

*Orlando: Magic Kingdom
Character Creation Guidelines*

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Thanks to the Contributors:

JT Nielsen: Initial draft of most things.

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Robert Beckett: Grades of Success for Magic

Kyle Garlow: Paradox

Phil Welch: Correcting inconsistencies with Laws of Ascension.

Lakeland: Fear Never Sleeps: Fair Play Policy

Other Governing Documents:

House Rules

Character Submissions Supplement

Backgrounds & Influence Packet

Lore Packet (In progress)

Any necessary approvals required will be highlighted in CYAN.

This document is subject to changes, additions, removals, and other updates without notice. Please consult an ST whenever in doubt and to make sure you are using the most up to date document.

Character Creation

Mages (As per Laws of Ascension p. 75)

You may purchase up to Arete 3, however you may only spend your 6 sphere levels on levels 1 and 2. You may NOT purchase a Disciple level sphere with Freebie points.

- Arete costs Two Free Traits (Arete 3 is the maximum you may start play with)
- Willpower costs Three Free Traits (maximum of 10 Willpower Traits)
- Spheres (first level only) cost Three Free Traits (Any sphere may be purchased freely at character creation, either through your initial 6 spheres or with free traits)
- Choose additional Spheres (Up to 6 total counting the spheres assigned in step 3. As of May 1, 2015; you may ONLY purchase Initiate and Apprentice level spheres at this point.)
- Purchase Merits and Flaws (cost variable)*
- **If creating your character sheet in Grapevine, provide a copy of your sheet at this point with what you purchased for Free Traits in the notes section.**

Step Five: Spend Bonus Experience Points

After Character Creation points, you have an additional 60 points to spend.

Creating a character from **another realm** requires both unanimous ST approval and an appropriate backstory. This may also require Coordinator approval, if this is your intent it needs to be APPROVED before you enter play, so let us know at least 3 weeks before you want to play it.

Currently allowed character types: Mortal (Max traits: 10), Hedge Mage (Max traits: 10), Mage (Max traits: 10 + arete).

**** At this time no other creature type is to be created/housed at the Orlando: Magic Kingdom game.**

Backgrounds, Explanation of Paradigm, and R&U Considerations:

Players are encouraged to submit a background of any length to staff. Backgrounds may be e-mailed to any e-mail address listed above, or handed in writing (pre-typed and also e-mailed is preferred) to any ST on the floor. ST's will read your background and you will be contacted if there are any questions, or concerns. Background stories should include an explanation of the characters magical paradigm; also depending on what is included you may earn merits, flaws, mandatory point expenditures (which will come out of your maximum 60 point award), or items.

You may be denied item approvals based on a lack of a background, or may be required to submit a written background at character creation as justification for certain items requiring approvals. Temporary written backgrounds must be at least 1 paragraph in length. This written background may be temporary as long as you submit a full background to staff within the 1 month timeframe as stated below. If you are told to submit a full background or elaborate on a

background and fail to do so within the time allotted, you may lose your approvals and items may be stripped or you may be told to generate a new character at Staff discretion.

Limits and Caps

Certain Merits and Flaws may be capped at ST discretion. These caps may raise and lower depending on multiple factors. You should typically be informed if you are denied a Merit or Flaw due to these caps. Due to constantly changing factors, these caps are listed on the Facebook group and we attempt to update them on a regular basis.

Certain areas of influence may be capped as a mechanical explanation of the limited amount of influence available in that area for the city. You will be informed of this if you attempt to purchase or grow influence past the limit. Due to constantly changing factors, these caps are not publicly listed.

Under extremely rare circumstances and by ST approval, you may be granted approval to exceed a hard limit, however this almost exclusively requires you to have a well written backstory that would fundamentally disrupt your character concept if you are not allowed the exception to the R&U cap.

Character Traits & Backgrounds

Your attribute trait cap is limited to 10 + your Arete for all attributes.

- Attributes cost 1 XP
- Abilities cost 1 XP
- Backgrounds costs 1XP and may require ST approval (see section later in this document)
- Spheres cost the following for Initiate - Apprentice - Disciple - Adept - Master:
 - Specialty Spheres cost 4 - 4 - 8 - 8 - 12
 - Non-Specialty Spheres cost 5 - 5 - 10 - 10 - 15

Permitted Traditions & Factions (with Specialty Spheres)

Note that no Technocratic Conventions are approved for play by PC characters in this chronicle, and technocratic backgrounds are limited, all factions that are not regulated at an org level are available, however the ones that do not have a specialty sphere are not included in this document for the sake of brevity.

- Akashic Brotherhood (Mind)
 - Jnani (Spirit)
 - Wu Lung (Spirit)
- Celestial Chorus (Prime)
 - Alexandrian Society (Matter)
 - Anchorites (Spirit)
 - Sons of Mithras (Forces)
 - Knights Templar (Forces)
- Cult of Ecstasy (Time)
 - Acharne (Mind)
- Dreamspeakers (Spirit)
- Euthanatos (Entropy)
- Order of Hermes (Forces)
 - House Bonisagus (Prime)
 - House Fortuna (Entropy)
 - House Solificati (Matter)
- Sons of Ether (Matter)
 - Cybernauts (Correspondence)
- Verbena (Life)
- Virtual Adepts (Correspondence)
 - Chaoticians (Entropy)
 - Cypherpunks (Mind)

Independents:

- Hollow Ones (None) [Capped at 3 players max]
 - Councilors
 - Revolutionaries
- Orphans* (Any – See ST if you wish to play this paradigm.) [Capped at 3]

Disparates These require Mage Coord approval BEFORE entering play NO EXCEPTIONS:

- Ahl-I-Batin (Correspondence)
- Sisters of Hippolyta (Life)
- Taftani (Spirit)
- Templars (Forces)
- Wu Keng (Forces)
- Wu Nung (Spirit)

Special Rules / Clarifications for selected Merits:

- Jack of All Trades:
 - Cannot be used as a counter for Martial Arts related abilities.
 - Cannot be used for ANY lores.
 - Approval from the ST running the scene determines if you can use any abilities marked “Requires Approval”.
 - Can be used to retest for an ability you do not otherwise have. This counts as an ability retest, not a merit retest.
 - This merit cannot be used as a merit retest if you have and have already used the appropriate ability. No double dipping.
- Ghoul (Requires approval):
 - Ghoul Discipline must be one of Celerity/Fortitude/Potence, limited to basic disciplines of domitor.
 - Blood Pool is 8 + amount fed by a vampire (up to 5). Ghouls suffer from being bloated when fed 3 or more extra traits.
 - If Embraced (and appropriate approvals are granted), character will have all mage-specific abilities refunded and **must** transfer to a vampire-based chronicle or permanently shelve the character.
- Master of Red Tape:
 - Use of Influence this way grants double the number of actions per period (not to exceed current level of influence) and cannot be hidden via a conceal action (as per Dark Epics) until the next influence period.
- Shapechanger Kin(Requires CB Coord approval):
 - Gnosis (5, 6, or 7 Trait Merit – Prerequisite: Shapechanger Kin Merit – As Per Kinfolk: Unsung Heroes)
 - Shapechanger Kin cannot undergo the First Change within the scope of this chronicle.
- Oracular Ability:
 - Challenge made in-game not at start of game.
- Years of Wisdom:
 - Grants a Free Merit Retest in certain circumstances or situations at ST Discretion

Special Rules / Clarifications for selected Abilities:

- Finance: May be temporarily expended per 2-week period for \$250 per level, or challenged to invest for more profit
 - Investment is \$250*(Level). Investment is all or nothing, you cannot invest a partial amount of your Finance gains.
 - Win = Investment *10 and ability to reinvest
 - Tie = Investment returns without ability to reinvest
 - Loss = Lose investment
- Instruction: Allows teaching of spheres or abilities equal to your ability at that level instead of one lower
 - For example, if you have Instruction x3 and you have Lore: Mage x3 you can teach another character Mage lore at 3 instead of 2.
 - If you have Instruction x3 and another ability or sphere at level 5, you can only teach that ability/sphere up to level 4 (1 lower than your level).
- Politics: Can be used to find out another mages reputation.
- Martial Arts Abilities (as indicated with an †): These abilities cost 3XP per dot and can only be cancelled by other abilities.
- Strategy / Tactics: Provided you provide the ST running the scene with a plan or strategy, all members of the party gain +1 trait to all trait-based challenges, regardless of the amount of dots you have in either ability.
 - The more people benefiting from the bonus, the less detailed the plan has to be, lesser amounts of people benefiting from the ability require more detail to the plan.
 - The ST running the scene has final discretion or determination on if an action violates the plan. Once the ST provides you with his justification, that decision is FINAL.
 - Strategies/Tactics enacted in this way expend a temporary level of the ability.

Number of Languages known with Linguistics Ability

For level n, you know $2^n - 1$ languages. Natural Linguist (merit) augments the N value by 1.

For purposes of demonstration, this table does not factor in Greek or Latin languages known from purchasing the Academics ability. It also does NOT include your native language.

With Natural Linguist, Academics 3, Linguistics 5 and your native language, a player can know a maximum of 35 different languages total.

Level of Linguistics	Languages known beyond your native	Languages known with Natural Linguist
1	1	2
2	2	4
3	4	8
4	8	16
5	16	32

Lore

This list is only Lores that are allowed at character creation.

- Mage (Max 3, any higher is R&U)
 - Conspiracy Theory
 - Covert Culture (Max 1, otherwise R&U)
 - Disparates: Any (Max 1, otherwise R&U)
 - Technocracy (Max 2, otherwise R&U)
 - Traditionalist (Max 2)
 - Tradition: Any (Max 3 for your Tradition/Craft Only, otherwise Max 1)
 - Umbra (Max 2)
 - Wizard [Generalized Mage] (Max 3)
- Vampire (Max 2)
- Werewolf (Max 2)
- Ghosts (Max 1)
- Changeling (Max 1)
- Mummy (Max 1)

PLEASE NOTE: There is a difference between the knowledge you get in lores for an overall creature type.

General knowledge lore may contain false information and cannot get you specific information unless you have a high level of it. A number of dots in the General lore does not equal to the same amount of dots in a specific lore. Consider General lore to be the rumors and superstitious information you've heard in the media about that creature type as opposed to the Specific information, which is exact and completely factual.

General Lore	Specific Lore
Vampire	Kindred
Werewolf	Garou
Changeling	Fae
Ghosts	Wraith
Mummy	True Mummy
Gypsy	Romani
Demon	Fallen
Wizard	Mage
Sorcerer	Sorcery/Hedgemagic
Hunter	Imbued/Hunter

Background Clarifications

Chantry: Minimum of 3 people, chantries are created per Laws of Ascention 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*”