

# SLEEPWALKERS

*Somnambulism (●● to ●●●●●)*

**Note:** This version of the Sleepwalker Merit is optional, meant primarily for chronicles in which multiple players portray Sleepwalker characters and for Storyteller characters that don't need to be quite as "gifted" as most Sleepwalkers. If the Storyteller does not wish to make use of this Merit, she is under no obligation to do so.

**Effects:** Your character has at some point undergone a world-altering experience, whereby she has gained a certain level of sensitivity to the supernatural and has integrated into her psyche. She has broken away from the Quiescence but has not fully Awakened. She might not even know the truth of what she is. Those details are up to the player and the Storyteller.

This Merit does not measure how much the character knows, nor does it measure a character's relationship with Awakened Society. (Merits like Allies on p. 114 of the **World of Darkness Rulebook** are better indicators of that.) The principle benefit of gaining the Somnambulism Merit is that the Sleepwalker now is in tune with the Mystical energies of Mana. They may store a maximum number of points of Mana equal to their dots in the Somnambulism Merit, and may spend it at a rate of 1 every turn. Sleepwalkers, however, are restricted in the ways they can accumulate Mana. If a Mage permits, they can perform an oblation at a Hallow (sometimes unknowingly) to gain a single point of Mana per day (irregardless of the Hallow's rating), they may consume edible forms of Tass for the Mana therein, or a Mage skilled in the Prime Arcanum may pass Mana on to them.

Beyond this, the Somnambulism Merit represents how far the un-lidded eye has opened, and what benefits (and drawbacks) the character receives. Dots in this Merit purchase special traits and effects similar to an Awakened magic. The effects of this Merit are cumulative: a character with Somnambulism ●●●●● receives all of the benefits listed below.

**Third Eye (●●):** The character possesses an instinctive understanding of the occult. She is able to discern intuitively when something she encounters has true mystical significance. In this way she is able to sort out the portentous omens as sooth from the ramblings of the delirious or deceptive. She can read ancient texts and recognize when they carry true enlightened meaning, even if she does not truly understand their import.

**Lifting the Veil of Unreason (●●●):** The character is truly aware of the supernatural, they have witnessed, experienced it and accept it as real. The character no longer susceptible to Disbelief. She can witness vulgar or improbable magic without increasing the chances of paradox. At this level the Sleepwalker can only use her pool of Mana to heal her injuries. To do so she must meditate for 3 consecutive turns and spend a single point of Mana at the end of it to heal one point of damage. This is always the rightmost injury in the health bar.

**Sixth Sense (●●●●):** The character's mind is now tuned into the supernatural and can perceive active supernatural powers just as Mages do. Their hair stands on end or something feels wrong or unusual whenever the encounter active supernatural powers. This power functions similar to the Unseen Sense Merit described on p. 109 of the **World of Darkness Rulebook** except that it relates to any and all active supernatural powers. Furthermore, the Sleepwalker can now spend Mana to activate contingent powers of Imbued Items or released spells that require Mana as a trigger.

**Sorcerer's Apprentice (●●●●●):** Some Sleepwalkers hover on the threshold of Awakening, open to the mystical realities around them signed their name onto one of the Five Watchtowers. In essence these are people who are perhaps nearing their journey, or went on a journey and failed to sign their name. Not all journeys are successful, but this does not mean they cannot take another journey at a later point. Sleepwalkers with this Merit, at Storyteller discretion, may undergo the process of Awakening in play.

At this point a Sleepwalker has developed a sufficient connection to the Supernal Realms that she can understand Atlantean Runes and High Speech, utilize Artifacts and even begin training of Mudras, and in this way learn Rotes. By learning Rotes, she is incapable of spellcasting herself, but may participate in group rituals for the Rotes she knows. As such, she may act as an assistant to the group ritual and successes from her dice roll are added as bonuses to the group ritual leader's spellcasting roll. Lastly, the Sleepwalker may spend her Mana and channel it into active Spells, as part of a group ritual, and into Artifacts, activating any contingent powers they may have.

**Drawbacks:** Exposure to the supernatural weighs heavily on those who are not truly Awakened. A Sleepwalker's mind can only handle the strangeness of the World of Darkness for so long before the mind begins to crack. Any time a Sleepwalker character might receive a derangement due to mental stress or exposure to magic, the player receives a -1 penalty to the Resolve + Composure roll. If the character has Somnambulism ●●●●●, the penalty is -2.

Sleepwalkers are also especially susceptible to Sympathetic connections. Any spells that use a Sleepwalker to gain a sympathetic connection are not penalized in situations where the True Name is not known. Because of this, and because of their gifts and abilities, Sleepwalkers are attractive pawns in the shadow war between the Exarchs and Oracles. Not only are they perfect as right hand assistants for the Magi, but they are potentially weak links in their security. The Exarchs are known to utilize Sleepwalkers in a way that sabotages other Mages, tainting their Mana or using them as sympathetic connections to direct powerful and deadly magic, or even just to spy.

## *Proxima (●)*

**Note:** This version of the Proxima Merit gives the version listed in **Mage: the Awakening** a mechanical benefit specific to this modification.

**Effect:** Your character has a magical heritage. One of his ancestors might have been permanently enchanted with Life magic, or encountered a spirit or other supernatural entity that enchanted him such that his progeny have a tinge of magic about them. He might have come from a long line of Awakened mages, an inheritance that seems destined to breed true. Proximi are valued by some mages because they are believed to have a greater chance of Awakening than common Sleepers, but they are sometimes resented as hindrances and fifth wheels. *The Proxima Merit is only available at character creation.*

Since Proxima is an inherited trait, that might not depend on being a Sleepwalker a character may purchase it without the Sleepwalker Merit, however without the Sleepwalker Merit it has no mechanical benefits, but may allow for the purchase of the Sleepwalker Merit without the usual in game requirement of exposure to the occult. In story terms, the Sleeper's own Quiescence mutes the power of their Proxima heritage, and is only realized upon becoming a sleepwalker. The in-game benefit of the Proxima Merit are as follows.

Characters with the Merit may purchase the Somnambulism Merit at half the normal cost and may add 1 to their maximum pool of Mana.