

**Date Printed** 2021-01-22**Last Modified** 2021-01-19**Starting Date** 2020-12-15

**Player** Greg H.  
**Tradition** Orphans  
**Nature** Survivor  
**Willpower** 5  
**Title** Darkling

**Xp Earned** 68  
**Rank** Apprentice  
**Demeanor** Monster  
**Quintessence** 4

**Xp Unspent** 3  
**Essence** Dynamic  
**Arete** 3  
**Paradox** 1

**9 Physical Traits**

Ferocious 3  
 Lithe 3  
 Resilient 3  
*Docile 1*

**9 Social Traits**

Charismatic 3  
 Ingratiating 3  
 Magnetic 3  
*Tactless 1*

**9 Mental Traits**

Attentive 3  
 Knowledgeable 3  
 Shrewd 3

**Backgrounds**

Familiar Companion 5  
 Avatar 3  
 Library 5

**Spheres**

Life 3  
 Matter 3  
 Prime 3  
 Spirit 3  
 Time 3  
 Entropy 0  
 Correspondance 0

**25 Abilities**

Occult 1  
 Streetwise 1  
 Awareness 2  
 Cosmology 2  
 Crafts: Drawing 3  
 Crafts: Sculpting 2  
 Demonology 2  
 Dodge 3  
 Enigmas 3  
 Lore: Fallen 2  
 Melee 2  
 Survival 2

**Rotes**

Life: Life Scan (Apprentice)  
 Life: Heal Self (Initiate)  
 Life: Rip the Man-Body (Disciple)  
 Matter: Analyze Substance (Apprentice)  
 Matter: Straw into Gold (Initiate)  
 Matter: Destroy Structures (Disciple)  
 Prime: Block Magical Energy (Apprentice)  
 Prime: Enchant Weapon (Initiate)  
 Prime: Enchant Life (Disciple)  
 Spirit: Spirit Sight (Apprentice)  
 Spirit: Animate the Dead (Initiate)  
 Spirit: Stepping Sideways (Disciple)  
 Time: Sense the Fleeting Moment (Apprentice)  
 Time: Divinations (Initiate)  
 Time: Multiple Action (Disciple)

**Resonances**

Dynamic 1  
 Entropic 1  
 Static 1

**Foci**

Crystals (Life, Enigmas)  
 Chisel (Matter, Craft: Sculpting)  
 Circles (Prime, Craft: Drawing)  
 Ordeal (Spirit, Survival)  
 Chalice (Time, Cosmology)

**Merits**

Concentration 2

**Flaws**

Conditional Magic (Wyrm Taint) 2  
 Defective Sense: Sight 1  
 Derangement: Obsessive/Compulsive 3  
 Vengeful 2

**Healths**

Healthy 2  
 Bruised 3  
 Wounded 2  
 Incapacitated 1  
 Mortally Wounded 1

**Notes****Rotes****Life Scan (Life [1])**

With a simple scrying tool, you search out nearby Life Patterns and identify them. You may separate friend from foe easily even under harsh or low-visibility conditions, and you can determine the presence and number of other entities, even those that are otherwise physically invisible (such as rats hiding in a trash can or a mage bending light away with Forces magic). As long as you can sense a target, you can determine immediately whether it's someone you know. Even if it's not, you can tell its general type if it's something you've encountered before. You

would recognize a dog or human easily, but you might know only that a werewolf or yeti was "something never before encountered."

*Duration:* The Effect lasts for one minute or conflict. You may grant these senses to another person, in which case, they have a base duration of only one turn.

*Grades of Success:* Each grade of success allows you to extend the Effect's duration by one grade.

### **Heal Self (Life [1] on yourself; Life [3] on another)**

Because you are most familiar with your own Life Pattern, you can mend your wounds and heal your injuries.

*Duration:* Instant.

*Grades of Success:* Each grade of success allows you to heal another health level or affect an additional creature.

### **Rip the Man-Body (Life [3])**

The Euthanatōi practice cutting Patterns apart to inflict injury. Conversely, reversals of the process can heal. You can inflict or cure one health level of lethal or bashing damage on any subject.

*Duration:* Instant.

*Grades of Success:* Each grade of success allows you to heal or inflict another health level or to affect an additional creature.

### **Analyze Substance (Matter [1])**

You can determine the gross properties of a piece of matter immediately. You know what sort of substance it is (or isn't), how much mass it has, what it can hold, what sorts of properties it has, whether it's ductile or flammable and so on. You gain a one Trait bonus on the resolution of any challenge that involves influencing, building or destroying pure Matter that you sense in this fashion, such as using Crafts to make an item or just hitting something with a hammer to break it.

*Duration:* The Effect lasts for one minute or conflict. You may grant these senses to another person, in which case they have a base duration of only one turn.

*Grades of Success:* Each grade of success allows you to extend the Effect's duration by one grade.

### **Straw into Gold (Matter [2])**

Through alchemical transformation or pseudo-scientific manipulations, you cause an object to turn from one substance into another. If you use a vulgar Effect, you can turn simple substances into gold, diamonds, titanium or other valuables, as long as they retain a homogenous substance. With a coincidental working, you can cause a subject to seem stronger than it first appeared or perhaps more valuable than a first glance might have indicated. The Effect lasts for one turn, just long enough to strengthen or weaken an object or allow it to use special characteristics of the new form.

*Duration:* One turn.

*Grades of Success:* Each grade of success allows you to extend the Effect's duration by one grade. With enough successes, you might manage to turn a simple object into a valuable one long enough to bilk a merchant once.

### **Destroy Structures (Matter [3])**

You tear apart the Pattern and remove the bonds that hold an item together. A series of quick manipulations causes it to fall apart or disperse into dust or gas. Each use of the Effect causes the item to lose one health level or one Trait. If it loses all of its health levels/Traits, it disintegrates. You must make an attack to affect an object that someone else is holding.

*Duration:* Instant.

*Grades of Success:* Each additional grade of success causes one additional health level/Trait of damage.

### **Block Magical Energy (Prime [1])**

You shield an area or object (but not a person) so that Quintessence flowing through it can't be touched. Nobody can draw Quintessence from the target.

*Duration:* This Effect lasts for one minute/conflict.

*Grades of Success:* Each grade of success extends the Effect's duration by one grade.

### **Enchant Weapon (Prime [2])**

A rewaving and reinforcing of Prime energy causes a structure to gain etheric power. The object can become a potent weapon that strikes true to the very Pattern of an enemy. You can also enchant an object or armor thus so that it has a spiritual and astral form. When you do so, you can claim its Traits even against a spirit or an astral attacker (or use it in conjunction with your Body of Light while you travel to spiritual and mental realms). An enchanted weapon inflicts aggravated damage. Using this Effect costs one Trait of Quintessence, and it lasts for one minute/conflict.

*Duration:* One minute/conflict.

*Grades of Success:* Each grade of success allows you to extend the Effect's duration by one grade.

### **Enchant Life (Prime [3])**

Just like the Enchant Weapon Effect, you can spend a Quintessence Trait to strengthen a Pattern. The individual so enchanted can score aggravated damage with unarmed attacks, and he can strike spirits or other ephemera.

*Duration:* This Effect lasts for one minute/conflict. You may cast it on someone else, in which case it lasts for a turn.

*Grades of Success:* Each grade of success allows you to extend the Effect's duration by one grade.

### **Spirit Sight (Spirit [1])**

You allow your material perceptions to fade into the background as you extend your awareness into the spirit worlds. With these senses active, you see what transpires across the Gauntlet, and you can watch the passage of spirits and ghosts.

*Duration:* This sense lasts for one minute/ conflict. You can grant this sense to someone else, in which case it lasts for one turn.

*Grades of Success:* Each grade of success allows you to extend the Effect's duration by one grade.

### **Animate the Dead (Spirit [2])**

You call out to a minor spirit and cause it to inhabit a corpse and direct it. With a successful Social Challenge, you convince the spirit to reanimate the corpse for a scene/hour. The corpse is obviously dead, and it has no memories or personality unless you provide them through other Sphere Effects. Such a zombie has health levels just like an uninjured person, but it suffers no wound penalties. If it is reduced to Dead, the corpse is too damaged to continue, and the spirit leaves. You could also use a Social Challenge with a reversed rote to banish a spirit from an undead creature of this sort.

*Duration:* Scene/Hour.

*Grades of Success:* Each grade of success extends the Effect's duration by one grade or allows you to animate an additional corpse.

**Stepping Sideways (Spirit [3])**

By focusing on some symbolic journey, such as diving into a pool of water or entering a dark cave, you cross the barrier from material to spirit. You suffer the usual injury for the Avatar Storm, but you translocate physically from the material plane to the Umbra or vice versa. Once there, you can wander about at will, although you must either find a natural gate or use this Effect again to leave. Living creatures stand out against the spirit world. They have not belonged in such places for millennia. Once you cross, you exist physically in the other location. You don't step back at some point automatically unless you cast an Effect to do so.

*Duration:* Instant.

*Grades of Success:* Each grade allows you to bring another being with you.

**Time: Perfect Time (Time [1])**

One simple casting tells you the time to the nearest second. This measure reflects your subjective time with respect to the world. If you are in sped-up time, for instance, you know exactly how long you've been "gone," what the ratio of time flow is and what the equivalent time is back in the real time flow.

*Duration:* These senses last for one conflict/ minute. You may cast this sense on someone else, in which case it lasts a turn.

*Grades of Success:* Each grade of success adds one grade to the Effect's duration.

**Divinations (Time [2])**

You gain a limited insight into the future or past. If you look into the past, you should ask a Narrator or Storyteller to provide you with information about some significant past event in the area of your casting. If you look into the future, you gain one free retest that you can hold for the duration of the story.

*Duration:* Story.

*Grades of Success:* No effect.

**Multiple Action (Time [3])**

You either speed up your natural reflexes, or you literally compress time around yourself. You gain one extra action in your next turn. (This action cannot be a magical action, although existing Effects persist.)

*Duration:* 1 Turn.

*Grades of Success:* If you use Time (only), each grade of success grants one additional action or allows you to affect one other subject.