

Camarilla US 6.0 Addenda

Prime 6.0 Addenda

Pr.0.00.US, Conversion to 6.0

This Addenda becomes active on *Insert Date here*.

This conversion will not be a conceptual rewrite of characters. Some items have changed their costs and must be accounted for (example: Lore of level five, some of the combination disciplines cost differently, etc.) However, all Mortal characters will be conceptually rewritten as described in Mortals 6.0.

Any item that increased in approval must be re-approved. If this is a Type (clan, kith, etc.) or similarly the basis of a character, then the character may not be played until successfully re-approved. Characters with other items needing re-approval can be played without those items in the meantime. All such items must be submitted for re-approval by two weeks after the date of this Addenda becomes active.

Any ET debt that exists due to the conversion to 6.0, will be paid off by spending at least half (round up) of the ET earned each month towards the ET debt.

Each domain will need to decide to implement the changes to influence either at the beginning or end of month that this Addenda goes active. Banked actions at the point of conversion are to be halved.

Pr.0.01.US, Terminology

The term Shifters when found in either 6.0 or the Addenda refers solely to Garou and the other Changing Breeds.

Pr.1.0.01.US, Concept

Interactions between a player's characters include relatives (descendent, childe, heir, etc), being of the same Type in the same Venue, and also include any present and past characters (up to six months).

Pr.1.0.05.US, Experience Traits

The maximum number of Experience Traits that a player's character can earn in a month is based upon the amount that it has previously earned. At the beginning of the month check the amount of earned Experience Traits that the character has, and compare it to the chart below to see how many the character

can earn in that month. Earned Experience refers to those traits gained through the course of play, not from Membership Class or Ordeals. The first month in which this calculation should be done is January 2001. Prior to January 2001, all characters were subject to a 4 Experience Trait per month maximum. Prior to June 2002, all characters were subject to the chart below with the addition of a 1 ET cap at 221+ experience traits. All characters should begin tracking their new Experience Traits as of 01-Jun-2002 with the new chart below.

Earned Total	Monthly Maximum
0 - 66	6
67 - 121	5
122 - 165	4
166 - 198	3
199+	2

Pr.1.0.5.US, Ordeals and Experience Traits

The Ordeal of the Stage (aka Creation) is valid in the US and gives the ET as described on the ordeal itself (which is 3 additional experience traits for any primary character with an appropriately detailed background.)

Pr.1.0.08.US, Non-Player Character Limitations

Mage NPCs are a minimum of *High Approval* in venues other than the Mage venue. Salubri (not Salubri Antitribu) NPCs are a minimum of *High Approval* in any venue.

Pr.2.2.02.US, Lore Clarification

Odd lores, such as Nod Lore or Golconda lore must be taken as a specialization of the Venue Lore (Kindred, Garou, Mage, etc.) rather than existing as a separate lore. For a list of standard lores, consult the Settings Team website.

Pr.2.7.00.US, Special Weapon Capabilities and Simple Tests

The simple tests associated with Special Weapon Capabilities cannot be retested. Example: The two simple tests with staking cannot normally be retested.

Pr.2.7.00.US, Magic Items

The use of influences to obtain a magical item does not remove the need to get the appropriate approval for the magic item. For clarity, all magical items in the Vampire venues are a minimum of *High Approval*.

Pr.3.00.US, Top Approval Custom Items

Any custom power/item requiring *Top Approval* that is approved in another country must receive *Top Approval* within the US before use.

Pr.4.4.03.US, Extended Challenges

The damage restriction on Extended Challenges only applies to non-wraiths. Also, to use the less-cumbersome system of attribute spending requires the agreement of both players.

Pr.4.6.04.US, Traveling to Umbral Realms found in Tabletop Sources

RST notification is required three days prior to running in any Venue plotlines that include visiting one or more unique named Umbral Realms described in tabletop sources (example: Silent Strider Homeland, Wolfhome, Stygia, other Dark Kingdoms, etc.) This will just be for the RST to track the usage and inclusion of these story elements and potentially work with local Storytellers to ensure that the effects/dangers of these Realms maintain accordance with the RSTs vision for them.