# COMMON ASPECTS

# ALLURING VOICE

Mellifluous Essence Aspect Effect

**Passive**

Covert Effect: You gain a specialty die for all relate rolls.

Manifest Effect: You and any ally adjacent to you gains Warding 2 against all innate damage.

Beguiling Words Covet Power

**Simple Action** (Psychic, Verbal)

Target: One creature that can hear and understand your language.

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

Shrieking Cacophony Manifest Power

**Complex Action** (Psychic, Sonic, Destructive)

Target: All creatures and fragile objects within 2 of you.

Roll: +4 or Relate

Impact: Presence +4. Targets are deafened until the end of your next turn. Objects made of glass and other fragile materials in the targeted area shatter.

Willpower: +4 Impact applied to a single target.

# EXTRAORDINARY ATTRIBUTES

The following Common Aspects are collectively called Extraordinary Attributes. If you take one of these Aspects but start with only an average attribute then your Aspect represents an obvious untapped potential. Your character can develop this potential at Major Milestones and eventually raise it to a maximum rating of 6.

# EXTRAORDINARY AGILITY

Nimble Essence

Passive

Covert Effect: You gain +1 Agility. This bonus can bring your Agility to 6.

Manifest Effect: You gain a +2 Aspect bonus to your move speed.

Astonishing Speed

Reaction

Trigger: You would end your turn.

Covert Effect: You may take an additional simple action to move before ending your turn.

# EXTRAORDINARY INTUITIION

Insightful Essence

Passive

Covert Effect: You gain +1 Intuition. This bonus can bring your Intuition to 6.

Manifest Effect: You gain a +2 Aspect bonus to all Intuition impact.

Instinctive Reaction

Reaction

Trigger: A creature you see begins or ends its turn.

Covert Effect: You may take a simple action. You start your next turn staggered.

# EXTRAORDINARY MIGHT

Vigorous Essence

Passive

Covert Effect: You gain a +1 Might. This bonus can bring your Might to 6.

Manifest Effect: You gain a +2 Aspect bonus to all Might impact.

Herculean Feat

Reaction

Trigger: You attempt an Athletics roll or a feat of raw strength.

Covert Effect: You gain a specialty die for the roll. Add each die that succeeds to the Impact.

# EXTRAORDINARY PRESENCE

Majestic Essence

Passive

Covert Effect: You gain +1 Presence. This bonus can bring your Presence to 6.

Manifest Effect: You gain a +2 Aspect bonus to all Presence impact.

Overwhelming Personality

Target: One creature that can see or hear you.

Roll: +4 or Command vs. Mental Defense

Impact: Presence, and the target is distracted until the end of your next turn.

# EXTRAORDINARY WITS

Brilliant Essence

Passive

Covert Effect: You gain +1 Wits. This bonus can bring your Wits to 6.

Manifest Effect: You gain a +2 Aspect bonus to all Wits impact.

Confounding Wits

Reaction

Trigger: You take a complex action.

Target: The same target as the triggering action.

Covert Effect: Until the End of Your Next Turn: You impose a minor disadvantage on the target’s rolls.

# LEGENDARY SKILLS

The following Common Aspects are collectively called Legendary Skills. These Aspects grant you mastery in a specific skill so you can only start with a Legendary Skill if you also spend skill points to be an Expert in the same skill. Later, you can take one of these Aspects during a Major Milestone if you are already an Expert in that skill.

# MARTIAL DISCIPLINE

## Warrior Essence Aspect Effect

**Passive**

Covert Effect: You gain mastery in Close Combat.

Manifest Effect: You gain a +1 Aspect Bonus to Physical Defense.

Persistent Threat Covert Power

**Reaction** (Reach, Weapon)

Trigger: An enemy within your reach retreats or engages in any action that isn’t directed at you.

Target: The triggering enemy.

Roll: Close Combat vs. Physical Defense

Impact: Might; and the Target is knocked prone.

# COMMANDER

Dominating Essence

Passive

Covert Effect: You gain mastery in Command.

Manifest Effect: Any ally within 2 yards of you gains warding 4 against mental attacks.

Taskmaster

Simple Action

Target: All allies who can hear your.

Covert Effect: Until the End of Your Next Turn:

Target gains a minor advantage to a single skill that you designate.

DEADEYE

Precise Essence

Passive

Covert Effect: You gain mastery in Ranged Combat.

Manifest Effect: You ignore range and cover when attempting a Ranged Combat roll.

Trick Shot

Complex Action (Ranged, Weapon)

Target: One creature or object.

Roll: Firearms vs. Ranged Defense or Manipulate

Impact: Agility; If the target is an object or device then you force it to either activate or disable one of its functions. If the target is a creature then the target is forced to either drop an object that you designate or become staggered.

# POLYMATH

## Erudite Essence

Passive

Covert Effect: You gain mastery in Academics.

Manifest Effect: FILL IN THE BLANK

## Sagacious Advise

Complex Action

Target: Any challenge or creature.

Roll: Academics vs. Mental Defense or Subvert

Impact: Wits

Until the End of Your Next Turn:

Every ally who rolls targets the same target can gain a minor advantage, ignore any disadvantage, or ignore the target’s resistance.

# MASTER ATHLETE

Vital Essence

Passive

Covert Effect: You gain mastery in Athletics.

Manifest Effect: You gain regeneration 2.

## Master of Movement

**Covert Power – Simple Action**

Covert Effect: You move your full sprint speed. During this movement you can automatically combine any amount of tumbling and climbing without making an Athletics test.

# EMPATHETIC

Empathic Essence

Passive

Covert Effect: You gain mastery in Empathy

Manifest Effect: You gain +1 Aspect bonus to Mental Defense.

Cold Read

Covert Power – Complex Action

Target: One creature you can see.

Roll: Empathy vs. Mental Defense

Impact: Intuition, you learn the target’s next action.

Special: You can use a simple action to impose disadvantage on that action.

# WIRED MASTERY

Electronic Essence

Passive

Covert Effect: You gain mastery in Electronics

Manifest Effect: You do not need a physical link or wireless device to make Electronic rolls against any device within your line of sight.

Override Command

Covert Power – Complex Action

Target: Any electronic device within your reach.

Roll: Electronics vs. Overcome

Impact: Wits and you cause the target to perform one function. That function can be anything that the device is physically capable of performing, regardless of the device’s standard programming.

# MASTER TINKER

Mechanical Essence

Passive

Covert Effect: You gain mastery in Mechanics

Manifest Effect: All equipment that you use counts as +1 better.

Jury-Rig

Covert Power – Complex Action

Target: One piece of equipment that you are holding.

Covert Effect: Before the End of Your Next Turn:

You may use the target’s equipment rating plus your Wits rating to the impact of your next roll, even if it isn’t normally appropriate equipment. The equipment requires major repairs afterward.

# MASTER HEALER

Medicinal Essence

Passive

Covert Effect: You gain mastery in Medicine

Manifest Effect: You and all allies gain a +2 bonus to Escape Rolls.

Panacea

Covert Power – Simple Action

Target: One creature within reach

Covert Effect: The target gets an Escape Roll to end any Continuous Effects.

# MASTER OF THE WILDERNESS

Wild Essence

**Essence Power – Passive**

Covert Effect: You gain mastery in Nature.

Manifest Effect: You gain resistance 2 against all environmental effects. Your manifest form leaves no scent or footprints, making it always an elite test to track you.

Feral Whispers

Complex Action

Target: One chimera or non-sentient animal

Test: Nature vs. Mental Defense

Impact: Intuition; the target performs one complex action on your turn that you decide.

# OCCULTIST

Arcane Essence

Passive

Covert Effect: You gain mastery in Occult

Manifest Effect: You and adjacent allies gain warding 2 against all innate effects.

Counter-Spell

Complex Action

Target: One creature (Ranged 10)

Test: Occult vs. Mental Defense

Impact: Wits;

Until the End of Your Next Turn: The target cannot use supernatural or manifest powers.

# MASTER OF PERSUASION

Soothing Essence

Passive

Covert Effect: You gain mastery in Relate

Manifest Effect: Any ally within 2 yards of you gains a +1 bonus to Mental Defense

Impassioned Appeal

Complex Action

Target: One creature or obstacle

Roll: Relate vs. Physical Defense or Overpower

Impact: Presence;

Until the End of Your Next Turn: All allies receive major advantage on rolls against the target.

# STEALTH MASTERY

Clandestine Essence

Passive

Covert Effect: You gain mastery in Stealth

Manifest Effect: You can roll stealth to enter hiding even without concealment, so long as you are not currently observed by whom you’re hiding from.

Secret Action

Complex Action

Requirement: You must begin your turn in hiding.

Covert Effect: You may take another complex action, and then move two yards. If you end your turn with concealment then you remain hidden for your entire turn. If you end your turn without concealment no one notices you until your turn ends.

# URBANITE

Urban Essence

Passive

Covert Effect: You gain mastery in Streetwise

Manifest Effect: You speak and understand all languages and may use Streetwise in any Outside or Sideways populated area without penalties for interacting with unfamiliar Outsider cultures or realms.

Lay of the Land

# WORLDLY ASPECTS

**Black Iron Resolve**

Covert – Ignore a mind controlling effect and be immune to further attempts at mind control until your next turn.

Modifier – +4

Impact – Presence +2

Manifest – As with covert power plus gain 5 armor against Environmental and Innate damage

Modifier – +4

Impact – Presence +3

**Influence**

Covert – Call upon favors and receive minor aid. Can receive major aid if you take a DL increase.

Modifier – +4 or Streetwise or Command

Impact – 4

Manifest – You are always considered at just the right place and time to receive instant help to the point where somewhat magical things happen to ensure you’re taken care of.

Modifier – +4 or Streetwise or Command

Impact – 7

**Wealth**

Covert – Objects under $5000 are considered free for you for the remainder of the scene.

Modifier – +4 or Streetwise

Impact – 6

Manifest – You may spend your available cash or talents to permanently alter the details and/or circumstances of the scene you’re currently in.

Modifier – +4 Or Streetwise

Impact – 8

Willpower – You may alter the scene that one of your party members is in but you’re not.