**Human and Common Aspects**

\*Iron Will (2): You are immune to panic or fear effects.

Inspiration (4): You may spend 3 Energy as a complex action to give up to 2 others a +2 roll bonus and a x2 power bonus.

\*Tenacity (2): You may spend 2 Energy to negate the effects of mind altering magic for a full scene.

Connected (3 or 5): Your character has access to an Earth-based network or organization. This connection provides you with a selection of special abilities outlined below. At 3 Talents you get 3 abilities, at 5 you get 5.

Resources (3 or 5): Your character lives either in comfort (3 points) or in total luxury (5 points). Comfortable characters are assumed to have an upper middle class lifestyle and a collection of practical items. Luxurious characters are assumed to have a borderline decadent lifestyle full of items, properties and extras at their easy disposal.

\* Legendary Fame (3): Your character is easily recognized when out in public. This grants the usual access and opportunities as well as an easier time (+1 to rolls and power) using Command or Relate on other people. Also, your character is more “solid” or “real” resulting in 1 less damage from Innate sources and +1 Mental Defense.

Human Magical Aptitude (2): Your character has knowledge of human ritual magic. You start knowing one ritual and may learn more as your character advances.

**Common Aspects**

Beauty (3): Your character is particularly beautiful and captivating. You gain a specialty die during any skill test involving social interaction.

\*Attribute Mastery (2): Your character gains +1 to an attribute to a maximum of 6.

\*Skill Mastery (2): Increase one of your skills from Expert to Master.

Personal Code or History (1- 5): Your character has something in their personality or past that you wish to emphasize. The amount you spend on this determines any additional benefits or resources that you gain from this. Additionally, the amount spent on this determines the likelihood that this plot point will come up during the course of play from 1 (at some point in the story) to 5 (almost every session).