

Dread

Sheet of ultimate quickness

| Skills: | | |
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| Athlete | Journalist | Hunter |
| Intimidator | Soldier | Con Artist |
| Linguist | Hacker | Scientist |
| Criminal | Mechanical | Driver |
| Medic | Empath | Professional |

Spells:

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| Askance | Makes a target suspicious of everyone |
| Astarte | Makes a target enamored of you |
| Barricade | Create an invisible wall of force |
| Bete Noir | Allows you to learn a secret about someone |
| Bile | You vomit up powerful, blinding, acid and blood |
| Burgeon | Become super powerful/smart/charming for one round |
| Cacophony | A stunning sound deafens and confuses those around you |
| Caliban | The victim will perceive another to be hideous |
| Cancer | You grow giant crab arms and kick ass |
| Carnation | You heal people's wounds... for a price |
| Castigate | You can imprison a demon in a cage of invisible energy |
| Char | Inanimate objects become brittle and useless |
| Chelicerae | Huge insect mandibles come out of your stomach and attack |
| Confession | For two minutes, a target will answer any question |
| Confound | Confuse someone and plant a suggestion. Like in MIB. |
| Crepusculus | A demonic shadow appears and attacks for you |
| Culebra | Your hand turns into a snake |
| Deny | You are immune to all magic and supernatural things |
| Diablerie | Summon illusionary ghosts to attack people |
| Discern | You can see the true nature of a person |
| Dresden | Induce flashbacks of the Dresden firestorm on a target |
| Duress | A demon is frozen, and will be forced to answer questions |
| Emesis | Expel a demon from a possessed person |
| Emeute | Induce a horrible scene in target's mind |
| Energumen | You speed and reflexes are increased to super levels |
| Excise | Tear a demon from a possessed person |
| Excoriate | Create a whirlwind of inanimate objects to attack a target |

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| Frostbite | Paralyze a target with an icy blast of wind |
| Gadarene | Tears a demon out of person and puts it in an inanimate object |
| Gird | Huge stone blades appear and allow you to defend (magic, too) |
| Hemophage | Create body-sucking leeches on a victim |
| Inferno | Engulf a victim in a terrible fire |
| Leviathan | A victim thinks that you are a terrible monster |
| Levin | Lightning attacks target, draining their Spirit |
| Malison | You cause great wounds to appear on demons |
| Malvado | You grow thick bone spikes out of your body |
| Miserere | You make it rain red, and all targets become feeble |
| Moloch | An armor of living flame covers your body |
| Mute | Create silence in a 20 foot radius around you |
| Nimrod | You can effortlessly track prey |
| Nyctalgic | You can see in the dark like a cat |
| Oracle | You view the possible future 10-30 minutes ahead. |
| Phantasma | Except for one target, you are invisible to everyone else |
| Sclera | Your eyes turn red, and can paralyze a target |
| Sentinel | You create a an invisible, trapped field that sounds an alarm |
| Sombra | You turn into a cloud of smoke |
| Stratus | You can jump to impossible heights |
| Sunder | Your hands gain huge mass, and you can punch through steel |
| Sycorax | You gain telekinesis... and skin like tree bark |
| Tirade | A target screams out loud, then is paralyzed |
| Valence | A sphere of energy appears and protects you or another |
| Viscera | Your guts turn into snakes, and leap out to attack! |
| Vore | Your bite drains the blood and energy of a victim |

KYO:FU Spells

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| Kuji-kiri | Making the traditional nine ninja cutting motions with your hand while saying this mantra immediately does two things: It cuts away any spiritual/demonic binds or reside on your body, and at the same time "unclouds your vision", allowing you to see demons, spirits, magically hidden creatures and the like in their true form for 2 minutes. Also, add 3 dice to any perception check for the next 10 minutes. |
| Diapason | Attune yourself to the spirit world. You can see the influence of spirits and (to a lesser degree) demons. This spell can last up to 12 hours, but all normal world activities are at -1 dice while this spell is active. You can easily dispel it. |
| Somnolence | Immediately calms or dispels restless lingering spirits (does not work on demons). Spirit roll of 7 for lingering spirits, 10 for hostile spirits. |
| Certainty | Creates an area (40x40 foot) or line (10 miles long) that the demon cannot pass over, like an invisible wall that doesn't affect humans, for one full day. You can attempt to encircle the demon with this spell (about a 20-30 foot circle) with a spirit or mind roll of 12. |

when the going gets tough, the tough get... 'stabby'