

Vivat Regina

Character Creation

Introduction

This is (re)creation for characters in Vivat Regina. System have changed to a build on Gumshoe, so existing PCs must be converted / recreated.

Old system **Skills** convert to new system **Abilities**. In most cases obviously, some with a rename, some rolled in to other abilities. Others will be swept into **Background** that will cover in Narrative. If you note such in your old character then add a narrative Background description that covers. This is **important**. Narrative Background has potentially wide ranging impact, as you all know from other games.

The old Characteristics, Derived Characteristics, Aspects are not part of the new system so may be dropped. If some particular Aspects you want to keep, expand upon in Background. I may change my mind about Aspects in the future and reintroduce them under a different guise.

Abilities

Abilities are Skills by another name.

Ratings and Pools.

Every **Ability** has a

- **Rating** - how good you are at that thing.
- **Pool** - points that begins at the **Rating** value, and can be used in game to take action or discover / influence.



Investigation Abilities (IA)

These enable you to gather information, influence outcomes, and generally drive the game forward. Any rating in an IA shows a level of professional competence or natural talent. If you have an IA relevant to the task in hand then you will gain information or overcome obstacle with use of the relevant ability pool.

General Abilities (GA)

These help you survive the world. They differ from IAs in that they will provide points to alter dice rolls - more points you put in the better the dice roll. Don't put in enough or any, and there is risk of failure of the action at hand. Again, the rating defines the size of the pool for each GA.

Actions will have 'difficulties' assigned by GM, that will alter the 'success' role needed with a particular GA. The Player may add points from that GA's Pool to their dice roll to exceed the 'success' roll.

Magick Abilities¹ (MA)

Magickal Abilities are special **General** Abilities (GA) above. Build points for **Magickal** Abilities come from the pool of **General** Ability (GA) build points above.

These help you survive the mystical and occult, although no God fearing man should be concerned with such. They are much the same as GAs and provide points to alter die rolls, the more the better the roll. Not enough and there is a risk of failure of the Magickal action undertaken. The same as GAs, the rating defines the size of the pool for each Magical ability.

But of course it's more complicated than that: See **Magick System Details** for how this all works, or look under MA's below for more detail to think about while creating characters with Magick abilities.



¹ The planetary Magickal Abilities are based on (and vastly simplified from) the Heptarchia Mystica system developed / discovered by John Dee. Heptarchic Magick depends on knowledge of the Heptarchs or Angelic Entities governing the seven planets and their influence.

GA, IA and MA Points for Character Creation:

- **IAs** = 24 points.
- **GAs** = 65 points.
- **MA**s = Come from the GA points creation pool.

You do not have to spend all points - spares can be kept until sudden recollection of an ability not previously noted during game time clarifies them into permanency.

How many points?

What does *good* look like?

GAs: 1-3 points suggests it's a sideline; 4-6 points and it's a solid set of skills; 7+ is dedicated professionalism that is obvious to everyone who sees you in action. **BUT** don't forget your highest **General Ability** rating can only be **twice** the next highest.

IAs: 1 point means you have a solid knowledge of the subject; 2-3 points indicates a professional knowledge; 4 points indicates a significant experience and practical expertise.

MA's: As GA's, but also see below for links and implications to other abilities that may colour your thoughts on what *good* looks like for Magick.

What does *bad* look like?

GA: a zero value implies a certain feebleness in that area e.g. A **Health** of just 1 leaves the character on constant verge of needing the attentions of the Barber-Churgeon and a course of Leeches. No rating in a GA means that you cannot roll dice for that ability, so automatically fail. Note a remaining pool of zero points still allows you to roll against that ability, just not add points to that roll.

IA: You must have a positive **rating** to gain information or influence from it. A zero **pool** will still allow useful knowledge to be gained even without additional points to gather or influence additionally.

MA: If you wish nothing to do with this dubious practice, then points are better spent elsewhere on more earthly and frankly useful things. No points spent in Magick, like any other ability, implies a lack of any capability. Undoubtedly just as God Intended

Recommended:

GAs:

- You may want to put points in **Health** and **Stability** just for survival.
- Perhaps **Shooting, Scuffling, and Weapons**, too.
- **Athletics** should not be neglected.

IAs:

- It may be worth a point in **Status** to avoid sleeping with the animals, but see the **Status** table. Anything more than 4 will need a thorough explanation to the GM, and comes with **Obligations**.

Magickal Abilities - more implications on what *Good* looks like:

- **Magickal** abilities are special **General** Abilities.
- Build points for **Magickal** abilities come from the pool of **General** build points.
- The first rating point in any **Magickal** ability costs **5 build points**; after that, build points for that ability and for all other **Magickal** abilities become rating points as normal.

Pool points use is more flexible for **Magickal abilities**. Their use interacts with other **Abilities** so may influence where you place other Ability points.

Using a **Magickal** ability is like any other **General** ability use: roll a die, add any points you spend, and compare the result to the Difficulty. However:

- You must spend at least 1 point from your relevant **Magickal** ability pool, such as Jupiter, Sun, Mars, etc..
- BUT different **Magickal** Effects within each **Heptarchic** Ability have different **minimum** spends as follows.

<i>Effect</i>	<i>Minimum Spend</i>
<i>Invocation, abjuration</i>	1
<i>Divination, obfuscation</i>	2
<i>Alteration, restoration</i>	3
<i>Domination, liberation</i>	6
<i>Creation, destruction</i>	9

If you have insufficient points in the relevant **Magickal** Ability pool, you can spend points from *other* pools instead, at the following ratios of spent pool points to effective points added to the die:

- **Secondary Magickal** ability: 1 pool point spent equals 1 effective point. Note each **Magickal** ability has a “secondary” ability listed on the ability table, as the **Heptarchs** share responsibilities over their planetary spheres.
- **Other Magickal** abilities: 3 pool points spent equals 2 effective points.
- **Alchemy, Astrology, Language (Enochian), Mathematics, Occult Studies, Theology**: 2 pool points spent equals 1 effective point.
- **Architecture, Art-Making, Craft, Performance**: 3 pool points spent equals 1 effective point.
 - You **MUST** describe how you involved your **Artistic Ability** in preparing or casting the ritual.
- **Health, Stability**: 4 pool points spent equals 1 effective point.
 - You **MUST** Describe the specific debility, madness, or injury you court or cause yourself to prepare or cast the ritual. These points do not refresh until the end of the adventure.