

# *Orlando: Magic Kingdom*

## House Rules

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Phil Welch: Correcting inconsistencies with Laws of Ascension, better formatting.

\*(Update which game this comes from now.)

**NOTES IN THIS COLOR ARE ADDITIONS INCOMING TO THE DOCUMENT, AND MAY NOT BE ENFORCED IMMEDIATELY.**

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## Fair Play Doctrine

- You must be checked into Orlando: Magic Kingdom in order to interact. IC, during the normal game-time(s). For example, if you are calling someone on the phone, you must let them know of this rule, and they must consent before any exchange of information or interaction is allowed.
- Downtime Scenes must have a clear delineation of which Chronicle has control over the Downtime Scene should challenges break out. In this case, Orlando Magic Kingdom needs both players to consent to who's the Chronicle in charge of the scene. Failure to comply will result in the challenge failing and the Downtime Scene to end immediately.
- You must sign-in to Orlando: Magic Kingdom to be eligible to play, and to earn XP. Signing in acknowledges that your character has physically entered the game-area.
- You may not come into the Orlando: Magic Kingdom with effects or rituals in effect unless clearly documented on a signed item card. This includes any retainers. All retainers of visiting characters must have sheets; retainers of characters based in our chronicle are subject to the appropriate sections of our governing documents.
- In-character emails should be CC'd to a Storyteller so that the flow of information can be verified at a later time. Emails to an OWbN Coordinator or Sub-Coordinator must be CC'd to both your Storyteller, and to the HST, with the specific exception of dispute emails to the OWbN-Exec Team.
- You cannot spend Politics, Tradition/Clan/Tribe/etc.-lore, or Sect-lore for specific information on individuals in Sects which you are not a part of without ST approval.
- If you are a Felon, or a Registered Sex Offender, you must inform the staff.
- Players are to use their printed character sheet at all times and are expected to mark off expended traits, abilities, etc. Failure to do so may be subject to a deduction in XP awarded for the session.

## Disciplinary Policy

- The Storyteller staff of Orlando: Magic Kingdom reserves the right to adjudicate and potentially discipline any party (whether based in the chronicle, visiting from another game, being run by OMK staff or otherwise participating in scenes unfolding within its game boundaries) for any rules violation or any reason the presiding staff member feels appropriate.
- Specific examples of reasons for disciplinary action taken by the staff of Orlando Magic Kingdom includes, but by no means limited to:
  - Cheating, Lying to staff, Physical violence, Abusive behavior (not limited to physical), General douchebaggery

- Disciplinary actions, if administered, will be determined by the Staff member who presides over the incident. If the affected party has an issue with the discipline administered, the issue can be raised with the Head Storyteller of Orlando Magic Kingdom. It is expected that this be done in a calm, rational way.
- Disciplinary actions can include any combination of, but are not limited to:
  - ejection from the scene, ejection from the game site, ban from chronicle (temporary or permanent), refusal of xp from game session, downtime scene, etc., loss of character(AKA: GNC), Submission of incident for Org level Disciplinary action.
- The purview of our disciplinary policy revolves around attendance at our games. We as a staff will not be interceding in personal, out of character issues that occur between games. We will not poke, prod, cajole, interfere or otherwise get involved in emails or other forms of out of character messaging that occurs between games. We will not attempt to interfere in things that happen outside the game session. If there are cases of harassment between players, like any actual crime, there are proper authorities to oversee these things. We will not, as a staff, be party, complicit or support anyone treating any other individual in a manner unfitting of societal norms.
- As a staff we will hold pc's culpable for things that occur in game sessions or in ST run scenes only. If there is an issue with a player response or lack thereof during downtime session, we will address those during game session, when the actions of individuals are beholden to the rules of the game.
- While the Staff of Orlando Magic Kingdom will make attempts to be reasonable in any given situation, it stands behind its right to be the final arbiter in situations that occur under its jurisdiction. This stance, however, will not supersede the prevailing authority granted to One World by Night.
- Too Bad, So Sad: The Staff's job is NOT to remind you how to play your sheet, or how powers are used. If you fail to call something, or forget about a power, ability, etc; that's too bad. Know your capabilities... for everything else, write it down, or use a smartphone.
- WYSIWYG: Storytellers are constantly under pressure at a game. Sometimes they make bad rules calls, or forget what the house rules say. In a case where a Storyteller makes a call which is contradictory to these printed rules, the ST's call at the time shall stand.

### **Visitor Policy**

It is suggested that all visitors give 3 days prior notice to floor play, and to send a copy of their sheet, to allow staff to review your character sheet and any customer powers you have. This also includes any

item cards that are not standard. All powers should have book references, and the player should have reference materials on hand in case staff needs to make a rules call. Staff reserves the right to refuse any power on the floor if it does not vibe with the general flow of our game.

Any player who arrives onto our floor without a pre-submitted sheet may be denied entry if their sheet isn't able to be easily scrutinized. Powers may automatically be denied as well. The HST may not have the time to review and make judgement calls about every custom power.

SPECIFICALLY ABOUT DEMON - Currently, we are using the Demon: The Fallen OWbN packet to reference all Demon powers. Once our staff has had a chance to review the Demon: The Fallen Storyteller's Valut MET book, we will be looking into which source to reference for powers.

## Character Creation and R&U

During character creation, the following rules apply when creating any character in Orlando: Magic Kingdom.

### Merits and Flaws

A Character is permitted to start with more than 7 points in Merits. However, any merits purchased beyond 7 must be bought with Experience Points (at standard x2 cost). Any character starting in Orlando with more than 7 points in Merits must have a background story submitted to the Head StoryTeller and the sheet must be approved before the character can enter floor play.

Any character that has any Merit or Flaw that is 4 or more points must have a backstory submitted to the Head Storyteller and the sheet must be approved before the character can enter floor play

### Rare and Unique Items

Any character that requests any Rare or Unique item from Storytelling Staff at Character Creation will be required to submit a background story, the sheet must be approved by the Head Storyteller, and all necessary approvals from Coordinator Offices in OWbN must be collected before entering floor play. In the event that there is an approval that was overlooked and that needs to be brought into compliance, the character will be removed from floor play and contact will begin with that Coordinator to try and get the character to be compliant. If the Coordinator denies the approval, then adjustments will be made to the character's sheet in order to allow the character to be viable for floor play again.

### Rare and Unique Limitations

Orlando Magic Kingdom has a standard limitation on what we will allow for R&U characters entering into play as Home Characters. Transferring PCs may also be denied entry into Orlando Magic Kingdom if certain R&U items become seriously out of alignment with the intent of the caps. Please note these limitations are only at Character Creation. Characters who earn the right to buy a new Merit or are forced to take on a Flaw can exceed these caps. The following are those limitations, though the Head Storyteller may exceed these limitations depending on circumstances:

Supernatural Sub-types (Such as Ghouls, Kinfolk, etc): No more than 5% of active player base. This is per Sub-type. Example would be a Ghoul and a Kinfolk would be different subtypes, but a Ghoul and a Revenant would not be, as a Ghoul and a Revenant fall under "Vampire".

Merits and Flaws: Each instance of a Merit or Flaw worth 4 or more points is capped at no more than 10% of the active player base. This also includes instances of either a Merit or Flaw that normally costs 4 points, but the final adjusted cost is different.

## Downtime and Influence Actions

Downtime actions are determined by how many dots of Willpower you have as a base line. Other items on your sheet (Merits, other Backgrounds, etc.) may have an additional impact on what you are able to do between game sessions. This system is a method in order to quantify what a PC in Orlando: Magic Kingdom can do between each game, and to make it as balanced as possible.

Each action that a PC takes can cost one or more of their downtime actions. Crafting an item of a certain quality, for example, would take a number of action points equal to the level of crafts that the item is.

Players may take Magical actions as well. These actions will typically cost one downtime action, but complicated or long castings over several days may be ruled as multiple actions. A player is limited to magical actions equal to their Arete rating. So, a player with an Arete rating of 3 and a Willpower of 8 can take up to 8 downtime actions, but can perform no more than 3 of those downtime actions as Magical actions.

Downtime actions may have challenges associated with them. Please be prepared to throw for your downtime actions.

The list of items below are not definitive of everything that a player can do.

Research a rote that already exists - 1 downtime action for every 2 levels of difficulty. Hard to find rotes may take a 1 downtime action for 1 level of difficulty.

Developing a new rote: - 1 downtime action for every sphere level involved. Making a new rote with 3 different sphere at 5 each would take 15 downtime actions.

Using your influence - 1 downtime action. You can repeat this multiple times with the same influence.

Emergency Spend - 2 downtime actions. This is an action you perform on the game floor to exert immediate use of your influence. Actions spent this way are spent for the following downtime session. This action must be used for each influence category you wish to use.

Investigating into a matter - 1+ downtime actions. Each downtime action regulated to investigations into a particular problem may yield information.

Crafting an item - 1+ downtime actions. For each level of crafts that the item is, you must spend a downtime action for that level of crafts.

Casting a simple spell - 1 Downtime action (Magical). By doing this, you may impact other actions depending on how long the duration of the spell is. Casting is done normally.



Casting a ritual - 1+ Downtime actions (Magical). This presumes you're going to cast for a whole day or longer. Each day of casting that you do will cost an additional downtime action.

Enchanting an item with magical properties - 1 Downtime action (Magical). See our magic item creation rules for specifics.

## Influence

Influence actions are now regulated under this new system. Every time you do an influence action, it'll consume a single downtime action, but in return you can perform the same influence action multiple times. Influence is also simplified. When you take the "Use an Influence" action, you may do the following things:

Use a level of influence - Pick a level of influence, and you gain its benefit.

Grow your influence - Pick an influence that you already have some sway with. This puts credit towards growing your name. You must dedicate 3 actions in order for your influence in a category to be increased by one. Influences can only be increased by 1 every month. Additional growth actions are lost.

Watch for Activity - Pick an influence action that you are interested in. This will alert you if someone has used that particular action, but it won't reveal who that individual was. Multiple actions can be spent on the same action.

Follow the trail - This will allow you to follow up with information you have learned in order to find out -who- used their influence.

Hide - Pick an influence action you are performing. This will attempt to obfuscate your intent at what you're doing. Multiple actions can be spent to hide the same action.

Conceal the trail - This will allow you to hide an action you've already performed. This is particularly useful if you've learned that someone or something was watching for activity.

## Backgrounds

### Contacts

Contacts are now used to do the following:

A player may use a single dot of contacts to attempt to try and learn about influence specific plots. They'll throw a simple challenge against a StoryTeller to learn about what's going on. This is used on the game floor

A player may also use a dot of contacts as a "Watch for Activity" action. These do not stack with other Watch for Activity actions.

### Cult

The background of Cult works as follows - For every dot of cult you have, it will reduce the difficulty of the arete challenge for ritual cast spells by one.

## And now: the good stuff (or Here are your Old Man Shoes, or You're a Wizard Harry).

OK, here's how magic works.

**Note that magic in combat requires a round of USING YOUR FOCUS during the turn spent casting.**

### *Casting Modifiers:*

- Already Maintained Effect ( +1 per Two Effects Maintained)
- Avatar Conflict ( +1 – See Avatar Guide)
- Conjunctural Effect ( +1 per additional Sphere beyond the highest )
- Domino Effect ( +1 Per Effect, Maximum of **+3** )
- Fast Casting ( +1 )
- Mage Distracted ( +1 )
- Opposed Resonance Trait ( +1 )
- Surpassing a Necessary Focus ( +3 )
- Casting at a Node ( -1 )
- Taking extra time ( -1 )
- Assisting Resonance Trait ( -1 )
- Item With Subject's Resonance ( -1 )
- Quintessence ( -1 per Trait Spent, Maximum of -3 )
- Using Specialty / Unique / Unrequired Focus ( -1 each, max -3 )

The first challenge is an activation test – this is an Arete-based challenge (and in each of these; the caster wins on ties; ability retests appropriate to the caster's paradigm [with no specialization bonuses applicable]). Secondly, if the effect is against a **character**, an appropriate trait-based test is required (with ability retests and specialization bonuses appropriate to the effect).

Then what? Damage able to be inflicted / what you can do free casting-wise is Level of the Sphere minus 1 unless specified by the rote being utilized.

### **How Do You Do That?**

Sphere abilities will be taken from MET Laws of Ascension, Laws of Ascension Companion, and Hidden Lore, as well as the M20 Core book and M20 "How do you do that?"

If there is a disagreement on a judgment call in allowing or disallowing the use of a particular sphere or sphere level to cast an effect, you may consult an ST after the scene is over, or you may talk to another, separate, non-scene involved ST (when possible) who is free while the scene is being ran if you wish to disagree immediately.

Do not interrupt an active scene to actively disagree with an ST's decision. There may be a particular reason why, or the ST may have made a bad call, but during an active scene the ST is always right. Don't spoil the momentum of a scene to disagree with why you think that a lower

level of a sphere is sufficient to do something you're trying to do. Once the ST in charge of the scene has offered an explanation to your objection and you wish to further air your grievance, consult the HST or another ST who is free and it will be dealt with or feel free to wait and disagree with the ST running the scene after the scene concludes.

## **Reputation**

Reputation is currently a PC enforced mechanic. Staff will remind players of its usefulness, but at this current time, we are following the book rules for how Reputation is supposed to operate.

At the time of this writing, there is an ongoing OWbN Mage plot to re-establish the Horizon Council. If that Council or the following Mage Packet that comes down changes the views or rules of Reputation, they will be reflected in our house rules.

## **indEx Misc.**

### **Avatar Enslavement**

There are a small number of circumstances that can stunt the growth of a mage's avatar. Specifically, ghouled mages and mages involved in Soul Pact with demons. Any mage who becomes ghouled must deal with the effects of avatar addiction. A mage may safely consume a number of blood points equal to his Avatar rating. This is a cumulative lifetime limit. A mage who drinks three blood points has still used up three of his "safe" points even decades later. After that point, the avatar becomes addicted. Mechanically, this means that the mage cannot advance in Arete or Spheres, and may not fuel his personal quintessence at all except through vampire blood. Even worse, the vampiric blood begins to destroy the avatar of the mage after a few years, effectively Gilguling the mage over time. These rules apply even to Mages with the Unbondable merit. For more details, see *Blood Treachery*, pg 77.

Any mage who enters into a Soul Pact with a demon risks enslaving his avatar. A mage may safely enter into Pacts with a final rating equal to or less than his Avatar rating. Once the total of all Pacts exceeds this amount, his avatar is completely enslaved to his demonic patron. Mechanically, the mage may not increase his Arete rating. He can no longer gain Quintessence from nodes, save those that are consecrated to his demonic master. The mage is also incapable of learning any new Spheres except those learned from his demonic patron as part of another Soul Pact. Finally, over a period of years, the demon separates the avatar from the mage, leaving the infernalist with only his Investments. For more details, see the *OWBN Infernalism Packet* and the *Book of Madness (Revised)*, pg 94.

### **This Old Umbra (Changing Umbral Realms)**

Mages in canon Umbral realms cannot fundamentally alter the nature of those realms, although they can temporarily alter their immediate surroundings. For example, a mage in Pangaea could not create a modern building that lasts more than a short while (a few hours more than the duration of the mage's presence at most). In addition, mages should not be able to access the few Garou-only realms:

Wolfhome, Summer Country, and Erebus.

### **Grimoires and Principae**

Grimoire is the general term for any sort of media – from books to traditional oral history chants to complex computer programs - designed to convey the complexities of spheres and/or enlightenment (Arete). There are a number of other names for them depending on faction, etc., but mechanically it is defined here as any creation that gives an experience discount on the purchase of spheres/Arete, and possibly allows the purchase of Arete without a seeking. Principae are a specific type of Grimoire that Awakens the reader if they have sufficient natural potential (usually at least a Willpower of 5 and ST discretion).

Because of the rarity of these items, the difficulty of their creation and the fact that their purpose is to give experience discounts, the existence and use of these tomes require approval. Any such

item must be outlined specifically with what it can teach, and the limitations of who can learn from it based on paradigm.

### **Experience Awards & Costs**

The maximum number of experience points (XP) awarded is 8 per month, regardless of the number of game sessions in a month. You receive 4 xp for each session you attend for at least half of the session.

You may only sign in one character for EXP awards per game. A player may sign-in multiple characters, but only one can be active on the floor at a given time.

Characters may be awarded up to 2 EXP for detailed downtime actions. This means that a player may earn this EXP on multiple characters in a single downtime session.

Rotes in Orlando: Magic Kingdom cost 1 XP per rote purchased, including custom ones.

Backgrounds may be awarded at 0 cost. This award is determined by Staff and must be approved by the HST. Backgrounds are fluid, and may be reduced at any point in time.

Influences may be awarded at 0 cost, using Dark Epic rules.

### **Purchasing Spheres and Learn Times**

Spheres purchased by PCs in OMK require a set amount of time to be spent to learn them. Unless the HST agrees, the time spent learning a sphere begins when you put in to learn the sphere.

It takes a number of 2 x the level you're going to in-game session to learn a new sphere. Your speciality spheres may be learned in half that time.

There are ways to mitigate this. If you have a mentor, you may permanently spend levels of mentor equal to the level of a sphere you're going to, to treat it as if it were a specialty sphere. Library allows you to reduce the number of sessions it takes to learn a sphere all the way down to one game session. Library used this way returns to the PC at the rate of one per game session.

PCs with the Instruction Ability may also act as a Mentor to another PC, provided they already know the level of the sphere the student wishes to go to. The teaching PC spends the Instruction ability on their sheet and the student PC gains the benefits. Instruction returns to the PC at a rate of one per game session. PCs acting as Mentors in this manner should be making sure to get payment for their services.

NOTE: Games that are canceled or skipped do not extend the learning process. PCs will still be given credit for the time spent learning the Sphere.

## **Custom Rotes**

In order for the staff to review a rote for approval your character must have the required spheres for the rote, any rote submitted that you do not have the ability to cast will be denied, or potentially given to an NPC.

## **Node Creation and Growth**

Nodes currently can only be created with a Prime 5 effect. Staff will not consider any other ruling outside of this.

Growing an established Node is a little different. Staff currently will be allowing either a Prime or Entropy 3 effect. However, players must establish what they are doing and how they are doing it. While these may be done in downtimes, staff will still be looking to see what and how you are doing the node growth to see if we agree or disagree with it.

Staff retains the right to refuse any node growth or creation for any reason.

## **Paradox Management**

Paradox can only be blocked or manipulated while inbound. The rote: Paradox Ward and similar effects can diminish and even negate the amount of paradox you receive, but even masters of Prime find it impossible to remove paradox once it has dug its claws into a pattern. Once the paradox is in your pattern the only way to remove it is via the use of a Familiar that can consume paradox or by spending time to allow it to bleed off. Paradox bleed off is 1 point per MONTH in which no additional paradox has been accrued.

## Optional Rules

Any clarification needed on optional rules and backgrounds will be discussed here.

- Chantry: Minimum of 3 people, chantries are created per Laws of Ascension Companion with the addendum: “Every two levels in the Chantry gives it one shared level of one of the following: *Arcane, Destiny, Library, Wonder, Sanctum, Mentor, Allies, Retainers, Cult, Influence, Resources, Fame* or a *Reputation Trait*”
- No Instant Kills (Companion p. 165 – Only For Magically-Based Damage)
- Power Source Separation (Companion p. 172)
  - In general, to know what other supernatural creatures are capable of / how to counter their effects, having the appropriate Lore is a requirement.
  - For more information about what levels of lore are required to know other supernatural abilities or powers and how to counter them, please see ST.
- Using Willpower
  - Using a Willpower before the initial Arete challenge prevents a botch and if successful grants a free grade of success.
  - Using a Willpower after the initial Arete challenge provides a single retest.
- Extended Grades of Success (Companion p. 119 – Useable Outside of Combat Only)
  - Grades may be granted the following ways:
    - In Combat:
      - Willpower Expenditure (1:1, max 1)
      - Quintessence (1:1, Max 3, Req: Prime 4)
    - Out of Combat:
      - Willpower (1:1, max 1)
      - Quintessence (1:1, Max 3, Req: Prime 4)
      - Additional Minute: 1 grade
      - Additional 10-Minutes: 1 grade
      - Additional Hour: 1 grade
      - Full Day: 1 Grade
      - Each Additional Day: 1 Grade
        - Costs 1 Willpower or Rote/Effect to Extend Time Awake
    - Assistants:
      - Each Mage with the Sphere knowledge to cast (1 Arete or 1 Grade).
      - Each Mage who has Rudimentary knowledge in the spheres necessary to cast the effect but does not have the appropriate level will add 1 trait to the arete of the caster



- Every 5 Unawakened assistants (as shown by the Cult background) add 1 trait to the arete of the caster.
  - The progression for grades of success affecting duration are as follows (starting where your rote's base is):
    - 1 = 1 Round
    - 2 = Minute or Conflict
    - 3 = 1 Scene / Hour
    - 4 = 1 Day (To Access Grades of this Level or Beyond, Intent MUST be declared entering the challenge)
    - 5 = 1 Week
    - 6 = 2 Weeks
    - 7 = 1 Month
    - 9 = 2 Months
    - 11 = 3 Months
    - 13 = 6 Months
    - 15 = 1 Year
    - 18 = 2 Years
    - 21 = 3 Years
    - 24 = 5 Years
    - 28 = 10 Years
    - 32 = 25 Years
    - 37 = 50 Years
    - 43 = 100 Years

### **The Common Sense Merit**

This violates the By-Laws. This needs to be changed to the following:

A player's first character in this chronicle may opt to take the Common Sense merit. If they do so, they will also receive a free additional background. Subsequent characters made by that player will not receive this benefit.

### **The Natural Linguist Merit**

A player who purchases the Natural Linguist merit is entitled to double the normal languages given by Linguistics. Please note which languages these are in case you travel to another game that does not honor this rule.

### **Information Overload**

Due to the sheer amount of information provided by magical sights activating multiple sights can be problematic. Should a magus find it necessary to perceive the workings of more than 4

spheres at a time, for more than a minute, they will suffer a one trait penalty for each sphere beyond 4.

## Crafts Rules

Crafting new items takes time, but in return, crafting rather powerful items can certainly grant the users benefits that they wouldn't otherwise have. Listed below is what crafts can do now. NOTE: This list isn't definitive of what you can do.

Crafts 1: Yay, you made the thing. This is standard, out of the book stuff. Nothing special here.

Crafts 2: You may grant an item a +1 Bonus if it gives bonus traits, or remove a negative.

Crafts 3: You may grant an item a special quality instead of a bonus trait or removing a negative. Armor gains a bonus health level, instead of removing a negative trait.

Crafts 4: You can now do both the Crafts 2 and 3 thing. The item also gained the "Attuned" feature.

Crafts 5+: You can do either the Crafts 2 or Crafts 3 action again, or you may add an additional point of damage to a weapon. (Note: If you add a point of damage, the next level of crafts can not be damage if past Crafts 5)

"Attuned" Special Quality - Any item that is considered to be "Attuned" means that the crafter knows their way about the piece of equipment intimately. As a result of having worked closely with the item, the crafter that enchants an attuned item will reduce the difficulty of the enchantment by 1 and is considered to have 2 successes on enchanting the item. Other costs still apply. Attuned items are considered to be Arcane Connections back to their creators.

## Spheres & Rote Specific Rulings

### Rote: Multiple Actions

We are making a change the verbiage of this rote to the following: Grades of Success: If you use Time (only), each grade of success grants one additional action or allows you to affect one other subject or extend the duration.

Other effects that adjust character actions will be reviewed for consistency.

CHANGE LOG

Date	Change	Name	Title
Some time back in 2014	Original creation	J. T. Neilson et. al.	Staff
?	Staff Communication, Reputation, Purchasing Spheres and Learn Times, Node Creation and Growth, Downtime Actions, The Natural Linguist Merit	?	?
5/3/2020	<ul style="list-style-type: none"> <li>● Spelling and grammar check.</li> <li>● Approved the email change for Assistant storyteller</li> <li>● Fixed some formatting.</li> <li>● Moved some sections around for a cleaner feel</li> <li>● Updated the Table of Contents</li> </ul>	Phil Welch	Bookkeeper
5/10/2020	Updated House Rules to reflect new HST and STs Added House rule on Cult - Reflected from Staff Meeting	Kyle Garlow, Todd Rix, J.T. Neilson	HST, ST, W7 HST