

Now a trauma surgeon at Tulane Medical Center, Genevieve has an ample supply of the fear she needs to subdue her hunger without compromising her integrity. She is keenly aware, however, of the knife's edge of her existence, and another catastrophe will empower her demon beyond her control. As a doctor, as someone who fights her vampiric nature, Genevieve fears that day, knowing its inevitability.

GENEVIEVE BA

MANTLES

Despite the urgings of her demon, Genevieve has not killed anyone during a feeding, so she remains a White Court Virgin (p.156). In addition, she also bears the mantle of the Medic (p.128).

ASPECTS

High Concept: VAMPIRIC HEALER

Trouble: AT MY CORE, I AM A MONSTER

Other Aspects: IVY LEAGUE EDUCATION;
RAISED BY A DOCTOR; ON ALERT FOR
THE NEXT CATASTROPHE

APPROACHES

Good (+3): Focus

Fair (+2): Haste, Intellect

Average (+1): Flair, Guile

Mediocre (+0): Force

STRESS & CONDITIONS

Stress: 11111111

In Peril (sticky): 4 p.117.

Doomed (lasting): 6 p.117.

Indebted (sticky): □□□□□ p.117.

Hungry (sticky): □□□□□ p.156.

Vampire Heritage (special): ☒ p.156.

Medical License (special): □ p.128.

WHITE COURT VIRGIN STUNTS

Emotional Vampire: p.167.

Vampiric Physique: p.165.

MEDIC STUNTS

First Aid: p.129.

Medical Care: p.129.

Psych Rotation: p.129.

*A focus on psychology is an
unusual choice for a surgeon.
But very apropos for a phobophage.*

- CHAPTER FOUR: CREATURES OF FREEPORT -

ASPECTS: TUMOR GIVEN LIFE; FOUL STENCH; VIOLENT WHEN ROUSED

SKILLS: Good (+3) **Dexterity**, **Wisdom**; Fair (+2) **Constitution**;
Average (+1) **Strength**; Mediocre (+0) **Charisma**;
Poor (-1) **Intelligence**

STUNTS: *Coated in Acid:* Anyone who touches a pwalg is COVERED IN ACID.

MELEE ATTACK: Bite (+1, Strength), normal damage and the target is COVERED IN ACID.

RANGED ATTACK: Acid Squirt (+3, Dexterity), normal damage and the target is COVERED IN ACID.

PHYSICAL DEFENSE: Deceptive Grace (+3, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

+1 mild mental consequence

RAVENOUS ZOMBIE

Most zombies are mindless creatures, little more than automatons to be directed by their creators. Rarely, though, an animated carcass retains faint memories of its former life and is consumed by an overpowering need to fill the emptiness of its existence by consuming the fresh brains of living creatures. Ravenous zombies are hard to control and shuffle about in a feeble attempt to perform the normal tasks they did in life.

ASPECTS: THE HUNGRY DEAD; MEMORIES OF LIFE; STRENGTH OF DEATH

SKILLS: Good (+3) **Constitution**; Average (+1) **Strength**; Mediocre (+0) **Wisdom**; Poor (-1) **Dexterity**; Terrible (-2) **Intelligence**, **Charisma**

MELEE ATTACK: Grab and Bite (+1, Strength), normal damage and the target is GRABBED

PHYSICAL DEFENSE: Shuffling Gait (-1, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

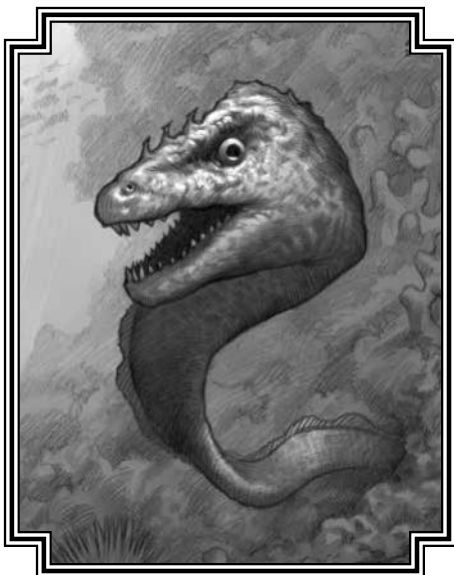
+1 mild physical consequence

REEF EEL

The reef eel is an aquatic predator, growing as large as seven feet long. It has a narrow, ribbonlike body and pointed head armed with a mouth full of vicious teeth. Reef eels hunt small fish at night and spend their days lurking in cracks and crevices in the reef. Their lairs are seldom wider than their bodies and they back into them, leaving their head facing outward. If disturbed or threatened, a reef eel can lunge forward and bite with great speed.

ASPECTS: PREDATORY EEL; VICIOUS

SKILLS: Good (+3) **Dexterity**;
Average (+1) **Strength**,
Wisdom; Mediocre (+0) **Constitution**; Terrible (-2) **Intelligence**, **Charisma**



CRAWLING CLAW

Crawling claws are severed hands infused with necromantic energies. Employed as guardians, assassins, and queerly as pets, these disgusting undead creatures scuttle about like spiders, scurrying toward their prey and choking the life from them.

ASPECTS: UNDEAD SEVERED HAND; MINDLESS AND BODILESS; CHOKE THEM!

SKILLS: Mediocre (+0) **Strength, Dexterity**; Poor (-1) **Intelligence, Wisdom, Charisma**; Terrible (-2) **Constitution**

STUNTS: ***Necromantic Senses:*** The crawling claw doesn't rely on most senses to perceive its prey. It's immune to anything targeting sight, hearing, smell, or taste, but can still perceive creatures normally through a necromantically amplified sense of touch. It can be "blinded" by foiling its sense of touch.

Smite Fallen: When the crawling claw attacks a prone or helpless creature with Strength, it does so at a +2 bonus.

MELEE ATTACK: Choke (+0, Strength)

PHYSICAL DEFENSE: Scuttle (+0, Dexterity)

PHYSICAL STRESS: The crawling claw is taken out by a single hit

MENTAL STRESS: ☐

DEADWOOD TREE

Before the fall of the serpent people, spirit lizards (see page 79) inhabited the great trees of Valossa's jungles. When the cataclysm struck, the trees were slain along with most other living things. A few spirit lizards, however, were trapped inside their dead and dying trees, fusing with them by the warping influence of the Unspeakable One. These became the first of the deadwood trees.

Driven by an insane hatred of living things, they attack without warning and fight until they or their victims are destroyed.

ASPECTS: MURDEROUS INSANE TREE; HUGE AND CLUMSY; KILL THE LIVING

SKILLS: Fantastic (+6) **Strength**; Great (+4) **Intelligence, Constitution**; Good (+3) **Wisdom, Charisma**; Poor (-1) **Dexterity**

STUNTS: ***Enormous:*** A deadwood tree is really big. It can attack anything in its zone or an adjacent zone.

MELEE ATTACK: Massive Branch (+6, Strength), normal damage and the target is KNOCKED DOWN

PHYSICAL DEFENSE: Hardened Bark (+4, Constitution)



- CHAPTER FOUR: CREATURES OF FREEPORT -

A chemical golem is a massive man-shape sack of fluid that prowls about in search of living creatures to destroy. The fluid that constitutes their forms is a deadly mix of toxins, acid, and foul chemicals that are lethal to those that encounter the stuff.

ASPECTS: LIVING ACCIDENT OF ALCHEMY; DULL-WITTED; GOLEM RAMPAGE!

SKILLS: Fantastic (+6) **Strength**; Great (+4) **Constitution**; Mediocre (+0) **Wisdom**; Poor (-1) **Dexterity**; Terrible (-2) **Intelligence**, **Charisma**

STUNTS: **Rupture:** When the chemical golem takes a physical consequence, it ruptures. It may make an immediate Constitution attack against anyone within arm's reach of it; anyone hit by the attack takes normal damage and is SOAKED IN CHEMICALS. A golem that is taken out might also rupture, depending on the nature of its defeat.

Breath Weapon: The chemical golem can spend a fate point to spew chemicals on everyone in its zone. This is a Constitution attack versus Dexterity. Anyone hit takes normal damage and is SOAKED IN CHEMICALS.

MELEE ATTACK: Fist (+6, Strength), normal damage

PHYSICAL DEFENSE: Unfeeling Body (+4, Constitution)

PHYSICAL STRESS: □□□□

MENTAL STRESS: □□

+1 mild physical consequence

CORPSE FLOWERS

This Flowering Plante runs counter to the normal Practice of its Fellowes that put forth pleasing Smells and provide sweet Nectar to attract Bees and other Insectes. So Contrary is its

Nature that its Scent is deadly Poison, even to those who Breathe but a Little. In the Places where it is founde, the Plante is invariably surrounded by the Corpses of those Unfortunate Creatures it has poisoned, which in their turn attract Greate Cloudes of Flies and other Verminne, which seem themselves to be immune. The Stenche of Deathe that rises from these Victims is stronger even than the Deadly Scent of the Plante that killed them, and gives warning not to approach.

*—Beastes of Ye Farre Landes,
by Edmund Smallpiece*



The dreaded corpse flowers grow in the deep jungles of A'Val and other islands of the Serpent's Teeth. While often confused with more mobile plants, the corpse flower is indeed mindless and cannot move. It has broad, shiny leaves and colored flowers that grow to the height of a tall man. Everything extends from its squat trunk that grows several feet in diameter. Generally, these plants are ringed

CORE STUNTS

Evocation: As a wizard, you can cast magical spells comprising the five elements: fire, air, earth, water, and spirit. In game terms, you may perform any of the four basic actions with spectacular magical effects such as defending with a shield of ice or creating an advantage by shifting earth beneath the opponent's feet. Your actions may have scale (page 182) at the GM's discretion. If desired, push yourself to increase the spell's effect as follows:

- ⊛ Check a stress box for +1 or two boxes for +2 on any one magical action. You may check only two boxes at a time.
- ⊛ Mark **Exhausted** to add +4 to any single magical action or to attack multiple targets magically without dividing your roll (page 190).
- ⊛ Mark **Burned Out** to gain +2 to all magical actions for the rest of the scene or, if **Exhausted** is already checked, to attack multiple targets with magic without having to divide your roll.

These benefits are cumulative: if you mark two stress boxes and both conditions, you could do a single magical action at +8, and then have +2 to all magical actions for the rest of the scene.

Thaumaturgy: You excel at ritual magic (page 168). Add +2 to the preparation roll for any ritual.

Soulgaze: When looking someone directly in the eye for more than a few seconds, you peer into their soul and they likewise see into yours. The exchange manifests itself as a cryptic vision. Make an Intellect roll, opposed by their Intellect roll; the winner learns one concrete, useful piece of information about the other individual, or two things if they succeed with style. On a tie, each person learns something. These things can be advantages with a free invoke at the GM's discretion.

ADDITIONAL STUNTS

White Council Membership: As a member wizard in good standing, once per session, you may contact the White Council to request assistance. The GM determines what aid, if any, is given and the cost thereof. If the favor is great, the GM may impose the **Indebted** condition with multiple boxes checked; you must recover from the condition before again using the White Council Membership stunt.

Warden (requires White Council Membership): You have the mandate and authority to track down and mete out lethal justice to those who violate the Laws of Magic (page 78). Take +2 to attacks against anyone designated a sorcerer by said violation(s).



ADDITIONAL STUNTS

Divine Defender: Once per session you may elect to suffer the outcome of any attack inflicted on any character in your immediate presence, preventing it from befalling them. This harm is taken at the same value as the original recipient and you may not roll a separate defense.

Sacrificial Blow: Mark the **Doomed** condition to inflict an immediate, indefensible 6-shift hit on an opponent. You may use Sacrificial Blow at any time during a conflict or in conjunction with an attack, adding the six shifts to the value of the attack. **Doomed** must be fully recovered before repeating this stunt.

Barrier of Faith: Once per session, designate a zone as protected by a shield of faith. Anyone wishing to inflict harm within that zone must first overcome an obstacle versus your Force or Faithful approach to enter or leave the zone. Ranged attacks from outside the zone are not prevented.

The Voice of God: Once per session, you may permit the Heavenly Host to speak through you to a specific target; the GM will inform you of the nature of the message. This stunt grants a +4 bonus on any social action against the stunt's intended recipient.

Holy Aura: Once per session, you may declare an immediate Faithful attack against any demon-aligned being who touches you. This attack does not count as your action for the turn. You must be **On a Mission from God** to use Holy Aura.

Silver Sword (requires Warden): You possess one of the silver swords of a Warden, crafted especially for you and enchanted with a counterspell that unravels mystical protections such as wards and defensive spells. To use the counterspell, roll an applicable approach against an approach of the practitioner who created that enchantment. The sword also provides +2 to active defense actions against evocation. (Note the term *active*; simply holding the blade offers no such protection.)

Evocation Specialist: You have employed an evocation so well that its execution is practically reflexive. Select one element, one approach, and one action (for example, a Force wind attack) and add +2 whenever attempting that precise combination. The stunt may be taken multiple times but not for the same combination.

Enchanted Item: You always have in your possession a useful item, either a potion or other magical gadget. Once per session, you can use this item to create a stunt effect on yourself. Work with the GM to determine the specifics, but typically this will not grant more than a +2 bonus to a single roll, or a +1 bonus to specific rolls throughout a scene. A particularly powerful item might also require you to spend a fate point to activate it. You can give your item to someone else if you wish. You may take this stunt multiple times; each time allows you to use this stunt an additional time per session.

Loremaster: As a scholar of arcane lore and magical theory, once per session you may declare that you are able to read obscure text in a mysterious language or determine the specific nature of a ritual upon seeing the precise location whereupon it was cast.

Combat Wizard: You are well versed in using magic in battle. Gain two stress boxes explicitly for the purposes of enhancing evocations, thus these stress boxes may not absorb attacks.

Duelist Wizard: You specialize in fighting other wizards. Once per session, when opposing another wizard, you may immediately inflict a 2-shift hit on any defense when your action succeeds with style.

Arcane Investigator: With GM permission, gain +2 to a simple overcome roll when casting a thaumaturgic spell specifically for the discovery of information.

Wanderer of the Ways: Your advanced knowledge of the Nevernever's Ways enables rapid travel. Once per session, you may conveniently arrive in a scene in a manner and time of your choosing without consideration of time or distance.

Ritual Specialist: Gain +1 to the preparation of one broad category of magic (summoning, curses, necromancy, and so on). You may take this stunt multiple times for different categories but may not take any category more than once.

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QUICK REFERENCE

DICE RESULTS

Result = Dice Roll + Approach Bonus
+ Bonuses from Stunts
+ Bonuses from Invoked Aspects

OUTCOMES

Versus Opponent's Result or Target Number:

- **Fail:** Your Result is lower
- **Tie:** Your Result is equal
- **Success:** Your Result is higher by 1 or 2
- **Success with Style:** Your result is higher by 3 or more

SETTING TARGET NUMBERS

- **Easy Task:** Mediocre (+0)—or success without a roll.
- **Moderately Difficult:** Fair (+2).
- **Extremely Difficult:** Great (+4).
- **Impossibly Difficult:** Go as high as you think makes sense. The PC will need to drop some fate points and get lots of help to succeed, but that's fine.

ACTIONS (P.104)



Create an advantage:

- **Fail:** For a new aspect, don't create the aspect, or do but your opponent (not you) gets a free invocation. If the aspect already exists and you know about it, no benefit. If you were not aware of it, you may discover it but the opponent gets a free invoke.
- **Tie:** Get a boost if creating new aspect, or treat as success if looking for existing.
- **Succeed:** Create or discover the aspect, and get a free invocation on it.
- **Succeed with Style:** Create or discover the aspect, get two free invocations on it.



Attack:

- **Fail:** No effect.
- **Tie:** Attack doesn't harm the target, but you gain a boost.
- **Succeed:** Attack hits and causes damage.
- **Succeed with Style:** Attack hits and causes damage. May reduce damage by one to generate a boost.



Defend:

- **Fail:** You suffer the consequences of your opponent's success.
- **Tie:** Look at your opponent's action to see what happens.
- **Succeed:** Your opponent doesn't get what they want.
- **Succeed with Style:** Your opponent doesn't get what they want, and you get a boost.

THE LADDER

- +8 **Legendary**
- +7 **Epic**
- +6 **Fantastic**
- +5 **Superb**
- +4 **Great**
- +3 **Good**
- +2 **Fair**
- +1 **Average**
- +0 **Mediocre**
- 1 **Poor**
- 2 **Terrible**



Overcome:

- **Fail:** Fail, or succeed at a serious cost.
- **Tie:** Succeed at minor cost.
- **Succeed:** You accomplish your goal.
- **Succeed with Style:** You accomplish your goal and generate a boost.

TEAMWORK (P.103)

- One or two allies can help you perform your action.
- When an ally helps you, they give up their action for the exchange and describe how they help.
- You get a +1 for each ally that helps in this way.
- Alternatively, allies may use actions to create advantages and give you the free invokes.

RITUAL MAGIC (P.168)

- Determine your spell's effect in terms of stunts and conditions to determine prep difficulty and costs
- Do a preparation action to determine who chooses how you must pay the costs
 - **Fail:** The GM chooses.
 - **Tie:** You split it; GM goes first.
 - **Succeed:** GM chooses one, you choose the rest.
 - **Succeed With Style:** You choose them all.
- Pay the costs as prescribed, either by marking conditions or accepting complications.

ASPECTS (P.106)

- **Invoke:** Spend a fate point to get a +2 or a reroll for yourself, or to increase difficulty for a foe by 2.
- **Compel:** Receive a fate point when an aspect complicates your life.
- **Establish facts:** Aspects are true. Use them to affirm details about you and the world.

TURN ORDER (P.187)

- Whoever initiated the conflict acts first, and then chooses who gets to act next.
- Everyone else acts when they are chosen, and then chooses someone else until everyone has taken a turn.
- Whoever goes last chooses who goes first (including themselves) next exchange.
- All of the GM's NPCs act when it's the GMs turn.
- If there is ever a question about who should go first, compare Haste approaches. If there's a tie, roll for it.

DEALING WITH HARM (P.188)

- **Severity of hit (in shifts) = Attack Roll – Defense Roll**
- **Stress Boxes:** Check one stress box for each shift. If you reduce the hit to zero shifts, you stay in the fight.
- **Conditions:** If you can't or don't want to use more stress, mark In Peril to absorb 4 stress from an attack, or mark Doomed to absorb 6.
- **Recovering:** Clear out all stress boxes at the end of the scene. Clear out In Peril by taking a recovery action. Clear out Doomed by taking a recovery action and waiting a session.
- **Taken Out:** If you can't reduce a hit to zero stress, you're taken out. Your opponent decides what happens to you, and what they can say depends on what conditions you have marked.
- **Conceding:** You may give in before the opponent rolls their dice. Doing so gives you fate points (p.190), and lets you control how you exit the scene.

CONDITIONS

Always take note of:

- What circumstances cause you to mark a condition
- What happens when the condition is marked
- How you recover from that condition, if it's not always marked

APPROACHES (P.94)

- **Flair:** Draw attention to yourself with style and panache.
- **Focus:** Time-consuming action with close attention to detail.
- **Force:** Display brute strength.
- **Guile:** Misdirect, sneak, deceive.
- **Haste:** Move quickly & dextrously.
- **Intellect:** Quick thinking, solving complex problems, accounting for multiple factors at once.

TYPES OF ASPECTS

Character Aspects

- Written when you create your character.
- May be changed when you reach a milestone (p.196).

Situation Aspects

- Established at the beginning of a scene.
- May be created by using the create an advantage action.
- May be eliminated by using the overcome action.
- Vanish when the situation ends.
- Some conditions create situation aspects for your character, like In Peril and Doomed, which anyone can invoke.

Boosts (p.109)

- May be invoked once (for free), then they vanish.
- May be eliminated by an opponent using an overcome action.
- Unused boosts vanish at the end of the scene.

SCALE (P.182)

- Five levels:
 - **Godlike:** The direct influence of the universe's mightiest forces.
 - **Legendary:** The direct influence of major, named powers of the Nevernever.
 - **Otherworldly:** The most powerful supernatural forces in the mortal realm.
 - **Supernatural:** The majority of supernatural phenomena, mantles, etc.
 - **Mundane:** All things absent of supernatural influence.
- GM determines when scale applies; usually it's when you're using supernatural abilities.
- For each level of scale you have, you can have one of these benefits:
 - Take +1 on a roll for an action
 - Take an additional two shifts of effect after the roll, if you succeed
 - Add an extra free invoke to an advantage you create