

# DUNGEONS THE DRAGONING 40,000



Edition

homebrew  
Tome of Exalted Might



Fluff to go here

# Exaltations

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# Deathking

There is a place deep within the Umbra that calls to the desperate and lonely. These lost souls are lead through uncharted Portals and ancient Warp-trods until they find themselves on a world of basalt and ice, standing before a cyclopean tower lit by a distant grey star. This is the Dark Citadel.

Nothing that is drawn through the doors of the Citadel leaves alive. Most merely vanish within, never to be seen again. A "lucky" few find themselves stumbling down the steps embalmed, clad in funerary wrappings and holding a fractured piece of their soul in their hands. These are the Deathkings, beings remade by the Dark Citadel to be lords of the dead. They become intrinsically tied to the Umbra, able to draw on its limitless power to influence and command the dead and bring them into the Wheel.

A Deathking's mere presence inspire horror and revulsion in the living and their dulled emotions and intense presence doesn't help much either. As a result, Deathkings usually stick to the fringes of society, socializing only with those that don't have problems with a walking corpse.

**Tell:** As a Deathking spends Rot, the stench of death around them grows stronger and half-seen figures swirl through a chill mist that seeps from the ground they walk upon. With even greater expenditures, the Deathking's eyes burn with a terrible cold flame and shadows of the dead dance chaotically through the fog rising from their footsteps.

## Powers:

**Vigour Mortis:** Deathkings have the Undead trait. They also do not suffer the death consequence of critical effects unless it hits the head or gizzards. Unfortunately, due to their inert flesh, they do not heal over time or respond to mundane medical efforts.

**Shunned by the Living :** The undead tend to be met with fear and revulsion by the living; Deathkings are no exception. They have Fear 1 against the living and suffer a -1k1 penalty to all social tests. The Necromancy spell Flush of Life may be used to counteract the Fear effect, but not the social penalties.

**Horcrux:** Created within the Dark Citadel, the Horcrux is a specially prepared device used to house the animating force of a Deathking. They also anchor the spirit of the Deathking to the materium by splitting off a small piece and binding it within. They are fairly fragile, with 10 HP and Resilience equal to the Deathking's Necrosis. If the Horcrux is destroyed, the Deathking must return to the Dark Citadel to obtain a new one. If the Deathking's body is killed, its spirit will be drawn back to and held within their Horcrux. Uniting the corpse with its Horcrux will allow it to heal 1 poing of Critical Damage per day, reanimating it once at 0 Critical Damage. If the Deathking's body is destroyed or unrecoverable, the Horcrux may destroy itself to create a new body. Death without an active Horcrux is permanent. A Deathking always knows the direction and rough distance to their Horcrux.

**Trap the Soul:** A Deathking can capture the souls of the dead and use them for various purposes. By pressing their Horcrux to a fresh corpse and investing a point of Rot, the Soul may be trapped. Rot spent in this way will not recover until the Soul is released, either voluntarily or to use one of the Deathking's powers. Furthermore, a trapped Soul cannot be resurrected until released. Trapped Souls form a type of gestalt consciouness that the Deathking may tap into – so long as one or more Souls are trapped, the Deathking gains the benefits of the Spirit Mentor Asset. While the specifics are still up to the SM, Souls should provide skills and abilities appropriate to their origin. If the Soul gestalt would attempt a test, they gain a static bonus equal to the total number of trapped souls.

## POWER STAT: NECROSIS

Necrosis is a representation of how much Umbral power the Deathking can handle. As matter rots and decays, it releases negative energy. A Horcrux collects this energy, granting the Deathking their influence over undead and spirits. It grows as the connections between the Deathking and their Horcrux grows, allowing faster and more efficient transference of energy. As Necrosis increases, the Deathking's own flesh tightens and dries, sometimes even rotting away entirely to leave nothing but a horribly animate skeleton.

**Resource Stat: Rot.** After a scene in which a Deathking with their Horcrux was present where a death happened, they regain Rot equal to their Necrosis. This also happens if they witness the sun set, its light flickering away strengthening their tie to death. They can have a maximum Rot equal to their Willpower, Fellowship, and Level combined.



Necrosis	Power Gained
*	Festering Ruin: Once per round, as part of any damage roll, the Deathking can spend 1 Rot to add their Necrosis stat as rolled dice to damage. This also changes the damage type to E. If Festering Ruin is the deathblow, the target is completely destroyed, decomposing in an instant.
**	Soul Shield: By releasing a number of Souls, you can reduce the amount of hit points lost from an attack by an equal amount.
***	Grave Authority: Deathkings do not carry that appellation for nothing. Beings with the Undead trait are of Friendly Disposition towards the Deathking, and they can be ordered around with a Necrosis + Command test. This effect is similar to the Dominate spell, but it automatically works on Mindless Undead – if used on a sentient Undead, they are unlikely to remain friendly.
****	The Quick and Dead: By spending 1 Rot, the Deathking gains +1 Strength and Dexterity and they can attempt to dodge and parry attacks they are not aware of. This lasts until the end of the scene.
*****	Necrogenesis: By releasing a number of Souls, a Deathking may raise a number of Walkin' Dead equal to the number of souls released.

## Demiurge

Many mortal races share a certain mythos, that involves a garden and a pair of trees. Forbidden to eat from one of them, the mythical forebears would live indefinitely without illness or pain... but there is always temptation. Invariably, one of them would eat of the forbidden fruit, and tempt others to do the same. As punishment for this, their gods would cast them from their earthly paradise, so that they would know the suffering and pain of living. This, they say, is the original sin, the birth of morality as mortals know it.

In the wisdom gained from this event, the garden disappeared, and the great races rose above their fellow animals with the knowledge that begets tools and technology. It is possible - though highly improbable - that a lucky sod might discover these legendary trees... might eat the fruit from them. Most still do; the humble fig or apple is said to be the Fruit of Knowledge that originally cast mortals into sin. Its sister, the Fruit of Life, has long been stripped from the Materium.

But that hasn't stopped some lucky berks from finding it. Whether some god or another thought it an appropriate gift, or Tzeentch just wanted to see what would happen if he dropped the golden fruit on some unsuspecting crystal sphere, some people just manage to get hold of it. Eating the Fruit of Life grants extraordinary power... if you can keep your mind intact enough to enjoy it.

**Tell:** The Demiurge's Tell is a distinctive shimmering of the air around his body, as his absolute territory hardens and deflects light around him.

### Powers:

**Absolute Territory:** Your arrogance is such that an equally supreme act of will is required simply to approach you or to escape your presence. As a Half Action, the Demiurge may create a bubble of closed space around

himself, with a radius of 4m per dot of Hubris. Forcing one's way into this space requires a Willpower test (TN 5 + 3\*Hubris); this is a Mind-Affecting ability. If another Demiurge approaches the area, however, the one with lower Hubris cannot use this power as long as their territories overlap. If the two have the same Hubris, both territories are negated. If the Demiurge loses consciousness, or ends his turn with no Quintessence remaining, the closed space collapses immediately.

**Entropy Flux:** Your presence warps the fabric of existence, destroying the bonds of probability as you exert your will. You can spend Quintessence to influence the results of any die rolls made within your Absolute Territory. Add or subtract the Quintessence spent from the result of the roll.

**Kinetic Manipulation:** While your Absolute Territory is defined, you can decide how gravity applies to you, or if it does. You can spend 1 Quintessence as a free action to undo the bonds of gravity and move freely in all three dimensions, and hover until your next turn. If you are not standing on a solid surface (that would be "down" when gravity is applied) when your Absolute Territory is neutralized, or when you stop spending Quintessence to maintain this power, you fall, taking damage as appropriate.

**Type Blue:** You begin play with one free rank in Abjuration. The character may purchase ranks in that magical school as if it appeared in any class progression he possesses. You receive -2 to all Alignment checks, and +20 to all Warp Phenomena rolls. You may never take Pure Faith or Virgil's Guidance, and may treat these as optional feats if they appear in your class progression.



## POWER STAT: HUBRIS

Whether it's found in the gutter or presented as a gift, eating the Fruit of Life is an act of supreme arrogance that brings you enemies from all sides... and it only gets worse from there. As your Hubris increases, so too does the divine power that enables you to reject the very bonds of existence.

**Resource Stat: Quintessence.** Arrogant as it is, eating the golden fruit flares your soul into full incandescence, requiring only the mortal ego to temper it into pure light. The Demiurge has maximum Quintessence equal to their Hubris plus their Resolve. The Demiurge regains 2 Quintessence per hour.

### Weep and Bear Witness Critical Damage

- |   |  |
|---|--|
| 1 | The target receives a brilliant flash of your monadic soul contacting his, becoming Stunned for one round.                         |
| 2 | As above, and the target gains 2d10+5 Insanity as well.  |
| 3 | As above, and the target suffers Psychic Phenomena. Only the target is affected.   |
| 4 | As above, but the target suffers Perils of the Warp. Only the target is affected   |
| 5 | The target disincorporates, melting into a puddle of protoplasm as his soul flees into the warp. There's no coming back from this. |



Hubris	Power Gained
★	Kingdom of One: You don't need to breathe, don't suffer penalties to your actions from weather conditions, aren't affected by pressure or radiation, and you're comfortable in very hot or very cold weather. Your territory also contains enough air for anyone else inside it to breathe, and protects them from pressure and radiation as well.
★★	Transversal: By spending Quintessence equal to your Hubris while your Absolute Territory is defined, your melee attacks gain Reach for the remainder of the scene, treating creatures as engaged in melee with you to the radius of your Absolute Territory. This does not allow you to make Opportunity Attacks against creatures farther away than your normal weapon reach, and the effect ends immediately if your Absolute Territory collapses.
★★★	Angelic: Gain Armor and Hit Points equal to your Hubris. This armor stacks with all other sources of armor.
★★★★	Light of the Soul: Gain Aura equal to your Hubris. This stacks with other sources of Aura. You can cast the spell Energy Ray, substituting your Hubris for your rank in Evocation.
★★★★★	Weep and Bear Witness: Gain the Stuff of Nightmares trait. As a Half Action, you can spend 3 Quintessence to cause everyone else within your Absolute Territory to lose a single Hit Point. If this deals critical damage, refer to the <i>Weep and Bear Witness Critical Damage</i> chart for effects.

## Font

Many Exalts live their power day to day. They are what they are, and that is what they remain. A Font... not so much. A Font is someone touched by something greater than themselves, and granted an external source of power that is only barely theirs to channel. In theory, any person can become a Font at any time, but in practice, the powers that be seem to seek very particular personalities to be their avatars on the Great Wheel.

The power of a Font appears in many forms. For some, this power manifests as a magic ring, turning their will into reality. For others, it can look like nothing so much as possession. It could be anything; the Font is more a catchall than a specific origin. What all Fonts have in common is that when they close the floodgates, they are all but indistinguishable from a mortal.

Unlike a Chosen, whose power is tied to their faith, or a Daemonhost, who becomes forever changed when they merge with their Warp spirit, the Font remains who they were before being tapped. You are still the same person as ever, you simply have a source of power you can draw upon – a source that is not, really, part of you. The specifics of how you access this power vary, but the worst thing that can happen to a Font is to find themselves somehow permanently cut off from their Well, and become truly mortal once again.

**Tell:** A Font's tell is a unique battle aura... a totem animal, a pillar of flames, a scarf of light that grows in size and intensity as she spends Drops.

### Powers:

**Avatar:** As a full action, by spending one Drop, a Font may enter their Avatar form. Their physical appearance and clothing can change, into whatever the player decides for their Avatar form, but cannot change race or size. Any armor being worn by a Font's mortal frame is incorporated into their garb as an Avatar, and confers its same protection. They may change back to normal as a free action, and automatically fall out of their Avatar form at the beginning of their turn if they have no drops left or spent no drops during the previous round. A Font can only spend Drops in Avatar form, or to transform in this manner.

**Signature Style:** Fonts begin play with one free rank in any Sword School, Gun Kata or Magic School of their choice. They may always purchase ranks of that School as if it appeared in their class progression. You may purchase spell combos, special attacks, and trick shots at character creation. When buying or improving a trick shot or special attack, if it applies to an action associated with your Signature style, or uses an advantage or restriction from your signature style, you do not have to spend experience for a number of style points equal to your Channel (this does not reduce the minimum 50xp). When buying a spell combo that uses at least one spell from your Signature Style, reduce the total spell level by your Channel for determining XP cost (minimum 50xp).

### Rush of Power:

Choose one characteristic from each category when building your character. While in Avatar form, your Font gains +1 to each of these characteristics and resilience.





**Power of Friendship:** A Font that has defeated an enemy, often finds themselves with a friend for life. If you would deal critical damage with an attack, you may instead deal an equal amount of fatigue. You may roll additional dice equal to your Channel on any Social test made on a person you have previously beaten in a serious fight. Additionally, the Font is able to draw power from their friends, and surge in strength to protect them. When a Font sees an ally lose HP at the hands of an enemy, the Font recovers one Drop. This can happen at number of times per round equal to the Font's Channel.

## POWER STAT: CHANNEL

A Font's power source is the alpha and omega of their Exalted capacity, and their strength is measured most simply by how freely that power can flow through them.

**Resource Stat: Drops.** The character has maximum Drops equal to their Charisma plus their Level. They regain all of their Drops at the beginning of each combat.



Channel	Power Gained
★	Burning Spirit: While in Avatar form, a Font can add their lost hit points to the results of all attack, focus power, dodge, and parry rolls. This bonus is capped at the Font's Channel + Composure.
★★	Finishing Move: When performing a special attack, trick shot or spell combo while in Avatar form, the Font rolls 2 additional dice for each exploding die instead of one for the attack roll or focus test. Dice for any damage rolls resulting from the attack or spell combo explode on a 9 or 10.
★★★	Super Mode: While transformed, a Font can spend a Drop as a free action and choose two different characteristics. The Font gets +1 to each of the chosen characteristics until they leave Avatar form. While in Super Mode, a Font may spend one drop as a free action to choose a new pair of characteristics to benefit from it.
★★★★	Henshin a-bye-bye: While in Avatar mode you may ignore the effects of critical damage. When the amount of critical damage you have exceeds your Channel, you remove an amount of critical damage equal to your Channel, lose the same number of Drops, and immediately change out of your Avatar form.
★★★★★	Open the Floodgate: The number of Drops a Font can spend in one turn is no longer limited by their channel. However, for every Drop beyond their Channel spent in a single turn, the Font takes 1 point of Energy damage to the Gizzards that cannot be reduced.

# Kryptonian

Light - A simple word that can bring warmth to the coldest of hearts. A long time ago, Pelor, feeling pity for those of the planet Krypton, provided those in his light with powers to defend themselves against the undead preying upon them. He gave them a Branding, a symbol by which they could draw upon his power. However, the inhabitants of Krypton quickly became corrupted by their powers, turning their backs on their creator. There were no survivors of the events that happened in their hubris. The ashes of the doomed planet coalesced into solar shards that spread across the Wheel. Whenever you see a shooting star, it is ready to pass on the branding of Krypton onto another mortal. One that can hopefully fill the Great Wheel with light.

**Tell:** When activating their powers, a Kryptonian's chest glows with a warm light that can be seen through clothes and armor. This light is a beacon that sends different messages depending on who is seeing it. To most, it is a message of hope. Berks on the receiving end of a Kryptonian's wrath would disagree.

## Powers:

**Celestial Body:** Empowered

Kryptonians do not suffer the effects of hunger or thirst. Any time they would be affected by Fatigue, Poison, Disease, or the vacuum of space, you may spend a point of Heat to cancel it out.

**Sunlight Dependency:** You lose 1 point of Heat for every hour you spend away from sunlight, or any other powerful source of Heat. Having 0 Heat makes you effectively mortal, losing the benefits of this Exaltation until you regain 1 Heat.

**Overdrive:** By spending a point of Heat, you can discharge solar energy through your unarmed attacks. Using this ability on an object or creature will give you a +0k1 bonus (that does not stack with itself) when dealing damage to it. Attacks modified with Overdrive gain the Shocking Quality, and Overdrive attacks always deal E-type damage.

**Burning Heart:** You begin play with one free rank in the Evocation or Healing magic schools. The character may purchase ranks in that Magical School as if they appeared in any class progression he possesses. Add your Sun Soul to your unarmed damage.



## POWER STAT: SUN SOUL

As a Kryptonian grows stronger, their branding will glow brighter. This glow often starts from the chest, later moving on to the hands and feet. Eventually, a Kryptonian will shine like a miniature sun. Their natural body heat will also rise with Sun Soul, to the point that other creatures will be uncomfortable (or spontaneously combust) around the Kryptonian unless they can keep their inner fire under control.

**Resource Stat: Heat.** Heat is gained from exposure to sunlight. A Kryptonian can gain 1 Heat by spending 15 minutes (or the length of a scene) basking in the light of a natural sun. A Kryptonian can also gain Heat from lesser quality energy sources (such as the heating lamps on a spelljammer), but at a rate of 1 Heat every 30 minutes. Maximum Heat is equal to your Strength + Charisma + Sun Soul.



Sun Soul	Power Gained
★	Light Bulb: As a free action, you may generate bright, but harmless light from your body with a range equal to Sun Soul x 5 meters. By spending 1 Heat per turn, you may treat Light Bulb as producing natural sunlight
★★	Man of Steel: You can go up to six dots in your Physical Characteristics. By spending 1 Heat, you may treat a Physical Characteristic as 1 higher for the duration of a scene.
★★★	Sunlight Yellow: Your attacks modified with Overdrive are treated as magical, and grant a +1k1 bonus instead of +0k1.
★★★★	Shooting Star: The Kryptonian gains the Flyer trait, with speed equal to twice their ground speed.
★★★★★	Aura of Light: The Hero can cast Lightning Ring as the spell, using Sun Soul + Charisma instead of the normal Magic Test.

# Parapsyker

When mortals first thought "I want," a power was born into existence. When mortals first thought "I am," that power was inherited. Now, mortals think, want, and are, living as best they can in a universe fraught with peril, death, and destruction. Yet some of them, those possessed of a True Destiny, come into greater levels of power than do their fellows. And what power can possibly be greater than that of the mind itself?

Parapsykers come into existence when a powerful enough mind understands the Primal Question, and replies "I Am." When a mind can comprehend - not just *perceive* - the true, brilliant, multifaceted gem that is existence, when it communes with what it is to the point that it transcends its very existence, new paths to power open. Commanding power far, far greater than those of mortals, Parapsykers are gifted with a mind so powerful even reality must bow before its dominion. Where other psykers cast a spell, Parapsykers simply push their will.

Possessing a powerful, focused mind, Parapsykers can look deep into the thoughts of others, even when not trying to. Their minds are capable of twisting the very laws of physics, enabling them to see not only what their eyes perceive, but also to cross space and time, projecting their will anywhere they desire. An exaltation virtually defined by the personality of each Parapsyker, each possesses a different way of effecting their will, from bursts of elemental energies to knowing the past as if it were the present.

**Tell:** Expending Psi causes a mental pressure to build up around a Parapsyker. As more Psi is spent, this pressure builds up into the same headache that the Parapsyker endures at all times.

## Powers

**Wild Talent:** Parapsykers gain a free rank in a unique "PK" magic school and gain an additional rank in it whenever they buy a dot of Ego. PK spells can be selected from the Enchantment and Divination schools, and are cast using Ego in place of their magic school rank. They may ignore the Material, Somatic, and Verbal keywords when casting spells, but can never be Tested and may ignore this feat for the purpose of class prerequisites and completion.

**Use the Warp:** When a Parapsyker spends Psi to boost a test, they gain a bonus to their roll equal to the number of Psi spent. At Ego 3, they also gain an additional rolled die for every two Psi spent.

**Unquiet Whispers:** The thoughts of others creates a constant, penetrating drone of thoughts and ideas, distracting and painful. When in a scene with more than 10 \* Ego intelligent creatures within 5m per dot of Ego, the Parapsyker must either spend a point of Psi or gain a level of Fatigue. Also, they receive a -2 penalty to all Alignment checks due to the voices in their head.

**Extrasensory:** The Parapsyker knows instantly when there is an intelligent creature within 5m per dot of Ego, but not that creature's identity or location. Characters whom the Parapsyker is very familiar with can be identified and detected from a range of 250m per dot of Ego. By spending 1 Psi, the hero can focus their attention on a creature. This allows them to learn its general location and establishes two-way telepathic communication, as well as a +3k3 bonus to Scrutiny Tests against that creature.



## POWER STAT: EGO

A Parapsyker's source of power is their Ego, the strength of their will, the core of their Identity... who they truly are. The more a Parapsyker accepts and embraces who they are, the more power they are afforded - denying one's Self is not a path to power. Yet, indulgence without moderation is just as self-defeating, and many tend to burn out if they are careless. The more a Parapsyker embraces their Ego, the more *different* they feel, as if their presence physically pressures others around them, some even likening that feeling to whispers in the back of their head or even flashes of static and heat, usually an expression of that specific Parapsyker's overflowing power.

**Resource Stat: Psi.** Parapsykers have maximum Psi equal to their Resolve plus their Ego. For every hour spent in quiet meditation, they regain one Psi. This interval decreases to half an hour at Ego 3.



Ego	Power Gained
★	Unnatural Mind: Gain the feats Strong Minded and Danger Sense. Your Mental Characteristics may go up to 6 dots.
★★	Mind-Hand Manipulation: By spending 1 Psi, you can manipulate objects at a distance for 1 Scene with an effective reach of 3m per dot of Ego. You cannot control objects well enough to make attacks with this ability, and your effective Strength score for moving objects using this power is equal to your Willpower. At Ego 4, your control is fine enough to perform melee actions, but not Opportunity Attacks, at this distance.
★★★	Superior Action: Gain the Flyer trait with a rating equal to twice your Ego. Whenever you roll for Psychic Phenomena, you may regain 1 Psi.
★★★★	One with the Warp: You can spend Psi as a free action on your turn to gain additional rolled dice equal to your Ego on tests related to any one Characteristic listed on one of your class progressions for the rest of the Scene. Using this ability multiple times only changes which Characteristic the bonus applies to; it only applies to one at a time.
★★★★★	PK Alpha: Gain 2 additional PK spells. Once per scene, you may reroll a failed PK magic test.

# Perpetual

People die if they are killed. This is the law that governs all living things. Even the long lifespans of the Exalted meet an end someday, whether by magic, silver, or sunlight. The only exception is through the Elixir of Life, a miraculous chemical whose myths and legends have made it into every culture by one name or another.

Feared by gods and coveted by kings, the Elixir is actually an intense poison which instantly kills the user. After a few weeks, they awaken suddenly to find their body completely restored from all their injuries, even cremation or vaporization. From then on, they will resurrect from anything else that kills them. They have no need for sleep, air, or food, and they will never age or get sick. They have transcended life and death altogether.

“Perpetuals”, those who drink the Elixir of Life, can never end their eternal life even if – and when – they want to. As the weight of deaths, memories, experiences, and lost loved ones grows infinitely, their lives become empty and tedious, a story without a conclusion. Not even the oldest Dragons can understand what it is like to look out into the world and know you will outlast everything you lay eyes on.

The Perpetuals have taken to calling their newfound struggle “The Game”, a term referring to the trivial existence they once knew as “Life”. Every Perpetual has their own ways of succeeding at this, but many turn to a certain perspective, or “Code”, on how to play the Game. Others simply wander through the ages, slowly fading into madness, apathy, and despair.

**Tell:** At a glance, a Perpetual looks no different from any other member of their race. At most, they just look... indifferent. When they spend Resolve, the only thing that can really tip off anybody in the know is a nagging

sensation at the back of onlooker’s minds – the sensation that, no matter what may come to pass – whether it is a single fight or an entire apocalypse, the person standing there will still be there by the end of it all.

## Powers

**Resurrection:** A Perpetual's body is *never* permanently destroyed. If they die, the Perpetual comes back to life after 1d10+5 days – fully regenerated, with all injuries, critical damage, or otherwise completely healed. They can reduce this time by 1 day for each dot of Eternity and for each point of Resolve they choose to spend. Should they become permanently trapped, restrained, or lost in the Warp, Perpetuals still must burn a Hero Point to return.

**Old Money:** A Perpetual begins play with 4 additional dots to place into backgrounds. They've simply had a long time to integrate themselves into society, and can reap the benefits.

**Immortality Blues:** The mind of a Perpetual remembers every one of their lifetimes, and becomes even more fragile than a mortal's. Immortals begin play with 10 insanity and subtract 3 from their Static Defense and Mental Defense. Any insanity points they gain are doubled, and they can take more than 2 points of Resolve damage per Social Combat scene.



**Defiled Soul:** Drinking the Elixir of Life is unforgivable in the eyes of the gods, and irresistible to the mouths of daemons. Immortals receive -2 to all Alignment checks, and +20 to all Warp Phenomena rolls. They may never take Pure Faith, Virgil's Guidance, or Armour of Contempt, and may skip these feats on any class lists.

### POWER STAT: ETERNITY

As the Perpetual grows in understanding and acceptance of the Elixir which suffuses their body, the power of Eternity takes an even tighter hold over their soul and body. Perpetuals who can advance in the Game begin to take on a demeanor somewhere between hopeless and tranquil, and their body appears eerily pristine like a still portrait of themselves. Their movements and mannerisms become crisp and fluid, just as painfully pure as their undying form.

**Resource Stat: Resolve.** Perpetuals gain and lose Resolve like any other character, but they also use it as their Resource stat. A Perpetual's maximum Resolve is equal to their Eternity + Willpower + Composure.

Eternity	Power Gained
★	Eternal Life: You are immune to Fatigue, Poison, and Disease. You also have no need to Eat, Drink, Sleep, or Breathe, though you can still do so if you want.
★★	Eternal Sustenance: Your Healing Surges restore 2 Hit Points for every Resolve spent.
★★★	Eternal Calm: You can spend a point of Resolve to instantly recover from any Conditions, Critical Effects, or Shock Table results currently affecting you.
★★★★	Eternal Strength: You may spend a point of Resolve to gain Armor and Aura equal to your Eternity until the end of the Scene.
★★★★★	Eternal Hope: During a scene, you may Burn a Hero Point which does not go away until the end of the scene. Until then, the Hero Point can be spent once every round, and you are not limited to 5 Resolve spent per turn.



# Sage

Contrary to what most berks seem to think, "simple" does not always mean "easy." The simplest path to power available to mortals lies within, though not all can reach it. Far from the killing fangs of the Vampires, the recycled souls spawned from Symbeth breeding projects, or even the will to power that begets a Paragon, the path of the Sage requires only an empty heart and a spark of enlightenment. The enlightenment of the Sage is the realization that power and destiny aren't goals to be reached, but stops and distractions on an infinitely longer road. Needless to say, most cutters just can't let go of what they have to make this realization.

The way of the Sage can be likened more to swimming with the current, rather than against it. By diminishing their egos, the Sage gains greater harmony with the rest of the Wheel. Sages rarely seek to kill, waging violence only to keep aggressors from harming others. They use their spiritual talents to distantly aid the small communities they attach to, and to exterminate the unholy creatures that would threaten their sense of harmony.



Sages are rare, but not because the Exaltation fails to promise the immortality offered by a mechanical body or the possession of a Daemon. Rather, Sages are rare because their awakening has two qualifiers. To become a Sage requires both an empty heart and a soul willing to understand the universe. As many have only one trait or the other, few would-be Sages ever attain the enlightenment needed to take the first step of their paths.

**Tell:** The Sage's tell varies wildly. As they spend Mana, Sages will feel as if they become one with the land. The people around them will also feel growing sense of familiarity with nature, as if they had always been one with the turning of the Wheel. Mountains evoke senses of heat and warm stone, islands raise memories of ice and wind, swamps invoke elements of darkness and putrefaction, plains bring visions of pure, white light, and forests draw sounds of rustling leaves and fresh grass.

## Powers

**Spirit Trance:** You can spend 1 Mana to enter a special trance as a Full Action. While in this trance, you stand within both the Materium and the Umbra simultaneously, allowing you to see, hear, and physically interact with anything in either plane, though you can ignore traps and obstacles in one that don't exist in the other. This trance lasts for a number of rounds equal to your Enlightenment + your Composure, after which you return to the plane you started from as a Free Action.

**Dispassionate Oracle:** Your enlightenment comes at the cost of detachment from the day to day affairs of mortals, generally taking the form of brutal honesty in all things. Take a static penalty to Social tests - except for Animal Ken - against non-exalts native to the Materium equal to twice your Enlightenment. You can spend 1 Mana to reduce this penalty by half for the rest of the Scene, or until you use the Deceive skill, at which point the penalty applies in full again.

**Enlightened Mystic:** You begin play with one free rank in any Magical School. The



character may purchase ranks in that Magical School as if they appeared in any class progression he possesses. Whenever a Sage rolls for Psychic Phenomena, they do so at -(3 \* Enlightenment).

**Seated Upon the Boundary:** Begin play with Speak Language (Spirits). As long as you have meditated for at least an hour during the past day, you can also see into the Umbra as if it were overlaid over the Materium (allowing you to see magical auras or get a general "feel" of an area), and gain a static bonus on Social tests - except for Deceive - made against spirits and natives of the Umbra equal to your Enlightenment.

### POWER STAT: ENLIGHTENMENT

For one who has attained Enlightenment, the only path to greater power is to walk the one already begun. The Sage's heart and soul are unburdened by worldly concerns, and only become more so as he increases his attunement to the Wheel.

**Resource Stat: Mana.** The mystical energy drawn from the Sage's harmony with the Wheel is called Mana. A Sage can have Mana equal to 4 \* Enlightenment, and recovers 1 Mana for each half-hour spent in quiet meditation.



Enlightenment	Power Gained
★	Centered Soul: As long as you have meditated for at least one hour during the past day, you gain a static bonus equal to your Enlightenment on tests made to resist Fear or other Mind-Affecting abilities, and add twice your Enlightenment as a bonus to your Mental Defense.
★★	Thunderous Rebuke: Gain the feat Purge the Unclean. Modrons, Zoanoids and Symbiotes are treated as enemies of your god for the purpose of using this feat, and you can spend 2 Mana instead of a Hero Point to use it. Creatures affected by this power are Deafened for the duration of its effect.
★★★	Accelerated Senses: You cannot be Deafened, instead taking a -2k0 penalty to tests involving speaking or hearing whenever conditions would render you unable to hear. In addition, you no longer require food or water, as long as you meditate daily.
★★★★	Intensify Spell: When casting a spell, the Sage may spend any amount of Mana to increase the number of raises required to save against the spell's effect by the same amount; or to add the same number of rolled dice to the spell's damage; or to add twice that number as a static bonus to the Focus Power test.
★★★★★	Transcendent One: While in a Spirit Trance, add your Enlightenment as a bonus to your Static Defense, Mental Defense, Armor, and Aura. You can spend 1 Mana to add rolled dice equal to your Enlightenment to any single roll during a turn.

# Spark

Science and technology taken to the extreme is nothing new in the Great Wheel. Devoted followers of the Ommissiah regularly push the bounds of what is possible with science. Even amongst them, there are those few who most would refer to as ‘mad scientists.’ However, true mad science is beyond the realm of possibility for most practitioners. It is the realm of a Spark.

A Spark – named after the Spark of Inspiration they all claim to possess – thinks beyond the scope of most scientists. Their ideas tend to look insane and impossible to non-Sparks, which is mostly because they are. While seemingly grounded in actual science, a Spark is capable creations and experiments that defy all logic. It also means that most of a Spark’s creations tend to fall apart without the Spark there to maintain them – for in the realm of impossible science, only those who can think beyond the possible can truly understand how it all works.

Where do Sparks come from? Nobody is quite sure – most Sparks tend to just show up,

seemingly at random, in scientific communities. The only thing in common between them is the Spark of Inspiration they refer to. Apparently, the Spark of Inspiration supplies a Spark with their impossible knowledge, and also provides them with the power to bend reality to their whims for their experiments. Maybe. Much like the theories behind a Spark’s creations, it can’t be proven.

**Tell:** Other than their eccentricities, most Sparks look fairly normal at a glance. What sets them apart is their tools – all manner of gizmos and doodads tend to be on the Spark’s person, the purposes of which only the Spark in question really knows. Spending Mania has the Spark put their fiddly bits to work, assembling gadgets on the spot or ‘improving’ objects with bizarre modifications – the more Mania spent, the more extreme such machinations tend to be.

## Powers:

**Master Artificer:** Despite the logic-defying capabilities many of their creations possess, a Spark tends to have an incredibly good grasp of actual science. A Spark gets +1k0 to Acadmeic Lore, Crafts, Medicae, and Tech-Use tests.

**Kit-Bashing:** A Spark is quite capable of putting together all manner of items right on the spot, though they tend to be temporary. By using a Full Action, a Spark can make a Crafts + Wisdom check against the TN used to acquire the item. If they succeed, they can spend Mania to gain the item until the end of the scene. The Mania required for this is equal to the TN used to craft it divided by 5, minus 1 per raise on the test to a minimum of 1. Items that can be created this way are up to SM discretion. Furthermore, a Spark is capable of temporarily improving the performance of an item. By spending a point of Mania and using a Half Action, a Spark can improve the craftsmanship of an item by one step. This effect lasts until the end of the Scene.



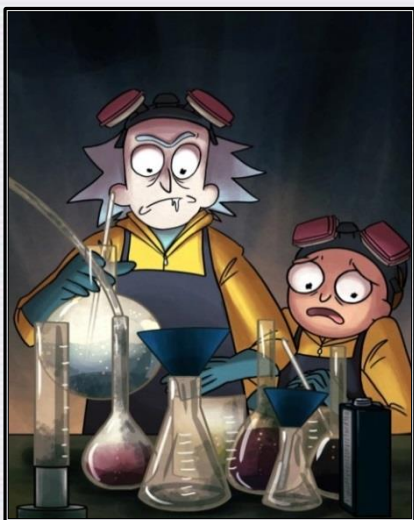
**Rapid Repurposing:** By stripping an item down to its component parts, a Spark can repurpose just about anything to a more pressing matter. As a Half Action, a Spark can destroy one item to regain a point of Mania. You must be capable of picking up the item, and there must be at least some technology to break down. Furthermore, you can not use Rapid Repurposing on any item made via Spark abilities (Kit-Bashing, Widgets, etc.).

**Power Born of Madness:** While a Spark is capable of logic-defying creations as a matter of course, such power comes at a price. A Spark starts play with 10 Insanity and a Minor Disorder of their choice.

## POWER STAT: INSPIRATION

The true mark of a Spark is the Spark of Inspiration they all have. While other, less insane individuals can certainly stretch their creative muscles remarkably well, only a Spark is capable creating wonders that strain belief. Some non-Sparks say that Spark ‘technology’ may be influenced by the Warp, which would explain some of the more *bizarre* creations. Others say they’re just that good. Whatever the case, the results are undeniable.

**Resource Stat: Mania.** The maximum Mania a Spark can have is equal to the sum of their Intelligence, Wisdom, and Inspiration. In truth, a Spark’s creations are limited more by the resources at hand than anything else.

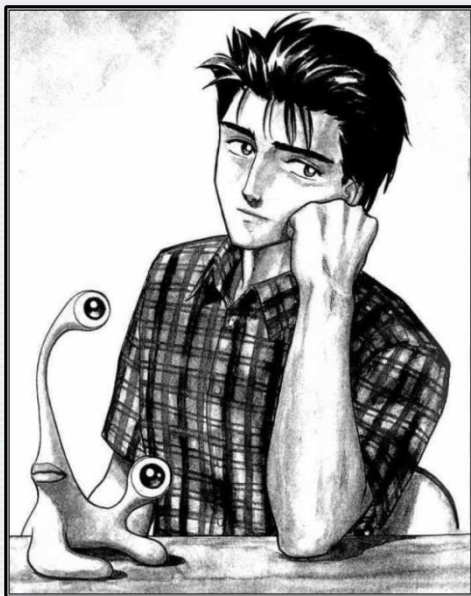


Inspiration	Power Gained
★	<b>Widgets:</b> After using any ability that requires Mania, a Spark can ‘save’ the ability’s use for later in a Widget, instead of using it at that moment. With a Half Action, the Widget can be destroyed to perform the action as it was originally done, choosing new targets if required. If anybody other than the Spark that made it uses the Widget, a Psychic Phenomenon occurs. A Spark can maintain a number of Widgets equal to their Intelligence.
★★	<b>Crazy Enough to Work:</b> A Spark can go up to six dots in any of their Mental Characteristics, and may add a flat bonus to Tech-Use and Craft checks equal to the 10’s digit of their Insanity.
★★★	<b>Sufficiently Advanced Science:</b> Choose two Magic Schools. So long as the spell’s level is less than their Inspiration, a Spark can purchase ‘fake’ versions of spells from the chosen Schools for 100 XP each. Using a Full Action – no matter the spell – the Spark can spend points of Mania equal to the spell’s level to try and cast learned spells, using Tech-Use + Inspiration instead of the standard test. This spell can’t be Fettered or Pushed, and checks for Psychic Phenomena as usual. At Inspiration 5, choose an additional Magic School.
★★★★	<b>Wonders:</b> The Spark can convert any Widget to a Wonder, which functions identically to the base Widget. Wonders are not destroyed on use, but can only be used by the Spark that created them. A Spark can maintain a number of Wonders equal to their Intelligence.
★★★★★	<b>Magnum Opus:</b> By spending XP equal to 100 multiplied by the Artifact rating and permanently lowering your Inspiration by 1 dot, a Spark can create any Artifact. So long as they can regularly maintain it, this Artifact is permanent.

# Symbiote

There is a taint in your flesh, alien and unclean. Perhaps you were born with this warped physiology, your bloodline infected with an alien presence long ago. Perhaps you encountered an alien being that took up residence in your innards, providing power for a meal ticket and place to stay. Perhaps you're the product of mad science gone horribly wrong - or horribly right. No matter the circumstances, you are now forever set apart from your mortal brethren... but you are not alone. There is a presence within you, slippery and just within your perception. And yet, as time goes on, you become closer than siblings or lovers. And sometimes you cannot help but feel you are losing yourself to this... thing... inside of you. Or maybe you grow together into something new and singular.

Those who have become a Symbiote may see it as a blessing, a curse, or a mixed bag, depending on their resulting self-image and relationship with their tenant. More important is how they are seen by the world around them. Many an unfortunate soul has attempted to confide in their loved ones about their true



nature, often met with fear and disgust, sometimes morbid fascination, and sometimes with scalpels and cold exam tables. The life of a Symbiote can be a lonely one, and soon enough they turn to the creature within them for companionship and acceptance. And the deeper the bond grows, the further they slip away.

Nonetheless, though you hear whispers from something Other, your mind is your own. You are Changed, and the question remains... what are you going to do now?

**Tell:** As a Symbiote spends Synch, their flesh becomes more warped. The taint becomes apparent in shape, coloration, scent, and presence. Eyes may appear sightless or alien. Their voice may gain a flanging quality. As more Synch is spent, the Symbiote's posture and mannerisms become more alien. Their voice may gain a flanging quality. Jaws and teeth may become an all devouring maw. Skin may toughen into leathery hide.

## Powers:

**Dual Minds:** You have your skills, the tenant has its own, as well as its own brain power, which can meld with yours. By spending 1 Synch, gain +1k1 to any test using mental characteristics.

**Living Weapon:** By spending 1 Synch as a half action, the Symbiote manifests their tenant as a living weapon. This lasts for the remainder of the scene. The character now has natural weapons (2k1 R or I; Melee; Brawling); choose the damage type each time you use this ability, and change it as though readying a weapon. The tenant also armors the character with AP equal to their Integration on all locations. If you are already wearing armor, it breaks off as the Tenant twists and flows over your skin and you take damage equal to that armor's AP. The armor cannot be used again until it is repaired.

**Unsettling:** As the host and tenant join together, they become more and more alien and frightening to other people in general. Start at the Hostile Disposition with non-exalts, and Unfriendly with Exalts.

**Strange Anatomy:** As the symbiotic bond between Host and Tenant grows, the Symbiote's physiology becomes warped and more resilient. Increase your hit points by 2 + Integration. However, due to the blasphemous deviation from your species' baseline anatomy, all Medicae checks to help you take a -2k2 penalty. If you would die from critical damage that isn't E, X, or magical in nature, you instead enter a comatose state where your Symbiote focuses all of its efforts to mend your broken body. This comatose state lasts for 8 hours, during which you are vulnerable to being fairly easily killed. Upon awakening, you are ravenously hungry.

## POWER STAT: INTEGRATION

Integration represents how closely the Host and Tenant have fused with one another. Higher Integration leads to a stranger appearance and a warped sense of "self."

**Resource Stat: Synch.** A Symbiote regains Synch equal to their Integration at the end of each sleep cycle. You may also assimilate a fallen creature as a half action to gain Synch equal to half its size (round up.) This can also be performed as part of a melee attack action that kills by spending 1 Synch. A Symbiote may have Synch equal to their Willpower + Composure + Integration.



Integration	Power Gained
★	Regeneration: A Symbiote may spend Synch to recover Hit Points in combat as a free action in combat.
★★	Delicious Brains: If the Head of the consumed creature has not taken critical damage, for the remainder of the scene you can spend 1 Synch to use the consumed creature's skill ranks or specializations in place of your own for a single skill test
★★★	Malleable: By inflicting one point of damage to yourself as a Free Action, you may increase one of your physical stats by 2 until the end of the scene or until you use this ability again as the symbiote metabolizes and repurposes your collective flesh. This damage cannot be healed by Regeneration.
★★★★	Spawn: Once per scene, the hero may spawn a group of minions by inflicting damage to themselves equal to twice their Minions' Threat Rating. These Minions have a Damage Rating of 1. These Minions are a swarm of small creatures (but still equivalent to 5 normal creatures) and may pass through nooks and crannies inaccessible to the hero and obey her commands as a free action. The damage taken for this ability cannot be healed through Regeneration, but the HP may be recovered by reappropriating the applied biomass.
★★★★★	Abomination: Once per scene, spend 5 Synch as you and your tenant become One. This behaves as Living Weapon. Your natural weapons gain +1k1 damage. Gain Stuff of Nightmares and Fear (3). You now have additional limbs and may take an additional half action per round. Gain +3 Size, Strength, and Constitution. This lasts for a number of rounds equal to your Constitution + Integration + Willpower.

# Undaunted

The Great Wheel is full of people, each with many different paths and goals in life. Unfortunately not everyone can be so fortunate as to get what they want from life. Some are downtrodden and struck away before they can truly realize their wishes. These unfulfilled wishes gather up in empty spaces in the fabric of reality, germinating and growing restless. This is the energy that the Undaunted pull from, the very dreams of all those in the Great Wheel who could not do it on their own.

Undaunted are lifted up to their status when they reach their lowest point, when all of their hopes are about to be crushed and their goals dashed away without ever being fulfilled. The dreamscape of energy seeks out such lost souls to raise them up, so they don't share the same fate as the energy trapped inside of it. This is usually a violent or flashy show of energy and light centered around the new exalt, the burst of energy allowing them to overcome whatever troubles that brought them so low.

Undaunted tend to reject other's realities and substitute it with their own, performing great acts of tenacity. Never backing down once they have committed themselves to a goal. They make excellent negotiators or peacemakers if they aspire to be, firmly seeking

a resolution to every conflict unflinchingly. Similarly if they wish to commit acts of violence it comes to them just as easily. Undaunted on a battlefield are a terror to behold, nothing short of orbital weaponry making them yield.

**Tell:** Whenever an Undaunted spends Dreams, they are unleashing unfulfilled ambition as energy. The more they spend, an internal glow begins to emanate from them. This glow grows in radius and intensity, becoming obvious quickly. Each Undaunted has a unique pattern and coloring to this ambitious glow. It may manifest in some as golden cracks forming along their body, others it might be a red heart focused on their chest, cascading light.

## Powers:

**Calmness:** Undaunted gain the Armor of Contempt and Fearless feats.

**Dreamcatcher:** As long as they have at least 1 point of Dreams left, an Undaunted gains additional Armor, Aura, and Mental Defense equal to their Determination. The Armor, Aura, and Mental Defense do not stack with worn armor.

**Concentration:** An Undaunted may spend a point of Dreams to remove all penalties from a roll, test, or check.



**Oath:** Undaunted have a one track mind in everything they do because of their mental fortitude. At the beginning of every scene, an Undaunted must declare a one word goal, like "Befriend" or "Escape". The SM must approve of the goal. All actions the Undaunted takes that don't in some way forward this goal are harder to perform. Depending on the level of their Tell, they must succeed a free action Willpower roll to go against their goal. At the 1-3 level, the TN is 10. At the 4-6, the TN is 15. At the 7-9, the TN is 20. At the 10+, the TN is 30. The Undaunted may spend a point of Dreams to automatically pass the Willpower test. Failing this test makes them lose a Half Action.

### POWER STAT: DETERMINATION

Determination is the absolute measure of how focused an Undaunted is. It represents how easily they may tap into the infinite pool of everyone's hopes and dreams and use them effectively.

**Resource Stat: Dreams.** Dreams are the conscious and unconscious collective of all of the Great Wheel's wishes, hopes and ambitions. An Undaunted may have a maximum number of Dreams equal to their Resolve + Determination, restored completely when they sleep for at least [6 - Determination] hours.

Determination	Power Gained
★	Act: You gain +2k0 on rolls and tests you have previously failed within the same scene. If you succeed, you lose the bonus until you fail again.
★★	Tempered: You may spend Dreams instead of Resolve to negate Social Attacks.
★★★	Headless: You are immune to Fatigue, Mind-Affecting effects, and Non-Damaging attacks as long as you have at least 1 point of Dreams left. You may choose to be affected at will.
★★★★	Unstoppable: You do not suffer the effects of results from the Critical Damage Charts unless they would result in death, as long as you have at least 1 point of Dreams left.
★★★★★	Refusal: Whenever you burn a hero point to not die you are immediately revived as long as you have at least 1 point of Dreams left. You heal all Critical damage, you heal 10 HP, all temporary negative conditions are removed, and you may stand from being prone as a free action that does not provoke. This power does not regrow limbs, but allows you to reconnect the limb if it was severed.



## Alternate Paragon Fool

**Note:** For this and the following Alternate Exaltations, any power not explained here is explained in the original Exaltation.

Exaltations are like prizes in a lottery: Some are blessings so great that they can set you for life while others seem like curses that require a lot of work to enjoy. For some bashers, winning the lottery in the first place is proof of the greatest power of them all. Fools are unwitting mortals blessed with luck so improbable that they are considered exalts by themselves. Their mere presence warps fortune in their favor and fending off any harm with jinxes. Paragons, who worked tirelessly for their status, tend to be upset at their effortless achievements.

**Tell:** There are no visible effect on the Fools themselves, though they tend to look more and more out of place as they remain unaffected from coincidences erupting in their surroundings.

### Powers:

**Destiny**

**Statuesque**

**Flunk:** It's called a surprise attack because landing an attack on a Fool takes a surprising amount of effort. A Fool's Static Defense increases by 5 times their Excellence against Opportunity Attacks.

**Perfection**

### POWER STAT: EXCELLENCE

Pressure points are gained as normal, but used differently – instead of adding to the Fool's rolls, they instead *subtract* 1 per point of pressure from other people's rolls.

**Resource Stat: Action Points**

Excellence	Power Gained
★★	Misfortune's Gain: No matter how bad it gets, a Fool's luck always ends up for the better. Whenever a Fool fails a test, they recover one Action Point.
★★★	Coincidence Magnet: As <i>All the Force of a Great Typhoon</i> .
★★★★	Epic Fail: The greater the effort, the more spectacular the catastrophe. Whenever another individual within 40m rolls a 9 or 10 in a test, a Fool may spend one Action Point to change that into a roll of 1 and any resulting dice explosions are ignored.
★★★★★	Winds of Desiny, Change!: At this point, a Fool can jinx someone anytime they feel like it. A Fool may spend two Action Points to have a targeted individual within 50m automatically fail their next roll, regardless of difficulty.





## Alternate Daemonhost Nephilim

The C'tan – an ancient race of incredible power. Possessing technology and magic beyond the scope of anything seen since, the C'tan could have changed the entire Wheel to suit their whims. And yet, they disappeared – naught left but traces of their might... and their shards.

You possess one of these C'tan shards. Embedded in your heart, it stirs. Whether it is reacting to a coming storm, or perhaps a trapped C'tan itself struggling against its prison, or otherwise, you don't know. What is obvious is that it grants you power – and while this power pales in comparison to the true might of the C'tan, it is your power nonetheless.

**Tell:** A faint shroud of death seems to envelop you. As Essence is spent, this coalesces into something more... substantial, until it finally reveals itself as a ghostly apparition of the C'tan your shard represents.

### Powers:

**Entombed Vizier:** As *Demonic Tutor*.

A Nephilim's power, however, lies entirely within the Materium; all of his spells take on suitable aesthetics. Evocation spells might only call up sand and glass frit, Conjuration spells might only twist objects already present, and so forth. These changes are purely cosmetic.

### Unholy Might

**Pariah Gene:** As *Rejected by Creation*.

Whenever a Nephilim spends an Essence, she gains 1 Torment. The only way to regain spent Essence is to heal the Torment left by its use. Healing Torment is functionally identical to Erupting Resonance.

**Distortion Drive:** When rolling a magic test, your dice do not explode. If you would be affected by Psychic Phenomena, treat the effect applied to you as if the d100 roll had a penalty equal to 10 times your Arcanoi.

## POWER STAT: ARCANOI

Resource Stat: Essence

Arcanoi	Power Gained
★	Black Blood: As <i>Daemonic</i> . The C'tan shard empowering a Nephilim taints his blood so thoroughly that it runs black, so thick with corruption that it becomes proof against most arms.
★★	Unnatural Characteristics
★★★	Tesseract Heart: Your body reshapes itself with exposure, the better to contain and channel its passenger's power. You gain the benefits of a Necrodermis Heart.
★★★★	Not of this World
★★★★★	Phaeron Transcendant: You are no longer mortal, but a necrodermis vessel for the C'tan shard trapped within your heart. You gain the Stuff of Nightmares quality. In addition, the necrodermis tracery throughout your body is now enough to protect you from the elements; treat this as if you were implanted with a Necrodermis Voidskin.



## Alternate Kryptonian Phoenix

Fire – that by which entire civilizations are tempered. Few can discount the power to be found in flames; from heat used to cook a simple meal, to blazing hell-storms used to raze entire kingdoms, fire is a regular source of both life and death. Yet, there are those that believe fire is their calling, harnessing incredible magic until they finally erupt in an astounding conflagration of flames...

And from the ashes, a Phoenix will rise.

**Tell:** A Phoenix surrounds herself with "feathers" of harmless, multicolored flames as she spends Heat, becoming stunning wings of fire at the highest levels.

### Powers:

**Phoenix Rebirth:** As long as you have at least 2 Sun Soul, you are never in danger of death. Whenever you would burn a Hero Point to survive, you may instead permanently lose 1 Sun Soul. You may buy it again as normal.

**Sunlight Dependency**

**Overdrive**

**Burning Heart**

## POWER STAT: SUN SOUL

**Resource Stat: Heat.** Maximum Heat is equal to your Constitution + Wisdom + Sun Soul.

Sun Soul	Power Gained
★	Light Bulb
★★	Immortal Fire Bird: You may go to six dots in each of your Resilience Characteristics, and gain Hit Points equal to twice your Sun Soul.
★★★	Sunlight Yellow
★★★★	Shooting Star
★★★★★	Everlasting Phoenix Tail: You can cast the spell Energy Bits, using Sun Soul + Charisma instead of the normal magic test. While the spell is active and you have spheres left of it, you can spend Heat to create the same number of additional spheres as a Half Action once per turn.



## Alternate Wraith Sin-Eater

If Wraiths walk the line between life and death on the death side, then Sin-Eaters walk the line between life and death on the life side. If a mortal dies at just the right place and time, they can attract the attention of a Geist. Geists are spirits of death, entities between a ghost and daemon. Too weak to become Wraiths, but desperate enough to live again that they will escape the clutches of the Raven Queen. Permanently warped by the plane of death, Geists become mythical embodiments of death and its aspects. Craving the missing sensations of life, Geists form symbiotic bonds with those willing to become bound to them.

Unlike with most symbiotic Exalted, the host is unambiguously in charge. After merging with a Geist, the new Sin-Eater is free to live their second life however they please. A Geist may poke or prod their host into certain actions, but they are only a backseat driver. A backseat driver with alien motivations and goals, but a backseat driver nonetheless. It should be noted that the Sin-Eater will be changed by their Exaltation. Radically or slightly, Sin-Eaters become different from who they were before death.

The services of a Sin-Eater are to be called upon when a mediator between the realms of life and death is needed. All creatures have their times, but Sin-Eaters will be damned before they let their lives end unfulfilled.

**Tell:** When spending Plasm, a faint shadow of the Sin-Eater's Geist will become visible to those sensitive to the supernatural. To others, they only see strange afterimages and distorted air around the Sin-Eater's body, which can be rather chilling by itself.

### Powers:

**Going Geist** - While in the Materium, a Sin-Eater can send his Geist to fight entities in the Umbra as if he was there with them, their attacks ignoring the Phasing trait entirely. Conversely, the Sin-Eater will take any damage that is dealt to his Geist while it fights in the Umbra. By making a Synergy + Wisdom check (often against TN20), a Sin-Eater may open a stable portal to the Umbra from a location associated with death. This portal lasts for one scene, during which anything can get in and out of the Materium at their leisure. The Sin-Eater can close this portal with another Synergy + Wisdom check, or allow time for it to close on its own.

**Second Life:** Whenever a Sin-Eater would die, their Geist will take the life of another to relight the flame of their soul. This person is chosen randomly, but Exalted and other 'valuable' people are immune to this selection process. The Sin-Eater is forced to experience

the last moments of the person who died in their place, rolling on the Shock Table and automatically losing 1 Devotion afterwards. The soul of the Sin-Eater becomes more and more strained whenever they perform this harrowing ritual, receiving a collective -1 penalty to all Alignment tests for each time they are revived this way.

**Deathsight**  
**Ghost Dice**

### POWER STAT: SYNERGY

**Resource Stat: Plasm.** As Sin-Eaters have physical bodies, they do not lose Plasm by being in the Materium. Sin-Eaters can recover two Plasm per hour by meditating in an area that has been associated with death, such as a graveyard or battlefield. A Sin-Eater can also regain Plasm when they perform an action that resonates with their Geist's personality, though the specifics of this are up to their Threshold.

Synergy	Power Gained
★	Whispers
★★	Kampfgeist: By spending a Plasm, your Geist can manipulate objects at a distance for a Scene. Use Willpower in the place of Strength. Range is equal to twice your Synergy in meters. The Sin-Eater's Geist may perform melee attacks for their host using Kampfgeist, adding their Synergy to the number of dice rolled. Spells may also be cast through your Geist, but Synergy is not added to them.
★★★	Manifestation: As a Half Action, a Geist can manifest itself in the Materium around their Sin Eater. This grants the Sin-Eater Fear X for the remainder of the scene, where X is the amount of Plasm spent on the Manifestation.
★★★★	Shroud: As the Wraith Power. The Sin-Eater gains Armor during Manifestation, and Aura when not in Manifestation.
★★★★★	Fear the Reaper: When you make a melee attack against an enemy suffering from Fear, you may spend a Half Action to gain back 1d5 Plasm, plucked right out of their soul. The target gains levels of fatigue equal to the amount of Plasm drained.

## Alternate Vampire Strigoi

The curse of the Vampire is spread by those who received the Embrace from other Vampires. This is true. A question remains, however: where did they receive the Embrace from? As millennia passed, the curse stemmed from those who drank the blood of Khaine had become relatively weaker. The Strigoi, those who drank directly from the fountain of the dying god, were nearly gods themselves. Though powerful, their numbers were few. Many were mobbed by the weak masses and thrown into the sunlight, where they would wither and die. The best and brightest among the Strigoi were sealed underground on distant Tomb Worlds, where they could bide their time until the truth of their origins became myth and legend.

They waited far too long. Eons have passed. Recently awakened Strigoi have lost many of their powers, making the infamous monsters mere shadows of their former selves. Memories and ancient connections have long atrophied in their undead minds, leaving many of them alone in a Wheel that passed them by. It's a good thing they are far from helpless. By consuming the bodies of the young and living, the Vampire precursors can make up for lost time. Their old lives are long gone - Long live the new Strigoi.

**Tell:** Like the Vampires they are related to, Strigoi tend to take on a more monstrous appearance as they spend Vitae.

### Powers

**Living Stone:** The Strigoi didn't wait out history by playing card games; they hibernated. A Strigoi may spend 1 Vitae to turn their body into stone. A Strigoi turned into a rock cannot move or take any action other than turn back to flesh by spending another Vitae. As a stone, the Strigoi's Resilience is doubled and they cannot be harmed by rays of the sun, but they have zero awareness of their surroundings and automatically fail all Perception tests.

Strigoi are not considered active and thus are not obliged to spend Vitae for their Blood Dependency while in this state. They can attempt to absorb the blood of any creature that makes contact with their stone forms, which is treated as a Bite attack made by the stone Strigoi.

**Undead Resilience**  
**Sunlight Weakness**  
**Blood Dependency**

### POWER STAT: BLOOD POTENCY

Resource Stat: Vitae

Blood Potency	Power Gained
★	Auspex
★★	Red Thirst: By spending a point of Vitae as a free action, you may give yourself Fear 1 and a natural weapon (2k1 R; Melee; Brawling, Tearing) for the remainder of the Scene. This natural weapon can be used to recover Vitae, exactly as the Strigoi's Bite attack does.
★★★	Draining Touch: You may cast Draining Touch, using Blood Potency + Charisma instead of the normal magic test.
★★★★	Potence
★★★★★	Black Rage: Once per scene, spend 5 Vitae as a Half Action to enter a bestial frenzy, your body twisting and contorting unnaturally to become a perfect predator. Treat this as Red Thirst, except that your natural attacks gain the Volatile property and deal +1k1 damage as your muscles swell and twist. Gain +3 Dexterity and +2 Size, and the Stuff of Nightmares trait. This state lasts for a number of rounds equal to your Constitution + Willpower + Blood Potency.

### Deathking Caste Assets

Dusk Caste	Your Horcrux is more combat-oriented than most.
Midnight Caste	Many forget that necromancy is a form of <i>giving life</i> .
Daybreak Caste	Your Horcrux is a veritable soul prison.
Day Caste	For you, souls may as well be bonfires waiting to be snuffed out.
Moonshadow Caste	So horrifying is your visage that reality actively attempts to hide it.

## Deathking Caste Assets

### Dusk Caste

As night falls, the Dark Citadel sometimes release Deathkings that have their spirit bound to a weapon in their possession instead of a traditional Horcrux. When wielded by its owner, it is considered a magic weapon and cannot be destroyed, not even by a power field. If a killing blow is struck by the Horcrux weapon, you may automatically spend 1 Rot to Trap the Soul. Should a Deathking wish to change the weapon their soul fragment is bound, to they can by making a return pilgrimage to the Dark Citadel. This process destroys the original weapon in the transfer.

### Midnight Caste

Deathkings that leave the Citadel in the absolute dark of the night can use stolen life force to perform great acts of healing. You start with one free rank in the Healing School and purchase it as though it appeared on the progression of any class you take. In addition, spending one Soul allows you to heal 3 hit points. This can even apply to Healing spells you cast, substituting Souls for resource points.

### Daybreak Caste

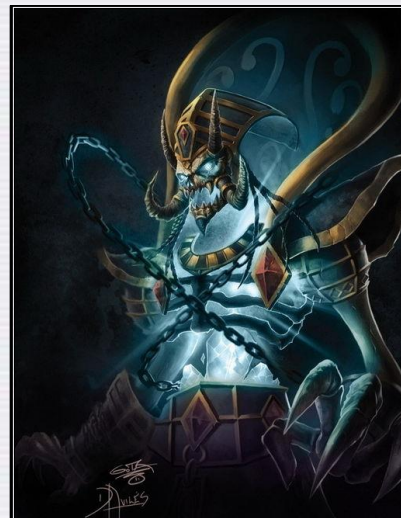
Those who leave the Citadel just as the Ghoul Star passes the horizon show incredible aptitude in the manipulation of Umbral energies. You start with one free rank the Necromancy Magic School and may purchase it as though it appeared on the progression of any class you take. The Horcruxes of the Daybreak caste can hold more souls than normal; the maximum of Trap the Soul is increased to triple their Necrosis.

### Day Caste

The Deathkings who emerge into the full light of the sun become hunters of the living. They stalk their prey from unexpected places and souls burn like torches in the dark to their senses. You can scale sheer surfaces as easily as walking on the ground, provided they can hold your weight. In addition, you can sense the direction and relative distance to any living creature within 5m per point of Necrosis.

### Moonshadow Caste

Despite seemingly lacking a satellite, there are times when the Ghoul star does not shine on the Graveworld. Those who emerge in the shadow of the phantom moon appear as they did in life, so long as the light of a natural moon does not touch their skin. However, the form beneath this illusion is even more horrifying than normal. This allows you to interact with others without Shunned by the Living coming into effect, although you can willfully show your true form as a free action. Your Fear trait is increased to rank 3.



#### **Demiurge Emanation Assets**

Qliphoth Emanation	Those who fall simply fuel your arrogance.
Asiyah Emanation	Even the terrain bends to your will.
Yetzirah Emanation	Your Territory grants a speed that most are unused to.
Beriah Emanation	Your will shields you against most harm.
Atzilut Emanation	In your Territory, the abilities of others may as well be your own.
Da'at Emanation	Those in your Territory are always under your guiding influence.

### **Demiurge Emanation Assets**

#### **Qliphoth Emanation**

The Qliphoth is the sphere of nothingness, the apoptosis that resonates with each death in the Wheel. Once per Scene, when a creature dies inside your Absolute Territory, you regain Quintessence and gain a static bonus to all damage rolls equal to your Hubris for the remainder of the Scene.

#### **Asiyah Emanation**

The first sphere is Asiyah, the space and the stage on which existence plays out, resonating throughout the Materium. You can spend Quintessence to distort the space within your Absolute Territory, spending 1 Quintessence to convert it from normal terrain to difficult terrain, or from difficult terrain to arduous terrain, or 3 Quintessence to convert directly from normal terrain to arduous terrain, and vice-versa. The effect ends immediately when the affected area is no longer inside your Absolute Territory.

#### **Yetzirah Emanation**

The second sphere is Yetzirah, the sphere of energy that resonates in every movement. Creatures within your Absolute Territory add your Hubris in meters to any movement they take... but if anyone takes advantage of that extra speed, they lose kept dice equal to your Hubris on attack tests until their next turn.

#### **Beriah Emanation**

Beriah is the sphere of matter, resonating in every blow. Gain 3 additional Hit Points and Armor Plating (3), as your arrogance reinforces your body. While you have defined your Absolute Territory, you also heal 1 Hit Point per round, unless that wound was caused by E, X, or magic. Critical damage heals at 1 point per hour.

#### **Atzilut Emanation**

Atzilut is the sphere of spirit, resonating throughout the Warp. Gain Aura 3. You may spend Quintessence in order to use any ability requiring the use of resource points possessed by a creature within your Absolute Territory as if it were your own. You must spend Quintessence equal to the normal cost of the ability +1; if this makes an ability cost 2 Quintessence, you may use it regardless of your Hubris.

#### **Da'at Emanation**

Da'at is the light in which all spheres are equal, resonating in every mind throughout existence. You may spend Quintessence on behalf of an ally within your Absolute Territory, and may spend Quintessence to treat the result of one kept die in a test as 5.5 for each Quintessence spent, rounding down the final result.

### Font Hero Assets

Mighty Hero	You don't need weapons to fight – you <i>are</i> a weapon.
Unerring Hero	You prefer the shooty methods.
Indomitable Hero	You're more durable and harder to keep down.
Mystic Hero	You're better at casting spells and face fewer repercussions.
Exemplary Hero	Your power burns twice as bright – twice as fast.

## Font Hero Assets

### Mighty Hero

Some heroes prefer to fight with fists and feet, or other extremities. While in Avatar form you gain a +1k1 bonus to damage with unarmed attacks. Unarmed attacks are always considered valid for use with your martial maneuvers. While in Super Mode, your unarmed attacks gain an additional +1k1 damage, and can do E damage if you so choose. By spending a Drop you can add the Power Field property to your unarmed attacks for one round.

### Unerring Hero

Some heroes punch evil in the face or charge their enemies with sword in hand, but you prefer to rain justice down from on high. While in avatar mode, add your channel to the final result of any attack you make requiring a ballistics test. While in Super Mode any such attack also gains the Proven property with a value equal to your channel. While in Avatar mode you may spend a drop to give your ranged attacks the shocking and tearing properties for one round.

### Indomitable Hero

Cool heroes don't look at explosions, and many claim to have seen Fonts walk unflinchingly through seas of gunfire. While in Avatar form, you gain +1 AP to all locations and +1 Aura. This bonus stacks with any other source of armor or Aura you have. While in Super Mode

the armor and aura granted by this asset are both equal to your Channel. You may spend a drop as a free action to negate any non-damaging effects from one attack made against you.

### Mystic Hero

Some heroes' power is more than just strength or accuracy, it is pure magic flowing through them that makes them what they are. While in Avatar form, reduce the TN of Focus Tests by your Channel. While in Super Mode, you do not increase the results of a psychic phenomena roll if casting unfettered and pushing a spell forces you to roll psychic phenomena at +2 per die if sanctioned and +5 if unsanctioned rather than the normal penalty. You may spend a drop to reduce the final result of a Psychic phenomena or Perils of the warp roll by 5.

### Exemplary Hero

Some Fonts tap into a power beyond their ability to control, it threatens to drown them in power, and it is only through constant struggle that they can survive the torrent. While in Avatar mode you gain +1k1 on all tests. You can spend drops outside of Avatar form. Transforming into Avatar form does not cost a drop, but you must spend 1 Drop at the beginning of every turn you start in Avatar form or immediately return to normal. Once per scene you may restore all spent drops as a free action. When you do, roll for psychic phenomena with +5 for each drop regained this way.

#### Fool Wildcard Assets

Comeback	Failures have a tendency to work out for you.
Clutch	Your luck tends to kick into overdrive for things you <i>really</i> shouldn't be doing.
Disaster Dominoes	Sometimes, watching you is like watching a train wreck in slow motion.
Klutzy Hero	Sometimes, catastrophic failures just set you up for great successes.
Murphy's Law	Even heroic acts of valor have a tendency to get sidelined when you're around.

### Fool Wildcard Assets

Just like a Paragon, a Fool can take more than one Wildcard Asset.

#### Comeback

Fools succeed when they look like they failed. Your dice explode on a roll of 1 as well as 10.

#### Clutch

Your real strength lies in your weaknesses. You may spend an Action Point to get a static bonus equal to five times your Excellence for tests involving a characteristic you have two or less dots in.

#### Disaster Dominoes

A Fool's misfortune is highly contagious – even a simple misstep is enough to throw chaos in their surroundings. Every time you fail a stunt,

you may spend a Hero Point to force everyone else in the area to make a Willpower test (TN 10 + 5 per stunt level) or be stunned for rounds equal to twice the stunt level.

#### Klutzy Hero

They see you goofing around, unaware of what you're up to. Whenever you fail a test, you may spend an Action Point to add your rolled dice to the next one. This effect cannot be used consecutively.

#### Murphy's Law

Everything goes wrong for the other Exalts when you're around. Whenever another person spends a Hero Point, you may spend one to negate it with a non-sequitur event.





### Kryptonian Branding Assets

Brand of El	You can fly, to better protect those you care for.
Brand of Zod	You're a leader – by right or by fear, if need be.
Brand of Grey	You channel the sun itself into your magic.
Brand of He'stan	Burns tend to make you stronger.
Brand of Joestar	There is nothing you can't channel your might through.
Brand of Rubiss	Bringing the light to the darkest recesses of the Wheel – that is your calling.

## Kryptonian Branding Assets

### Brand of El

This Brand is shaped like a shield. Treat your Size as 1 larger for calculating Resilience. Kryptonians with the Brand of El start with the Flyer trait (speed equal to ground speed), which is replaced with Shooting Star at Sun Soul 4.

### Brand of Zod

This Brand is shaped like a Z. Branded of Zod are natural leaders, and can add their Sun Soul as a static bonus to Command and Intimidate tests. By spending a point of Heat, you may add your Sun Soul to the damage of your next melee weapon attack.

### Brand of Grey

This Brand is shaped like a flamebird, in honor of the high priestess of Krypton. By spending a point of Heat, you may gain a raise on any Evocation or Healing Focus Power test. Once per scene, you may restore all spent Heat as a free action. When you do, roll for Psychic Phenomena with +5 for each Heat regained this way.



### Brand of He'stan

This Brand is shaped like a dragon. The sons of He'stan are forged in fire, and are tempered by its Heat. Being hit by E-type weapons allows you to regain Heat equal to hit points lost. You still take damage as normal, and your Heat cannot go above its normal cap.

### Brand of Joestar

This Brand is shaped like a star, heart, ladybug, butterfly, horseshoe, or any other bizarre thing that could possibly form on your body. You can apply the effect of Overdrive to your melee weapons, in addition to your unarmed attacks.

### Brand of Rubiss

This Brand is shaped like a stylized arrowhead. The children of Rubiss bring light to dark places. After successfully parrying a melee attack, you may spend a point of Heat to treat your opponent as being under the effects of Overdrive for 1 Round. Branded of Rubiss lose Heat at a rate of 1 per day (as opposed to losing it hourly), as their own Brands glow with efficiency.

### Nephilim Shard Assets

Slayer Shard	Wherever you stride, death follows.
Malefactor Shard	Machines are your forte.
Defiler Shard	Magical defenses stand little chance against you.
Scourge Shard	Your hatred inspires fear in those you despise.
Fiend Shard	Deception is as easy for you as killing.

## Nephilim Shard Assets

### Slayer Shard

The C'tan are said to be the origin of all mortals' fear of death; a terrible visage whose scythe was genocide, and whose image remains burned into the minds of mortals to this day. Any creature that is reduced to 5 critical damage by your attacks is killed unless they burn a Hero Point, even if they would normally not be in danger of death (for example, using R damage on a Vampire). Whenever you torment, toy with, or otherwise unnecessarily drag out the death of a creature at your mercy (or convince someone else to do so), you may convert a point of Torment back into Essence.

### Malefactor Shard

The C'tan are said to be the ultimate origin of all technology, and its dominus. Gain the Mechanicus Implants and Mechadendrite Use feats. Whenever you convince someone to relinquish or otherwise give you sole responsibility of an item of technological nature (including damaged Prometheans) for any purpose, you may convert a point of Torment back into Essence.

### Defiler Shard

The C'tan were powerful, and they could very well have changed the face of the Wheel... into a collection of tomb-worlds, likely, but change is change nonetheless. Such grand and terrifying energy yearns to be used. Reduce the Aura of all targets by an amount equal to your Arcanoi when

calculating damage from a spell you have cast. Whenever you convince someone to act on their emotions in a destructive manner - throwing tantrums, starving themselves in melancholy, etc. - rather than a constructive one, you can convert 1 point of Torment back into Essence.

### Scourge Shard

Not even the C'tan were proof against ravages of the mind... at least one is said to have turned upon its fellows, devouring them whole in an attempt at concentrating its power. Gain the Hatred feat, targeting a group of your choice. Each time you attack a member of a group you have Hatred for, you gain +1k0 to Intimidation rolls made against other members of that group who witnessed the attack. Whenever you leave a foe you have Hatred for alive and unharmed at the end of a battle (or convince someone else to do the same for a foe they have Hatred for), you may convert a point of Torment back into Essence.

### Fiend Shard

As powerful as they were, the C'tan were never said to be straightforward; the phrase "absolute despair" appears many times on tablets that bear words from the War in Heaven. Add your Arcanoi as a bonus on Deceive tests, and as a bonus to your Mental Defense whenever you use Deceive in social combat. Whenever you convince someone into listening to you when they otherwise wouldn't, you can convert 1 point of Torment back into Essence.

## Paragon Racial Assets

Arms fo' Days	Sahuagin/Thri-Kreen: You've got all the arms. ALL OF 'EM!
Arrancarado	Vizard: You tore that mask right off. Bizarrely, you've only gotten stronger.
Basilisk's Crown	Ophidian: Those teeth of yours are more like the snakes your lower body takes after.
Big Banga	Goblin: You really bring the boom.
Bigger Than You	Goliath: People are scared of your size, especially considering you're always the biggest person around.
Bloodrage	Tiefling: Such is your rage that your attacks tend to be more damaging.
Dhar Master	Dark Eldarin: You're quite capable of channeling your inner sadist.
Dragonfire Adept	Dragonborn: You can refine your Dragon Breath into something a little... hotter.
Elven Celerity	Elf: Keeping one step ahead of the competition with additional actions.
'ere We Go!	Ork: Nothing they can do will keep you down for long.
Ethereal Caste	Tau: You're experiencing as an Ethereal lets you best put your resources to use.
Eye of Balor	Dullahan: Some people talk about seeing people's deaths before they happen. You actually <i>do</i> .
Fist of Zuoken	Githzerai: People think fists are incapable of breaking steel. People think <i>wrong</i> .
Floratongue	Dryad: Finally, you can talk to those leafy things like you can anybody else.
Full Catface	Catfolk: You are more cat than folk.
Great Long Nose	Kenku: Despite your feathers, you could pass for a human easily enough.
Iron Halo	Aasimar: Such is your resolve that you can cast aside warp-based attacks.
Kenku Eater	Arachne: Bigger and hairier than ever.
Kutthroat Kombatant	Kobold: You know just where to stick that shiv of yours.
Make My Monster Grow	Youma: Yours is a power to assume a massive form.
MTF Elite	Limulian: With training and a tougher hide, you're in it to win it.
Nine-Tailed Fox	Kitsune: As per the legends, you're innately capable of some serious magic.
Oldblood	Lizardmen: You are a walking fossil, so you have had a lot of time to hone your potential.
Only This Screwdriver	Gnome: No tools? No problem – you can bash together anything.
Primordial Scion	Kython: You're at the top of your evolutionary pyramid.
Reconstitution	Fairy: Getting killed is a temporary inconvenience.
Riddle of the Sphinx	Sphinx: A riddle has the power to stop the thinking man in their tracks – yours especially.
Shade Walker	Dusking: It's a rare few who actually walk the trail of the Umbra freely. You happen to be one.
Shiftier	Halfling: If you weren't hard to hit already, you sure are now.
Tallest-In-Training	You've got a height advantage. It's better than you think.
Tougher 'n Depleted Uranium Bolts	Squat: Even for a Squat, you're hard to put down.
Versatile Master	Human: Versatility is the human specialty, and you've taken it to the extreme.
Warforged Prime	Warforged: You're the pinnacle of machine-hood.
Warp Sight	Eldarin: You're capable of seeing into the Warp, seeing things you ought not be able to.
White Bull's Blood	Minotaur: You are a big guy, a very big guy. As such, your weapons are bigger.
White Watchwolf	Laika: Once you get dug into a fight, it's difficult for your enemies to find a way out.
Whitecape	Vanara: You are a born fighter marked by a silvery mane.

## Paragon Racial Assets

### Arms fo' Days [Paragon, Sahuagin/Thri-Kreen]

You have four fully-functional arms. A roll of 5 or 6 to determine an attack's hit location hits the second left arm or the second right arm, respectively, instead of the body.

### Arrancarado [Paragon, Vizard]

Through some supreme effort of will, strength, or magic, your mask has been torn off so thoroughly that you grew an actual face as a replacement. You lose the Vizard's racial power of Enmascarado, and gain +1 to Intimidation. Once per scene as a Full Action, you can draw on the Umbral power lingering in your mask's remains to fortify yourself, gaining temporary hit points equal to your Excellence and increasing your AP and Aura by an amount equal to your Excellence for the remainder of the scene.

### Basilisk's Crown [Ophidian, Paragon]

Gain a natural Bite attack with the following statistics: 1k1 R; Melee; Brawling, Toxic. The TN of this attack's Toxic property is  $10 + 5 \times$  Excellence. In addition, once per Scene you may impregnate a Melee weapon you are touching with your venom as a half action, granting it the same Toxic property and TN as your Bite for a number of rounds equal to your Excellence.

### Big Banga [Goblin, Paragon]

You can use your racial power once per Scene per Level. When you do so, you can spend Pressure equal to your Excellence to increase the Blast radius by the same amount.

### Bigger Than You [Goliath, Paragon]

Facing down a gigantic muscled brute is more than a little intimidating... more so when he's always the biggest basher in sight. Add your Size as a static bonus to Intimidate tests, and – if

there is another character of your Size or larger present – you can spend Action Points to increase your Size by the same amount until your next turn.

### Bloodrage [Paragon, Tiefling]

Your damage dice explode on a roll of 9 or 10. If using a weapon with the Volatile quality, roll two dice instead of one for each die that explodes.

### Dhar Master [Dark Eldarin, Paragon]

As a half action, you can spend an Action Point to enter a state of sadistic clarity. For the rest of the scene, you gain a +5 static bonus to damage rolls.

### Dragonfire Adept [Dragonborn, Paragon]

You can use the statistics of a Plasma Pistol for your Dragon Breath attack, instead of a Flamer. In addition, you can use your Dragon Breath a number of times per Scene equal to your level.

### Elven Celerity [Elf, Paragon]

You can spend an Action Point to take an additional Half Action during your turn.

### 'ere We Go! [Ork, Paragon]

You can spend Action Points to regain hit points in combat as a free action.

### Ethereal Caste [Tau, Paragon]

As a member of the Tau Empire's ruling caste, leadership is in your blood. You gain +2k0 to any rolls involving the use of your Backgrounds, such as Acquisition Tests, interacting with Allies or Followers, or maneuvering a Holdings vehicle.

### Eye of Balar [Dullahan, Paragon]

Most Dullahans play at being psychopomps to impress the younger races, and with their removable heads, it's sometimes hard to argue. You actually *are* one. You can spend an Action Point while touching someone to get their true

name, an exact (to the day) time left until they die without your interference, and a general idea of the circumstances of their death. If the person has twenty-four hours or less to live, you only learn that they are going to die "today." If the marked person takes damage while in your presence, regain the same amount of Pressure. If the marked person dies, you know instantly, regardless of distance, and can spend another Action Point to see his final moments from his point of view. You can only have a number of individuals marked this way equal to your Excellence.

### **Fist of Zuoken [Githzerai, Paragon]**

Zerthimon once said, "Steel marks flesh, but flesh cannot mark steel." Well, that's a damned *lie*. Gain Armor 4 on all body locations as long as you are not wearing armor, and your unarmed attacks gain Penetration 4. If you take the Wholeness of Body and Iron Fist feats, treat your unarmed strikes as if they were Darksteel weapons, and gain the benefits of Darksteel armor while you are not wearing armor, instead of the normal benefits of this feat.

### **Floratongue [Dryad, Paragon]**

You can talk to plants. This doesn't mean that plants care about the same things you do, but they can perceive things your senses might have missed - such as mineral content in soil, air or water, humidity, if the neighbors have been doing some shady digging in your vegetable garden, etc. - as well as be told to keep their minds on something.

### **Full Catface [Catfolk, Paragon]**

Due to a combination of recessive genes and thalidomide, you are a lot more Cat than Folk. You have full cat facial features with a pronounced muzzle, a full-body pelt of fur that periodically sheds, and retractable claws with the following profile: (2k1 R, Melee, Brawling). When using your cat claws as both primary and secondary weapons, you gain the benefit of the Two Weapon Fighting feat. Due to the weird shape of your mouth, you speak with a speech

impediment that gets less endearing every day. This feat can only be taken at character creation.

### **Great Long Nose [Kenku, Paragon]**

Gain +1 Size and +2k1 on Disguise Tests to pass as a Human. In addition, you can cast Blood Wind, using Excellence + Wisdom instead of the normal magic test.

### **Iron Halo [Aasimar, Paragon]**

Gain Aura equal to 1 + your Excellence. In addition, you can cast Shield, using Excellence + Willpower instead of the normal magic test.

### **Kenku Eater [Arachne, Paragon]**

The largest spiders are not just the hairiest, they also use that hair as a weapon. Gain +1 Size. Once per session, you can flick the hairs lining your abdomen, producing an attack that uses the same profile as a scatterspiker.

### **Kutthroat Kombatant [Kobold, Paragon]**

You can spend Pressure to increase the Penetration of an attack or the result of the damage roll by the same amount.

### **Make My Monster Grow [Youma, Paragon]**

As a standard action, you may assume a giant form, adding your Excellence to your size. You must spend one Action Point every time you take damage, or this effect ends.

### **MTF Elite [Limulian, Paragon]**

You're a bit smarter than usual for your creche, your shell's tougher than normal, and you've gotten the best training as a result. Increase the value of your Armor Plating by 3, and you can spend an Action Point to make yourself immune to the non-damaging effects of attacks until your next turn.

### **Nine-Tailed Fox [Kitsune, Paragon]**

Gain one rank of "Fox Magic" magical power.

This power is increased as you purchase Excellence, and "Fox Magic" spells are cast using Excellence + Charisma in place of the normal magic test. Gain +1k1 on Focus Power tests to cast "Fox Magic" spells. You can take the feat Spell Book in relation to this school once at each level starting at level 2, treating it as an optional feat in your class progression.

- Level 1: Charm Person, Disguise
- Level 2: Invisibility, Confusion
- Level 3: Dominate, Suggestion
- Level 4: Mislead, Improved Invisibility
- Level 5: Screen

### **Oldblood [Lizardman, Paragon]**

It's a well-known fact that Lizardmen only get tougher as they get older. A dinosaur like you can have up to six dots in each of your Physical characteristics, and gain an additional Hit Point for living longer than most of these grey-bearded mammals.

### **Only This Screwdriver [Gnome, Paragon]**

You can make Tech-Use or Crafts Tests to make repairs with no tools.

### **Primordial Scion [Form, Kython, Paragon]**

Most Kythons' autoevolution is painfully limited by the inability to regenerate the adaptive tissue that fuels their metamorphosis. Not only are you not most Kythons, you can evolve into something just a bit more spectacular. When you take this asset, choose one of the following options.

- *Alpha Beast:* You can spend 1 Action Point to grant the benefits of your Attentive Hunter, Chameleonic, or Deathleaper adaptations for the rest of the scene. You gain +0k1 on skill tests for every +2k0 granted by feats or advantages from sword schools.
- *Hive Tyrant:* Your Size becomes 6, and does not increase as a result of any other asset, feat, or class completion. You can spend Action Points, Hero

Points, and Pressure on behalf of allies within 10m.

- *Natural Psion:* You may purchase the Legendary Trait asset after character creation for any Characteristic associated with a magical school that you have at least one rank in, instead of for a Class Characteristic. Whenever you roll for Psychic Phenomena, you may roll twice and choose to have either or both effects occur.
- *Supreme Bioform:* Gain two options listed under Adaptation.

### **Reconstitution [Fairy, Paragon]**

Fairies are notoriously fast healers. Unless a ritual is performed to prevent it (and a Fairy can burn Hero Points to foil this ritual), a "dead" Fairy simply reforms later, spending about a week in some strange fairy limbo before its body reassembles perfectly in a safe place. Doing this, however, does cost what little mind a Fairy has... the process eats away at its memory, costing a dot of Wisdom each time the Fairy dies and restores itself. You can buy back the lost Wisdom normally.

### **Riddle of the Sphinx [Paragon, Sphinx]**

What does a man do standing up, a woman do sitting down, and a dog do on three legs? You can pose a similar verbal conundrum to any berk you can see as a Half Action with a Deceive + Excellence test against their Mental Defense, causing them to be Stunned for the turn as they wrestle with your riddle. You can pose a riddle once per Scene at level 1, twice per Scene at level 3, and three times per Scene at level 5. (The answer is "shake hands," by the way. Get your head out of the gutter, berk.)

### **Shade Walker [Dusking, Paragon]**

The legends say that in the past, Dusklings migrated freely between the Materium and Umbra without need for the Ghouls. You, at the very least, still do. You may open a momentary rip in the twilight veil with little but a shadow large enough to accommodate you

and the expenditure of an Action Point, exerting the ancient right your people won from the Warp. Such a rift lasts only a moment, but this is easily enough time for you to pass through, anything and anyone you were carrying in tow.

### **Shiftier [Halfling, Paragon]**

Every round in combat, you may use the Shift action once as a Free Action on your turn.

### **Tallest-In-Training [Githyanki, Paragon]**

You were strangely cramped before your decanting, and now... now, you could be next in line for Vaakith's throne! But let's face it, Vaakith's already dead, and it's not like it's going to step down anytime soon. Gain +1 Size, and for your meritorious height you've been implanted with transmutation rings, allowing you to treat any weapon you hold in your hands as if it were made of silver.

### **Tougher 'n Depleted Uranium Bolts [Paragon, Squat]**

Gain +1 Resilience.

### **Versatile Master [Human, Paragon]**

Gain three specialties of your choice each time you take this asset. You can take this asset one more time at Level 3, and again at Level 5.

### **Warforged Prime [Warforged, Paragon]**

You're made of sterner stuff. Replace the Armor Plating (2) from Cybernetic Life Form with Armor Plating (4) and increase your Size by 1. You were built to lead, and gain +1k1 on Social tests with intelligent machines (such as other Warforged).

### **Warp Sight [Eldarin, Paragon]**

You can spend an Action Point to look into the Warp for a Scene, seeing it like a veil overlaid over the Materium. This allows you to see lingering magical auras, get a general idea about the "feel" of a place, and so forth, just as a Wraith does.

### **White Bull's Blood [Minotaur, Paragon]**

Some bulls are big enough to look down their noses at Aasimar. Others can stare down Goliaths. Gain +1 Size and +1 Strength, and your Strength can be increased to six dots. Greater size also means more weight to throw around; your melee attacks deal +0k1 damage.

### **White Watchwolf [Laika, Paragon]**

Gain one rank of the White Raven sword school; you can advance this sword school as if it appeared in your class progression. In addition, the Shift action and any attacks that don't include you as a target gain the Provokes keyword, when taken by an enemy within your melee range.

### **Whitecape [Vanara, Paragon]**

A mane longer and stiffer than other vanaras is a point of pride among warriors... one that takes on a silvery-white color is the mark of a born fighter, one whose skill in combat borders on the legendary. Choose any two sword schools. You gain one free rank in one of them, and can purchase ranks in either of them as if they appeared in your class progression.

### Parapsyker Discipline Assets

Environmental Discipline	You'll destroy them – with the power of your MIND!
Empathic Discipline	Their eyes may as well be yours.
Pariah Discipline	Magic only works when <i>you</i> allow it to work.
Somatic Discipline	Using your mind, you empower your own body.
Soulknife Discipline	Finally, an elegant weapon for a more civilized time.
Subconscious Discipline	Preying on the subconscious, nobody can really deal with your mind alterations.
Wanderer Discipline	Using the power of your mind, you can hotfoot to just about anywhere.

## Parapsyker Discipline Assets

### Environmental Discipline

Kineticists manipulate the energy around them. Begin play with Mind-Hand Manipulation. You can use Melee Actions with this power at Ego 2, and at Ego 4 you can make Opportunity Attacks within 3m using this power. You do not have to stunt to Parry attacks using Mind-Hand Manipulation. You may select PK spells from the Evocation school.

### Empathic Discipline

Ardents channel their psychic power through others, providing guidance and support. You can perceive anything that a creature you focus on using Extrasensory perceives, use that creature's location as an origin for your spells' range or area, and may spend Psi to boost their tests. You may select PK spells from the Healing school.

### Pariah Discipline

Savants put their formidable minds to the task of containing and negating Warp influence. Gain the Magic Resistant asset, and further increase the TN of any spell targeting you or an ally adjacent to you by your Ego. You may select PK spells from the Abjuration school.

### Somatic Discipline

Egoists use their minds to fortify their bodies. You can spend Psi to gain the same amount of "dots" to divide between your Physical Characteristics for the remainder of the scene. You still instinctively prevent self-damage, though; you can't increase a single Characteristic by more than half of the Psi spent (round up). You may select PK spells from the Transmutation school.

### Soulknife Discipline

Jedi use their minds to create elegant, civilized weapons and then fight people with them. You may spend 1 Psi to create a Best-quality phase sword out of psychic energy that can be used to Parry ranged attacks, and you cannot be disarmed of. You can substitute Ego instead of Strength for melee damage with this weapon. This weapon can be used with any Sword School. Gain one free rank of a Sword School of your choice. You may choose to gain ranks of this Sword School instead of PK spells as you gain Ego or with PK Alpha.

### Subconscious Discipline

Subsykers draw their powers not from their consciousness, but prey on the subconscious, that part of the mind beshadowed by doubt and insecurity. Gain a free raise on the Focus Power test when casting spells of the Conjuraton, Divination, Enchantment, and Illusion schools. Take a check on the Focus Power test when casting spells of the Evocation, Healing, Necromancy, and Transmutation schools, and you may only cast these spells Fettered. Characters without this asset take a check on Focus Power tests made to counter your spells. You may select PK spells from the Illusion school.

### Wanderer Discipline

Nomads use their minds as vessels for travel, transporting themselves and others through space and time. As long as you have Psi remaining, you do not suffer the effects of Fatigue until it exceeds your Ego + Constitution. You can spend 1 Psi to increase the distance covered by any form of on-foot movement by a number of meters equal to your Ego, or to add your Ego to your Static Defense when dodging an attack. You may select PK spells from the Conjuraton school.



### Perpetual Code Assets

Gauntlet Code	With all the time in existence, you may as well do the impossible.
Knife Code	You've decided to use your time causing bad times for everybody else.
Mask Code	Even with all of your extra time, you'd rather act like you're mortal.
Shadow Code	You've accepted the pain of your incredibly long life – in fact, you relish it.
Sword Code	You intend to use your time shaping the Great Wheel in your image.

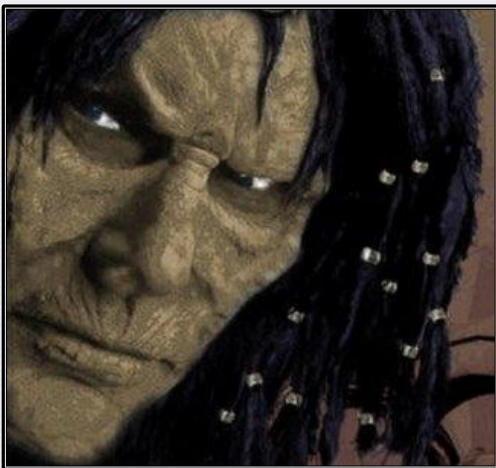
## Perpetual Code Assets

### Gauntlet Code

With your invincible body and infinitely-expanding mind, you shun the fleeting concerns of mortals in favor of self-improvement and personal greatness, searching tirelessly for new limits to break. You gain a dot in Crafts, Intimidation, and Weaponry, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to overcome a seemingly-impossible challenge (at the SM's discretion).

### Knife Code

Rather than pursue your own advancement or happiness, you seek to destroy the dreams of others, cutting warmongers and white knights down to size. You gain a dot in Larceny, Politics, and Tech-Use, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to prevent someone from achieving their most important goal (at the SM's discretion).



### Mask Code

Taking denial to new extremes, you hide behind a facade of mortality and live every day like it's your last, bouncing between all kinds of social circles. You gain a dot in Academics, Charm, and Stealth, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to successfully discover or create a secret identity (at the SM's discretion).

### Shadow Code

Unlike the other Codes, you embrace your despair and let the pain of your long life sustain you. You gain a dot in Scrutiny, Forbidden Lore, and Medicae, and may go to six dots in each of them. You gain a point of Resolve whenever you take Insanity, a point of Critical damage, or an Alignment check (at the SM's discretion).

### Sword Code

You seize the endless opportunities before you to reshape the Wheel in your image, driven by ambition and zeal. You gain a dot in Athletics, Perception, and Persuasion, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to prevent someone from acting against your own Alignment's interests (at the SM's discretion).

### Phoenix Aspect Assets

Aurora Aspect	The power of the Sun infuses your magic.
Meridian Aspect	Such is your radiance that few can stand against you in debate.
Gloaming Aspect	Your radiance can calm the chaos of the Warp to a degree.
Eventide Aspect	Like the Sun, nothing can keep you down for long.
Penumbra Aspect	The heat of the Sun is evident in your unarmed strikes.

## Phoenix Aspect Assets

### Aurora Aspect

You are twin to the dawn, formless incandescence as the sun ascends the heavens. You can add your Sun Soul to damage dealt by your Evocation spells, and can channel an Overdrive through damaging spells. Spells cast with Overdrive deal E damage.

### Meridian Aspect

You are twin to the sun at its zenith, a grand star whose will must be immaculate. You can channel Overdrive through a Social Attack, sapping an additional point of Resolve if successful as your radiance crows those who would argue against you.

### Gloaming Aspect

You are twin to the twilight, the tranquil light of a setting sun. You may spend 1 Heat to force the roiling Warp to ease around yourself when you cast a spell, adjusting the results of a number of rolled dice equal to your Sun Soul by a single point, or a single die by an amount equal to your Sun Soul, in either direction. Make this adjustment before determining if your spell has caused Psychic Phenomena.

### Eventide Aspect

You are twin to the night, a restive flame in wait for the sun to rise once more. Once per scene, when the Hero spends Heat for any effect (or just to activate this, though it's a bit of a waste), she regains a number of Hit Points equal to her Sun Soul.

### Penumbra Aspect

You are twin to the solar eclipse, a black shadow shrouded in a halo of fire. Your attacks deal an additional +1k0 damage when channeling an Overdrive, and you can spend 1 Heat to give your unarmed strikes the Power Field property until your next turn. You can Parry weapon attacks using your unarmed strikes without stunting.



### Sage Mantle Assets

Mantle of White Light	Your powers are those of protection and guidance.
Mantle of Blue Skies	Putting the 'power' in "Knowledge is power."
Mantle of Black Shadow	Morality is for the weak, and you certainly aren't weak.
Mantle of Red Flames	Much like a bonfire, your spirit burns bright.
Mantle of Green Vistas	You remind people that nature is a force for a reason.
Mantle of Golden Samsara	When it comes to the Mantles, you mix it up a bit.

## Sage Mantle Assets

### Mantle of White Light

White mana represents order and protection, the triumph of civilization over chaos. The Sage with this mantle gives off a corona of light that grows brighter as he spends Mana.

- *Material:* As a Reaction, you can spend Mana to increase the Resilience of a character within 5m by the same amount.
- *Spiritual:* You no longer take a penalty from Dispassionate Oracle on Command or Persuasion tests against non-exalts, and gain +1k1 on social attacks made to compel behavior.

### Mantle of Blue Skies

Knowledge, curiosity, and an affinity for magic are associated with shades of blue, air and water long held to be the base elements closest to divinity. A gentle wind blows about the Sage with this mantle, growing ever more intense as he spends Mana.

- *Material:* As a Reaction, you can spend Mana to increase or decrease the TN of a spell or Spell Combo cast by someone else by the same amount.
- *Spiritual:* Gain a +1k1 bonus on Focus Power tests when casting spells of the school chosen with Enlightened Mystic.

### Mantle of Black Shadow

Black is associated with death and decay, the darkness that exalts the self and chokes the soul. Plants wither in the presence of this mantle, and light sources seem to dim as Mana is spent.

- *Material:* Once per Scene, you can spend Mana to have the target of your unarmed attack lose the same number of Hit Points instead of taking damage, or to have a creature within 5m test against a Fear rating equal to the Mana spent. At Level 3, you can use each effect once per Scene.
- *Spiritual:* You take no penalty on your Deceive tests from Dispassionate Oracle,

may use twice your Enlightenment in place of your Devotion, and are immune to Degeneration as a result of failed Alignment checks.

### Mantle of Red Flames

Red is the color of emotion and freedom, stone and fire that exalts in chaos and chafes under the rule of law. The Sage bearing this mantle is wreathed in motes of harmless flames as he spends Mana.

- *Material:* You can spend Mana to gain +1k0 to damage rolls, and can choose for any of your melee attacks to deal E damage.
- *Spiritual:* When you enter a Spirit Trance, you can spend 1 Mana to become a spirit of stone and fire, gaining Armor Plating (4) on all body locations, -2 Dexterity and +4 Speed.

### Mantle of Green Vistas

Green is the color of life and growth, the ascendancy of nature and acceptance of one's place within the Wheel. Flowers bloom at the Sage's feet, becoming more lush and vibrant as Mana is spent.

- *Material:* Whenever you spend Mana to restore Hit Points (your own or, with a Healing spell, someone else's), double the Hit Points regained. If you spend at least three Mana, the target also gains +1 to all Physical Characteristics for the rest of the Scene. This effect doesn't stack.
- *Spiritual:* While in a Spirit Trance, you can also substitute your Enlightenment in place of any of your Physical Characteristics.

### Mantle of Golden Samsara

All things are one, and the Sage who accepts that is one who can join philosophies as disparate as light and darkness. Choose two Sage assets. Gain the Material benefit of one, and the Spiritual benefit of the other.

### Sin-Eater Threshold Assets

Torn Threshold	Your Geist is one of violence, and is always ready for a fight.
Silent Threshold	Your Geist didn't get attention in life, and doesn't much care for it now.
Prey Threshold	Your Geist is much more... feral, both in form and instincts.
Stricken Threshold	Your Geist didn't back down from challenges in life. This hasn't changed.
Forgotten Threshold	Your Geist is one for playing the odds, and being a right devious bugger.

## Sin-Eater Threshold Assets

### Torn Threshold

The Bleeding Ones were killed by acts of violence. Sin-Eaters with the Torn Threshold will often attract a Geist with chip on their shoulder or a bad attitude. They are always raring for a fight, and will take any opportunity they can to be in one. The Geist is always armed with a Fabulous Max custom weapon, or takes the form of one wielded by its Sin-Eater. A Sin-Eater with the Torn Threshold may gain Plasm when they perform violence against those his Geist screams for the blood of.



### Silent Threshold

The Starved Ones died of neglect, body or soul. They died because nobody cared for them, and became Sin-Eaters the most comfortable around death. The Starved and their Geists rarely speak. If they do, then it's to say something important. They may add twice their Synergy as a static bonus to all attempts to conceal themselves or their emotions, and double the maximum range of Kampfgeist. A Sin-Eater with the Silent Threshold may gain Plasm when they do something that will temporarily satisfy their Geist's hunger.

### Prey Threshold

The Eaten and Drowned Ones are Sin-Eaters that died of natural causes. Whether you were eaten by wolves or drowned in the river, it was definitely nature that killed you. The Eaten and Drowned are often the most inhuman Sin-Eaters, and will try and find patterns in the cycle of life and death. This Sin-Eater's Geist has Natural Weapons (2k2, R or I, Melee, Brawling) and one of the following Traits: Amphibious, Auto-Stabilized, Dark Sight, Flyer (normal speed), or Quadruped. A Sin-Eater with the Prey Threshold may gain Plasm when they give into their Geist's feral instincts.

### Stricken Threshold

The Ravaged Ones were claimed by disease and plague. They survived where others have died, and they feel great about it. Ravaged Ones will often see any new problems in their lives as challenges to be conquered. They may spend 1 Plasm to gain a raise on a test that an ally failed during that scene. A Sin-Eater with the Stricken Threshold may gain Plasm when they properly show off their power.

### Forgotten Threshold

The Lightning Struck died in accidents, or had suffered deaths few could predict normally. Sin-Eaters with ironic or humorous deaths tend to get shunted into the Forgotten category. They may spend a Plasm to turn a bad Ghost Die into a good one. The number on the die remains the same. A Sin-Eater with the Forgotten Threshold may gain Plasm whenever they allow their Geist's mischievous nature to lead them into trouble.

### Spark Axiom Assets

Apokalypsi Axiom	You've made a few... modifications. To better discover secrets, of course.
Automata Axiom	You've got a BFF. It just happens to be a big robot.
Exelixa Axiom	With meds in hand, you seek to heal. Or grossly mutate. Maybe both.
Katastrofi Axiom	Your weapons are constantly changing and adapting to battle.
Prostasia Axiom	Your suit of armor would make a Space Marine blush.

## Spark Axiom Assets

### Apokalypsi Axiom

The Axiom of Discovery. If a Spark chooses this Axiom, they gain an extensive cybernetic suite that functions as Implanted Equipment for the following: Auspex, Chrono, Combi-Tool, Magnoculars, Medkit, Micro-bead, Multikey, Pict Recorder, Rebreather, and Torch. Furthermore, the Spark gains the benefits of Master Artificer on Forbidden Lore and Perception checks. Finally, due to being more in tune with their Spark of Inspiration, their maximum Mania is increased by 5.

### Automata Axiom

The Axiom of Independence. If a Spark chooses this Axiom, they gain an automaton to assist them. It is Size 4, and has a Strength, Dexterity, and Constitution equal to the Spark's Intelligence, Wisdom, and Willpower respectively. The automaton's Wisdom and Willpower is also equal to that of the Spark, and shares the Spark's skills and feats, though it can't use them unless the Spark is nearby. It has the Mindless and Machine Traits, where the armor gained from Machine is equal to the Spark's Inspiration. The Spark can spend 1 Mania to grant the automaton any Tier 1 Trait, except Undead or Racial Power. They can spend 2 Mania to grant any Tier 2 Trait, other than Caster, Daemonic, Phasing, Resource Stat, or Stuff of Nightmares. Finally, the Spark can spend X Mania to give the automaton a Variable Trait with a value of X. The automaton acts on the same turn as the Spark that owns it.

### Exelixa Axiom

The Axiom of Restoration. If a Spark chooses this Axiom, they gain an Exotic Arm Mounted gun with a range of 30m. This gun can be loaded with any number of special compounds that the Spark can create as a Half Action and by spending Mania. For 1 Mania, the Spark can heal the affected individual by

an amount of HP equal to their Intelligence, or they can grant a Tier 1 Trait, except for Mindless, Undead, or Racial Power. For 2 Mania, the spark can grant a Tier 2 Trait, except for Caster, Daemonic, Phasing, Resource Stat, or Stuff of Nightmares. For X Mania, the Spark can increase a Characteristic by X or grant a Variable Trait – such as Armor Plating – with a value of X, except for Machine. Traits or bonuses to Characteristics last until the end of the scene. A Spark can prepare a number of compounds in advance equal to their Intelligence.

### Katastrofi Axiom

The Axiom of Destruction. If a Spark chooses this Axiom, they start with a custom weapon of Fabulous Max Availability, ignoring Mod limits. The Spark is capable of adding temporary Mods to any weapon, paying an amount of Mania equal to the Cost of the Mod. They can't add Mods with a negative cost. These Mods last until the end of the Scene. Furthermore, whenever the Spark lands a hit on a foe, they may spend a point of Mania to gain +1k0 damage until the end of the Scene, but also take -1k0 on attack rolls for the same duration. This ability can be used again whenever another hit is landed, and stacks with itself.

### Prostasia Axiom

The Axiom of Protection. If a Spark chooses this Axiom, they gain a suit of armor that changes over time. At 1 Inspiration, it can provide the protection of any Light armor to all Body Locations. With every additional dot of Inspiration, an extra level of armor is available, with Power Armor at 5 Inspiration. Furthermore, for every dot of Inspiration, the Spark can gain a Trait from their armor. This trait can be anything other than Amorphous, Caster, Daemonic, Machine, Mindless, Phasing, Racial Power, Resource Stat, Stuff of Nightmares, and Undead. Variable Traits use the Spark's Inspiration as their Value. By spending 1 point of Mania between Scenes, the Spark can change one Trait on their armor.

### Strigoi Scion Assets

Sengir Scion	You're even harder to put back in the grave.
Bloodriver Scion	Such is your might that spells falter against you.
Scarlet Scion	Insanity is just the beginning.
Dracula Scion	Versatility is your game.
Brando Scion	Surprisingly, you're able to ignore the sun for a time.

## Strigoi Scion Assets

### Sengir Scion

Gain +1 Resilience. During your Red Thirst, gain Armor equal to your Blood Potency on all body locations.

### Bloodriver Scion

Gain one rank in the Dark Messiah sword school. You can purchase ranks in this sword school as if it appeared in your class progression. Your natural weapons always count as weapons associated with the Dark Messiah sword school. During your Red Thirst, gain Aura equal to your Blood Potency.

### Scarlet Scion

Gain one minor derangement and one rank of Evocation magical power. You are not removed from play at 100 Insanity, though you continue to gain derangements as normal. During your Red Thirst, your attacks with natural weapons

deal E damage and gain the Incendiary property, and your Evocation spells deal additional damage equal to twice your Blood Potency.

### Dracula Scion

Gain the Peer and Good Reputation feats with a group of your choice. When you enter your Red Thirst, you can spend 1 additional Vitae to gain one of the following traits during it: Amphibious, Crawler, Flyer (equal to your base land speed), Quadruped.

### Brando Scion

You can spend 1 Vitae to ignore the effects of sunlight for 1 round. Doing so grants your unarmed strikes and natural weapons the Snare property for that round. During your Red Thirst, your natural weapons gain the Snare property, and you are affected by sunlight only every other round.



### Symbiote Vector Assets

Blood Vector	Your tenant is better at dealing with others than you are.
Breath Vector	Your tenant tries to hold back the weird things in life.
Flesh Vector	Your tenant provides such wonderful means of disembowelment.
Marrow Vector	Your tenant makes an effort to keep you – and itself – hidden.
Soil Vector	Your tenant can read the ebb and flow of destiny.
Jade Vector	Your tenant intends to keep you in the fight.

## Symbiote Vector Assets

### Blood Vector

Blood represents the heat of passion and the wonder of emotion. Tenants with this vector show a stronger rapport with their hosts and with other humanoids. You do not have the normal penalties of Unsettling. By spending 1 Synch you can gain +2k1 to any social Test as your Tenant adjusts your features and pheromones in just the right way to be enticing.

### Breath Vector

Breath is an unceasing tide, drawing in from the world and flowing out to meet it... it calls the storm and sets it free. The tenant borne upon its host's breaths has a strange affinity for magic. When you use Living Weapon, you gain Aura equal to your Integration. In addition, you can spend 1 Synch to have your natural weapons gain the Orgone Array property and treat them as magic for the remainder of the scene.

### Flesh Vector

Flesh represents lust, hunger and thirst, madness and rage... it's the core of identity and the vector of change. The tenant housed within his host's flesh sings in ecstasy as you rip and tear and gouge at your foes. When you use Living Weapon, your natural weapons gain Penetration equal to your Integration, and you can spend 1 Synch to give your natural weapons the Razor Sharp and Balanced (R

only); Two Hands, Volatile and Unbalanced (I only); or Reach and Flexible properties for the remainder of the scene.

### Marrow Vector

Marrow represents secrets buried deep within the flesh, the power of dark and hidden places. The tenant secreted deep within his host's bones wants little more than to be left in peace, and offers his help by aiding the host's attempts at skulduggery. Gain the Back Stab and Sneak Attack feats, and a static bonus on Stealth and Larceny tests equal to your Integration.

### Soil Vector

Soil resonates with the seminal urge, the lure of life and the power of decay, the hungry whispers that wait on the threshold between life and death. Your tenant pays attention to these whispers, translating their portent for you. Gain one rank of the Divination magical power. You may purchase this power as if it was part of any class you belong to. Get +1k1 on Focus Power tests to cast Divination spells.

### Jade Vector

Jade monoliths often evoke a feeling of steadfast perseverance in the face of grim fate. Such a tenant seems to show a sense of duty to protecting its host, aiding in surviving the dangers of the world has to offer. Gain natural armor equal to integration. This stacks with armor from Living Weapon, and you gain 1 Resilience during Living Weapon.

### Undaunted Unfettered Assets

Unfettered Might	Even the limits of your body cannot limit your determination.
Unfettered Vigor	So long as you stay determined, it will not be death that does you in.
Unfettered Mobility	You are determined to go faster than reality will allow.
Unfettered Sorcery	So determined are you that even the Warp bends to your will.
Unfettered Aegis	Your sheer determination lets you weather the deadliest assaults.

## Undaunted Unfettered Assets

### Unfettered Might

The Undaunted may increase their Strength by an amount equal to their Determination by expending a Half Action and spending 1 point of Dreams. They may sustain this bonus for as long as they want, but after their Constitution in rounds they must make a TN 15 Willpower test each round or lose one HP. Each subsequent round after the first test, the TN increases by 5.

### Unfettered Vigor

The Undaunted may increase their Constitution by an amount equal to their Determination by expending a Half Action and spending 1 point of Dreams. They may sustain this bonus for as long as they want, but after their Original Constitution in rounds they must make a TN 15 Willpower test each round or have their speed reduced by 1 to a minimum of 0 for the rest of the scene. Each subsequent round after the first test, the TN increases by 5.

### Unfettered Mobility

The Undaunted may increase their Speed by an amount equal to triple their Determination by expending a Half Action and spending 1 point of Dreams. They may sustain this bonus for as long as they want, but after their Dexterity in rounds they must make a TN 15 Willpower test each round or become engulfed in flames, catching on fire. Each subsequent round after the first test, the TN increases by 5.

### Unfettered Sorcery

The Undaunted may increase their Focus Power rolls by an amount equal to their Determination in rolled dice by expending a Half Action and spending 1 point of Dreams. They may sustain this bonus for as long as they want, but after their Wisdom in rounds they must make a TN 15 Willpower test each round or gain 1 insanity point. Each subsequent round after the first test, the TN increases by 5.

### Unfettered Aegis

The Undaunted may increase their Resilience by an amount equal to half their Determination (round up) by expending a Half Action and spending 1 point of Dreams. They may sustain this bonus for as long as they want, but after their Willpower in rounds they must make a TN 15 Willpower test each round or have your Static Defense lowered by 2 to a minimum of 1. Each subsequent round after the first, the TN increases by 5.