (coordination with the aNST Accord). Purchasing this level of status is Low Approval with a Top Notification.
 - ii. Task Force Valkyrie [Vigil p.146]
 - a. Status 5: Purchasing this level of status is Top Approval, not only for how it affects the organization but also for the Federal agency contacts.
- 10. Torture Suite [Hunter the Vigil p.73]: See Universal House Guide
- 11. Unbondable [Night Stalkers p.135]: Cannot be taken by Ghouls.
- 12. Unseen Sense [MET p.132]: Available to all Lesser Templates. May not be focused in anything related to The Truth.

VI. Endowments

- A. For the purposes of RQ, no Endowment counts as a “magical item.”
- B. Custom Endowments: Not Sanctioned
- C. Compact Endowments [Compacts and Conspiracies]
 - 1. These abilities are unique to their respective Compacts and are all sanctioned at Low Approval.
 - 2. All-Seeing Eye [Compacts p.32]: These sources of information are more generic than listed, and if the dots are lost the character simply needs to re-initiate where he has a backdoor.
 - 3. Bacchanal[Compacts p.14]: The Fame component requires the same approval level as the Fame merit of the celebrity at the function.
 - 4. “I’m Doing Science!” [Compacts p.37]: The bonus to attack can only be gifted to a lesser template/mortal.
 - 5. Monster Media [Compacts p.33]: Network Zero also receive this endowment as they are a proto-conspiracy.
 - 6. Prayer [p.19]: The benefits of this ability can be given to any lesser template/mortal.
 - 7. Your Friends and Neighbors [p.44]: The effect chosen lasts for a single game session. If the Safehouse option is chosen, the character can add dots to shared House (see Universal House Guide).
- D. Advanced Armory [Vigil p.150]
 - 1. Only TFV agents have the requisite RFID chip to use Advanced Armory, and said chip is required to use even pieces of equipment that the books state do not need said chip.
 - 2. Said chip cannot be located, removed, or hacked by any means. The method by which this is achieved is not known in character.
 - a. While they are never certain of this in character, all former TFV agents (even Greater Templates) still have the chip inside of them. It has been deactivated, or at least changed so they cannot use Advanced Armory.
 - i. Even beings who can achieve altered states (ephemeral) or can destroy and re-build their bodies (Purified) still have the chip, though they might obviously believe it was long ago lost.
 - ii. Reactivation of a ‘dead’ chip: Reserved for the aNST Accord
 - 3. Renewable Items: These are renewed every month. Characters cannot “stock up” on equipment, they are only given resources they used.
 - a. Starting at Status 3, a TFV agent gets one additional requisition a month using a Manipulation + Politics roll. If successful, they can restock ONE renewable piece of equipment for that month before being re-stocked the next. At Status 5, the agent can do this twice a month.
 - b. For ammo based endowments (Ethereic, Tranq, and HOD), the merit can be purchased multiple times as noted. If using Armory Reforged, the split of what magazines are given for each merit purchase should be done by “firearm type” (i.e. pistol, heavy pistol, SMG, etc.) instead of the more specific examples listed.
 - 4. Equipment

- a. The Bleeder [Hunter the Vigil p.152]
 - i. This item is treated as a ranged attack that ignores armor but subtracts Stamina from the pool (and normal Defense if within Point Blank Range and the target is aware).
 - ii. If targeting a vampire or ghoul, one Vitae is lost per success.
 - iii. If targeting another creature, the penalties listed are used.
 - iv. No damage is done unless the VSS is using the exceptional success aberration, then vampires and ghouls take the damage listed on an exceptional success.
- b. Etheric Rounds [Hunter the Vigil p.150]
 - i. These bullets target any ephemeral creature in Twilight, as long as the agent can perceive said creature, including spirits, ghosts, Strix, demons, and Purified while projecting. Even a mage or other creature that has shifted into Twilight can be hit by these bullets.
 - ii. These bullets do normal physical damage to Sin-Eaters, Ridden, and Possessed.
- c. Frequency Pulse Emitter [Spirit Slayers p.145]
 - i. Only one grenade is given per requisition.
 - ii. Creatures other than werewolves are only affected if they have Heightened Senses.
 - iii. Changing Breeds in animal or dire animal forms also take the -5 to resist.
- d. Gungir Multi-Function Targeting System [Hunter the Vigil p.154]
 - i. This merit has a 5th dot that corresponds to military grade sniper rifles.
 - ii. In an Armory Reforged VSS, the 3 dot corresponds to an SMG, the 4 dot corresponds to an assault rifle or military shotgun, and the 5th dot corresponds to a sniper rifle.
 - iii. In an Armory Aberration VSS, the weapon types follow the same standard above but are more specific examples chosen from Armory. If a TFV agent takes a military grade firearm via this merit, it is the only way to get Low Approval military grade hardware (and only TFV agents can use them).
 - iv. Stripping the safety requires a downtime per draw to attempt the required successes and only a TFV agent can do so.
- e. Interstices Calculation Expedient [Compacts and Conspiracies p.82]: Not Sanctioned
- f. Mjolnir Cannon [Hunter the Vigil p.156]
 - i. This weapon is treated as a ranged attack that ignores defense even at point-blank range (but not Armor).
 - ii. For the handheld unit:
 - a. The equipment modifier is +4
 - b. The unit has 20 charges. Bashing damage takes 2 charges and lethal takes 4 charges.
 - iii. For the vehicle unit:
 - a. The equipment modifier is +5 (9 again)
 - b. The unit has 50 charges. Bashing damage takes 5 charges and lethal takes 10 charges.
 - c. Using this weapon without a penalty requires a Heavy Weapons specialty.
- g. Munin Serum [Hunter the Vigil p.155]
 - i. This merit may be purchased multiple times for multiple syringes (each a 4-dot merit)
 - ii. This merit does not affect Undead
 - iii. This merit does not affect those immune to drugs, such as Prometheans or Sin-Eaters, but does affect Greater Templates with a living biology
 - iv. Merits that resist Toxin effects add to the resistance, such as Toxin Resistance and the Ascending One's Elixir merit.

- h. Odin Reticle [Night Stalkers p.135]: Allows for clash of wills using Wits+Stealth+3 for the equipment.
 - i. Screamer Pistol [Witchfinders p.125]:
 - i. The draw pool for this is Dexterity + Firearms + 3 minus Defense, ignoring Armor.
 - ii. The effect of this is a penalty equal to successes on activating supernatural powers with a draw pool.
 - j. Tranq Rounds [Slashers p.160]:
 - i. Once the penalty equals the target's Stamina, instead of spending a willpower, the target must draw Resolve + Stamina (plus any pertinent modifiers) to see if they fall unconscious. If the initial Lethal damage is healed, the penalties from the chemical are removed. These rounds only work on living beings.
 - k. Urban Response Vehicle [Spirit Slayers p.145]
 - i. This merit can be shared by TFV agents only. The XP cost sharing is divided among those characters with ST input.
- E. Benediction [Vigil p.157]**
1. When the Benediction merit is purchased, the character always receives a free ritual per level. Further rituals beyond the merit costs 10 xp per ritual, not 5 xp.
 2. Beneficial Benedictions cannot be used on Possessed or Undead PCs.
 3. Rituals
 - a. Apostle's Teaching [Hunter the Vigil p.157]: This willpower can only be granted to lesser templates/mortals.
 - b. Armor of St. Martin [Hunter the Vigil p.158]: This armor works per the Armor rules found in the Universal addendum, and thus can stack with other armors.
 - c. Blessed Protection of St. Agrippina [Hunter the Vigil p.159]: Contested by Resolve + Supernatural Advantage or Resistance. Replace the effect with: acts as a negative modifier to all power activation draws.
 - d. Binding of St. Amabilis [Spirit Slayers p.147]: This power is resisted by Composure + Primal Urge.
 - e. Boon of Lazarus [Hunter the Vigil p.160]: Not sanctioned
 - f. Casting Out of Witches [Compacts and Conspiracies p.76]: Not Sanctioned.
 - g. Fortitude of St. George [Hunter the Vigil p.160]: This Stamina bump can take a PC higher than their max Stamina.
 - h. La Langue Des Saints [Night Stalkers p.138]:
 - i. Can work on other monsters.
 - ii. Is resisted by Resolve + Supernatural Advantage
 - i. Loyola's Fire [Night Stalkers p.140]: Every turn in the light saps out one fuel point, not willpower.
 - j. Mantle of Orleans [Night Stalkers p.141]
 - i. This endowment effects one ally per success on the activation role.
 - ii. This endowment only works on lesser templates/mortals.
 - k. Sanctification of the Blessed Virgin [Hunter the Vigil p.161]: Permanent blessed items must be purchased with XP. Blessed items follow the same rules found in the Universal addendum.
 - l. Shepherd's Blessing [Hunter the Vigil p.161] Subject to Clash of Wills
 - m. Song of Daniel [Night Stalkers p.139]: The dice pool for this endowment is Presence + Benediction minus Resolve.
 - n. Saint Agathius' Call [Slashers p.161]: This power only works on lesser templates/mortals. The power only protects a number of characters per activation successes.
 - o. True Sight of St. Abel [Hunter the Vigil p.162]:
 - i. This power makes the user immune to all supernatural induced weirdness: Lunacy, Disbelief, etc.
 - ii. This power automatically pierces a Changeling's Masque and allows one to see a Promethean's Disfigurements.

- iii. This power allows for a Clash of Wills.
 - p. Vade Retro Satana [Vigil p.162]: Exactly as an abjuration or exorcism save the user adds his Benediction dots.
- F. Castigation [Vigil p.164]
 1. When the Castigation merit is purchased, the character always receives a free ritual per level. Further rituals beyond the merit cost 10 xp per ritual.
 - a. This rule alters the usual limit of Castigation rituals a Lucifuge can normally have. Ignore any such restrictions and the rules for switching rituals.
 2. Lucifuge use either the listed dice pool or one of the Attributes + Castigation dots, whichever is higher. If a listed dice pool involves two attributes, choose the highest or most thematic option.
 3. If a VSS uses exceptional successes, the derangement gained from casting a Castigation ritual lasts for a month. It is not permanent.
 4. Rituals used to summon, control, or bind demons can also be used on spirits that share infernal aspects (nature, elemental, or conceptual spirits that deal with vice, etc.), this is up to VST discretion. Most Lucifuge do not understand enough of the spiritual cosmology to know the difference, ones that have learned simply do not care.
 5. Rituals
 - a. Abyssal Bondage [Witchfinders p.126]: Instead of what is written, this ritual levies a penalty to any Supernal-based magic (Mages, Proximi, and Changing Breeds) equal to the user's Castigation dots.
 - b. Familiar [Hunter the Vigil p.165]: This is not a ritual. Instead see the Universal Familiar Guide.
 - c. Familiar Betrayal [Spirit Slayers p.148]: This ritual works as noted, and allows the character a temporary second familiar using the stats of the pack totem. Once six days have passed the ritual ends, and cannot be reactivated for weeks equal to the spirit's Resistance. This power does not work on familiars and totems of Accord members.
 - d. Family Vestment [Hunter the Vigil p.69]: No custom vestments may be taken. This ritual may be purchased multiple times, but only as many times as dots in Castigation.
 - e. Hellfire [Hunter the Vigil p.168]: This ritual does damage equal to successes on the draw pool. It can also be used to start fires similar to the Pyrokinesis psychic power.
 - f. Mandate of Hell [Hunter the Vigil p.169]: This power cannot be used on Possessed.
 - g. Prima Dictum [Night Stalkers p.142]:
 - i. To affect a different creature type, a Lucifuge must purchase the power multiple times. The types of creatures depends on their fuel type: Vitae based, essence based, etc. Ghosts, spirits, and other ephemeral creatures that use essence are a separate type than material creatures that do so (Purified, shifters, etc.)
 - ii. Exceptional Success: If exceptional successes are used in the VSS, this power does not deny the use of powers based on fuel, but requires the target to spend an extra point of fuel.
 - h. Shackles of Pandemonium [Hunter the Vigil p.170]: This ritual cannot be used on Possessed but can be used against ghosts at a -3 to the draw.
 - i. Tongue of Babel [Hunter the Vigil p.171]: A successful Academics check to phonetically sound out written language if the user has a specialty in Linguistics.
 - j. Unholy Escapology [Mr. Theleme]: Sanctioned at Low Approval
- G. Elixirs [Vigil p.171]
 1. Individual Elixirs never cost permanent XP. The character purchases the Elixir merit per normal and uses the following rules to determine Elixirs per game:
 - a. The character receives free dots in Elixirs for that game session equal to their Elixir merit + Ascending Ones status. These may be split among different Elixirs one for one. If the character wants an Elixir with a dot rating higher than his current Elixir rating, add one to the rating to determine its freebie cost.
 - i. Every downtime spent on starting with higher Elixir dots adds two dots to the freebie pool.

- ii. Example: Sally has Elixir 3 and Ascending Ones status 3. She decides she wants a 4 dot Elixir for that session, knowing there is an Abomination in the city, so she pays 5 freebie dots for it. She then has enough Freebie dots leftover to get a one dot Elixir.
 - b. A character can attempt to brew an Elixir during a game session as long as they have access to an alchemical lab (requiring Resources 3 or Luxury 2 and at least Size 3 of a House merit) and the ingredients necessary for the Elixir. The roll is Intelligence + Crafts + Elixir, with a goal of 3 successes per dot of the Elixir. Each roll takes half an hour of time.
- 2. Only an Ascending One can have the Elixir merit, and thus only they can ingest Elixirs. Anyone else attempting to use an Elixir consumes a poison, using the Dramatic Failure rules for said Elixir with a standard roll to resist.
- 3. Elixirs
 - a. Agora Salve [Compacts and Conspiracies p.55]: Someone wishing to attack the hunter must make a Composure + Supernatural Advantage draw.
 - b. Amun's Water [Hunter the Vigil p.176]: Standard Clash of Wills applies. The character uses Dexterity + Stealth + Elixir.
 - c. Balm of Chronos [Spirit Slayers p.149]: The character doubles his base defense (lowest of Wits or Dexterity), not the total pool.
 - d. Breath of Ma'at [Hunter the Vigil p.173]: The hunter may only use this Elixir once a month.
 - e. Nehebkaui Tears [Night Stalkers p.145]: Not Sanctioned
 - f. Red Resin [Compacts and Conspiracies p.55]: If the 'monster' is using a power for Stealth, this can cause a clash of wills.
 - g. The Tallyman's Eyes [Witchfinders p.127]: This allows the user to detect magical use of Mages, Proximi, Beast Magic, and Thaumaturges.
 - h. Thoth's Whisper [Compacts and Conspiracies p.55]: If a willpower is spent, instead of the ghost's skills, the character receives a bonus increase to a Power Attribute equal to the Ghost's Power divided by 3, rounded down (to a minimum of +1). The same is done for a Finesse and Resistance Attribute.

H. Relics [p.178]

- 1. Each Relic can only be used by a member of the Aegis Kai Doru.
- 2. Relics do not add to the owner's Base RQ regardless of dots.
- 3. Only Relics from Hunter books are allowed for purchase.
- 4. Relics
 - a. Aegis Talisman [Hunter the Vigil p.183]: Use the Armor rules in Universal (stacking allowed).
 - b. Barnabas-in-Amber [Compacts and Conspiracies p.50]: Reserved for NST
 - c. The Beauty Jar [Compacts and Conspiracies p.50]: Reserved for NST
 - d. Centurion's Gladius [Witchfinders p.127]
 - i. The magic item suppression power works as written and cannot target corrupted artifacts. This effect can only be used once per day.
 - ii. The ability to enhance the item into a functional sword has no daily limit.
 - e. Dead Man's Face [Hunter the Vigil p.184]: Does not work on dead Believers or Servants.
 - f. Heart of Stone [Hunter the Vigil p.181]: The monsters summoned by this Relic are Pandorans, and should be made with those mechanics
 - g. Idol of Gevaudan [Spirit Slayers p.150]: Reserved for NST
 - h. Phylactery of Commius [Spirit Slayers p.150]: Reserved for NST
 - i. Ringsel [Hunter the Vigil p.181]: The Hunter receives an XP refund if they use the Ringsel to absorb a degeneration sin, but are unlikely to be trusted with another Ringsel for months equal to 7 minus their conspiracy status.
 - j. Worm's Pipe [Night Stalkers p.146]: Not Sanctioned
- I. Teleinformatics [Slashers p.165]

1. Instead of the systems presented in the book, this merit instead is separated into it's three categories, each purchased as a 1 to 5 dot Endowment.
 2. When determining the dice pool for the power, use the highest Teleinformatic merit rating.
 - a. Example: Agent Bob has Interview 3, Research 5, and Investigation 1. The Teleinformatics aspect of the dice pool for all 9 powers is 5 + relevant skill.
 3. **Research: Ignore flavor text that implies access to any information, no matter how secret. The mechanics are as presented.**
- J. Thaumatechnology [Vigil p.184]**
1. Only Cheiron agents can be enhanced with Thaumatechnology.
 2. Thaumatech
 - a. Anger Patch [Hunter the Vigil p.185]
 - i. This doesn't work on a vampire with Obfuscate 2.
 - ii. The only other sanctioned version is the Werewolf version, which is a 3 dot merit, and doesn't work if the werewolf has a method of hiding their Primal Urge.
 - b. Cortical Adaptation [Slashers p.164]: This endowment does not give access to Slasher merits.
 - c. Devil's Eyes [Hunter the Vigil p.186]: The roll is penalized by the target's composure. Use the supernatural aura signifiers found in the Accord Addendum for the supernatural slot.
 - d. Evil Eye [Night Stalkers p.148]: Not Sanctioned
 - e. Lover's Lips [Hunter the Vigil p.187]:
 - i. This blood cannot create a permanent vinculum.
 - ii. Characters with Unbondable require 4 tastes in a month for the second tier effects of addiction and the +1 Social.
 - iii. Addiction goes away after one month without tasting the blood.
 - f. Hand of Glory [Hunter the Vigil p.190]: This is resisted by Resolve + Supernatural Advantage.
 - g. Optic Thorn [Compacts and Conspiracies p.62]: This only works on lesser templates/ mortals.
 - h. Voice of the Banshee [Night Stalkers p.148]
 - i. This power is penalized by the target's Stamina.
 - ii. For the 3 dot version, the character draws Stamina + Expression which is contested by the target's Composure + Supernatural Advantage to determine if a derangement is gained.

VII. Rules and Clarifications

- A. Compact and Conspiracy Bonus Materials are not sanctioned unless otherwise mentioned:
 1. Ageless Sanction [Compacts p.71]: Sanctioned per longevity above.
 2. Red Tape Tangle [Compacts p.65]: This is a standard Politics roll.
 3. Systems of Mercy [Compacts p.19]: While this can be used as a guideline to appeal to or deprogram cults or corrupted Servants, the ability to change the nature of templates is Not Sanctioned.
- B. Tactics
 1. Tactics as printed are not sanctioned. Instead, hunters who are part of a Hunter cell can spend 10 XP for the Tactics Merit. If the cell trains together, using a downtime a month for all participants, they may use the following ability:
 - a. When engaging a target in combat, if all those attacking that target are hunters from the same cell, and all have the Tactics merit, the maximum number of characters that can attack the target this round is raised from 4 to 6.
- C. **Risking Willpower [Vigil p.65]**
 1. **Works as per Hunter the Vigil.**
 2. **Cannot be used to activate any powers, including psychic merits, thaumaturge merits, disciplines, proximi blessings, or dampyr abilities, etc.**
 3. **Cannot be used by a ghoul against his regnant in any way.**

