# 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).

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| Because you are a Warden . . .  You gain a +1 Aspect Bonus to Mental Defense and +1 to all Escape Rolls against Outside Powers. |

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| When you manifest . . .  You gain Resistance against all Innate Impact. |

Modifier: +4 or Command. If you have two or more Warden powers you get a +1 Skill bonus to this modifier. If you have three or more Warden powers the bonus increases to +2.

Impact: Might or Presence

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| Tenacity | | Covert Power |
| *Flavor Text* | | |
| Simple Action | | |
| Target: | Self | |
| Effect: | You may make a free Escape Roll to cancel any one ongoing effect you suffer from. If you fail the roll you gain a Minor Advantage on your next Escape Roll. | |
| Willpower: | You may make a free Escape Roll to cancel every ongoing effect on you. You gain a Minor Advantage on each of these rolls. | |

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| Black Iron Armor | | Covert Power |
| *Flavor Text* | | |
| Simple Action | | |
| Target: | Self | |
| Effect: | You gain Resistance to Physical Impact but lose any Resistance to Innate Impact. | |
| Willpower: | You retain your Resistance to Innate Impact. | |

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| Karmic Conduit | | Covert Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | One creature within reach. | |
| Modifier: | vs. Mental Defense | |
| Impact: | *Ongoing:*  You gain Resistance to all Impact and any Impact that you suffer is also inflicted on the target. | |
| Willpower: | Any conditions that you suffer from are also inflicted on the target. The target instantly recovers from these conditions after it Escapes. | |

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| 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 (Attack) | | |
| Target: | One creature within reach. | |
| Modifier: | vs. Physical Defense | |
| Impact: | +d10 Physical and Innate Impact  *Until the End of Your Next Turn:*  The target is restrained and cannot use powers from Outside Aspects. | |
| Willpower: | *Ongoing:*  The target is restrained and forced to transform into its Covert form. | |
| Special: | If this power subdues the target then the target suffers the Black Iron Seal as a supernatural stigma. 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. | |