

# Engine

Skill: Fortitude

Gear:

- Choose one of the following:
  - Pneumatic hammer (Ath+For; L6 Technology)
  - Smoke cannon (Fin+Kno; L6 Technology; Ranged, Smoke, Reload)
  - Living wire (Kno/Sur; L4 Arcana/Technology; Mending [Body], Potent, Taboo) *and* Infernal iron dagger (Fin+Ath; L4 Arcana)
- Scraps of machining blueprints (Kno; L6 Technology)
- Pendant made from a dried devil's eye (L6 Arcana)

## Capstone: Infernal Machine

You have come into possession of an infant infernal machine, a patchwork of devilmantic magic and hell iron that crosses the barrier between flesh and machine. Work with your Storyteller to describe your infernal machine; it might be a blade with veins and a blinking eye, a pulsing axe with roiling gears, a gauntlet with a toothy maw closed around your hand, or a six-legged mechanical hound. Whatever its nature, the infernal machine is visibly devilish. It is a For+Kno L8 Arcana weapon with the Brutal, Dangerous, Taboo, and Imprinted tags. When you make an attack against a creature for the first time in a scene with your infernal machine, roll with mastery.

## Major Abilities:

### Ironclad

You have managed to craft (or get ahold of) a suit of armor crafted under the watchful eye of a devil. Its wires thread under your skin, feeding blood and neuron sparks into the machinery. Gain 2 Body shielding. When you make a roll using a Body skill while wearing the infernal armor you may take L6 Body stress to reroll up to half the dice and use the higher result.

Your infernal armor can only be removed during Intermissions, requiring significant time and effort to detach and reattach. Work with your Storyteller to determine what the armor looks like.

- **Superheated Fist (Minor):** The gauntlets of your infernal armor retain some of the heat of the hellscape from which they were forged. Your unarmed attacks are increased to L4 and gain the Piercing tag. You may cause your fists to glow red-hot on command with some discomfort.
- **Lightning Harpoon (Minor):** Your unarmed attacks gain the Ranged tag as you learn to manifest the electric currents whirring through your infernal armor into a physical spear.

On a successful hit, you may forego dealing stress to instead pull your target several feet towards you or yourself towards it (depending on which is heavier).

- **Electromagnetic Field (Minor):** Your infernal armor is capable of producing a static field around you at will, causing fur and feathers to stand on end. Once per session, you may concentrate this field to temporarily disrupt nearby enemies, allowing you and your allies an opening. While the concentrated field is active, attacks made against enemies in close range of you have the Brutal tag for the remainder of the scene.

### **Feed the Machine**

Your infernal machine has grown hungry, and it must be fed resources to be kept sated. Once per session you may feed your infernal machine a Haze, Arcana, Religion, or Esoteric resource of L6 or greater. If you do, gain +1 die to skill rolls made against creatures of the Arcana genre and the genre of the resource fed to it for the remainder of the session. Resources fed to the infernal machine are destroyed.

- **Fine Dining (Minor):** When you use your Feed the Machine ability with a resource of L10 or greater, attacks made against creatures of the Arcana genre and the genre of the resource consumed are rolled with mastery for the remainder of the scene.
- **Blood In the Water (Minor):** Instead of feeding your infernal machine a resource to activate *Feed the Machine*, you may instead take L8 Body stress. If you do, gain +1 die to skill rolls made against creatures of the Arcana domain.

### **Hunter of the Damned**

The fury of your devil-bond flows through you. Choose a creature with the Arcana or Haze genre that you are familiar with to designate it as your prey for the remainder of the session. Your attacks against your prey have the Brutal tag. If the session ends and your target is still alive, take L6 Mind stress.

- **Stalker's Sense (Minor):** You gain the ability to close your eyes and feel your prey. When you have used Hunter of the Damned on a target, roll Investigation+Willpower. On a success, you can see the immediate surroundings of your target.
- **Persistence Hunter (Minor):** Your Hunter of the Damned ability persists between sessions, no longer requiring a new roll to maintain a connection with your target. If you designate a new target, you lose your connection with your previous target.

### **Varied Talents (Major)**

Choose another Archetype. You gain one of that Archetype's Major abilities of your choice. You must meet the ability's prerequisites in order to choose an ability.

## Minor Abilities:

### **Arcane Sense**

Through your exposure to devilmanancy you have learned to sense aspects of strange otherworldly creatures that may not be otherwise visible. Once per session, you may choose a creature of the Arcana or Haze genre - you learn one of the following:

- Its level, genres, and motivation
- Its shielding and current resistance
- One piece of equipment it has

When you use this feature, gain +1 die to rolls you make utilizing this information for the remainder of the scene.

### **Thinning the Veil**

Your connection to Hell has granted you insight into realms beyond this one. Gain +1 die when you make a roll to find, track, or study creatures with the Arcana or Haze genre.

**Electroreception:** Your infernal machine lends its senses to you, expanding your perception. Make an Inv+Wil roll to perceive the locations of all living creatures nearby, including beyond doorways and walls.

### **Tech Savvy**

Keeping up with the times is important for all walks of life. You have a good grasp of how machinery works and how to best take it apart. Deal an additional L2 stress to creatures of the Technology genre and gain +1 die to rolls made to disassemble or precisely damage machinery.

### **Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.

# Jack

Skill: Luck

Gear:

- A pair of fine daggers (L6 Den; Thrown)
- Choose one of the following:
  - A custom deck of playing cards (L6 Den; Potent; Mending [Mind/Heart], Fancy)
  - Cutting words (L6 Den; Ranged, Infamous, Stress [Heart])
  - A folding crossbow (L4 Wild; Ranged, Concealed)
- A handful of pilfered contraptions (Luck L6 Technology; Fragile, Unreliable)
- Lucky coin (L6 Den)

## Capstone: Fortune's Favored

You always seem to get off easy, even when you probably shouldn't. Gain the Luck skill. Once per scene, when you make a skill roll you may replace one of the roll's skills with Luck. When your Luck stress is increased to 5 or greater, gain +1 die to all rolls for the remainder of the scene.

## Major Abilities:

### Right Tool For the Job

You always seem to have exactly what you need. Gain an additional inventory slot. Whenever you expend IP, make a free hard Luck+Luck roll. On a complete success, refresh 1 Luck or Mind stress and regain 1 IP.

### Balance the Scales

Lady Luck always gives as much as she takes away. At any point you may ask the Storyteller for a small favor. This might be unlocking a door, distracting an enemy, or answering a single yes or no question. If the Storyteller obliges, take L6 Luck stress.

- **Nudge the Scales (Minor):** if you suffer a Major Luck break, you may immediately ask for a favor without taking stress and the Storyteller must oblige
- **Won't Happen Twice (Minor):** Whenever you or a crew member suffers a Major break, gain 1 Luck protection for the remainder of the session.

## Alchemist

If alchemy is an art, you are an abstract painter. You may expend 2 IP to pull a potion from your bag. Roll two d10 alchemy dice and record their values. Then, assign these values to one of the two tables below. Only one value may be assigned to one table. Alternatively, you may discard a value and choose one of the two “Always” options in its place. If an option allows for a choice between options, the target is the one who chooses. The potion must be used immediately.

**Target:**

- 1-3: Yourself or one nearby ally
- 4-6: Yourself and every nearby ally
- 7-9: One nearby enemy
- 10: Every nearby enemy

**Effect:**

Always: Take L4 Body stress from acid

Always: Refresh 1 Body stress

- 1: Immediately explode into fire, taking L6 Body stress and dealing L4 Body stress to anyone in close range
- 2: Refresh L4 stress from either Body or Mind
- 3: Gain +1 protection in an attribute of your choice until the end of the scene
- 4: Choose between lightning, frost, and fire; increase the level of your melee attacks by L2 for the remainder of the scene as you are wreathed in elemental magic
- 5: Take L6 Mind stress and receive a vision of the near future
- 6: Take L6 Luck stress
- 7: Immediately swap positions with the Jack
- 8: Transform into a monster of the Storyteller's choice for the remainder of the scene
- 9:
- 10: Refresh 1 stress from all attributes or remove a Minor Break

- **Controlled Chaos (Minor):** you may roll three alchemy dice and choose which two dice to assign.
- **Last-Minute Additions (Minor):** you may change one of the alchemy dice to whatever value you choose. If you do, take L8 Luck stress
- **Potent Brew (Minor):** whenever you roll dice due to the effects of a potion (including ones not created by Alchemist), roll 2 additional dice. You may store potions created by Alchemist in your inventory slots for later use after rolling and assigning its alchemy dice.

**Vibe Check**

By spending a few minutes conversing with someone, you gain insight into their character. Make an Investigation+Affinity roll. On a success, learn two of the following:

- The target's strongest emotion towards you
- Whether the target is keeping a secret from you
- Who the target is the most afraid of currently
- Whether the target thinks they can kill you

- What the target values the most on their person currently.

A creature can only be targeted by Vibe Check once per scene.

- **Well-Informed (Minor):** gain +1 die to Mind skill rolls when acting on information gained from Vibe Check.
- **Words As Weapons (Minor):** when speaking with the target of Vibe Check, your voice acts as the following tool: (Cor+Aff L8 Den, Ranged, Stress [Mind]). It may be used in a public space once per scene without drawing attention.

### **A Gift for Lady Luck (WIP)**

Once per session, you may sacrifice a resource of L6 or greater with the Religion or Den genre to grant yourself 1 Luck protection for the remainder of the session.

- **Strange Prayers (Minor):** you may use resources of the Wild or Haze genres for A Gift for Lady Luck.
- **Positive Feedback (Minor):** when you use A Gift for Lady Luck you or a nearby ally may refresh 1 stress from an attribute of your choice.

### **Upcycling**

You know how to turn dirt into diamonds - all it takes is a little elbow grease. Once per session, you may expend 2 IP in order to produce an L4 resource of the Den genre. Work with the Storyteller to determine what it is and any tags it has.

- **Spit Shine (Major):** Once per session, you may spend 2 IP in order to increase the level of a piece of gear by L2 for the remainder of the scene. This requires at least an hour of work and focus as you polish, refine, or augment the piece of gear.

### **Varied Talents (Major)**

Choose another Archetype. You gain one of that Archetype's Major abilities of your choice. You must meet the ability's prerequisites in order to choose an ability.

## **Minor Abilities:**

### **Always On Hand**

Choose an item with an IP cost of 2 or less; you may procure that item once per session without expending IP. You may change this item at the start of each chapter.

### **Flanking Maneuver**

You know where and how to strike when an enemy is distracted. When an enemy is in close quarters with an ally of yours, all of your non-ranged weapons tags gain the Piercing tag.

### **Sticky Paws**

Whenever you enter a bastion for the first time in a session, regain 2 IP as you acquire objects of value from the area. On a successful Deception+Finesse roll, regain 4 IP instead.

### **Hone Your Craft**

Whoever said 'master of none' has never met you. If you roll a partial success on a skill that you are training, you may choose whether to mark it as a success or a failure for the purposes of training. When training a skill, you only need to mark 8 successes and 3 failures to complete your training.

### **Keen Instinct**

A knack for reading the room is as vital a skill as picking a lock. Once per session, you may ask the Storyteller about the relative danger of an upcoming location, creature, or event of your choice. They must reply truthfully, ranking the danger on a scale of 1 (low danger) to 5 (high danger).

### **Conversion**

Once per session, you may spend an hour working with a piece of equipment and experimenting. Roll Knowledge+Finesse; on a success, you may convert the equipment's genre to any other genre of your choice.

### **Arcane Augmentation**

With a little creativity and elbow grease, you can make just about anything work. Once per session, you may expend a resource to augment one of your weapons. The next time you succeed on an attack with that weapon, you may add up to half of the resource's dice to the weapon's dice pool.

### **Fast Fingers**

Breaking things is easy; it's fixing them that's the real challenge. Once per session, you may use your uncanny skill and a bit of magic to fix something instantly that would normally take minutes or hours of careful work.

### **Sixth Sense**

A good thief has eyes everywhere. By closing your eyes and concentrating, you can sense where people and objects are nearby as though you could see them, even in the dark or those behind you. You get a vague sense of people or objects beyond barriers or walls but you cannot discern details. Doing this for an extended period of time causes nausea.

### **Pilferer**

Higher stakes, bigger breaks. Gain the Stealth skill. When you attempt to steal an object of L8 or greater, add +1 die to the roll.

### **Get Off Easy**

Once per session, when you take stress of any kind other than Luck, you can instead take Luck stress.

### **Three Point Landing**

Fall with style. You have learned how to stick a landing and are able to leap from high places and land safely. Add +1 die to rolls made to jump, vault, or leap across gaps. You can fall safely from up to two stories high.

### **Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.



# Pathfinder

Skill: Survival

Gear:

- Hunting knife (L6 Den)
- Choose one of the following:
  - Longbow (L8 Wild; Extreme Ranged, Reload)
  - Hunting axe (L6 Wild; Special [Roll with mastery against creatures of the Wild genre]) *and* a Herald-issue compass (Sur L4 Wild; Trusty)
  - Bottle of refined laudanum (L8 Den; Mending [Body/Mind], Potent, Limited 3) *and* autonomous noise-maker (L6 Technology/Den; Loud)
- Map to buried treasure (L6 Den)

## Capstone: Hunter's Prey

You are a predator, a persistence hunter who has learned to stalk their prey and strike when the time is right.

Once per scene you may designate a creature you can see or are familiar with as your quarry. When you do, that creature is immediately aware that someone or something wants them dead. Add +2 dice to all skill rolls made to follow, find, or physically harm your quarry. While your quarry is in close proximity to you, increase the difficulty of all other rolls.

Your quarry remains designated until the end of the session or until they are dead, and you cannot change your quarry designation while another creature is designated. You instinctively know the moment your quarry dies even if you cannot see them.

## Major Abilities:

### Know Thy Enemy

*(requires Hunter's Prey)*

Gain the Knowledge skill. Whenever you designate a creature as your quarry, you immediately learn its name and one of the following of your choice: its Protection, one Equipment, one Resource, or its Genres.

- **Studious Pursuits (Minor):** Add +1 die to skill rolls that directly involve learning information about your quarry.
- **Internal Compass (Minor):** You always know what direction north is and the time of day. You are aware of the general direction of your quarry at all times and can easily pick them out of a crowd.
- **A Job Well Done (Minor):** If you are the one to kill your quarry, refresh L4 Mind stress.

### **Well-Stocked**

You are always prepared for a journey, and you know how to make your supplies last. When you and your allies spend IP to make camp outside of a bastion, you only need to spend 3 IP. When you or your allies roll to reduce stress while camping, increase the stress refreshed by 1.

- **Sharing is Caring (Minor):** Your allies each gain 1 Luck protection while on an expedition.
- **Lighten the Load (Minor):** Once per scene, you may choose to expend 2 IP to add +1 die to rolls made to dodge or move quickly for the remainder of the scene.

### **One With Nature**

You have learned how to tap into the magic of the world around you, and you are suffused with the power of the earth. Once per scene when you make a skill roll you may consume a resource with the Wild genre. If you do so, do not roll any dice; your result is a partial success.

- **Scavenger (Minor):** When you roll to loot enemies after combat, gain +1 die to the roll.
- **Natural Defenses (Minor):** The first time in a scene that you take stress from a creature with the Wild genre or while in a location with the Wild genre, reduce that stress by 1.

## Minor Abilities:

### **Expert Forager**

You've learned how to utilize the land to restock your supplies. While on an expedition, regain 1 IP each time you roll a complete success.

### **Friend of the Woods**

Roll Affinity+Willpower to cast this spell. On a success, you are able to call forth a small beast to act as your companion. You may command this beast to perform simple tasks on your behalf. It can understand you and you can understand it (though its intelligence is limited to that of a common beast). It remains with you until the end of the session or until it is otherwise lost.

### **Regicide**

Once per session, you may gain an uncanny sense for the most powerful creature in the area. This may be an apex predator, an extraplanar interloper, or a powerful and well-connected lord.

You learn the creature's name and genre(s), as well as a brief vision of its immediate location (though not its proximity or direction).

### **Landstrider**

Your paws are accustomed to rough terrain after many long days of travel and there are few of its tricks you haven't seen. Gain the Athletics skill. You are unaffected by difficulties caused by plant growth, unsteady ground, or other such natural terrain. Rolls made to maintain your footing are Easy.

Once per session, you may allow your allies to also ignore the negative effects of natural terrain until the end of the scene.

### **Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.

## Sentinel

Skill: Affinity

Gear:

- Good whiskey (L6 Den; Mending [Mind/Heart])
- Choose one of the following:
  - Side sword (L6 Den) *and* Tower shield (L6 Den; Shielding 1 [Body])
  - Hunting rifle (L6 Wild; Extreme Ranged, Reload)
  - Claymore (L10 Den; Brutal, Tiring)
- Your reputation (Cor/Cha L6 Den; Unreliable)
- A sack of coins (L6 Den)

## Capstone: Of the People

You move through settlements with a familiar grace, and the people generally recognize you as someone they can trust.

The first time you enter a bastion or other settlement during a Chapter, you may ask the Storyteller a single question regarding the people there. The Storyteller must answer truthfully, and if they decline to answer you may ask another question.

Examples of appropriate questions include: What is something the people are afraid of? Who do the people look up to? What is a recent event that has affected or troubled the people? What is the most influential group or organization here? How long has the current leadership been in power?

Until the remainder of the session, when you make a roll using information gleaned from this question gain +1 die to the roll once per scene.

## Major Abilities:

### Defender

Gain 2 Body shielding. If an ally within arm's reach would take Body stress, you may take that stress instead as you take the blow on their behalf. If you do so, make a For+Lck roll; on a success reduce the incoming stress by half.

- **Warrior's Bond (Minor):** When you use your Defender ability, both you and your ally may refresh Heart stress equal to half of the Body stress taken (after being reduced by protections and other effects).

- **Be the Shield (Minor):** The first time in a scene that you use your Defender ability on an ally, that ally gains 1 Mind protection for the remainder of the scene.
- **Divide and Conquer (Minor):** Make an Affinity+Fortitude roll. On a success, the next time this scene that you and each nearby ally makes a roll that is Risky you may improve your position to Standard.

## Fury

Whenever you take Body stress, you may choose to enter a state of heightened strength and rage. While in this state you cannot gain bonuses from any skills besides Athletics, Fortitude, and Willpower. Additionally, all rolls made to cause harm to other creatures have a reduced difficulty and gain +1 die.

You must succeed on a hard Wil+Wil roll to exit your Fury state - otherwise, you remain in your Fury state for the remainder of the scene. If you suffer a major Body break, enter your Fury state immediately.

- **Momentum (Minor):** While your Body stress is 5 or greater, increase outgoing stress by 2 levels up to a maximum of L10
- **One Track Mind (Minor):** While you are in your Fury state, gain 2 Mind protection. You may gain bonuses as normal from the Investigation or Survival skills if the roll is made to find or track enemies.
- **Fearsome Visage (Minor):** While you are in your Fury state, you may gain bonuses as normal from the Coercion skill. Gain +1 die to rolls made to frighten or intimidate adversaries while in your Fury state.

## Hole in the Wall

You are always able to find somewhere to hide or someone to shelter you. Once per session, if you are in a bastion you may guide your allies to a hidden place where your enemies cannot find you. You and your allies will be safe from your enemies there for up to an hour, but after that time you may be discovered.

- **What's the Plan (Minor):** Preparation is key. While you are in your hidden place you may spend half an hour preparing for future challenges. If you do, you and your fellow heroes gain 1 protection in your choice of Body, Mind, or Luck. This protection lasts until you leave the bastion.
- **Measure Twice (Minor):** Check your gear, and then check it again. When you use Hole in the Wall and retreat to a safe place for at least half an hour, you may choose one tool that you or a fellow hero are carrying - until you reach the next bastion, that tool gains the Reliable tag.
- **Patch Yourself Up (Minor):** While you are in your hidden place, the first time each hero rolls to reduce stress they add +2 dice. If you spend half an hour fixing injuries and setting bones, you and each ally may ignore the effects of a single minor Body break for the remainder of the session or until you leave the bastion.

### **Steel Champion**

Your body is a fortress, and your blade can cut the sun. You have forged a connection with your weapon that goes beyond that of a simple tool. Choose a weapon in your inventory: it becomes your bonded weapon. You always know where your bonded weapon is and are instantly aware if anyone else touches it. The weapon gains the Imprinted and Keen tags. You may replace your bonded weapon with another weapon by completing a 1-hour ritual with it.

While you are holding your bonded weapon, you gain 1 Mind protection.

- **Bond of Iron (Minor):** Once per session, you may ignore the effects of one Body break until the end of the scene.

### **Varied Talents (Major)**

Choose another Archetype. You gain one of that Archetype's Major abilities of your choice. You must meet the ability's prerequisites in order to choose an ability.

### Minor Abilities:

#### **Duck and Cover**

You know how to keep your head down. You and allies within arm's reach gain 1 Body shielding against ranged attacks.

#### **Bloodlust**

One by one they fall. When you defeat an enemy in combat, you may immediately make a second weapon attack with mastery against another nearby enemy. Whether you succeed or fail, deal 1 additional stress to this second target.

#### **Close Quarters**

You don't need a blade to brawl. The level of your unarmed attacks increases by L2 and they gain the Roll [Ath+Ath] tag. If you defeat an enemy with an unarmed attack, gain a +2 to Coercion rolls against creatures who witnessed you do so for the remainder of the scene.

### **Networking**

You have friends in many places, and when you call for help you can usually find someone to aid you. When you travel to a new bastion, you may seek out someone you know there who you do not have a Bond with. The identity of this person is determined by the Storyteller: perhaps they are a friend of a friend, or an old colleague who you haven't spoken with in years. They are amicable and willing to assist you in your endeavors, though they may request payment or a favor in return.

### **Commanding Presence**

Gain +1 Heart protection. Once per scene, when someone directs their focus towards an ally you may demand they pay attention to you instead.

### **Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.

# Spellwright

Skill: Knowledge

Gear:

- Ritual dagger (Ath+Fin L4 Esoteric)
- Choose one of the following:
  - Mage's staff (Kno+Fin L6 Esoteric/Arcana; Tiring)
  - A hastily-scrawled spell (Wil+For L10 Haze; One-shot, Pyrrhic)
  - Dowsing rods (Inv L6 Esoteric) *and* fortune-teller's dice (L6 Haze; Mending [Luck])
- Dream diary (Kno L8 Haze; Disturbing)
- A bottled shadow (L8 Haze; Fragile, Mobile)

## Capstone: Ritualist

The magic of the realms beyond Soltaria is powerful and mutable, and you have learned ways to harness it for yourself. With a successful roll (depending on the spell, typically Kno+Wil), you may conjure a minor spell effect in a nearby area. Choose one of the following specializations to determine the types of spell effects you can create:

- **Fey:** your magic focuses on enchantment and illusion. You might cast a spell to sense the emotions of another person, conjure a small light, or disguise an item as another of similar shape.
- **Devil:** your magic focuses on technology, elementalism, and magical attunement. You might interface with a magical device, summon forth a shower of sparks, or cause a machine to roar to life.
- **Demon:** your magic focuses on beasthood and physical power. You might enhance your senses, tear a door from its hinges, or see through the eyes of another creature.
- **Haze:** your magic focuses on divination and the past. You might sense creatures that have traveled through an area, foretell the consequences of an action, or catch a glimpse into the past.
- **Dragon:** your magic focuses on space, time, and physical protection. You might teleport an object, reinforce a barrier, or cause something to spontaneously age.

These spell effects are limited to a small person-sized area (such as an individual, a doorway, or a handheld item) and cannot directly cause or remove stress or Breaks, but may cause indirect stress at the Storyteller's discretion. You may change your specialization during Intermissions. Alternatively, you may change your specialization once per session by taking L8 Mind stress.



## Major Abilities:

### Alien Physiology

The magic of your study is not restricted to its own realm, and your body bears the scars of your work. Delving into the intricacies of arcane magic has changed you. Aspects of your physical form have manifested unusual properties - your tail smolders with demonic flame, draconic scales and horns erupt from your fur, or your teeth grow unusually sharp and numerous. Additionally, at the start of each session choose one of the following alterations:

- You can breath underwater and can swim adeptly due to your webbed paws and newfound gills or air sacs
- Wings split from your back or webbing grows from beneath your arms, allowing you to fly short distances
- You understand all spoken or written languages (except those written in cypher, though you may be able to decipher them) and can communicate with others telepathically over short distances
- Your claws grow into great shovels and your shoulders flex with new muscle, allowing you to dig and excavate at an incredible rate

This alteration remains until the end of the session. Once per scene, on a successful hard Willpower+Knowledge roll you may change your current alteration to another of your choice.

- **Elemental Surge (Minor):** Gain the following additional alteration for *Alien Physiology*: Your choice of fire, frost, or lightning prickles across your hide, granting you the following equipment: Elemental Surge (Kno+For L4 Arcana; Piercing, Dangerous)
- **Time Heals All Wounds (Minor):** Choose Body or Mind: at the end of each scene refresh L2 stress of the chosen archetype as your body and mind are knitted back together by unseen hands

### Arcane Duelist

(requires *Ritualist*)

You have learned to craft your magic into a tangible spectral weapon that you may use to cut down your foes. You may use this ability at will to conjure forth the following tool: Elemental weapon (Kno+Wil L6 Arcana, Brutal, Taboo). Depending on your current *Ritualist* specialization, your elemental weapon also gains the following tag:

- **Fey:** Distracting
- **Devil:** Spread
- **Demon:** Destructive
- **Haze:** Piercing
- **Dragon:** Ranged

If your specialization changes your elemental weapon's tags change as well. You may dismiss your elemental weapon at will, causing it to vanish.

- **Channeler (Minor):** While your elemental weapon is in your hand, you gain one of the following temporary skills based on your current *Ritualist* specialization (chosen when the weapon is summoned for the first time per session):
  - **Fey:** Charm/Stealth
  - **Devil:** Coercion/Fortitude
  - **Demon:** Athletics/Willpower
  - **Haze:** Affinity/Investigation
  - **Dragon:** Deception/Finesse

### Attuned

You have studied long and hard, and your efforts have granted you a tenuous connection to something beyond yourself. Add a +1 bonus to rolls made to deal stress to creatures with the Arcana or Esoteric genre. You can now cast one of the following spells:

- **Breath of the Engine Lord:** Steam fills your lungs and sears your throat. You call forth the power of the Engine Lord in a gust of superheated air. Roll Knowledge+Fortitude to cast this spell - on a success, your breath functions as the following weapon: Superheated Steam (L8 Arcana; Ranged, Collateral).
- **Winter Queen's Waltz:** Music swells from an unseen source, and snow dusts the ground underfoot. The Winter Queen has extended her invitation. Roll Knowledge+Charm to cast this spell. On a success, you and a creature of your choice are enthralled and begin to dance with one another along with the Winter Queen's musicians. You and the target become oblivious to the world around you and only stop dancing upon taking stress (or eventually collapsing from exhaustion). At the conclusion of a dance, you take L4 Body stress and your partner takes L6 Body stress.
- **Frenzy of the Summer King:** A warm breeze carries the scent of feasting. You've never been so hungry in your life. Roll Knowledge+Coercion to cast this spell. On a success, a nearby creature of your choice reverts to its base instincts, lashing out at anyone and anything nearby in a frenzy to consume. It regains its senses at the end of the scene, and intelligent creatures become aware that a spell was cast upon them.
- **Call the Hunt:** From your chest erupts the song of the God of Beasts, alien and haunting. It is a summons. Once per Chapter, you may cast this spell to summon an avatar of the God of Beasts known as the Hunger. It immediately deals L8 stress to a target of your choice. Afterwards, it acts independently, attacking any around it until it is defeated or otherwise dealt with. Casting this spell grants you the Minor break *Hunger's Call*.

You may take this ability more than once, choosing a new spell each time.

### Varied Talents (Major)

Choose another Archetype. You gain one of that Archetype's Major abilities of your choice. You must meet the ability's prerequisites in order to choose an ability.

## Minor Abilities:

### **Keen Research**

You are accustomed to the archival methods of other researchers, and have learned how to find exactly what you are looking for. Gain the Investigation skill. When you make a roll to locate something in a library or place of study or when you use such a place to learn about a particular entity or concept, gain an additional +1 to the roll.

### **Long Days, Longer Nights**

Your exposure to arcane magic has adapted your body to its study. You no longer need to sleep, though you can if you choose. You have mastery on rolls made to resist sleep forced upon you.

### **Devil's Touch**

Borrowing from the Engine Lord's fire, you may conjure flames in your hands at will. Your unarmed attacks are now L4.

### **Hunger for Knowledge**

You can taste the power, and your body craves it. Through sight, smell, or some other esoteric sense, you become able to detect traces of magic around you. Different types of magic take on a unique character - devil magic often smells of oil and smoke, while the wild magic of witches might take on a taste of moss.

### **Deep Learning**

There are patterns everywhere if you know how to read them. You have begun to pick up on some of the recurring aspects of arcane creatures, and can use them to your advantage. Once per scene, you may roll with mastery against an enemy of the Arcana genre.

### **Telepathic Probe**

Your mind is capable of reaching out to others. You may communicate simple ideas and images to those around you of your choice. They cannot respond in kind. Once per session, you may make a Willpower+Coercion spell roll in order to forcibly probe another's mind. On a success, you deal L4 Mind stress and learn something useful from them.

**Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.

# Troubadour

Skill: Charm

Gear:

- Smiting curse (Wil+Cor; L6 Religion; Piercing, Ranged, Stress [Mind])
- Your honest word (Affinity/Charm; L6 Den; Unreliable)
- A tome of Legend lore (Kno L8 Religion)
- A set of artist's tools (L8 Den)

## Capstone: Together In Song

You have a knack for storytelling and song, and your words carry power. The wonders of Legends long past flow through you as you recall them, and you have learned to guide this flow in ways of your choice.

When you take time to play music, sing, or recite poetry or writings for your companions, you may grant them some of this power. Each hero that participates may choose one of the following:

- Refresh L6 Mind or Heart stress
- Remove one minor Mind or Heart break
- Downgrade one major Mind or Heart break to a minor break

## Major Abilities:

### Rallying Cry

You call out a heartening cry, bolstering your fellow heroes in battle. For the remainder of the scene, each nearby ally may ignore the effects of one minor break. The next time each ally takes stress during the scene, they do not make a Break check.

- **Emboldened (Minor):** When you use your Rallying Cry ability, whenever your allies make an attack they deal 1 additional stress.
- **Shield the Faithful (Minor):** You and any ally WIP WIP WIP

### Control Emotions

Your words carry weight, and others find themselves compelled to listen. With careful wording, you can guide an entire room.

When you take at least a minute to address one or more creatures, make an Affinity+Willpower roll to cast this spell. On a success, choose an adjective that describes the way your words and demeanor influence those around you; examples include calm, irritated, resentful, curious, or

ashamed. Creatures of your choice that can understand you are filled with emotions related to the adjective chosen and react accordingly.

This feature may be used once per session. If the adjective chosen is particularly unusual or out of character given the circumstances, take L6 Heart stress.

- **Horse Girl (Minor):** When you use your Control Emotions ability, it also affects creatures that cannot understand you. Heart rolls made to influence non-sapient creatures gain a +1 bonus.

### **All the World's a Stage**

A face and a voice are not all that goes into a performance, but they certainly help to sell the act. You have learned to magically alter your appearance along with your voice. Make a Charm+Deception roll to cast this spell. On a success, you take on the appearance of another person with which you are familiar or a unique appearance of your choice. Your overall size may change slightly, up to two feet taller or shorter. The clothes and gear you are wearing scale appropriately. You may remain in this form until the end of the scene, or you may drop the spell at will.

- **Actor's Grace (Minor):** Gain the Deception skill. You are capable of faithfully mimicking the speech patterns and writing of a creature whose relevant mannerisms you are familiar with.
- **Exaggerated Proportions (Minor):** Using your All the World's a Stage ability, you may change your height and overall size to match any standard person's size, from a diminutive mouse to a hulking badger.

### **Commune**

You call upon the memories of Legends before you in a short ceremony. This ceremony takes around 10 minutes to prepare. Make a Religion+Affinity roll to cast this spell. On a success, you make contact and may ask two questions that can be answered as yes or no. The Legend must reply truthfully. If the question cannot be factually answered the spell fails. Your Storyteller may choose not to answer, in which case you may ask another question. This ability can be used once per scene.

- **Deep Focus (Minor):** Your connection grows stronger, and you learn to pick up on the subtleties of the voices that answer your call. By sacrificing an L4 or greater Religion or Haze resource during the casting of Commune, you may instead ask a broader question that can be answered in 5 words or less.
- **Desperate Times (Minor):** You cry out, and you are heard. By sacrificing an L6 or greater Religion or Haze resource, you may cast Commune immediately.

### **Echoes of the Past**

The distant past is not so distant for you, as your attunement to the Haze allows you to gain a sense for the way things once were.

Occasionally you may briefly step through the Haze and experience the world as it was before. Once per scene you may declare a small aspect of your immediate location has been changed in the past. When you do, you may interact with that aspect as though it were real and present for the remainder of the scene. This may include declaring a doorway in an otherwise empty wall, a ladder leading up onto a roof from during its construction, a tree offering shelter, a book resting on a desk, or a barricade not existing at all. These changes are limited to the structure and layout of locations or the generic objects within.

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With some effort, you may allow your allies to experience the Haze in this way as well. Make a Compel+Willpower roll to cast this spell as you describe to them the changes that you see. On a success, your allies can see and interact with the changes you described for the remainder of the scene as well.

### **Tip the Scales**

History repeats, and seeing those patterns can allow you to influence the future. At the start of a session roll one die and set it aside. At any point, you may replace a number rolled on a die by you, an ally, an NPC, or an adversary with the number you set aside. A number set aside can only be expended in such a way one time.

Alternatively, you may choose to influence the world in greater ways. By taking an appropriate level of Mind stress (or number of Breaks) decided by the Storyteller, you may instead replace any number spoken aloud. This can be WIP WIP WIP WIP

At any point you may replace a number rolled with the number you set aside. This can change a skill or damage roll, or it may change a number of days, an amount of stress, or even a number of people or objects. This ability must be used before any creatures or objects in question are interacted with or any stress is resolved, at the Storyteller's discretion. The world alters in such a way that the new number has always been correct.

The greater the change, the more taxing it is on you. A small change like increased stress might cause you to take L4 Mind stress, while larger changes like a number of people in a room or a number of days or years might take anywhere from L6 to L12. The Storyteller

- **Potent Portent (Minor):** roll two dice instead of one when you use your Tip the Scales ability. You may choose which die to set aside.

### **Varied Talents (Major)**

Choose another Archetype. You gain one of that Archetype's Major abilities of your choice. You must meet the ability's prerequisites in order to choose an ability.

## Minor Abilities:

### **Resolute Bond**

You give a short speech or share heartfelt words with your companions. They gain your choice of +1 Heart protection or +1 Mind protection from the next source of the chosen stress this session. You may use this ability once per session.

### **Residual Whispers**

Within the Haze, life echoes endlessly. By reaching into the Haze, you may temporarily reclaim the spirit of the recently deceased. You may ask the spirit three questions. It answers as the living person would have, using only knowledge they would have had at death. You may only use this ability once per spirit. Using this ability coats your paws in frost from the chill of the realm in between.

### **Healing Hands**

You have gained the ability to restore life to the fallen. Roll Survival+Knowledge to cast this spell. On a complete success, a nearby creature's Body Stress is reduced by 2. On a partial success, their Body stress is reduced by 1. On a failure, this spell has no effect. This ability may be used once per scene.

### **Remote Relay**

You are able to send a short message to a creature you can see or any creature that you are familiar with. Make an Affinity+Willpower roll to cast this spell. On a success, the target receives the message telepathically and is able to respond with a short message of their own.

### **Unspoken Connections**

A heartfelt connection is not something easily forged. You form a brief magical bond with another person with whom you are familiar. You learn what they currently desire most and the strongest emotion they are experiencing at the moment of the connection. The target immediately feels vulnerable and may react negatively.

### **Bedside Manners**

You have learned what to say to make a bad situation a little better. Once per scene, when a nearby ally takes stress you may grant them 1 Heart or Mind protection for the remainder of the scene.



**Hazetouched**

Everything that once was resides within the Haze, and nothing can stay hidden forever. Once per session, you may briefly catch a glimpse through the Haze, revealing the previous states of the world around you. You see something of value or interest this way, as determined by the Storyteller.

**Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.

# Witch

Skill: Willpower

Gear:

- Bloodfly swarm (Wil+Cha L6 Wild; Ranged, Smoke, Imprinted)
- Gnarled thorn dagger (Ath+Fin L4 Wild)
- Keen nose (Inv L6 Wild)
- Vial of your own acidic blood (L4 Esoteric)

## Capstone: Trophy Hunter

Whenever you kill a creature, you may take a minute to collect a small trophy from the body to keep. This may be a finger, an ear, a section of scales, or other body part that contains blood or flesh. If you do, choose one of the genres of the source of your trophy; gain +1 dice to rolls made to harm creatures of the chosen genre. Additionally, gain a temporary skill of the Storyteller's choice related to the creature the trophy is from (such as a hearty stag beetle granting Fortitude or a beautiful golden-scaled serpent granting Charm). This effect lasts until the end of the session or until you kill a new creature, at which point you must collect a new trophy.

## Major Abilities:

### Thousandfurs

Your body is as malleable as mud and clay, able to be shaped at will. Roll Willpower+Survival to cast this spell. On a success, change your body into a beast of your choice that is roughly your own size. Any gear you are wearing that cannot be worn by the new form drops to the ground. The Storyteller determines what can or cannot be used in a new form, but generally anything that can be held in claws, talons, or teeth is usable (though possibly with reduced effect).

If you choose the shape of a beast, you gain any abilities or senses that the beast has. Your Body shielding becomes the shielding score of the beast and your unarmed attacks become L4. You can only make the sounds that the beast is capable of.

If you choose to take the shape of a particular beast, your likeness is similar but has slight variations or imperfections that may not hold up under scrutiny.

- **Sculptor of Flesh (Minor):** Your range of size when choosing a new form with your Thousandfurs ability has expanded. You may now choose creatures notably larger or smaller than you (up to twice or half your normal size).

- **Perfect Likeness (Minor):** You have perfected the art of impersonation. Gain the Deception skill. When you use your Thousandfurs ability and choose a particular, you are visually indistinguishable from the original.
- **Favored Form (Minor):** You have a particular beast form that you are especially comfortable and confident in taking on. Choose a specific beast and assign it to one of the following types. Gain the listed effects of that type while in your favored form.
  - Kill: Gain +1 die to rolls made to harm other creatures. Your unarmed attacks gain the Brutal tag.
  - Delve: Gain +1 die to rolls made to maneuver, climb, jump, and dodge. Temporarily gain the Athletics skill.
  - Hunt: Gain +1 die to rolls made to track other creatures and to hide from sight. Temporarily gain the Investigation skill.

You may change your favored form and/or its type at the end of each chapter.

### **Gloomcloak**

The shadows bend to your whim. If you step into a dark shadowed location (in an alley, under a fallen log) and break line of sight from nearby creatures, you may reappear in another nearby shaded location that you can see. You cannot be within the view of any creatures when you disappear or reappear.

- **One With Shadow (Minor):** Once per scene, while you are in a shadowed location you may become invisible. As long as you remain in the dark you continue to be invisible and can only be detected through non-visual means. Major actions such as making an attack will break this spell.
- **Shadowclaws (Minor):** You have learned to manipulate shadow in physical form. Gain the following weapon: Shadowclaws (Fin+Wil L6 Arcana; Concealed, Ranged). When you make an attack with Shadowclaws while concealed or hidden in a crowd, rolls made to hide your presence or involvement gain +1 die.

### **Stormcaller**

The skies are an extension of the land, and you have learned to call down their fury on your foes. Roll Willpower+Charm to cast this spell. On a success, you may call down a small localized storm on a mile-wide area of your choice that you can see or are familiar with.

Torrential rains put out small fires and make it difficult to see and navigate.

- **Aching Joints (Minor):** You innately sense any changes in the weather at least an hour before they happen. Gain the Survival skill. Rolls made to navigate or endure harsh weather gain a +2 bonus.
- **Lightning Rod (Minor):** Once per session, when you use your Stormcaller ability you may choose a location within the storm to be immediately struck by lightning. You may instead designate a creature if they are outdoors and wearing or holding something made primarily of metal, dealing L10 stress.

## **Charmwright**

You are capable of crafting charms and effigies imbued with deep magic. While you are camping or resting in a bastion, you can create one of these charms. They can be applied to any piece of gear or worn by a person, and any effects are granted to the individual holding the charm.

Choose one of the following effects for each charm:

- **Beetle Charm:** The heavy shell of the beetle protects you. The first time each scene that you take Body stress while wearing this charm, take half of the stress dealt as the charm absorbs the blow.
- **Minnow Charm:** You are as swift as the river. Gain 2 extra dice to rolls made to move quickly or evade.
- **Owl Charm:** You are silent death. Once per scene, the first successful attack you make deals L4 additional stress.
- **Bluebell Charm:** Delicate bluebells ward your steps. When you make a roll to resist magic or attacks of the Arcana or Haze genre, gain 1 extra die.

The charms last for the remainder of the session. Only one charm can be active at a time, and if you create a new charm any previous charms lose their powers.

- **Overprepared (Minor):** When you make charms, you can make up to three charms instead of one. You can have three charms active at any time.

## **Varied Talents (Major)**

Choose another Archetype. You gain one of that Archetype's Major abilities of your choice. You must meet the ability's prerequisites in order to choose an ability.

## **Minor Abilities:**

### **Darkvision**

Shadows do not hinder your sight. You are particularly good at seeing in the dark and have no difficulty doing so. Pitch-black locations appear deeply shadowed to you, and you can navigate with only minor difficulty without any additional light.

### **Altered Anatomy**

Once per session you may roll Fortitude+Survival to cast this spell. On a success, your hide thickens and your claws sharpen. For the remainder of the scene you experience the following:

- Temporarily gain the Fortitude and Athletics skills
- Gain a temporary flaw in the Affinity, Charm, and Stealth skills
- The level of your unarmed attacks increase by L2 and they gain the Brutal tag

## **Corpse Detonation**

Once per session, if you are near a body that has died within the last day you may attempt to cause the stagnant blood inside to roil and burst. Make a Willpower+Fortitude roll to cast this spell. On a success, each creature near the body takes L6 Body stress as searing blood erupts from the body. Any other creatures who see this happen and are not prepared also take L4 Mind stress. The body is decimated in the process, and anything it was wearing or holding may be damaged.

### **Haunting of Fangs**

There is darkness within you that snaps and howls, and you have learned to inflict that darkness upon your enemies. Once per scene you may choose a nearby creature you can see or hear and roll Coercion+Willpower to cast this spell. On a success, the creature is overcome with visions of gnashing teeth and the sense that they are being hunted. They react accordingly, and may lash out in fear or abandon their post and flee.

### **Hibernation**

Years of study and meditation have granted you mastery over your body. You may hold your breath for up to an hour without issue. At will, you may enter a state of deep unconsciousness, during which time your heart stops and you appear dead to any who examine you. This state lasts for an hour or until you take stress, during which time you cannot move, see, or hear. An ally can wake you from this state early by shaking you awake. Once per session you may induce this state upon a willing ally.

### **Varied Talents (Minor)**

Choose another Archetype. You gain one of that Archetype's Minor abilities of your choice. You must meet the ability's prerequisites in order to choose an ability. You may take Varied Talents (Minor) up to two times.