

-x- = Playbook exclusives

-x-a = Playbook exclusive with an -a-

-a- = Advancement version of an -x-a

Ageless Playbook

- **Been There, Seen That**

When facing an extraordinary situation, roll Will to keep calm.
10+ your calm allows you to remember 2 helpful facts about it.
7-9 you remember one useful fact.

- **Repeated History**

The first time in the scene you dismiss your current troubles by alluding to your storied past, roll with Deceive or Will:
10+ clear 1 negative Aspect that isn't an injury.
7-9 your listener gets +1 to their next Rapport roll.

- **Enthralled By Eternity**

The first time in a scene you ignore someone's interest in you or push them away, you gain a Fate point.

- **Flicker**

When you look a character in the eyes you may roll Will:
10+ you can take an automatic 10 on the next roll towards that character
7-9, they see a flicker of fire in your eyes and become aware you are more than you appear to be and you get +2 on your next roll towards them.

Ageless - Immortal

- **I Bet...**

You can almost always tell when someone is lying or not. Take +2 on any Empathy rolls to perceive deception.

- **I Know A Guy**

Though they may not all be your friends, you have made a lot of contacts over the years. Your rolodex contains names and numbers for almost any contact you could ever need. You get +2 on any Contacts rolls to find a supplier:
10+, you get the items you requested, fast and cheap.
7-9, you get the items but at an extra cost and effort.
6-, you get your item but it takes a lot of extra time and money.

- **Collector**

You are a collector of fine objects and have a one-of-a-kind collection of [choose what kind you specialize in]. Add 2 to any Wealth rolls you make to see if you have a specific item in your collection.

Ageless - Phoenix

- Phoenix Tear Vial -av-

You have a vial of the legendary healing tears of a true phoenix. Once per scene, you can administer a droplet. Roll 2d6:
10+ Your tears heal their worst negative physical consequence.
7-9, Heal any negative physical Aspects they have.

- Gift Of The Feather

You can choose to give someone a feather, lock of hair or other token, they can wish and you will hear the call, +2 on your 1st roll in your next scene.

- Song Of Glory

When singing, performing, or otherwise using your voice to entertain, roll Empathy.
10+ choose one:
-Gain a connection to a listener
-Give a listener the Aspect captivated
-Break a listener out of their Darkest Self for the duration of your song. Once you finish singing, they will return to their Darkest Self.
7-9 One engaged NPC listener gains the Aspect “obsessed”.

Ageless - Gargoyle

- Babewyn

During your dormant period, if someone else is on your grounds you can assume your human form. If you are alone you can still become human, but it takes effort, gain the adjective “drained”.

- Hunky Punk

With concentration you can give your human form some of the durability of your monster form. When you fail a defense roll, you can roll Physique to brace yourself.
10+, you take a negative Aspect that reflects the physical damage to your monster form instead of a consequence.
7-9, subtract 1 from the incoming attack roll.

Ancient Playbook

- Authority

You speak and people listen. When you make a reasonable request people will do their best, add +2 to those Rapport rolls.

- Mesmerizing

You can hypnotize people by gaze alone. Stare deeply into their eyes and don't blink, roll Provoke;
10+, they freeze up and will answer any basic queries until you lose eye contact or someone touches them, and afterwards won't remember anything unusual.
7-9, it'll still work, but only if you add another distraction.
After they'll definitely know something weird happened.

- **My Hoard**

You have a massive collection of goodies hidden away, choose what its location looks like and choose a simple category of items for it to contain; Historical artifacts, Golden artifacts, Gem encrusted artifacts, Spoils of war, Strange unknown artifacts, Personal trinkets ect ect ect.

- **The Big Reveal**

When you reveal your true form to someone, if they accept you as you truly are, they gain a Fate point, if they reject you, you gain +1 to rolls against them for the rest of this scene.

Ancient - Dragon

- **Draconic Splendor**

When you are free of negative aspects, PC's subtract 2 from mental conflict rolls against you and NPC's cannot cause you negative mental aspects or consequences.

- **Coin Polisher**

When you introduce a character to someone important to their story, they'll both owe you. When you roll Contacts:
10+; gain a Fate Point and +2 on rapport rolls this scene.
7-9; It goes great, take +1 on your next roll.

- **Hoard**

You have a Treasure you covet more than anything else, something you would lay your life on the line for. While in its presence you take +2 for any combat rolls and -2 for any other kind of roll.

Ancient - Mummy

- **Tana Leaves**

You have a limited supply of magical tana leaves and know how to use them. After making tea 5 times you'll have to get more leaves, which are hard to come by. Max once per scene you can Roll Crafts;
10+ you've brewed a powerful tea. Heal a minor injury or negative aspect.
7-9, the flavourful tea will clear one negative mental aspect.
6-, you've brewed a wonderfully delicious tea.

- **The New Order**

Once per scene, when you take it upon yourself to do menial labor that demeans you, gain a Fate Point.

Ancient - Serpentine

- **Smell of Fear**

Your nose is super sensitive to chemicals lingering in the air, you get +2 to Notice rolls to taste odors and discern known substances easily.

- **Dynasty**

In the past, your family was powerful. Whenever you take care of a massive problem for the family, gain a Fate Point.

- **Big Fish**

You've earned respect and power amongst your family, members below you now obey your beck and call. Spend a fate point to get an automatic 10 on your next Contacts roll.

Aquatic Playbook

- **Territorial**

You have claimed a nearby location as your territory. When you are alone in your territory and completely safe, heal all minor injuries and negative adjectives. If someone invades your territory, give yourself the adjective 'Angry'. While Angry, take +1 on attempts to remove intruders.

- **Apothecary**

You have a deep knowledge of plants from one specific kind of area (choose biome). With your knowledge you can use them for everything, food, medicine, materials ect ect.

- **Animal Friend**

You understand how animals communicate and while you can't fully understand them in human form you can still communicate.

Aquatic - Nymph

- **Nature's Bounty**

When deeply homesick you can pray for help, roll Empathy.
10+ choose one;
- the wilds brings something it thinks will make you feel better,
- the wilds take away something that it thinks is bothering you.
7-9, choose as above, the wilds don't understand the human world very well and so cause serious or unexplainable damage.

- **Tears**

Alone in your wilds and deeply emotional? Roll Empathy +2;
10+ choose someone you want to see. Your song reaches their subconsciousness and they feel a draw to come to you.

- **Nature's Reprieve**

When you spend too much time in the concrete of the city and neglect the reinvigoration of nature, you gain the adjective 'taxed'. Whenever you are in nature and can meditate for a while, clear a negative mental aspect.

Aquatic - Mermaid

- **Hot -a-**

When you are soaking wet and showing plenty of skin roll Empathy or Physique instead of Rapport to turn someone on or manipulate an NPC.

- **Bewildered**

If during any scene you become completely confused or have no idea what someone means, gain the adjective 'bewildered'. If you invoke it creating a new troubling situation for yourself, change your Aspect to a new fitting one and a Fate Point.

- **Gadgets and Gizmos**

You have a collection of all sorts of weird little objects you've "recovered" from various locations both above and below the water. You can always find something you think may help. It may or may not, but you roll Notice +2 instead of Wealth for it.

Aquatic - Creature

- **Soapbox -a-**

When you speak passionately about a cause, roll Empathy or Rapport:
10+ listeners gain a Fate Point if they choose to help you. You get +1 ongoing to all actions taken to further your cause, but every time you use that bonus, give yourself the Aspect "Fanatic" if you don't already have it.

- **My Job**

When you do something that is serious/extreme in the service of your cause, add +1 to all your Athletics and Physique rolls for the scene. Anytime you roll 6 or less you leave some kind of evidence behind. (create a story hook for each)

- **Why?**

Humans are so weird, when confusion causes you to wildly act out, creating a new problem for yourself, add 1 to your next 2 rolls.

Aware Playbook

- Low Places

You know people from all walks of life. Once per scene, when you turn for help to those that still scare you or that others would shun, you gain 1 Fate Point.

- Bugged

You can place a small object somewhere and then you can spend a Fate point to see & hear what it perceives at any time.

- Traces

When you meditate over someone's stuff, you can get psychic impressions. (ask relevant player)

- Push

You can push simple thoughts and feelings, roll Empathy;
10+ they feel it as a strong urge from their own minds
7-9 they feel it, but it's confusing to them
6- they feel it but it feels strangely separate and distant

Aware - Reaper

- My Scythe

You have one weapon or implement that you like to use for all your "jobs". Overlapping damages you cause with this weapon increases by +2.

- Kill Switch

With simple gestures you can flick things at a distance, toggle switches, close doors or stop any annoying thing for a few minutes, be it sounds or lights or yappy mouths. It remains as long as you will it or until you leave or the scene ends.

- Doombringer

Your very presence in a scene should establish that harm could result from any action. Any conflict rolls in scenes you're in get +1 on every attack roll.

Aware - Psychic

- Truesight

You can always see the inhuman nature of others. If they try to use a supernatural/ magic power against you, you may spend a Fate point and mutter a spell to prevent that power from working once, though no one will know you did it.

- Neural Wave

You can telepathically share your thoughts and emotions with characters you know at will. They have to be within talking distance

- **Open Book**

You get psychic impressions and feelings about others' intentions. Feel free to ask other players (out of character) about their characters immediate intentions, you don't need to be in a scene with them.

Aware - Oracle

- **Knowing -a-**

When you foresee and extensively prepare for an upcoming event you get +1 on all rolls during the scene it happens.

- **Explain This!**

The first time in a scene you confront a PC with physical evidence of their secret:
if they let you keep it, they take a Fate Point.
if they destroy it, you take a Fate Point.

- **Master Of Puppets**

Any time you convince someone to do something for you, thinking it is in their own best interest you gain +2 on any Rapport rolls to convince other PC's to join the "selfless" quest.

Champion Playbook

- **Empath**

You can always sense what people are feeling no matter how hard they try to hide it, you can sense when someone's breathing or heart rate increases or if their pupils dilate.

- **You Called?**

You can sense when someone you're close to is overly scared or angry. By leaving before they even know there's trouble, you can show up instantly to protect them without being called or needing travel time.

- **To The Books**

When the chips are down, you can turn to your friends for research help. Roll 2d6 and add the number of PC's helping you to the roll.

On a 10 up, choose two. On a 7-9, choose one:

} your enemy gains the Aspect 'secret weakness'.

} you learn of an interesting connection to your enemy.

} add 2 to your next roll against that enemy.

Champion - Chosen

- **Guide The Way -a-**

Whenever your friends follow through on your commands or

your lead, they add 1 to their roll.

- **Take The Blow**

When you leap into the way of an attack with the intent of protecting them from receiving a consequence, roll with Will.

On a 10 up, you take a minor injury instead of their consequence.

On a 7-9, you take the consequence instead of them.

- **Prepared**

You are always 2 steps ahead of your enemies, you always know where to find what you need for any challenge; +2 to any Contacts rolls when planning ahead for an encounter.

Champion - Cassandra

- **On It**

You can predetermine what and how you need to move to be in the right place at the right time. Your reflexes seem superhuman as you start moving the instant they had the thought. Add 2 on any Physique rolls to dodge incoming attacks

- **How Could You?**

The first time in a scene you take damage, you can play up pain to make enemies hesitate. Add +2 to the next roll to run away or retaliate.

- **Mind Tap**

When in deep conversation with someone capable of organic thought, you can overhear some of their thoughts. Players of such characters in scenes with you must roll a dice every turn to see if they let some background thoughts slip through.

Champion - Guardian

- **My Duty -a-**

Anytime you narrowly miss an opportunity to step in and save someone, you get +2 to your Will rolls for the rest of the scene.

- **Body Block**

Whenever someone you wish to protect is within sprinting distance and becomes the target of an attack, roll Athletics in order to take the hit.

7+, you make it and become the target of the attack.

10+ you make it and brace yourself, +2 on the Physique roll.

- **Infamous**

People can invoke your name for a +1 on intimidation rolls. If they roll 7-9 you “hear” about it.

- **Come With Me**

You're well known to be trustworthy, when those in trouble come to you for help, gain 1 FP and subtract 2 from opponents. Provoke rolls, for the rest of the scene you're in.

Construct Playbook

- **Opposed**

When you defy your conceived role and adjectives, roll Will:
10+ remove an adjective you've outgrown and remove any minor harm (injury's) you have.
7-9 remove an adjective you've outgrown and add the adjective "decided".

- **Renew**

You don't naturally heal but you can go to a skilled craftsperson for care. By spending a full detailed scene in a safe environment, they can either repair any of your physical adjectives or repair one of your physical consequences.

- **Something Special**

You know what you are and what you're not, you don't need people pointing it out to you. When people treat you like you are less than they are and you make a fuss about it, take +1 to all rolls to prove yourself, this scene.

- **Metamorphosis**

When you extensively meditate on your existence, roll +Will
10+ or higher will grant you views of what you must become, allowing you to permanently swap two of your stats.
7-9 gives confusing views of your conflicting adjectives.

Construct - Galatea

- **Astral -a-**

With deep meditation you can separate your consciousness from your body at will leaving it in an inanimate state. You can exist "out of body" and move around like a ghost for short periods of time.

- **Bitter Pill**

When told to do something that you're opposed to, roll Will.
10+ give them the adjective "shamed" and choose one:
- add +1 to rolls towards that goal.
- add +1 to rolls to run away/ hide.
- gain a Fate point
On a 7-9, choose one from the list, but you can't keep your feelings about it hidden.

- **Poise**

If you stand up for yourself and fail a roll doing so, you can choose to take an auto +10 on the roll instead but it causes damage to you. Take a negative mental aspect and a minor injury.

Construct - Clockwork

- **As You Wish**

Once per scene should you willingly put your life in someone else's hands, gain a Fate Point.

- **Boiled Pot**

When you explosively vent frustrations and feelings to a PC gain +1 on Rapport or Provoke rolls against them, the rest of the scene.

Construct - Homunculus

- **Fake**

When pretending to be something you're not, add +2 to any Deceive Rolls to maintain the facade.

- **Try Harder**

Whenever you make a colossal mistake, give yourself an appropriate Aspect and add 1 to your next roll.

- **Better Than Nothing**

Your personality is superfluous, take the character adjective "superfluous" and now you can choose to adopt a character Aspect from other PC's you are able to observe, add it to your sheet as a temporary character adjective and remove a different temporary character adjective (if you have one).

Covert Playbook

- **Shame On Me**

When you betray the hopes and expectations of others, the person you most disappointed gains a Fate Point.

- **Brood Parasite**

When you can tell that a PC wants what you have, or wants to be in your shoes, take +2 on rolls to convince them for the rest of the scene.

- **Adjustments**

You can alter your physical form slightly with sheer will power, growing taller or larger, enlarging or shrinking limbs etc, but the process is slow.

Covert - Anansi

- Hidden Agenda

You have a Hidden Agenda, a substantial goal your obsessed with; here are some general ideas, feel free to come up with something:

- } to see _____ destroyed;
- } to win _____'s love;
- } To gain possession of _____;
- } to learn the secret of _____.

When your Hidden Agenda is achieved you gain a fate point, clear your negative adjectives and choose a new goal. When your Hidden Agenda is no longer hidden from the other PCs or can no longer be achieved, you become your Darkest Self. Whenever you escape your Darkest Self, you may replace your old Hidden Agenda with a new one.

- Come Into My Parlor

When you manipulate someone to help fulfill your Hidden Agenda, you can use Will instead of Rapport, and when you roll to defend your Hidden Agenda, you can roll with Provoke instead of Empathy.

- Oh What A Tangled Web

You can create strong, sticky threads to dangle from and weave webs with. Giving anyone who blunders into them the 'entangled' adjective, until you remove it or they have time to remove it themselves. You get +1 on rolls against PCs with the 'entangled' adjective.

- Spider Legs

You can scurry up walls and across ceilings. Add 2 to any escape rolls over obstacles.

Covert - Hobgoblin

- First Strike -a-

The first time in a scene an attack is declared you may choose to preemptively attack instead, but receive a -1 on your roll.

- My Club

You have a tool/weapon that has seen you through the worst days. While carrying it, reduce any overlapping damage you receive by 1 and increase any overlapping damage you deal with it.

- Self Sufficient

Your long stints of isolation have taught you how to survive off anything edible and you can always find just enough food or water (even for your group) to survive in almost any situation.

Covert - Cuckoo

- **A Little Birdie Told Me**

The first time in a scene you tell vicious lies about someone behind their back, roll Deceive.

10+, give them a fitting negative social Aspect.

7-9, give them a fitting negative social Aspect, but some people don't believe you. You gain the social Aspect "liar".

- **The Job You Want**

You have accumulated a nice collection of public worker uniforms and can easily impersonate any entry level job that requires one.

- **Close To The Sun**

The first time in a scene a PC suspects that you're not who you appear to be, gain a Fate Point.

Darkling Playbook

- **Haunted -a-**

In one chosen location when you roll a 2, all hell breaks loose, destroying the scenery and creating up to two new dangerous temporary aspects. You can invoke these once each for free.

- **Menacing Aspect**

A dark aura swirls around you, most people can't see it but they sure feel it. NPCs tend to avoid you and you take +2 on Provoke rolls.

Darkling - Infernal

- **Elsewise Presence -a-**

You can pray to the dark Gods and pay 2 Fate Points in order to use a move (from any playbook) you don't have, in that instance, but there will be some unforeseen and terrible consequences.

- **Dark Sacrifice -a-**

Once per scene, when you perform a human sacrifice, gain 1 Fate Point.

- **Power Struggle -a-**

You can spend a Fate Point in order to add +2 to a roll.

Darkling - Proxy

- **Distortion**

Your masked face causes distortion in any photographic, video, or audio recordings of yourself. The distortion may range from mild static to severe interference.

When you frighten someone down indirectly, roll Deceive instead of Provoke. This can consist of mysterious but meaningful images, phrases written in ciphers, or recurring symbols. Gain 1 on your next roll towards them after this.

- **Path Of Shadows**

You can escape through doorways in shadow connecting to a maze of dimly lit hallways. You can spend a Fate point to open the way for others and can cause your victims to find themselves repeatedly passing through the same hallways and doors without actually getting anywhere.

Darkling - Condemned

- **Piper -a-**

Once per scene, by creating more and more discord, misery, terror, or wanton destruction than ever before, you gain a Fate Point.

- **Redeemer**

Once per scene, if someone tries to save you and you deny them, they gain a Fate Point. If someone tries to save you and you let them, you gain a Fate Point.

Fae Playbook

- **Elementalist**

Natures' elements are subject to your whim, for a fate point you can exert basic control over one element for the remainder of the scene.

- **Heart**

Your ethereal empathy allows you to feel the emotions of all living things, and express your emotions to them.

- **Unashamed**

You are extremely comfortable in your own skin, when naked or scantily clad, this confidence can influence others. The PCs in your presence get +2 for any Empathy or Provoke rolls.

Fae - Fairy

- **Guide**

If you spend a Fate Point with someone willing, you can bring them across the veil, into the fairy realm. The spell lasts only a short time, before you're both returned to the mundane world.

- **Half-Truth**

You don't 'lie' per say, but telling incomplete truths can be just as deceptive. The first time in a scene that you can convince people of a lie by telling half-truths and manipulate them in your favor, receive a Fate Point

Fae - Dryad

- **Talking To Myself**

You can always hear what the plants are talking about and you're particularly invested in local gossip, you must occasionally take the time to have good chats with plant life but sometimes find great info.

- **Solar Powered**

Just being in sunshine slowly recovers your energy and invigoration and even speeds up healing of injuries. Plus, it feels great.

- **Activist**

For the first time in a scene you catch someone, a group or an individual, harming nature in any way and convince them it was wrong, you gain a Fate Point.

Fae - Pan

- **Flight -a-**

By some manner of mechanic usually unnatural to your kind, you have the ability to fly.

- **Skillz!**

There is a martial art that you love and you've watched every movie ever about it so that makes you a legend at it, of course. What are you amazing at? Dance? Swordplay? Pistols? Karate? Maybe some exotic weapon? You can choose to roll Athletics instead of Physique for defensive rolls.

- **My Shadow!**

Your shadow is sentient and has its own opinions. While it can't talk it can usually get its point across to you. Your shadow can leave your presence to sneak through door cracks or look through high windows.

Giant Playbook

- **Blinders**

When someone in extreme distress begs you to do something significant or dangerous and you accept, you get +1 to rolls towards that goal and -1 to anything non-related rolls in that scene.

- **Guns**

When you flex, people second guess themselves. Anytime you come to someone's aid, up to 2 times in this scene, you may invoke one of your Character Aspects for free.

- **Shield**

When someone in your immediate vicinity fails a defense roll, you may throw yourself in the way and pass the harm on to yourself. You take the damage as if you had failed the defense roll yourself.

Giant - Sasquatch

- **My Stick**

You can pick up heavy tools and wield them like weapons. Sledge hammers, 2x4s etc are all legitimate pieces of gear for you. Add +2 to any Fight rolls, when using an improvised weapon.

- **Bush Step**

When near any greenery and you try to run away roll Stealth 10+ you slip from view and remain there in the underbrush, practically invisible.
7-9 you escape to safety, rustling bushes around them, causing confusion

- **Empathy**

You know what it's like to feel sad or depressed, to feel outcast or feared for no reason. When sympathizing with others about these kinds of things, you always seem to understand, take +2 to any Empathy rolls like this.

- **Brooding**

When you obsess over the thing that enraged you, roll Will.
10+ You get Crazy, add 1 to all combat rolls, yours and your opponents.
7-9 You get crazy serious, add 2 to your next Physique roll.

Giant - Minotaur

- **Juggernaut**

Your whole body is as tough as your muscles are so you can use your imposing strength to break through scenery (walls etc). Anytime it's something stronger than drywall roll Physique;
10+ It takes some work but you can do it.

7-9 It's possible, but if you choose to continue it's going to cause you damage. (Take a minor applicable injury.)

- **Ironman**

Your stupendous strength makes your very fists lethal weapons take +1 to all Fight and Physique rolls for combat when using just your bare hands.

Giant - Hercules

- **Great Strength -a-**

You are stronger than most at all times, but your adrenaline can surge your available strength. When in times of emotional stress you can roll Will;

10+ Your adrenaline doubles your physical strength, things that would have been difficult are no problem for the moment. (+2 to Physique rolls)

7-9 You barely pull it off, pulling muscles and straining yourself. (+1 to Physique rolls)

- **Good Physique -a-**

When naked, scantily dressed, or just being physically lewd you can add +1 to any Provoke and Rapport rolls.

- **Beacon**

Anytime there is conflict (mental or physical) and you choose a side, your presence grants your allies a surge of confidence and +1 to any of their Provoke rolls!

- **Tribute**

If you are forced to allow something bad to happen so you can keep something else worse from happening, gain a Fate point and take the temporary aspect "shamed". Take +2 on the next roll to make up for your failure.

Gifted Playbook

- **Fervor**

Given the proper situation you can lose yourself in your work, neglecting your physical and mental health, entering a trance like state while furiously working on your project. Roll Crafting;

10+ you go into a hypnotic state creating something far beyond your expectations. Add +2 to your following roll to create something.

7-9 you create something that's still amazing. Add +1 to your following roll to create something.

- **Evocative**

You can sway people to your frame of mind when they experience your work. Roll Crafting instead of Rapport or Provoke.

- **Before Your Time**

When someone argues with you against your latest project, take a Fate Point if you bite your tongue and listen to their reasoning. Take +2 to Crafting rolls for the rest of the scene if you embrace their input.

Gifted - Artist

- **Showcase**

Concentrating all your specific ability on a specific subject can reveal hidden truths regarding that subject. Roll Empathy; 10+, learn a hidden truth about someone, or something. 7-9, they (or someone close to you) have bizarre dreams revealing one of yours too.

Gifted - Siren

- **Ok Finish**

Your powerful attitude easily shuts down regular people. Anytime you let someone finish a rant or insult towards you take +2 on your comeback roll. Once per scene, when you Shut Someone Down and they end up giving you what you want, you gain a Fate Point.

- **Solipsism Exercise**

Once per scene, when you convince a PC to become intimately involved in your latest “project” you gain a Fate Point and +1 to Provoke rolls for this scene.

Gifted - Prometheus

- **Maniacal Laughter**

Any of your Provoke rolls of 10+ grant you a +2 on your next roll.

- **Apathy**

Things break. That’s just a simple fact and when it does you’ll fix it. You get +2 to any rolls to repair or recraft something.

- **The Hard Way**

You always have a solution for any problem, even though it may not be the most pleasant. The first time in a scene you offer a simple solution and a PC refuses it, you gain a Fate Point.

Incarnation Playbook

- **Helpful Spirit**

When you help someone accomplish a major goal, gain a Fate Point.

- **Linger**

When you silently witness someone in one of their most private moments without them knowing, perhaps sleeping or putting on makeup, gain 1 Fate Point in your next scene alone with them.

- **Sage**

The first time you offer a character wisdom, guidance, or advice on a particular subject roll Lore or Empathy:
10+ choose 2. 7-9 choose only 1.
} You advise them of the future. Add +1 to their next 3 rolls for that goal.
} You offer healing words; they may remove one negative mental aspect.
} You see a deep part of their personality, add +1 to any Rapport rolls towards them for the rest of the scene.

- **But You're**

Once per scene, when you suggest invokes for other characters' Aspects and they choose to accept the new problem, you receive a Fate Point as well.

Incarnation - Chrysalis

- **What If?**

When you headlessly pursue 2 conflicting goals, gain +1 to any rolls that conflict with the other goal.

- **Disillusion**

When you have a mind-blowing epiphany about a character and realize that everything you knew about them was all wrong, take +2 to all Rapport or Provoke rolls towards them for the rest of the scene.

Incarnation - Calaca

- **Sugar Veil -a-**

A soft ambient glow helps you look more pleasant. On a cursory look, you appear to fit into your environment more naturally.

- **Contortionist -a-**

You can disconnect and reconnect your bones at the joints, and retain full control over your motions even when disjointed.

- **Dry Humor -a-**

Your cheerful morbidity, gallows humor, and deathly aura are fascinating and off-putting. You gain +1 to Empathy or Rapport rolls if you use dark humor, +2 if you're in monster form.

Incarnation - Ghost

- **Unresolved Trauma**

You have unfinished business. From pain or purpose, there is something you need to take care of. Specify this goal on your character sheet.

Gain +1 on any rolls in pursuit of your goal and -1 on all rolls that aren't. Because urgency makes you careless.

Should you accomplish this goal, exchange this move for another move, other than "Unresolved Trauma".

- **Transference**

Whenever you spend time truly listening to someone else's struggles, you can heal as much of their Consequences and injuries as you want. Add them to your character instead and remove one consequence if you transferred more than one.

Legend Playbook

- **Purpose**

You have discovered your true purpose, the one big thing your life should revolve around. The first time in a scene that you spend a Fate Point in direct pursuit of that purpose, you receive a Fate Point.

- **Guardian**

You can psychically prevent someone from crossing one specific physical boundary: for instance, doorways, property lines, roads or rivers. Roll with Will.

10-up, for the duration of the scene a magical barrier prevents their entry.

On a 7-9, choose one:

-They cannot cross, but they gain a Fate point;

-They cannot cross, but you take a negative mental Aspect to keep the magic in place;

-They cross, but with the Aspect 'Hampered'.

- **Suggestion**

With a whisper you can plant a suggestion into someone's mind. Roll Will:

10+, they think the suggestion was their own idea;

7-9 they hear it in your voice.

- **Understanding**

Once per scene, when you forgive or ignore a problem because you understand that character's faults and still accept them, take a Fate Point.

Legend - Sphinx

- Explosive Temper

If someone tries to shut you down, you can preemptively attack (verbally or physically) and take +1 to any rolls during the conflict.

- Ancient Whispers

You can meditate, drawing visions of your past to answer your questions. Roll Will:

10+, you receive lucid visions, and you take +2 on your next roll to address them.

7-9, you get confusing and alarming visions, but you get your answer nonetheless.

- Cultist

You owe your physical existence to the Leader of a cult. You can call upon the cult or its leader(s) to accomplish goals you shouldn't be seen doing. +2 to Contact rolls with them

Legend - Fallen Angel

- More Deserving

The first time in a scene someone else gets the praise that you deserve, add 1 Fate point.

- Profane Powers

When not 'Drained' you are able to perform simple beneficial miracles: purifying poison, healing/ curing minor ailments, teleportation, group flight and so on. Afterwards, you get the Aspect 'Drained' and can't perform another until you've had sufficient time to recover (can't be recovered with magic).

- Smiting

When smiting the wicked, add +1 to your Physique or Fight rolls and add +1 to overlapping damage.

Legend - Kitsune

- Glamor

Your illusionary magic is strong enough to maintain a change to your appearance, even to mimic any person that you have encountered. This illusion usually has small flaws due to the nature of the kitsune's self-absorption. These flaws may be any small thing. This is indiscernible by sight without beating the users Will roll with a Notice roll.

- Aurora

You've mastered the ability to bend and shape your foxfire light, creating spectacular illusions of all kinds, except your own shape. This is indiscernible by sight without beating the users Will roll with a Notice roll.

Mad Playbook

- **Feral Magnetism**

When you are your other self, your bestial nature can cause some to fear you and others to fall for you. While not your normal self, you gain a +2 on all Rapport rolls and Provoke rolls but an automatic total of 6 on Will rolls.

- **Black List**

You keep a list of the things that push you most. Once per scene, expressing it helps calm you, and whenever you do, you gain some insight into that thing. Take +2 on your first roll when facing that challenge.

- **Amnesia**

Your blackouts affect your memory, leaving you confused about what your body has been responsible for. If you “forget” something that leads to a new problem for you, take a Fate Point.

Mad - Jekyll

- **Addiction**

The ‘other’ is such a freeing experience that you’ve become addicted. Waking up the day after feels like all your problems are gone and you get +1 to all Will rolls for a day or two while in your main form. But ignore those feelings too long and you gain the aspect “Itch” and -1 to all your rolls until you give in.

- **Compartmentalize**

When dealing with a mental conflict of any kind, roll Will: 10+, you maintain calm. +1 to Will this conflict’s roll. 7 or less, your “other” takes over and gets +2 to provoke rolls in this scene.

Mad - Fury

- **Snap**

You hold your emotions deep inside, but sometimes you just can’t hold it in. When you take your last consequence, your power explodes uncontrollably, dealing a consequence to everyone nearby.

- **Elemental**

You can lash out physically using a specific element instead of physical attacks. Without moving your body, you can control your element in basic ways.

- **Too Cool**

When you roll Will to defend against mental conflict: 10+ your mannerisms fall perfectly on cue, and you make no mistakes in your speech. Add +2 to any more of your Will rolls during that scene.

7-9 You slightly over-act, a little too much emphasis on motions or words.

Mage Playbook

- **Focus**

You have a kind of object that you use to focus your energy and magic. With it in hand, gain +1 when trying to cast a spell.

- **Sanctuary**

You have a small special, secret place you maintain for practicing. The entrance is magically hidden and trapped to intruders. Take +1 to all rolls you make within this space.

- **Familiar**

You have a small magical pet or a small pet with magic, allowing them to appear or disappear at will. They are fully sentient and can communicate with you via telepathy. They can do anything their form infers but are no stronger.

Mage - Wizard

- **Extra Hands**

You may spend a Fate Point and roll Will to give life to an inanimate object, (things bigger than a man can't walk around). 10+ your creation acts as an npc for the rest of the scene and listens to you
7-9 it does what you say but in doing so it causes you a new problem.

- **Smoke**

You can produce magical smoke that you can shape into anything smaller than 8 ft square, it transforms into that thing, functions and works, and is as real to any onlookers as the real thing, and if it's alive it acts like it should. Any mild pressure and it will dissolve into smoke again.

- **Fire**

You can manipulate energy, creating a fireball you can throw, or a tendril like whip to snatch at items out of reach.

Mage - Witch

- **Candle Magic**

Circle and candle magic can be used for all kinds of protection and prosperity spells, take the time to perform the whole ritual and it provides the target with a one time +1 to a failed roll, potentially changing it into a success (added after the roll) (not stackable).

- **Crystal Magic**

You can imbue crystals with magical energy to promote skill improvement. Specify who the stone is for, focus your energy into it. While the target is carrying the crystal, it will provide them with +1 to a skill of their choosing but -1 to another. Only skills at +1 or higher can be decreased by this. (not stackable)

- **Divination**

With your own preferred method of divination you can try to offer guidance to a willing target on a situation they specify only once. Roll Lore:
10+ the character you did the reading for gets +2 to any Will rolls to pursue that outcome and -2 to Will rolls against it.
7-9 the character gets +1 to Will rolls to that end and -1 against.

Mage - Warlock

- **Reanimation**

You have mastered the ability to raise skeletons or zombies to do your bidding. With the corpse(s) at hand and the ritual started, roll, choose how many minions you want to raise and roll Will;
10+ choose: One semi intelligent minion. OR - a group of near brainless ones, as many as 6. The more there are, the dumber they act.
7-9 the raised (1-6) your minions are near feral. They constantly get distracted but will return to their graves at the next sunrise or sunset.

- **Bend Them**

For one Fate Point you can push your will upon an NPC, roll Will.
10+, they fall into a deep hypnotic state, doing their best to cooperate.
7-9, they fall into a light hypnotic state and confusedly try.
- (Even under hypnosis people maintain their moral codes) -

- **Daddy Issues**

Max once per scene you can pray to your progenitor for guidance or assistance, if you dare. (roll 2d6, the 1st # =blessing, 2nd = curse)
Blessings:
1} You get nothing good
2} Treat one roll in this scene as 10+
3} Add 1 to the first damage you do in this scene
4} Heal someone of a minor physical injury (aspect)
5} Take 10 instead of rolling Provoke this scene
6} +1 to a skill for the scene
Curses:
1} -1 to an important skill for the scene
2} Take -6 on your next roll
3} Gain a suitable negative aspect
4} Opposition gains a Fate point
5} One of your moves stops working for a scene
6} Terrifyingly, nothing bad happens

Mortal Playbook

- **Down The Rabbit Hole**

When you go poking your nose in affairs not meant for your kind and potentially dangerous to your health, the first time that a PC involved in the situation notices you and protects you, you both gain a Fate point.

- **Spooked**

When you flee to someone's arms, bringing danger behind you, take a Fate Point.

- **Fine Line**

You can count any of your rolls of 9 as 10s. Can apply before or after skill bonus.

Mortal - Smitten

- **True Love**

Being alone is truly lonely sometimes, but maybe if you had someone? You could fix them, make them perfect. When you choose someone as your “true love” you get +2 on any rolls to help them but auto fail any Will rolls against them. Choose one character to be your ‘true love’. They don’t necessarily need to even acknowledge it. (Their player must agree though.)

- **Mess With Me, Mess With Them**

Anytime you use someone's name for intimidation, add +2 to your Provoke roll but they hear about it when you do.

- **Downward Spiral**

When you think about your life or self too hard, letting the darkness in, you may cause yourself harm, gain an appropriate minor injury (bleeding, bruised etc). If you do, add +2 to your first roll in the next scene.

- **Last One Picked**

The first time in a scene that someone special overlooks you, choose:

Make a fuss about it and they receive a Fate point if they acknowledge it.

Try to ignore your feelings and take a Fate point yourself instead.

Mortal - Neighbour

- **Sympathy Is My Weapon**

The first time in a scene you forgive someone for causing you a minor injury, excusing their base nature; gain a Fate point and +2 to your next roll involving them.

- **Excuses Are My Armor**

The first time in a scene you make excuses to ignore some blatant problem, getting you into even more trouble soon, you gain a Fate point.

- **Home Life**

The first time a non human PC sees how normal your life is, you gain +1 to Provoke or Rapport Rolls towards them in this scene and they choose 1:

- they gain the social Aspect 'dangerous',
- you gain the social Aspect 'delicious',

- **Lucky I Guess**

The first time in a scene you willingly remain oblivious to troubling or supernatural occurrences, add 1 to your Will rolls for the rest of the scene.

Mortal - Sighted

- **Street Ninja**

You are well skilled at skulking through the shadows, you've practically had to live in them. Take a +2 for every Stealth roll you make when tailing a creature.

- **Adorable gaze -a-**

Nobody could be afraid of you! You're just a wittle human. Using your most sympathetic wellspring of emotion, and gaining +2 on your first Rapport roll in a conversation, you have an uncanny ability to make others at ease with you, especially the supernatural ones.

- **Compadres**

To be fair... You actually do know someone who can help you out with this situation. If you call a supernatural friend for help you get +2 to any Provoke rolls for the rest of the scene.

- **Self-Deprecating**

The first time in a scene you talk shit about yourself to someone;

- If they argue against it, they take a Fate point.
- If they let it slide, you take a Fate Point.

Patron Playbook

- **Little Voices**

You can subconsciously influence character motivations.

Roll Will:

10-up, you convey a subliminal suggestion.

7-9, it works but the target feels weird about it.

- **Gift Horse**

The first time in a scene you offer someone something they find amazing and they accept, take a Fate Point, if they refuse, take +1 on Provoke or Rapport rolls in this scene.

- **O.G.**

When you send a threatening or blackmailing note/ email/ message to a Player Character, add +2 to Provoke rolls in the next scene to intimidate them (even if you're not in the scene when they read it).

- **Catacombs**

You have a secret sub-basement, if you are at an entrance you automatically succeed to escape through it.

Patron - Muse

- **Protegé**

With a skill of at least +4, you can dedicate extended time to train a student in that skill. They get +1 to all rolls in that skill for a duration of your character level in days. A character can only benefit from one such lesson at a time.

- **Lasso**

When you spend a scene setting up an elaborate trap, you can roll with Crafting instead of Fight or Shoot to attack someone physically who enters the trapped area, (even if you aren't present).

- **Judas Knows**

The first time you threaten a PC with a secret you shouldn't know, they add a suitable negative mental Aspect, which you get one free invoke for.

- **Butterfly Or Bee**

Once per scene, if you manage to convince someone to give up an opportunity they would have been very grateful for, you gain a Fate Point, and they get +1 to all their rolls for the rest of the scene.

Patron - Djinn

- **The Lamp**

You have a magic lamp, music-box, etc containing a pocket dimensional space you reside within. You are always acutely aware of your vessel, and what physically goes on around it. eg. speech or actions.

- **Obedience**

When someone makes a wish, you must do your best to fulfill it. When you are asked to do something you do not want to do, gain a Fate point. When you resist fulfilling a wish, Roll Will.

10+, forget the wish and gain the Aspect 'Confused'
7-9, gain the Aspect 'Drained' and ignore the order for the scene.

- **Willing**

If there is someone you really trust, you can offer them access to your "special place". If they refuse, subtract 1 from any future Will rolls against them unless they accept. If they accept, add +1 to any future Will rolls for their "wishes".

- **Smoke and Shadows**

With a couple minutes of concentration when you're not 'Exhausted', you can become a creature of thick smoke. As such, you can pass through spaces too small for a person to enter, but the appearance of smoke in an area may be noted by passersby. Roll Will.

10-up, any possessions you have on you are turned to smoke as well, returning when you retake your human shape.

7-9, choose one:

-You only transform your body and what is within it, nothing else.

-The transformation is painful. Gain the Aspect 'Exhausted'.

-Roll Will to retake your human form; failing triggers your Darkest Self.

Patron - Devil

- **Give To Get**

Once per scene, if you supply a PC with something they desperately need, take a Fate Point. You also get +1 to any rolls to convince them. If they asked you for it they also gain a Fate Point.

- **Center Of The Sabbath**

When you enter your Darkest Self clear any negative Aspects you have, along with any minor injuries.

- **Mammon's Plaything**

When you call in a favor from one PC to fulfill a deal for another PC, you gain a Fate Point and the one repaying you takes +1 on all of their rolls during the scene they are fulfilling their part of the deal.

Unsated Playbook

- **Hypnotic**

You can hypnotize people when they stare into your eyes.

Roll with Rapport or Will. (Against a PC is Mental conflict)

10+ you can command them to do simple things, You can only get them to do things they might actually do, just don't because of better judgment.

7-9, there's also a negative side effect. Choose one:

-they stay conscious and remember what's happened,

-they mess up your commands,

-they believe the directions come from a supernatural source.

(God or voices in their head, etc)

- **The Long Game**

Time matters little when you're already dead. Once a scene, if you refuse a perfect opportunity for you to accomplish your goal in favor of creating a more optimal situation, gain one Fate Point.

Unsated - Vampire

- **The Ending -a-**

You remember every gory detail of your death. When you talk about it in detail, give listeners the adjective 'morbid sympathy'. You get +2 on rolls towards convincing people with the 'morbid sympathy' aspect to be willing participants to your wishes.

- **Invited**

You cannot enter a home without being invited. Once per scene, whenever someone invites you in, gain a Fate point.

- **Cold As Ice**

Take +2 for any rolls to defend against mental attacks. (Insults, jeers, posturing)

- **Inescapable**

You may offer one of your Fate Points to entice characters to remain in your presence. Once per scene, if they still walk out on you, gain a Fate point.

Unsated - Ghoul

- **My Crypt**

Your home sits upon a winding catacomb, long halls filled with rooms containing the resting bones of your ancestors. You can travel to and from distant locations with very little travel time.

- **Watchful**

While defending someone without their knowledge, add +1 to rolls towards that goal.

Unsated - Succubus and Incubus

- **Think Again**

Gain a fate point the first time in a scene you convince someone that what they believed is, in fact, wrong and false.

- **Thrall**

After spending a few full minutes staring into your eyes, most mortals will happily go with almost anything you have to say, as long as they can reason it in their own minds. After their

adrenaline wears off, as soon as they come to harm, or think “this is insane!” They will snap out of it and remember everything.

- **Beer Goggles**

You give off a pheromone that acts on people that are attracted to your gender like beer goggles, making them see you slightly more like their preferred interests. If they find you attractive, gain +2 to Rapport rolls towards them.

Wild Playbook

- **Beauty And...**

There is a duality to your personality. When you're friendly, you're also intimidating and vice versa. You can roll Provoke instead of Empathy or Physique outside of combat. However, when doing so and you roll 6 or less, they get +2 on their next roll against you.

- **Primal Dominance**

The first time in any scene you cause harm receive 1 Fate Point.

- **Call Of The Wild**

All work and no play will drive anyone crazy, you are at your best running free and wild. Spend an entire day galavanting in your preferred stomping grounds and relieve yourself of some mental stress, -1 negative mental aspect.

Wild - Werewolf

- **Unstable**

When you become your Darkest Self, you go into a fugue state and don't remember anything. Very important people may seem familiar or interesting but nothing more. You are an animal. Get +2 to Notice, Physique, and Athletics but -2 to everything else.

Wild - Werebeast

- **Howl At The Moon**

When basked in full moonlight, add 2 to all Physique or Athletics rolls, but take an automatic total of 6 on all Will rolls.

- **Spirit Armor**

When basked in full moonlight, subtract 1 from any damage you take.

Wild - Shifter

- **Badger Claws -a-**

At will, you can transform your arms into bestial paws with claws, or change them back. While transformed, gain +2 to any Fight rolls involving your arms.

- **Cat Legs -a-**

At will, you can transform your legs into bestial ones, or change them back. While transformed, gain +2 to any Athletics rolls involving your legs.

- **Lynx Ears -a-**

At will, you can transform any of your sensory organs into bestial ones, or change them back. While transformed, gain +2 to any Notice rolls involving those sensory organs.

- **Eagle Wings**

At will, you can sprout wings from your back and take flight, or get rid of them as well.