**Aspects**

Placeholder for introductory content.

Contents

[BEAUTIFUL 4](#_Toc374533687)

[Charm and Grace 4](#_Toc374533688)

[Chosen and Beloved 4](#_Toc374533689)

[CLOSE COMBAT MASTER 5](#_Toc374533690)

[Persistent Threat 5](#_Toc374533691)

[COLOSSAL 6](#_Toc374533692)

[Implacable Stance 6](#_Toc374533693)

[Colossal Form 6](#_Toc374533694)

[EMPATHY MASTER 8](#_Toc374533695)

[Cold Read 8](#_Toc374533696)

[EXTRAORDINARY AGILITY 9](#_Toc374533697)

[Astonishing Speed 9](#_Toc374533698)

[EXTRAORDINARY PRESENCE 10](#_Toc374533699)

[Overwhelming Personality 10](#_Toc374533700)

[EXTRAORDINARY WITS 11](#_Toc374533701)

[Confounding Wit 11](#_Toc374533702)

[FIREY 12](#_Toc374533703)

[Burning Brand 12](#_Toc374533704)

[Firey Blast 12](#_Toc374533705)

[GLACIAL 13](#_Toc374533706)

[Frozen Artifice 13](#_Toc374533707)

[Flash Freeze 14](#_Toc374533708)

[GORGON 14](#_Toc374533709)

[Staggering Glare 14](#_Toc374533710)

[Gorgon’s Curse 14](#_Toc374533711)

[MECHANICS MASTER 15](#_Toc374533712)

[Supercharge 15](#_Toc374533713)

[MEDICINE MASTER 16](#_Toc374533714)

[Panacea 16](#_Toc374533715)

[MELLIFLUENCE 17](#_Toc374533716)

[Beguiling Words 17](#_Toc374533717)

[Shrieking Cacophany 17](#_Toc374533718)

[OCCULT MASTER 18](#_Toc374533719)

[Seal 18](#_Toc374533720)

[ORACULAR 19](#_Toc374533721)

[Premonition 19](#_Toc374533722)

[Ominous Prophecy 19](#_Toc374533723)

[SIDEBAR: ORACULAR LEXICON 20](#_Toc374533724)

[WARDEN 21](#_Toc374533725)

[Tenacity 21](#_Toc374533726)

[Fetter 21](#_Toc374533727)

[WEALTHY 23](#_Toc374533728)

[Acquisition 23](#_Toc374533729)

[Special Delivery 23](#_Toc374533730)

# BEAUTIFUL

You are inhumanly beautiful. As a result, you make a great first impression, and when manifest, you strike awe into your foes. You can use the magic of your beauty to charm people, or even make them madly infatuated with you.

**Aspect Attribute: Presence**

**Aspect Skills: Relate**

|  |
| --- |
| Because you are beautiful. . .  You gain Minor Advantage on your first Empathy or Relate roll in any scene  where you can be clearly seen. |
| When you manifest. . .  Hostile creatures that can see you receive Minor Disadvantage on any rolls that target you or an adjacent ally. |

|  |  |  |
| --- | --- | --- |
| Charm and Grace | | Covert Power |
| *Everyone in the room is suddenly charmed by you for the moment, and takes a moment to reflect on it.* | | |
| Complex Action | | |
| Target: | All nearby creatures that can clearly see you. (20 yd) | |
| Effect: | Until the end of your next turn, targets become pleasant and calm and suffer Minor Disadvantage on all attacks. The targets also grant Minor Advantage to any roll against its Mental Defense. | |
| Modifier: | +4 or Relate vs. Mental Defense | |
| Impact: | Presence +2 or Social Impact | |
| Special: | None | |
| Willpower: | No effect.. | |

|  |  |  |
| --- | --- | --- |
| Chosen and Beloved | | Manifest Power |
| *Your target briefly forms a profound, deeply devoted emotional bond with you.* | | |
| Complex Action | | |
| Target: | One creature that can clearly see you. | |
| Effect: | Until the end of your next turn, the target gains vulnerability to your Social and Psychic Impact. | |
| Modifier: |  | |
| Impact: | Presence +2 Psychic Impact | |
| Special: | If, by the end of the scene, you have treated the target cruelly or harshly, it becomes hostile toward you and any attempt to use this power on that creature again suffers Major Disadvantage. | |
| Willpower: | Escape Roll Ends: The target cannot willingly take action against you. The target automatically escapes this effect if you attack it. | |

# CLOSE COMBAT MASTER

Action movie martial arts are staged and dramatized to look cool. In reality, martial arts are a lot less flashy and a lot less dramatic. Except for you. You’re every teenage boy’s dream of a brutal, deadly martial artist. You’re a legendary swordsman and kung fu master all rolled together. Manifested, you are a hard target, slapping aside sword strokes with ease and dodging bullets.

**Aspect Attribute: Might**

**Aspect Skills: Close Combat**

|  |
| --- |
| Because you are a close combat master. . .  You gain Mastery in Close Combat. |
| When you manifest. . .  You gain a +1 Aspect bonus to Physical Defense |

|  |  |  |
| --- | --- | --- |
| Persistent Threat | | Covert Power |
| *You never waste an opportunity. If your foe lets down his guard or shifts his attention, you move in for the kill.* | | |
| Reaction, trigger: An enemy within your reach retreats or engages in any action that isn’t directed at you. (Reach, Weapon) | | |
| Target: | The triggering enemy | |
| Effect: | The target is knocked prone | |
| Modifier: | Close Combat | |
| Impact: | Might +2 | |
| Special: | None | |
| Willpower: | None | |

# COLOSSAL

You are one of the great and gargantuan beings of the worlds. Whether a giant, a dragon or something stranger: you view the world from a much larger and taller perspective. Manifesting merges the gifts of your true form with your smaller covert form. Your size gives you natural advantages over the majority of other creatures who seem to tense up or scatter in your presence.

Though your height and mass has been somehow stuffed into a little humanoid frame, you are by no means fragile. The advantages of your true form keep you healthy and fit. Manifesting brings forward you natural gifts of strength and durability.

**Aspect Attribute: Might**

**Aspect Skills: Athletics and Close Combat**

|  |
| --- |
| Because you are Colossal. . .  Gain +4 Maximum Health and a Minor Advantage on all Athletics rolls |
| When you manifest. . .  Your body size increases to Large giving you a 2 yard reach and 2 Physical Armor |

|  |  |  |
| --- | --- | --- |
| Implacable Stance | | Covert Power |
| *While you don’t appear to change in size, those who try to hold you back suddenly seem quite small and weak.* | | |
| Simple Action (Supportive) | | |
| Target: | Self | |
| Effect: | Until the end of your next turn, you ignore all forced movement and penalties from hindering terrain. As a reaction you may make a Close Combat roll against any creature that attacks you or moves into your reach. | |
| Modifier: | None | |
| Impact: | None | |
| Special: | None | |
| Willpower: | No effect | |

|  |  |  |
| --- | --- | --- |
| Colossal Form | | Manifest Power |
| *The powers of this world keep you pent up, but for a brief moment you shrug off the last vestiges of your covert form to reveal the full power, beauty and terror of your true form.* | | |
| Simple Action (Supportive), but see Willpower, below | | |
| Target: | Self | |
| Effect: | Until the end of your next turn, your Manifest Form grows from Large to Colossal. While you are Colossal:  • Rolls that target your Ranged Defense gain a Minor Advantage  • Rolls that target your Physical Defense gain a Minor Disadvantage.  • Your reach extends to three yards  • Your physical armor rises from 2 to 4  • You gain an expertise on all rolls associated with the Might attribute. | |
| Modifier: | None | |
| Impact: | None | |
| Special: | None | |
| Willpower: | You may use Colossal Form as a free action. | |

EMPATHY MASTER

You’re a genius in Emotional Intelligence (EQ). Whether you’re a detective, con artist, judge, salesman or therapist, you are world class at reading people. You can “cold read” – allowing you to read a person’s intentions with a glance and predict everything they’re about to do.

When manifest, your empathy improved further, making it harder to influence your mind.

**Aspect Attribute: Intuition**

**Aspect Skills: Empathy**

|  |
| --- |
| Because you are a Master of Empathy. . .  You gain mastery in Empathy |
| When you manifest. . .  You gain a +1 bonus to Mental Defense |

|  |  |  |
| --- | --- | --- |
| Cold Read | | Covert Power |
| *You anticipate your target’s next move and instantly move to counter it.* | | |
| Complex Action | | |
| Target: | One creature you can see | |
| Effect: | You learn the target’s next action and may impose a Minor Disadvantage on it. | |
| Modifier: | Empathy | |
| Impact: | Intuition +2 | |
| Special: | None | |
| Willpower: | No effect | |

# EXTRAORDINARY AGILITY

You have the speed and grace of a panther. When you manifest, you move like a zephyr.

**Aspect Attribute: Agility**

**Aspect Skills: None**

|  |
| --- |
| Because you are extraordinarily agile. . .  You gain +1 Agility. This bonus can bring your Agility to 6. |
| When you manifest. . .  You gain a +2 bonus to your move speed. |

|  |  |  |
| --- | --- | --- |
| Astonishing Speed | | Covert Power |
| *You* | | |
| Reaction, Trigger: You would end your turn | | |
| Target: | Self | |
| Effect: | Take an additional simple action before ending your turn | |
| Modifier: | +4 | |
| Impact: | Agility +2 | |
| Special: | None | |
| Willpower: | None | |

# EXTRAORDINARY PRESENCE

You radiate superhuman charm. All eyes in the room are on you. Everyone wants to be your friend. Manifesting enhances your charisma, bordering on mind control. Covert, you’re like THIS.

**Aspect Attribute: Presence**

**Aspect Skills: None**

|  |
| --- |
| Because you have extraordinary presence. . .  You gain +1 Presence. This bonus can bring your Presence to 6. |
| When you manifest. . .  You gain a +2 bonus to all Presence impact. |

|  |  |  |
| --- | --- | --- |
| Overwhelming Personality | | Covert Power |
| *You know how to get someone’s attention so that they lose track of what they were doing.* | | |
| Reaction | | |
| Target: | One creature that can see or hear you. | |
| Effect: | Target is distracted until the end of your next turn. While distracted, the target has no awareness of their surroundings. | |
| Modifier: | +4 | |
| Impact: | Presence | |
| Special: | None | |
| Willpower: | No effect | |

# EXTRAORDINARY WITS

You’re always several moves ahead of your opponents. You’re smarter than a rocket scientist and more focused than a brain surgeon.

You can even confound people with brilliant plans that lead them into traps and confusion, running mental circles around them.

**Aspect Attribute: Wits**

**Aspect Skills: None**

|  |
| --- |
| Because you have extraordinary wits. . .  You gain +1 Wits. This bonus can bring your Wits to 6. |
| When you manifest. . .  You gain a +2 bonus to all Wits impact. |

|  |  |  |
| --- | --- | --- |
| Confounding Wit | | Covert Power |
| *You outsmart your opponent, leading him into confusion.* | | |
| Reaction, Trigger: You take a complex action to affect a target | | |
| Target: | The creature targeted by the triggering action | |
| Effect: | Target receives a Major Disadvantage on all rolls until the end of your next turn. | |
| Modifier: | +4 | |
| Impact: | Wits | |
| Special: | None | |
| Willpower: | No effect | |

# FIREY

Fire swells and writhes so strongly inside of you that it itches to flow freely out of your frail covert form. Beings with this aspect are often wreathed in flame when in their manifest form. Other beings simply show a remarkable tolerance for heat as well as the ability to launch or spread fire from their bodies.

Fire infuses the very stuff of your being. Heat and smoke seem as natural to you as a clear, sunny day and manifesting causes flames to erupt from your body sending waves of scalding heat all around you.

**Aspect Attribute: Agility**

**Aspect Skills: Close Combat and Ranged Combat**

|  |
| --- |
| Because you are firey. . .  You gain Burning Resistance and do not suffer penalties from breathing or seeing in smoke. |
| When you manifest. . .  Inflict 4 Burning Impact to any enemy that touches you or strikes you in close combat. Enemies can suffer this damage only once per round. |

|  |  |  |
| --- | --- | --- |
| Burning Brand | | Covert Power |
| *You have learned to focus intense, magical heat into your fingertips. Whatever you touch is seared with a magical mark that quickly fades from the sight and memories of mere mortals.* | | |
| Complex Action (Fire, Revealing) | | |
| Target: | One creature or object within reach | |
| Effect: | The target is magically seared with a Burning Brand. While the target is branded you can always tell how far away it is from you. Only awakened beings can see the brand, but the target can feel warmth from the brand whenever your attention is focused on it. The brand lasts for one year and a day, or until removed through magical rituals. | |
| Modifier: | See Special | |
| Impact: | None | |
| Special: | A Close Combat roll is required to target anything that is aware of you and resisting the brand. | |
| Willpower: | No effect | |

|  |  |  |
| --- | --- | --- |
| Firey Blast | | Manifest Power |
| *Whether channeled through the arms, radiating from the eyes or bellowed forth in a mighty breath, you call forth waves of punishing flame.* | | |
| Complex Action (Fire, Destructive) | | |
| Target: | Everything within a nearby small blast. (Range: 20 yd) | |
| Effect: | A fireball burns everything in the blast | |
| Modifier: | +4 or Ranged Combat vs Ranged Defense | |
| Impact: | Might +2 Burning Impact | |
| Special: | None | |
| Willpower: | Targets are set on fire and suffer 4 ongoing Burning Impact (escape roll ends). This is an effect that occurs even if you fail the test against the target. | |

# GLACIAL

Beings from frozen worlds have become attuned to ice and snow. Their skin is often pale and cool, and it’s said their blood is frozen and blue. As a creature attuned to the glacial frost, you can summon and shape elemental ice and you never feel the bite of winter winds.

You feel no pain or discomfort from the winter winds. When you manifest the cold inside you is channeled through your breath and touch, covering everything in frost.

**Aspect Attribute: Intuition**

**Aspect Skills: Nature**

|  |
| --- |
| Because you are glacial . . .  You gain Freezing Resistance and you can walk on ice without risk of slipping or breaking it. |
| When you manifest. . .  You gain an Aura of 1 yard. Any enemy that moves into or begins its turn in your Aura becomes restrained until the end of its next turn. Any Burning Impact inflicted on a restrained enemy will immediately free it from this condition. |

|  |  |  |
| --- | --- | --- |
| Frozen Artifice | | Covert Power |
| *Under your control ice can be as hard as steel or as supple as water. You summon and shape the ice to be just what you need.* | | |
| Simple Action (Freezing, Supportive) | | |
| Target: | One item | |
| Effect: | In your palm you create a simple item or tool out of conjured water and ice. The item is supernaturally as hard as steel and this power can be used to create effective weapons such as knives and clubs. These items are considered masterwork or specialized (Rating 5) for most purposes. Items created by this power eventually melt like normal ice when left unattended. | |
| Modifier: | None | |
| Impact: | None | |
| Special: | None | |
| Willpower: | No Effect | |

|  |  |  |
| --- | --- | --- |
| Flash Freeze | | Manifest Power |
| *You freeze the target in place, or even entomb the target in a prison of frost.* | | |
| Complex Action | | |
| Target: | Any nearby creature or object (20yds) | |
| Effect: | Target is restrained until the end of your next turn. | |
| Modifier: | +4 or Nature | |
| Impact: | Intuition +2 freezing | |
| Special: | None | |
| Willpower: | Target is restrained and immobilized (Escape Roll Ends) | |

# GORGON

The medusa is the most famous of the mythic gorgons – children of the titans whose gaze could turn a man to stone. You have the aspect of a gorgon, making your glare potent and frightening even in covert form. When manifested, your glare can kill or petrify.

**Aspect Attribute: Presence**

**Aspect Skills: Command**

|  |
| --- |
| Because you are a gorgon. . .  You gain a Minor Advantage to all Command rolls to intimidate or frighten others. |
| When you manifest. . .  You gain Expertise on all Command rolls to intimidate or frighten. Creatures that target you or anyone adjacent to you suffer [Presence] Psychic Impact. Creatures can only suffer this impact once per turn. |

|  |  |  |
| --- | --- | --- |
| Staggering Glare | | Covert Power |
| *Your baleful gaze causes your target to hesitate.* | | |
| Simple Action (Controlling, Psychic) | | |
| Target: | One creature that can see you. | |
| Effect: | The target is staggered until the end of your next turn. | |
| Modifier: | +4 or Command vs. Mental Defense | |
| Impact: | None | |
| Special: | None | |
| Willpower: | No effect | |

|  |  |  |
| --- | --- | --- |
| Gorgon’s Curse | | Manifest Power |
| *Your chthonic glare can paralyze foes or even turn your enemies to stone.* | | |
| Complex Action | | |
| Target: | All enemies that can see you | |
| Effect: | Targets are immobilized until the end of your next turn. | |
| Modifier: | +4 or Command vs. Mental Defense | |
| Impact: | Inflict [Presence + 2] Innate Impact. | |
| Special: | Any creature injured by this power becomes Petrified. | |
| Willpower: | Targets are restrained (escape roll ends) | |

# MECHANICS MASTER

You have the spirit of the maker inside you. You can quickly modify mechanical objects in ways that seem impossible to others.

**Aspect Attribute: Wits**

**Aspect Skills: Mechanics**

|  |
| --- |
| Because you are a mechanical master. . .  Gain Mastery in Mechanics |
| When you manifest. . .  All equipment that you use counts as +1 better |

|  |  |  |
| --- | --- | --- |
| Supercharge | | Covert Power |
| *In just seconds you can swap out parts, make adjustments, and add extra bits to anything to make it work better.* | | |
| Complex Action | | |
| Target: | One piece of equipment you are holding | |
| Effect: | For the rest of the scene you may add your Wits to the equipment’s impact. The equipment requires major repairs afterward. | |
| Modifier: | Mechanics | |
| Impact: | Wits +2 | |
| Special: | None | |
| Willpower: | No effect | |

# MEDICINE MASTER

You are more than a doctor or herbalist, you are the world’s mystic ideal of a healer. When your manifest form is revealed, the power of healing cures all of your allies and closes their wounds. With a touch, you can end any illness or physical aliment.

**Aspect Attribute: Wits**

**Aspect Skills: Medicine**

|  |
| --- |
| Because you are a master of medicine. . .  You gain Mastery in Medicine |
| When you manifest. . .  You and all allies immediately heal 6 Health |

|  |  |  |
| --- | --- | --- |
| Panacea | | Covert Power |
| *Whether it’s pressing on chakras, aligning chi, or administering an injection, you can tap into the essence of healing to cure any illness.* | | |
| Complex Action | | |
| Target: | One creature within reach. | |
| Effect: | Any continuous physical effects the target is experiencing end. The target is also cured of any diseases or ailments. | |
| Modifier: | Medicine | |
| Impact: | Wits+2 | |
| Special: | None | |
| Willpower: | No effect | |

# MELLIFLUENCE

Your voice is more than just sound. It carries a magical force that can be used as a subtle instrument or a violent crescendo.

**Aspect Attribute: Presence**

**Aspect Skills: Relate**

|  |
| --- |
| Because you are mellifluent. . .  You gain a Specialty Die for all Relate rolls |
| When you manifest. . .  You and any ally adjacent to you gains armor 2 against all innate damage |

|  |  |  |
| --- | --- | --- |
| Beguiling Words | | Covert Power |
| *Your hypnotic words become your target’s thoughts. Your target hears, and obeys.* | | |
| Simple Action | | |
| Target: | One creature that can hear and understand you | |
| Effect: | Choose an action that can be completed as a simple action and speak it aloud. The target is compelled to perform that action, if possible, as part of your turn. The target is then staggered until the end of its next turn. | |
| Modifier: | +4 or Relate | |
| Impact: | Presence +2 | |
| Special: | None | |
| Willpower: | None | |

|  |  |  |
| --- | --- | --- |
| Shrieking Cacophany | | Manifest Power |
| *You unleash the raw destructive power of your magical voice.* | | |
| Complex Action | | |
| Target: | All creatures and fragile objects within 2 yards. | |
| Effect: | Targets are deafened until the end of your next turn. Objects made of glass and other fragile materials in the targeted area shatter. | |
| Modifier: | +4 or Relate | |
| Impact: | Presence +4 | |
| Special: | None | |
| Willpower: | +4 Impact applied to a single target. | |

# OCCULT MASTER

As a master of the occult, you know more about the supernatural world and about magic than anyone; and you can find or deduce what you don’t already know for a fact. You can use this information to help you and your allies resist magic in your manifest form. You can also cast a hex that counters enemy magic.

**Aspect Attribute: Wits**

**Aspect Skills: Occult**

|  |
| --- |
| Because you are a master of the occult. . .  You gain Mastery in Occult |
| When you manifest. . .  You and adjacent allies gain warding 2 against all innate effects. |

|  |  |  |
| --- | --- | --- |
| Seal | | Covert Power |
| *You cast a protective seal that prevents a creature from using its magical energy* | | |
| Complex Action | | |
| Target: | One creature within 10 yards | |
| Effect: | The target may not spend Energy until the end of your next turn. | |
| Modifier: | Occult | |
| Impact: | Wits +2 | |
| Special: | None | |
| Willpower: | No effect | |

# ORACULAR

The shifting lines of fate leave traces in the world that oracles can see. Your sight is clearer than most. Oracles are immune to blindness, and when manifest, can even see through concealment, illusions and invisibility.

Oracles can also see the future and speak prophecy.

**Aspect Attribute: None**

**Aspect Skills: None**

|  |
| --- |
| Because you are an oracle. . .  You get +4 to initiative rolls and are immune to blindness. |
| When you manifest. . .  You can ignore penalties from concealment, see invisible creatures and objects, and immediately recognize illusions when you see them. |

|  |  |  |
| --- | --- | --- |
| Premonition | | Covert Power |
| *You go into a trance and have a premonition.* | | |
| Complex Action (Revealing) | | |
| Target: | Any being or object you are directly touching. | |
| Effect: | You enter into a brief oracular trance that lasts one round. While in this trance you receive useful visions of the past and occasionally the future. Your visions are specifically drawn to emotional events from the past and possible futures of what you are examining.  The vision is frequently symbolic and determined by the Narrator and may require some interpretation. See the Oracular Lexicon on page [XX] for details. | |
| Modifier: | None | |
| Impact: | If this power is used as part of an Extended Challenge, then the Narrator may count any accurate interpretation of the vision as 25 Impact. | |
| Special: | None | |
| Willpower: | No effect | |

|  |  |  |
| --- | --- | --- |
| Ominous Prophecy | | Manifest Power |
| *You speak a prophecy of failure and defeat that will come true in the next day.* | | |
| Simple Action | | |
| Target: | One creature you can see. | |
| Effect: | Designate a skill, symbol, or specific action that you foresee the target performing within the next day. Then roll two dice and record the lower of the two. The next time that the target attempts a roll involving your designated skill or action, it uses your recorded result. The target cannot benefit from Expertise dice for this roll. | |
| Modifier: | None | |
| Impact: | None | |
| Special: | A creature can only be under the effects of one Ominous Prophecy at a time. If you target a creature that is already affected then you instead learn what action and result has already been determined. | |
| Willpower: | You may record the higher result from the dice instead of the lower result. | |

### SIDEBAR: ORACULAR LEXICON

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Symbol | Name | Modifier | Meaning  (Proper, Righted, Straight) | Meaning  (Crossed, Fell, Reversed) |
|  | Hourglass | Before | Cycle/ Repeated | Deadline |
|  | Diamond | With/Connection | Daring/Ambition | Fear/Cowardice |
|  | Wheel | Far/Disconnection | Pursuit | Escape |
|  | Moon | Behind/Obscured | Hidden/Enigma | Conspiracy |
|  | Candle | Small/Few | Submission | Defiance |
|  | Bell | Soon/Near | Revelation | Exposure |
|  | Sun | Between/Among | Deliverance | Disaster |
| O | Circle | Within | Control | Chaos |
|  | Star | Good/Aid | Faith/Honesty | Treason |
|  | Hand | Never/Prevent | Rivalry | Revenge |
|  | Flag | Because | Crime | Victimization |
|  | Water | Large/Many | Passion/Love | Madness |
|  | Skull | Bad/Harm | Alive/Life | Dead/Killed |

# WARDEN

You are an invincible sentinel. Wardens are hard to hurt and make excellent bodyguards. Wardens are hard to influence and hard to hurt. Manifested, wardens are armored and able to lock supernatural creatures in their covert form.

Wardens can invoke what is known as the Black Iron Seal, one of the most infamous curses among Outsiders. As a result, Outsiders who are “in the know” are usually aware of the counter-curse (see below).

**Aspect Attribute: Presence and Might**

**Aspect Skills: Athletics and Command**

|  |
| --- |
| Because you are a Warden. . .  You gain a +1 Aspect Bonus to Mental Defense and ignore the non-damaging  effects of powers that target your Mental Defense. |
| When you manifest. . .  You gain Armor 4 against all Innate damage |

|  |  |  |
| --- | --- | --- |
| Tenacity | | Covert Power |
| *Flavor Text* | | |
| Simple Action | | |
| Target: | Self | |
| Effect: | Immediately regain 10 Health.  End all Minor Disadvantage affecting you, then reduce any Major Disadvantage affecting you to Minor Disadvantage. | |
| Modifier: | +4 or Athletics | |
| Impact: | Might or Presence +2 | |
| Special: | If you are reduced to 0 or lower Health, you may immediately use this power to reset your health to 10. Although you still count as being injured, you don’t need to be revived or stabilized and may ignore the DL increase from your injury for the rest of the scene. | |
| Willpower: | No effect | |

|  |  |  |
| --- | --- | --- |
| Fetter | | Manifest Power |
| *Known to some Outsiders as the Black Iron Seal, this power allows you to curse any creature, sealing it in its Covert form.* | | |
| Complex Action | | |
| Target: | One creature within reach. | |
| Effect: | The target is immobilized until the end of your next turn. If Manifest, changes to Covert form if possible. | |
| Modifier: | +4 or Command | |
| Impact: | Might or Presence +5 | |
| Special: | Any creature suffering from the Seal cannot shift into their Manifest Form. The Black Iron Seal persists indefinitely but there is a known cure: A single Talent must be destroyed and diffused into a potion of fresh water. The curse lifts immediately after this potion is ingested. | |
| Willpower: | The target is fully restrained and cannot use powers from Supernatural Aspects. If this power injures the target then the target gains the Black Iron Seal. | |

# WEALTHY

You’re not just rich; you’ve acquired a mystical connection to the essence of exchange and acquisition. The world arranges itself to your desires, as long as you can afford them.

You’ve got a lot of money, but there’s magic to your wealth, too. In your presence, the idea of “priceless” doesn’t exist in people’s minds. You can buy anything from anyone, even if they thought they would never sell it. When manifest, you can buy anything, instantly, anywhere, just by willing it.

**Aspect Attribute: Presence**

**Aspect Skills: Streetwise**

|  |
| --- |
| Because you are Wealthy. . .  You start the game with $2 million in whatever form you want (cash, gold, stocks, land, etc.) |
| When you manifest. . .  The Rating of every piece of equipment you are carrying increases by +1 |

|  |  |  |
| --- | --- | --- |
| Acquisition | | Covert Power |
| *The word “priceless” loses all meaning around you. You can buy anything.* | | |
| Complex Action | | |
| Target: | Self | |
| Effect: | You may facilitate or compel the purchase of something even if the seller would normally never sell it. You pay the fair market price for the object. Though the seller will be agreeable for the duration of this power’s use, they will revert to whatever attitude they had once the effect ends. | |
| Modifier: | +4 or Streetwise | |
| Impact: | Presence +2 | |
| Special: | This effect lasts for as long as it takes to purchase the object. However, until the transaction is completed you character does not regain Energy as per normal. | |
| Willpower: | No effect | |

|  |  |  |
| --- | --- | --- |
| Special Delivery | | Manifest Power |
| *The magic of the world allows you to shift the lines of fate to your desires. You can arrange to buy anything, anywhere, in an instant.* | | |
| Complex Action | | |
| Target: | One object within 100 yards | |
| Effect: | You may change the basic physical elements of the scene to whatever you decide upon. The change is permanent. | |
| Modifier: | +4 or Streetwise | |
| Impact: | Presence +3 (or see below) | |
| Special: | This power does not have a normal cost. The cost and meaning is listed below:   * 1 Energy and $6,000: A minor or cosmetic change granting you and your allies a Minor Advantage * 2 Energy and $12,500: A small change granting you and your allies a Major Advantage * 3 Energy and $25,000: A change with solid repercussions to the lives of those around this scene. Major Advantage to yourself and allies, Minor Disadvantage to anyone opposing you. * 4 Energy and $50,000 (or 1 Talent): A major change that affects the way things work during the scene. Major Advantage to yourself and allies, Major Disadvantage to anyone opposing you. * 5 Energy and $100,000 (or 2 Talents): An essential element of the scene is now completely different. As above and you may decrease the default DL of skill by 1 and or eliminate any Impact reduction it may have. * 6 Energy and $200,000 (or 4 Talents): The scene is changed completely to your whim causing it to progress or conclude however you see fit. | |
| Willpower: | You may change the area around any of your allies regardless of their distance to you. | |

# 