

Revisions to the General Addendum:

Mortal Types (2.1)

Add: Membership (current or former) in a Mortals Venue Global Settings Organization is restricted to characters in the Mortals Venue.

Metamorphosis Types (2.2)

Quote: With Low Approval, a player may choose to apply a supernatural template to their mortal or venue-specific Mortal variant character if the situation occurs. If the template applied is non-native to the PC's venue, the player must seek High Approval to permanently change their venue to the home venue of that supernatural template and cannot continue play in their non-native venue.

Add: Due to the paradigm of the Mortals Venue, metamorphosis from the Mortals Venue automatically results in the character becoming an NPC in the supernatural venue into which the character metamorphed. If the PC was a member of a Mortals Venue Global Settings Organization, the PC must be retired.

Character Types (2.5)

Add: Mortals are Low Approval NPCs in all venues. Mortals with membership in the Global Settings Organizations are Low Approval NPCs inside the Mortals Venue and are not permitted as NPCs outside of the Mortals Venue. Supernatural or mortal-variant PCs or NPCs may not have membership (current or former) in any Global Settings Organization.

Mortals Camarilla Addendum

Global Settings (1.0)

White Wolf has given the Camarilla permission to develop a Mortals Global Settings for the sanctioned chronicle. This includes, but is not limited to, a detailed paradigm, in-character organizations, and additional mechanics and rules to supplement those offered in *World of Darkness* and the other sanctioned White Wolf books. National Storytellers are also empowered to create National Settings, in consultation with the MST's office.

Paradigm (1.1)

The Camarilla Mortals Venue paradigm is defined by the office the MST and is available from <http://camarilla.white-wolf.com/mortals> or by contacting your NST or the AAMST Settings: Mortals.

It should be kept in mind at all times that the Mortals Venue is not a launching point for metamorphosis to other venues, or a hunters venue. Players and Storytellers who approach the venue with those attitudes will be disappointed.

All sanctioned Mortals venues must conform to the Venue Paradigm.

Global Settings Organizations (1.2)

There are four Global Settings Organizations in the Mortals Venue:

Circle of Hermes
Priory of Scions
Project Garnet
Scarecrow

The Round Table is an association formed by the Settings Organizations; it is not an organization in and of itself.

For purposes of section 6.2 of the Camarilla Addendum (Appropriate Knowledge), each Global and National Settings Organization, and the Round Table, count as a “character type.”

Character Creation (2.0)

Ghouls, Wolf-Blooded, Mage-variants, and “partially numinous” mortals are not permitted as player characters in the Mortals Venue.

It is not required to affiliate your character with a Global Settings Organization.

Characters may not be members of more than one Global Settings Organization at a time.

When creating a character who is a member of a Global Settings Organization, MC XP may be spent to purchase specified Merits at half price, as detailed in the appropriate Settings document.

Benefits of Membership (2.1)

If a character leaves his organization, all items bought at reduced cost are recalculated at their ‘new’ cost, and the character enters into an XP debt that must be paid off before anything else can be bought.

If a character gains a promotion through roleplay to a rank or title with minimum status requirements, the player must immediately purchase the required amount of status, or enter an XP debt. Half of the player’s earned XP (round up) must be put towards this XP debt each month.

Characters may not gain mechanical benefits of membership from more than one Settings Organization at a time.

Approvals (2.2)

It is High Approval to have cross-venue background ties.

Rex Deus and Rex Deus Scions (see the *Priory of Scions* settings document) are not permitted as player characters.

Priory of Scions characters are Low Approval in European countries and High Approval in all other countries.

Be sure to check with your national Storytelling staff if there are additional approvals in your country.

Merits (2.3)

It is High Approval to declare Vampires, Mages, or Werewolves as the “trigger” for the Merit: Unseen Sense.

Status (3.0)

Players whose characters can exert influence over a business or corporation must pay for Status in that organization. The same applies to any organization or association where the character is in a position of authority. When in doubt, check with your Storytelling chain.

Approval Levels (3.1)

All local Status is Low Approval for levels 1 to 3, and Mid Approval for levels 4 and 5.

All national Status is Low Approval for levels 1 and 2, Mid Approval for level 3, High Approval for level 4, and Top Approval for level 5. Check with your NST if you do not know who your Mid and High approval STs are.

City Status (3.2)

Local Storytellers determine for their game the methods to grant and remove City Status or any other Status not explicitly named in these rules.

National or International Secret Society Status (3.3)

Secret Society Status increases with experience expenditure, but such spending has to be approved by the Storyteller. A character must demonstrate particular dedication to his secret society to earn high standing in that group, or develop a certain amount of fame or notoriety to gain Status in a secret society he does not belong to.

Stripping Secret Society Status:

Removing dots of Secret Society Status occurs when enough fellow members of

the society get together to reprimand a character. To strip a dot of Secret Society Status, a group of players with a sum total of the appropriate Status Merit (in the secret society in question) of at least 10 times the target's dots must publicly announce that they are stripping Status from the target. At least one of the individuals involved must have Status equal to or higher than the target.

The victim cannot be tricked or coerced into being one of the people who reduces his own Status. The same subject cannot be stripped of Status by the secret society a second time until 90 days have passed, even if the second group of assembled people is wholly different from the first.

Faction Status:

Secret Societies that have specific factions (i.e. Sections in Project Garnet) may grant status in those factions as outlined in the appropriate settings document. Faction Status can increase by spending experience points, with the approval of the Storyteller.

Stripping Faction Status:

Removing dots of Faction Status occurs when enough fellow members of the faction reprimand a character. Because factions are smaller, it is easier to lose Status, because word of bad behavior spread relatively quickly. To strip a dot of Faction Status, a group of players with at least 5 times the target's dots must publicly announce that they are stripping Status from the target. At least one of the individuals involved must have Status equal to or higher than the target.

Tossing Someone out of a Faction or Society:

To remove someone from a Faction or a Society, you must first strip them of all relevant Status. The announcement that the character has been removed must be made public. Tossing someone out must also be approved by the appropriate in-character authority. The 'appropriate authority' will vary depending on the circumstances; when in doubt, check with your STs.

Reducing someone to Status 0 does not automatically result in being removed from the organization; players should inform the target's Storyteller of their intent when they strip the target: is the action simply punitive, or do they intend to kick the character out of the faction or society?

Reducing a character to Status 0 in his secret society prevents the player from purchasing Merits at reduced price until the player has regained at least one Status trait.

Status and Experience Traits (3.4)

When International or National Status is lost, the experience points (or character creation points) are not refunded!

Non-Player Characters (4.0)

Rex Deus members and Rex Deus Scions (see the *Priory of Scions* settings document) are Top Approval NPCs with Global notification in the Mortals Venue, and are not permitted as NPCs in other Venues without Global approval.

NPCs from the Global Settings Organizations are Low Approval in the Mortals Venue and are not permitted as NPCs in other venues.

Player-Driven Organizations (5.0)

Player driven organizations with members in more than one country are required to file a write-up with the AAMST Settings: Mortals, as are player driven organizations that have history covering more than one country.

It requires Global Approval to offer mechanical benefits of membership to players in a player-driven organization. Consult your NST for more details on creating player-driven organizations.

Infiltration (6.0)

It is considered 'infiltration' to join any e-mail list or IRC channel for the Round Table or the Global Settings Organizations unless your character is a true member. This applies even if you are provided the means to join in-character; you must still apply for MST Approval. Your approval number must be provided to the List Moderator (e-mail list) and VSOP (IRC) prior to you engaging in any roleplay via the list or IRC.

Magic and Faith (7.0)

For purposes of the Mortals Venue and these rules, magic and faith refers to any action taken by a character with the intent of altering an outcome or performing an action using words, rituals, or similar activities.

Storytellers may grant or subtract 1 from the result of any test which has been preceded by a player's use of 'magic' or 'faith.' This is to acknowledge that Mortals are sometimes able to muster forces beyond our understanding. The bonus/penalty is transferable; the player initiating the 'magic' or 'faith' may declare one specific target. The bonus or penalty must be applied to a test immediately, however, and cannot be delayed or 'cast in advance.'

Monsters (8.0)

Monsters should be created using the rules in the sanctioned material and the Camarilla Monster Creation Manual [forthcoming].