

A. Character Backgrounds

Age

Player Characters

Currently under the age of 18: Mid Approval
Currently under the age of 12: Genre Approval
Awakened under the age of 16: Genre Approval
Awakened under the age of 10: Management Approval

Non-Player Characters

Awakened under the age of 16: Mid Notification
Awakened under the age of 10: Genre Notification

Type

Player Characters

Banishers, Seers of the Throne, Left-Handed Legacies: Genre Approval.
The Mad: Management Approval.
Sleepers, Sleepwalkers: Local approval.
Proximus: Local approval.
Illuminates: Genre approval (Illuminates use normal Proximus character creation rules).

Non-Player Characters

Banishers, Members of Left-Handed Legacies, Members of Legacies, The Mad, Ghosts, Sleepers, Sleepwalkers, Proximi and Illuminates: Local approval
Seers of the Throne, Second Sight Templates: Local approval, Genre notification
Spirit: Rank 1-4 are Local approval. Rank 5 are Genre approval.
Rank 6+ are Genre approval, with Overview notification
Ghost Mages: Local approval, Genre notification
Abyssal Intrusions: Genre approval.
Ananke, the Bound, Morpheans: Genre approval.
Aeons: Reserved for the National Storyteller's Office.

Gnosis

Gnosis 7, 8, 9 and 10 are Genre Approval.

B. Organisations & Factions

Orders

Order Membership

Characters can hold status in multiple orders without restriction. Multiple order membership is rare, however, and as such it is a Genre approval to hold membership in multiple Orders.

Membership in an Order entitles a character to full use of the Order's rote specialities and Order specific rites. Rote specialities are not tied to particular rites (as indicated in White Wolf's books) but instead techniques and particular secrets practised by the individual Orders.

Order Status

Order status functions as per the rules in Mind's Eye Theatre: Awakening, p.118-131, with the exception of the 'Talking About Status' rule, which is not sanctioned. Additionally, the use of the mechanical rules for Increasing and Decreasing Order Status as well as Expulsion, are not in use in the Isles of Darkness Chronicle. The use of praiseworthy deeds and status support and detraction, however, may serve as a guide to approving Storytellers.

Please note that the optional systems for Global Order Status (MET:A p.124) and Repute (MET: A p.125) are sanctioned for use in the UK Chronicle, as written.

Order Status 1-5: Local Approval
Order Status 6: Mid Approval
Order Status 7-8: Genre Approval
Order Status 9-10: Management Approval
Repute 1-2: Local Approval
Repute 3: Mid Approval
Repute 4: Genre Approval
Repute 5: Management Approval

Consillium Status

The Consillium status rules in Mind's Eye Theatre: Awakening (p.126) are sanctioned for play.

Factions

It is not approval to create new factions or join any listed factions, however no character receives any mechanical bonuses for faction membership.

Legacies

Joining a Legacy is Local approval if the character is inducted by a Player Character.
Joining a Legacy is Mid approval if the character is inducted by an NPC.

Creating a custom Legacy is Management approval. Custom Legacies do not require the character to be the creator, but the character is treated as a legacy creator for the purpose of gnosis requirements and attainments. Joining a sanctioned custom Legacy requires the approval of an existing member of the legacy, otherwise normal approval levels apply.

If the character is not a member of the Parent Path/Order, it is one approval level higher.

Leaving a Legacy via any supernatural means is a Genre approval.

Characters with PC Mentors for their Legacy pay 1 XP per month to their Mentor Character for their Second and Third attainments. This is limited to 12 XP per attainment, or a total of 24 XP spent in this manner. This XP may be spent out of normal XP or Arcane XP.

A Mentor may only gain the benefit of this XP if they have actively mentored the student that month. The player of the Mentor must spend a downtime action to teach their student, as per the sidebar on p.404 of Mind's Eye Theatre: Awakening, "Mentor/Apprentice Relationship".

Characters inducted into a Legacy by an NPC Mentor must have the Mentor Merit. NPC Legacy Mentors with their First Attainment are a minimum of 3-dot Mentors. Each additional Attainment requires an additional dot of the Mentor Merit. This means that a Mentor with their Second Attainment is a 4-dot Mentor, and the Third Attainment requires a 5-dot Mentor.

Characters with an NPC Mentor do not pay their mentor XP whilst learning their attainments, that cost is reflected by the purchase of the Mentor Merit.

Additional Legacy Rules

Legacies without a parent Order are considered to have the parent Order of their Order book (if from an Order book) or to have no parent Order.

Austere [Guardians of the Veil]: The Primary Arcanum for this Legacy is Matter.

Awakening Gambit [Adamantine Arrow]:

- Spells hung with En Passant may only be instant cast, not ritual cast.
- The Second Optional Attainment works as per Shifting Sands – including activation, retained damage and detection; but the Mana cost is as per the Attainment write-up.
- The Third Optional Attainment works as follows: The PC can inquire what their dice pool would be for an action instead of taking a number of different actions – 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 Second Optional Attainment as per the Attainment write-up.

The Blank Badges [Free Council]:

- Not a Number fails if it is used to gain status that would be more than Local Approval.
- The Quiet One allows a Blank Badge to deduct the successes drawn from the Paradox severity they are about to suffer.
- Nothing is True, Anything is Permitted adds the Blank Badge's activation draw to the Paradox Test in the same manner as spending Mana for mitigation.

Cryptologos [Free Council]: The Attainments of the Cryptologos do not allow the use of Atlantean as a fully-formed spoken or written language.

Katsinam Suukya [Summoners]: Not sanctioned for play.

Reality Makers [Silver Ladder]: The optional component of the second attainment (Ace up the Sleeve) may only be used once per chapter.

Perfected Adept [Mage: the Awakening]: The Attainments Chi Force and Perfect Body add the character's Life dots to their attributes, not Mind dots.

Threnodists [Legacies: The Sublime]: The first Attainment of the Threnodists requires Investigation 2 rather than "Awareness 2."

The Timori [Banishers]: This is considered a Left-handed Legacy and is only open to Banishers.

Uncrowned King [Mage: the Awakening]: The Attainment Albedo requires Gnosis 5, Mind 3. The Attainment Rubedo requires Gnosis 7 and Mind 4.

Unforgotten Scions [Mysterium]: They are considered a Left-handed Legacy and require Management Approval for PC or NPC use.

Spirits created by Eternal Dreams grow per chapter. The Spirit grows to the rank of the caster's Mind Arcanum minus 1 and cannot exceed rank three. Eternal Dreams cannot be used more than once every three months.

Wraiths of Epochs [Mysterium]: Genre Approval for PCs and NPCs.

Magical Traditions

Joining a Magical Tradition is Local Approval.

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 requirements of “Awakened, Occult 2, Academics or Occult Skill Speciality representing the tradition”, each additional Tradition a character joins increases the Occult requirement by 1.

Custom Magical Traditions which do not confer mechanical benefits are Local approval.

Custom Magical Traditions which confer mechanical benefits are Genre Approval.

C. Spellcasting Rules

Approval Levels

Archmasters and the Imperial Mysteries are Genre approval.

Rote titles that include the name of a Faction are Local approval (Seers of the Throne and Banishers are considered 'Factions' for the purposes of this rule).

Rotes that include an alternative test pool based on an individual Faction are Local approval for members of that Faction and Genre approval for non-members.

Rote titles that include the name of a Legacy, Tradition or other non-Faction groups are Local approval for members of that group and Genre approval for all other characters.

Custom Rotes are Management approval.

Custom rites are Local Approval to learn in game from another player character.

The following bullet point from MET: the Awakening p 198 is not used: “Spells with multiple effects require each effect to be learned as a separate rote. For example, ‘Telekinetic Strike’ can be cast in Forces 3, 4, and 5 versions; each version is a separate rote”. Characters that purchase the base Rote gain access to additional effects as their Arcana mastery increases.

Rotes from the Guardians of the Veil book that refer to the "Perception" Attribute use the Wits attribute instead.

Arcana

The table for the number of targets affected by a spell on page 162 is incorrect. Refer instead to page 149 of MET: the Awakening.

All modifications of a spell that require advanced arcana knowledge are cumulative.

Resistant damage may only be self-inflicted or caused by absorbing paradox. No effect can cause resistant damage in others. Any such effects are converted to normal damage.

Spells to Employ Spirits

A Willpower point is spent for each spirit bound or otherwise controlled. This cannot be recovered until the spell ends or a Willpower dot is spent to release it. Each such spell can only affect a single spirit.

These restrictions not apply if a spell is used in the process of purchasing a Merit such as a Fetish, Familiar or Guardian Spirit.

Instant Spellcasting

Penalties taken by the caster using metamagic effects may not 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.

Extended Spellcasting

When casting an extended spell, the "Damage and Success Limits" rules still apply, the only bonuses to the caster's spellcasting pool that apply in this situation are those from High Speech, Willpower, and an appropriate Demesne.

Dispel/Counterspell

Counterspell and dispel successes are not cumulative within the same combined casting, 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.) to cast a spell, then their character cannot ritually cast such a spell for offensive use. Storytellers may reserve the right to disallow area of effect attacks from being ritually cast to bypass this rule.

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

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.

Ignore the first sentence of the second paragraph on p. 145 of MET: the Awakening. Penalties from Occultation and Fame apply both to all magic.

Relinquishing Control of Spells

The following spells 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.

- Payment in Power (Tome of Mysteries)
- Spirit Pact (Tome of Mysteries)
- Instil Mortality (Tome of Mysteries)
- Pain Harvest (Tome of Mysteries)
- Time Limit (Tome of Mysteries)

Rotes & Paradox Tests.

When undertaking a Paradox Test to determine if the caster has incurred a paradox from a vulgar spell cast using a rote, the player may draw twice and take the higher of the two results.

Specific Rote Alterations:

- Acidic Spatter [Adamantine Arrow]: Not sanctioned for play.
- Activate Police Band [Banishers]: Not sanctioned for play.
- Alien Highway [Banishers]: Not sanctioned for play.
- Annihilate Spells [Banishers]: 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 Journey [Astral Realms]: 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 [Legacies: The Ancient]: This spell is Genre approval to use in any format.
- Bodyguard's Blessing [Adamantine Arrow]: This spell may only change the target of an Aimed spell.
- Bolster Virtue [Keys to the Supernal Tarot]: reserved for the use of the ANST's office.
- Climbing the Tree [Magical Traditions]: This spell is Genre approval to use in any format if Arcane Experience is gained as a result of it's use. This spell may be used for dramatic or information-gathering effect, without the caster gaining Arcane Experience.
- Copy Grimoire [Mysterium]: The Duration of this spell is Prolonged.
- Create Ghost [Mysterium]: This spell is Genre approval to use when cast on a player character.
- Defer Conscience [Adamantine Arrow]: This spell may not be used in conjunction with "Suppress Wisdom".
- Desiccate [Banishers]: This spell is resisted with Resolve + Composure.
- Diplomat's Protection [Silver Ladder]: Not sanctioned for play.
- Dragon's Call [Keys to the Supernal Tarot]: Not sanctioned for play.
- Duplicate [Adamantine Arrow]: Not sanctioned for play.
- Elegua's Notice [Magical Traditions]: Not sanctioned for play.
- False Signature [Adamantine Arrow]: Adding this spell to another counts as a Combined Spell.
- Five-Cycle Spell Theft [Magical Traditions]: Not sanctioned for play.
- Fortify Oath [Adamantine Arrow]: 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) [MET Awakening]: This spell's Duration is Lasting.
- Imbue Animal [Banishers]: Not sanctioned for play.
- Induce Vertigo [Banishers]: Not sanctioned for play.
- Kinetic Ripple [Adamantine Arrow]: The damage inflicted by this spell is not Resistant.

- Know Virtue [Keys to the Supernal Tarot]: Not sanctioned for play.
- Luck Blessing [Magical Traditions]: This spell function as per “Reading the Outmost Eddies” in MET: the Awakening.
- Maintained Sympathy [Astral Realms]: This spell uses real-world sympathy.
- No Exit [Banishers]: Not sanctioned for play.
- Past Life Regression [Magical Traditions]: A subject under the effects of this spell is not denied their surprise test if attacked.
- Pierce Magical Shield [Banishers]: Not sanctioned for play.
- Phased Strike [Adamantine Arrow]: This spell may not be combined with "Ranged Blow"
- Rapid Fire [Adamantine Arrow]: Not sanctioned for play.
- Sacrifice Fortune [Tome of Mysteries]: Not sanctioned for play.
- Scorched Earth [Banishers]: A category 5 Scorched Earth requires the caster to draw twice and take the worst option when making paradox draws to determine the severity of a paradox effect (but not the draw to see if paradox occurs).
- Scour Other’s Pattern [Tome of Mysteries]: Not sanctioned for play.
- Shadow Forged [Adamantine Arrow]: Items created using this spell may not be further enhanced.
- Skeptic [Adamantine Arrow]: This spell provides a -1 to the initial card draw for paradox.
- Spell Cloaks [Tome of Mysteries]: 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 spells 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. If they have reason to believe there is a cloaked spell nearby or are scouring the area for supernatural clues anyway, they can see through the spell cloak by exceeding twice it's potency with their scrutiny successes.
- Spirit Highway [Banishers]: Not sanctioned for play.
- Stammer [Banishers]: This spell is resisted by the targets Composure.
- Steal Body [Free Council]: Not sanctioned for play.
- Supreme Augmentation (Mind) [MET Awakening]: The rote pool for this spell uses Mind instead of Life.
- Temporal Lifeline [Free Council]: Not sanctioned for play.
- Trojan Horse: Not sanctioned for play.
- The Golem [Magical Traditions]: This rote may not create a Golem with a Size greater than the caster’s Gnosis or Matter, whichever is higher.
- Unfettered: Unfettered may be cast as an Improvised or Rote, if cast as a Rote effect it has a pool of Composure + Occult + Fate and is considered a four dot rote.
- Universal Bane [Banishers]: Not sanctioned for play.

- Weaponize Object [Adamantine Arrow]: The maximum equipment bonus this spell can generate is equally to the casters Matter Arcana
- Worst Moment [Banishers]: This spell uses the mechanical variant available, no more than two successes may be 'spent' on any one action.
- Zone of Extremity [Tome of Mysteries]: The spell is changed, so that all actions taken within the zone are subject to the rules '9 again' and 'Double Trouble'.

D. Merits

All merits that are 'Faction specific' in their write up (Banisher only, Order only) may be purchased at Genre approval by non-faction members.

- Astral Adept [Magical Traditions]: Not sanctioned for play.
- Athenaeum [Mysterium]: Genre approval. One per sanctioned VSS. All such merits are under storyteller control.
- Claws of the Abyss [Banishers]: The effects of this merit last a scene.
- Fighting Style: Adamantine Hand [Adamantine Arrow]: Star: This may not be used to combine two detrimental effects on a single target.
- Graduate of Otranto [Mysterium]: Not sanctioned for play.
- Hallow[MET: Awakening]: Mid notification.
- High Speech Extended [Secrets of the Ruined Temple]: Not sanctioned for play.
- Language: Atlantean [Astral Realms]: Not sanctioned for play.
- Library: Each library must be attached to a separate Sanctum merit.
- Mystery Initiation [Mysterium]: Not sanctioned for play.
- Oathbound [Adamantine Arrow]: For the purposes of this merit, players regain Oath points every calendar month.
- Predator's Innocence [Tome of the Watchtowers]: Not sanctioned for play.
- Ractin Strain [Intruders: Encounters With the Abyss]: Genre Approval for player characters. Low for NPCs.
- Scriptorium [Mysterium]: Not sanctioned for play.
- Tabletop Supplement Mana Costs: Merits that require a cost of Mana at a daily rate from a tabletop book instead require the same cost per chapter.
- Talisman of Universal Safety [Silver Ladder]: Not sanctioned for play.
- Whispers [Mysterium]: Genre Approval.

Items

Imbued Items

Imbued items up to 5 dots are Local Approval. Items over 5 dots are Genre Approval.

Enhanced Items

Enhanced items up to 5 dots are Local Approval. Items over 5 dots are Genre Approval.
Items made of Thaumium are 5 dot Enhanced Items, and require Genre Approval.

Artifacts/Imbued Items/Enhanced Items

All custom artifacts are Genre Approval.

Canon artifacts are Genre Approval.

Artifacts with custom mechanics require Management 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 artifacts Legend, and it is relevant to the

challenge.

Enhanced Items can contain effects from the following rites: Alter Integrity , Alter Efficiency , Alter Size , Decreased Size, Armour, Bulletproof, and Durability alterations. Armour is limited to a bonus equal to the caster's dots in Matter.

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.

When creating Imbued Items, Management approval may allow for a mage to increase the number of successes allowed for an extended cast spell (p 148.) These may not be increased by more than 50%.

Specific Items:

Alien Cuffs [Banishers]: Banisher only
Raiment of Return [Adamantine Arrow]: Not sanctioned for play
Translator Chamber [Banishers] Not sanctioned for play
The Truck [Banishers] Not sanctioned for play

Alchemical Items

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

Fetishes

Local approval, all fetishes must conform to the 'Create Fetish' rite and must be used sanctioned from Minds Eye Theatre: Awakening.

No other numina are currently sanctioned.

Fetishes have a cost equal to the rank of the spirit, plus one for every numina it possesses after the first.

All activation rolls for numina use the casters Gnosis+Spirit.

F. Miscellaneous Rules

Arcane Experience

Arcane Experience is sanctioned as detailed on pp. 403-404 of Mind's Eye Theatre: Awakening with the following exceptions:

A Storyteller can award a character a maximum of 2 Arcane Experience per month for the activities detailed on pp. 403-404 of Mind's Eye Theatre: Awakening.

Arcane XP is tracked separately from normal XP, and does not contribute to Earned XP caps but is considered limited as Overcap XP.

Arcane XP can only be spent to increase Gnosis, Arcana or to buy Rites.

Banisher Factions [Banishers]:

The Bonfire, Phageans and Shepherds are common Banisher groups available to VSTs at Low Approval. Though the canon characters are reserved for the ANST'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 ANST's office.

John Maverick and the Panography Movement are commonly known in mundane circles, but their links to Banishers are not.

Banisher Attonements & Merits [Banishers]:

Atonements may only be used by Banishers.

All merits in this book excluding 'Fence' and 'Armoury' are considered 'Banisher' merits and subject to the appropriate approvals.

Cryptopoly Cults [Silver Ladder]:

Cryptopoly Cults: Genre approval, one per domain or sanctioned Awakening VSS. While players may access a cults resources or influence it's direction, Cryptopoly cults fall under storyteller jurisdiction at all times.

High Legalese [Silver Ladder]:

High Legalese: A Silver Ladder PC requires Academics 4, Politics 4 and an Occult specialization in Lex Magica to invoke High Legalese. A PC who is not a member of the Silver Ladder may not invoke High Legalese.

Numina:

Grant Influence Numina [Astral Realms]: Not sanctioned for play.

Seers of the Throne:

Sword of Fury: Each dot in this Prelacy adds a bonus of +3 to the casters spellcasting roll when filling the conditions of the Prelacy.

Prelacies and Seer of the Throne Status are considered 'Seer of the Throne' advantages and subject to the appropriate approvals.

Seers of the rank of Tetrarch and above are Genre approval.

Supernal Summoning [Summoners]:

When 'Concluding the spell' in a Supernal Summoning, the caster may use the MET Optional Rule 'Buying off the Risk' to prevent the spell failing.

Metatron: Genre approval to Summon.

The Harbinger: Genre approval to Summon

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.

Unique Grimoire Rotes [Grimoire of Grimoires]:

All new rotes, legacies and merits in this book can only be learned through Genre approval or through approved plotkits. Additionally, all interaction (including historical interaction) with items from this book is Genre approval. Please contact the ANST: Awakening if you wish to have interaction with items from this book.

It is Genre Approval to improvisationally cast these unique effects.

Summonings From Beyond [Summoners]:

All the listed canon Summonings From Beyond are Genre approval.

Pacts [Summoners]:

All pacts should be designed by the storyteller 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: Local ST consent.

5 to 8: Regional ST consent.

9 to 12: Genre ST consent.

13 or more: Management ST Consent.

Term:

A year and a day: Genre ST Consent.

Epic pacts are Genre approval.

Supernatural Allies:

Characters may purchase spiritual allies at local approval with the oversight of the controlling storyteller for the VSS.

All other supernatural allies are Genre approval.

F. Optional Rules

The following books have sanctioned optional rules in the Isles of Darkness, any optional rules not listed below are considered unsanctioned.

Mage the Awakening: MET.

- Mana Bleed (p.64)
- Global Social Structures (p.124)
- Tie to the Land (p.133)
- Modifying Spell Factors (p.147)
- Don't Point That Thing at My Planet (p.150)
- Relinquishing Control of Spells (p.151)
- Special Spell Factors (p.152-155)
- Paradox Mitigation (p.158)
- Creative Thaumaturgy (p.194-198): Creative Thaumaturgy is only an approval when the effect replicates an effect that is listed elsewhere as being approval (Faction Rotes, etc.), it then replicates the level of approval required for that effect.
- Permanently Altering Fates (p.229)
- Mentor/Apprentice Relationship (p.404): Available for Legacies only (See section B X, Legacies)
- Influences Numina and The Forsaken (p.419)

Tome of the Mysteries

- The Duel Arcane (p.122)

G. Sanctioned Books

- Adamantine Arrow
- Astral Realms
- Banishers
- Boston Unveiled
- Free Council
- Guardians of the Veil
- Grimoire of Grimoires
- Intruders: Encounters With the Abyss
- Keys to the Supernal Tarot
- Legacies: The Ancient

- Legacies: The Sublime
- Mage: the Awakening
- Magical Traditions
- Mysterium
- Reign of the Exarchs
- Sanctum and Sigil
- Secrets of the Ruined Temple
- Seers of the Throne
- Silver Ladder
- Summoners
- Tome of the Mysteries
- Tome of the Watchtowers