

## **Hermetic Magician:**

### **Astrology:**

#### **Rank 1:**

Takes 1d3 hours to use. Roll a Hermetics Check with Will. For every 3 successes, you may ask the GM one of the following questions, choosing a subject of inquiry (subject requires GM approval):

- \*What about the subject is not as it seems?
- \*Who possesses the knowledge I seek about the subject?
- \*Where is the subject now?

Each asked question costs 2 additional Humanity. You may only ask questions once per Session with this Rank.

#### **Rank 2:**

Takes 1d3 hours to use. Roll a Hermetics Check with Will. For every 2 successes, you may ask the GM one of the following questions, choosing a subject of inquiry (subject requires GM approval):

- \*What about the subject is not as it seems?
- \*Who possesses the knowledge I seek about the subject?
- \*Where is the subject now?
- \*What will happen to or around the subject in the immediate future?

Each asked question costs 2 additional Humanity. You may only ask questions once per Session with this Rank.

#### **Rank 3:**

Passive. Between each Scene, you may roll 1 die. On a positive result, you may ask the GM one of the previously listed questions. You may ask 1 each question once per Session in this way, and this costs no Humanity.

Mastery A: Each asked question costs only 1 Humanity.

Mastery B: Reduce the number of Successes needed for a question by 1.

Overload: Pay 5 Humanity. Use Rank 1 or Rank 2, taking only 10 minutes. Automatically Ask 3 questions. Does not count towards session question limit.

### **Theurgy:**

#### **Rank 1:**

Takes 1 hour to use. For the rest of the day, you gain a Knowledge or Craft Skill at Rank 3, or a +3 Ranks to such a Skill you already possess. While this effect persists, you may pay 1 Sanity to gain 3 Temporary Strain, once per Scene. This temporary Strain can be used on any check, but it must be used on your next action or be lost.

#### **Rank 2:**

Takes 1 hour to use. For the rest of the day, you gain a Knowledge or Craft Skill at Rank 5, 2 Knowledge or Craft Skills at 3, or a +3 Ranks to 2 such a Skills you already possess. While this effect persists, you may pay 2 Sanity to gain 1 Memento Mori, once per Scene. This Memento Mori must be used on your next action or be lost.

#### **Rank 3:**

Passive. +2 to all Checks with Knowledge/Craft Skills affected by Theurgy. +1 to Checks affected by Temporary Strain or Memento Mori gained through Theurgy (Actions that use Initiative gained by these Memento Mori count as affected).

Mastery A: It costs 1 less Sanity to gain Temporary Strain or Memento Mori through Theurgy.

Mastery B: Ranks 1 and 2 cost 5 Initiative to use.

Overload: Pay 5 Humanity. Once per Scene, you may take a +3 on a Knowledge/Craft Skill effected by Theurgy, or on a check boosted by Temporary Strain or Memento Mori gained through Theurgy.

### **Panacea:**

Rank 1:

Costs 3 Initiative to use. Humanity is paid out of combat and Panacea functions as an item. When a Panacea is created, the creator specifies whether it affects Mental or Physical damage. The entity that drinks it is healed for 1d3 wounds of the chosen type and is cured of any one magickal effect, poison, or non-terminal disease. Entities may only benefit from Panacea once per day.

Rank 2:

Costs 3 Initiative to use. Humanity is paid out of combat and Panacea functions as an item. When a Panacea is created, the creator specifies whether it effects Mental or Physical damage. The entity that drinks it is healed for 1d3+1 wounds of the chosen type and is cured of any one magickal effect, poison, or non-terminal disease. They also gain +1 to checks against Bleeding and Daze for the rest of the Scene. Entities may only benefit from Panacea once per day.

Rank 3:

Passive. Panacea recharges 1d3 Strain of all types.

Mastery A: Entities may benefit from your Panacea twice per day.

Mastery B: An entity that uses your Panacea recharges +2 Strain of Each type.

Overload: Spend 5 Humanity out of combat to create one use of Panacea that, over the course of a week, reduces a permanent wound penalty by 1. This does not count towards the limit of panacea per day.

### **Alchemist's Fire:**

Rank 1:

Takes an hour to make. Humanity is paid out of combat and Alchemist's Fire functions as an item. Ranged Attack using Athletics Skill (costs 2 Initiative), targeting an area up to 1 area away. Functions as an explosive, dealing +0/4 Damage that cannot be prevented by any means (aside from magickal damage reduction). Each target hit rolls luck. On non-positive result, they take an additional 4 physical damage at the end of the Round, identically unpreventable to the initial damage. This luck roll recurs at the end of every round until a negative result occurs. This damage does not cause bleeding. Enemies hit for the full damage must check Stability or Discipline against 4 or lose 4 Initiative.

Rank 2:

Takes an hour to make. Humanity is paid out of combat and Alchemist's Fire functions as an item. Ranged Attack using Athletics Skill (costs 2 Initiative), targeting an area up to 1 area away. Functions as an explosive, dealing +0/6 Damage that cannot be prevented by any means (aside from magickal damage reduction). Each target hit rolls luck. On non-positive result, they take an additional 6 physical damage at the end of the Round, identically unpreventable to the initial damage. This luck roll recurs at the end of every round until a negative result occurs. This damage does not cause bleeding. Enemies hit for the full damage must check Stability or Discipline against 6 or lose 4 Initiative.

Rank 3:

Passive. Victims' rolls against the Initiative loss are at -2.

Mastery A: +4/+0 damage.

Mastery B: Victims are at -1 to the luck roll to end the subsequent damage.

Overload: Pay 5 Humanity out of combat to create one use of Alchemist's Fire that actively attempts to ignite all nearby entities. At the end of each Round, all entities in the same area as one burning from this Alchemist's Fire must roll Luck, being set ablaze on a non-positive result and rolling Luck at each round's end as normal to end the sustained damage effect.

### **Homunculus:**

Rank 1:

Takes 1 week of uninterrupted work. Invest up to 10 Humanity (you may not recover this Humanity until the Homunculus is destroyed or voluntarily rendered inert) to create a Homunculus in the form of a synthetic animal or humanoid. Homunculi serve their creators unconditionally, and are intelligent but have no speech, and may communicate in writing or gesture. Humanity is spent on a 1 for 1 basis to buy the Homunculus's Attributes (A Homunculus functions identically to a player character in terms of Attributes). You must choose a specialization for your Homunculus from among the following:

Knowledge: Homunculus has all Knowledge Skills at Capable, and can make 1 Knowledge check a day on your behalf.

Alchemy: Homunculus can make one Panacea or Alchemist's Fire (Rank 1, no masteries or overload) per day.

Scouting: Homunculus has the Awareness, Athletics, Security, and Stealth Skills at Capable, and may undertake sneaky reconnaissance on your behalf.

Combat: Homunculus has a natural melee weapon at +2/(+2) damage, has an Attack and Dodge Skill at Capable, and may Move and Attack once per Round.

Intercession: Homunculus is able to communicate with spiritual or alien entities, and may do so for one conversation per day. Homunculus is able to communicate your intentions (or deceptions) perfectly, and you make any social checks that would be required in a conversation with a human.

Homunculi do not recover Strain or Wounds normally. The creator must spend 1 hour of work to repair a Wound and/or restore 1d3 Strain of all types to the Homunculus.

Rank 2:

Takes 2 weeks of work, the second of which must be uninterrupted. Identical to Rank 1, but may Invest up to 20 Humanity, either all in one homunculus, or 10 and 10 in two separate homunculi.

Rank 3:

Passive. Each specialization is augmented in the following ways:

Knowledge: Up to 2 Knowledge Checks per day.

Alchemy: May create Panacea or Alchemist's Fire up to Rank 3.

Scouting: Skills increased to Rank 4.

Combat: Weapon improved to +4/(+4) Damage.

Intercession: You gain +1 to any social checks made during the intercession.

Mastery A: A Homunculus may have 2 specializations.

Mastery B: You take only 1 day to make a Homunculus.

Overload: Destroy your Homunculus at the cost of 3 Initiative to regain all Humanity invested in it.

This counts as an explosion with +8/+8 damage in same area, +4/2 damage in adjacent areas.

### **Philosopher's Stone (Unique):**

Rank 1:

Takes 1 month of work to create. Invest 10 Humanity to create a Philosopher's Stone. As long as you carry it with you, you cease to age, and your abilities are affected in the following ways (pick 3):

Astrology:	You may re-roll the Hermetics check once.
Theurgy:	Reduce Sanity costs by up to 2 per day.
Panacea:	Make 2 Panacea for each use of the ability.
Alchemist's Fire:	Make 2 Alchemist's Fire for each use of the ability.
Homunculus:	May have +1 Specializations.

Rank 2:

Invest 20 Humanity. Identical to Rank 1, but gain 2 of the following additional bonuses:

Astrology:	+2 on the Hermetics check.
Theurgy:	1/3 chance to double Temporary Strain and Memento Mori gained through Theurgy.
Panacea:	Panacea allows user to ignore all Wound penalties for 1 Round upon use, and grants a +1 to rolls against Bleeding and Daze for the remainder of the Scene.
Alchemist's Fire:	Max throw range increased to 2 areas.
Homunculus:	Has +10 effective invested Humanity, allowing 10 AP for 0 Humanity, 20 AP for 10 Humanity.

Rank 3:

Passive. Between adventures, heal 2 additional Wounds of each type.

Mastery A: Investment of Humanity reduced by 5.

Mastery B: Instead select 4 bonuses at Rank 1 and 3 additional bonuses at Rank 2.

Overload: Pay 5 Humanity, 5 Initiative, and 5 Spiritual Strain. For the next 3 Rounds, gain +4 magical armor and regain 2d3 physical wounds at the end of each Round.

### **Humanity Loss:**

100-76 Humanity:

Subject's gaze and personal gravity are a bit more intense than normal.

75-51 Humanity:

Subject displays tendencies toward obsession and compulsion.

50-26 Humanity:

Subject often displays cold indifference to nearly all matters not related to their craft.

25-1 Humanity:

Subject must fight hard in order to devote efforts to anything but the Great Work.

0 Humanity:

Subject completes the Great Work, ascending beyond our understanding. If recovery is possible, it must be by the subject's volition. No records exist of such a happening.

## **Witch:**

### **Evil Eye:**

Rank 1:

Costs 2 Initiative. Target entity in line of sight is at -1 to all Checks until the end of the Round. You may extend this duration at the cost of 1 Mental or Spiritual Strain per Round. You may not re-cast Evil Eye until the original victim is dead or flees.

Rank 2:

Costs 2 Initiative. Target entity in line of sight is at -2 to all Checks until the end of the Round. You may extend this duration at the cost of 1 Mental or Spiritual Strain per Round. You may not re-cast Evil Eye until the original victim is dead or flees.

Rank 3:

Passive. You may use Tactics with your Witchcraft Skill and Willpower at +2 to apply penalties to enemies by magickal means.

Mastery A: You may spend 2 Mental and/or Spiritual Strain to allow yourself to cast Evil Eye on a second victim at once.

Mastery B: Each round a victim is under Evil Eye's effect, roll 1 die. On a positive result, regain 2 Strain of any type.

Overload: Pay 5 Humanity. You may force the current victim of your Evil Eye to take a -2 in lieu of a die roll two times while they are under Evil Eye's effect.

### **Blood Curse:**

Rank 1:

Costs 3 Initiative. Pay 1 Health, which cannot be mitigated by any means. Target entity in line of sight gains a random level of Bleeding (roll d3). At the end of each Round (after taking any bleeding damage), they may check Will vs your Will to end the effect and stop bleeding. While the victim is suffering from Blood Curse, you may spend 2 Initiative and 1 health to increase their level of Bleeding by 1 step of severity once per round. If the entity is already suffering arterial bleeding and would be made to bleed more profusely by this ability, they suffer 1d3 physical damage that cannot be prevented by non-magickal means. The curse automatically ends if you retreat or go unconscious. This ability requires you to incant and gesture, and thus cannot be used while subdued.

Rank 2:

Costs 3 Initiative. Pay 1 Health, which cannot be mitigated by any means. Target entity in line of sight gains a random level of Bleeding (roll d3). At the end of each Round (after taking any bleeding damage), they may check Will vs your Will to end the effect and stop bleeding. While the victim is suffering from Blood Curse, you may spend 2 Initiative and 1 health to increase their level of Bleeding by 1 step of severity without limit. If the entity is already suffering arterial bleeding and would be made to bleed more profusely by this ability, they suffer 1d3 physical damage that cannot be prevented by non-magickal means. The curse automatically ends if you retreat or go unconscious. This ability requires you to incant and gesture, and thus cannot be used while subdued.

Rank 3:

Passive. When the victim of your blood curse dies, regain 1d3 Health.

- Mastery A: Each time your victim is damaged by your Blood Curse, regain 1 Health.
- Mastery B: Each time your victim is damaged by your Blood Curse, they must roll Stability or Discipline against your Willpower and Witchcraft Skill, or lose 3 Initiative.
- Overload: Pay 5 Humanity, 5 Initiative, and 5 Health. Cast blood curse against any number of entities within 2 areas. You only regain health from Rank 3 and Mastery A as though you had only one victim.

### **Witch's Brew:**

#### Rank 1:

Costs 3 Initiative to use. Humanity is paid out of combat and brews function as items. On use, heal (3 + Luck Roll) Health and 1 Focus. Lose Initiative equal to the negative dice rolled on the luck check. Witch's brew may not affect the same entity more than once per day.

#### Rank 2:

Costs 3 Initiative to use. Humanity is paid out of combat and brews function as items. On use, heal (5 + Luck Roll) Health and 2 Focus. Lose Initiative equal to the negative dice rolled on the luck check. Witch's brew may not affect the same entity more than once per day.

#### Rank 3:

Passive. +2 to First Aid Checks.

Mastery A: Negative dice on the luck check do not reduce the healing.

Mastery B: Negative dice on the luck check do not cause you to lose Initiative.

Overload: Pay 5 Humanity when using this item on yourself to take +3 in lieu of the luck check.

### **Augury:**

#### Rank 1:

Takes 1d3 hours to use. Roll a Witchcraft Check with Will. For every 3 successes, you may ask the GM one of the following questions, choosing a subject of inquiry (subject requires GM approval):

- \*Who has suffered or suffers the most due to the subject?

- \*What dangers will arise from the subject?

- \*Who stands to gain most from the subject?

Each asked question costs 2 additional Humanity. You may only ask questions once per Session with this Rank.

#### Rank 2:

Takes 1d3 hours to use. Roll a Witchcraft Check with Will. For every 2 successes, you may ask the GM one of the following questions:

- \*Who has suffered or suffers the most due to the subject?

- \*What dangers will arise from the subject?

- \*Who stands to gain most from the subject?

- \*What are the immediate consequences or immediate future of the subject?

Each asked question costs 2 additional Humanity. You may only ask questions once per Session with this Rank.

#### Rank 3:

Passive. Between each Scene, you may roll 1 die. On a positive result, you may ask the GM one of the previously listed questions. You may ask 1 question per Session in this way.

Mastery A: Each asked question costs only 1 Humanity.  
Mastery B: Reduce the number of Successes needed for a question by 1.  
Overload: Pay 5 Humanity. Use Rank 1 or Rank 2, taking only 10 minutes. Automatically Ask 3 questions.

### **Familiar:**

#### **Rank 1:**

Takes a full day to establish a bond to a magickal animal familiar (any creature smaller than a human). As long as your Familiar is with you, you may voluntarily go insensate and see through the Familiar's eyes. The Familiar is loyal to you and follows non-suicidal orders. It is considered to have all Attributes at 3, and all skills deemed appropriate by the GM at Adept. While you are in the same general location as your Familiar, it confers a GM-determined Skill (Adept) to you. You communicate telepathically with your Familiar, which has humanlike intelligence, but a personality dictated mostly by its natural instincts.

#### **Rank 2:**

Takes a full day to establish a bond to a magickal animal familiar (any creature smaller than a human). As long as your Familiar is with you, you may voluntarily go insensate and see through the Familiar's eyes. The Familiar is loyal to you and follows non-suicidal orders. It is considered to have all Attributes at 3, and all skills deemed appropriate by the GM at Master. While you are in the same general location as your Familiar, it confers a GM-determined Skill (Genius) to you. You communicate telepathically with your Familiar, which has humanlike intelligence, but a personality dictated mostly by its natural instincts.

#### **Rank 3:**

Passive. Each time you take more than 5 physical damage, you may have your Familiar take up to 5 damage, in excess of the initial 5, you're dealt. You may prevent damage to your familiar at a cost of 2 Humanity per damage.

Mastery A: Preventing damage to the Familiar instead costs 1 Humanity per Damage prevented.

Mastery B: You may transfer to your Familiar up to 10 damage you take in excess of the initial 5.

Overload: Pay 5 Humanity to bond with your familiar for 1 hour. While bonded, you experience the world through your Familiar's senses and your own simultaneously, and may cast Witchcraft Abilities with your Familiar as the origin point.

### **Flight (Unique):**

#### **Rank 1:**

Costs 3 Initiative and 1 Memento Mori. You take flight and are at +2 to Movement checks, +2 to Dodge checks, and -2 to all other checks. Lasts up to 1 minute, or until voluntarily canceled.

#### **Rank 2:**

Costs 3 Initiative and 1 Memento Mori. You take flight and are at +2 to Movement checks, +2 to Dodge checks, and -1 to all other checks. Lasts up to 1 minute, or until voluntarily canceled.

#### **Rank 3:**

Passive. You may spend 1 Spiritual Strain to take +3 in lieu of rolling dice for Movement checks and ignore all terrain-based effects for this action.

Mastery A: Reduce penalty to checks other than Dodge and Movement by 1.

Mastery B: +3 rather than +2 to Movement and Dodge checks.  
Overload: Pay 5 Humanity. 1d3 additional targets may fly along with you, taking the form of bats or corvids. They benefit from the bonuses to Movement and Dodge, but cannot take other action until the effect ends, or when you voluntarily allow them to return to human form.

### **Humanity Loss:**

100-76 Humanity:

Subject appears slightly drawn and sickly.

75-51 Humanity:

Subject's hair and nails grow at an unnaturally high rate, and their skin is ashen pale.

50-26 Humanity:

Subject's skin becomes papery and wrinkly, and subject's eyes become sunken. Subject hungers for raw meat.

25-1 Humanity:

Subject becomes almost skeletal in their emaciation, and smells of rotting flowers. Subject hungers for the meat of human children.

0 Humanity:

Subject becomes a wraith, as much of magick as of flesh, with a mind inscrutable, alien, and hateful to all living things. Recovery prospects and methods are classified.

### **Psychic:**

#### **Telepathy:**

Rank 1:

Costs 4 Initiative. Spend 2 Mental Strain to read the surface thoughts of an entity in your line of sight. To do so undetected, you must succeed a Will vs. Will check against them. Roll Luck. On negative result, the thoughts come through as vague impressions rather than coherent intentions and contemplations.

Rank 2:

Costs 4 Initiative. Spend 2 Mental Strain to read deeper, more relevant thoughts of an entity in your line of sight. To do so undetected, you must succeed a Will vs. Will check against them. Roll Luck. On negative result, the thoughts come through as vague impressions rather than coherent intentions and contemplations. Spend Strain of each type equal to the number of negative results on the Luck roll.

Rank 3:

Passive. You may spend 5 Initiative and 1 Mental Strain to allow mental communication between yourself and a willing entity within 1 mile for one hour. You may use multiple times to establish more lines of communication.

Mastery A: +2 to the Will vs Will check. This does not affect the Overload.

Mastery B: You do not need to roll luck for clarity.

Overload: Pay 5 Humanity and 5 Initiative. Roll Psionics (Will) vs Stability (or Discipline) against all entities within 100 meters or so. All entities you succeed against are rendered



completely inactive, freezing in place, until they or you take damage. When an affected entity takes damage, all other affected entities re-roll the initial check at a cumulative +1. You may release entities selectively from this effect with a thought; they lose 2d3 Initiative. The effect lasts 1 minute, and may be extended by spending 1 Spiritual Strain or Humanity per minute.

### **Mesmerism:**

Rank 1:

Costs 2 Initiative. Roll Psionics (Will) vs Stability (or Discipline) against an entity in your line of sight. On success, pay any amount of Initiative, and your victim loses 2 times as many Initiative.

Rank 2:

Costs 2 Initiative. Roll Psionics (Will) vs Stability (or Discipline) against an entity in your line of sight. On success, pay any amount of Initiative, and your victim loses 2 times as many Initiative. They also must roll against Daze at -2.

Rank 3:

Passive +1 to social checks when face-to-face.

Mastery A: You may Spend 2 Humanity and 2 Mental Strain to use this ability against two targets at once.

Mastery B: You may re-roll any Psionics vs Stability check with this ability once.

Overload: Pay 5 Humanity and 1 Memento Mori. Roll Psionics (Will) vs Stability (or Discipline) against an entity under the effect of Mesmerism. If successful, you control their actions during the Initiative they lost to Mesmerism. If they make a self-destructive action, they roll luck, breaking free of this effect on a non-negative result.

### **Astral Projection:**

Rank 1:

You may remotely view a location you know of for 1 Mental Strain per round. You are fully insensate in your true location for this Round. If you've never been to the surveilled location, roll Will vs 3 or the ability fails (though you still go insensate for the round).

Rank 2:

You may remotely view a location for 1 Mental Strain per round. You are fully insensate in your true location for this Round. If you only have a vague idea of the location, rather than a concrete understanding of its position, roll Will vs 3 or the ability fails (though you still go insensate for the round).

Rank 3:

Passive +1 for Awareness checks vs Stealth

Mastery A: Instead of per Round, this ability is paid for on a per hour basis.

Mastery B: You do not go insensate while using the ability, but are at -2 to all actions while active. (This does not affect actions taken at the remote location)

Overload: Pay 5 Humanity. You may use other Psychic abilities from your remote standpoint during this ability. You appear as a slightly luminous version of yourself when you begin using abilities from this position. If you are attacked successfully in this form, you must roll Will vs Damage Taken to avoid canceling the ability. You may spend any amount of

Spiritual or Mental Strain to boost this roll.

### **Psychic Healing (Unique):**

Rank 1:

You and your willing target must remain inert for 1 hour. At the end of this hour, heal your target of Will/2 (round up) Sanity Damage, moving from Critical Wounds to Serious Wounds to Light Wounds. Instead of normal humanity cost, pay 1 Humanity for each Light or Severe Wound healed, and 2 for each Critical Wound healed. You may heal spiritual wound penalties, temporary or permanent, treating each -1 of penalty as a critical wound. When you finish using this ability, take 1 Sanity damage which cannot be prevented.

Rank 2:

You and your willing target must remain inert for 1 hour. At the end of this hour, heal your target of Sanity Damage equal to your WILL, moving from Critical Wounds to Serious Wounds to Light Wounds. Instead of normal humanity cost, pay 1 Humanity for each Light or Severe Wound healed, and 2 for each Critical Wound healed. You may heal spiritual wound penalties, temporary or permanent, treating each -1 of penalty as a critical wound. When you finish using this ability, take 1 Sanity damage which cannot be prevented. You may pay 1 Sanity to prevent up to 3 Humanity loss without limit.

Rank 3:

Passive. +2 to social Skill checks when you have the target's best intentions in mind/ positive feelings toward them.

Mastery A: You no longer must pay 1 Sanity as you finish using this ability.

Mastery B: When you heal with this ability, the target gains a number of Temporary Strain equal to your Will which lasts the rest of the Adventure. It may only be used to reduce Sanity damage taken from Horror checks.

Overload: Pay 5 Initiative, 5 Humanity, and 5 Spiritual Strain and/or Sanity. Heal a willing target you touch as though using Rank 2. You need not pay Sanity as you finish using this ability.

### **Mind Blast:**

Rank 1:

Costs 2 Initiative. Roll Psionics (Will) vs Discipline (Cog or Will) to directly attack the mind of a target you can see with psychic noise. Deals +4/4 Focus Damage. The damage is figured at an effective +5 for the purposes of Daze checks by the victim.

Rank 2:

Costs 2 Initiative. Roll Psionics (Will) vs Discipline (Cog or Will) to directly attack the mind of a target you can see with psychic noise. Deals +4/4 Focus Damage. The damage is figured at an effective +5 for the purposes of Daze checks by the victim. Preventing damage done by this ability costs double Strain.

Rank 3:

Passive. Opponents rolls against Daze caused by this ability are at an additional -1.

Mastery A: Targets Dazed by this ability are at -2 to their next Dexterity based roll this Scene.

Mastery B: Targets Dazed by this ability are at -2 to their next Stability or Discipline check this Scene.

Overload: Pay 5 Humanity and 2d3 Mental Strain to cause one use of this ability to attack up to 3

targets.

### **Illusion:**

#### **Rank 1:**

Costs 3 Initiative. Roll Will vs Will to inflict an illusion on an entity in your line of sight. The victim must behave as though the illusion were real. The illusion vanishes when interacted with in a way that betrays its non-physical nature. GM discretion as to how much (and in what way) the illusion alters the behavior of the victim. Lasts a number of Rounds equal to your Will, or until dismissed.

#### **Rank 2:**

Costs 3 Initiative. Roll Will vs Will to inflict an illusion on an entity in your line of sight. The victim must behave as though the illusion were real. This illusion vanishes when interacted with in a way that betrays its non-physical nature unless you pay 1 Mental and 1 Spiritual Strain each Round in which such occurs. You may pay 4 Strain (Mental and/or Spiritual) to cause the illusion to affect all entities in your line of sight that you choose. GM discretion as to how much (and in what way) the illusion alters the behavior of the victim(s). Lasts a number of Rounds equal to your Will, or until dismissed.

#### **Rank 3:**

Passive +2 to Deception checks.

Mastery A: Instead costs 1 Initiative.

Mastery B: You may pay 1 Mental or Spiritual Strain to extend the duration by 1 hour.

Overload: Pay 5 Humanity to roll Psionics (Will) vs Stability (or Discipline) against a target affected by illusion. On success, you may implant a strong delusion or irrational belief that lasts indefinitely. The 5 Humanity you spent to use this overload instead become invested in maintaining the illusion. At the end of each full week, the victim may roll Stability (or Discipline) against your Psionics, ending the effect on success. If they fail, the effect extends another week, but you must increase the invested humanity by 2 to maintain it.

### **Humanity Loss:**

100-76 Humanity:

Description: Subject has uncommonly piercing eyes, and a subtly otherworldly aura.

75-51 Humanity:

Description: Subject gives a slightly disturbing impression to any they are not actively interacting with or had actively interacted with in the last hour.

50-26 Humanity:

Description: Subject prone to fits of unnatural stillness which cause significant psychic disquiet in observers that have any belief in the paranormal.

25-1 Humanity:

Description: Subject is plagued by waking nightmares and vague prophetic seizures.

0 Humanity:

Description: Subject is lost in self-inflicted Illusions and must receive heavy treatment to return to reality.

## **Weapon Bearer:**

### **Weapon Familiarity:**

Rank 1:

Costs 0 Initiative. You may use this ability to gain one of the following effects, provided you have the corresponding rank in the Weapon Skill for your bonded weapon. You may not gain a Rank's effect more than once per Scene.

Skill Rank:	Effect:
3	Re-roll an attack in combat.
4	Take a +1 in lieu of an attack roll in combat.
5	Take a +2 in lieu of an attack roll in combat.

Rank 2:

Costs 0 Initiative. Using this ability allows you to gain each bonus from Rank 1 a second time in a Scene.

Rank 3:

Passive. When you use Rank 1 of this ability, the attack roll is at +1.

Mastery A: You pay spend up to 1 Humanity per Round, on your turn, to make an attack with this weapon that costs no Initiative.

Mastery B: You may pay 1 Spiritual Strain in lieu of Humanity when using this Ability.

Overload: Pay 5 Humanity. Gain 10 Temporary Strain for use with attacks with your bonded weapon that last until the end of the Scene.

### **Strike Two Worlds:**

Rank 1:

Costs 0 Initiative. The next attack you make with your bonded weapon can damage incorporeal entities.

Rank 2:

Costs 0 Initiative. The next attack you make with your bonded weapon can damage incorporeal entities. Against corporeal entities, the attack is at -4/+4 damage.

Rank 3:

Passively roll Luck each Round. On a positive result, your next use of this ability confers an additional +4/+0 to the attack's damage.

Mastery A: You may pay 2 Spiritual Strain to extend the effect to all attacks you make this Round.

Mastery B: When you deal damage while this ability is active, the entity you damage is at  $-\frac{1}{2}$  Armor and Damage Reduction vs all sources until the end of next round.

Overload: Pay 5 Humanity on hitting with an attack affected by this ability. This attack's damage cannot be prevented by any means.

### **Glory:**

Rank 1:

Spend Humanity on hitting with your bonded weapon. All enemies within 1 area must check Stability or Discipline vs your attack roll. On failure, they take  $\frac{1}{2}$  the damage your attack dealt as Mental damage.

Rank 2:

Spend Humanity on hitting with your bonded weapon. All enemies within 1 area must check Stability or Discipline vs your attack roll. On failure, they take ½ the damage your attack dealt as Mental damage. This mental damage always prompts a roll against Daze, and if it deals 5+ damage, the Daze roll is at -1.

Rank 3:

Passive. +2 to Intimidation checks.

Mastery A: Each time this ability activates, each enemy within 1 area loses 1 Initiative.

Mastery B: Daze rolls prompted by this ability are at an additional -1.

Overload: Pay 5 Humanity. Once per scene, when this ability activates, the GM's Strain pool is reduced by 3d3, 3's explode.

### **Inspiration:**

Rank 1:

Upon damaging an enemy with bonded weapon, spend Humanity and 1 Initiative to grant your allies in line of sight +1 to their next combat check this Round.

Rank 2:

Upon damaging an enemy with bonded weapon, spend Humanity and 1 Initiative to grant your allies in line of sight +2 to their next combat check this Round.

Rank 3:

Passive. +2 to Presence checks.

Mastery A: Each time this ability activates, you and all allies in line of sight refresh 1 Strain.

Mastery B: Each time this ability activates, you and all allies in line of sight gain +2 to the next check against Daze, Bleeding, or Temporary Insanity.

Overload: Pay 5 Humanity. Once per scene, when this ability activates, you and all allies in line of sight refresh 2d3 Strain, 3's explode.

### **Master Duelist:**

Rank 1:

Spend Humanity to gain +1 to an attack check made to parry with your bonded weapon. If this parry is successful, you immediately make an attack against the enemy whose attack you parried, costing no Initiative, and at +1 to hit. If your bonded weapon is a ranged weapon, this ability instead allows you to return fire for 0 Initiative upon successfully dodging a ranged attack, but confers no bonus to the doge or hit.

Rank 2:

Spend Humanity to gain +2 to an attack check made to parry with your bonded weapon. If this parry is successful, you immediately make an attack against the enemy whose attack you parried, costing no Initiative, and at +2 to hit. If your bonded weapon is a ranged weapon, this ability instead allows you to return fire at +1 to hit for 0 Initiative upon successfully dodging a ranged attack.

Rank 3:

Passive. When you successfully parry, if you attack the entity you parried on your next action, your attack deals +4/+0 damage. For ranged weapons, it is instead +2/0 damage on successful dodges.

Mastery A: The bonus to parry (or dodge) is at an additional +1.

Mastery B: The bonus to attack is at an additional +1.

Overload: Pay 5 Humanity. For the rest of the Scene, gain 2 Interrupt Initiative per Round which may only be used to make attacks with your bonded weapon against enemies that just attacked you. You may make these attacks in addition to using Master Duelist, resulting in 2 attacks against your attacker.

### **Weapon Spirit (Unique):**

Rank 1:

Spend 2 Initiative and Humanity to take +1 in lieu of rolling 3d6 for bonded weapon attacks until the end of the Round.

Rank 2:

Spend a Memento Mori and Humanity to take +2 in lieu of rolling 3d6 for bonded weapon attacks until the end of the Round. You may spend Humanity to increase the duration an additional Round with no limit.

Rank 3:

Passive. +1 to rolls against Daze and Temporary Insanity.

Mastery A: You may spend 2 Humanity to gain an effective +1 Force of Will or Clarity against a single source of Spiritual or Mental damage. This effect lasts until the end of the Scene.

Mastery B: You may spend 1 Humanity to gain +1 to a roll vs Daze or Temporary Insanity.

Overload: Pay 5 Humanity and spend a Memento Mori to take +3 in lieu of rolling 3d6 for bonded weapon attacks for the rest of the Scene.

### **Humanity Loss:**

100-76 Humanity:

Subject presents very small affectations based on the Weapon Spirit.

75-51 Humanity:

The Weapon Spirit appears to the subject in dreams, attempting influence.

50-26 Humanity:

Weapon Spirit Persona often takes over for short times during stress.

25-1 Humanity:

Weapon Spirit Persona is nearly as common as subject's base personality.

0 Humanity:

Subject is absorbed completely by your weapon, leaving their body in a coma. Rituals and medical treatment required for asset recovery.

### **Occultist:**

#### **Void Tendrils:**

Rank 1: Costs 2 Initiative. Melee attack with your Occultism Skill at +4/+0 damage. On hit, victim

loses 2 Sanity, which can be bought off 1 for 1 with Spiritual Strain.

Rank 2: Costs 2 Initiative. Melee attack with your Occultism Skill at +6/+0 damage. On hit, victim loses 3 Sanity, which can be bought off 1 for 1 with Spiritual Strain.

Rank 3: Passive. You may roll 1 die at the start of each Round. On neutral result, you may use Rank 1 without spending Initiative. On a positive result, you may instead use Rank 2 without spending Initiative.

Mastery A: +0/+2 Damage at all Ranks.

Mastery B: +1 to Sanity loss on hit (Rank 1) and +2 Sanity Loss on hit (Rank 2).

Overload: Pay 5 Humanity. Victims hit with this ability this round are ensnared. Ensnared victims cannot move and are at -2 to all actions involving bodily movement while ensnared. Victim may pay 2 Initiative to roll Athletics (Agility) or Might (Vitality) against your attack result. On success, they break out and are no longer ensnared. On failure, they gain cumulative +2 to repeat attempts. The ensnare attempt lasts until broken or the end of the Scene.

### **Baleful Starlight:**

Rank 1: Costs 2 Initiative. Ranged attack with your Occultism Skill at +4/+0 Focus damage. On taking Focus damage, victim is at -1 to Ranged attacks until the end of the Round.

Rank 2: Costs 2 Initiative. Ranged attack with your Occultism Skill at +8/+0 Focus damage. On taking Focus damage, victim is at -2 to Ranged attacks until the end of the Round.

Rank 3: Passive. You may roll 1 die at the start of each Round. On neutral result, you may use Rank 1 without spending Initiative. On a positive result, you may instead use Rank 2 without spending Initiative.

Mastery A: You may forego the damage to increase the Ranged attack penalty by 1 or forego the Ranged attack penalty to increase the damage by +0/+2.

Mastery B: Rolls against Daze prompted by this attack are at -1.

Overload: Pay 5 Humanity. You may use Rank 1 or Rank 2, automatically hitting all entities including yourself within 2 areas and in line of sight with 0 degrees of success. Entities effected may pay 3 Initiative to gain +2 on their Daze roll. You cannot be dazed by your use of this ability. Using this ability more than once per day costs 5 Spiritual Strain per extra use. If you cannot pay the strain, instead take 5 unpreventable Sanity damage.

### **Impossible Geometries:**

Rank 1: You may pay 1 Sanity that cannot be prevented to gain a +2 to Stealth rolls for the remainder of the scene. and gain a Stealth re-roll that may be used only during the duration of this bonus. During this ability's effect, you may move through adjacent dimensions in non-euclidean patterns, phasing through solid matter.

Rank 2: You may pay 2 Sanity that cannot be prevented to gain a +3 to Stealth rolls for the remainder of the scene, and you may take +1 in lieu of a 3d6 roll with Stealth once this Scene. During this ability's effect, you may move through adjacent dimensions in non-euclidean patterns, phasing through solid matter.

Rank 3: Passive. Once per Scene, on your turn, you may spend 2 Spiritual Strain to instantly teleport up to 2 areas. For purposes of this ability, it is not “your turn” while you use Interrupt Initiative. You may also use this rank to slip into the adjacent dimension at a cost of 1 Spiritual Strain per Initiative you spend or delay in this state. While you are in the other dimension, you are dimly aware of entities in normal space, but cannot interact with them in any way.

Mastery A: Reduce Sanity cost by 1.

Mastery B: You may take +3 in lieu of a 3d6 roll on Stealth while this Ability is active.

Overload: Pay 5 Humanity and 5 Sanity. You can instantly teleport to a location you've previously been or can currently see, taking up to (WILL) other living entities with you. This teleportation can cross between the dimension used for this ability and normal space. Each passenger must make a Horror check (DV 6 vs 12/6 Sanity loss).

### **Machinations of the Timeless:**

Rank 1: Once per Scene, you may pay 2 Sanity, which cannot be bought off with Strain, to cancel all Damage you took from any one attack as it occurs. Entities that can see you must check Stability or Discipline vs 4 or lose 2 Sanity, unable to prevent this loss by any means. You may only use this Ability Rank once per Scene.

Rank 2: Once per Scene, you may pay 2 Sanity, which cannot be bought off with Strain, to cancel all Damage you took from any one attack as it occurs. Entities that can see you must check Stability or Discipline vs 6 or lose 4 Sanity, unable to prevent this loss by any means. You may only use this Ability rank once per Scene.

Rank 3: Passive. Roll 1 die each time you use this ability. On a positive result, you do not exhaust the use of this Rank for this Scene.

Mastery A: Enemies who lose Sanity to this Ability are at -2 to all actions until the end of the Round.

Mastery B: Reduce the amount of Sanity that must be paid by 1.

Overload: Pay 5 Humanity, 5 Initiative, and 5 Sanity (Unpreventable) to immediately go to full Health, Focus, Mental Strain, and Physical Strain. This may only be used once per Session. Entities that can see you must check Stability vs 6 or lose 4 Sanity, unable to prevent this loss by any means.

### **Song of the Destroyer:**

Rank 1: Costs 5 Initiative. All entities, excluding you, that can hear you must roll Stability or Discipline vs your Occultism with Willpower. On failure, they take Sanity Damage equal to 2x your Willpower. If you deal Sanity damage with this Ability, regain 1d3+1 Sanity. You may only regain Sanity with this Ability Rank once per day.

Rank 2: Costs 5 Initiative. All entities, excluding you, that can hear you must roll Stability or Discipline vs your Occultism with Willpower. On failure, they take Sanity Damage equal to 3x your Willpower. If you deal Sanity damage with this Ability, regain 2d3 Sanity. You may only regain Sanity with this Ability Rank once per day.

Rank 3: Passive. Once per Round, you may spend any number of Spiritual Strain and/or Humanity. Roll 1 die for each Strain and/or Humanity spent. If you roll at least one positive, regain the use of this



Ability at the Rank of your choice.

Mastery A: Rank 1 regains a flat 3 Sanity, and Rank 2 regains a flat 5 Sanity.

Mastery B: Victims lose 2 Initiative if any Sanity damage is dealt them and not bought off with Strain.

Overload: Pay 5 Humanity and 5 Initiative. You cast Rank 2 of this Ability, but regain no Sanity. The Sanity damage dealt by this Ability cannot be bought off with Strain.

### **Mask of the Faceless (Unique):**

Rank 1:

Pay 1 Sanity, which cannot be bought off with Strain, to assume the physical appearance, sound, scent, etc. of another person you have personally seen. This effect costs 1 Spiritual Strain per hour to maintain. Anyone with Knowledge (Eldritch) at Rank 2 or Knowledge (Occult) at Rank 4 must make a check with that Knowledge Skill or with Empathy against your Deception Skill upon seeing you for the first time. If they succeed, they see through you. This check is re-attempted each time you act in a way that is odd or out-of-character, at a cumulative +1 (Max: +3)

Rank 2:

Pay 2 Sanity, which cannot be bought off with Strain, to assume the physical appearance, sound, scent, etc. of another person you have personally seen. This effect costs 1 Spiritual Strain per hour to maintain. You also gain a fragmented insight into the subject's memories. When trying to recall something the subject would know, roll Luck. On a positive result, you remember. You may spend up to 3 Humanity to boost the Luck roll on a one for one basis. Anyone with Knowledge (Eldritch) at Rank 2 or Knowledge (Occult) at Rank 4 must make a check with that Knowledge Skill or with Empathy against your Deception Skill upon seeing you for the first time. If they succeed, they see through you. This check is re-attempted each time you act in a way that is odd or out-of-character, at a cumulative +1 (Max: +3)

Rank 3:

Passive. +2 to Deception checks.

Mastery A: You may use this ability to mimic a subject you've only seen video or images of.

Mastery B: Reduce the amount of Sanity that must be paid by 1.

Overload: Pay 5 Humanity, 5 Initiative, and 5 Sanity to assume the guise of an entity you can currently see. They must immediately check Stability or Discipline vs your Will with Occultism Skill. On failure, they are unable to distinguish you from themselves, and become unsure of their own existence. They suffer a Crippling Daze and will not attack you unless actively suicidal. This effect lasts a number of Rounds equal to your degrees of success.

### **Humanity Loss:**

100-76 Humanity:

Description: On close inspection, subject's eyes appear hollow and glassy, like those of a poorly-made doll.

75-51 Humanity:

Description: Subject's skin becomes patchy and somewhat gray.

50-26 Humanity:

Description: Subject's eyes cause an ineffable sense of unease in all who look on them, and their mannerisms become disturbing to most people in a way that cannot be easily described.

25-1 Humanity:

Description: Subject begins to present extra, vestigial body parts, along with patches of scales, rubbery flesh, and/or chitin.

0 Humanity:

Description: Subject's appearance and behavior can no longer be reasonably called human. Specifics vary, but recovery is seldom successful. Termination recommended.

## **Cyborg:**

### **Integrated Gauss Weaponry:**

Rank 1:

Requires Investment of 2 Humanity. Costs 2 Initiative. Fire a gauss projectile (+6/4 damage, RoF 2). The shot is silent. This weapon is not visually noticeable.

Rank 2:

Requires Investment of 4 Humanity. Costs 2 Initiative. Fire a gauss projectile (+4/6 damage, RoF 2). The shot is silent.

Rank 3:

Requires Investment of 6 Humanity. Passive. +1 to hit with Integrated Weaponry.

Mastery A: Your weapon gains +1 Rate of Fire. -1 to Concealment.

Mastery B: Your weapon ignores ½ of targets' non-magickal Armor and Damage Reduction, but is no longer silent.

Overload: Pay 5 Humanity. Fire this weapon with +2/2 damage. It causes Both bleeding and Daze, with victim at -1 on the roll.

### **Enhanced Optical Systems:**

Rank 1:

Requires Investment of 2 Humanity. Costs 1 Initiative. +1 to hit with your next Attack. Additionally, you have no chance to hit an unintended target when attacking a participant in a melee.

Rank 2:

Requires Investment of 4 Humanity. Costs 1 Initiative. +1 to hit with your next Attack. Additionally, you have no chance to hit an unintended target when attacking a participant in a melee. You may spend the Initiative for this ability, aiming, and attacking all at once.

Rank 3:

Requires Investment of 6 Humanity. Passive. Ignore up to -2 worth of situational penalties to aiming or visual perception.

Mastery A: While active, no penalty for multiple targets on RoF > 1 weapons.

Mastery B: Passive. You may spend 1 Mental Strain to ignore all negative dice on an attack or visual perception check.

Overload: Pay 5 Humanity. Ignore all negative dice on attacks and visual perception this Scene.

### **Integrated Stealth Technology:**

Rank 1:

Requires Investment of 2 Humanity. Passively gain +1 to Stealth.

Rank 2:

Requires Investment of 4 Humanity. Passively gain +1 to Stealth. You may always take +1 in lieu of rolling 3d6 for Stealth.

Rank 3:

Requires Investment of 6 Humanity. Passively gain +2 to Stealth. You may always take +1 in lieu of rolling 3d6 for Stealth.

Mastery A: Pay 5 Initiative to create a projected image of yourself. An Awareness check of 6 is required to realize the image isn't you. Any entity that sees the image interact physically with anything no longer has to make checks to realize the image is not you.

Mastery B: Once per Round, you may roll one die. On a positive result, you may re-enter Stealth with a new check. You continue to spend Initiative as normal, as combat is still ongoing. Entities you beat on the initial check may spend 3 Initiative to look for you with another Perception check. If you attack or take damage, you're no longer in stealth. Attacking an enemy unaware of you counts as Surprise. You may re-enter Stealth only once per Scene in this way.

Overload: Pay 5 Humanity. Re-enter Stealth with a new check. You continue to spend Initiative as normal, as combat is still ongoing. Entities you beat on the initial check may spend 3 Initiative to look for you with another Perception check. If you attack or take damage, you're no longer in stealth. Attacking an enemy unaware of you counts as Surprise.

### **Integrated Life Support System:**

Rank 1:

Requires Investment of 2 Humanity. You may pay 2 Physical Strain, once per day, to heal 1d3 Physical Wounds. The process takes 6 hours.

Rank 2:

Requires Investment of 4 Humanity. You may pay 2 Physical Strain, up to twice per day, to heal 1d3 Physical Wounds. The process takes 6 hours.

Rank 3:

Requires Investment of 6 Humanity. You may pay 2 Physical Strain, up to three times per day, to heal 1d3 Physical Wounds. The process takes 6 hours.

Mastery A: The process is accelerated to 3 hours.

Mastery B: Instead heal 1d3+1 Physical Wounds.

Overload: Spend 5 Humanity, 5 Initiative, and 5 Physical Strain. Gain the benefit of using this ability immediately. If you have Rank 2 or 3, you may use multiple uses at once.

### **Subdermal Armor:**

Rank 1:

Requires Investment of 2 Humanity. Passively gain 0/2 Armor. You always take at least 1 Damage from

your skin being pierced when this Armor reduces damage. This armor is not visually noticeable.

**Rank 2:**

Requires Investment of 4 Humanity. Passively gain 0/4 Armor. You always take at least 1 Damage from your skin being pierced when this Armor reduces damage. You are at a permanent -1 to Dexterity based rolls, but may ignore this effect at the cost of 1 Physical Strain per Round. This armor is not visually noticeable.

**Rank 3:**

Requires Investment of 6 Humanity. Passively gain 0/6 Armor. You always take at least 1 Damage from your skin being pierced when this Armor reduces damage. You are at a permanent -2 to Dexterity based rolls, but may ignore this effect at the cost of 2 Physical Strain per Round. -1 to Concealment.

**Mastery A:** The Dexterity penalty and Strain cost to ignore penalty are reduced by 1.

**Mastery B:** Increase the Dexterity penalty by 1, but gain +4 Armor.

**Overload:** Pay 5 Humanity and 3 Initiative. Until you spend 2 Initiative to end the effect, you are at -3 to all Dexterity based rolls, and may not ignore this effect. This replaces the normal Dexterity penalty. For duration, you are at +2 effective Toughness for damage reduction through Strain, though you always take at least 1 damage due to your skin being pierced. Aside from the 1 damage mentioned above, all non-magickal damage you take can be bought off with strain during this effect.

**Overcharge (Unique):**

**Rank 1:**

Requires Investment of 2 Humanity. You may pay 1d3 Physical Strain to gain +1 to melee attacks, Might, Athletics, and Dodge Checks. This effect lasts a number of Rounds equal to the Strain cost. Ignore up to -1 Wound Penalties and 1 point of Encumbrance for duration. After this duration, you are at -1 to all physical checks for 1 Round.

**Rank 2:**

Requires Investment of 4 Humanity. You may pay 2d3 Physical Strain to gain +2 to melee attacks, Might, Athletics, and Dodge Checks. This effect lasts a number of Rounds equal to the Strain cost. After this duration, you are at -2 to all physical checks for 1 Round. Ignore up to -2 Wound Penalties and 2 points of Encumbrance for duration.

**Rank 3:**

Requires Investment of 6 Humanity. You may pay 3d3 Physical Strain to gain +3 to melee attacks, Might, Athletics, and Dodge Checks. This effect lasts a number of Rounds equal to the Strain cost. For duration, Melee attacks deal +4/2 Damage. After this duration, you are at -3 to all physical checks for 1 Round. Ignore Wound Penalties and Encumbrance for duration.

**Mastery A:** The penalty at duration's end is reduced by 1.

**Mastery B:** Strain cost and duration are rolled as normal, but you spend 1 fewer Strain per die rolled.

**Overload:** Pay 5 Humanity. Gain the effects of your installed Rank of this ability at no Strain cost and maximum duration. Gain 3 Initiative per Round for duration. You lose 1d3 Health per Round of duration, which cannot be bought off with Strain. You do not suffer Wound Penalties until the end of the duration. You may end the effect at any time by paying 3 Initiative and 3 Physical Strain.

**Humanity Loss:**

100-76 Humanity:

Description: Subject's thought processes are slightly more analytical and mechanical than most..

75-51 Humanity:

Description: Subject tends to make decisions quickly, and more coldly than most.

50-26 Humanity:

Description: Subject is out of touch with its own emotions, forgoing their use much of the time.

25-1 Humanity:

Description: Subject is nearly emotionless, and prone to erratic behavior based on machine logic taking human logic's place as the primary decision making process.

0 Humanity:

Description: Subject has no further attachment to their own humanity, and no concept of emotion. Without these guiding forces, they lose all sense of purpose, and generally either go inert or choose a pattern of behavior to repeat forever. Reprogramming and neural reconstruction required to be of further use.

**Wendigo:****Alacrity:**

Rank 1:

Gain +2 to Athletics, +1 to Melee Attack and Dodge this Round. This ability can be activated out of turn.

Rank 2:

Gain +3 to Athletics, +2 to Melee Attack and Dodge this Round. This ability can be activated out of turn.

Rank 3:

Passive +2 Initiative.

Mastery A: +1 to Full Defense while active

Mastery B: -1 Initiative costs to Movement and Charge while active

Overload: Pay 5 Humanity and 1d3 Physical Strain to gain 5 Initiative while active. (A d3 Result higher than your current Strain pays overage in Humanity.)

**Hungry Shadows:**

Rank 1:

Gain +2 to Stealth until the end of the Scene.

Rank 2:

Gain +2 to Stealth until the end of the Scene. If you Surprise melee attack from this stealth, the attack deals +2/2 Physical Damage.

Rank 3:

Passive +1 Stealth.

Mastery A: +2d3 Damage on surprise melee attacks from stealth while active. 3's explode.  
Mastery B: All entities in your area are at -2 to ranged attack and visual perception while active.  
Overload: Pay 5 Humanity upon hitting with a surprise melee attack from stealth affected by this ability. If you deal at least 1 Critical Wound, the victim is incapacitated until the end of the round (on top of any normal penalties from the damage), and you remain in stealth.

### **Bloodlust:**

Rank 1:

Spend Humanity on dealing damage with a melee attack. Victim must automatically roll against Bleeding. If the attack would normally prompt bleeding, the roll is at -1 more severe than normal. Using this ability against a bleeding entity causes the melee attack to cost -1 Initiative.

Rank 2:

Spend Humanity on dealing damage with a melee attack. Victim must automatically roll against Bleeding at -1. If the attack would normally prompt bleeding, the roll is at -2 more severe than normal. Using this ability against a bleeding entity causes the melee attack to cost -1 Initiative.

Rank 3:

Passive. +1 to hit bleeding entities with melee attacks, +2 to Awareness checks to detect or track bleeding entities.

Mastery A: On dealing melee damage to a bleeding entity, regain 1 Physical Strain.

Mastery B: If you hit a bleeding enemy with this attack, they automatically bleed arterially.

Overload: Pay 5 Humanity. +1 to hit bleeding entities with melee attacks and double all bleeding damage inflicted by your attacks for the rest of the Scene. All bleeding entities that can see you must check against Temporary Insanity due to terror of you, with the following penalties:

Bleeding: -1 to check

Severely Bleeding: -2 to check

Arterially Bleeding: -3 to check

### **Bitter Gale:**

Rank 1:

Costs 3 Initiative. All entities in your area lose 3 Initiative and have -1 to ranged attack rolls until the end of the Round.

Rank 2:

Costs 3 Initiative. All entities in your area lose 3 Initiative and have -2 to ranged attack rolls and -1 to melee attack rolls until the end of the Round. The melee penalty does not affect you.

Rank 3:

Passive +1 Dodge vs ranged attacks.

Mastery A: Entities other than you in your area must spend double initiative to move while active.

Mastery B: Instead affects all entities within 1 area of you.

Overload: Pay 5 Humanity. All ranged attacks made in your area miss while active. Ranged attacks made from outside your area against targets in your area are at -2 while active. All entities but you take (12-Endurance check with Vitality) damage.

## **Anthrophagy:**

### **Rank 1:**

Costs 3 Humanity rather than the normal roll for Humanity loss. Requires presence of a helpless or recently killed (still warm) human body. For the rest of the scene, if you are in the same area as the dead or helpless person, you may spend 2 Initiative to heal yourself 1 wound, dealing 1 unpreventable wound to the victim. You may repeat this as many times as you like.

### **Rank 2:**

Costs 5 Humanity rather than the normal roll for Humanity loss. Requires presence of a helpless or recently killed (still warm) human body. For the rest of the scene, if you are in the same area as the dead or helpless person, you may spend 2 Initiative to heal yourself 1 wound, dealing 1 unpreventable wound to the victim. You may repeat this as many times as you like. At the end of each Round in which you heal yourself at least 1, remove 1 physical or mental wound penalty, permanent or temporary.

### **Rank 3:**

Passive. When you deal damage using this ability, you deal +1d3 melee damage for the rest of the scene. This effect can stack up to 3 times.

Mastery A: -1 Initiative cost for each "bite" for Rank 1 and Rank 2.

Mastery B: Recover 2d3 physical strain up to once a day when using this ability.

Overload: On a round in which you've dealt damage with this ability, pay 5 Humanity and 2d3 Physical Strain to heal all your physical wounds.

## **Wendigo Fever (Unique):**

### **Rank 1:**

Costs 5 Initiative. Target any number of entities in your area, paying 1 Health per target. They must check Stability or Discipline vs your Vitality +1. On failure, they fly into a blind rage, attacking the nearest entity in melee with the intent to kill. This effect ends on the victims' unconsciousness or successfully killing their target. An entity may only be affected by this once per day.

### **Rank 2:**

Costs 5 Initiative. Target any number of entities in your area, paying 1 Health per target. They must check Stability or Discipline vs your Vitality +2. On failure, they fly into a blind rage, attacking the nearest entity in melee with the intent to kill. This effect ends on the victims' unconsciousness or successfully killing their target. You must pay 1 Health for each entity beyond the first. An entity may only be affected by this once per day.

### **Rank 3:**

Passive. Entities taking damage from attacks made by the victims of this ability must check Stability or Discipline vs your Vitality +1 or fall victim to the effect themselves.

Mastery A: Victims of this effect are at +1 to hit with melee attacks.

Mastery B: Victims of this effect gain +0/+2 damage to melee attacks.

Overload: Pay 5 Humanity to use this ability, affecting 2 targets per health spent. You may target entities up to 1 area away.

## **Humanity Loss:**

100-76 Humanity:

Description: Subject is slightly drawn looking.

#### 75-51 Humanity:

Description: Subject appears gaunt, with patches of white hair developing. Prone to menacing, almost predatory behavior.

#### 50-26 Humanity:

Description: Subject displays albinism, darkened irises and sclera. Predatory and violent behaviors in evidence.

#### 25-1 Humanity:

Description: Subject shows growth of long, white hair/fur, extended nails and teeth, and lengthened limbs. Prone to violent outbursts and displays a tendency toward sadism.

#### 0 Humanity:

Description: Subject's mind is no longer discernibly human. Wanders as a cannibalistic ambush predator and must be captured and put through significant treatment to regain faculties.

### **Telekinetic:**

#### **Force Shield:**

Rank 1:

Spend 3 Initiative defensively to gain 0/4 Armor against non-magickal attacks until the end of this Round. May pay 1 Strain (Mental or Physical) to extend duration an additional round (No limit).

Rank 2:

Spend 3 Initiative defensively to gain 4/4 Armor against non-magickal attacks until the end of this Round. May pay 2 Strain (Mental, Physical, or both) to extend duration an additional round (No limit).

Rank 3:

Passive. 0/2 Armor against non-magickal attacks.

Mastery A: Costs only 2 Initiative to use.

Mastery B: Strain cost extends duration two additional rounds instead of one.

Overload: Pay 5 Humanity and 3 Initiative defensively to use this ability on both yourself and 1d3 additional targets of your choice.

#### **Force Projection:**

Rank 1:

Costs 3 Initiative. Ranged Attack with telekinesis Skill, +3/3 physical damage. Causes both Daze and Bleeding. You may spend up to 4 Physical and/or Spiritual Strain to boost the damage, with the side effects listed below:

- 1 Strain: Instead deal +4/4 damage. You must check vs Daze.
- 2 Strain: Instead deal +5/5 damage. You must check vs Daze at -1.
- 3 Strain: Instead deal +6/6 damage. You must check vs Daze at -2.
- 4 Strain: Instead deal +7/7 damage. You must check vs Daze at -3.

Rank 2:

Costs 3 Initiative. Ranged Attack with telekinesis Skill, +5/5 physical damage. Causes both Daze and Bleeding with the check rolled at -1. You may spend up to 4 Physical and/or Spiritual Strain to boost



the damage, with the side effects listed below:

- 1 Strain: Instead deal +6/6 damage. You must check vs Daze.
- 2 Strain: Instead deal +7/7 damage. You must check vs Daze at -1.
- 3 Strain: Instead deal +8/8 damage. You must check vs Daze at -2.
- 4 Strain: Instead deal +9/9 damage. You must check vs Daze at -3.

Rank 3:

Passive. When you deal damage with this ability, the victim loses 1 Initiative.

Mastery A: On hit, you may spend 3 Initiative, 2 Humanity, and 1d3 Physical and Mental Strain to disrupt the victim's organs with internal telekinesis, dealing 2d3 physical damage to the victim, which cannot be prevented by any non-magickal means.

Mastery B: You may spend 3 Physical Strain to throw an enemy 1d3-1 areas on hit. They must check Athletics with Dexterity against 5 or suffer knockdown.

Overload: Spend 5 Humanity and 3 Initiative to use this ability against all entities in a 1 area radius aside from yourself.

### **TK-Assisted Movement:**

Rank 1:

+2 to Athletics and Dodge until the end of the Round.

Rank 2:

+3 to Athletics and Dodge until the end of the Round.

Rank 3:

Passive. When you use Full Defense, gain +2 to Dodge instead of +1. You may spend Spiritual as well as Physical Strain for Movement, Athletics, Charge, and Dodge.

Mastery A: You may spend Spiritual Strain for +2 per Strain spent on Movement checks (max +6).

Mastery B: When you successfully Dodge, you may make a Movement action immediately at ½ normal Initiative cost (min 1).

Overload: Pay 5 Humanity. Until the end of the Round, your Movement, Flee, and Charge actions take ½ normal Initiative cost (min 1). When you use Full Defense, gain +3 to Dodge instead of +1. +2d3 damage to Charge attacks. You may extend this effect for 1 Physical and 1 Spiritual Strain per round.

### **Sensory Field:**

Rank 1:

For the next 10 minutes, you may not be surprised by entities in your Area, and Stealth cannot succeed against you in your Area (Unless the entity is somehow incorporeal). You are at +1 to Awareness and Investigation within your Area.

Rank 2:

For the next 10 minutes, you may not be surprised by entities up to 1 Area away, and Stealth cannot succeed against you in your Area or an adjacent Area (Unless the entity is somehow incorporeal). You are at +2 to Awareness and Investigation up to 1 Area away.

Rank 3:

Passive. +2 to Awareness checks against Stealth.

- Mastery A: Each Round, choose an entity in this ability's area of effect. You are at +1 to all combat checks against them.
- Mastery B: The ability lasts for 30 minutes per use rather than 10 minutes.
- Overload: Pay 5 Humanity. You are at +2 to all combat rolls against entities in this ability's area of effect.

### **Pyrokinesis:**

Rank 1:

Costs 1 Initiative. Check Will vs target's Vitality. On success, the target is ignited. At the end of each Round, ignited entities take 1d3 damage that can be prevented only by magick and does not cause bleeding. Each round, you may spend 1 Physical and 1 Spiritual Strain to deal an ignited enemy an additional 1d3 damage which can be prevented only by magick and does not cause bleeding. If you do not spend the 1 Physical and 1 Spiritual Strain, the enemy ceases to be ignited after taking the Round-end damage. You may only have one enemy ignited at a time.

Rank 2:

Rank 2:

Costs 1 Initiative. Check Will vs target's Vitality. On success, the target is ignited. At the end of each Round, ignited entities take 1d3+1 damage that can be prevented only by magick and does not cause bleeding. Each round, you may spend 1 Physical or 1 Spiritual Strain and 1 Humanity to deal an ignited enemy an additional 1d3+1 damage which can be prevented only by magick and does not cause bleeding. If you do not spend the 1 Physical or Spiritual Strain and Humanity, the enemy ceases to be ignited after taking the Round-end damage. You may only have one enemy ignited at a time.

Rank 3:

Passive. When you are struck in Melee, you may use this Rank 1 or 2 of this ability at no Initiative cost against your attacker, with a +1 on the Will check against their Vitality. You may also use Rank 1 and 2 of his ability actively to surround yourself with fire, prompting the next enemy to strike you in melee or that you strike in melee to immediately be affected, gaining a +1 to your Will check against their Vitality.

Mastery A: +1 to Will checks vs victim's Vitality.

Mastery B: d3's rolled for damage with this ability explode a maximum of once per die.

Overload: Pay 5 Humanity and 5 Initiative. Check Will +1 vs Vitality against all entities but you within 1 Area. If you are successful, victims take 3d3 damage, which can only be prevented by magick and does not cause bleeding. At the start of each subsequent Round, you may pay 1 Health, 1 Sanity, and all your Initiative to repeat this attack, this time affecting all entities but you within 2 areas.

### **Gravity (Unique):**

Rank 1:

Costs 4 Initiative. Check Telekinesis Skill with Will vs Endurance Skill with Vitality against all entities in your area. On success, victim is at -2 to all Physical actions until the end of the Round. On failure, victim is at -1.

Rank 2:

Costs 4 Initiative and 1 Memento Mori. Check Telekinesis Skill with Will vs Endurance Skill with Vitality against all entities in your area. On success, victim is at -2 to all Physical actions until the end

of the Round, Takes 1 physical damage that can be prevented only by magick, and loses 2d3 Physical Strain. On failure, victim is at -2 to all Physical actions until the end of the Round.

Rank 3:

+1 to the Telekinesis check.

Mastery A: Victims who fail their Endurance check take 2 additional physical damage that cannot be bought off with Strain.

Mastery B: Victims are at an additional -1 to their next Physical Action regardless of the results of the check.

Overload: Pay 5 Humanity. For the rest of the encounter, each time you use this ability on consecutive rounds, all entities you beat on the check take +1d3 additional physical damage which can be prevented only by magick. This bonus damage is cumulative, thus using the ability 3 times in a row would cause +2d3 damage on the third use, etc.

### **Humanity Loss:**

100-76 Humanity:

Description: Subject is plagued by frequent, minor headaches.

75-51 Humanity:

Description: Subject suffers occasional migraines, and is consequently irritable.

50-26 Humanity:

Description: Subject is prone to outbursts of rage due to the occasionally incredible pain.

25-1 Humanity:

Description: Subject is dangerously temperamental, lashing out at slight provocations.

0 Humanity:

Description: Subject enters meltdown, causing massive, random destruction. Generally burn themselves out unto death within minutes or hours, but can be rehabilitated through drugs and implant therapy if retrieved alive.

### **Werewolf:**

#### **Partial Transformation (Savagery):**

Rank 1:

Costs 8 Initiative. Lasts 1 day, and costs 3x normal Humanity. +2 to Might checks, +1 to Athletics, and +1 to Melee attack. May be canceled at any time for 4 Initiative.

Rank 2:

Costs 8 Initiative. Lasts 1 day, and costs 3x normal Humanity. +3 to Might checks, +2 to Athletics, and +1 to Melee attack. Gain claws, which grant +4/2 damage to unarmed attacks. -2 to Charisma based checks (aside from Intimidation) unless target is not put off by werewolves. May be canceled at any time for 4 Initiative.

Rank 3:

Passive. +1d3 melee damage.

Mastery A: Costs normal Humanity rather than 3x Humanity.  
Mastery B: Rank 2 no longer has a Charisma penalty.  
Overload: Gain use of the “Full Transformation” ability (see below).

### **Partial Transformation (Virility):**

Rank 1:

Costs 8 Initiative. Lasts 1 day, and costs 3x normal Humanity. +2 to Endurance checks. Once per Round, you may gain 1 Temporary Physical Strain, which may be used for Might, Endurance, Athletics, or physical damage reduction. May be canceled at any time for 4 Initiative.

Rank 2:

Costs 8 Initiative. Lasts 1 day, and costs 3x normal Humanity. +3 to Endurance checks. Once per Round, you may gain 2 Temporary Physical Strain, which may be used for Might, Endurance, Athletics, or physical damage reduction. +1 effective Toughness for physical damage reduction. Each hour, you may pay 1 Humanity to heal 1d3 health. You may use this effect up to 2 times a day. -2 to Charisma based checks (aside from Intimidation) unless target is not put off by werewolves. May be canceled at any time for 4 Initiative.

Rank 3:

Passive. +1 damage reduction which can only prevent damage preventable by Strain.

Mastery A: Costs normal Humanity rather than 3x Humanity.  
Mastery B: Rank 2 no longer has a Charisma penalty.  
Overload: Gain use of the “Full Transformation” ability (see below).

### **Partial Transformation (Sensory):**

Rank 1:

Costs 8 Initiative. Lasts 1 day, and costs 3x normal Humanity. +2 to Awareness, +1 to Empathy, and +1 to Melee attack. May be canceled at any time for 4 Initiative.

Rank 2:

Costs 8 Initiative. Lasts 1 day, and costs 3x normal Humanity. +3 to Awareness, +2 to Empathy, and +1 to Melee attack. Stealth cannot be used against you in your Area. -2 to Charisma based checks (aside from Intimidation) unless target is not put off by werewolves. May be canceled at any time for 4 Initiative.

Rank 3:

Passive. Ignore up to -2 worth of circumstantial penalties to Awareness and Empathy checks.

Mastery A: Costs normal Humanity rather than 3x Humanity.  
Mastery B: Rank 2 no longer has a Charisma penalty.  
Overload: Gain use of the “Full Transformation” ability (see below).

### **Full Transformation:**

Pay 5 Humanity and 8 Initiative. You must be under the effect of Partial Transformation (any) to use this ability. Lasts until the end of the Scene, and has the following effects:

- \*You may take +2 in lieu of rolling 3d6 for Might, Endurance, Awareness, and Athletics.
- \*+3 to Melee Attack, +2 to Dodge.

\*Gain Claws, adding +4/2 damage to unarmed attacks (stacks with Partial Transformation: Savagery for a total of +8/4).

\*At the end of each Round, heal 1 physical wound. At any time, you may pay 2 Humanity to heal an additional physical wound.

\*Ignore up to -2 worth of wound penalties.

\*Gain +1 Effective toughness for physical damage reduction.

If you are rendered unconscious during this transformation, the transformation immediately ends. At the end of a Scene, you may spend 2 Humanity to extend the duration until the end of the next Scene.

### **Pack Hunter:**

Rank 1:

Requires Investment of 2 Humanity. +1 to melee attacks against targets already engaged in melee. +1 to Movement checks used to chase fleeing enemies or close in to melee.

Rank 2:

Requires Investment of 4 Humanity. +2 to melee attacks against targets already engaged in melee. +2 to Movement checks used to chase fleeing enemies or close in to melee.

Rank 3:

Requires Investment of 6 Humanity. +2 to melee attacks against targets already engaged in melee. +2 to Movement checks used to chase fleeing enemies or close in to melee. +3d3 Damage to melee attacks against an enemy that's failed to flee from you, if made directly after closing to melee with them.

Mastery A: Allies engaged in melee with the same target you are get +1 to melee attacks against that target.

Mastery B: Entities engaged in melee with you take -1 to hit any target but you with attacks.

Overload: Pay 5 Humanity. For the remainder of the Scene, when you successfully hit an enemy with a melee attack, they are at -2 to hit any target but you on their next action, and your allies are at +1 to hit them with melee attacks on their next action.

### **Accursed Resilience:**

Rank 1:

Requires Investment of 2 Humanity. Gain 4 Armor against all sources of damage aside from silver and wolfsbane.

Rank 2:

Requires Investment of 4 Humanity. Gain 6 Armor against all sources of damage aside from silver and wolfsbane.

Rank 3:

Requires Investment of 6 Humanity. Gain 6 Armor against all sources of damage aside from silver and wolfsbane. +1 to checks against Bleeding and Daze.

Mastery A: Silver and Wolfsbane no longer bypass the Armor.

Mastery B: -2 Humanity Investment required.

Overload: Pay 5 Humanity. Cancel any Bleeding, Daze, Temporary Insanity, and up to one malign magical or psychic effect on yourself, provided none was not caused by a weapon or attack using silver or wolfsbane. You may not cancel the same type of status effect more than once per Scene in this way.

**Rage (Unique):**

Rank 1:

For 1 Round, gain +3 damage to unarmed attacks. If you are struck in melee, roll 1d3. On a 3, you may attack your attacker immediately with an unarmed attack that costs no initiative and does not prompt the Rush penalty. You have +1 to hit your attacker with an unarmed attack on your next action. You must make an unarmed attack every action this round if possible, otherwise attempting to close to melee. The GM may give you a Memento Mori to force you to attack a random target once this Round, favoring entities closest to you.

Rank 2:

Costs 1 Memento Mori. For 1 Round, gain +3/3 damage to unarmed attacks. If you are struck in melee, roll 1d3. On a 2-3, you may attack your attacker immediately with an unarmed attack that costs no initiative and does not prompt the Rush penalty. You have +1 to hit your attacker with an unarmed attack on your next action. You must make an unarmed attack every action this round if possible, otherwise attempting to close to melee. The GM must give you a Memento Mori to force you to attack a random target once this Round, favoring entities closest to you, and may give you a second Memento Mori to do so again, provided this would not cause you to hold more than 2 Memento Mori.

Rank 3:

Passive. +1 to the 1d3 roll for extra attacks on Ranks 1 and 2.

Mastery A: When the GM forces you to attack a target, you may check Stability or Discipline. On a 8+, you may choose your target instead.

Mastery B: Athletics checks to charge or close to melee are at ½ normal Initiative cost (min 1) while this ability is active.

Overload: Pay 5 Humanity. While this ability is active, up to 3 times per round, you may take 1 Physical damage which cannot be prevented by Strain to make a melee attack which costs no initiative against a random target in melee with you. This effect lasts 1 Round.

**Humanity Loss:**

100-76 Humanity:

Description: Subject a bit more hirsute than average for their gender and ethnicity

75-51 Humanity:

Description: Subject's ears and nails develop to a sharper point than average. Body language becomes relaxed and predatory.

50-26 Humanity:

Description: Subject's eyes become a lupine yellow or orange. Subject is intently aware of signs of physical weakness and responsive to dominance displays.

25-1 Humanity:

Description: Subject gains thick body hair, pointed fangs, and nails more like claws. More pronounced predatory/lupine behavioral patterns, dislikes being confined, tends to patrol and defend territory.

0 Humanity:

Description: Subject loses all semblance of humanity, and lives as a lycanthrope throughout the lunar

cycle. Must be captured for intensive treatment for any hope of recovery.

## **True Faith:**

### **Guardian Angel:**

Rank 1:

Invest 2 Humanity. Gain 0/2 magickal Damage Reduction against all sources (half as much against horror based sanity damage), and you may pay Spiritual Strain against any type of damage, using your Force of Will in place of Toughness or Clarity if desired. When you take damage after the reduction granted by this ability and the strain-based reduction, the ability ends unless you pay 2 Humanity.

Rank 2:

Invest 4 Humanity. Gain 0/4 magickal Damage Reduction against all sources (half as much against horror based sanity damage), and you may pay Spiritual Strain against any type of damage, using your Force of Will in place of Toughness or Clarity if desired. When you take damage after the reduction granted by this ability and the strain-based reduction, the ability ends unless you pay 2 Humanity.

Rank 3:

Invest 6 Humanity. Gain 0/6 magickal Damage Reduction against all sources (half as much against horror based sanity damage), and you may pay Spiritual Strain against any type of damage, using your Force of Will in place of Toughness or Clarity if desired. When you would take damage after the reduction granted by this ability and the strain-based reduction, the ability ends unless you pay 2 Humanity.

Mastery A: You may pay Spiritual Strain to reduce damage of any type taken by allies in line of sight. This reduction includes your Force of Will bonus if any.

Mastery B: When you pay Humanity to continue use of this ability, the enemy that damaged you takes Sanity damage equal to  $(1 + 3 \times \text{active rank of this ability})$ . If this Sanity loss prompts Temporary Insanity, it causes the victim to flee or cower in panic.

Overload: Pay 5 Humanity, 2 Initiative, and 2 Health. Any allies in line of sight you choose benefit from your current active rank of this ability for the rest of the Scene.

### **Divine Challenge:**

Rank 1:

Costs 3 Initiative. Roll Will vs Will against an enemy you are aware of (regardless of whether you can currently detect them) within 2 areas. On success, that enemy is revealed to you, and cannot use stealth, illusion, or any other means to obscure their location or nature from you for the remainder of the Round. That enemy is at -2 to attack anyone but you for the remainder of the Round. You may extend the effect of this ability by 1 Round for 3 Spiritual Strain without limit.

Rank 2:

Costs 3 Initiative. Roll Will vs Will against an enemy you are aware of (regardless of whether you can currently detect them) within 2 areas. On success, that enemy is revealed to you, and cannot use stealth, illusion, or any other means to obscure their location or nature from you for the remainder of the Round. That enemy is at -3 to attack anyone but you for the remainder of the Round, and at +1 to attack you for the remainder of the Round. You may extend the effect of this ability by 1 Round for 3 Spiritual Strain without limit.

Rank 3:

Passive. +1 to the Will vs Will check. +1 to Intimidation checks.

Mastery A: This ability instead reveals the enemy to all observers and precludes stealth, illusion, or other obscuration against all observers.

Mastery B: Each time an enemy affected by this ability damages you, regain 2 Spiritual Strain.

Overload: Pay 5 Humanity when using this ability to cause it to affect any number of enemies within 2 areas.

### **Consecrated Ground:**

Rank 1:

Takes 1 hour. Until the next sunrise, the territory you designate (a building, a clearing in the woods, a chalk circle; may not be so large as to not be able to see from one side to the other on a clear day, GM discretion) is consecrated. Any entity that is at least largely spiritual in nature (GM discretion) must pay 1 Strain and pass a Will vs Will check against you to enter or exit the consecrated space unless you consciously allow them passage. After failing to enter or exit the consecrated space, entity takes 2 Sanity and 2 Health damage, which can be prevented only by magick. The entity must pay 1 Strain for each subsequent attempt. Any time an entity attempts to pass the barrier, the caster of the barrier is magickally made aware of it.

Rank 2:

Takes 1 hour. Until the next sunrise, the territory you designate (a building, a clearing in the woods, a chalk circle; may not be so large as to not be able to see from one side to the other on a clear day, GM discretion) is consecrated. Any entity that is at least largely spiritual in nature (GM discretion) must pay 2 Strain and pass a Will vs Will check against you to enter or exit the consecrated space unless you consciously allow them passage. You are at +1 to this Will vs Will check. After failing to enter or exit the consecrated space, entity takes 4 Sanity and 4 Health damage, which can be prevented only by magick. The entity must pay 2 Strain for each subsequent attempt. Any time an entity attempts to pass the barrier, the caster of the barrier is magickally made aware of it.

Rank 3:

Passive. +1 to the Will vs Will check. +2 to First Aid checks inside the consecrated space.

Mastery A: You and your allies inside the consecrated space heal 1 wound of any type for each hour you remain within the effects of this ability. Each entity may heal a number of wounds per day equal to your Willpower in this way.

Mastery B: You and your allies inside the consecrated space heal 1 Strain of any type for each hour you remain within the effects of this ability. Each entity may heal a number of Strain per day equal to your Willpower in this way.

Overload: Pay 5 Initiative and 5 Humanity to use this ability immediately.

### **Stalwart Faith:**

Rank 1:

Costs 0 Initiative and can be used out of turn when losing Sanity. Reduce Sanity damage taken due to horror or magick by 4.

Rank 2:

Costs 0 Initiative and can be used out of turn when losing Sanity. Reduce Sanity damage taken due to horror or magick by 6.



Rank 3:

Passive. +1 to Horror checks.

Mastery A: Passive. You may always take +1 in lieu of rolling 3d6 for horror checks.

Mastery B: When you reduce Sanity damage taken to 0 with this ability, you gain +2 to checks against the source of the horror or magick until the end of the Round.

Overload: Costs 5 Humanity, 0 Initiative. May be used out of turn when taking Sanity damage. Cancel all Sanity damage taken for the remainder of the Round. Each time you would take Sanity damage, instead recharge 2 Spiritual Strain.

### **Exorcism:**

Rank 1:

Costs 5 Initiative. May only target an entity that is largely spiritual in nature (GM discretion). Roll Will vs Will. On success, deal 2 + (2x Spiritual Strain Spent) Sanity damage to target. No more than 4 Spiritual Strain may be spent in this way. If this prompts a temporary insanity roll, victim will always respond with panicked flight or cowering on a negative result. On the victim's next turn, the victim may then choose to deal you an equal amount of Physical damage by spending an equal amount of Strain and 5 Initiative. This process repeats until you or your victim opt out of continuing.

Rank 2:

Costs 5 Initiative. May only target an entity that is largely spiritual in nature (GM discretion). Roll Will vs Will. You have +1 on this check. On success, deal 2 + (3x Spiritual Strain Spent) Sanity damage to target. No more than 6 Spiritual Strain may be spent in this way. If this prompts a temporary insanity roll, victim will always respond with panicked flight or cowering on a negative result. Victim may then choose to deal you an equal amount of Physical damage by spending an equal amount of Strain and 5 Initiative. This process repeats until you or your victim opt out of continuing.

Rank 3:

Passive. You gain +1 effective Toughness and Force of Will for reducing damage taken from your victim during Exorcism, and may spend both Physical and Spiritual Strain to reduce this damage.

Mastery A: When you deal damage with Exorcism, your victim is at -2 to attack any target but you until the end of the Round.

Mastery B: You may target entities not largely spiritual in nature with Exorcism. When you deal damage with Exorcism to such an entity, you may not target another non-spiritual entity with Exorcism this Scene.

Overload: Costs 5 Humanity and 5 Initiative. Identical to Rank 2 Exorcism (or Rank 1 if you do not have Rank 2). However, it affects all eligible entities participating in the combat. When the option to continue the process passes to your enemies, only one (GM's choice) may deal damage to you. The process continues this way, with you dealing damage to all enemies and one enemy responding, until someone opts out of continuing.

### **Faith Healing (Unique):**

Rank 1:

Costs 3 Initiative. Touch a willing entity other than yourself to heal them for 1d3 + (Spiritual Strain Spent) Health. Healing the same target more than once per day costs 3 Health per use of this ability, which cannot be prevented by use of Strain.

Rank 2:

Costs 3 Initiative. Touch a willing entity other than yourself to heal them for 2d3 + (Spiritual Strain Spent) Health, and half as many Sanity and Focus. Healing the same target more than once per day costs 5 Health per use of this ability, which cannot be prevented by use of Strain.

Rank 3:

Passive. +3 to First Aid checks.

Mastery A: The Health cost of repeated uses of this ability is reduced by 2.

Mastery B: Once per day, you may heal yourself with this ability.

Overload: Costs 5 Humanity, a Memento Mori, and 3 Initiative. Heal target to full Health, Focus, and Sanity, and reduce permanent physical wound penalties by 1. This overload does not count against daily uses of Faith Healing.

### **Humanity Loss:**

100-76 Humanity:

Description: Subject is a bit more unflappable and generous than the average.

75-51 Humanity:

Description: Subject is prone to help others, even at cost to themselves.

50-26 Humanity:

Description: Subject usually puts others' needs first, even if dangerous to themselves.

25-1 Humanity:

Description: Subject's selfless heroism borders on the suicidal.

0 Humanity:

Description: Subject becomes fixated on enlightenment or martyrdom, both of which are quite fatal without intervention.

### **Medium:**

#### **Psychometry:**

Rank 1:

Costs 2 Initiative. Gain a vague sense of a touched object's history (GM discretion).

Rank 2:

Costs 2 Initiative. Gain a clear sense of a touched object's history (GM discretion).

Rank 3:

Passive. +2 to Investigation checks.

Mastery A: If you use Psychometry on a weapon this Scene, gain +1 to attack with it this Scene.

Mastery B: You also sense all relevant metaphysical information connected with the object (at the same level of clarity determined by the Ability rank used.)

Overload: Upon getting information with this ability, pay 5 Humanity. The GM forewarns you of any danger coming your way in the next day. You may increase this time by spending 1

Spiritual Strain for each additional day. This warning is only accurate as long as you do not leave the area, which alters the time stream.

**Possession:**

Rank 1:

Costs 3 Initiative. Until the end of the Scene, you gain any Skill of your choice at Rank 3.

Rank 2:

Costs 3 Initiative. Until the end of the Scene, you gain any Skill of your choice at Rank 5.

Rank 3:

Passive. You may spend 1 Initiative and X Spiritual Strain to gain +X Rank to a Skill for the remainder of a scene. You may only gain ranks in one Skill per scene in this way. If you use this effect on a skill you already have at Rank 5, gain 3 Temporary Strain that must be used with that skill this Scene.

Mastery A: Draw on the possessing spirit's power, granting yourself 3 Temporary Strain which must be used while Possession is active, on checks with skills gained or boosted through use of this ability. May be used once per Scene.

Mastery B: Ignore negative dice on affected Skill Checks.

Overload: Pay 5 Humanity, 5 Initiative, and 5 Spiritual Strain. You are possessed by legions of spirits, gaining Rank 5 of all skills for the remainder of the scene.

**Seance:**

Rank 1:

Takes 1d3 hours. See vague visions of the spirits of those who died in the area, giving you insight into the past. The spirits can hear your questions, but cannot speak, giving only an eerie, impressionistic pantomime (GM discretion). You may use this Rank once per Session. If spirits are not predisposed to helping you, the GM may call for Charisma based checks to convince, dupe, or threaten the spirits into giving up information.

Rank 2:

Takes 1d3 hours. See vague visions of the spirits of those who died in the area, giving you insight into the past. The spirits can hear your questions, and can speak, but will use eerie, impressionistic pantomime (GM discretion) until asked a direct question, at which point they answer and dissipate. You may use this Rank once per Session. If spirits are not predisposed to helping you, the GM may call for Charisma based checks to convince, dupe, or threaten the spirits into giving up information.

Rank 3:

Passive. You may spend 3 Spiritual Strain to use Rank 1 or Rank 2 instantly.

Mastery A: You may use each Rank twice per Session.

Mastery B: If Charisma based checks are called upon by the GM to convince, dupe, or threaten spirits into sharing information with you, you are at +3 to those checks.

Overload: Spend 5 Humanity. Use Rank 2 instantly, and the spirits dissipate only when they wish to, or when you voluntarily dismiss them, regardless of the number of questions asked.

**Baleful Dead:**

Rank 1:

Costs 2 Initiative. Roll Medium (Will) vs Stability or Discipline to call down violent ghosts on your target's soul. Deals +4/4 Sanity Damage. This damage always prompts a roll against Temporary Insanity, even if dealing less than 5 total Sanity Damage due to armor or damage reduction. If it causes a Temporary Insanity roll normally, the roll is at -1 (Thus, always -1 more severe than would otherwise be the case).

Rank 2:

Costs 2 Initiative. Roll Medium (Will) vs Stability or Discipline to call down violent ghosts on your target's soul. Deals +6/4 Sanity Damage. This damage always prompts a roll against Temporary Insanity, even if dealing less than 5 total Sanity Damage due to armor or damage reduction. If it causes a Temporary Insanity roll normally, the roll is at -1 (Thus, always -1 more severe than would otherwise be the case). Opponent is at -1 Force of Will for purposes of reducing this damage. If this reduction would put them at -1 total Force of Will, they must pay 2 Spiritual Strain to prevent each 1 Sanity Damage on this attack.

Rank 3:

Passive. Opponents rolls against Temporary Insanity caused by this ability are at an additional -1.

Mastery A: Checks against Temporary Insanity caused by this ability also cause bleeding.

Mastery B: Checks against Temporary Insanity caused by this ability also cause daze.

Overload: Pay 5 Humanity and 5 Spiritual Strain to cause one use of this ability to hit all entities you target within 1 area.

### **Spirit Guardians:**

Rank 1:

You may spend Humanity between Scenes to set your or an ally's Vigilance at 3.

Rank 2:

You may spend Humanity between Scenes to set your or an ally's Vigilance at 3, and if the beneficiary of this ability is Surprised, their penalty to defend themselves is only -1.

Rank 3:

Passive. While this ability is active, you may spend 2 Mental Strain to add +1 to your Vigilance, up to a maximum of 4.

Mastery A: If you or your allies are surprised, you may pay buy down their penalty to defend themselves for 1 Spiritual Strain per point of penalty to all targets.

Mastery B: While this ability is active, reduce the first Sanity damage you take per scene by 4. This damage reduction counts as magick.

Overload: Pay 5 Humanity and 5 Initiative. You are magickally aware of all entities within 2 areas of yourself for the remainder of the Scene.

### **The Rising (Unique):**

Rank 1:

Costs 5 Initiative. Raise from the dead any one entity whose remains are in the area. They become a friendly NPC (with stats identical to those they had in life) that acts with animal intelligence and an instinct to protect you and your allies (GM discretion). The raised entity disintegrates if it takes 15 or more damage in one attack, is hit by 3 damaging attacks in one round, or at the end of the next Round.

At the end of the Round, you may invest 5 Humanity to prevent the time-based disintegration of the entity.

**Rank 2:**

Costs 5 Initiative. Raise from the dead any one entity whose remains are in the area. They become a friendly NPC (with stats identical to those they had in life) that acts with humanlike intelligence and an instinct to protect you and your allies (GM discretion). The raised entity disintegrates if it takes 20 or more damage in one attack, is hit by 4 damaging attacks in one round, or at the end of the next Hour. At the end of the Round, you may invest 5 Humanity to prevent the time-based disintegration of the entity.

**Rank 3:**

Passive. Raised entities last to the end of the Scene before you must invest humanity or let them disintegrate.

Mastery A: +5 to the amount of damage and +1 to the number of attacks required to destroy the entity.

Mastery B: You may spend up to 5 Spiritual Strain to grant raised entity 1d3 NPC Strain per Spiritual Strain spent.

Overload: Spend 5 Humanity, 5 Initiative, 5 Spiritual Strain, and a Memento Mori. Raise up to 5 entities.

**Humanity Loss:**

100-76 Humanity:

Description: Subject's eyes have a hollow, haunted quality.

75-51 Humanity:

Description: Subject hears indistinct voices no one else can, and often appears distracted.

50-26 Humanity:

Description: Subject occasionally blurts words or phrases of which they have no memory.

25-1 Humanity:

Description: Subject is periodically possessed by the spirits of nearby dead (GM discretion).

0 Humanity:

Description: Subject is permanently possessed by the strongest dead spirit nearby, and must be successfully exorcised if there is to be any hope of retrieval.

**Soldier:**

Note: Soldier is the only Archetype that may be taken as a 3<sup>rd</sup> Archetype, and lacks a Humanity Loss mechanic. Instead, the abilities incur the following costs, except where specifically stated otherwise:

Rank 1: Spend 1 Strain of any kind to use the ability.

Rank 2: Spend 1 Memento Mori to use the ability.

**Combat Tactician:**

Rank 1:

Gain +2 to a Tactics roll used in combat this Round.

Rank 2:

Gain +6 to a Tactics roll used in combat this Round.

Rank 3:

Passive -1 Initiative cost for Tactics.

Mastery A: No Strain cost for Rank 1, 1/3 chance to ignore the consequence of gaining a Memento Mori on Rank 2.

Mastery B: Once per Round, pay -1 Initiative cost for Tactics.

Overload: Pay 5 Humanity. The bonuses gained by this ability lasts the remainder of the Scene.

### **Intelligence Training:**

Rank 1:

Gain +2 to a roll used in stealth, infiltration, traps, surveillance, countersurveillance, etc. provided you can give narrative justification (GM discretion).

Rank 2:

Gain +6 to a roll used in stealth, infiltration, traps, surveillance, countersurveillance, etc. provided you can give narrative justification (GM discretion).

Rank 3:

Passive. Reduce environmental penalties to any of the above rolls by up to 2.

Mastery A: No Strain cost for Rank 1, 1/3 chance to ignore the consequence of gaining a Memento Mori on Rank 2.

Mastery B: You may split the bonus gained by this ability among any number of associated rolls, done by any number of allies, this Scene.

Overload: Pay 1 Memento Mori. The bonus of the next used Rank persists until the end of the Scene.

### **Field Experience:**

Rank 1:

Requires the investment of 2 Humanity. You no longer must spend a Strain to beat ties in combat. Ignore all negative dice on Initiative checks

Rank 2:

Requires the investment of 4 Humanity. Same as above, plus when you beat a tie on an attack, you count as having 2 Degrees of Success rather than zero. If you succeed on an attack, you count as having 2 extra degrees of success for the purposes of taking multiple shots in an attack with a RoF>1 weapon.

Rank 3:

Requires the investment of 6 Humanity. Same as above, plus you may spend 2 Mental Strain to ignore up to -2 of environmental penalties in combat until the end of the Scene. You may also spend a Memento Mori, once per Scene, to gain 4 Interrupt Initiative that lasts until used or until the end of the Scene.

Mastery A: When you tie in combat, you count as having 4 Degrees of Success rather than zero. If

you succeed on an attack, you count as having 4 extra degrees of success for the purposes of taking multiple shots in an attack with a RoF>1 weapon.

Mastery B: You may spend 2 Strain of any type to increase your Initiative by 1 at the start of a Round, this may be done up to 3 times at the start of each Round.

Overload: Spend 5 Humanity and 5 Strain of any or multiple types. All your remaining Initiative becomes Interrupt Initiative this Round.

### **Focus, Commitment, Sheer Will:**

Rank 1:

Requires the investment of 2 Humanity. Passively ignore up to 2 Sanity and 2 Humanity loss from Horror checks prompted by fear of violent situations, or by a violent or morally objectionable action you take. If you spend Strain to reduce a wound penalty, ignore an additional -1.

Rank 2:

Requires the investment of 4 Humanity. Passively ignore up to 4 Sanity and 2 Humanity loss from Horror checks prompted by fear of violent situations, or by a violent or morally objectionable action you take. This reduction does not prevent the 1 Humanity loss from repeated exposure to Horror Checks you cause yourself. If you spend Strain to reduce a wound penalty, ignore an additional -2. +1 to Up Checks.

Rank 3:

Requires the investment of 6 Humanity. Passively ignore up to 4 Sanity and 2 Humanity loss from Horror checks prompted by fear of violent situations, or by a violent or morally objectionable action you take. This reduction does not prevent the 1 Humanity loss from repeated exposure to Horror Checks you cause yourself. If you spend Strain to reduce a wound penalty, ignore an additional -2. +2 to Up Checks. You may passively spend 2 Humanity once per Round to re-roll a check intended to kill someone/something or aid you in the attempt.

Mastery A: When you take physical damage, if you attack the source of the damage on your next action, you are at +2 to hit.

Mastery B: When you suffer repeated Horror checks caused by actions you take in a single Scene, ignore the Horror checks, and instead roll 1 die for each at the end of the scene, losing 1 Humanity on each negative result.

Overload: Pay 5 Humanity. Ignore negative dice on attacks and all Wound penalties are counted as bonuses rather than penalties for the rest of the Scene.

### **Firearms Training:**

Rank 1:

This Round, you may call shots at a -1 penalty instead of the normal -2, and the Moving Target penalty is 1 point less severe.

Rank 2:

This Scene, you may call shots for no penalty and the Moving Target penalty doesn't affect you. In addition, you spend 2 fewer Initiative to reload firearms (minimum 1), and when firing RoF>1 firearms, additional shots confer a -1 penalty on each subsequent shot rather than the normal -2.

Rank 3:

Passive. While either Rank of this ability is active, you may make a firearms attack for 0 Initiative once per Round.

- Mastery A: Rank 1 instead reduces the called shot penalty by 2. Rank 2 instead eliminates the penalty on the second bullet of an RoF>1 attack, conferring a cumulative -1 penalty thereafter.
- Mastery B: Rank 3 Additionally grants an attack at 1 Initiative cost in the same manner as the 0 Initiative attack.
- Overload: Pay 5 Strain, Mental and/or Physical. For the remainder of the Scene, you have no penalty for called firearms shots, -2 Initiative to reload (minimum 1), and firearms attacks cost 1 Initiative.

### **Contact Network:**

#### **Rank 1:**

With GM discretion for timing and logistics, you may Roll a Charisma or Cognition check with the “Contacts” skill to gain the assistance of a group you are familiar/on good terms with. You gain Network Points equal to the result of your check, which are spent on the chart below (All uses of this ability are subject to GM discretion for viability and logistics):

Effect:	Network Points Cost:
Acquire generally legal weapons for 1 person	1
Medical Attention (normal)	2
Acquire illegal weapons for 1 person	3
Medical Attention (advanced)	4
Support NPC (sub-player capabilities)	4
Safe passage to/through a dangerous area	3-7 (GM discretion)
Supplies (varying legality, rarity, volume)	1-8 (GM discretion)
Information (varying value, danger to contacts)	1-8 (GM discretion)
Support NPC (PC-caliber capabilities)	8

Subsequent uses of this ability with the same group of Contacts confers a cumulative -2 penalty to the check. This penalty clears after you do a major favor for the group, at the end of an adventure, or after 3 months, which ever comes first.

#### **Rank 2:**

Identical to Rank 1, but your check is at +4.

#### **Rank 3:**

Passive. If you get less than a result of 8, you instead count as having gotten an 8. If you get 8 or more, the roll is at +2.

Mastery A: Cumulative penalty reduced by 1.

Mastery B: You may call on favors from each organization with which you have the Contacts skill two times before fulfilling the normal requirements for further use of this ability.

Overload: Gain +6 to the check. After this, you may not call on this group for aid again until you've done them a very significant favor (GM discretion).

### **Humanity Loss:**

Rather than the set effects of lowered Humanity seen in other Archetypes, Soldier players must make a Discipline or Stability check (against a GM determined DV) to avoid developing a form of long-term insanity each time their Humanity goes down to 75, 50, or 25. At 0 Humanity, a Soldier is so afflicted



that they require immediate long-term treatment for their and others' safety.

