--- Attributes (3-20) ---

*Physical* *Social* *Mental*

Strength: Persuade: Perception:

Dexterity: Manipulate: Insight:

Constitution: Ingratiate: Reason:

Resilience: Charisma: Intuition:

--- FEELS, Resistances, and Saves ---

FEELS (1-10): Resistances (1-10) Saves

- Angry: - Focus: - Fortitude:

- Agitated: - Resolve: - Reflex:

- Horny: - Self-Control: - Mind:

- Melancholy: - Will:

--- Abilities ---

Talents (U-GM) Skills (U-GM) Knowledges (U-GM)

Acting: Firearms: Arcana:

Alertness: Investigation: Code-Breaking:

Athletics: Leadership: Computers:

Brawling: Lock-Picking: History:

Calming Down: Lying: Medicine:

Empathy: Melee: Nature:

Intimidation: Music: Science:

Memory: Security: Special ( ):

Stealth: Socializing: Theology:

Combat

Hit Points: Initiative:

Armor Class: Speed:

---------------------------------------------------------------------------------------------------------------------

Character Creation

1) Assign Stats: Values range from 3-20. Determine with point buy: Start with 8 in each stat. You have 54 points to spend, cost as follows:

8 = 0 points 11 = 3 points 14 = 7 points

9 = 1 point 12 = 4 points 15 = 9 points

10 = 2 points 13 = 5 points 16 = 12 points

*Optional*: Negatives: Stats can be dropped to 7 for 1 extra point or to 6 for 3 extra points. No more than 4 stats can be below 8.

2) Select Species. There are four playable species: Vampire, Werewolf, Witch, and Fairy. Species modifies stats from the values determined through point buy. Later, it will also affect how hard you are to damage (your Armor Class) and how hard you are to affect with magic and other effects (Saves).

- Vampires: Str +3, Dex +1, Resil +3, Manip +2, Cha +2

- Werewolves: Str +2, Con +2, Resil +2, Perception +2

- Witches: +2 to any three: [Persuade, Manip, Ingrat, Cha, Insight, Intuition]

- Fairies: Dex +2, Manip +2, Ingrat +2, Intuition +2

3) Select Clique. Choice of Clique modifies stats further. If your Clique bonus would increase a stat above 20, stat caps at 20 and you put the extra point in a different stat from the same category.

Cliques:

- Nerds: +2 to two Mental, -2 to one Physical and one Social

- Jocks: +2 to one Physical and one [Physical or Social], -2 to one Mental and one [Mental or Social]

- Preps: +2 to one Social and one [either Physical or Mental], -2 to [any two]

- Theater Kids: +2 to two Socials, -2 to [Any two]

- Loners: +2 to [Any two], -2 to one Social and one [Any]

- Chameleons: +2 to [Any two], -2 to one Physical and one Mental

4) Determine Resistance Pool Maximums

* Resistances are pools you use to resist influences to your thoughts and actions. You have three Resistances: Focus, Self-Control, and Resolve. If something threatens to interfere with your ability to concentrate on a task, you resist with Focus. If something internal to your own psyche threatens to make you act contrary to how you want to, you resist with Self-Control. If something or someone external to you threatens to make you act contrary to how you think you want to, you resist with Resolve.
* Your Resistance Pool Maximums range from zero to 10. Starting from zero, increase them on the basis of both your Species and your Clique

Species: Clique:

- Vampires: Focus: 2, Self-Control: 1, Resolve: 2 - Nerds: +2 Focus

- Werewolves: Focus: 1, Self-Control: 1, Resolve: 3 - Jocks: +2 Resolve.

- Witches: Focus: 3, Self-Control: 1, Resolve: 1 - Preps: +1 Focus, +1 Self-Control

- Fairies: Focus: 1, Self-Control: 2, Resolve: 2 - Theater Kids: +1 Focus, +1 [Any]

- Loners +2 [Any] or +1 [Any two]

- Chameleons: +1 [Any two]

* As you use a pool to resist influences, you spend points from it. A pool cannot go below zero, but at zero you cannot use that Resistance to control yourself in any way.

5) Determine your FEELS: Your FEELS represent how strongly different emotions and mental states currently affect you. You have four FEELS: Agitated, Angry, Horny, and Melancholy. Each has a value between 1 and 10. Start each FEEL at 1 and add the following Species and Clique modifiers:

Species:

- Vampire: +3 Melancholy, +2 Horny, +1 Melancholy

- Werewolf: +3 Angry, +2 Melancholy, +1 Horny

- Witch: +3 Horny, +2 Agitated, +1 [either Angry or Melancholy]

- Fairy: +3 Agitated, +2 Horny, +1 Melancholy

- Clique:

- Nerds: +2 Horny, +2 Agitated - Theater Kids: +2 Horny, +2 Melancholy

- Jocks: +2 Horny, +2 Angry - Loners: +2 Angry, +2 Melancholy

- Preps: +2 Melancholy, +2 Agitated - Chameleons: +2 [Any two]

6) Determine Saves: There are four kinds of Save: Fortitude, Reflex, Mind, and Will. Each has a base score determined by adding the modifiers from two of your stats together, dividing by zero, and rounding down:

Fort = ½ (Con+Resilience) Ref = ½ (Dex+Perc)

Mind = ½ (Reason+Intu) Will = ½ (Cha+Insi).

7) Determine Armor Class (AC): All Species except Vampires have a starting AC of 10. Vampires have a starting AC of 13.

8) Determine Initiative: Initiative is used to determine how quickly you react to things, and particular to determine the order in which people act when multiple people try to do things at the same time. Your Initiative is calculated just like a save:

Initiative = ½ (Dex + Intuition)

9) Determine Starting Hit Points (HP): Hit Points represent how much damage you can take before being incapacitated or potentially dying. HP at creation are determined by Species:

- Vampires: Level 1: 8 + Con modifier

- Werewolves: Level 1: 10 + Con modifier

- Witches: Level 1: 6 + Con modifier

- Fairies: Level 1: 6 + Con modifier

10) Determine your Abilities.

* Abilities come in three types: Talents, Skills, and Knowledges. Talents are things that anyone can try to do with no training, though you get better at them the more you practice. Skills are things that people do not naturally have ability with prior to training, and so if you attempt to use a Skill that you do not have any ranks in, you get a -2 penalty to your roll. Knowledges represent bodies of learning and understanding. Often, if you do not have any ranks in a Knowledge, you cannot even roll an attempt; if the GM allows you to check for some piece of information in an untrained Knowledge, you get a -4 penalty to the roll.
* Each Ability starts out Untrained. When you add a point to an Ability, you become Proficient in it. A second makes you Skilled, a third makes you Expert, a fourth makes you a Master, and a fifth makes you a Grand Master. Abilities cannot be raised higher than Skilled at character creation.of
* The nine Talents are Acting, Alertness, Athletics, Brawling, Calming Down, Empathy, Intimidation, Memory, and Stealth.
* The nine Skills are Firearms, Investigation, Leadership, Lock-Picking, Lying, Melee, Music, Security, and Socializing.
* The nine Knowledges are Arcana, Code-Breaking, Computers, History, Medicine, Nature, Science, Special (this represents some area of knowledge not otherwise on the list, such as Philosophy, Mathematics, Psychology, or Literature), and Theology.
* You get a number of points to put in Abilities based on your Clique:

- Nerds: 1 Talent or 1 Skill, 3 Knowledges, 1 Freebie

- Jocks: Athletics and 1 Talent, 2 Skills, 1 Freebie

- Preps: Leadership, Socializing, 1 Knowledge, 2 Freebies

- Theater Kids: [Either Acting or Music], 1 Knowledge, 3 Freebies

- Loners: 1 Talent, 3 Skills, 1 Freebie

- Chameleons: 1 Talent, 1 Skill, 1 Knowledge, 2 Freebies

* You then get to add a number of Open points. Prioritize Talents, Abilities, and Knowledges. It costs 1 point to raise an Ability from Untrained to Proficient or from Proficient to Skilled. Whichever kind of Ability you prioritize highest, you get 12 points to spend. The next you get 8 points to spend, and the last you get 4 points to spend

---------------------------------------------------------------------------------------------------------------------

Leveling (everyone)

HP: Vampires and Werewolves: 2d4 + Con modifier. Witches and Fairies: 1d6 + Con modifier

Level 2: +1 to three skill levels. +1 or -1 to two FEELS (can be a +1 and a -1)

Level 3: +1 to four skill levels. Ability max now Expert. ASI (max 20).

+1 or -1 to two FEELS (can be a +1 and a -1)

Levels 4-5: +1 to four skill levels. +1 or -1 to two FEELS (can be a +1 and a -1)

Level 6: +1 to five skills. Ability max now Master. Costs two +1s to raise from +3 to +4. ASI (max 21). +1 or -1 to two FEELS (can be a +1 and a -1)

Levels 7-8: +1 to five skills. +1 or -1 to two FEELS (can be a +1 and a -1)

Level 9: +1 to six skills. Ability max is now Grand Master. Costs two +1s to raise from +4 to +5. ASI (max 22). +1 or -1 to two FEELS (can be a +1 and a -1)

Level 10: +1 to six skills. +1 or -1 to two FEELS (can be a +1 and a -1)

Level 11: +1 to six skills. +1 or -1 to two FEELS (can be a +1 and a -1)

Level 12: +1 to 8 skills. ASI (max 23). +1 or -1 to all FEELS (can be any mix of +1s and -1s, can stack)

Vampire species features

- Speed: 35 feet

- Natural armor +3

- Skilled in Fort and Ref saves

- Immune to disease and poison damage and the *poisoned* condition.

- Fire and radiant damage do aggravated damage to vampires.

- Vampires do not gain Exhaustion from not sleeping and do not have to sleep to gain the benefits of a long rest. Vampires gain the benefits of a long rest every day at sundown. This is the only time they gain the benefits of a long rest.

- Sunlight Vulnerability

- The first round of exposure to direct sunlight deals 4d10 radiant damage to a vampire. The damage increases by 2d10 each subsequent round of exposure.

- Attacks with weapons made of radiant energy and magical attacks doing radiant damage get +3 to their attack rolls.

- Bite: A vampire’s proficiency level with its Bite is one higher than its proficiency in Brawling, up to the max allowed for its level (max Grand Master). Its Bite does 1d6 + Str lethal damage. After Biting a target, you can use the Drink Blood action. If the target is already grappled or you grapple the target before the end of your turn, you can use the Drink Blood action again on subsequent turns until the grapple ends.

- Drink blood: As an action, drain blood from a creature you have bitten. Gain 5 temporary HP and choose one of the following effects:

1) Inflict 1d6 bashing damage and lower the target’s max HP by the amount rolled. (Max HP return at a rate of 5 x level per long rest.)

2) Inflict 1d6 bashing damage and reduce the target’s Str, Con, Cha, or Reason by 1d6.

3) Inflict 1d3 bashing damage and increase the bonus you get from Influencing with a String

by +1, to a maximum of +5. Roll a Mind save (DC 15) or gain a point of either Horny or Melancholy (your choice).

- Drinking from a supernatural creature

- Vampire: Both of you gain a point of either Angry or Horny (each chooses for themselves)

- Werewolf: Gain a +1 bonus to your Str and Perception modifiers for 4 hours or until you take a short rest, whichever comes first. Gain 2 points of Angry, or 1 point if you make a successful Will save, DC 10 + the Werewolf’s level.

- Witch: Gain a +1 bonus to your Intuition and Insight modifiers and a -1 penalty to your Reason modifier until you take a short rest, and gain either 2 points of Horny or 1 point of Horny and 1 point of Agitated. Instead gain 1 point of Horny or 1 point of Agitated if you make a successful Mind save, DC 10 + the Witch’s level.

- Fairy: Gain a +1 bonus to your Cha and Ingratiate modifiers until your next short rest. Lose 1 point from all three of your Resistances. If you make a successful Fort save, DC 10 + the Fairy’s level, only lose 1 point from 1 Resistance (your choice which).

- Other: DM discretion

- Vampires have a Sated score. At level 1, it ranges from 1-10; this increases at higher levels. A vampire’s Sated score when they enter game is decided by the player and DM in collaboration. A vampire’s Sated score decreases by 1 every day at noon and sundown. A vampire can decrease its Sated score to gain a +1 bonus to almost any Stat or ability check, save, or Resistance check, but the DC of all Resistance rolls goes up by 2 for every point their Sated score is under 6. If a Vampire’s Sated score reaches zero, it makes a Con save, DC 15. On a success, it becomes a ravenous, bloodthirsty monster incapable of anything except seeking blood until the next sundown. On a failure, it goes into a torpor, unable to move or take any actions except Drink Blood if given the opportunity, until the next sundown. At the next sundown, if the vampire has not increased its Sated score to at least 1, it makes this save again. This continues every sundownVampires increase their Sated score by drinking blood: two Drink Blood actions against a non-intelligent animal increases its Sated score by 1, and one Drink Blood action against a human, werewolf, witch, or fairy increases its Sated score by 1. Drinking from a vampire does not increase its Sated score. Whether drinking from other supernatural creatures increase a vampire’s Sated score is up to GM discretion.

Werewolf species features

- Speed: 25 feet

- Skilled in Fort saves

- Fire and silvered weapons do aggravated damage to werewolves.

- Werewolves have a Beastsoul score. At level 1, this ranges from 1-10; this maximum increases as it levels.

- Werewolves have a current Beastsoul score, a minimum baseline Beastsoul score, and a shifting baseline Beastsoul score.

- Its minimum baseline Beastsoul score equals its baseline Anger score +1.

- Its shifting baseline Beastsoul score shifts with the moon cycle: at sundown the day after the new moon and at sundown every 3 days thereafter, its shifting baseline score increases by 1. On the night of the full moon, it increases another 2. If it does not experience a forced shift (see below), its shifting baseline score decreases by 1 at dawn after the full moon and at dawn every 2 days thereafter until the new moon (but not reducing below its minimum baseline).

- Forced shifts

- If a werewolf’s current Beastsoul score reaches its maximum Beastsoul score, it is immediately forced to shift out of human form (if it is in human form). Regardless of whether it was in human form or not, it must remain out of human form for at least 3 hours; if the forced shift is due to the moon’s phase, it must remain out of human form until the following dawn.

- During a forced shift, the werewolf instinctively hunts and kills, paying no regard to who it is hunting or attacking

- After a forced shift, its shifting baseline score resets to its minimum baseline score and its current Beastsoul score lowers to its shifting baseline score. It also gains a point of Melancholy.

- A variety of things can increase or decrease a werewolf’s current Beastsoul score. Its current Beastsoul score can go below its baseline scores.

- If its current Beastsoul score gets too low, it becomes difficult to shift forms (see below) or maintain a non-human form.

- At dawn after a forced shift, if it has not already reverted to human form, it reverts to human form and must take a long rest and sleep.

- A werewolf’s permanent baseline Beastsoul score increases as it levels.

- Other forms

- As an action, a werewolf can shift from human form to a hybrid form or a wolf form. If a werewolf’s Beastsoul score is under 4, it has to make a Con + ([either Focus or Resolve] / 2 (round down)) check, DC 12, to shift out of human form. If its Beastsoul score is reduced to less than 4 while in another form, it must make this save or shift back to human form. If the werewolf’s Beastsoul score is under 2, it cannot shift out of human form, and if its Beastsoul score is reduced to less than 2 while in another form, it must make this save vs. a DC of 20 or shift back to human form. If in combat, it must repeat this save at the end of each turn.

- Hybrid form:

- Speed +5 feet

- Gain natural armor +3

- When you shift into hybrid form, you can heal half the damage you have taken, except for damage dealt by fire or by silvered weapons. You can only heal this way once per Scene. If you have shifted into wolf form in this Scene, reduce the healing by 5 HP.

- +10 temporary HP. Temporary HP are lost first.

- +4 to Str and Con. +2 to Dex, Resilience, and Perc. -2 to Reason and -4 to Manip except when used in conjunction with Intimidation.

- Your proficiency level in Intimidation increases by one, to a max of one higher than normally allowed by your level (max Grand Master).

- Using Resolve to resist FEELS costs 2 points instead of 1

- Gain a Bite attack and a Claw attack. Your proficiency level with your Bite and Claw is one higher than your proficiency in Brawling, up to the max allowed for your level. Your Bite does 1d8 + Str damage and your Claw does 1d10 + Str. A non-magical creature hit by a Bite attack must make a Fort save DC 10 or contract the disease of *lycanthropy*. You can only make 1 Bite attack per round. If you make more than one Bite and/or Claw attack in a round, the second such attack ignores one level of multiple attack penalty. Further Bite or Claw attacks have the full normal penalty.

- The first time after a long rest that you enter hybrid form, you gain two points of Angry

- Wolf form

- Speed + 15

- If you have not already been in hybrid form this Scene, the first time you shift into wolf form, you heal 5 HP and gain 5 temporary HP.

- +2 Dex and Resilience, +4 Perc.

- You can make Perception checks based on smell with as much accuracy as ones made based on sight

- Proficiency in Ref saves increases by one step, to the max allowed for your level

- Gain a Bite attack. Your proficiency level with your Bite in this form is one higher than your proficiency in Brawling, up to the max allowed for your level. Your Bite does 1d8 + Str damage. A non-magical creature hit by a Bite attack must make a Fort save DC 10 or contract the disease of *lycanthropy*.

Witch species features

- Speed: 25 feet

- Proficient in Mind and Will saves

- Witches cannot use Resilience to reduce lethal damage

- Spellcasting:

- Every witch spell is either a Reason spell or an Intuition spell. Your spell attack modifier is [the relevant Stat] + [Arcana]. Your spell save DC = 8 + [the relevant Stat] + [Arcana].

- You know 3 cantrips at level 1. The number of cantrips you know increases as you level.

- You have a spellbook that contains 6 first-level spells. If you find more first-level spells, you can add them to your spellbook, to a maximum number of spells equal to your Reason modifier plus your Intuition modifier plus your level. At level 2, you can begin adding level 2 spells to your spellbook (though you can’t cast them yet unless you overcast). At level 4, you can begin adding level 3 spells to her spellbook, and so on every even-numbered level up to level 10, at which point you can add level 6 spells to her spellbook.

- As you level, the maximum number of spells you can have in your spellbook will increase as well.

- You must refresh your memory of a spell each morning to be able to cast it. You can memorize a number of Reason spells equal to your Reason modifier, a number of Intuition spells equal to your Intuition modifier, and a number of spells of either kind equal to your level.

- You have 3 first-level spell slots. When you cast a spell of first level or higher, you must expend a spell slot of the appropriate level or higher. If you expend a spell slot of a level higher than the level of the spell, the spell may be more powerful than normal.

- You can attempt to cast a spell with a spell slot of a level lower than the spell itself. This is called *overcasting*.

- When you overcast a spell, you must spend a point of Focus and make a Mind save, DC 10 + [double the difference between the spell’s level and the spell slot’s level]. For instance, to overcast a third-level spell with a first-level slot, the DC would be 14: 3 (the spell level) minus 1 (the slot level) = 2, times 2 = 4, +10 = 14. If you succeed on the save, you cast the spell. If you get a critical success, you regain the expended point of Focus. If you fail the save, the spell fails and the slot is expended. If you get a critical failure, you also gain a point of either Angry or Melancholy.

- Overcasting a spell also inflicts 1d6+1 psychic damage to you for each level difference between the spell and the spell slot. This damage ignores resistance or immunity to psychic damage, cannot be reduced with Resilience, and cannot be redirected unless an ability specifically says it can redirect overcasting damage.

- A witch can only cast one leveled spell in a round unless some ability or effect creates an exception to this rule.

- Ritual Casting: There are two kinds of ritual casting. In both cases, the witch can cast a spell without having it memorized and without expending a spell slot, as long as she has it in her spellbook or otherwise has a written copy of the spell.

- The first kind of ritual casting involves spells with the “ritual” tag. Casting the spell as a ritual takes 10 minutes longer than normal.

- The second kind of ritual casting is faster, but more costly. It can be done with any spell (unless a spell specifically says it cannot be cast this way). To use this kind of ritual casting, the Witch must spend a point of Focus to begin the ritual and another point of Focus at the beginning of each subsequent Round in which she is casting the ritual. Casting the spell in this way requires multiple successful casting rolls, each taking 1 action, the exact number depending on the spell level. A level 1 spell takes 4 successful castings, while higher-level spells require an additional success for each level above level 1. Each action requires rolling [either Reason or Intuition, depending on the spell] + Arcana. The DC for a level 1 spell is 5, and the DC goes up by 2 for each level above level 1 the spell is. If the witch rolls a natural 1 on a check, the ritual fails unless she spends another point of Focus; otherwise, a failed roll simply does not accumulate one of the needed successes. A natural 20 counts for 2 successes.

Witch spellcasting progression

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Witch Level | Cantrips | Spell Slots by Spell Level | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | 3 | 3 | - | - | - | - | - |
| 2 | 3 | 4 | 2 | - | - | - | - |
| 3 | 3 | 5 | 3 | - | - | - | - |
| 4 | 4 | 5 | 3 | 1 | - | - | - |
| 5 | 4 | 5 | 4 | 2 | - | - | - |
| 6 | 4 | 5 | 4 | 3 | 1 | - | - |
| 7 | 4 | 5 | 4 | 3 | 2 | - | - |
| 8 | 5 | 5 | 4 | 3 | 2 | 1 | - |
| 9 | 5 | 5 | 4 | 3 | 3 | 1 | - |
| 10 | 5 | 5 | 4 | 3 | 3 | 2 | - |
| 11 | 5 | 5 | 4 | 3 | 3 | 2 | 1 |
| 12 | 5 | 5 | 4 | 3 | 3 | 2 | 2 |

- Spells above level 6: There are spells above level 6, spells of world-altering power. If discovered, they can be added to a Witch’s spellbook; however, no spell slot can successfully control such a spell, and thus they can only be cast either by overcasting or through a ritual casting.

Fairy species features

- Speed: 30 feet

- Proficient in Ref saves

- Skilled in Mind saves

- Fairies cannot use Resilience to reduce damage from cold iron weapons or necrotic attacks.

- Magic:

- Fairies use Glamour to power their magic. A starting Fairy begins with 3 points of Glamour, and it costs one point of Glamour to cast a spell. (Functionally, a point of Glamour is a spell slot.) Fairies also begin knowing 4 cantrips

- At level 1, a fairy knows two level 1 spells, but as a baseline, their Glamour creates level 2 effects. (That is, they function as level 2 spell slots.) As they level, the baseline power of a fairy’s Glamour effect goes up. Whenever a fairy levels, they learn at least one new spell. If they learn more than one spell when they level, one of those spells must be at a level lower than the highest-level spell they can cast.

- Banality:

- Fairies struggle with Banality, a psychological weariness with the mundane world and insecurity with their place in it.

- As a fairy’s Banality increases, the force of spells they cast decreases, and at extremely high levels of Banality, a fairy can lose the ability to spend Glamour at all, meaning it can only manifest cantrips.

- A fairy begins with an amount of Banality equal to its Agitation plus its Melancholy

- At level 1, if a Fairy has at least 7 points of Banality, its spells cast at level 1. If it has 10 or more points of Banality, it can only cast cantrips

- As a fairy increases in level, the amount of Banality the fairy can have before its Glamour produces a weaker effect decreases

- Allies can Bolster a fairy to help them overcome their Banality or even reduce their Banality by expressing their belief and confidence in the fairy. If performed in combat, Bolstering takes an action and can only be performed by a given creature once per combat round; the effect lasts until the end of the fairy’s next turn. Outside of combat, an ally can Bolster a fairy multiple times, but a given ally’s attempts to Bolster a fairy do not stack. When someone bolsters a fairy, they roll Persuade + [either Empathy or Leadership], DC 8 + [double the fairy’s current Banality]. On a successful roll, the fairy can ignore one point of Banality on its next attempt to use Glamour. On a critical success, the fairy’s Banality score is reduced by 1. An ordinary failure has no effect. On a critical failure, the fairy gains a point of Agitation.

Fairy Spellcasting Progression

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | Baseline Spell Level | Max Spell Level Learnable | Banality and spell level reduction | | | | | |
| Fairy Level | Glamour Pool | Spell level -1 | Spell level -2 | Spell level -3 | Spell level -4 | Spell level -5 | Spell level -6 |
|
| 1 | 3 | 2nd | 1 | 8 | 11 | - | - | - | - |
| 2 | 4 | 3rd | 2 | 8 | 10 | 11 | - | - | - |
| 3 | 4 | 3rd | 2 | 7 | 9 | 11 | - | - | - |
| 4 | 5 | 4th | 3 | 7 | 9 | 10 | 11 | - | - |
| 5 | 6 | 4th | 3 | 6 | 8 | 10 | 11 | - | - |
| 6 | 6 | 5th | 4 | 6 | 8 | 9 | 10 | 11 | - |
| 7 | 7 | 5th | 4 | 5 | 7 | 9 | 10 | 11 | - |
| 8 | 8 | 6th | 5 | 5 | 7 | 8 | 9 | 10 | 11 |
| 9 | 8 | 6th | 5 | 4 | 6 | 8 | 8 | 10 | 10 |
| 10 | 9 | 7th\* | 6 | 4 | 6 | 7 | 8 | 9 | 10 |
| 11 | 10 | 7th\* | 6 | 3 | 5 | 6 | 7 | 8 | 9 |
| 12 | 11 | 7th\* | 6 | 3 | 4 | 5 | 6 | 7 | 8 |

\* For spells that increase in power with the level of spell slot used to cast them.

--------------------------------------------------------------------------------------------------------------------

Vampire Leveling

- Level 2:

- Will saves increase to Proficient

- Choose 2 of the following abilities. Each use takes an action to activate, lasts for 10 minutes or the length of the Scene, whichever is longer, and decreases your Sated by 1

- Speak with Beasts 1: You can communicate with certain animals (wolves, bats, rats, others by GM discretion). You cannot directly control them, but when they arrive they are not aggressive and are willing to listen to what you have to say. Bats and rats will generally agree to follow requests as long as these do not seem clearly harmful (such as running or flying through fire). Wolves and any other larger creatures allowed by your GM generally require a roll of [a Social stat] + Intimidation, Leadership, or Socializing, depending on how the animal is approached, with a DC determined by the GM but usually of 10 for simple, non-dangerous requests and a higher DC for dangerous or more complicated requests. These creatures will not agree to requests that seem clearly harmful

- Heightened Senses 1: +2 to all checks involving Perception or Alertness, +1 to all checks involving Insight. These bonuses do not stack with each other.

- Obfuscation 1: +4 to all Stealth checks while motionless in darkness, +2 to all Stealth checks while moving in darkness

- Compelling Presence 1: +2 to all checks involving Persuade or Charisma and +1 to all checks involving Ingratiate or Manipulate

- Level 3:

- Fort saves increase to Expert

- Mind saves increase to Proficient

- AC +1

- Gain Darkvision 30 feet

- Choose one of the following abilities. Each use takes an action to activate, lasts for 10 minutes or the length of the Scene, whichever is longer, and decreases Sated by 1

- Vampire’s Fortitude 1: +2 to Resilience checks to reduce damage, unless from fire or radiant damage

- Vampire’s Potency 1: On successful Brawling and Melee attacks, deal an extra 1d4 damage

- Vampire’s Celerity 1: Gain a +2 bonus to Initiative

- Level 4:

- Ref saves increase to Expert

- Speed increases to 40

- Sated maximum increases to 11

- Choose one of the following abilities. Each use takes an action to activate, lasts for 10 minutes or the length of the Scene, whichever is longer, and decreases your Sated by 1. Any numbered ability above 1 allows you to also activate the lower-numbered abilities with the same name for a single point of Sated.

- Speak with Beasts 2: You can now summon beasts of the sort you can speak with thanks to Beast Sense 1. The Sated cost for summoning a beast or hoard of small beasts allows speaking with it/them for free.

- Heightened Senses 2: Natural 1s on Perception, Alertness, and Lock-Picking checks count as a 0 instead of an automatic fail.

- Obfuscation 2: If you are not in direct or indirect sunlight, you can “go invisible”. You do not actually become invisible, but the minds of other creatures simply pass over you without noticing your presence. Even when you are not behind cover or concealment, creatures must make a Will save (DC 8 + your Cha modifier + your Stealth modifier) to be able to notice your presence. This save is made at Disadvantage unless the creature was looking directly at you when you activated the power. Stealth checks you make are at a +3. If you move while this ability is in effect, creatures that can see you get a Will save (same DC) not at Disadvantage to be able to notice you.

- Compelling Presence 2: You can use your presence to inflict terror on those within 40 feet of you who see you. You can target a single creature, all hostile creatures, or all who can see you (excluding PCs, if you choose). Affected creatures must make a Mind save, DC 8 + [your Cha or Manipulate modifier] + [your Intimidation modifier]. If they fail, they must either freeze (Speed drops to zero, lose all actions for 1 round, and automatically failing Ref saves), flee (all actions must be used to Move away from you), or fawn (approach within 20 feet of you and drop prone; Intimidation checks you make against them have Advantage for 1 round).

- Choose one of the abilities from level 2 not already chosen

- Level 5:

- Will saves increase to Skilled

- Darkvision increases to 60 feet

- Bite damage goes to 1d8 + Str

- Drink Blood provides 10 temporary Hit Points

- Choose one of the following abilities or one of the abilities from level 3 not already chosen. Each use takes an action to activate, lasts for 10 minutes or the length of the Scene, whichever is longer, and decreases your Sated by 1. Any numbered ability above 1 allows you to also activate the lower-numbered abilities with the same name for a single point of Sated.

- Fortitude 2: You can now use Resilience to reduce damage from fire. In addition, when exposed to direct sunlight for more than one round, the damage only increases by 1d10 per round. You can activate this ability as a reaction

- Potency 2: The extra damage to Brawling and Melee attacks increases to 2d4

- Celerity 2: Ignore the multiple attack penalty on the second attack you make in a round. The third has the full normal penalty

- Level 6:

- Fort saves increase to Master

- AC +1

- Abilities from the level 2/4 list last for an hour or the rest of the Scene, whichever is longer

- Choose one of the abilities from level 3 not already chosen

- Choose one of the abilities from level 4 not already chosen.

- The first round of exposure to direct sunlight only does 3d10 damage.

- Level 7

- Mind saves to Skilled

- Sated maximum increases to 12

- Choose one of the abilities from level 3 not already chosen.

- Choose one of the abilities from level 5 not already chosen

- Level 8

- Ref saves to Master

- Will saves to Expert

- Abilities from the level 3/5 list last for an hour or the rest of the Scene, whichever is longer

- Choose one of the following abilities. Each use takes an action to activate, lasts for 10 minutes or the rest of the Scene (or longer at GM discretion) and decreases Sated by 1:

- Speak with Beasts 3: You can not only communicate your wishes to a beast, but mentally compel it to perform actions, even ones it would not normally do. The relative intelligence of the beast(s) still limits what commands it/they can understand and obey.

- Obfuscation 3: You can jump from shadow to shadow without actually crossing the space between. You must be in shadows or darkness when you activate this power. When you activate this power, you can move to another point in shadows or darkness up to your Speed feet away. Moving through direct sunlight costs 2 feet of movement for every 1 foot jumped. If you wish to jump to a point farther away, you can spend an action to add your Speed in feet to the distance you can jump. After a jump, you can spend an Action to jump to another area of shadow or darkness up to your Speed in feet away, carrying over any extra jump distance from the previous use. You can continue using this ability in future rounds until the effect expires

- Heightened Senses 3: You make all Perception, Alertness, and Lock-Picking checks with Advantage.

- Compelling Presence 3: The bonus to checks involving Persuade or Charisma increases to +3 and the bonus to checks involving Ingratiate or Manipulate increases to +2

- Choose one of the abilities from level 2 not already chosen

- Level 9

- Fort saves to Grand Master

- Speed increases to 45

- AC +1

- Drain Blood effects increase to the following:

1) Inflict 2d6 damage and lower the target’s max HP by the amount rolled. (Max HP return at a rate of 5 x level per long rest.)

2) Inflict 2d6 damage and reduce the target’s Str, Con, Cha, and Reason modifiers by 1d3.

3) Inflict 1d3 damage and increase the bonus you get to rolls against the target for tapping into both their Horny and Agitated FEELS by 2, to a total maximum of +6. Gain 2 levels of either Horny or Melancholy. On a successful Mind save DC 15, only gain 1 level of the chosen FEEL

- Choose one of the following abilities:

- Fortitude 3: You can now use Resilience to reduce radiant damage as long as it is not from sunlight. When exposed to direct sunlight, the damage for the first round is only 2d10.

- Potency 3: The extra damage to Brawling and Melee attacks increases to 3d4

- Celerity 3: Speed increases by 5 feet. The vampire gets an extra action each round for the duration of the Scene. This can only be used to Move, activate a Fortitude or Potency ability, or perform a physical action. This ability stacks with the effects of *Haste*

- Level 10

- Mind saves to Expert

- Max Sated increases to 13

- Choose one of the abilities from level 8 not already chosen

- Level 11

- Ref saves to Grand Master

- Level 8 abilities last for 1 hour

- Choose one of the abilities from level 9 not already chosen

- Level 12

- Speed increases to 50

- Max Sated increases to 15

- AC +1

- Level 9 abilities last for 1 hour

- Choose one of the abilities from level 8 not already chosen

- Choose one of the abilities from level 9 not already chosen

Werewolf Leveling

- Level 2

- Ref saves to Skilled

- Mind saves to Proficient

- AC +1

- Choose two of the following abilities. Each ability takes one full minute to activate unless you spend a point of Beastsoul (in which case it is instantaneous) and lasts for one hour.

- Heightened Senses: +2 to all checks involving Perception or Alertness and +1 to all checks involving Insight. The bonuses from this ability do not stack with each other. You can use this ability times equal to your Perception modifier between rests

- Razor Claws: In hybrid form, the werewolf’s Claw attacks do an additional 1d6 slashing damage and count as magical weapons. You can use this ability a number of times equal to your level divided by 3 (round up) between short rests.

- Resist Toxins: +2 to rolls to resist or save against poison damage and the *poisoned* condition or to recover from being poisoned, except against wolfsbane. You can activate this ability a number of times equal to your Constitution modifier between rests.

- Enhanced Speed: In human and hybrid forms, your Speed increases by 5 feet. You can use this ability a number of times equal to your level divided by 3 (round up) between rests.

- Level 3

- Will saves to Proficient

- Baseline Beastsoul increases by 1

- Pack Inspiration 1: By spending at least 10 minutes in conversation with an ally, you can give them a d6 Inspiration die. You can affect any number of allies at once. At any time before an affected creature takes a long rest, they can expend that die to roll the Inspiration die and add the result to one save or check involving a stat.

- Summoning Howl: You can let out a howl that brings mundane canines running to your location. The howl can be heard by all for a range of 150 feet, but is heard by mundane canines within a half-mile per level. Other werewolves in this range also hear the howl, but decide for themselves how to respond (if at all). This ability does not give you any ability to speak with or control the summoned canines, but when they arrive they are not hostile to you.

- Choose one of the following abilities. Unless otherwise noted, each ability takes one full minute to activate unless you spend a point of Beastsoul (in which case it is instantaneous) and lasts for one hour.

- Sense Supernatural Creatures: You can detect supernatural creatures. When you come within 300 feet of a supernatural creature you have not already detected, make an Intuition check, usually paired with Alertness but potentially paired with Empathy instead. On a success, you become aware of the supernatural creature and approximately how far away and in what direction it is. If the supernatural creature is of a type you have detected with this ability before, you either knows the creature’s type or can make a Reason + Memory check to recall it. If it is of a type you have not detected before, you may (GM discretion) be able to make a check to identify the creature (using Reason + the relevant Knowledge). If you enter the same space that a supernatural creature was in within [5 x CR] minutes, you may (GM discretion) be able to make a Perception + Alertness check to smell the creature’s presence and potentially identify it. If you detect a creature by smell, you can attempt to track the creature using Perception + Investigation. You can use this ability a number of times equal to your Intuition modifier between short rests.

- Speak with Canines: You can communicate with mundane canine animals. You cannot directly control them, but most canines have a baseline deference to you and abilities like Leadership, Intimidation, or Socializing, or possibly Nature or Acting can potentially improve a canine’s disposition toward you and requests or commands you make. This ability is always active.

- Fearful Visage: As an action while in hybrid form, you can spend a point of Beastsoul to project an aura that inflicts terror on enemies within 40 feet of you who see you. These creatures must make a Mind save, DC 8 + [your Cha or Manipulate modifier] + [your Intimidation modifier]. If they fail, they must either freeze (Speed drops to zero, they lose all actions for 1 round, and they automatically fail Ref saves), flee (all actions must be used to Move away from you), or fawn (they approach within 20 feet of you and drop prone; Intimidation checks you make against them have Advantage). Once activated, this ability is available to activate again for 1 hour or you leave hybrid form (whichever happens first). Using the ability again takes an action.

- Level 4

- Fort saves to Expert

- Mind saves increase to Skilled

- AC +1

- Beastsoul max increases to 11

- In hybrid form:

- Ref saves increase to Expert and Speed increases by 5 feet

- Gain Darkvision 30 feet.

- You can make Perception checks based on smell with as much accuracy as ones made based on sight

- In wolf form:

- Ref saves increase to Expert

- Gain Darkvision 30 feet.

- Choose one of the following abilities. Unless otherwise noted, each ability takes one full minute to activate unless you spend a point of Beastsoul (in which case it is instantaneous) and lasts for one hour. These abilities can only be activated once per short rest.

- Heightened Senses 2: In addition to the benefits of Heightened Senses 1, natural 1s on Perception, Alertness, and Lock-Picking checks count as a 0 instead of automatically failing.

- Razor Claws 2: In hybrid form, your Claw attacks do aggravated damage instead of lethal damage.

- Premonitions of Danger: When a dangerous creature or event approaches, you may receive visions without warning. These visions are either quick flashes that give limited information or indirect and shrouded in symbolism. Alternatively, you may experience metaphor-laden dreams. You do not activate this power; it is always active, though the GM may require you to make an Intuition + Empathy check to receive the vision or dream.

- Scent of the True Form: For the next minute, you can detect creatures that have changed their form from its natural state. Make a Perception + Empathy check to detect such creatures. You experience this detection as a scent, but it is not really a smell. Note: this does not reveal illusions, but only creatures who have physically morphed into a different form.

- Choose one of the abilities from level 2 not already chosen

- Level 5

- Will saves increase to Skilled

- Darkvision 30 feet

- Your Inspiration die increases to a d8.

- Baseline Beastsoul increases by 1

- Choose one of the following abilities. These abilities each take one full round to activate unless you spend a point of Beastsoul (in which case it is instantaneous) and last for one hour. These abilities can only be activated once per short rest.

- Werewolf’s Fortitude 1: +2 to Resilience checks to reduce damage, unless the damage is from a silver weapon or fire

- Werewolf’s Potency 1: On successful Brawling and Melee attacks, deal an extra 1d6 damage

- Werewolf’s Celerity 1: Gain a +2 bonus to Initiative

- Choose one ability from level 3 not already chosen

- Choose one ability from level 2 not already chosen

- Level 6

- Ref saves to Expert

- Speed increases by 5 feet

- AC +1

- In hybrid form:

- Ref saves increase to Master

- Darkvision 45 feet.

- Gain a +1 bonus to Initiative

- Claws and Bite do aggravated damage

- In wolf form:

- Ref saves increase to Master

- Darkvision 45 feet.

- Gain a +1 bonus to Initiative

- Bite does aggravated damage

- Choose one of the following abilities. Unless otherwise noted, these abilities each take one full round to activate unless you spend a point of Beastsoul (in which case it is instantaneous) and last for one hour.

- Catfeet: You gain the ability to fall up to 40 feet without taking damage, and if you fall more than 40 feet, subtract 40 feet from the distance determining your fall damage. You also gain a +2 bonus to Dex checks to cross narrow or slippery surfaces, and if you use Dex to resist attempts to grapple you or knock you prone, you gain a +1 bonus. This ability normally takes 2 rounds to activate. You can activate this ability as a reaction, but if you do so it only lasts for 1 minute. You can use this ability a number of times between short rests equal to your Dex modifier.

- King of Beasts: You can command mundane animals within 60 feet who can either see or hear you by making a Cha + Intimidation check. If you make eye contact with an animal, you can communicate your commands silently; otherwise you must verbalize your commands through either words or growls. Animals who can only hear you but not see you get a Will save (DC 8 + [your Cha modifier] + [your Intimidation modifier]) to resist the effect. You can use this ability a number of times between short rests equal to your Cha modifier.

- Luna’s Armor: You gain a limited ability to resist damage from silver. You can roll your Resilience against damage from silver, but cannot reduce damage from a single such source more than 5 HP. You can use this ability a number of times between short rests equal to your Resilience modifier.

- Choose one ability from level 4 not already chosen

- Level 7

- Fort saves increase to Master

- Mind saves increase to Expert

- Pack Inspiration 2: As an action or a reaction during combat, you can let one ally change their initiative to be directly before or directly after another ally. Regardless of whether they change their initiative or not, that creature gains an Inspiration die that lasts until the end of the Scene. You can use this ability a number of times between rests equal to your Cha modifier or Leadership, whichever is higher.

- Choose one ability from level 3 not already chosen

- Level 8

- Base Speed increases to 30

- AC +1

- In wolf form:

Speed increases to 45

- Darkvision 45 feet

- Baseline Beastsoul increases by 1

- Choose one ability from level 5 not already chosen

- Level 9

- Will saves to Expert

- You Inspiration die increases to a d10

- In hybrid form:

- Ref saves increase to Grand Master

- Darkvision increases to 60 feet.

- Gain another +1 bonus to Initiative

- In wolf form:

- Ref saves increase to Grand Master

- Darkvision increases to 60 feet.

- Gain another +1 bonus to Initiative

- Choose one of the following.

- Deadly Claws: In hybrid form, your claws count as radiant weapons against vampires, silver weapons against werewolves, and cold iron weapons against fairies

- Coup de Grace: In hybrid or wolf form, spend one action to gauge your opponent carefully, and then spend another action to Attack. If you would normally get more than one attack from this Attack action, only make one attack. You gain Advantage on the attack, and if you roll a natural 1, treat it as a 2. If you hit, your attack is automatically a critical hit. If you roll a natural 20, your damage dice are multiplied by 3 instead of 2.

- Open Wounds: In hybrid and wolf forms, your natural weapon attacks cause badly-bleeding wounds. Creatures that can bleed take an extra 1d6 damage per round per wound you inflict, to a maximum of 3d6. A vampire wounded in this way loses one point of Sated per round. For the cost of 2 actions, it can make a Fort save (DC 12 + [4 \* the number of these wounds taken, max +12]) to stop this loss.

- Choose one ability from level 6 not already chosen

- Level 10

- Fort saves to Grand Master

- AC +1

- Choose one of the following. Any numbered ability above 1 allows you to also activate the lower-numbered abilities with the same name.

- Werewolf’s Fortitude 2: You can now use Resilience to reduce damage from fire. You can activate this ability as a reaction.

- Werewolf’s Potency 2: The extra damage to Brawling and Melee attacks increases to 2d6

- Werewolf’s Celerity 2: Ignore the multiple attack penalty on the second Attack action you use in a round. The third has the full normal penalty

- Level 11

- Will saves to Master

- Your Inspiration die increases to a d12

- Baseline Beastsoul increases by 1

- Pack Inspiration 3: You can Inspire all allies within 30 feet of you at once. Doing so outside of combat takes 1 minute; in combat, it takes 2 actions, which must be taken in the same round. A creature must be able to hear you to be affected.

- Choose one ability from level 9 not already chosen

- Level 12

- Choose one ability from level 9 not already chosen

- Choose one ability from level 10 not already chosen

- Darkvision increases to 60 feet

- AC +1

- Baseline Beastsoul increases by 1

Witch Leveling

- Level 3

- Witch’s Path: Choose either Reason or Intuition. The DC of spells you cast with the chosen stat increases by 1

- Level 5

- Path Progression: Choose one school of magic. The DC of spells from your chosen school that are governed by your chosen stat increases by 1. In addition, you gain an ability depending on what school you choose. This ability activates each time you prepare spells after a long rest.

- Abjuration: You gain an Arcane Ward. The ward can absorb an amount of damage equal to [your Witch level \* 2] + your Reason modifier. Any time you would take damage, you may choose to have your ward absorb the damage instead. When it has absorbed all the damage it can, the ward is dispersed. At level 7, you gain the ability to transfer your Arcane Ward to an ally within 50 feet of you that you can see as an action or reaction. You can do this as many times as you like until the Ward disperses.

- Conjuration: You can infuse an item with a portion of your magic, making it your Bound Item. As an action or a reaction, you may then summon that item, either to your hand or to the ground at your feet, as long as it is within [your level \* 5] miles and not being held by another creature. At level 7, you can summon your item out of the grasp of another creature if you beat them in an opposed Reason + Arcana check. If the creature you who has possession of the item is a Witch or other spellcaster, whichever of you has the higher level (or CR) gets a bonus to the roll equal to the difference between your levels (or your level and its CR).

- Divination: You gain a Portent, a glimpse of the future. Roll a d20 and record the number. You can use this number in place of any d20 roll made by you or a creature you can see. You must choose to do so before the roll is made. If you do not use this ability before you complete your next long rest, you lose the number rolled and roll a new number. At level 7, you roll two d20s and can use each number once as just described.

- Enchantment: You gain the ability to make an Instinctive Charm. When a creature within 50 feet of you makes an attack roll against you, you can use your reaction to force it to make a Mind save vs. your spell DC. If it fails the save, it must target the closest creature to it that is not one of your allies instead. (You cannot use this ability to make it target itself.) If more than one valid target is equally close, it gets to choose which one to attack. On a successful save, you can’t target that creature again until after you’ve taken a long rest. You must use this ability before knowing whether the attack is a hit or a miss. Creatures that are immune to being charmed are immune to this ability. At level 7,

- Evocation: You can Sculpt your evocation spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of creatures equal to 1 + the spell’s level. The chosen creatures automatically succeed on their saving throws, and they take no damage if the spell would normally cause damage even on a successful save. At level 7, the chosen creatures actually absorb and then radiate the spell out from themselves; whatever damage they would have taken on a successful save is instead suffered by any creatures within 5 feet of them. If there is more than one creature in that radius, the damage is split between those creatures evenly. Creatures also affected by this ability do not count as being within the range of the radiated damage and are not affected by the radiated damage.

- Illusion: You gain Malleable Illusions. When you cast an illusion spell with a duration of 1 minute or longer, you can use an action to change the nature of the illusion, within the normal parameters of the spell cast, provided you can perceive the illusion. At level 7, you can manipulate other creatures’ illusions. If the caster of the illusion is unaware of what you are doing or wishes to resist, you must make an Intuition + Arcana roll vs. a DC of the caster’s level (or CR) + their Intuition modifier. If they gain any bonuses to casting illusion spells, that bonus applies to the DC of this check.

- Necromancy: You become Inured to Death. You reduce any necrotic damage you take by your Witch level + your Con modifier (minimum +0). If this reduces the damage to zero, you ignore any other effects that accompany the damage. At 7th level, you gain resistance to necrotic damage, and if the reduction you apply to necrotic damage effects reduces the damage to less than zero, you gain temporary HP equal to the amount below zero the damage is reduced to. (This cannot be spammed, for instance via use of cantrips.)

- Transmutation: You can make a Transmuter’s Stone. This stone can store the power of any transmutation spell that does not require a saving throw. By touching the stone, to yourself or another, you can apply that spell’s effect to the creature touched. The effect has its normal duration; if the spell normally requires concentration, the effect lasts for [rounds/minutes/hours, whatever the normal unit of duration] equal to your level. You can store the power of a spell up to [your level divided by 3, round down] in level. You can make a new Transmuter’s Stone any time you prepare spells after a long rest, but if you make a new one, the old one loses its power.

- Level 7

- AC +1

- Level 10

- Path Destination: Choose one spell in your chosen school of magic governed by your chosen stat. You can alter or customize that spell, subject to GM discretion. For instance, you might increase its DC by 1, or increase its range or duration, or you might change what kind of damage it inflicts, or something similar. The effect should not be significant enough that the spell should be a higher level.

- Level 12

- AC +1

- Signature Spells: Choose a level 1 spell and a level 2 spell in your spellbook. You count as having these spells memorized without them counting against your limit of spells you can have memorized at a time. You can cast these spells at their normal level without expending a spell slot. If you want to cast them at a higher level, you must expend a spell slot as normal.

Fairy Leveling

- Level 3

- Fairy Dust: You can release Fairy Dust, either as a spell attack for 1 action or in a 30-foot cone as 2 actions. If released as a cone, all creatures in the area of effect must make a Reflex save against your spell DC. Creatures hit by the attack or who fail their save get Disadvantage on all Mind saves for 1 minute plus [1 minute for every 3 levels you have (round down)]. At level 11, any creature affected by this ability also becomes *confused*, though it can attempt a Mind save at the end of each of its rounds to end this part effect. You can use this ability [your level / 2 (round down)] times between long rests.

- Level 4

- AC +1

- Level 5

- Wings: As an action, you can grow butterfly wings and gain the ability to fly. (The wings do not actually do anything - the flight is magical - but you must manifest the wings to gain the flight.) While you have these wings, you can fly at a speed of 40 feet. If you are seen by a non-magical creature, you must make a Self-Control check, DC 8 + [double your Banality score]. If you fail, your wings disappear and you gain a point of Melancholy. If this or another effect makes your wings disappear, you float down at a safe speed for up to 30 feet, after which you accelerate as normal, taking fall damage if you cannot stop your descent before reaching the ground. At level 11, your flying Speed increases to 50, and if you are seen by a non-magical creature, you have Advantage on your Self-Control check to maintain this ability. You can use this ability [your level / 3 (round down)] times between long rests.

- Level 7

- Vitality: You can heal wounds and diseases through your inherent connection with life. Up to [your level / 2 (round down)] times between long rests, you can cast *cure wounds*, *healing word*, or *lesser restoration* without spending a point of Glamour. You cast these spells at whatever level your current Banality allows for. You can also cast *revivify* with your Vitality, but this expends 3 uses of this ability. At level 9, you can use this ability to cast *greater restoration* and *mass cure wounds*. At level 11, you can use this ability to cast *raise dead*, but this expends 3 uses of this ability. Using this ability takes two actions.

- Level 8

- AC +1

- Level 9

- Karma: You can use your magical nature to return spells and effects back on those who affect you, for good or ill. You can activate this power as an action [your level / 3 (round down) times between long rests. It lasts up to 1 minute, but you must use an action each round that you wish to maintain the effect. For the duration of the effect, any action taken that heals you or removes a negative effect from you also heals or removes that effect or effects from the one who affected you, and anyone who does something to reduce your HP total or inflict a negative effect on you suffers the same. Roll the same damage dice and add the same modifiers for any healing or wound as were rolled for you to determine how much the other creature is healed or wounded. (That is, a creature that heals or wounds you does not automatically gain or lose the same number of HP as you; if they heal you for 3d6+5 HP, you would roll 3d6+5 HP and they would gain or lose that amount of HP.) If there was a saving throw to resist whatever inflicted the negative effect on you, the creature that inflicted it rolls the same save to resist being affected as you did, and thus may be unaffected.

- Level 12

- AC +1

-

--------------------------------------------------------------------------------------------------------------------

Social Moves:

- Gain a String: Roll to gain understanding of or emotional leverage on a character. Generally uses either Perception or Insight and one of the following abilities: Empathy or Socializing, less frequently Acting, Alertness, Leadership, Lying, or Music, but there’s no exhaustive list

- If you gain 4 Strings on someone who is not yet Invested in you, then with the player’s consent, lose 4 Strings and they become Invested in you. If they do not consent to become Invested in you, keep the Strings

- You cannot have more than 4 Strings on someone at one time

- Influence with a String: Spend a String on someone to do one of the following:

- Make the target accommodating to a request or suggestion.

- Make the target prone to give in to desire.

- Find out what it will take to get the target to do something

- Add [1 + the number of Strings on the target you spend] to a roll against the target (after rolling)

- Add or subtract [1 + the number of Strings on the target you spend] from one roll made by the target (before they roll)

- Bolster: You encourage your target, helping them feel competent, confident, calm, safe, or something similar. The most common stats to use are Persuade, Charisma, or Insight, but Ingratiate, Manipulate, Reason, or even Strength or Dexterity might work as well. The most common Abilities to use are Acting, Empathy, or Leadership, but Lying could certainly work as well. Depending on what you are attempting to bolster the target with, Knowledges and more physical abilities might be relevant, too: if you’re bolstering someone who is frantically trying to remotely hack into someone’s computer, for instance, Computers would make sense. Intimidation can certainly work, but it is a gamble: if the role fails, the target is Flustered instead, with the effect determined by the GM. On a successful Bolster, the target either gains one point of one Resistance or ignores the penalty generated by one FEEL for one roll. A character can only be Bolstered by a given Ability once per scene and can only be bolstered by a given character once per scene. The exception is that a character can be bolstered by another character twice if one of the Bolsters comes from a Kiss or a Declaration of Love. If they are Receptive to such an action, they are Bolstered and gain the benefit of the Kiss or Declaration of Love. If they are Ambivalent, they are Bolstered but also gain a point of Agitated. (In this case, the Bolster cannot be used to reduce their Agitation.) If they are Unreceptive, the action automatically Flusters the target instead.

- Fluster: You attempt to throw the target emotionally off-balance. On a successful roll, you can do any of the following:

- Trigger a test against one of their FEELS

- Remove one point of one Resistance

- Give the target a penalty on one roll related to the way in which you Fluster them. This can either be Disadvantage on the next time they roll a specific skill in the Scene or a -2 to the next time they use a specific Stat in that Scene.

- Get the target to promise you something they think you want.

On a critical success, you also gain a String on the target.

Getting Flustered breeds getting Flustered. After successfully being targeted by a Fluster attempt, the target has a -1 penalty against the next attempt to Fluster them in that Scene (by the same person or someone different). These penalties are cumulative up to -5. If the target succeeds on a check against a Fluster attempt, they gain a point of Angry, lose all accumulated penalty against checks to be Flustered again, and cannot be Flustered again by anyone for the rest of the Scene.

- Kiss: You give the target of this action an emotionally-charged kiss. This may be a gentle peck on the cheek, a passionate kiss on the lips, or perhaps even a kiss on their palm after nuzzling their hand. A target can be Receptive, Ambivalent, or Unreceptive to a Kiss. If they are Receptive, they gain a +2 bonus to Ability checks and Resistance checks for the rest of the Scene. You both gain a String on each other as well. The player, GM, or both in collaboration may also decide that they gain a point of either Horny or Agitated as well. If they are Ambivalent, they gain a +1 bonus to Ability checks for the rest of the Scene, but also gain a point of Agitation or Melancholy (or possibly Angry). They also gain a String on you. If they are Unreceptive, they gain a point of either Angry or Melancholy and Advantage on rolls to resist any further influence from you for the rest of the Scene.

It is a good idea to check with a player before Kissing their character to see if they are comfortable with this Action being used on their character. A player can always veto their character being Kissed if they wish, in which case choose a different Action to perform.

- Make a Declaration of Love: You tell the target of the Action that you love them in a tense, high-stakes situation. This may be a loud, dramatic pronouncement, a whisper in their ear or against their cheek, or something else entirely. The Declaration *must* be true at the time it is made, though afterward you may be Ambivalent about your feelings toward them. The target may be Receptive, Ambivalent, or Unreceptive to this Declaration. If they are Receptive, you give them one of the following effects:

- Automatically succeed on a crucial roll in this Scene

- Gain a +2 bonus to all rolls for the rest of the Scene

- Ignore the effects of all failed rolls against any one of their FEELS for the rest of the Scene. (This includes effects that were already in place and any that subsequently arise in the Scene, though they still need to make any relevant checks, as effects for failed rolls that would last longer than a Scene return after the Scene is over.)

If the Declaration is the first time you have *ever* told them you love them, they gain *all* of the above effects. In addition, if they are at or below zero hit points (but not dead), they are restored to 1 Hit Point.

If the target is Ambivalent to your Declaration, they gain a +1 bonus to all rolls for the rest of the Scene, but at least one of their Agitation, Melancholy, or Angry FEELS increases by 1.

If the target is Unreceptive, they automatically succeed on any further attempts you make to influence them for the rest of the Scene and at least one of their Agitation, Melancholy, or Angry FEELS increases by at least 2.

---------------------------------------------------------------------------------------------------------------------

FEELS:

- Your character starts with a baseline score in each of your FEELS determined by your Species and Clique. The max score for each of your FEELS is 10. Various things can make your current score increase (or occasionally decrease).

- Your FEELS can affect Ability checks. If either you or the GM conclude that one of your FEELS would hinder a roll, you gain a penalty to the roll equal to half the points you currently have in that FEEL, rounded up.

- If more than one of your FEELS would hinder a roll, add 1 to the penalty from the highest one for each additional hindering FEEL.

- You can attempt to negate the penalty from your FEELS by spending a point from the Resistance relevant to the highest relevant FEEL. If you do so, roll 1d20 + the relevant Resistance score versus a DC of 5 + double the number of points in the relevant FEEL. On a success, you ignore the penalty from your FEELS for that roll. (If more than one FEEL applies, you are not penalized by the others for that roll.)

- If your score in one of your FEELS increases above 10, you are completely overcome by that FEEL. You cannot use Resistances against that FEEL for the rest of the Scene, and you have Disadvantage on all d20 rolls until you have a long rest. After your long rest, increase your baseline for that FEEL by 1

FEELS are both a strength and a weakness. If a FEEL is relevant to something you are attempting to do, you can choose to gain one point in that FEEL to give yourself one of the following effects, chosen after you roll:

- Advantage on the roll

- +2 to the roll

- +1 to the number on the die (i.e. making a nat 1 a nat 2 or a nat 19 a nat 20)

Resting reduces some or all of your FEELS.

- After a short rest, you can lower one of your FEELS by 1 point and then make a Reason + Calming Down check on one of your FEELS (it can be the same one). The DC equals 5 + double your current score in that FEEL. On a success, decrease that FEEL by 1. On a critical success, you may also decrease one other FEEL by 1. On a critical fail, increase either Angry or Agitated by 1 (your choice).

- When you finish a long rest, your FEELS reset to their baselines, unless you have an ongoing effect that affects a certain FEEL

---------------------------------------------------------------------------------------------------------------------

Combat:

Brawling attacks are Str + Brawling. Successful attacks do 1d4+Str damage. Melee attacks and ranged attacks with thrown weapons are either Str + Melee or Dex + Melee. Some weapons can only use Str or only use Dex; otherwise, the player can decide. Melee attacks do 1d8 + [the stat used in the attack] damage. Non-thrown ranged attacks are Dex + Firearms (even when using something other than a firearm such as a bow or crossbow). Non-firearms do 1d8 + Dex damage. Different firearms have different damage codes; see the listing of firearms for specifics.