ATTUNED

*Masters of the Inside World*

You were once an ordinary person. Maybe you still think of yourself as normal, but you’ve seen some pretty extraordinary things that would shatter most people’s ideas of normal. These experiences have expanded your consciousness and reinforced your sense of purpose in this world.

Most Attuned have rare and valuable talents that make them appealing allies for Outsiders and secret societies. There are many benefits to associating with these strange groups and but you have to earn their trust by keeping their secrets. Many Outsiders prefer dealing with Attuned contractors because they cherish the experiences of a “normal” human.

## Covert Form: Everyday Self

Outsiders have to hide their real appearance under a human guise but you have the advantage of being truly human. You tend to be most comfortable in your Covert form because it’s your normal everyday appearance.

## **Manifest Form:** The Ideal Made Real

Your ability to transform into a Manifest Form is the demonstrable proof that you are Attuned. In your Manifest Form your body is magically transformed into an idealized reflection of your spirit. Distinctive features and qualities become visually expressed, as they also grow more acute. Many Attuned Manifest Forms have very saintly or sacred appearances based on the strong beliefs that they reflect. This hyper-real appearance is so dramatic that it can make it hard for people to recognize your identity.

# ATTUNED ABILITIES

### Drawback: Hubris

Attuned humans have no special weaknesses and generally few faults. No one is perfect, however, and the strong beliefs that empower the Attuned can be a double-edged sword.

**Effect:** Choose the hubris that best reflects your character’s core values. Hubris is detailed on page [[XX]].

### Signature Aspect: Terrestrial Attunement

The will that it takes for a human being to become Attuned is quite rare. Individuals with personal conviction feel the stir to awaken strongest, but almost as often people who have lost their way find new purpose during their attunement.

**Effect:** You have the Lesser Aspect of **Terrestrial Attunement**.

### Remaining Aspects: Worldly and Common

You might not be supernatural, but you are far more than average. It’s your rare combination of talent and experience that makes you invaluable to secret societies like Asylum. These Aspects represent a combination of innate talent and unique experience.

**Effect:** You have 12 additional Talents worth of Powers from Worldly or Common Aspects.

### Expertise: Any Skill

Whether you attended an Ivy League university or the school of hard knocks, you had to pick up a variety of skills to thrive in this modern world.

**Effect:**  You start the game with any combination of seven skill improvements.

### Harmony: Perfect Attunement

Your attunement represents not only synchronization with the larger world, but also your own soul. Consequently, you are more resistant to side effects and damage that magical contracts can cause to your harmony.

**Effect:** Your maximum Harmony is 6. This effect includes the bonus from **Terrestrial Attunement**.

### Milestone Ability: Inspiration

When most Contractors sell a Foundation to their soul, it leaves a lasting spiritual wound that might never heal. For some reason you’re different. It may take a while, but you can always manage to find hope and inspiration from something new. You probably don’t remember what you’ve lost but you always manage to recover and move forward.

**Effect:** During a Major Milestone, instead of your normal benefits, you can choose to replace a lost or sold Foundation with a new Foundation of your choice. When you do this you heal back one point of Harmony, to a maximum of 6.