Supernatural Aspects

Listed below are the various branches of Supernatural Aspects. Each aspect has a passive power, a covert power and a manifest power. A “Lesser Aspect” is the aspect’s passive power and either the covert or the manifest power. A “Greater Aspect” is all three.

The following information is provided in each description:

# ASPECT NAME

A brief overview of the aspect and what it does as well as some ideas as to the style and feel of it while it’s being used.

Power Name *Type of power: “Passive,” “Manifest,” or “Covert”*

*A brief dramatic description of what the power looks and feels like.*

**Action Type: “Free,” “Reaction,” “Simple” or “Complex”** (Keywords)

Target: The type of being or area that this power effects. If the target is an event or period of time such as “at the end of your turn,” this section is called “Trigger”

Effect: A practical description of what this power does using game mechanics whenever possible.

Sustain: For effects that can be maintained for longer than a single round, the kind of action it costs to maintain: “Free,” “Simple,” or “Complex.”

Modifier: Number you add to the d10 roll. Usually “+4.” If there is the name of a skill here, you may substitute that modifier if it’s better.

Impact: The base amount of impact this power makes before adding the d10 result. Will either be a flat number, an attribute, or a bonus to an attribute (such as “Might +4”)

Special: If this power grants any kind of extra perk that isn’t covered by the rest of the game’s rules or that contradicts the game’s rules, it will be listed here. If a power’s “Special” contradicts the rules, “Special” takes precedence.

Willpower: An extra effect that can be added on by spending an additional point of energy. Unless otherwise noted, you may only do this once per use.

The aspects themselves are provided below. Each aspect represents a broad category of abilities. In future editions, more powers will be added for each, giving players a choice to expand and diversify their aspects.

## Improvised Powers

Sometimes the Narrator is presents a problem and you think of a clever solution using one of your powers in an unorthodox way. Describe your idea to the Narrator to see if he or she agrees it’s feasible. Because powers require an expenditure of [Will] or the risk exposing your supernatural qualities, the Narrator may reward this creativity with an automatic success. Otherwise the Narrator may ask for a roll instead. If the power has a roll then just use the standard modifier and Impact associated with the power. The Narrator might impose some bonus or penalty to this modifier depending on the circumstances. If the power doesn’t have a modifier, then either use the skill and attributes associated with the Aspect or a +4 for the Modifier and Impact.