

Powers

Appropriate Race: 2 DP

Available to 'All': 4 DP

Inappropriate Race: 6 DP

A Power listed in *Italics* can be stacked, increasing the bonus each time it is taken. The number in brackets beside the Power name indicates how many times the power can be purchased by a character. Monsters can often take additional Powers beyond that limit. If a character gains a Power from being a member of a Race, they can still purchase these Powers without counting against the limits for characters.

Additional Arms (2) (Infernal, Wild)

The character has an additional pair of arms which are fully functional. The character gains one additional Action each Round which must be used by this set of arms. Each additional level grants an additional Action.

Alacrity (1) (Wild)

The character is unnaturally quick, and gains a +5 to both their Initiative and their Speed Traits. The character may spend 5 Essence to gain a +3 die bonus on all rolls involving agility and quickness (but not on attack rolls) for the Scene, and may use their Defence to avoid ranged attacks during that time. Each additional level grants +5 to Initiative and Speed.

Ambush (Wild)

The character can spring into action while others are unprepared, and attack in ways to bypass the target's defences. By spending 5 Essence, the character goes before anyone else's Initiative, and can reduce the Defence of one target to 0 against your attacks that Round.

Aura (1) (Divine, Faerie, Infernal)

The character can sheath themselves in an aura. This aura can be a simple glow, or a field of energy appropriate to the type of individual. By spending 5 Essence, the character can shed light up to 10 yards away for the Scene. By spending 10 Essence, the character can make a Spiritual + Meditation roll. Anyone who has a Defence of less than the character's successes suffers a full Damage (3) attack. This aura is affected by Soak. This 'attack' can be done once per Round, but requires the 10 Essence to be paid each time. Each additional level grants Damage (+2).

Beguile (1) (Divine, Faerie, Infernal)

The character's presence is entrancing and commanding. When that presence is concentrated on an individual, it becomes nearly impossible to resist. By spending 5 Essence, the character may make a Social + Persuasion roll against a target within 5 yards. The Difficulty of the roll is the target's Resolve. Success indicates that the target is charmed by the character for one Scene per success, or until the target takes damage. The target becomes well-disposed towards the character, and may become enamoured. When the effects wear off, the target's attitude may change depending on how they were treated. Each additional level reduces the target's Resolve by one against this Power.

Bleeding (1) (Infernal, Wild)

The character has a potent venom or perhaps knows pressure points (death touch). The character can spend 10 Essence to augment any unarmed or natural attack for the Scene. The attack inflicts two additional Wounds each Round for the Scene upon a successful strike. Additional strikes will increase the damage inflicted by the Power by one per strike. Each additional level increases the base Wounds per Round by one, and the cumulative Wounds for successive strikes by one.

Blending (1) (Wild)

The character can blend into the background, becoming difficult to see. By spending 5 Essence, the character obfuscates themselves for the Scene, and gains a +3 to their Defence, and +3 die bonus on any rolls to remain hidden from sight. Each additional level grants another +1 to Defence and +1 die bonus.

Breathless (3) (Divine, Faerie, Infernal)

The character does not need to breathe as often as normal people do, and can survive without air longer. The character's Physical Attribute is considered three higher for how long they can hold their breath, and gains a +3 die bonus on all Athletics rolls to extend this duration. Each additional level treats the character's Physical Attribute as one higher and grants an additional +1 die bonus.

Breath Weapon (1) (Faerie, Infernal, Wild)

The character can unleash a ranged attack (which does not have to be from the mouth), up to a range of 20 yards. This requires the expenditure of 5 Essence, and the character must make an attack roll of Physical + Exotic Weapon against the target's Defence. This is considered a Damage (5) attack. Each additional level increases the range by 10 yards, and the Damage by (+2).

Cling (1) (Wild)

The character can grasp onto something and remain attached. This grants the character the ability to move along any surface at their normal speed, clinging to walls and ceilings, and being able to use the environment to their advantage. The character also gains a +3 die bonus to grapple rolls and opponents have a +3 Difficulty trying to break free from such grapples. Each additional level increases the die bonus and Difficulty by +1.

Discharge (1) (Infernal, Wild)

The character is capable of releasing a cloud of noxious or irritating substance to a range of 5 yards. This is done by spending 5 Essence and making a Physical + Exotic attack. Those in the area who do not have a higher Resolve than the successes generated are nauseated or made extremely uncomfortable for the Scene, and suffer a +3 Difficulty to all actions for the duration. The cloud remains in place for the Scene and will affect anyone who enters it, though it can be moved by wind. Each additional level gives the cloud an additional +1 Difficulty for those who are affected.

Echo (Wild)

The character uses sound to replace their vision. This echo has a range of 20 yards, and allows the character to operate without sight or in total darkness. While this Power is active, the character gains +2 additional successes when attempting to resist being ambushed or surprised by someone within 20 yards. This Power allows the character to bypass invisibility or other camouflage effects which do not include bypassing this Power or similar specifically.

Enhanced Sense (All)

The character has a sense which is much sharper than normal, or has a sense which is not normal. The character can choose *Sight, Smell, Sound, Taste, or Touch*. The character gains a +3 die bonus when using an enhanced sense for any form of roll, or increases the Difficulty of someone attempting to bypass the enhanced sense by 3. Alternatively, the character can choose some other sense, such as *Faith, Infernal, Life Force, Magic Energy, Psychic Energy, or Spirits*. This version grants the character automatic detection of the appropriate type, as natural as their normal five senses. All enhanced senses have a range of up to 100 yards. Each additional level grants another Enhanced Sense.

Emotion (Divine, Faerie, Infernal)

The character has the ability to create a specific emotion in others. The character spends 5 Essence and makes a Social + Awareness against the target's Resolve. The target feels the emotion for one Scene per success. The emotion felt by the target can either be undirected, or towards the person using the power. Each additional level grants an additional emotion.

Entrancement (1) (Divine, Faerie, Infernal)

The character has the ability to transfix someone, meeting their gaze and holding them in place as long as eye-contact is kept. The character spends 5 Essence and makes a Mental + Persuasion roll against the target's Resolve. Success indicates the target is held in place for as long as eye contact is kept. During this time, the target has a base Defence of 0 and can take no action. Each additional level reduces the target's Resolve by one when this Power is activated.

Grounding (1) (Divine, Infernal)

The character is capable of withstanding magical effects, and most notably, magical attacks. The character gains a Soak against magical damage equal to the character's Resistance. Each additional level grants the character an increase to their Soak against magical damage equal to their Resistance.

Hydra (Infernal)

The character was born with an additional head. This head acts much the same way as a normal head does, and serious damage to one head does not impede the functionality of the other (thus if one head is destroyed, the character can still function). The character gains a +3 die bonus on all perception oriented rolls and increases the Difficulty of surprising the character by ambush by 3. Additional levels grants the character additional heads, and increases the die bonus and Difficulty bonus by +1.

Imitation (3) (Faerie, Infernal, Wild)

The character is adept at imitating the sounds of nature, and even other individuals. Attempting to do so convincingly is a Mental + Artistry roll. The character gains a +3 die bonus to this roll. Successes are compared to the lower of a listener's Mental and Animal Ken (for animal noises) or Awareness (voice imitation). If the listener's Attribute or Skill does not surpass the character using this Power, they are convinced the sound is genuine. Additional levels grant a further +1 die bonus.

Immortal (1) (Divine, Faerie, Infernal)

The character is incredibly hard to kill. Any time the character would need to make a Death Save, they may spend 10 Essence. If the character fails the Death Save, they simply fall unconscious, but will not die from the wound. If the character passes the Death Save, they regain one Health for each success, and do not fall unconscious. An observer will be unable to tell a dead Immortal from one who is simply unconscious through mundane methods. Each additional level grants a +1 die bonus to the Death Save.

Immunity (All)

The character is immune to one natural substance which can normally damage them. Examples include such things as *Disease, Drugs and Poisons*, or even things such as *Faith*. The character may choose to be Immune to Powers, Magic, or Psionics, but must be immune to either a specific Power, a specific *Form* of Sorcery, or to a specific *Field* of Psionics. A character may not choose to be Immune to physical harm, (which is covered by Invulnerable). Being Immune to a Power may have odd results – being Immune to Tongues, for example, prevents the character from understanding someone who is using the Tongues Power. The character can only take an Immunity to a Power or Gift which *affects the character directly*.

To activate an Immunity, the character must spend 10 Essence. The character then becomes *Immune* for the Scene. In the case of passive effects, the character reduces the successes of the effect by the character's Resistance (or if no roll is involved, is simply unaffected). If the effect inflicts damage, the damage is reduced by twice the character's Resistance before being applied to the character. Each additional level grants the character a new Immunity.

Infection (1) (All)

The character has a potent venom or septic claws or bite, or perhaps knows how to disrupt chi. The character can spend 10 Essence to augment any unarmed or natural attack for the Scene. Any wounds inflicted by the character's natural attacks inflict horrendous wounds or do not clot well. The total Health recovered by the victim by any method is reduced by three, regardless of the method used. If this means that the character would heal a negative amount, the character's Health actually *decreases* at that time. This penalty persists until the character is restored to full Health. Each additional level will increase the reduction by one (increasing the chance of Health loss).

Innate Weapon (3) (All)

The character has natural weapons, such as fangs, quills, claws, or stingers, or perhaps has refined their martial techniques so their hands and feet do incredible damage. Regardless of the method, the character gains a Damage (+2) bonus on all natural attacks. Each additional level increases the Damage by a further (+1).

Incorporeal (Divine, Faerie, Infernal)

The character can become insubstantial. This takes an Action and 10 Essence, but grants the character immunity to physical attacks. This immunity is negated if the weapon is enchanted or magical in any way. The character can pass through physical objects while in this form, but can not pass through wards or magical or psionic barriers. Becoming solid again requires an Action, but does not require Essence or effort.

Invulnerability (2) (Divine, Faerie, Infernal)

The character has gained incredible resilience against physical damage. Any physical attack against the character suffers a Damage (-1) penalty. Each additional level increases the penalty to the Damage of the attack by an additional (-1).

Iron Will (1) (Wild)

The character is very resistant to persuasion and manipulation. The character's Resolve is increased by two, and can not be reduced below 2 regardless of penalties or outside influence. Each additional level increases the character's Resolve by two, and increases the character's minimum Resolve by two.

Large (4) (All)

The character is larger than normal. Each level in this Power increases the character's Size by +1, and allows the character to take a Size greater than 3.

Leap (Faerie, Wild)

The character can perform incredible leaps and bounds. The base jumping distances for the character is doubled, and the character gains a +3 die bonus on all rolls involving leaps and jumps.

Longevity (Divine, Faerie, Infernal, Wild)

The character has a longer than normal lifespan. This power doubles the character's normal life span each time it is taken, and is cumulative. Thus, taken once doubles the character's life span, taken again makes it quadruple, and so forth. If taken five times or more, the character is effectively *unaging*. Each level also grants the character one additional success to resist any effect to age the character.

Magic Resistant (1) (Wild)

The character is very resistant to magic and enchantments. The character's Resistance is increased by two, and can not be reduced below 2 regardless of penalties or outside influence. Each additional level increases the character's Resistance by two, and increases the character's minimum Resistance by two.

Pheromone (1) (Faerie, Wild)

By touching a target's bare flesh and expending 5 Essence, the character can reduce the Resolve of a target by two for the Scene. This penalty only applies against further rolls or effects by the acting character. Each additional level reduces the target's Resolve by one.

Regeneration (1) (All)

Wounds heal very quickly for the character, allowing them to recover an additional three Health per Round. The character can even spend 5 Essence to regrow a severed limb or lost organ within twenty-four hours, and also regrow lost fur or hair. To keep or remove a permanent wound or mark, such as a battle scar or a tattoo, the character must spend 25 Essence. Each additional level increases the character's healing rate by three Health per Round.

Resilience (1) (All)

The character is physically resilient, and gains Soak (+3). This is considered natural soak and attacks which pierce armour do not bypass this Power. Each additional level grants Soak (+3).

Scream (1) (All)

The character can unleash a loud scream, roar, or keening which can deafen those nearby. The character spends 5 Essence and expends an Action, rolling Physical + Athletics. Anyone within 20 yards who has less Resolve than the character's successes are deafened and disoriented, suffering a +2 Difficulty on all rolls involving sound for the Scene and suffering a -2 Defence. Each additional level increases the Difficulty by +1, and reduces Defence by another -1.

Sixth Sense (1) (Wild)

The character is very alert, aware of danger even before being threatened. The character's Defence is increased by two, and can not be reduced below 2 regardless of penalties or outside influence. Each additional level increases the character's Defence by two, and increases the character's minimum Defence by two.

Small (4) (All)

The character is smaller than normal. Each level in this Power decreases the character's Size by -1, and allows the character to take a Size smaller than -3.

Strong Soul (3) (All)

The character is more connected to the flow of essence in the world, and can harness it better. Each time this Power is taken, the character adds their Spiritual and Social Attribute to their maximum Essence (effectively increasing the multiplier to determine Essence by +1).

Taur (All)

The character is a 'Taur, a character with the lower half of one form of a non-morphic animal, and the morphic form of an animal where the non-morphic head should be. The character has four limbs for running, and arms. This grants a +10 to the character's Speed and +2 to the character's Size (with a minimum beginning Size of -1 and a maximum beginning Size of 5), and their Physical Attribute is considered three higher for carrying, lifting, and pushing.

Telepathy (Divine, Faerie, Infernal)

The character is capable of speaking to someone using their thoughts. The target must be within 50 yards. The character must be aware of the target, and while they can communicate with the target, the target must find some other method to communicate back. If the target resists, the character must spend 5 Essence and make a Mental + Awareness roll against the target's Resistance.

Tendrils (All)

The character has two snake-like tendrils which can grab or crush an opponent, or can be used to grapple. The tendrils can reach out a number of feet equal to ten plus the character's Size, and adds a +3 die bonus to all grapple-related rolls and to all rolls for climbing if the character has solid objects to grip onto. Tendrils are considered *reach* weapons. Each additional level grants the character an additional pair of tendrils, and grants an additional +1 die bonus for grappling and climbing.

Tireless (All)

The character is considered to have a Physical Attribute three higher than normal to determine the character's ability to extend themselves without fatigue.

Tongues (Divine, Faerie, Infernal)

When this power is in use, those who hear the character speak can understand the character clearly. Additionally, the character is capable of understanding anything said by those around them. This power does not assist in written communication, but can work with Telepathy.

Transform (Divine, Faerie, Infernal)

The character is granted an additional form. Each additional level in this Power grants one more form for the character to use. Each form the character has gains a number of 'Power Slots' equal to the total number of Powers the character possesses, including the *Transform* Power. These Slots can be used to pick Powers specific to the character's new form. Replacing the Transform Power in an alternate form does *not* remove the character's ability to return to their true form. These Powers become 'fixed' to the form the character has chosen, though the character gains additional Slots as they gain new Powers. The form may have one level of the Large or Small Power for free.

True Flight (Divine, Faerie, Infernal)

The character can fly without the need for wings. The character can spend 10 Essence to gain the power of flight for a Scene. During this time, the character is capable of free movement in the air, with their Speed increased by +5. The character is considered to have a Physical Attribute of three less to determine *Carry*, *Lift*, and *Push* while flying. The character need not rest after flight.

True Spirit (Divine, Faerie, Infernal)

The character's health and spirit are intricately tied together, essentially becoming one thing. The character's Essence and Health are combined into one Trait called *Mana*. *Mana* has all the benefits and hindrances of both the Essence and Health Traits.

Vampirism (1) (Faerie, Infernal)

The character is capable of using an Action to touch a target flesh to flesh, draining them of Essence or Health. The character spends 5 Essence as part of an attack roll. The character drains a number of Essence or Health equal to their Spiritual Attribute, +1 per success, and recovers an amount equal to what was lost. This will *not* let a character go above their maximum Essence or Health. Each additional level grants the character an additional Health or Essence drained per success.

Vitality (3) (All)

The character is healthier and more enduring than most common folk. Each time this Power is taken, the character adds their Size, and Physical and Mental Attributes to their maximum Health (effectively increasing the multiplier to determine Health be +1).

Vulnerability (1) (Infernal, Wild)

The character has a potent venom or perhaps knows chi attacks. The character can spend 10 Essence to augment any unarmed or natural attack for the Scene. The attack inflicts a weakness upon the target, decreasing their Defence, Resistance, and Resolve by two for the Scene upon a successful strike. Additional strikes will decrease these Traits by one per strike. Each additional level decreases the base Trait loss by one, and the cumulative Trait loss for successive strikes by one.

Water Baby (2) (All)

The character is comfortable in water, and adds +10 to their Speed when swimming. The character's Physical Attribute is considered three higher for purposes of holding their breath. Each additional level increases the character's swimming Speed by +10, and adds three to their Physical Attribute for holding their breath.

Weakness (1) (Infernal, Wild)

The character has a potent venom or perhaps knows pressure points (atemi). The character can spend 10 Essence to augment any unarmed or natural attack for the Scene. The attack inflicts a weakness upon the target, increasing the Difficulty of all rolls two for the Scene upon a successful strike. Additional strikes will increase the Difficulty inflicted by the Power by one per strike. Each additional level increases the base Difficulty by one, and the cumulative Difficulty for successive strikes by one.

Wings (1) (All)

The character has wings, and is capable of powered flight. The character's Speed when flying is increased by +10, and the character can continue to fly for a number of hours equal to their Physical Attribute. The character's Physical Attribute is considered reduced by three for determining *Carry*, *Lift*, and *Push*. The character must rest for one hour if they exhaust themselves with continuous flight. Each additional level grants the character a +5 bonus to Speed when flying, and reduces the character's penalty to their Physical Attribute by one.