



# Awakening Addendum

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# Introduction

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This document sits alongside the Universal Addendum and details all alterations, clarifications and interpretations of White Wolf's Mage: the Awakening setting for implementation within the live-action chronicle of Isles of Darkness. In all cases where applicable, this Addendum overrules the Universal Addendum.

## Useful Terms

Nothing beyond Universal

# Character Generation

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## Character Basics

### Use of Children in games

In addition to the restrictions on age in the Universal Addendum:

#### PC Age

- It is GST Approval to play a character who awakened as a child.

#### NPC Children

- It will require GST Notification to use a NPC who awakened as a child.

## Allowed Character Types

The following character types are allowed in play, with the appropriate level of Approval or Notification.

- Sleepers: LST Approval
- Sleepwalkers: LST Approval
- Proximus, published: LST Approval
- Proximus, custom: GST Approval
- Silver Ladder Illuminates: LST Approval, GST Notification (only one per area)

The following approval levels apply for NPC characters:

- Banishers: LST Approval
- Seers of the Throne: LST Approval, GST Notification
- Left-Handed Legacies: LST Approval
- The Mad: GST Approval
- Illuminates: LST Approval
- Ghosts: LST Approval
- Sleepers: LST Approval
- Sleepwalkers: LST Approval
- Proximus: LST Approval
- Ghost Mages: LST Approval, GST Notification
- Abyssal Intrusions: LST Approval, GST Notification
- Abyssal entities of rank 1-3: LST Approval, DST Notification
- Abyssal entities of rank 4+: LST Approval, GST Notification
- Ananke, the Bound: GST Approval
- Aeons: Reserved for the GST Office
- Non-human templates (e.g. homunculi): LST Approval

## Arcane XP

- You may earn a maximum of 2 Arcane XP per month, and your LST must approve it – preferably as a note on your downtime form.
- Any Arcane XP earned over the 2XP cap can be saved and claimed the next month (although that month is again subject to the cap of 2XP).
- As a note to LSTs and STs assisting at National events - please let your players know if the thing they are dealing with could warrant a claim for Arcane XP.

### Arcane XP Awards

The following are example things which an LST can approve for the award of Arcane XP.

However, this is not an exhaustive list.

#### Mage 101

Action	Arcane XP Award	Number of times
Casting your first spell	1	1
Learning your first rote	1	1
Casting your first vulgar spell	1	1

Seeing a blatantly impossible thing	1	1
Seeing a being that is outwith your pre-Awakening worldview	1	1
First use of Mage Sight	1	1
Your first use of an Imbued Item	1	1

### Becoming a Mage

Action	Arcane XP Award	Number of times
Seeing an Artifact in use	1	1
Casting a permanent spell	1	1
Relinquishing control of a spell	1	1
Using an Artifact	1	1
Studying an Artifact (requires a downtime action)	1	1/ each unique artifact
Making an Imbued Item	1	1
Making a Fetish	1	1
Joining a Legacy	1	1
Making a Legacy	2	1
Making a Rote	1	2
Witnessing Imperial Mysteries	1	2
Studying an Imperial spell (requires a downtime action)	1	1/each unique imperial spell
Studying from a grimoire	1	1
Making a grimoire	1	2

### Seeing Other Worlds

Action	Arcane XP Award	Number of times
Entering the spirit world	1	1
Entering twilight	1	1
Entering the underworld	2	1
Entering the Oneiros	1	3
Seeing a creature from the supernal	2	2
Seeing a manifestation of the abyss	1	2
Seeing an acamoth	1	1
Studying a creature from the supernal (requires a downtime action)	2	1/each unique supernal creature
Studying a manifestation of the abyss (requires a downtime action)	2	2
Receiving wisdom from a powerful creature from another world	2	1 per type

### Lost Atlantis

Action	Arcane XP Award	Number of times
Seeing an Artifact of Atlantis	1	3
Studying an Artifact of Atlantis (requires a downtime action)	1	3
Finding an Atlantean ruin	1	5
Studying an Atlantean ruin (requires a downtime action)	1	unlimited
Seeing a future legacy from Atlantis	1	3
Studying lore from Atlantis you have never seen before (requires downtime action and access to the original items)	1	unlimited
Gaining a vision of Atlantis or speaking to a creature that was there	1	1 per vision/creature

### Breaking the Lie

Action	Arcane XP Award	Number of times
Seeing a cryptid	1	1 per creature
Studying a cryptid (requires downtime action)	1	1 per creature
Seeing a thaumavore	1	1 per creature
Studying a thaumavore (requires a downtime action)	1	1 per creature

Seeing proof that the Fallen World is a Lie	1	3
Getting your first superhuman stat or skill without magic (i.e buying Dex 6 or Occult 6 etc)	1	1

## Catch-up Arcane XP

Established characters can apply for Arcane XP from background at a rate of 2/month according to the cap much like normal catch-up XP. For example - Joe doesn't do anything to warrant his Arcane XP collection this month - instead he speaks to his ST and requests that his Arcane XP from casting his first spell and witnessing his first paradox can be cashed in. This is the only case in which Arcane XP can be retroactively claimed like this. This is LST approval, and an LST can deny this claim if they feel that Joe has already claimed this XP/wouldn't be characterful.

## Character Sheets

If you do not have a character sheet available at a game, all tests are considered a chance die.

## Advantages

### Mana

Starting Mana at each game is equal to your Resolve + Composure, plus any Mana gathered from Location: Hallow merits, minus any Mana Bleed.

Members of a Legacy get to add their Composure dots to their starting Mana at their home game.

## Skills

### Occult Specialities

The following specialities for the Occult skill require GST Approval:

- Invisible War/Pax Arcanum
- Seers
- Banishers
- Any Abyss-related specialisations
- Any Order specialisation for an Order not your own

## Merits

The following is a list of all additional merits allowed in the Awakening genre. Merits marked with an asterisk (\*) have been modified by this addenda – see the clarifications below. All Merits are LST approval unless marked with an exclamation mark (!) – details will be given in the clarifications below.

### Creation Only Merits

The following merits are available to be purchased with your initial 7 merit dots.

Merit	Brief Description	Prerequisites	Page Ref
Ancient Echoes !	You capture memories of past lives.	<i>Character Creation only</i>	Ban pg40
Ancient Lands Awakening !	You awakened after reading the Ancient Lands Pentalogy	<i>Character Creation only</i>	GoG pg23
Body Ravaging Magic !	You can expose your body to the raw power of the Supernal.	<i>Character Creation only</i>	Ban pg41
Mana Self Sacrifice !	You can transfer pattern scoured Mana to another by touch.	<i>Character Creation only</i>	Ban pg41
Potent Familiar !	Your familiar is especially strong.	<i>Character creation only</i>	TotW pg154
Summoner's Soul	You are attuned to summoning beings from a single realm.	<i>Awakened only</i> <i>Character Creation only</i>	Summ pg186
Supernal Resistance !	You are resistant to magical effects.	<i>Character Creation only</i>	Ban pg42
Void Scourged (Innate)	You are able to harness the Abyssal scars in your soul.	<i>Awakened only</i> <i>Character creation only</i>	Summ pg187

## Awakening Merits



The remaining merits have no restrictions on when they can be purchased, either with starting dots or XP (note: some may have other restrictions on which character types may purchase them).

Merit	Brief Description	Prerequisites	Page Ref
Abyssal Resonance * !	You resonate strongly with the Abyss.		Ban pg39
Additional Familiars	You may have more than one familiar.		TotW pg154
Ancient Signs	You are aware of Guardian symbols in secret societies.	Status (GotV) • Occult •••	GotV pg58
Artifact *	You own an item that originated in a Supernal Realm or that has been directly touched by Supernal power.		MtA pg80
Atlantean Hesychia	You can travel to Astral Space with greater ease.	<i>Awakened only</i> High Speech	SotRT pg111
Blood of the Oath of Ruin !	You can sense Abyssal phenomena.		Intrud pg131
Cartomancer	You are able to harness to power of the Tarot in your magic.	<i>Awakened only</i> Occult spec – Tarot Wits •••	KttST pg13
Crafter's Sense *	You have an intuitive sense of your craft.	Craft ••• Any Craft speciality	FC pg131
Cryptopoly *	You have access to a network of secret societies.	Status (SL) •	[new]
Daimon	You can quickly gain limited supernatural insight.		TotW pg66
Destiny	You are fated for great triumphs.	<i>Awakened only</i>	MtA pg81
Dream	You can gain supernatural insight.		MtA pg82
Dreamland !	You may freely visit one or more locations in the Dreamtime.		LtA pg21
Enhanced Item *	You own a supernaturally altered item.		MtA pg82
Familiar	You have a magical bond with a spirit.	<i>Awakened only</i>	MtA pg82
Feral Mien !	You have something bestial about you.		TotW pg154
Fetish * !	You own an item imbued with a spirit.		[new]
Friend of Beasts !	You are attuned to the animals around you.		TotW pg154
FS: Adamantine Hand	You have learned to manipulate magical energies with physical techniques.	<i>Awakened only</i> Status (AA) •• Appropriate Arcanum • Five dots of FS merits One FS merit at •••	AA pg53
Geomancer	You have a sense for ley line energies.	Occult speciality in Geomancy	S&S pg99
Gesture Lore	You are able to learn alternate mudras to cast a rote.	<i>Awakened only</i> Dexterity ••• Occult •••	TotM pg94
Ghost Familiar	You have a magical bond with a ghost.	<i>Awakened only</i>	Summ pg39
Glyph Lore	You are able to identify High Speech glyphs from other cultures.	<i>Awakened only</i> High Speech Intelligence ••• Occult •••	TotM pg97
Guise of Death	You may mutilate yourself instead of performing a human sacrifice.	Gnosis ••••• Stamina ••••	Summ pg184
High Speech	You know the rudiments of the Atlantean High Speech, and can utilise it in spellcasting.	<i>Awakened only</i>	MtA pg84
Hive-Souled	You share your soul with other siblings.	<i>Mortal only</i>	SotT pg220
Identity Anchor	You never lose yourself in another form.		TotW pg153
Image of Perfection !	You have developed a goal for yourself.	Death ••	LtA pg125
Imbued Item *	You own an item with one or more powers.		MtA pg84

Law of Embodiment	You are able to cast a rote while performing a physical action.	Gnosis *** At least 5 rites	TotM pg77
Location: Alchemical Lab	Your Sanctum contains apparatus suitable for the practice of alchemy.	Location: Size •	TotM pg146
Location: Gauntlet	The Gauntlet around your Sanctum is greater or lesser than normal.	Location: Size •	S&S pg86
Location: Guardian Ghost	You have a ghost guarding your Sanctum.	Location: Size •	S&S pg85
Location: Guardian Spirit	You have a spirit guarding your Sanctum.	Location: Size •	S&S pg86
Location: Hallow !	Your Sanctum contains a nexus of magical energy.	Location: Size •	MtA pg83
Location: Materials	Your Sanctum is built of enhanced materials.	Location: Size •	S&S pg86
Location: Portable	Your Sanctum is capable of being moved from place to place.	Location: Size •	Myst pg141
Location: Summoning Circle	Your Sanctum contains a circle to aid summoning otherworldly beings.	Location: Size •	Summ pg185
Long Shifting !	You are able to stay in animal forms for longer.		TotW pg154
Low Tongue * !	You know the magical tongue of the Abyss, and can utilise it in spellcasting.	<i>Awakened only</i>	NHTU pg19
Lu * !	You can call upon a roster of minor spirits.	Taoist Skill package Status (Taoist) • Mentor ***	MT pg54
Magical Tradition *	You are well versed in a Sleeper occult tradition.	<i>Awakened only</i> Occult ** Appropriate speciality in Academics or Occult	MT pg23
Make Do *	You are adept at working in sub-optimal conditions.	Wits *** Appropriate skill •	FC pg132
Manifestation Machine *	You have an item which aids your familiar's manifestation.	<i>Awakened only</i> Familiar ***	FC pg131
Masque	You have trained to master a particular Greater Masque,	Status (GotV) • Manipulation ***	GotV pg69
Master Exorcist !	You are adept at performing exorcisms.	Spirit ***	TotW pg153
Myrmidon Oath Tongue !	You know the Praetorian language of the Myrmidons.	<i>Awakened only</i>	SotT pg218
Mystery Initiation * !	You have been given access to the deeper secrets of the Mysterium.	Status (Mysterium) equal to dots in this Merit.	Myst pg102
Nimbus Sense !	You are especially attuned to other Awakened souls.		Ban pg42
Oathbound *	You can make a vow so powerful that it has supernatural consequences.	<i>Awakened only</i> Status (AA) •	AA pg63
Occultation	You have a subtle resonance.	<i>Awakened only</i> No dots in Fame	MtA pg86
Otherworldly Eyes !	You are adept at viewing across the Gauntlet.	Spirit •	TotW pg154
Otherworldly Lore *	You are a specialist in a certain kind of ephemeral being.	Gnosis *** Appropriate Occult speciality <i>Can be purchased once only</i>	Summ pg184
Proximus	You have a magical heritage.	Sleepwalker	MtA pg334
Ractain Strain !	You harbour the Ractain Contagion.		Intrud pg166
Rational Explanation *	You rely on rational thought and reason to make sense of a frightening world.	Resolve ** Science or Academics ****	FC pg133
Repute * !	You are recognised amongst fellow mages.		MET:A pg125
Ritual Synergy !	You are able to share magical knowledge while performing rituals.	Gnosis ***+	TotM pg74

Rote Speciality	You have developed rote specialities outside of an Order.	<i>Awakened only</i> Not a full member of any Order	Ban pg42
Scientist's Sense *	You have an intuitive sense of your scientific discipline.	Science ••• Any Science speciality	FC pg133
Scriptorium Access	You have access to the local Scriptorium.	Status (Mysterium) • Mystery Initiation •	[new]
Seventh Son/Daughter of a Seventh Son/Daughter	You have a natural affinity for magic.	Magical Tradition (hoodoo)	MT pg122
Skald Cant	You know the secret language of the Skalds.	<i>Skald only</i>	LtA pg86
Slayer	You are adept in fighting otherworldly beings.	<i>Awakened only</i> Occult •••• Brawl or Weaponry ••••	Summ pg185
Sleepwalker	You are not susceptible to Disbelief and do not increase the chances of paradox.	<i>Mortal only</i>	MtA pg334
Sleepwalker Retainer *	You have a sleepwalker assistant.		MtA pg88
Spirit Status !	You are adept at dealing with spirits.		TotW pg154
Supernal Anchor	You may create a soul stone from a Supernal spirit.	Gnosis ••••	Summ pg186
Supernal Companion	You have a magical bond with a Supernal entity.	<i>Awakened only</i>	Summ pg186
Thrall	You physically control another's soul stone.		MtA pg89
Trained Memory	You can commit events to memory.		GotV pg46
Void Scourged (Learnt)	You have learnt to harness the Abyssal scars in your soul.	<i>Awakened only</i>	Summ pg187
Whispers !	Your mind allows access to Dream without sleep.		Myst pg179

## Clarifications

**Abyssal Resonance:** LST Approval for Banisher NPCs; GST Approval otherwise. The effects of the Claws of the Abyss ability (••••) lasts for one scene.

**Additional Familiars:** LST Approval for Thyrsus; GST Approval otherwise.

**Ancient Echoes:** LST Approval for Banisher NPCs; GST Approval otherwise.

**Ancient Lands Awakening:** GST Approval.

**Area of Expertise:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Artifact:** See the section below on Artifacts.

**Blood of the Oath Ruin:** LST Approval for members of the Harper bloodline; GST Approval otherwise.

**Body Ravaging Magic:** LST Approval for Banisher NPCs; GST Approval otherwise.

**Crafter's Sense:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Cryptopoly:** See the section below on Order Benefits for more details.

**Dreamland:** LST Approval for members of the Dreamspeaker Legacy; GST Approval otherwise.

**Enhanced Item:** See the section below on Enhanced Items.

**Fame:** If you possess levels of Fame in different areas, only the highest applies for the purposes of sympathetic connection penalties.

**Feral Mien:** LST Approval for Thyrsus; GST Approval otherwise.

**Fetish:** See the section below on Fetishes.

**Friend of Beasts:** LST Approval for Thyrsus; GST Approval otherwise.

**Identity Anchor:** LST Approval for Thyrsus; GST Approval otherwise.

**Image of Perfection:** LST Approval for members of the Echo Walker Legacy; GST Approval otherwise.

**Imbued Item:** See the section below on Imbued Items.

**Informative:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Interdisciplinary Speciality:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Location: Security:** This merit details mundane security only. Magical defences require your LST to be notified via your downtime. Any Location without this will be assumed to have no magical defences for the purpose of any attacks.

**Location: Hallow:** GST Approval for Level 5. DSTs require Notification of all Hallow locations for cross-genre purposes.

**Long Shifting:** LST Approval for Thyrsus; GST Approval otherwise.

**Low Tongue:** GST Approval. This merit also allows the use of Low Tongue runes.

**Lu:** LST Approval for levels 1-2; GST Approval for levels 3-5. The services may be used once per calendar year, not month.

**Magical Tradition:** Joining a Magical Tradition is LST Approval. See the section below on Magical Traditions.

**Make Do:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Mana Self Sacrifice:** LST Approval for Banisher NPCs; GST Approval otherwise.

**Manifestation Machine:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Master Exorcist:** LST Approval for Thyrsus; GST Approval otherwise.

**Mentor:** In addition to the Universal rules on Mentors, this merit may be used as justification for earning Arcane XP with the 'Mentor/Apprentice Relationship' rule.

Legacy Mentors require GST Notification.

**Myrmidon Oath Tongue:** LST Approval for members of the Praetorians; GST Approval otherwise.

**Mystery Initiation:** LST Approval for levels 1-3; GST Approval for levels 4-5. The 'access' section of the merit applies only to items requested from an Athenaeum or Scriptorium, not to items learned from PCs or other Mentors, although players are recommended to follow it as a guideline. Purchased at half cost.

**Nimbus Sense:** LST Approval for Banisher NPCs; GST Approval otherwise.

**Oathbound:** For the purposes of this merit, Oath points refresh at the start of each chapter.

**Otherworldly Eyes:** LST Approval for Thyrsus; GST Approval otherwise.

**Otherworldly Lore:** This merit requires an Occult speciality in the subject that the merit pertains to.

**Potent Familiar:** LST Approval for Thyrsus; GST Approval otherwise.

**Ractain Strain:** GST Approval for PCs; LST Approval for NPCs.

**Rational Explanation:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Repute:** LST Approval for levels 1-3; GST Approval for levels 4-5. There is no cost for purchasing this merit – consult with your LST if you believe you should have it. The bonus only applies to dealings with NPCs.

**Ritual Synergy:** GST Approval for either version. This Merit does not grant extra successes to downtime spellcasting.

**Scientist's Sense:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Scriptorium Access:** See the section below on Order Benefits for more details.

**Spirit Status:** LST Approval for Thyrsus; GST Approval otherwise.

**Supernal Resistance:** LST Approval for Banisher NPCs; GST Approval otherwise.

**Vision:** Characters with Status (Free Council) • may purchase this merit at half cost.

**Whispers:** GST Approval.

## Merits Not In Play

The following merits are not sanctioned for play in this chronicle:

- Astral Adept
- Graduate of Otranto
- High Speech Extended

- Language (Atlantean)
- Predator's Innocence

## Alchemical Items

Alchemical gross material carries an Intimate sympathetic connection to its creator.

**Storage and creation:** Alchemical items are not supposed to be indefinite storage devices. Tome of Mysteries, page 145, states: "Alchemical substances are lesser Enchanted Items that are consumed during use and never possess indefinite durations."

## Artifacts

LSTs may use Artifacts of levels 3-5 without approval, but require GST Approval for levels 6+.

Acquiring a canon Artifact of levels 3-5 requires LST Approval; levels 6+ requires GST Approval.

Creating a custom Artifact is GST Approval.

Artifacts with custom mechanics require UST Approval.

Artifacts function the same as Imbued Items in regard to Potency and Spell Tolerance.

The possession of an artefact does not confer a bonus to Order Status. Possession of an artefact can grant +1 to Social rolls with other Mages if the target Mage is aware of the artefact's Legend, and it is relevant to the challenge.

Artifacts only produce Mana once per chapter.

Acquiring an Artifact in play does require the expenditure of XP.

## Enhanced Items

Enhanced items up to 5 dots are LST Approval. Items over 5 dots are GST Approval.

Items made of Thaumium are 5 dot Enhanced Items, and require GST Approval.

Enhanced Items can contain the following effects:

- Alter Integrity
- Alter Efficiency
- Alter Size
- Decreased Size
- Armour
- Bulletproof
- Durability alterations

Enhanced Items cannot be combined to make a single object. Multiple effects on a single object must be created by combining spells on the object.

Enhanced Items that are also Imbued or are an Artifact are treated as separate merits.

The Collaboration rules for making Enhanced/Imbued Items from Tome of the Mysteries are not in play.

The optional rules to use magic instead of a Willpower dot to make the item permanent are in play – see the Relinquishing Control of Spells section below.

Acquiring an Enhanced Item in play does require the expenditure of XP.

## Fetishes

Fetish is a new Merit, as follows:

### Fetish (●+)

**Effect:** You possess an item which contains a spirit bound to it. The Spirit Arcanum was used to bind the spirit into the object.

A fetish's base Merit cost is equal to the rank of the spirit bound to it, plus one dot for each Numina it possesses after the first, plus one dot if the fetish has its own Essence pool.

Fetishes have the following properties:

*Function:* Contingent. A contingent power needs to be activated for each use. Duration depends on the default Duration of the Numina being used, and is usually instant or a scene. Once this period expires, the mage may activate the same power again. To use the fetish, the mage must non-verbally request or command the bound spirit to act. This is an instant action Gnosis + Spirit roll. A dramatic failure on this roll angers the spirit and the fetish cannot be activated for the rest of the scene.

*Essence:* If a Numina requires Essence, the item must either have its own Essence pool or the mage must supply Mana himself. Some fetishes have their own Essence pools. This costs an additional Merit dot and the item holds up to 10 Essence points. Its user can draw points from the fetish to fuel its powers rather than spending Mana. This pool is not self-replenishing. Once the points have been used up, the mage must restore the pool with the appropriate spells.

A fetish's Essence points can only be used to activate its powers, unless the mage uses a spell to extract them.

*Paradox:* Due to the Spirit nature of the powers contained in the fetish, no paradox is invoked when used.

Fetishes may contain Numina from the World of Darkness book (at LST Approval) or the Book of Spirits (at GST Approval).

The optional rules to use magic instead of a Willpower dot to make the item permanent are in play – see the Relinquishing Control of Spells section below.

Acquiring a Fetish in play does require the expenditure of XP.

## Imbued Items

Imbued items up to 5 dots are LST Approval, with GST and UST Notification. Items over 5 dots are GST Approval, with UST Notification.

The Collaboration rules for making Enhanced/Imbued Items from Tome of the Mysteries are not in play.

The optional rules to use magic instead of a Willpower dot to make the item permanent are in play – see the Relinquishing Control of Spells section below.

Acquiring an Imbued Item in play does require the expenditure of XP. When creating an Imbued Item in play, an extra dot is added to the overall cost of the item if the Guaranteed Successes option is used (see the section on Imbued Items in the Systems section of the document).

The following published items are not in play:

- Alien Cuffs
- Raiment of Return
- Translator Chamber
- The Truck
- Ring of the Unvoiced Herald
- Talisman of Universal Safety

## Magical Traditions

Characters may join multiple Magical Traditions, but may only gain mechanical benefits from a number of Traditions equal to their Gnosis.

In addition to the basic requirements of the merit, each additional Tradition a character joins increases the Occult requirement by 1.

Custom Magical Traditions which do not confer mechanical benefits are LST Approval.

Custom Magical Traditions which confer mechanical benefits are GST Approval.

## Order Status

The below document explains the various requirements for certain levels of status within an Order, and also the various status requirements to take up a position within an Order.

It is possible to become a High Status Title in an Order and then have your status drop. In this instance, it is up to your peers to petition your Order if they believe you're undeserving of your title.

Inactive First Talons, Lazy Voters, generally inactive PCs of high status should start to suffer a loss in their standing within their Order or be told that their status is depleting and that they need to sort their act out in order to maintain their status.

## Applying for Status

Players can apply for Status 1-3 locally with their LST. The below is a general guide for LSTs to use for a quick fire way of approving status applications. More in depth examples of reasons for status increase can be found later in this document.



Mages do not have to move up through the levels of Order Status one by one; if a character meets the requirements and their Order allows it, they can apply for (and be awarded) any level of Status. The only exception is Status 4 and 5, which requires that the character spend some time at Status 3 and 4 respectively.

Sleepwalkers and Proximi may have up to Status 1 in an Order, should fellow Order members deem it appropriate.

- Status 0 characters are not members of an Order. They're usually very newly Awakened, not yet adopted and initiated by a mentor, though sometimes they're misfits or criminals who've been expelled or left their Order. They can also be prospective members awaiting initiation.
- Status • characters are newly-initiated members of an Order. They're still learning the doctrines and rules they'll be expected to follow, and are not yet fully trusted. Only very inexperienced characters will start play at this level.
- Status •• indicates a character that is an unexceptional, rank-and-file member of an Order. Once past their period of training, most Mages achieve Status ••. At this level, a Mage is trusted and responsible, allowed access to Order secrets, permitted to take on students and conduct independent operations. Most characters will start play at Status •• or achieve it soon after starting play.
- Status ••• characters are experienced, senior members of an Order. Mages at this level are trusted with even deeper mysteries, given great discretion in their activities, and turned to for counsel by both lower- and higher-Status characters. In addition to the requirements from their Order guide or book, Mages seeking Status ••• must accomplish **one** of the following:
  - An achievement that is significant or noteworthy locally.

**OR**

  - Be acknowledged as leader of their Order's caucus in their Domain (this means that you can be the only Arrow in the village and also status 3).

Status 4 and 5 must be approved by the GST, and will be awarded following the following basic criteria, plus any additional criteria specific to an Order.

- Status •••• characters are leaders of Order causes. They manage and train their subordinates and reach out to other Status •••• and ••••• characters from their Order to coordinate operations and share intelligence. In addition to the requirements from their Order guide/book, Mages seeking Status •••• must accomplish **all** of the following:
  - Have held Status ••• in their Order for at least three months.
  - Have the equivalent of 10 dots of status in support from other members of their order, one of which must be 3 or 4 when applying for the status increase. NPC opinions can be voiced towards this, and will be polled with the relevant STs.
- Status ••••• characters are a cut above. They've done great things, achieved national recognition for their prowess, and cemented themselves as leaders or widely influential members of their Order. At this level, a character's accomplishments speak for themselves. Status ••••• carries the following requirements for maintenance:
  - Active play beyond the local level: maintaining a National presence, active participation and organisation alongside ST teams at National events.
  - Provision of mentorship and guidance for new characters in their Order.
  - Responsible portrayal of the canonical themes and doctrines of the character's Order.
  - Have the equivalent of 15 dots in status as support from other members of their Order, one of which can be 5 or 4 OR two of which can be at 3 when applying for the status increase. NPC opinions can be voiced towards this, and will be polled with the relevant STs.
  - Have held Status •••• in their Order for at least three months.

## Status Strips

The Thunderbolt Guardian has become lazy. The Magister shirks his duties. Perhaps the Interfactor went too far. The general opinion of these individuals drops within the Order and a status strip can be initiated as a result. Status strips should be rectified within 1 month of being raised. NPCs cannot contribute to a Status Strip.

To start a strip is quite easy. Voter John (Status 3) hasn't been being a very good Free Councillor. His peers certainly believe this to be the case. Voter Emma (Status 2) decides that she wants the Order to realise that John shouldn't be seen as a Valued member of the Council anymore, but knows she can't do this alone. She posits the idea and Counsellors who care take sides. The tally of the Status on each side is taken by an appropriate PC character.

Emma has a support of 12 dots of status, where John has 9. The vote passes and John loses a dot of status.

**Examples of reasons:** *Higher Status Inactive characters, High status characters consistently acting against the canons and themes of their Order, high status characters not maintaining National Presence.*

## Status Challenges

Roger doesn't like the fact that Sarah just became Status 3. When the status increase is announced, Roger can issue a challenge against this increase using the same mechanics as a Status strip. This will be resolved within a month by appropriate PC character and the new status of Sarah announced if it changes.

Alternatively, Sarah can instead opt to issue a counter-challenge in the form of a Duel-Arcane or similar, as agreed by the pair and the challenge can be resolved this way instead.

The outcome of this method is final, and any other action to challenge the new status must be carried out in accordance with a Status Strip instead, after a period of one month has passed.

## NPCs and Status

NPCs are out there and they're paying attention just as much as the next person. A National NPC is in the control of the GST and your actions will be passed up to the GST in your LSTs game reports. Helping them, hindering them or acting as a beacon of Order awesomeness will affect their opinion of you.

## Infiltration Status

Through guile and magic, it is possible to join and gain Status within more than one Order. However, you are limited to 3 dots of Status in any infiltrated Order, and you may only claim the benefits of your true Order.

## Consilium Status

This is at the remit of the LST's. When travelling outside your home Consilium, your Consilium Status is reduced as follows:

Character Is...	Consilium Status Modifier
Outside his home region, but nearby (about a day's drive)	-1
Inside his home nation	-2
Outside his home nation	-3

## Status Sins

The following can be used as examples. ST's should use this list as a reference for players in their game, and players doing these things should receive a gentle reminder of the effect that it will have on their status. Players can use this list for an example of reasons to initiate a status strip. **This list is not exhaustive.**

- Deliberately disrespecting, lying to or giving bad information to a member of the order of equal or higher standing
- Unintentionally working against the goals of the order
- Intentionally working against the goals of the order;
- Unintentionally stealing from, betraying or otherwise directly harming a member of the order;
- Unintentionally betraying an order secret
- Deliberately stealing from or directly harming a member of the order;
- Unintentionally destroying a member of the order
- Deliberately betraying or destroying a member of the order;
- Deliberately betraying an order secret
- High ranking, high status characters who are inactive on an IC basis (please remember that people have lives outside of the IoD)
- Characters found to be a member of a left handed Legacy/Abyssal Legacy etc.

## Order Benefits

Having membership (at least one dot of Status) in one of the Pentacle Orders grants the following benefits:

### Adamantine Arrow

You may purchase the Fighting Style: Adamantine Hand, as detailed in the Adamantine Arrow book.

### Free Council

#### Techné

Techné is a philosophy, a way of life, a way of looking at the Supernal in the Fallen World. Humanity is Magical, Human Works Contain Arcane Secrets, and so it is that this Philosophy allows the Free Councillors to work their magic in their everyday lives.

The merits found in the Free Council book can be bought by Free Councillors at half cost. For reference, these are: Area of Expertise, Crafter's Sense, Manifestation Machine, Informative, Interdisciplinary Speciality, Make Do, Rational Explanation, Scientist's Sense, and Vision.



## Guardians of the Veil

You may purchase the Masque Merit, as detailed in the Guardians of the Veil book.

You may also purchase Allies (Labyrinth). Each Labyrinth ally requires a purpose, such as “Runs an organics clean-up business out the back of the diner”. You also have access to other Labyrinth allies as set up by the LST.

## Mysterium

You may purchase the Mystery Initiation Merit, and a new Merit: Scriptorium Access, as follows:

### Scriptorium Access (● to ●●●●●)

**Prerequisite:** Status (Mysterium) ●, Mystery Initiation ●

**Effect:** The Scriptorium is part of the LST controlled Aetheneum, and provides appropriate rites at half cost. Although the exact content is controlled by the LST, each PC can apply to perform the necessary sacred Bureaucratic rituals to gain access rights.

Each dot in this Merit provides 2 dots to assign to either Arcana Level or Arcana Type. The first dot always provides one of each, but subsequent dots can be assigned however the player likes, in discussion with the LST.

e.g. At Scriptorium Access ●, Bob chooses Arcana Level 1 (Initiate), and Arcana Space. At Scriptorium Access ●●, Bob chooses to expand the breadth of arcana he can choose from and keeps Arcana Level at 1 (Initiate), but adds Life and Matter to his Arcana spread. Obviously, if the Aetheneum contains no Life spells, then his LST should tell him to choose a different Arcanum.

At Scriptorium Access ●●●●●, a PC can have access to Master level rites in 5 Arcana, or Initiate level rites in 9 Arcana, or any combination in between.

## Silver Ladder

You may purchase the new Merits: Cryptopoly and High Legalese, as follows:

### Cryptopoly (●)

**Prerequisite:** Status (Silver Ladder) ●

**Effect:** The Cryptopoly is a network of secret societies that pass down occult secrets and techniques from generation to generation, all in service of the Silver Ladder. Each month, you can access a number of dots of the Allies, Contacts, Status, Retainers and Resources Merits equal to your Silver Ladder status.

**Drawback:** These Merits are not yours. They're very temporary, very superficial. You don't get a servant from Retainer dots, you get a specific task performed. Each use is a favour, and the Illuminate notes who asks for what.

**Mechanics:** The LST defines the remit of the Cryptopoly in line with the rulebook (10 dots of influence). E.g. Retainer 3, Resources 4, Status 2, Allies 1. So, with your status 5, the most resources you can get access to is 4. And each resource can be tapped once per month. So if your Status 3 and Status 4 Thearch both want Resources ... then your status 3 Thearch is out of luck. But if a Status 2 and a Status 3 Thearch both want Resources, then the Status 3 gets 3 dots and the Status 2 gets the remainder (1 dot).

### High Legalise (●)

**Prerequisite:** Status (Silver Ladder) ●, Academics ●●●●, Politics ●●●●, Occult Speciality in Lex Magica

**Effect:** Much of the Lex Magica is extracted and refined from occult law as applied to human society. As a result, many of the concepts contained therein can be articulated in the High Speech. The additional mystical sympathies that resonate between the Lex Magica and the High Speech have been known to empower the spells of a lawful willworker. A Storyteller may allow a factotum, lictor, or other théarch extremely well-versed in the Lex Magica to add a +4 bonus rather than the usual +2 when using the High Speech to empower a spell.

Using the High Speech in this manner is an instant action taken in the round prior to casting, just as otherwise empowering a spell (see p. 117, Mage: the Awakening).

**Drawback:** The following limitations apply:

1. The théarch must be using the spell to actively prevent the target from breaking some aspect of the Lex Magica. Casting a spell to befuddle a Guardian of the Veil who is driving a knife into the théarch's cabal-mate counts. Casting a spell to befuddle

a Guardian of the Veil who might attack a member of the théarch's cabal does not. This bonus applies only when trying to prevent the law from being broken. It does not count when attempting to punish an individual for breaking the law after the fact. In addition, the spell cannot be empowered in this manner if the spell itself breaks the Lex Magica.

2. The target must be an individual whose actions fall under the auspices of the Lex Magica and could theoretically be punished for breaking the law in a trial before the Consilium Council. Sleepers are obviously exempt, as are Seers of the Throne, Banishers, any apostate who exists outside the Consilium, and non-mage supernatural creatures such as vampires, werewolves and spirits (including familiars). The metaphysical weight of the Lex Magica simply does not extend to these entities.

3. The caster must, during the instant action of chanting, use the High Speech to admonish the target for breaking the law the théarch hopes to prevent. This must be done loud enough that the target can hear and understand it, though actual comprehension is not necessary, (The target does not have to be able to comprehend High Speech for the bonus to apply.)

4. The caster must cast the spell by rote. The Lex Magica is the language of the law of magic, and a spell must be formed through the orderly and potent mudra of the Silver Ladder to gain this benefit.

## Legacies

### Gnosis Prerequisites

- Canon Legacies obtain their Attainments at Gnosis 2, 3, and 5.
- Custom Legacies obtain their Attainments at Gnosis 3, 4, and 6.

### Joining/Learning

- The Mentor merit is not required to join a Legacy or learn a new Attainment.
- However, a teacher is required. This can be either a PC, or an NPC provided by your LST (with GST Notification – the Notification should include details of what price is being paid to the NPC).
- Obtaining the 3<sup>rd</sup> Attainment in a Legacy is LST Approval, with GST Notification.

### Cost

- Joining a Legacy and learning the 1<sup>st</sup> Attainment costs a Willpower dot.
- Learning the 2<sup>nd</sup> and 3<sup>rd</sup> Attainments each cost a Willpower dot.
- A PC teacher can spend the Willpower dot on behalf of their student if they wish. The student must then pay them back 1xp per month (overcap) for the next 8 months. This must be downtimed as a free action and chronicled with the LST of both student and teacher.

## Primary Arcana

When you join a Legacy, the primary Arcanum of that Legacy is gained as a new Ruling Arcanum. For instance, the primary Arcanum for the Perfected Adept Legacy's attainments is Life, even though the Legacy is tied to the Obrimos Path, whose Ruling Arcana are Forces and Prime. An Obrimos mage who learns this Legacy can learn the Life Arcanum as a Ruling Arcanum.

If you join a Legacy whose primary Arcanum is already a Ruling Arcanum for you, you may instead chose to take the Legacy's optional Arcanum as a new Ruling Arcanum. If the Legacy's primary and optional Arcana are already Ruling Arcana for you, you do not gain a new Ruling Arcana.

## Legacy Amendments

All Legacy Attainments are blocks by Wards and Bans as per the equivalent spells.

### Legacies Not in Play

The following Legacies are not in play:

- Celestial Master
- Katsinam Suukya
- Wraith of Epoch
- The Thrice-Great

### Specific Legacy/Attainment Amendments

**Austere:** The primary Arcanum for this Legacy's Attainments is Matter.

**Awakening Gambit:** Spells hung with the 1<sup>st</sup> Attainment (En Passant) may only be instant cast, not ritual cast.

The optional component of the 2<sup>nd</sup> Attainment (Mysterious Rook) works as per the spell, Shifting Sands, including activation, retained damage, and detection, but the Mana cost is as per the Attainment write-up.

The optional component of the 3<sup>rd</sup> Attainment (Grandmaster's View) works as follows: The PC can inquire what their final dice pool after modifications would be for a number of actions instead of playing through them – once they fail a Resolve + Composure draw or inquire a number times equal to their Time dots, they must take the last action, unless they successfully use the optional component of the 2<sup>nd</sup> Attainment, as per the 3<sup>rd</sup> Attainment write-up.

**Blank Badges:** The 1<sup>st</sup> Attainment (Not a Number) fails if it is used to gain Status that would be more than LST Approval, unless that approval has been sought in advance. Each such use of this Attainment requires a separate Approval.

**Cryptologos:** Attainments do not allow the use of Atlantean as a fully formed spoken or written language.

**Eleventh Question:** Attainments must contend with appropriate Wards or Shield of Chronos, as applicable.

**House of Ariadne:** The 1<sup>st</sup> Attainment (Attune) does not allow the Metropolitan to perform an actual Postcognition of an area. Instead, she communes with the city and gains an impression of the past, and this does not provide the same level of detail as the spell.

**Perfected Adept:** The 2<sup>nd</sup> and 3<sup>rd</sup> Attainments (Chi Force and Perfect Body) add the character's Life dots to their attributes, not Mind dots.

**Reality Maker:** The optional component of the 2<sup>nd</sup> Attainment (Ace up the Sleeve) can only be used once per game.

**Reality Stalker:** The 2<sup>nd</sup> Attainment (Cracking Open the Flaws) can only be used twice per chapter.

**Sphinxes:** The 1<sup>st</sup> Attainment (Hidden Meaning) can be used to study a pattern as an instant action, automatically gaining 5 successes, if the connection does not have supernatural occlusion greater than the Sphinx's dots in Fate. Otherwise, an extended roll is made as per the spell.

**Threnodist:** The 1<sup>st</sup> Attainment (Superluminal Information Transference) requires Investigation 2, not Awareness 2.

## Prelacies

### Prelacy Amendments

#### Specific Prelacy Amendments

##### Sword of Fury

- Each dot in this Initiation adds a +3 dice bonus to the caster's spellcasting roll when fulfilling the conditions of the Prelacy.

## Equipment

Imbued Items, Enhanced Items, and Artifacts do not count towards the limit on starting weapons, with LST Approval.

Characters who are able to use a weapon as a dedicated magical tool may denote one of their starting weapons as such. This does not allow an increase to the starting weapons allowed.

An Enhanced weapon uses its base bonus for the purposes of Damage Caps (i.e. a +3 sword with a +3 enhancement does not grant a Damage Cap of 6).

Null bombs are not in play.

# Systems

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## Approvals

All items are considered LST approval, unless explicitly mentioned in this addenda.

Unless otherwise stated, STs are subject to the same level of Approval for NPCs, etc.

### Custom Items

Custom rites require GST Approval, with UST Notification.

Custom Legacies require GST Approval, with UST Notification. Players are encouraged to forge their new legacies in play using the rules provided in Legacies: the Sublime, page 148.

Custom Spirits:

- Ranks 1-3: LST Approval, DST Notification
- Ranks 4+: GST Approval, UST Notification

## Spirits

Creation or continued use of Spirits (or Bound) or rank 4 or above require GST Approval, with a Notification to the GST Forsaken for cross-genre purposes.

## Downtimes

### Learning Times for Arcana

Learning a new level of an Arcanum by yourself takes 1 downtime action per month, for a number of months equal to the level you are learning.

If you have a teacher, this becomes a normal XP spend (i.e. no action in a single downtime from both players).

### Rituals

Casting an extended spell in downtime takes a single downtime action. This action will provide a number of successes to assign to the spell equal to your casting pool, with modifiers from: High Speech, Willpower, Teamwork (if multiple people submit the same downtime action, +1 per extra person), Mystery Initiation (Mysterium Arche), and an appropriate Demesne.

You get one free set of ritual casts per month to perform your precasts, and one to create/maintain your Sanctum's defences. If you wish to change these spells during the month, a downtime action must be submitted.

### Precasts

Your individual and cabal precasts should be included in your downtime to your LST. These are assumed to be the same each month until you submit a further downtime.

Your precast spells last according to the Duration factors applied to them, but refresh at each game you attend.

See the appendix on Precasts at the end of this document.

## Spells that affect Downtimes

The spells listed below have direct impact on the amount of work that can be performed in a downtime. Other spells may have other benefits in downtimes, but they do not increase the number of actions or projects that can be worked on.

### One Mind, Two Thoughts (Mind 1)

Allows you to work on two separate mental projects in a single downtime action, making your full 3 Extended Action rolls (4 with the Good Time Management Merit) for both projects.

### Multitasking (Mind 3)

Allows you to work on three separate mental projects in a single downtime action, making your full 3 Extended Action rolls (4 with the Good Time Management Merit) for all projects.

### Sleep of the Just (Mind 3)

Can be used to perform a second set of Extended Action rolls on a single mental project.

### Autonomous Servant (Forces 3)

With Mind 1 or 3, this spell allows one of the extra projects provided by One Mind, Two Thoughts or Multitasking to be physical, as long as that physical action is within the capability of an invisible force field.

With Mind 5 and Space 2, this spell creates a temporary Retainer at a level equal to (successes / 5, with a minimum of 1). However, it is still limited by the physical form of an invisible force field.

### Temporal Pocket (Time 4)

This spell costs one downtime action to use, using the Ritual rules above. The character then gains a number of additional downtime actions equal to half the Potency of the spell (to a maximum equal to greater of the character's Time or Gnosis), plus 1. These actions can only be used within the confines of the bubble created by this spell, and thus all equipment required must be located within the bubble at the start of the effect.

### Faerie Glade (Time 5)

As per Temporal Pocket, above, except that other PCs may also gain increased downtimes (at ST discretion). The additional PCs also need to spend one downtime action to benefit from this spell, as they need to be present during the casting of the spell.

As per the spell description, the Faerie Glade starts with an initial size of 1-yard radius, and thus must be increased to accommodate the work being performed, and any additional people contained. The minimum number of successes that must be devoted to increasing the size of the Faerie Glade is based upon the individual Targets Spell Factors (i.e. +1 success for 1 extra person, +2 successes for 3 extra people, +3 successes for 7 extra, etc.)

### Manifold Presence (Space 5)

Without the Mind Arcanum, this spell allows you to use the Teamwork rules for yourself. With Mind 1 or 3, you may use One Mind, Two Thoughts and Multitasking to perform physical projects, as per the rules above.

## Imbued Items

To create an Imbued Item, you require at least Prime 3, although you need Prime 4 to make the item permanent.

It is always an extended action to use this spell. If the Duration of the Imbue Item spell runs out, so do all the other spells imbued into it.

The target potency for the Imbue Item spell is equal to all the successes (Potency, Targets/Area, Duration) required to cast the spell(s) to be imbued into the item. If a spell duration runs out, then the spell ends until next activated. See the Mage the Awakening book for details of the target factors. To imbue a persistent spell, the Duration of the spell must be cast at Indefinite, which requires 5 successes on the Advanced Prolongation table. Otherwise, the spell is considered contingent, activating for as long as its Duration factors allow on each use.

It costs 1 Mana per spell imbued, plus any Mana involved in casting the spells themselves.

For an additional 3 potency, the item can have the capacity to hold Mana (up to 10 plus the number of spells imbued into the item).

If the item contains any contingent powers, the casting mage must decide the appropriate trigger – a word, gesture, or condition – for each power.

Activating a contingent power within an Imbued Item requires an instant action to activate the trigger, and a Gnosis + (highest Arcana of the contingent spell) roll. Thus, activating a Wand of Thunderbolt adds +4 (it is a Forces 4 spell) to the user's Gnosis.

## Guaranteed Successes

When building a contingent power into an Imbued Item, the creating mage may imbue guaranteed successes into the item. This adds an extra Merit dot to the overall cost of the item.

Guaranteed successes must be factored in to the target potency of the Imbue Item spell, and are applied as follows:

- For a spell that would be resisted or contested (such as Life Force Assault or Counterspell), each guaranteed success adds +1 to the activation roll (to a maximum of +5).
- For a spell that is not resisted or contested, the number of guaranteed successes is the potency of the activated spell, as long as at least 1 success is obtained on the activation roll (extra activation successes have no effect).

## Alchemy

Items made using the alchemy rules in *Tome of the Mysteries*, page 145, have a duration equal to the creator's rating in the Matter arcana in months. Gross matter, prior to imprinting with a spell, is inert, with no special properties, and lasts indefinitely.

Your LST may require you to put in a downtime action to gather the necessary materials for esoteric spells whilst creating alchemical items.

An Alchemy Lab grants a bonus to creating gross matter equal to its rating.

## Magic

### Instant Spellcasting

The caster may not use metamagic effects the penalties of which would reduce the caster's draw pool below 1, however further penalties taken after the creation of the spell (resistance traits, defence etc) may do so.

### Spell Factors

Modification of spell factors uses the tables in the *Mage the Awakening* book, pages 118-119 (for instant spells) and pages 120-121 (for extended spells).

### Teamwork

Each additional caster capable of casting the spell adds their teamwork bonus to the casting of the spell, up to a maximum of the primary casters arcana level in assistants.

### Dispel/Counterspell

If you combine multiple Counterspell or Dispel spells together, successes are not cumulative if you target the same spell, but may target multiple spells.

### Limitations to Bonuses and Traits

No single Trait or bonus created by a spell can exceed the level of the Caster's relevant Arcanum.

If a player requires information from another character's sheet (e.g. if contested, resisted, etc) for casting or intended resolution of a spell, then their character cannot ritually cast such a spell for offensive use.

Bonuses added to an item from Arcana do not stack, only the highest bonus is applied.

### Relinquishing Control of Spells

The following spells (all from *Tome of Mysteries*) are considered equivalent to the sacrifice of a Willpower dot when using the Relinquishing Control of Spells rule. These spells are only effective for this purpose when used to create Imbued or Enhanced items, or Fetishes.

- Payment in Power
- Spirit Pact
- Instil Mortality
- Pain Harvest
- Time Limit

### Failed Social and Mental Tests

Spells are considered social or mental tests if their rote pool uses a social or mental skill, or if they are opposed by Composure or Resolve.

### Sympathetic Magic

Any spell affecting multiple targets always uses the weakest sympathetic connection of those targets.

Penalties from Occultation and Fame apply both to all magic.

### Wards and Bans

Wards prevent the use of Space magic within their boundary unless the potency of the Ward is overcome.

Bans prevent the affected phenomena from entering the protected area, unless the potency of the Ban is overcome.



## Magic and Space

Casting magic beyond the Terran Sphere requires Archmastery level ability.

Casting magic at the Moon requires UST Approval due to cross-genre implications.

## Factor Bonuses

Factor Bonuses are not in play.

## Faction Rotes

Learning a rote from an Antagonist faction (e.g. Seers, Banishers) require a GST Approval.

It is possible to improvise an effect that mirrors an Antagonist rote, but there may be in-game repercussions for doing so, as emulating the magic of the enemy is often seen as a bad decision to make.

For the purposes of this ruling, a player of an Antagonist faction considers the Pentacle Orders as an Antagonist faction.

## Sympathy

Sympathetic magic applies in two broad categories: temporal and spatial sympathy.

### Spatial Sympathy

With Space 2 (and spending a point of mana), it is possible to cast spells on targets not in sensory range. This is penalised by how vague *your* connection is to them, not by how far away they are. The only exception to this is having possession of a physical piece of the subject, as per Intimate connection below).

Having the target's brother next to you, for example, does not allow you to cast sympathetically, unless you first use magic such as Duplicate Sympathy to use the connection the brother has.

Objects do not normally hold sympathy to people at all, so while a person may have a strong connection to the hairbrush they use every day, unless the brush still has the owner's hair attached to it, it holds no sympathy in return. Objects do, however, hold sympathy to places they are intimately associated with (for instance, a newspaper would hold some sympathy to the place it was printed).

The degrees of sympathy are shown in the following table:

Dice Penalty	Sympathetic Connection between Caster and Target	
No penalty	Sensory	You can see, hear or similar the target directly.
-2	Intimate	You have a piece of the target's physical substance, such as hair, nail clippings or blood from a creature, a leaf or flower from a plant, or a sliver of material from an object. Or you know the target very well, such as a long-time friend or close family member, a beloved pet or a prized possession.
-4	Known	You know the target, which might be a friend, co-worker or personal possession. You have a photo or other accurate representation of the target, or you can see the target on live video or hear the target over live audio.
-6	Acquainted	You're acquainted with the target. It might be a casual acquaintance, a co-worker you hardly know, or an item you held or used once.
-8	Encountered	You have encountered the target briefly, such as a person you passed on the street or an item you touched once.
-10	Described	You have never encountered the target, but can describe it. You might know a person's name or physical description, or what an object or place looks like.
n/a	Unknown	You cannot cast a sympathetic spell on this target.

If you do not know the real name of the target, move two levels down the chart. This is one of the reasons mages use Shadow Names.

If the target has Fame or Occultation, your dice penalty increases by the level of such.

If a spell directly targets someone or something's Pattern, you need an additional level of knowledge in each of the Arcanum used in the spell. For example, a Pattern targeting spell that uses Forces 4 and Spirit 3 requires Forces 5 and Spirit 4 to cast sympathetically.

A sympathetic spell is *always* vulgar. Casting a sympathetic spell in a Demesne does not become Covert unless the target is also in a Demesne.

Finally, if a mage becomes aware of a sympathetic spell being cast upon them, they can cast something back without needing Space 2 (although sympathy penalties still apply). This ability lasts for the duration of the effect creating the spatial

connection, so an instant duration spell, such as Life Force Assault, does not leave a sympathetic bond behind to cast spells through.

## Temporal sympathy

Just as the Space Arcanum uses ties of sympathy to determine the ease or difficulty of making a connection with another place, being or thing, so does Time rely on esoteric ties. In order to use "temporal sympathy" when working with the past, present, or future, simply apply the sympathetic modifiers for the Space Arcanum to Time spells. In other words, holding the very "magic bullet" that killed JFK or trying to prophesy about a child's future with that a lock of hair counts as having an Intimate connection. Trying to peer into Cleopatra's court while utterly without any factual knowledge or object of significance to that place and time counts as an Unknown connection (having seen a movie on the subject doesn't count as factual knowledge). Likewise, looking at a time and place where one once was (or immutably will be) counts as a Known or Acquainted connection, depending on how long one stayed there. Time spells that use temporal sympathy will generally say so in the description, or your ST will tell you.

## Conditional and Prepared Spells

### Conditional Spells

With Fate 2, it is possible to add a condition to a spell that is cast. If that condition is met, the spell ends early. However, doing so increases the duration of the spell.

The bonus gained to the duration depends on how probable it is for the condition to trigger.

- Improbable: +1 step on the duration chart
- Infrequent: +2 steps
- Common or easy: +3 steps

The ST will inform you of how common a condition is, and something too improbable/virtually impossible will not be allowed.

Note that it is possible to apply conditional triggers to a spell with normally indefinite duration, in which case it would end as normal if the condition was met.

### Prepared Spells

With Time 2 it is possible to delay the activation of a spell until you perform the desired trigger action (often a phrase, gesture, or both, and requires intent to cast, so won't trigger accidentally) and spend a point of Mana.

All Mana costs of the spell are paid when the spell is prepared, but Paradox is resolved when the spell is activated, including mitigation.

If a prepared spell affects a target other than the caster, it is treated as an aimed spell (i.e. roll Dexterity + Athletics to literally "throw" the spell at the target; Defence does not apply, but Mage Armour does, as may other armour, depending on the spell). Any Paradox gained as a result of releasing a vulgar spell is applied as a penalty to the aiming roll.

A spell can only be delayed so long (see charts below). If the spell has not been cast by the end of the duration it is held for, the spell dissipates and is lost.

Hold spell for up to:	Instant Cast	Extended cast
10 minutes	No penalty	No extra successes
30 minutes	-2 dice	+1 successes
One hour/scene	-4 dice	+2 successes
24 hours	-6 dice	+3 successes
2 days	-8 dice	+4 successes
Additional 2 days	additional -2 dice	additional +1 success

### Conditional Triggers:

With Time 2 and Fate 2, a condition can be attached to trigger a prepared spell early. When the condition is met, the spell will trigger immediately. The conditions for preparing a spell must be met as normal, but the Mana cost to release the spell is paid at the point where you prepare the spell, in addition to the normal casting costs. This means that a mage with Gnosis 1 is unable to prepare a conditionally triggered instant-cast spell that has a Mana cost (as this requires 2 Mana at the time of preparation).

## Summoning

### Summonings from Beyond

All the listed canon Summonings from Beyond require GST Approval.



## Supernal Summonings

Performing a Supernal Summoning requires GST Notification.

The following notes apply to these specific Supernal Summonings:

- The Bird of Fortune: Provides Resources 5 of exotic alchemical materials per summoning.
- The Metal Smith: The Smith will craft no item greater than size 3.

## Pacts

All pacts should be designed by the ST and any with a duration of one month or greater must be stored on the database. In addition, the following approval levels apply to pacts:

Bonuses total (Request + Term)

- 4 or less: LST Approval, GST Notification.
- 5 or more: GST Approval.

Term:

- A year and a day: GST Approval.

All epic pacts require GST Approval.

In the Building a Pact table on page 182 of Summoners, the Medial Artifact should be +2, not +3

Infernal Pacts may not be made for the first 6 months of play.

## Rote Amendments

### Rotes Not in Play

The following rotes are not in play for this chronicle:

- Acidic Splatter
- Activate Police Band
- Alien Highway
- Diplomat's Protection
- Dragon's Call
- Duplicate
- Elegua's Notice
- Five-Cycle Spell
- Imbue Animal
- Induce Vertigo
- Know Virtue
- No Exit
- Pierce Magical Shield
- Rapid Fire
- Sacrifice Fortune
- Scour Other's Pattern
- Shared Fate
- Spirit Highway
- Steal Body
- Temporal Lifeline
- Trojan Horse
- True Love
- Universal Bane

### Gauntlet Strength

The table on page 282 of M:tA has a mistake. The dice modifier for "Small towns, villages, built up countryside areas; Strength 3" should be -1, not +1.

## Specific Rote Amendments

**Annihilate Spells:** This spell can be used to target hung spells, but requires the caster to beat the target spell's potency in all cases (normal and hung spells).

**Astral Reaches:** The Space 5 version of this spell requires the caster be in a location where they are capable of reaching the Astral, and does not transport the caster physically to the Astral Realms, it merely sends them into a deep meditation instantly.

**Atonement:** This spell requires GST Approval to use in any format.

**Augment the Mind:** This spell does not grant extra Resolve Actions in downtime if used to augment resolve.

**Body Control:** The boost to Bashing regen level does not stack with that from Body Mastery, use only the best result.

**Body Mastery:** The boost to Bashing regen level does not stack with that from Body Control, use only the best result. The bonus to resist poison, diseases or drugs is a number equal to the spell's Potency, *not* a number of successes equal to the spell's potency.

**Bodyguard's Blessing:** This spell may only change the target of an Aimed spell.

**Bolster Virtue:** Reserved for the use of the GSTs office.

**Climbing the Tree:** This spell requires GST Approval to use in any format if Arcane XP is gained as a result of its use. This spell may be used for dramatic or information-gathering effect, without the caster gaining Arcane XP.

**Control Ghost:** This spell is Covert.

**Copy Grimore:** The Duration of this spell is Prolonged.

**Correspondance:** This spell has a Duration of Instant. It is used to examine a particular target (person/place/object) to see whether it has a sympathetic tie to a particular subject the caster has in mind, and if so, how strong that sympathy is. Strong connections (Known or Intimate) provide a +1/2 bonus to the roll, whereas weak connections (Encountered or Described) give a -1/2 penalty. The spell is also penalised by the sympathetic connection the caster has to the imagined target, although only one success is needed to gain the required information, unless the connection has been supernaturally occluded, in which case the number of successes needs to exceed the disguise spell's potency. This spell does not reveal all a person's sympathetic connections to enable you to follow the one you want.

**Create Fetish:** Like an Imbued Item, a mage is able to give a fetish the capacity to hold Essence points. Doing so requires 3 additional successes to the target number, which gives the fetish a capacity of 10 points. Mana must be spent at the time of the ritual for the caster to fill the capacity of points (which converts into Essence) or else someone with the appropriate spells can do so later.

**Create Ghost:** This spell requires GST Approval to use when cast on a player character.

**Defer Conscience:** This spell may not be used in conjunction with Suppress Wisdom.

**Delusions of Grandeur:** The negative modifier to the rote pool should be Resolve, not Resistance.

**Desiccate:** This spell is resisted with Resolve + Composure by those targets that are allowed to resist.

**Destroy Bindings:** This spell is Covert.

**Destroy Object:** This spell is Vulgar.

**Ephemeral Enchantment:** This spell enables weapons and armour to attack/protect both into and out of Twilight / Shadow.

**False Signature:** Adding this spell to another counts as a Combined Spell.

**Forge Doom:** This spell uses the Advanced Prolongation table for Duration.

**Forge Godsend:** Can only be applied to an object or location, not something more conceptual (like a strong arm or fast reflexes). This spells uses the Advanced Prolongation table for Duration.

**Fortify Oath:** Mana spent on this spell may increase the potency above the normal extended limit, up to a limit of the casters Fate.

**Grant Familiar (Spirit):** This spell's Duration is Lasting.

**Hallow Bond:** Each required Oblation requires a downtime action, but these Oblations are only required per year.

**Healing Heart:** Using this spell to heal aggravated wounds changes the Aspect to Vulgar.

**Interconnections:** Casting this spell is an instant action. However, while concentration is kept, it enables the caster to make an extended Wits + Empathy + Fate roll to examine two visible people/places/things to see if they have a connection (as per the chart on page 148). If you have previously cast a Scry on a remote location, one or both of the targets may be located at that place. It does not reveal all a person's connections to enable you to follow the one you want. If the targets' connection has been concealed in some fashion, the number of successes on the Interconnections roll must exceed the disguise spell's potency.

**Kinetic Ripple:** The damage inflicted by this spell is not Resistant.

**Luck Blessing:** This spell function as per Reading the Outmost Eddies (Mage the Awakening).

**Maintained Sympathy:** This spell uses real-world sympathy.

**Mage Sight:** See the Appendix later on Sights and Realms.

**Past Life Regression:** A subject under the effects of this spell is not denied their surprise test if attacked.

**Phased Strike:** This spell may not be combined with Ranged Blow.

**Portal:** A portal requires a level of conscious volition to pass through it – either by choice, by being pushed through by another, or by trickery (a person doesn't need to know they're stepping through a portal when they walk forwards blindfolded, for instance). Opening a portal underwater does not flood the other end!

**Postcognition:** This spell may not be used in conjunction with any other sensory spells.

**Ranged Blow:** This spell may not be combined with Phased Strike.

**Road Master:**

**Shadow Forged:** Items created using this spell may not be further enhanced.

**Shape Spirit:** This spell uses the Advanced Prolongation table for Duration.

**Spell Cloaks:** This effect requires Prime 2. Replace the text of the second paragraph of the sidebar with the following: The caster may dedicate successes gained on the spell's casting to cloaking the spell. Those with a Mage Sight active can make reflexive Wits + Occult draws to notice the spell; otherwise it remains undetected. Targets suffer a -1 dice penalty to this roll per success dedicated to cloaking the spell.

**Stammer:** This spell is resisted by the targets Composure.

**Supreme Augmentation:** The rote pool for this spell uses Mind instead of Life.

**Supreme Honing:** This spell is Vulgar.

**Suppress Other's Life:** This spell is vulgar and costs 1 mana.

**Suppress Wisdom:** This spell may not be used in conjunction with Defer Conscience.

**The Golem:** This rote may not create a Golem with a Size greater than the caster's Gnosis or Matter, whichever is higher.

**Trigger Autonomic Function:** This spell is contested by Stamina + Gnosis.

**Unfettered:** Unfettered may be cast as Improvised or Rote. If cast as a Rote effect it has a pool of Composure + Occult + Fate and is considered a four dot rote.

**Weaponize Object:** The maximum equipment bonus this spell can generate is equally to the casters Matter Arcana.

**Worst Moment:** This spell uses the mechanical variant available, no more than two successes may be 'spent' on any one action.

## Soul Stones

Soul stones work as per the rules in Tome of the Mysteries, from page 152 onwards.

## Appendix: Precasts

Precasts are one or more spells that you are allowed to have prepared before each game you attend.

You have a number of precast successes available equal to your Gnosis times your natural Stamina (enhancements from Life magic, etc., do not add to your precast allotment). For example, a character with Gnosis 2 and Stamina 3 would have 6 successes to spend on precasts.

### Logging Precasts

Precast details need to be included as part of a downtime to your LST. Once set, these precasts are assumed to continue until you change them. You may change your precasts once per chapter as a free action. Any subsequent changes in a chapter requires a downtime action to be spent.

### Assigning Precast Successes

Precasts are created using the extended spellcasting rules. This includes all factors for Potency, Duration, and number of targets, as well as prepared spells and spell cloaking. Only spells which have a Duration of Prolonged (or Advanced Prolonged) can be used in precasts, unless those spells are being prepared by using Time magic. Likewise, area-affecting spells are normally only useful in prepared spells, otherwise the spell will be centred at the location where the precasts are performed (unless Space magic is used to cast sympathetically).

The first success assigned to a spell creates an effect with the Basic factors listed in the table below. Each success after the first can add to one of these factors, as per the extended spellcasting rules, and as presented below. Precasts are assumed to come into play prior to the game you are attending, so to have a spell for the entirety of a game session, the minimum Duration required is 12 hours.

Successes	Potency	Targets	Target Size	Target Area (radius)	Advanced Area (radius)
<b>Basic</b>	1	1	<= 20	1 yard	1 yard
<b>+1</b>	2	2	21-30	2 yards	4 yards
<b>+2</b>	3	4	31-40	4 yards	16 yards
<b>+3</b>	4	8	41-50	8 yards	64 yards
<b>+4</b>	5	16	51-60	16 yards	256 yards
<b>..+1</b>	..+1	..x2	..+10	..x2	..x4

Successes	Duration	Advanced Duration	Transitory Duration	Prepared Delay
<b>Basic</b>	Scene	Scene	1 turn	10 minutes
<b>+1</b>	2 hours	24 hours	2 turns	30 minutes
<b>+2</b>	12 hours	2 days	3 turns	Scene
<b>+3</b>	24 hours	1 week	5 turns	24 hours
<b>+4</b>	2 days	1 month	10 turns	2 days
<b>..+1</b>	..+2 days	n/a	..+10 turns	..+2 days

Note: For Armour spells, including Mental Shield, Magic Shield, and Armour of the Soul, a point of mana can be spent instead of spending successes on Duration.

The maximum number of successes that can be put into a single spell is equal to the pool used to cast it. For example, improvised casting Supernal Vision with Gnosis 2 and Prime 3 gives a maximum of 5 successes to be assigned to that spell. This casting pool can be modified by using High Speech, or casting in an appropriate Demesne.

### Other Options

**Arcane Runes:** If you have the High Speech merit, you are able to use Arcane Runes as part of your precasts, allowing for a free Duration factor in each spell.

**Spell Cloaks:** If you have Prime 2, you are able to cloak your precast spells, much as you would any other spell you cast. Each success assigned to the Cloak comes out of your precast allotment, and is still limited by your casting pool.

**Combined Spells:** Mages with Gnosis 3 or higher are able to combined multiple spells into a single casting, thus reducing the burden on spell tolerance. The rules for this work the same as above with the following differences:

- Duration and Target factors are shared between the spells, so assigning 2 successes to Duration increases the Duration of all combined spells to 12 hours (assuming Prolonged Duration).
- The first success assigned to a combined spell grants one dot of Potency to all spells in the combination. However, the Potency of each component spell must be increased separately. For example, combining a shield and a sight, assigning 2 extra successes to Potency will give Potency 2 in both spells, or Potency 1 in one and Potency 3 in the other.
- As per normal combined spell rules, each additional spell in the combination reduces the casting pool by 2, and the base pool is equal to the lowest casting pool of all component spells. For instance, combining an improvised cast shield (with a pool of 6) with a rote (with a pool of 12) gives a combined pool of 4 (using 6 as the base, -2 for two spells).

**Conditional Duration:** Use of Fate 2 to add a conditional Duration to your precast spells is allowed, subject to your LST's approval.

**Paradox:** Unless you are casting your precasts in a Demesne, paradox still applies. If your precasts include vulgar spells, you need to see the LST prior to the game to perform paradox checks. Any effects from gaining paradox from your precasts are assumed to start at the beginning of the game session.

**Mana:** Any Mana costs from your precast spells, or for mitigating paradox, come out of your starting Mana for the game.

**Spells Between Games:** Unless you put enough successes into Duration to last more than a day, you will not have these precast spells in-between games. This is only relevant if you are attacked during downtime.

## Example Precasts

For all example casting pools, using the appropriate rote(s) replaces the Arcana + Gnosis pool with the applicable rote pool.

### Honing the Form (Life 3)

- Base – 1 success
- Potency: 3 - +2 successes (applied to Strength +3)
- Target: Self - +0 successes
- Duration: 12 hours - +2 successes (one paid for by using Arcane Runes)
- Total: 5 successes for a spell which grants +3 Strength and will last the day of each game you play.
- Cost: 1 mana, as per the spell, plus potentially a paradox roll if not cast within a Demesne.
- Required: Base casting pool (Life + Gnosis) of 5+.

### Supernal Vision (Prime 1)

- Base – 1 success
- Potency: 5 - +4 successes
- Target: Cabal - +3 successes (assuming a cabal size of 5 to 8)
- Duration: 1 day - +0 successes (paid for by spending a mana)
- Total: 8 successes for a spell which grants your entire cabal a Potency 5 mage sight for the day.
- Cost: 1 mana, for the Duration.
- Required: Base casting pool (Prime + Gnosis) of 8+.

### Entropic Guard/Fortune's Protection (Death 1 and Fate 1)

- Base – 1 success
- Potency (Entropic Guard): 3 - +2 successes
- Potency (Fortune's Protection): 3 - +2 successes
- Target: Self - +0 successes
- Spell Cloak: 3 - +3 successes (cloaks the whole spell)
- Duration: 1 day - +0 successes (paid for by spending a mana)
- Total: 8 successes for a spell which grants you two Potency 3 shield spells for the day which cannot be see unless the viewer has a Potency 4+ mage sight active.
- Cost: 1 mana, for the Duration.

- Required: Base casting pool (lower of Death + Gnosis and Fate + Gnosis) of 10+. Also requires Prime 2+ and Gnosis 3+.

# Appendix: Sights and Realms

## Mage Sight

Mages can enchant their senses with one of the Unveiling Practices of the many Arcana. Although these spells come in many forms, they are collectively called Mage Sight. All reveal magic and other supernatural powers, and they make resonances visible to the senses. Mages can read these resonances to identify their qualities (See “Resonance,” pp. 277-280, for rules on scrutinizing magic with these spells).

All Arcana can be used to sense all supernatural power. If the power is mystically concealed, however, successes rolled for the mage must equal or exceed the Potency of the magic used to conceal the source. Note that Mage Sight does not allow a sorcerer to see or interact with Twilight beings or entities. That requires other spells

## Arcana-Specific Effects

The various Mage Sight spells each have their own unique, additional effects, and are as follows:

### Death: “Grim Sight,” p. 134.

A +1 dice bonus is gained on perception and scrutiny rolls to sense vampiric Disciplines, Devotions and rituals. Those whose lives have been touched in certain ways by Death can be manipulated through that contact. Using this rote, a mage can perceive another’s grief through a recent loss, and use this knowledge to manipulate that person’s emotional vulnerability. It can be used to identify murderers who have otherwise concealed their crimes from all knowledge (although this rote reveals no details about the murder, only that the target has blood on his hands).

### Fate: “The Sybil’s Sight,” p. 149.

The mage can detect momentous events. While this spell is in effect, a reflexive Wits + Investigation roll is made to sense when something of metaphysical weight or truth has been spoken or taken place. The Storyteller decides when and if such an event occurs. The mage cannot have others “fish” for prophecies by having them keep saying things until something registers as resonating with destiny. Such abuses of the gifts of Fate have been known to backfire upon mages with grim consequences. Instead, this ability gives a willworker an idea of when somebody just happens to utter words that are somehow true or important in a metaphysical sense. In other words, while “the sky is clear today” could very well be a correct assessment, it is not usually a significant enough truism to register to this application of Fate. Instead, a child’s assertion that a beautiful woman “looks like an angel” may well resound in the mage’s ears if there is something truly exceptional or even supernatural about her, or if she is particularly holy or touched by the divine in some meaningful way. Naturally, this sense is quite vague, leaving the mage to puzzle out exactly what is meant by the prophetic or otherwise weighty statement.

### Forces: “Read Matrices,” p. 163.

The mage can perceive energy and magical resonance, detecting the presence of all of the universe’s various forms of energy: heat, gravity, electromagnetism and the like, including the presence or absence of different sorts of radiation, such as x-rays or cosmic radiation, either visually or through tactile perception. When scrutinizing energetic phenomena (like the electromagnetic spectrum), the more invisible that energy is to the naked eye, the more dice penalties the mage suffers.

Spectrum	Dice Penalties
Gamma rays	–3
X-rays	–2
Ultraviolet rays	–1
Visible light	0
Infrared rays	–1
Radar	–2
Radio, TV	–3

### Life: “Pulse of the Living World,” p. 181.

The mage is able to detect the presence of mystic vital animation in the area, effectively reading resonance as a function of reality’s living energies.

### Matter: “Dark Matter,” p. 194.

The mage gains a +1 dice bonus when studying dense/very dense resonance, but suffers a –1 dice bonus when reading refined/ very refined resonance.



**Mind: “Third Eye,” p. 206.**

The mage senses when others nearby use exceptional mental powers, such as telepathy, psychometry or ESP, reading the tell-tale ripples left by the movements of exceptionally advanced thought. The mage can also read resonance, discerning the emotional and psychic qualities of it: the particular nuances of will, conscious or otherwise that went into creating it. He can feel the mental processes that went into creating the resonance (such as strong emotional states or a powerful exercise of will), effectively detecting its context within reality, the “why” behind the resonance.

**Prime: “Supernal Vision,” p. 221.**

A +1 dice bonus is gained on perception and scrutiny rolls to sense Awakened magic of any kind, as well as for detecting Mana, tassel, enchanted items and Hallows. In addition, the mage concentrates (an instant action during which he can move only his Speed and loses his Defence) to read a person’s aura to determine her nature (see “Aura Signifiers,” p. 206), but not her mental or emotional condition (which requires the Mind 1 “Aura Perception” spell, p. 205; adding Mind 1 to the casting of Supernal Vision allows the perception of both mental state and nature).

**Space: “Spatial Awareness,” p. 233.**

The mage is capable of discerning disturbances in the local fabric of space (typically caused by use of more advanced applications of this very Arcanum). He can detect when someone has altered the spatial axes of an area (for example, making a place larger on the inside than outside), used a location as the origin point or terminus for teleportation, or created (or overcome) a Space Ward. This sense is modified by the degree of the distortion/manipulation (the Storyteller might award a bonus for an extreme distortion or levy a penalty for a subtle one).

**Spirit: “Second Sight,” p. 246.**

The mage can determine the Strength of the local Gauntlet. The caster gains a +1 dice bonus on perception and scrutiny rolls to sense spirit Numina and werewolf Gifts and rituals, as well as loci.

**Time: “Temporal Eddies,” p. 258.**

The mage can also tell perfect time, anywhere, discerning the passage of instants with such clarity that his sense is more precise than even those most carefully maintained clock.

## Other Realms

### Seeing in Twilight

**Speak with the Dead (Death •), p. 135.**

The mage can see, hear and speak with ghosts within Twilight. He can also detect their unseen presence, if they are hiding or have chosen not to reveal themselves. He can see spirits within Twilight, too, but they appear hazy and indistinct and he cannot hear them, unless he also uses Spirit 1 while casting this spell. He cannot perceive mental projections unless he adds Mind 1 to the casting.

**Spirit Tongue (Spirit •), p. 246.**

The mage can see, hear and speak with spirits. He can also detect their unseen presence if they are hiding or have chosen to not reveal themselves. Unless the mage has some means of peering across the Gauntlet or affecting the Shadow World, he can converse only with Twilight spirits. (The mage can speak across the barrier of the Gauntlet with the Spirit 2 “Peer Across the Gauntlet” spell, p. 247.) The mage can see ghosts, too, but they appear hazy and indistinct and he cannot hear them unless he also uses Death 1 while casting this spell. He cannot perceive mental projections in Twilight unless he adds Mind 1 to the casting.

**Sense Consciousness (Mind •), p. 206.**

The mage can detect the presence of minds in the material world or mental projections in the state of Twilight. He knows how to detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows the mage to know when other thinking creatures are present, and roughly what sorts of minds are present. (Experience may not teach a mage the distinction between a cockroach’s mind and a dung beetle’s, but it does tell her the difference between an insect and reptile mind.) The mage detects the general type of mind she senses (a ghost, disembodied consciousness, or spirit, for example) and this sense is useful for helping the mage to know when she is spied upon or just watched by a being currently lurking in refined dimensions.

### Affecting Things in Twilight



With the relevant arcana at two you can affect but NOT attack beings in twilight, i.e. touch ghosts and ghostly objects with death, spirits with spirit, mental projections and astral beings with mind, as per Gossamer Touch (Spirit ••) p. 247 & Touch of the Grave (Death ••) p. 138 but you can be attacked by the corresponding entities while you have these types of spells active.

## Attacking Things in Twilight

- Prime 3 can directly attack and allows weapons to be enchanted to affect all entities in twilight.
- Death, Mind & Spirit 3 can be used to attack the corresponding type of entity in Twilight.
- If you enter a twilight state you can attack all entities in twilight and be attacked back.
- Spirit 3 allows you to rouse the spirit in an object making it able to attack any entity in Twilight.

## The Spirit World

- With Spirit 2 you can peer across the gauntlet.
- With Spirit 3 you can attack things directly across the gauntlet and rouse the spirits in objects to be able to attack.
- With Spirit 4 you can attack a spirit's corpus across the gauntlet.
- If you enter the spirit world you can attack all entities in the spirit world and be attacked back.

# Rules and Books

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## Source of rules

We are using Tabletop rules except where explicitly stated in the addenda.

## Approved Books

The books below are approved for use in the chronicle, with exceptions noted.

- **Adamantine Arrow**
- **Astral Realms**
  - Grant Influence Numina: Not sanctioned for play.
  - Interactions with the Aeons and the Old Man are reserved for the GST's office.
- **Banishers**
  - The Bonfire, Phageans and Shepherds are common Banisher groups available to LSTs at Local Approval. Though the canon characters are reserved for the GST's office.
  - The Carnival of Innocents, Emilio's Last Ride, The Huntsman, The Militant Auditing Division, The Translators and Venus Valley are small and unique groups reserved for the GST's office.
  - John Maverick and the Panography Movement are commonly known in mundane circles, but their links to Banishers are not.
  - Atonements may only be used by Banishers.
- **Boston Unveiled**
- **Free Council**
- **Guardians of the Veil**
- **Grimoire of Grimoires** - Reserved for ST use only, at GST Approval. Rotes found in specific grimoires in this book can only be learned by finding the appropriate grimoire.
- **Imperial Mysteries**
  - This book is in play for setting purposes. Mechanics and similar are reserved for plot.
- **Intruders - Encounters with the Abyss**
  - Utilising mechanical benefits from Abyssal magic - Genre Notification
- **Keys to the Supernal Tarot**
- **Left-Hand Path**
  - This book is in play for setting purposes. Mechanics and similar are reserved for plot.
- **Legacies - The Ancient**
- **Legacies - The Sublime**
- **Mage - the Awakening**
- **Magical Traditions**
- **Mysterium**
  - The position of Curator for an Athenaeum is Genre approval.
- **Night Horrors - The Unbidden**
  - All new items or characters in this book are Genre approval.
- **Reign of the Exarchs**
- **Sanctum and Sigil**
- **Secrets of the Ruined Temple**
- **Seers of the Throne**
  - Prelacies and Seer of the Throne Status are considered faction advantages.
  - Seers holding Tetrachy level rank are Genre approval.
- **Silver Ladder**
- **Summoners**
- **Tome of the Mysteries** - Currently reserved for ST use only.

