

# Awakening Status Rules

## Introduction

### Abstract

Status is a rather odd trait in the Camarilla chronicle. In tabletop, it is meant to define and describe a larger political world that is almost never developed onstage. When looked at in the context of a LARP such as we have in the Camarilla, however, it's a bit more complicated. Given that there are so many more players in our game, and given that the vast majority of IC politicking happens onstage between PCs, Status must take on an entirely different meaning. Instead of being driven by politics both onstage and off, Status in the Camarilla LARP should drive those politics and help to create the sort of player-driven political movements appropriate to both the setting of Mage: the Awakening and the peculiarities of the Camarilla LARP environment. Instead of being a hindrance to role-play and politics, it should be a tool to help drive both of those things. In order to do that, I have designed this system around the following principles:

- Nimbleness – Status should not be static, but should be capable of moving up and down easily without an excess of bureaucratic hurdles. At the higher levels some oversight is necessary, but the ST chain should be involved only as much as is truly necessary.
- Universality – Status should follow the same basic rules everywhere, so that it means the same thing. There will necessarily be variability of standards between Orders, but even then the ultimate meaning of a given level of status should be equivalent (if not equal).
- Relevance – Status should not simply be a popularity contest. Rather, it should be allocated based upon the values and standards of the Order from which it is derived, so that it is relevant to the characters in that Order.

### How to use this guide

This guide comes in four big parts: the Generic Status guidelines, the Specific Order guidelines, the Ancillary guidelines, and the Errata. The Generic status guidelines cover what is required to be Status [x] in any Order. The requirements come mostly in two parts: experience, and politics. The Experience standard determines if your PC has done enough for his/her Order to be ready for a certain level of status, while the Politics standard determines if s/he is sufficiently accepted by his/her Order to be elevated to that new level of honor and respect. The Specific Order guidelines expand on the Experience standard, defining the sorts of actions and choices that each Order values and thus requires of its members prior to advancement. The Ancillary guidelines cover all the small, secondary parts of the system, like status stripping and some special rules that will go into effect only while the system is being implemented. Finally, the Errata are there to clarify the rest of the system, along with providing some small rules that didn't have a place elsewhere.

In order to determine what status your PC is (or should be), look first to the Specific Order guidelines. Calculate from there how many Deeds your PC has accrued over the course of her chronicle, keeping in mind the limits that are present for accruing certain kinds of deeds. Write that number down, and then look back at the Generic Status guidelines. The maximum status your PC can achieve is based upon that number (as noted in the "Experience" standard for each), though her actual status might be lower than that if she doesn't meet the "Political" qualification for her status. From there, her actual status is determined by who supports her within the Order. This support is given and tracked ICly, meaning that there is no such thing as "secret" status support. Every time your PC attains a new high level of status (meaning they're higher than they've ever been before), some sort of ceremony should follow the promotion. This ceremony should be led by her highest status supporter, and should list the deeds that got her to where she is.

If you want to know how to get from the status your character currently holds to the status they want to hold, you need to do much the same. Look at what Deeds you have, which you need, and then look at the political standard for the status you want. By following these standards, you should be able to attain the new level of status. The only hurdle to watch out for is in defining your Deeds - if you say that a given deed is "major" and a storyteller says that it is "generic," then you may end up not having enough to make the next level of status. So, in cases where deeds are a little murky you should err on the side of caution, and make sure to have a few other deeds to back up the ones you list, if the ones on your list end up not counting as you thought they would. This usually only matters for status 5+.

In addition to this long-form guide, I've put together some shorter web pages for those only interested in the status system as it applies to a given Order. They can be found here:

- [Adamantine Arrow Status](#)
- [Free Council Status](#)
- [Guardians of the Veil Status](#)
- [Mysterium Status](#)
- [Silver Ladder Status](#)

## Converting from the 5-point scale

Converting status from a 5-point scale to a 10-point scale is not simply a matter of doubling the status you have now. Instead, it requires that you work with your ST chain to determine where your PC best fits in. For some this will mean no change at all, while for others it will involve either an increase or decrease in their Status to fit the definitions given in the new system. Here's how it work...

- Players of PCs with Status 1 and 2 on the 5-point scale should talk to their Low Approval storyteller. That ST may then adjust their status to any of the levels that are, under the new system, Low approval (meaning Status 1 to 4). This adjustment is by fiat, and requires no further work in terms of deeds or political support.
- Players of PCs with Status 3 on the 5-point scale should talk to their High Approval storyteller. That ST may then adjust their status to any of the levels that are, under the new system, Low approval (meaning Status 1 to 4), or may adjust the PC to Status 5. This adjustment is by fiat, and requires no further work in terms of deeds or political support.
- Players of PCs with Status 4 on the 5-point scale should talk to their Top Approval storyteller. That ST may then adjust their status to any of the levels that are, under the new system, Top approval or less (meaning Status 1 to 6). This adjustment is by fiat, and requires no further work in terms of deeds or political support.
- Players of PCs with Status 5 on the 5-point scale should talk to the Global Approval storyteller (that is, the AMST-Awakening). That ST may then adjust their status to any level within the 10-point scale (meaning Status 1 to 10). This adjustment is by fiat, and requires no further work in terms of deeds or political support.
- After all Status is adjusted by fiat, there will be a 3-month grace period in which no status changes may occur. During this time, or at any point up to three months after, all PCs with Status 5-10 will need to file notifications for the Status they have. These notifications only need to demonstrate that they meet the standards of the Status to which they have been adjusted at the time the Notification is filed.

## Generic Status Guidelines by Level

### Status 1: "New Member"

- *Equivalent to Status 1, requires Low Approval*
- **Experience:** +0 noteworthy deeds required
- **Politics:** A PC must be ICly inducted by another character of Order Status 3+ to receive this status
- **Note:** Characters must have Status 1 in an Order to gain any benefits from membership in that Order, including Rote specializations, High Speech, merit/Legacy access, rote teaching, and so on.

### Status 2: "Member"

- *Equivalent to Status 2, requires Low Approval*
- **Experience:** +2 noteworthy deeds required
- **Politics:** A PC must gain the support of another character in his/her home caucus with Order Status 3+ to receive this status

### Status 3: "Seasoned Member"

- *Equivalent to Status 3, requires Low Approval*
- **Experience:** +5 noteworthy deeds required
- **Politics:** A PC must gain the support of other characters in his/her home caucus who have 5 or more total dots of Order Status, at least one of which with Status 3+, to receive this status

### Status 4: "Caucus Luminary"

- *Equivalent to Status 3, requires Low Approval*
- **Experience:** +7 noteworthy deeds required
- **Politics:** A PC must gain the support of other characters in his/her home caucus who have 7 or more total dots of Order status, at least one of which with Status 4+, to receive this status

**Status 5: “Caucus Leader / Representative”**

- *Equivalent to Status 4, requires Top Notification*
- **Experience:** +10 noteworthy deeds required
- **Politics:** A PC must gain the support of more than half of the local Order caucus in order to receive this level of status and keep that support to remain so.
- **Other:** Only one PC may hold this position per Order within a given caucus, at a given time

**Status 6: “National Figure”**

- *Equivalent to Status 4, requires Top Notification*
- **Experience:** +12 noteworthy deeds required
- **Politics:** A PC must meet one or more of the following conditions to gain this level of status: receive the support of other characters in his/her home nation who have 12 or more total dots of Order status, at least one of which with Status 6+; have served for three or more months as a Caucus Leader, or 6+ months as a Caucus Luminary

**Status 7: “National Leader / Representative”**

- *Equivalent to Status 5, requires Global Notification*
- **Experience:** +15 noteworthy deeds required
- **Politics:** A PC must gain the support of more than half of the Status 5-7 PCs in his/her home nation, in his/her Order, in order to receive this level of status and keep that support to remain so.
- **Other:** Only one PC per Order may hold this position within a given country, at a given time

**Status 8: “Order Figure”**

- *Equivalent to Status 5, requires Global Notification*
- **Experience:** +17 noteworthy deeds required
- **Politics:** A PC must meet one or more of the following conditions to gain this level of status: receive the support of other characters who have 17 or more total dots of Order status, at least one of which with Status 8+; have served for three or more months as a National Leader, or 6+ months as a National Figure

**Status 9: “Order Luminary”**

- *Equivalent to Status 5, requires Global Notification*
- **Experience:** +20 noteworthy deeds required
- **Politics:** A PC must gain the support of other characters who have 20 or more total dots of Order status, at least two of which with Status 8+, to receive this status.

**Status 10: “Order Leader / Representative”**

- *Equivalent to Status 5, requires Global Approval*
- **Experience:** +30 noteworthy deeds required
- **Politics:** A PC must gain the support of more than half of all other PCs of Order Status 7+ to receive this level of status and keep that support to remain so.
- **Other:** Only one PC per Order may hold this position at a given time

# Specific Order Rules

**Note:** a given action/idea/incident may only be counted **once**, in one category, for one type of deed. Choose the type of deed that is most appropriate.

## Praiseworthy Deeds and Sins Against the Order

In addition to the deeds listed below, there are some generic behaviors that merit praise or scorn regardless of Order. These are listed on pg. 121-123 of **MET: Awakening**. Deeds listed in the "Praiseworthy deeds" chart are considered to be Noteworthy Deeds, in addition to the deeds listed below for each Order. Deeds listed in the "Sins against the Order" chart are considered to be Scornful deeds, in addition to those deeds listed below for each Order.

### A note on Scornful deeds

Many of the scornful deeds listed for the Orders are offenses that *should* warrant the removal of a character from her Order, or may even mandate her death. Being listed as scornful deeds is not meant to *preclude* these punishments, but to augment them. If a character does something scornful, that may in and of itself be reason to trigger a status strip, to kick him out of the Order, or even to kill him. All of those additional actions are *PC-driven*, however, and so the status system does not mandate them directly. IC consequences should follow IC actions, and the status system (as an OOC construct) does not support, mandate, oppose or preclude such consequences.

## Adamantine Arrow Deeds

### Noteworthy Deeds (max of 9)

- Experience in Battle (Banner Warden)
  - The Arrow has fought on the front lines and won out in some conflict of local scale/influence (+1 per conflict; max of 3)
  - The Arrow has put him/herself in harm's way to help save other local Pentacle Mages (+1)
- Logistical Support (Thunderbolt Guardian)
  - The Arrow has provided information or logistical support to other Mages locally, enabling them to better oppose their enemies (+1 per conflict; max of 3)
  - The Arrow has provided training or enabled the coordinated use of tactical assets in local conflicts with enemies of the Pentacle (+1 per subject/instance; max of 3)
- Command experience (First Talon)
  - The Arrow has led other Pentacle Mages in successful conflicts with external foes (+1 per conflict; max of 3)
  - The Arrow has forged a disciplined fighting force out of diffuse, undisciplined fellows (+1 per unit; max of 3)

### Faction Deeds (Member of...)

- *Faction deeds are only available to PCs who are members of a given faction. Deeds from factions other than the one of which a PC is a member do not and cannot count. Faction deeds count as Noteworthy deeds, meaning that they may not surpass the cap of 9 deeds of that type. They are:*
  - The Arrow is publicly known as an upstanding member of one of the Order's major factions (may only be earned once)
  - The Arrow has given and faithfully kept an oath in spite of significant personal cost/risk (The Black Tower) (+1 per oath; max of 3)
  - The Arrow has devised a strategy that has been used to defeat a difficult or entrenched enemy (The Council of Dragons) (+1 per battle; max of 3)
  - The Arrow has defeated an enemy through an act of heroism, even against or without orders (The Crucible) (+1 per enemy; max of 3)

### Major Noteworthy Deeds (cap of 9)

- Seasoned Soldier (Banner Warden)
  - The Arrow has fought valiantly in spite of significant personal cost/risk, and contributed positively to, a battle of national scope and influence (+1 per battle; max of 3)
- Master Logistician (Thunderbolt Guardian)

- The Arrow has created some new tool – be it a rote, item, or something else – that gained national notice and attention as being of great use to the Order as a whole, or has become known as one of the foremost sources of teaching in one of the Order's tried and true tools of conflict (+1 per subject/tool; max of 3)
- Field Commander (First Talon)
  - The Arrow has gained national recognition as an inspiring field commander, having led soldiers to victory against the odds in a battle of national scope/influence (+1 per battle; max of 3)
- Admired Leader (Adamant Sage)
  - The Arrow is ranked among the top two or three in a major field of war or conflict, being sought out for advice in that field by others from across the country (may only be earned once)
  - The Arrow has gained recognition and commendation for employing inventive and effective strategy in command of other Arrows in a battle of national scope/influence (+1 per famous strategy; max of 2)

### **Epic Noteworthy Deeds (no cap)**

- Legendary Soldier (Banner Warden)
  - The Arrow has gained worldwide recognition and fame for valorous, self-sacrificing action in a battle of global significance (+1 per battle)
- Genius Commander (First Talon)
  - The Arrow has become known as a rousing leader, inspiring those in his command to incredible feats of valor and bravery against seemingly-impossible odds. (+1 per famous battle)
- Brilliant General (Adamant Sage)
  - The Arrow has gained worldwide recognition for having the tactical prowess to win seemingly-hopeless battles of global significance, against overwhelming odds, through the use of brilliant strategy (+1 per battle)

### **Scornful Deeds (-1 noteworthy deed per quality met; apply after the cap on generic/major noteworthy deeds)**

- The Arrow is an avowed pacifist (may only be earned once)
- The Arrow is a known oath-breaker (may only be earned once)
- The Arrow is known for showing cowardice under fire (-1 per battle)
- The Arrow is known for issuing frivolous challenges (-1 per applicable challenge)
- The Arrow is known for being focused only/mostly on personal glory and not the greater good (may only be earned once)
- The Arrow is a current or former member of any group considered an enemy to the Pentacle (may only be earned once)

## **Free Council Deeds**

### **Noteworthy Deeds (cap of 9)**

- Volunteer in Battle (Minuteman)
  - The Libertine has volunteered and responded rapidly to help win in some conflict of local/influence against oppressors or proponents of the lie or liberty. (+1 per conflict; max of 3)
  - The Libertine has volunteered to put him/herself in harm's way against threats of a local scale to help save other Pentacle Mages (+1 per threat; max of 3)
- Clandestine Support (Citizen Agent)
  - The Libertine has received local acclaim for providing information, recovered through clandestine means, that supports other Pentacle Mages and enables them to better oppose their enemies (+1 per enemy; max of 3)
  - The Libertine has received local acclaim for being part of a dangerous, clandestine mission that furthers the order's goals (=1 per mission; max of 3)
- Furthering Ideas (Syndic)
  - The Libertine has publicly and visibly defended the merits of liberty, and/or prevented another Mage from infringing on another person's personal freedoms. (+1 per incident; max of 3)
  - The Libertine has successfully changed local Consilium policy in a way that reflects the beliefs of the Order as a whole, such as lobbying for an important piece of policy to be decided by a general vote. (+1 per change; max of 3)
- New Avenues (other deeds)
  - The Libertine has successfully overturned the *status quo* in some positive way by advocating new ways of thinking or new courses of action (+1 per idea; max of 3)
  - The Libertine has helped to uplift humanity by giving them new technological gifts that increase their potential to fight against oppressive, supernatural forces or the strictures of the Lie (+1 per invention; max of 3)

### **Faction Deeds (Member of...)**

- *Faction deeds are only available to PCs who are members of a given faction. Deeds from factions other than the one of which a PC is a member do not and cannot count. Faction deeds count as Noteworthy deeds, meaning that they may not surpass the cap of 9 deeds of that type. They are:*
  - The Libertine is publicly known as an upstanding member of one of the Order's major factions (any faction; may only be earned once; PC may thereafter benefit from Noteworthy deeds in that faction. This deed does not expire after any length of time.)
  - The Libertine has forcibly removed an influential sleeper from their comfort zone and this dramatic shift has inspired a spark of creativity that has led to a 'true creation'. (The Wrights) (+1 per incident; max of 3)
  - The Libertine has devised a course of action for the future based on lessons of the past. (Yesterday's Tomorrows) (+1 per idea; max of 3)
  - The Libertine has invented new technology or discovered a new way to blend magic and science into a single device and has then used that new tool to improve the lives of Sleepers. (The Cutting Edge) (+1 per invention/discovery; max of 3)
  - The Libertine has used resources it has siphoned from the financial world in order to effect positive economic change (The TELM Trust) (+1 per instance; max of 3)
  - The Libertine has stole/bought or otherwise acquired restricted information and distributed it to the population at large, be it mages or Sleepers.(The Open Source Movement) (+1 per incident; max of 3)
  - The Libertine has destroyed oppression, especially that of the lie. (The Freedom Fighters) (+1 per victory; max of 3)

### **Major Noteworthy Deeds (cap of 9)**

- Seasoned Militia (Minuteman)
  - The Libertine has gained national recognition in the Order for responding effectively to a dangerous conflict, contributing positively to it at significant personal cost (+1 per conflict; max of 3)
- Celebrity Spy (Citizen Agent)
  - The Libertine has received national recognition for clandestine actions, and is treated as a minor celebrity among other Libertines. (+1 per action; max of 3)
- Revolutionary Thinker (Syndic)
  - The Libertine has gained national recognition for being the proponent of a revolutionary idea that has seen widespread implementation within his home nation (+1 per idea; max of 3)
- Trusted Leader (Strategos)
  - The Libertine has earned the trust one or more assemblies so that the individual Libertine is empowered to utilize a significant part of the order's power, without the need for democratic oversight or debate. (+1 per assembly; max of 3)
- Revolutions of Thought (other deeds)
  - The Libertine has significantly advanced the cause of human liberation by changing the way that issues are conceived, or problems are solved, on a national level. These solutions can be political, psychological, or technological in origin. (+1 per issue; max of 3)

### **Epic Noteworthy Deeds (no cap)**

- Legendary Militia (Minute Man)
  - The Libertine has gained global recognition in the Order for responding effectively to an incredibly dangerous conflict, contributing positively to it at great personal cost (+1 per battle)
- The Next James Bond (Citizen Agent)
  - The Libertine has become globally known for his clandestine missions that succeeded against seemingly-impossible odds. (+1 per mission)
- Master Debator (Syndic)
  - The Libertine has gained global recognition for being a principal actor in the global implementation of a revolutionary idea within the Pentacle (+1 per idea)

### **Scornful Deeds (-1 noteworthy deed per Scornful Deed; apply after the cap on generic/major noteworthy deeds)**

- The Libertine is known to be tolerant of the Lie, oppression, or hierarchy
- The Libertine is a known oath-breaker
- The Libertine is known for oppressing Sleepers or other Awakened (-1 per incident)
- The Libertine is known for using their position and status to stop the freedom of ideas, people or information

- The Libertine is known for being focused only/mostly on personal power and not the greater good
- The Libertine is a current or former member of any group considered an enemy to the Order (including the Guardians of the Veil)

## Guardians of the Veil Deeds

### Noteworthy Deeds (cap of 9)

- Masque of the Teacher (Emissary)
  - The Guardian has convinced other mages to not cast vulgar magic by their presence, deeds or actions. (+1 per instance; max of 3)
  - The Guardian has convinced other Mages of the Exoteric tenets successfully, or successfully kept the Esoteric tenets from public view when they might have been spread outside of the Order (+1 per instance; max of 3)
- Masque of the Labyrinth (Cultor)
  - The Guardian has created a section of the labyrinth that is self sufficient. (Can generate enough income, and new membership with the further investing of resources by the order) (+1 per section; max of 3)
  - The Guardian has quietly extinguished a self-sufficient section of the labyrinth in such a way that the sleepers involved in that section of society do not seek vengeance or garner ill will towards the Guardian. (+1 per section; max of 3. Labyrinth sections must be at least 3 months old to apply.)
- Masque of The Shepherd (Epop)
  - The Guardian has guided a newly awakened through the veils, or if not ready, to a different Order. (+1 per Mage; max of 3)
  - The Guardian has coordinated efforts of other Mages (especially Guardians) on a local level, resulting in the thwarting of a local conspiracy against the Pentacle (+1 per conspiracy; max of 3)
- Masque of the Spy (Susceptor)
  - The Guardian has acquired and shared information with others, resulting in the thwarting of a local Conspiracy (+1 per conspiracy; max of 3)
  - The Guardian has significantly diminished the authority and power of a local leader. (+1 per leader; max of 3)
- The Reviled (Interfactor)
  - The Guardian has held the office of Interfactor without being discovered. (may only be earned once)

### Faction Deeds (Member of...)

- *Faction deeds are only available to PCs who are members of a given faction. Deeds from factions other than the one of which a PC is a member do not and cannot count. Faction deeds count as Noteworthy deeds, meaning that they may not surpass the cap of 9 deeds of that type. They are:*
  - The Guardian is an upstanding member of one of the Order's major factions (any faction; may only be earned once)
  - The Guardian has successfully impersonated another person, real or fictional, long enough to further the order's agenda, and without being discovered.(The Faceless) (+1 per persona; max of 3)
  - The Guardian has successfully kept the Mysteries and from reaching those the faction deem unworthy. (The Inheritors) (+1 per instance; max of 3)
  - The Guardian has gone on sabbatical and for the entire allotted has engaged in no "Cloak and Dagger" operations of the Guardians nor cast any magic beyond the practice of Knowing, Unveiling or Shielding. (The Messianics) **needs work**
  - The Guardian has overcome a significant challenge thanks to their strong mind and body, without the aid of magic. (The Ordeal Keepers) (+1 per challenge; max of 3)
  - The Guardian has kept another Mage's secrets long enough to use it as leverage against another Mage. (The Prophets) (+1 per incident; max of 3)

### Major Noteworthy Deeds (cap of 9)

- Masque of the Cult Leader (Cultor)
  - The Guardian has significantly contributed to the creation or controlled destruction of a labyrinth that has garnered national influence. (+1 per labyrinth; max of 3)
- Masque of the Spymaster (Epop)
  - The Guardian has coordinated efforts of other guardians on a national level that has allowed them to uncover and thwart a national level conspiracy. (+1 per conspiracy; max of 3)
- Masque of the Infiltrator (Susceptor)
  - The Guardian has acquired important information about a national level conspiracy and helped in efforts to thwart it through covert action. (+1 per conspiracy; max of 3)
- Lesser Masques (other deeds)

- The Guardian has infiltrated another Order while keeping their guardian allegiance a secret. (may only be earned once)
- The Guardian has significantly diminished the authority and power of a National leader, without turning them into a martyr in the process. (+1 per leader; max of 3)

### Epic Noteworthy Deeds (no cap)

- Conspiracy Theorist (Cultor)
  - The Guardian has significantly contributed in the construction and maintenance, or controlled destruction, of a Labyrinth that has garnered global influence. (+1 per Labyrinth)
- Global Spymaster(Epopt)
  - The Guardian has coordinated efforts of other guardians on a global level that has allowed them to uncover and thwart a massive, global conspiracy. (+1 per conspiracy)
- The Unknown(Susceptor)
  - The Guardian has significantly diminished the authority and power of a Global awakened Leader. (+1 per leader)

### Scornful Deeds (-1 noteworthy deed per quality met; apply after the cap on generic/major noteworthy deeds)

- The Guardian is widely/publicly known to be or have held the office of Interceptor.
- The Guardian currently holds the office of Interceptor. (This Scornful Deed goes away when the office changes hands)
- The Guardian is known by other Guardians for twisting the wheel.
- The Guardian is known for unwittingly helping enemies of the wise, i.e. Banishers, Seers, Left handed mages. (-1 per instance)
- The Guardian is a known member of either the Legion or Basilidean Hersey
- The Guardian has revealed the Esoteric tenants to Mages outside of the order. (-1 per instance)
- The Guardian has been discovered as a member of the Guardians of the Veil while impersonating a mage from another order or apostate. (-1 per instance)
- The Guardian has ousted other agents of the Guardians to other members of the pentacle (-1 per instance)
- The Guardian is known for releasing paradox.

## Mysterium Deeds

### Noteworthy Deeds (cap of 9)

- Glorified Grave Robbers (Acquisitor)
  - The Mystagogue has found occult lore and artifacts that are not in reputable awakened hands and brought the knowledge to an Athenaeum. (+1 per incident; max of 3)
  - The Mystagogue has become known for exploring a location of occult importance or investigated a strange phenomenon. (+1 per site; max of 3)
- The disliked (Censor)
  - The Mystagogue has coerced another mage into giving them information leading to the reclamation of dangerous knowledge. (+1 per incident; max of 3)
  - The Mystagogue has amassed all the traces pertaining to a particularly dangerous magical knowledge, or dangerous magical item and then kept other mages from that knowledge until it could be delivered to an Athenaeum. (+1 per incident; max of 3)
- Local Scholars (Savant)
  - The Mystagogue is known locally for mastering a topic of significance or local important, and is considered to be an expert in the field (+1 per topic; max of 3)
  - The Mystagogue has received note for uncovering new sources of knowledge, or has made a breakthrough regarding another Mystagogue's work. (+1 per incident; max of 3)
- Protector of the mysteries(Curator)
  - The Mystagogue has set up an Athenaeum and made it safe, ready to hold the important knowledge of the Order (may only be earned once)
  - The Mystagogue has become a sought-after advisor to other Mages in the local Consilium, as a mentor to others or *theonom* for rituals of the Order (+1 per incident; max of 3)
  - The Mystagogue has worked to build his/her Athenaeum into something of utility and importance to the Order (+1 per 3 months work; max of 2)

### **Faction Deeds (Member of...)**

- *Faction deeds are only available to PCs who are members of a given faction. Deeds from factions other than the one of which a PC is a member do not and cannot count. Faction deeds count as Noteworthy deeds, meaning that they may not surpass the cap of 9 deeds of that type. They are:*
  - The Mystagogue is publicly known as an upstanding member of one of the Order's major factions (any faction; may only be earned once)
  - The Mystagogue has worked with sleeper archeologists to uncover lost artifact, lost magical knowledge, or a lost magical item (The Archaeomancers) (+1 per incident; max of 3)
  - The Mystagogue has devised the defenses of an Athenean, Scriptorium, or other stronghold of Magical knowledge, and those defenses have been found to be secure after testing.(The Archivists) (+1 per 3 months work; max of 3)
  - The Mystagogue has achieved notice for developing an interesting new way of using an Arcanum, or created an inventive new magic item(The Bricoleurs) (+1 per incident; max of 3)
  - The Mystagogue has founded a 'cult' whose teachings have helped Mages or Sleepers along the path of enlightenment. (The Egregori) (+1 per 5 cult members recruited; max of 3)
  - The Mystagogue has discovered the existence of an artifact, grimore, or other piece of awakened knowledge in the possession of a Sleeper, and then recovered it. (The Reclaimantis) (+1 per incident; max of 3)

### **Major Noteworthy Deeds (cap of 9)**

- Seasoned Archaeologist (Acquisitor)
  - The Mystagogue has become nationally known for exploring of occult importance or a investigated strange phenomenon. (+1 per incident; max of 3)
- Leader of the field (Savant)
  - The Mystagogue is nationally known for mastering a topic of occult importance, and is sought after for his expertise in that field (+1 per topic; max of 3)
- Great Organizer (Curator)
  - The Mystagogue has used his connections and pull within the Order to help organize a response to a threat of national scope or importance (+1 per threat; max of 3)
- Scholarly protector (Censor)
  - The Mystagogue is noted across the nation for his uncanny ability to get back dangerous lore/items that should be, but is not, in the hands of the Mysterium (+1 per incident; max of 3)

### **Epic Noteworthy Deeds (no cap)**

- Indiana Jones (Acquisitor)
  - The Mystagogue has become internationally known for exploring locations of occult importance or for investigating strange phenomena (+1 per incident)
- Foremost Expert (Savant)
  - The Mystagogue is the foremost expert in the Mysterium on some aspect of the Sophiad, and is sought after by other experts for his insight (+1 per aspect)
- Global leader (Curator)
  - The Mystagogue has gained a reputation of being able to pull the Global Mysterium together in a time of crisis. (+1 per incident)

### **Scornful Deeds (-1 noteworthy deed per Scornful Deed; apply after the cap on generic/major noteworthy deeds)**

- The Mystagogue is known for destroying a piece of Awakened knowledge, dangerous or otherwise, for any reason. (-1 per incident)
- The Mystagogue is a known oath-breaker.
- The Mystagogue is known for losing magical knowledge to another Order or the Seers when it could be prevented. (-1 per incident)
- The Mystagogue is known for not seeking proper compensation for knowledge given, or for being otherwise unreasonable in sharing his information (-1 per incident)
- The Mystagogue is a current or former member of any group opposed to the Pentacle.

## **Silver Ladder Deeds**

### Noteworthy Deeds (cap of 9)

- Earning your robe(Factotum)
  - The Théarch is a noted and sought-after expert in Awakened law and Pentacle tradition (the deed may only be earned once)
  - The Théarch has earned acclaim for arguing a case in front of a Lictor or Ruling Council in a well-organized manner. (+1 per case; max of 3)
  - The Théarch has played a significant role in in crafting and/or implementing a Consilium Charter/Lex based upon the precepts of Gold Law and Atlantean tradition. (+1 per charter/lex; max of 2)
- Arbitrates the Law (Lictor)
  - The Théarch has earned a reputation for being a fair Arbitrator of the law (may only be earned once)
  - The Théarch has resolved a dispute between local mages that all sides agree to uphold (+1 per dispute; max of 3)
  - The Théarch has been sought out by Consilii other than his own to help solve their disputes (+1 per dispute; max of 2)
- Spreads the Law(Claviger)
  - The Théarch has organized a Least or Lesser Convocation (+1 per Convocation; max of 3)
  - The Théarch holds a position of influence within the local Consilium (Herald, Councilor, Provost, or something equivalent) (+1 per position held for 3+ months; max of 3)
- Practices the Law (Other deeds)
  - The Théarch has convinced other Mages to live by the Elemental precepts (+1 per incident; max of 3)
  - The Théarch has played a significant, positive role in the awakening of another Mage. (+1 per Awakening; max of 3)

### Faction Deeds (Member of...)

- *Faction deeds are only available to PCs who are members of a given faction. Deeds from factions other than the one of which a PC is a member do not and cannot count. Faction deeds count as Noteworthy deeds, meaning that they may not surpass the cap of 9 deeds of that type. They are:*
  - The Théarch is publicly known as an upstanding member of one of the Order's major factions (any faction; may only be earned once)
  - The Théarch has garnered and effectively used significant, secular power. (The Powerbrokers) (+1 per incident; max of 3)
  - The Théarch has inspired a congregation of sleepers to get in touch with their spirituality as a means for enlightenment. (Theurges) (+1 per incident; max of 3)
  - The Théarch has found a new or inventive use of Magic, and has assimilated that new understanding as a step on the road to Archmastery (The Ascended) (+1 per idea; max of 3)

### Major Noteworthy Deeds (cap of 9)

- Seasoned Evangelist (Claviger)
  - The Théarch has had a major part in organizing a national effort to practice the Elemental Precepts (+1 per effort; max of 3)
- Master Craftsman (Lictor)
  - The Théarch has settled a case between two or more mages outside of his home consilium, and has gained national recognition for it. (+1 per case; max of 2)
  - The Théarch has retired from being a Lictor after training a successor, who then goes on to distinguish him/herself as a competent Lictor. (may only be earned once)
- Master Statesman (Deacon)
  - The Théarch has gained national recognition for playing a significant role in organizing a Greater or Extraordinary Convocation. (+1 per convocation; max of 3)
- Strong of Spirit (other deeds)
  - The Théarch was Hierarch of a Consilium that hosted a major gathering of Regional scope or better, and law and order were maintained throughout the event (+1 per event; max of 2)
  - The Thearch has been Hierarch of his consilium for over six months, and his rule has been well-received by most of the consilium's members. (may only be earned once)

### Epic Noteworthy Deeds (no cap)

- Legendary orator (Claviger)
  - The Théarch has made great strides toward Hieraconis, leading large efforts to move society toward shaking off the Sleeping Curse (+1 per incident)
- Genius Judge (Lictor)

- The Théarch is called upon by Mages from around the world, being tasked as mediator in conflicts of national or greater scope (+1 per conflict)
- Brilliant Statesman (Deacon)
  - The Théarch has organized mages of all Orders on a global level, and has made significant steps towards the creation of an awakened nation. (+1 per step)

**Scornful Deeds** (-1 noteworthy deed per Scornful Deed; apply after the cap on generic/major noteworthy deeds)

- The Théarch is known to be oppressive to Sleepers, or to otherwise take steps to deprive his fellow man of his rightful place
- The Théarch is a known oathbreaker.
- The Théarch is known for not believing or being able to explain the elemental precepts
- The Théarch is known for being lazy, or lacking ambition.
- The Théarch has lost a position of power after being publicly shamed (-1 per position lost)
- The Théarch is a current or former member of any group opposed to the Pentacle, Hieraconis, or the idea of an Awakened Nation (including the Guardians of the Veil or the Free Council).

## Ancillary Rules & Systems

### Status Stripping

PCs may attempt to demote other characters from a Status level they currently hold, if they feel that the character thus targeted is not worthy of the position. The following method is used:

Status strips must be announced ICly before the relevant Order body (local caucus, national forum, global forum), and must conclude no more than 1 month after they are announced. Support for and opposition to the strip must also be announced publicly. The strip is handled OCly by the target's character's presiding storyteller. The total points of Order status, after counting all blocking status, must meet or exceed double the amount required to gain the listed level of status (or double the amount of the inducting/promoting PC in the case of Status 1/2) for the strip to succeed. PCs stripped of Status 1 are removed from their Order entirely. Once stripped, a PC cannot regain their former status level (or any higher status level) for 6 months. Finally, at least 50% of the support for a status strip must come from within the target's area of concern – from within the target's home caucus if they are Status 1-5, or from within their home nation if they are Status 6-7. Once a PC is stripped of a given level of Status they then drop to the last level of Status they held that wasn't Status 5, 7, or 10.

### Expulsion from an Order

Some deeds are sufficiently heinous that they merit a Mage being expelled from his/her Order. When this happens, other characters can initiate a special kind of status strip designed to reduce an Ordermate's status from whatever it is to 0 in one step. This is exactly like a status strip, except for two differences. One, the net status in support of the strip must equal or exceed 10 times the target Mage's current status. Two, the strip **must** have the support of another Mage of the Order with Status 5 in the target Mage's home caucus, Status 7 in the target Mage's home nation, or Status 10 in the same Order. This Mage is responsible for actually revoking the target's credentials in the Order, and for seeing to it that they return all items or lore of special import to the Order.

If a PC is removed from an Order entirely, the player must file Approvals to keep any Order-specific traits and knowledge that remain after the expulsion is complete.

### Status Change Moratorium

Beginning immediately after the new system is put into effect (via the March 2010 addendum), a three month moratorium on non-conversion status changes will go into effect. This means that no *new* applications for status increases, and no new status strips, may be undertaken for three months. Applications in the DB at that time will be processed as normal, as will status strips currently ongoing. Any applications sent up despite the ban will be denied without further justification, as will all strip attempts. During this period, the vast majority of all status changes should be due to the conversion process from a 5-point scale to a 10-point scale. Additionally, during this period notifications will need to be filed by all PCs with Status 5+ on the 10-point scale in order to keep the status to which they have been reassigned. All PCs who fail to do this will drop to Status 4 at the end of the 3 month period. These notifications should follow the guidelines laid out elsewhere in this document.

# Errata

## General Guidelines

The following definitions and guidelines should be kept in mind when considering the rest of the status system:

- Every Status level is an IC achievement. As such, there should be some ceremony and public announcement whenever a PC first rises to a new pinnacle of status. Such a ceremony should list the noteworthy deeds of the character, as well as all of his/her IC support, be led by his/her highest Status supporter(s), and conform with any guidelines or suggestions laid out in relevant source material. If some of the deeds are clandestine, or potentially problematic if spoken of too candidly, then the deeds can be spoken of only in general terms with no specific details being mentioned.
- At VST discretion, the political requirements for Status 2-4 may be waived. This should only be employed in circumstances where the political requirements are impossible to meet, due to small venue size or other such problems.
- New PCs can enter play with up to Status 2 in any Order. The deeds requirement may be fulfilled by claiming up to 2 deeds in background, and the political requirement by an historical induction/promotion ceremony held by NPCs. Deeds claimed in backstory must be generic noteworthy deeds, and expire 1 year after a PC enters play.
- A "home caucus" is the body of PCs of a given Order that resides in a given character's home VSS. The home caucus for traveling PCs is the city in which they have permanent residence, or failing that, the city in which they spend most of their time. NPCs, while a part of an Order caucus, do not count toward a PC's support totals when calculating status increases/strips.
- "Order Status," when referenced below, refers to Status within a character's own Order. Status support from PCs of other Orders has no effect on a PC's political standing within his/her own Order.
- A PC's Equivalent status is used to determine access to traits, powers, or titles normally restricted by Status (provided those restrictions are based on a 1-5 scale, such as it used in *Tabletop Mage: the Awakening*). This includes the mechanical bonuses of status (e.g. bonuses to social draws made toward other characters of the same Order).
- A Notification for Order Status must only include sufficient information to assure that all relevant guidelines have been met. No other information must be entered on any such application, unless otherwise specified by your ST chain. These Notifications may be denied if, in the opinion of the ST chain, relevant guidelines have not been met.
- If a PC ever ceases to meet the standards for their current status (such as by dropping below the required number of Deeds, or losing necessary support if they are Status 5/7/10), then they immediately drop to the next lower level that is available to them.

## What is a "Deed"?

Deeds are one of the cornerstones of this status system. Basically, they are the things your PC does that show him to be (or to not be) an upstanding member of his Order. But not everything counts. There are certain limitations and guidelines to keep in mind...

- A maximum of two generic Deeds can come from your character's background/backstory. The rest have to come from actions taken in game.
- Generic and Major deeds earned in-chronicle have an expiration date. Generic deeds cease to count after 1 year, while Major deeds cease to count after two years. This means that you PCs not only have to work to attain high status, they have to *keep working* to keep it. This does not apply to your first/last two generic deeds - these stay with you, so that once your PC attains Status 2 they do not drop below that level unless actively demoted.
- Deeds are generally only granted for actions that have some significant risk, effort, praise, or sacrifice involved. The actions taken need to *mean* something, either to your PC or to his Order, in order to be counted as significant to his Order status.
- The ST chain is the final arbiter on what, how, or if something counts as a deed. Usually, Major deeds will involve interactions of a National scope or scale (so that you can usually ask your ANST-Awakening if something counts), while Epic deeds will involve interactions of a Global scope or scale (so that you can usually ask the AMST-Awakening if something counts).
- Many kinds and categories of deeds have limits. For instance, only the three most recent battles your character has fought in will count as Generic deeds in the Arrow, while only the first nine Generic deeds will count at all. This keeps someone from repeating the same action thirty times, and requires that as you go up in status you start to take more and more risk/burden on yourself. It also encourages diversity, rather than over-specialization, though I admit it makes the system a little more complicated.

## What is "Support"?

In the past, "status support" has been defined in a number of ways. Sometimes it was tallied ICly among PCs, other times it was tallied OCly among players, and still others it was a mix of the two. Support in *this* system is entirely in-character. That means that support must be given ICly, in a vocal manner that the rest of the relevant Order body can see, in order to count. Detraction must also be given vocally and in public, in order to count against a PC going for a new level of status. This support can be gained in any manner a supporting PC or their Order deems fitting, including a trade of favors or through contests like the Duel Arcane. The important fact is that support cannot be given OCly, and cannot be given in secret. When promoting a PC to a new level of Status, it is expected that their supporters will be listed and that the foremost among

them will be conducting the promotion ceremony, so that it ought to be plainly clear on whose backs PCs rise and fall through the ranks of their respective Orders.

Support totals are *net*, not gross. That means that all status deduction points are subtracted from the total number of supporting status points before the final tally is made. This should happen prior to the promotion ceremony. If it does not, then the detracting PCs should instead begin a status strip according to the rules given elsewhere.

## Frequently Asked Questions

*Q: I don't understand. This is clearly a complex system.*

- Well, yes. It is a bit. It is my hope that the political stuff will start to become intuitive, with time, and that the experience part will be stuff that folk are already doing, anyway. The complexity hits you the first time you read it, but I think that with a little time it will start to get simpler and easier to understand (especially since the first five levels are all Low approval, and thus up to your VST to adjudicate).

*Q: What about these "noteworthy deeds"? What are they, and how do they work?*

- That's the Order-specific part of the program. Here, a given PC's experience and track record within their own Order will be used to determine how far up they're ready to go in their Order's political hierarchy. So, a Libertine will have to have acted like a Libertine - pushing for the adoption of democratic governance, fighting the lie, trying to create genuinely innovative things - in order to advance within the Free Council. Similarly, a Guardian will have to have acted like one, in order to be eligible for higher status in the Guardians.

*Q: Why isn't there a Regional level in your system? Why does it go from Local to National to Global?*

- Because it's designed for Global implementation. Most places outside of the USA don't have a Regional level of play. It will be up to the USA if they want a Regional level (though I have drafted up some optional rules for it), or if they think that the venue within the USA is ready for it.

*Q: One of the big problems with the current system is lack of definition. At the lower levels (2-4) the system still lacks definition, and it doesn't seem like there's much difference between the levels. Why is that?*

- In talking with various VSTs, they said that they would prefer I give some levels of status to local play. This would enable local politicking, and enable them to have a more vibrant status game within their domains. In order to encourage that sort of play within domains outside of the USA, and as a compromise to leave room for a possible Regional level of play in the USA, I decided to put the first 5 levels up to (mostly) local use and have lots of discretionary room in the middle to allow individual PCs to rise and fall in the status ladder as politics works toward/against them over time. The distinction between a Status 2 and a Status 4 will be mostly meaningless outside of their home caucus, though within one's own caucus the difference ought to be pretty clear.

*Q: Why the focus on individual caucuses?*

- Because one thing that source indicates is very important is the politics of the local caucus. It's clear that politics extends beyond that, but the day-to-day experience of most Mages is in dealing with their local friends/foes. So, I chose to design a system that made local politics very important, even so much as to have them impact National/Global politics in their own way. It also enables relatively insular venues to have a voice in National politics if they want to, without requiring each and every one of them to get involved.

*Q: But what if you're the only PC in your area of your Order? Do you automatically get promoted to Status 5?*

- Assuming that you have the right number of noteworthy deeds, you can vote for yourself in a one-man election and take the position pretty easily. It's not easy to do that, though, and if anybody else of your Order joins your city you'll have to get them on board or else lose the requisite support to hold onto Status 5.

*Q: But wont that make it easier for some people to advance than others?*

- Yes, it will. That's something I want folks to take IC, and something that hopefully will create some interesting role-play.

*Q: What are the responsibilities and powers of each level of status?*

- That will vary from Order to Order. This is the generic scheme, but (for instance) a Deacon will be very different from a Syndic, even though they are both in charge of their respective caucuses, and might have numerically equal status in their respective Orders. Most of this will and should be handled ICly.

*Q: What about Repute?*

- I'm working on that. It will be released separately.

*Q: Why are all five Orders now a democracy? Why the voting for Status 5, 7 and 10?*

- That's not entirely true. It stipulates that one must have majority support of the local / national / global community to become a leader thereof, but it doesn't specify how that support is gained. It could be through a trade of favors, through the duel arcane, through trial by combat, or any other mechanism deemed appropriate by the PCs involved. Since there is a definite community involved in making the decisions, though, it provides an apparatus for determining how to gain such majority support as well.

*Q: Why notification for levels 5-10 and not approval?*

- Because it's my feeling that, provided with objective guidelines, there isn't a need for special ST approval. If the system is abused, you can bet that it will *become* approval... but I want to trust you all, and so I don't think it wrong to invest a little faith in you by stepping back from the process of allocating status as much as possible.