

Wraith 6.0 US Addenda

Wr.1.0.01.US, Concept

Non-Stygian Wraiths from outside of North America (Dark Kingdom of Jade, Swar, etc.) require *High Approval* for use as PCs or NPCs. Non-Stygian Wraith from North America (Dark Kingdom of Flint, Les Invisibles, etc.) require *Mid Approval* for use as PCs or NPCs. Use all the standard character creation rules. Some trait names may change (Shadow vs. P'o) but all mechanics are the same as for Stygian Wraiths.

Wr.2.3.05.US, Backgrounds from MET Journal

Living Family, Wraith Family from MET Journal 4 requires *High Approval*. Magisterial Office from MET Journal 4 requires *Top Approval*.

Wr.3.1.18.US, Keening - Muse

Muse may not cause the target to perform any self-destructive acts.

Wr.3.1.19.US, Arcanoi from MET Journals

The following Arcanoi from MET Journal 4 require *High Approval*:

- The Way of the Scholar (Empathy)
- The Way of the Artisan (Crafts)
- The Way of the Farmer (Intimidation)
- The Way of the Merchant (Finance)
- The Way of the Soul (Meditation)

Chains of the Emperor (Brawl) requires *Top Approval*.

The following Arcanoi from MET Journal 6 require *High Approval*:

- Behest (Awareness)
- Displace (Occult)

Wr.3.3.00.US, Dark Arcanoi

It requires *High Approval* for any wraith to learn a Dark Arcanoi. Wraiths must pay double the free trait

or ET cost of a normal Arcanoi. After character creation, learning a Dark Arcanoi requires a teacher.

When a wraith uses a Dark Arcanoi, replace expenditures of Being with Willpower, expenditures of Angst with Pathos, and gaining of Composure with Angst.

Wr.3.3.01.US, Dark Arcanoi from MET Journals

The following Dark Arcanoi from MET Journal 6 are available to wraiths with *High Approval* and Spectres with *Low Approval*: Corruption (Subterfuge), Hive Mind (Meditation), Tempest Weaving (Survival)

The variant versions of Contaminate and Shroud-Rending from MET Journal 6 are not used in Sanctioned play. Refer instead to the versions in Oblivion.