

# Mortal 6.0 - US Addenda

## Mo.1.0.03.US, Types

The "venue subtypes" may have certain exceptions from their parent venue (example: Stargazer Kinfolk take *High Approval*.)

## Mo.2.3.05.US, Mana

This background is restricted to Mortals with Sorcery. Each Trait of the Mana Background allows the sorcerer to store a single Trait of Mana for use in his magic and higher levels allow for the expenditure of multiple Mana Traits (to lower casting difficulties) in one turn. A Sorcerer may expend temporary Mana Traits up to half (round up) of their background in a single turn. In order to refresh Mana Traits each sorcerer must engage in some kind of meditative state. Each hour spent undertaking this activity, the sorcerer makes a Simple Challenge (retest with the Meditation Ability). On a win or a tie, the character regains a single temporary Mana Trait.

## Mo.2.4.00.US, Approval Levels for Merits and Flaws

The following Merits and Flaws are *Mid Approval*: Addicted to Vampiric Vitae, Detached, Ecclesiastical Rank (2 points), Poisonous Blood, Potent Blood, Prophecy, Spectre Meat, Supernatural Enemy (3 points), Wurm Tainted.

The following Merits and Flaws are *High Approval*: Double Identity, Ecclesiastical Rank (3 points), Mysterious Guardian, Supernatural Enemy (4 points).

The following Merits and Flaws are *Top Approval*: Fist of God, License to Kill, Supernatural Enemy (5 points), Top Secret Access.

## Mo.2.4.12.US, Wraith Venue and Medium-like Merits

The Merits Shivers, Medium, Ghostsight, and Speaker With the Dead do not count towards the 7-point limit on Merits for Mortals in the Wraith Venue. These Merits must still be purchased as normal.

## Mo.3.0.00.US, Powers

A character typically only has a single Numina Type (example: Sorcery or True Faith), or is of a "venue sub-type" (example: Kinfolk or Revenant). It is *High Approval* to have a second (example: have both Sorcery and Kinfolk, or both Psychic and Theurgy.) The second type et al is limited to a single set power

(a single discipline, an art, etc.). The Powers associated with additional Numina (or "venue subtype") are double cost for free traits and +1 ET otherwise.

### **Mo.3.3.00.US, Bonus Traits**

Generic Numinae effects (especially the Sorcery Paths of Alchemy, Enchantment and Fascination) that grant Bonus Traits are normally, unless otherwise specified, limited to 1 Bonus Trait for Basic effects, 2 Bonus Traits for Intermediate effects and 3 Bonus Traits for Advanced effects. At the cost of a Negative Trait (to be borne by the character for same duration as the Bonus Traits granted by the effect) a *single* additional Bonus Trait may be added to this total. Only one additional Bonus Trait may be gained in this fashion.

### **Mo.3.2.01/02.US, Alchemy, Enchantment**

Using Alchemy or Enchantment to replicate the effect of an item, requires a minimum of the same approval as the item in the Mortals Venue.

### **Mo.3.2.07.US, Summon/Binding/Warding**

Durations for these Paths are changed by the following definitions:

Turn - combat round or, if not in combat, 5 minutes

Story - one month

Grades of success may be used during the casting to increase duration. To make a permanent ward requires the use of Level 6 Warding or the Enchantment Path to make a permanently warded item (ritual for such an item needed).

S/B/W rituals may be cast and "held" per the standard penalties for held spells. The maximum amount of time an S/B/W ritual may be held is one day or until the caster sleeps, whichever comes first.

### **Mo.4.3.03.US, Freeform Rituals**

The US Mortal Venue uses a Freeform Rituals mechanic for Paths of Sorcery. All Sorcery Paths save for Enchantment may use the Freeform Rituals mechanic.

#### **Time**

A Freeform Ritual is time-consuming. While the newly-dynamic sorcerer can now begin to innovate on the patterns established long ago, she must re-tread a lot of old ground and rebuild from the bottom up. As a result, Freeform Rituals take days or even weeks to research and cast. (The chart below presumes

regular daily work on the Ritual and may not be accelerated by any means.) Time required to cast a Freeform Ritual is as follows;

Apprentice: Two days  
Initiate: Four days  
Disciple: Seven days  
Adept: Twelve days  
Master: Twenty days

If the Ritual is not bought as a known Ritual, the sorcerer will have to satisfy this time requirement *with every single casting of the Freeform effect*. During this time period, the sorcerer may not cast any other Rituals, Freeform or otherwise, without ruining the current casting process.

### **Difficulty**

Freeform Rituals are difficult to get one's head around. They hint at a level of fluidity which the semi-static caster instinctively recoils from. The difficulty of a Freeform Ritual may be determined with the following formula:

1. Determine the Ritual's base difficulty (1 for Apprentice, 2 for Initiate, etc.) and add 2 to the result
2. Double the base difficulty +2
3. Add +1 for Vulgar casting or +3 for Vulgar casting with witnesses, if appropriate (calling down a blizzard in August in Tampa, for example)
4. Subtract difficulty for successful teamwork (maximum of -2 difficulty), if any
5. Subtract difficulty for Mana expenditure (maximum of -3), if any
6. Account for Wound Penalties, if any
7. Expend a Willpower Trait (above and beyond any other expenditures normally required for a Ritual of the Path in question)
8. Conduct appropriate challenge