# SHEPHERD

FLAVOR TEXT

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| Because you are a Shepherd . . .  You gain +1 Harmony, to a maximum of 6 |

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| When you manifest . . .  All allies within your reach gain Resistance to Innate Impact. |

Modifier: +4 or Harmony. If you have two Shepherd powers you get a +1 Skill bonus to your modifier. If you have three or more Shepherd powers this bonus increases to +2.

Base Impact: Intuition or Presence

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| Rational Explanation | | Manifest Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | One nearby Citizen | |
| Effect: | For the Next Hour:  The target regards any supernatural or abnormal phenomenon it sees or remembers as perfectly mundane. Witnessing manifest powers or forms will not cause any typical mental shock or anguish. If the target witnesses no further supernatural events after this power ends, then it will give reasonable, albeit unusual, rationalizations for what it experienced. | |
| Willpower: | This power instead targets all nearby Citizens | |

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| Shared Sanity | | Covert Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | One creature within reach | |
| Effect: | For the Next Hour:  You lose one Harmony. The target counts as having two more Harmony for the purposes of resisting the consequences of Harmony loss such as Bleed. At the end of this hour the target returns to its previous Harmony rating. You may recover your lost Harmony through milestones, as normal. | |
| Willpower: | You can extend the effect to two targets but each target gains the benefit of only one more Harmony instead of two. | |

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| Insider Knowledge | | Manifest Power |
| *Flavor Text* | | |
| Simple Action | | |
| Target: | All nearby creatures | |
| Modifier: | vs. Mental Defense | |
| Impact: | Ongoing:  The target begins to glow with a distinct shimmering aura if it is an Outsider or in possession of an Outside Aspect. This power does not explicitly identify the nature of what it reveals beyond the shimmering. The condition can be exploited to track or identify the target. | |
| Willpower: | While the target is affected by the aura it also becomes vulnerable to Innate Impact. | |

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| Shepherd’s Crook | | Covert Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | One nearby creature | |
| Modifier: | vs. Mental Defense | |
| Impact: | Ongoing:  All of the target’s Foundations become active as if it had had 5 or more Harmony. This condition can be exploited to influence and manipulate the target’s behavior and emotional state. | |
| Willpower: | The target becomes vulnerable to Innate Impact while under this effect. | |