

STRANDS
OF
POWER

STRANDS
OF
FATE

MIKE McCONNELL

STRANDS OF POWER

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STRANDS OF POWER is the key that will unlock the true potential of your favorite **STRANDS OF FATE** characters. With this supplement, you've got all the tools to create the ultimate characters for any campaign.

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Produced by:

Void Star Games

Written by:

Mike "Mechalus" McConnell

Interior Art:

Nolan J Segrest

Additional Content By: Andrew Chason, Tomi "Tonpa" Sarkkinen, Rick "frws25" Sanders

Additional Editing: Mitch A. Williams

Layout/Cover/Background Art: Mike McConnell

Additional Art: Daniel Kemler, Mike McConnell

Primary Playtesters: Leland Dutro, Rob Stroud, Alfredo "The Tweaker" Sendin, Sam Drost, Trentin "Treachiron" Bergeron, Mitch "mitchw" Williams

Stand-Out Beta Testers: Michael "Gorgoo" Cambata, Stacie "Stacie_GmrGrI" Winters, JoeSena, John L. Lewis, Hollis McCray, Thomas S derberg, Charles Gray, Christopher J. King, Alisha Sorenson, Johnny Hand, Kathleen Finn

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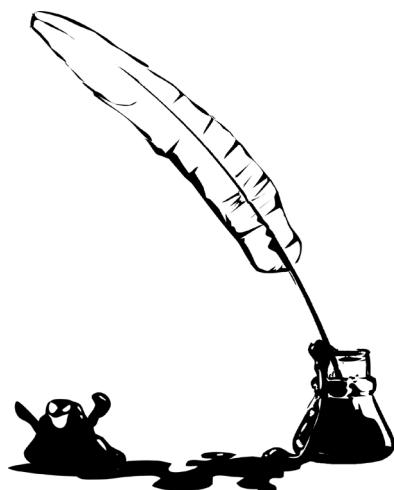
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Strands of Power

Introduction

Strands of Fate was designed to provide you with everything you need to put together just about any sort of campaign you could think of, and a big part of this was in providing rules to handle the sorts of strange things you might want your heroes to be able to do.

Think of *Strands of Fate* as a toolbox. In it you have the tools to hack, saw, hammer and wrench your imagination into a cohesive system for your campaign. What this book provides is a new set of tools and blueprints.

Strands of Power features new Advantages, and new Modifiers for old Powers. It also compiles the Advantage related errata we have collected in the year since *Strands of Fate* released. Any time *Strands of Power* contradicts what is found in *Strands of Fate*, assume *Strands of Power* to be correct.

You might also notice some material reprinted from *Strands of Fate* in this book. This is mainly for utility purposes. Instead of just printing the new Modifiers or revisions to an Advantage, this book contains reprints of every Advantage from *Strands of Fate*. This allows you to use this book, and this book alone, to reference Advantages during character creation or during play. And while this does increase the page count a bit, we consider this a small price to pay for the drastically reduced need to reference multiple books.



What lies within...

What you'll find in this book is a comprehensive study of Expert, Heroic and Power Advantages for *Strands of Fate*. You'll find a lot of new material, but also a lot of suggestions for using the material you already have.

If *Strands of Fate* is a toolbox, *Strands of Power* is in large part an instruction manual. Here you'll learn not only what Advantages might best represent what you want your character to do, but why. You'll learn the nuts and bolts behind Heroic Advantage and Power design, why certain Modifiers should be used in certain situations, and why not.



Chapter 1 – Expert Advantages

This chapter features some talk about what Expert Advantages are meant to represent and why they are important. It also features an updated reprint of the Expert Advantages from *Strands of Fate*, as well as several new ones.

Chapter 2 – Heroic Advantages

This chapter explores Heroic Advantages, what they are and when they should be used. It features an updated reprint of the Heroic Advantages from *Strands of Fate*, but also introduces several dozen new Heroic Advantages that can help round out your characters.

Chapter 3 – Power Advantages

This is the meat of this book. Like the first two chapters, this chapter features an updated reprint of the Powers from *Strands of Fate*, but also features a huge number of new Modifiers for existing Powers while also adding several new tools to the toolbox.

Chapter 4 – Power Packages

For characters who depend on a large number of Powers, character creation can sometimes get tricky. Often times you know what you want, but you don't know which Abilities, Aspects or Advantages best reflect the type of character you have in mind. This is where Power Packages come in.

Power Packages are a bundle of character traits that you can purchase for a fixed number of Advantage Points (or Refresh in some cases), that represent a common character archetype. These can speed up character creation, or act as a guide for creating your own Power Packages.

Chapter 5 – Power Sources

Most Powers require you to select a Power Source and this chapter details a number of different Power Sources common to the popular genres of role playing games. Characters who access the same Power Source may have some of the same Powers and Weaknesses, flavorful trappings held by all who wield that same sort of power. This chapter explores the nuts and bolts of several Power Sources, as well as introduces a large number of Power Applications.

Power Applications are specific applications of a Power. It is the concept for a specific magic spell or divine miracle modeled using the Powers in this book.

Chapter 6 – Companions

This chapter focuses on rules and guidelines for allowing your character to spend his Advantage Points to purchase an NPC Companion.

Chapter 1

Expert Advantages

Expert Advantages serve an important role in character creation. While many FATE games define characters with “Skills”, *Strands of Fate* instead uses Abilities. These Abilities, by their very nature, are very broad and far reaching in terms of what they tell you about your character.

So to bring your character into better focus, we use two other traits, Aspects and Advantages. Together, Abilities, Aspects, and Advantages form the three legs of the stool your character sits upon. All three are important, and all serve a specific purpose.

To continue with the metaphors, you can imagine Abilities as a skeleton upon which Aspects and Advantages (the meat) hang. The skeleton is important, but my skeleton and your skeleton probably look very similar. In fact, put them side-by-side and there is a good chance you wouldn't know which is which. So we need the details provided by Aspects and Advantages to tell us apart.

Expert Advantages and Specialty Aspects in particular are used to round out the details regarding what a character is specifically good at (or bad at in the case of some Specialty Aspects). Though they function differently from a mechanical perspective, the role they play in defining who your character is, and how he differs from other characters, is very similar.

Expert Advantages generally represent some sort of training. A doctor probably has *Doctorate: Medicine*. An athlete might have *Fleet of Foot*. They are used to describe what it is a character is good at in a way that's more revealing than “Knowledge 3” or “Agility 4”.

Optional Rule: Mandatory Expert Advantages

When playing in campaigns with Power Levels that allow them, players may be tempted to gloss over Expert Advantages in favor of the often more potent Heroic Advantages or Powers. From a game balance perspective, that's fine. But many GMs may prefer their players' characters to be more “well rounded” and have better defined capabilities.

If you'd prefer your PCs to be required to take some Expert Advantages, you should consider reducing their Refresh by 2 and granting them three free Expert Advantages in exchange.

Alternate CamPL Table: More Versatile Characters

The following CamPL table differs from the one found in *Strands of Fate* in that it tends to result in slightly more versatile characters. It uses the “Mandatory Expert Advantages” optional rule on the previous page, as well as making a few other adjustments.

This CamPL table works in all other ways exactly like the one found on pg. 16 of *Strands of Fate*, including the limitation that only Super Heroes may take Super Powers.

Campaign Power Level	Refresh	Abilities (Max)	Free Expert Advantages	Advantage Points
Commoner	4	24 (3)	1	1 (1)
Expert	4	25 (3)	2	2 (2)
Hero	4	26 (3)	3	3 (3)
Action Hero	5	27 (4)	3	6 (4)
Mythic Hero	5	28 (4)	3	9 (5)
Legendary Hero	5	29 (5)	3	12 (6)
Epic Hero	6	30 (5)	3	15 (7)
Super Hero	6	27 (6)	3	--
- Metro Class	--	--	--	20 (10)
- World Class	--	--	--	30 (12)
- Galaxy Class	--	--	--	40 (14)
- Cosmic Class	--	--	--	50 (16)
- Infinity Class	--	--	--	60 (18)



Sample Expert Advantages

Academic – You gain a +1 bonus on Knowledge rolls to perform research or make Declarations related to history or science.

Acrobatic – You gain +1 on rolls related to surviving falls and negotiating a difficult environment.

Alertness – You gain a +2 on any rolls to detect and avoid an ambush.

Ambush Predator – You gain a +2 bonus on physical attacks made against an ambushed opponent.

Animal Empathy – You gain +2 on rolls to discern the motives of animals and to make Assessments related to animals.

Architect of Death – Whenever making a Craft roll involving the creation or repair of implements of war, such as weapons or combat vehicles, you gain a +2 bonus.

Artist – You are an authority in a specific artistic field, be it painting, sculpting, singing, dancing, etc. You gain a +2 on all rolls related to your specified field of artistic creation or performance. You may take this Advantage multiple times, each time gaining another specialty.

Athlete – You gain a +1 bonus on Strength and Agility rolls to climb, run and lift objects, as well as on any roll required to play an athletic sport such as baseball, football or basketball.

Black Hat – You gain a +2 on Knowledge rolls to hack into a secure computer system.

Book Worm – Gain a +2 bonus on all rolls to research information about a specific person, place, or thing using a library.

Burglar – You gain a +1 bonus on all rolls to break into a location undetected, as well as make Assessments about locations you are casing.

Con Man – Substitute Deception for Empathy when trying to perform an Assessment to discover what Aspects a person could have.

Criminal Mind – Substitute Deception for Perception when investigating a crime scene.

Deadly Grace – You may substitute Agility for Strength when fighting unarmed or using a melee weapon.

Demolitionist – If you have time to properly place and set an explosive, the explosion's force rating is increased by 3 because you know how to place the bombs at the target's weak points.



5



Digital Spider – Gain a +2 bonus on all rolls to research information about a specific person, place, or thing on a computer network.

Direction Sense – You almost always know which direction is north. In situations where you need to roll to navigate on land or water, you gain a +2 bonus.

Doctorate – You are an authority in a specific scientific field, be it physics, chemistry, medicine, etc. You gain a +2 bonus on Knowledge rolls related to your specified field, or a +1 bonus to make relevant Declarations. You may take this Advantage multiple times, each time selecting a new subject to which you apply the bonus.

Engineer – You are an authority in a specific engineering field, be it computer hardware or software, explosives, vehicles, etc. You gain a +2 on all Craft rolls, or rolls to make Assessments related to your specified field. You may take this Advantage multiple times, each time selecting a new field to gain the bonus.

Eye for Crime – You gain a +2 bonus on Perception rolls to notice someone performing a criminal act.

Fast Talker – Whether the truth or a lie, you gain a +2 bonus (or +2 Edge) on any roll to convince another person to believe what you say.

Favored Prey – Select a type of creature such as undead, demons, shape changers, etc. When in a physical conflict with this type of creature, you gain a +1 on all rolls to perform physical actions, including attack and defense rolls.

Fearless – You gain a +2 bonus on Willpower rolls to defend against fear.

Firing Discipline – You gain a +2 bonus on Reasoning rolls to avoid running out of ammo.

First Impressionist – You gain a +2 bonus to the first Persuasion roll you make to attract or impress a person.

Fleet of Foot – You gain a +2 bonus on rolls to Run.

Fly Boy – You gain a +2 bonus on rolls to pilot an aerial vehicle or space craft, or you may grant that bonus to your vehicle when it needs to make rolls.

Forger – You gain a +2 bonus on all Craft rolls to create forged documents or exact replicas of existing works of art.

Free Runner (or “Traceur”) – You gain a +2 bonus on Agility rolls to traverse difficult environments while hustling, running or during a chase.

Gambler – You gain a +2 bonus on rolls to participate in games of chance such as cards or dice.



Gear Head – You gain a +2 bonus on Craft rolls to repair or modify vehicles.

Good Investment – Once per session you can gain a +2 bonus on any single Resource roll.

Grappler – You may substitute Agility for Strength when attempting to push, pull, throw, restrain, pin or trip another. (See SoF Chapter 7 for more on these actions)

Grace Under Fire – You gain a +2 on rolls for initiative during physical conflicts.

Grease the Wheels – Substitute Resources for Persuasion when attempting to make a bribe.

Hard Style – You are trained in a style of martial arts that emphasizes hard strikes, blocks and direct counters. Your fists and feet gain a Weapon Rating of +2. Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.

Headquarters – You gain a new Facility with a rating equal to your Resources +1 if it is a general Facility or +2 if it is specialized. You may take this Advantage multiple times. Each time your Facility gains a new function (Library, Lab or Workshop), or you increase the rating of one Facility you already own by +1.

See SoF page 273 for more on Facilities.

Hunter of the Wild – Gain a +2 bonus on rolls to set ambushes and lay traps in the wilderness.

Hide In Plain Sight – You gain a +2 bonus on rolls to hide in a stationary position.

Home Turf – Select a type of environment such as forest, desert, zero-g, underwater. When in this environment, you gain a +1 on all rolls to perform physical actions, including attack and defense rolls.

In the Name of Science – Gain a +2 on all social rolls in which you need to convince another to do as you say, in the interests of scientific research.

Legal Eagle – Gain a +2 bonus on all social interaction or conflict rolls when dealing with the law.

Linguist – You can speak three additional languages. You may take this Advantage multiple times, each time gaining one additional language.

Lip Reading – You can gain a +2 bonus to listen in on conversations where you can only see people talking.

Locksplitter – Gain a +2 bonus on rolls to pick locks or crack safes.

Long Shot – When you are wielding a firearm, bow or crossbow, its range rating is increased by +1.

Master of Disguise – You gain a +2 bonus on rolls to disguise yourself, or remain disguised.

Mimic – You gain a +2 bonus on Deception rolls to mimic sounds.

Money Talks – Substitute Resources for a Knowledge roll by offering around a reward for information.

Monkey Man – You gain +2 on Agility rolls to climb or when moving about by swinging from one hold to another.

Mounted Warrior – Riding and controlling a mount does not count as a supplemental action for you. Instead it is a free action so you do not suffer a -1 penalty on your primary action.

Occultist – You gain a +1 bonus on all Knowledge rolls regarding occult topics such as magic, cults, hypnotism, psychics, monster lore, etc. This bonus may apply to Declarations as well.

Preceding Reputation – You gain +1 Leverage on any Social attack rolls. This bonus does not apply if your identity is kept secret during the conflict.

Precise Memory – +2 bonus on rolls to recall information you have previously seen or heard.

Quality Product – The Cost rating of any item you create is increased by +1.

Quick Draw – You take no penalty for drawing a weapon as a supplemental action. Instead it is a free action so you do not suffer a -1 penalty on your primary action.

Quick Step – You do not suffer a penalty for taking a supplemental action to move before or after making a physical attack.

Reliable Assist – You gain a +1 bonus on rolls to perform Maneuvers to place Aspects for your allies, such as flanking in combat or setting up your ally to be able to better make his point in an argument.

Scary – You gain a +2 bonus (or +2 Edge) to Persuasion rolls to frighten others.

Scene of the Crime – Gain a +2 bonus on rolls to notice clues at a crime scene.

Sense Deception – You gain a +1 on Empathy rolls to detect a lie.

Sensitive – You gain a +1 bonus on Empathy rolls to tell how another person is feeling, and to make Assessments about their emotional state.



Shadow – Gain a +2 bonus on all Deception rolls to follow or sneak up on another person unseen.

Shield Expertise – You gain a +1 on defense rolls against physical attacks as long as you are holding a shield and are aware of the attack.

Silver Tongue – You gain a +1 bonus (or +1 Edge) on any roll made when attempting to talk your opponent into changing his mind.

Smooth Over – You gain a +2 bonus to Persuasion rolls to calm others.

Sniper – You gain a +2 bonus to Perception rolls to perform the “Take Aim” Maneuver. See SoF pg. 293 for more on “Taking Aim”.

Soft Style – You are trained in a style of martial arts that emphasizes misdirection and turning another’s momentum against them. Gain a +1 bonus on Agility rolls to defend against melee attacks. Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.

Spatial Memory – Gain a +2 bonus on Reasoning rolls to recall information about an area you’ve previously investigated.

Surgeon – You gain a +2 bonus on Knowledge rolls to administer medical aid to yourself or another.

Scavenger – Gain a +2 bonus on Scavenging rolls.

Stealthy – You gain a +1 bonus on Deception rolls to avoid being seen or heard.

Sticky Fingers – Gain a +2 bonus on rolls to pick pockets or filch unattended items.

Street Smart – You gain a +1 bonus (or +1 Edge) on all rolls to gather information (SoF pg. 278) and on Persuasion rolls when dealing with the homeless, gangs, prostitutes or other “street people”.

Striking Looks – You gain a +2 bonus (or +2 Edge) to Persuasion rolls when dealing with people who find your gender attractive.

Strong Heart – You gain a +1 bonus on Endurance rolls to keep going in the face of fatigue, or on any roll that’s restricted by Endurance.

Survivalist – Gain a +2 bonus on rolls to find food and water in the wilderness.

Takes One to Know One – Substitute Deception for Empathy when trying to determine if another person is lying.

Tracker – Gain a +2 bonus on rolls to track someone (or something) on the move.

Trained Rider – You gain a +2 bonus when making rolls to determine how well you can ride a living creature.

Trap Sense – Substitute Deception for Perception to detect traps and alarms.

Weapon Specialist – Select a category of weapons. You gain a +1 bonus on all attack rolls with a weapon of that category. You may take this Advantage multiple times, each time you must select a different weapon category. The categories are unarmed attacks, light blades, heavy blades, bludgeoning weapons, polearms & spears, bows and crossbows, beam firearms, projectile firearms, or explosives.

Well-Known – Your name is well known in many circles. If you are using your name, you gain a +2 on the first Persuasion roll on any person who has heard of your reputation.

Wheel Man – You gain a +2 bonus on rolls to drive a ground vehicle, or you may grant that bonus to your vehicle when it needs to make rolls.

White Hat – You gain a +2 bonus on all rolls to defend a computer network or system under your control against intrusion.

Wrestler – You gain +2 bonus to grappling related rolls, such as when attempting to push, pull, throw, restrain, pin or trip another. (See SoF Chapter 7 for more on these actions). Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.

Chapter 2

Heroic Advantages

This chapter provides dozens of new Heroic Advantages for your action heroes and adventurers. So whether you're a burned out cop driven by revenge, a gadget wielding super hero or a knight with a blazing sword of light, you're certain to find something here to aid you against your foe.

Heroic Advantages are what make your PCs stand out from the crowd. While not supernatural in origin, they provide your character with the ace up his sleeve that allows him to succeed where all others have failed.

These Advantages are what you should be looking at when defining the more powerful special abilities of a character who does not tap into a Power Source or wield any sort of supernatural forces. Heroic Advantages are not magical or divine in any way, but instead represent a combination of extreme skill or ability to twist the narrative of your shared story.

Strands of Fate, indeed all FATE games, focuses more on creating a shared narrative than attempting to model real life. And as such, some Advantages not only recognize that fact, but allow a character to capitalize on it.

The Advantage Hollywood Bullets is a fine example of this sort of Advantage. The character never seems to run out of bullets. This isn't because he can magically create new bullets, or has a gun that never runs out, but because the hero that never seems to reload is a common trope of cinema and fiction.

Is it realistic? No.

But it is cinematic, fun, and good for action packed stories.



Sample Heroic Advantages

Note: Unless otherwise specified, a Heroic Advantage may only be purchased once.

Absolutely Stunning

You are so astoundingly beautiful and graceful others have a hard time disagreeing with you. You gain *Absolutely Stunning(P)* (Persuasion) as a persistent Specialty Aspect.

Acrobatic Exploit

Any time you generate Spin on an attack roll you may move into an adjacent zone as a free action.

Adaptive Mastery

When disguised as another person, you gain a +2 bonus on any Ability roll that would be strongly associated with the role you are playing.

For example, you'd gain a +2 bonus on rolls related to carpentry if you were disguised as a carpenter.

Alchemist

You know how to create alchemical substances, such as acids, herbal poultices, Greek fire, smoke bombs, etc. Once per scene you may declare that you have an alchemical substance on hand that can help with the present situation, allowing you to place an Aspect such as *Filled with Smoke* on a zone or *Acid Eaten* on a lock. This is like any other Maneuver, and as such, you may invoke it the first time for free.

Instead of placing an Aspect, you may use your substances to perform an attack such as throwing acid on an opponent. In this case, you may attack with your Craft and the item also has a WR equal to your Craft. You may attack in this manner more than once per scene, but each time after the first requires a FP.

Alias

You have another identity, an alias. You might be an undercover cop, a secret spy, an international assassin, etc. When you purchase this Advantage you gain a new Character Aspect and two new Specialty Aspects related to your new identity. These new Aspects are in addition to your normal allotment of Aspects and function like any other Aspect.

All Seeing Eye

Perhaps you are a master of crime scene investigation techniques, or maybe you just have an uncanny eye for detail. Once per scene, when called on to make a Perception roll, you may treat any roll of the dice as if they had resulted in a +4, regardless of what the dice actually say. Modifiers such as your Ability rating and Advantages are then added to the “dice roll” result normally.

Animal Ken

Animals are naturally inclined to like you. Hostile animals tend to grow calm in your presence, and you have a gift for training them. Spend a Fate Point to gain a +3 bonus on any roll required to interact with an animal in a non-violent way.

Assassin Shot

Compensating for gravity, wind and other factors that might otherwise spoil a well placed shot, you know where, and how, to aim to deal the most damage to your opponent with a ranged weapon.

Once per scene, when attacking an ambushed target (see SoF pg. 262) with a ranged weapon, you add a +3 bonus on your attack roll.

Assassin Strike

You know how to strike, using a melee weapon, to deal the most damage to your opponent. You know how to get around armor, anticipate your target's movements, and strike at their weak spots like vital organs and pressure points.

Once per scene, when attacking an ambushed target (see SoF pg. 262) with a melee weapon, you add a +3 bonus on your attack roll.

At Home Behind the Wheel

You know how to get the most out of your vehicle, pushing it to its limits. You may spend one of your Fate Points to make a single Aspect owned by the vehicle you are driving or piloting persistent, for you only, for the duration of the scene.

Banner of Hope

Your words and deeds inspire your allies to fight on, urging them to overcome their physical and mental injuries and get back in the fight. Once per scene, as a free action, you may select one ally who can hear you speak. That ally may immediately clear any Minor Physical or Mental Consequence (your choice) he has suffered, as well as any stress associated with it.

Battle Frenzy

You lose yourself in combat, falling into a berserk rage. Your body grows stronger, you no longer feel pain, and care only for ripping your opponents to pieces. By spending a Fate Point, you gain the persistent Specialty Aspect of *Battle Frenzy(P)* (Strength) until the end of the scene, or until you can succeed on a Willpower roll (Diff: 3).

Catch Projectile

You are capable of actually snatching arrows or thrown objects out of the air before they hit you. Any time you generate Spin on a roll to defend against a slow moving projectile, such as an arrow, crossbow bolt, thrown spear, bullet from sling, or any other sort of projectile that travels slower than a bullet fired from a gun, you can catch it.

Once caught, you may spend a Fate Point to throw it back as a free action. For very small items, or items not meant to be thrown (such as sling bullets or arrows), the WR of the thrown object is considered +1.

Catlike Grace

You are incredibly graceful, moving with the speed and precision of a great cat. You gain a +2 bonus on all rolls to run, climb, tumble or otherwise negotiate your environment. In addition, you gain a +1 bonus when using your Agility to make defense rolls.

Charge

You really know how to throw your momentum behind an attack. Your weapon's Weapon Rating is increased by +2 on a single attack in which you first move into another zone before making a melee attack in the same turn.

In addition, you ignore any penalty suffered for moving, hustling or running as a Supplemental Action when making such an attack.

Constant Vigilance

You are always on the lookout for trouble so you get a +1 bonus on any initiative roll. In addition, if you are ambushed, you may spend a Fate Point to defend yourself normally.

Counter Attack

Whenever you generate Spin on a roll to defend yourself against a melee attack or close (same zone) ranged attack, you may spend a FP to gain a free immediate melee attack against your opponent.

This is a single melee attack, either unarmed or with a weapon in hand (or already active Melee Power Attack), and you may not perform any supplemental actions or move. You still get the normal +1 Spin bonus which can be added to this attack.

Cover of Darkness

You may spend a Fate Point to make any scene or zone Aspect that relates to dim light or darkness persistent, for you only, until the end of the scene.

Custom Stress Track

Powers that require an activation roll generally deal stress to either your physical or mental Stress Track if you fail to meet the activation difficulty. This Advantage provides the character with some sort of third Stress Track, such as Mana (SoF pg. 245) or Hunger (pg. 201) to apply that stress to.

See SoF pg. 240 for more on adding additional Stress Tracks to your game.

Crippling Blow

Once per scene, you may increase the Weapon Rating of a melee weapon (or unarmed strike) by +3 for your next attack. This may be declared after the attack roll is made.

Dazing Blow

By spending a FP just after performing a melee attack that dealt stress, you may roll your Strength (contested with the target's Endurance), as a free action.

If you succeed, you may place a *Dazed* Aspect on your foe. And as with most temporary Aspects, the first person who invokes or compels this Aspect can do so for free.

The *Dazed* Aspect lasts until the end of your target's next turn. Each turn thereafter, the victim can make an Endurance roll (Diff: 2), as a free action, to remove the Aspect.

Dervish

When wielding a melee weapon in each hand you gain the persistent Aspect *Dervish*(P). This Aspect can be invoked for a bonus or reroll on attack rolls with either of the weapons you wield, but compelled any time you might need both hands to perform an action.

Evasive Step

Once per scene, you may roll your Agility and elect to reduce the amount of stress you suffer from any single physical attack by the result of that roll.

Exceptional Facility

You have somehow managed to build or acquire a Facility (SoF pg. 273) of exceptional quality. Your Resources is considered 3 ranks higher for the purposes of determining the rating of your Facility, to a maximum of rating of 5. If your modified Resources would result in a Facility with a rating higher than 5, you may use the remaining ranks on another type of Facility. For example, if you have Resources 4, and you want a Workshop, purchasing this

Advantage grants you a Workshop with a rating of 5. The remaining 2 ranks can be used to grant you a Library, Lab or some other type of Facility at a rating of 2.

Experienced

You gain 20 Experience Points you can spend in any way. See SoF pg. 29 for more on spending Experience Points.

This Advantage is special in that, with the GM's permission, characters of the Commoner or Expert Power Level can take this Advantage. If purchased as an Expert Advantage, Experienced costs 1 Advantage Point, but only grants 10 XP.

Explosive Assault

You are trained in a form of martial arts that emphasizes fast, violent, and precise attacks designed to surprise your opponent with your "explosive" ferocity.

Once per scene, you gain a +3 bonus on an attack roll made against an opponent you have not already attacked during this scene.

This bonus may be applied to an unarmed attack, attack with a weapon that has the *Small* Aspect, or attempt to Push, Pull, Throw, Restrain or Pin your opponent.

Five Minute Friends

By spending a Fate Point, you can make a steadfast friend in a place you've never been, given a chance for five minutes of conversation. This Advantage makes nearly impossible opportunities to make friends merely improbable, improbable opportunities probable and probable opportunities outright certain.

If you later choose to take your new friend as a Persuasion Specialty Aspect, you may purchase the Aspect for one fewer XP.

Forced Advance

As a free action, as part of any melee attack in which you generate Spin, you may make an opposed Strength (+ Size) roll against your opponent. You gain a +2 bonus on this roll.

If you succeed, you may force your opponent into an adjacent zone. You may choose to go with him, or stay in your current zone.

Gadgeteer

You carry an assortment of small gadgets suitable for almost any purpose. Once per scene you may spend a Fate Point to allow you to use Craft instead of the normal Ability called for to perform any non-attack action you are attempting. Note that the GM may not allow you to use this Advantage if you have been stripped of your gadgets, or if you are in a location or environment where quickly creating a suitable gadget would be impossible.

Geek Speak

You are really good at seeding a conversation with just enough techno-babble to baffle, confuse and deceive others. Once per scene you may add a +3 bonus to any Persuasion or Deception roll to convince someone of a fact in regards to some technical topic.

Genius at Work

You have a talent for analyzing a situation and figuring out how to get the most benefit for the least amount of effort. This could mean working out the best way to build a simple tool, or just knowing exactly where to hit (or what to say to) an opponent to make it hurt the most.

When you select this Advantage, select either Knowledge or Reasoning. Once per scene, you may spend a Fate Point and use either Knowledge or Reasoning in place of any other Ability on a single roll. Advantages such as Doctorate or Engineer may also offer an additional bonus if they are relevant to the task.

Guardian

Protecting your own life is secondary to that of your friends and allies. You gain a +2 bonus on rolls to determine the Potency of blocks (SoF pg. 260) set up to protect your allies by placing yourself between them and your enemies.

In addition, you may spend a Fate Point to make a single attack (as a free action) while maintaining the block. You may make one such attack per turn.

Guns Akimbo

When wielding a ranged weapon in each hand you gain the persistent Aspect *Guns Akimbo(P)*. This Aspect could be invoked for a bonus on attack rolls with either of the weapons you wield, but compelled any time you might need both hands to perform an action.

Great Captain

When serving as the captain of a ship, the ship gains a +1 bonus on all Abilities.

Ground and Pound

If you generate Spin on any attempt to push, pull, throw, restrain, pin or trip another character, you may spend a Fate Point and immediately make an attack against the person you performed this Maneuver upon. This is a single melee attack, either unarmed or with a weapon in hand (or already active Melee Power Attack), and you may not perform any supplemental actions or move any more than you normally would when performing one of these types of actions.

Gut Feeling

You tend to have a primal instinct about people and situations. You may spend a Fate Point to ask the GM for a clue or bit of advice in regards to a person, place or thing.

For example, he might tell you that you get a bad feeling about the plan you guys are relying on if he doesn't think it will work, or that for some reason you don't feel like you can trust an NPC that is planning to betray you.

High Born

You are a member of an influential noble house, and you have the authority to represent your house in official matters. You gain a new Character Aspect to reflect your relationship to your house, company, etc. In addition, you gain a +1 bonus (or +1 Edge) on Persuasion rolls when interacting with those of "lesser status".

Hollywood Bullets

Your character never seems to run out of ammo. Any time you fail a roll to see if you are out of ammo, you may spend a Fate Point to declare that you still have ammo left.

Herculean Might

You are incredibly strong, a mountain of muscle and power. You gain a +2 bonus on all rolls to lift, push, pull or otherwise manipulate objects or grapple with opponents. In addition, when using your Strength to make an attack with a melee weapon, or when you attack by throwing a weapon, the Weapon Rating for that weapon is increased by +2.

He Was Just Here

You have a knack for disappearing when no one is watching, mysteriously vanishing without a trace. Whenever you are not being directly observed, you may roll your Reasoning or Agility against a difficulty of 3. Other Advantages that make you harder to find, such as the Stealthy Expert Advantage, may add to this roll.

If you succeed, you may spend a Fate Point to remove yourself from the scene. If you generate Spin, you need not spend a Fate Point.

Note that if you were being chased or hunted, the GM may ask for an opposed roll against your pursuers' Perception instead of against a fixed difficulty. The GM may also deny the use of this Advantage, or raise the difficulty, if you were somehow detained or otherwise have difficulty leaving the area.

Impenetrable Shield

When wielding a shield, you gain a +2 bonus on all defense rolls against physical attacks that you are aware of. You do not gain this bonus if you are ambushed, or any other time you are unable to utilize your shield.

Inspire Greatness

You know how to talk to people to get the best out of them, encouraging them to push beyond their normal limits and achieve greatness. Once per scene, you may grant an ally who can hear you speak a +3 bonus on a single roll.

Inspiring Leadership

You have a gift for getting your friends back on their feet, dusting them off, and putting them back in the fight. You are a natural leader and an inspiration to those around you.

Spend a Fate Point. You are granted a number of Fate Points equal to your Persuasion to freely distribute to any PC or NPC allies who can hear your commands or words of encouragement. This is a free action, and these extra Fate Points must be spent during this scene or be wasted.

Your allies may not later give these Fate Points away, or trade them using other Advantages.

Iron Will

You gain two more stress boxes for each set of stress boxes on your Mental Stress Track. You may take this Advantage multiple times, each time adding one additional stress box.

Special: If you are using the “Single Set” stress system (SoF pg. 250), each time you take this Advantage you may take one additional Minor Consequence. If you are using the Threshold stress system (SoF pg. 248), your Mental Threshold is increased by +1 each time you take this Advantage. In either case, you may not take this Advantage more than three times.

I’ve Got Just the Thing

You have a tendency to carry a number of gadgets and tools with you, some mundane, some a bit more specialized. With the expenditure of a Fate Point, you can declare that you have just the tool for any particular job. And not just any tool, but a quality tool well suited for the task at hand. The tool grants a +2 bonus on rolls when using it, regardless of its exact type.

Note that the GM may not allow you to use this Advantage if you have been previously stripped of your gear.

Juggernaut

As long as you are wearing armor with the *Bulky Aspect*, that armor’s Armor Rating is increased by +2.

Last Stand

If you are Defeated in a physical conflict, you can spend a Fate Point to delay the effects for one round, during which you gain the *Determined(P)* Aspect.

This means you’ve got one turn to do something before you must settle the effects of the Defeat.

Lightning Reflexes

You have an amazing gift for instantly reading a situation and reacting appropriately. You gain a +1 bonus on all rolls for initiative. In addition, whenever you are called upon to roll initiative, you may spend a Fate Point to automatically go first.

Living Lie Detector

You know what physical quirks to look for when someone tells a lie, and you are good at spotting them. Spend a Fate Point to gain a +3 bonus on rolls to detect a lie.

Master Tactician

Any time you generate Spin on an attack roll in a conflict, you may attempt to perform a Maneuver as a free action.



Mind over Matter

Once per scene, you may roll your Willpower and elect to reduce the amount of stress you suffer from any single physical attack by the result of that roll.

Moment of Insight

You have a keen eye for ways to exploit your environment. At the start of any conflict, before any initiative rolls are made, you may immediately make an Assessment (SoF pg. 63) of any single zone in the scene. This is a free action, and you gain a +2 bonus on the Assessment roll.

Money is No Object

Once per game session you can spend a Fate Point and forego rolling the dice on a Resources roll to buy an item. Instead, you may just assume the dice roll resulted in a +4. If you use this Advantage during character creation you begin your first game session with one fewer Fate Point.

Off the Grid

You are nobody. Little record of your life exists. You do not show up on most government records. You have no fingerprints or DNA on file anywhere. You don't have a social security number, nor can anyone find your medical records or a credit rating for you.

When you take this Advantage, it is assumed you have managed to find a way to make it in this world without being tracked, and that you spend a portion of your down time working to keep your tracks covered. You may need to talk the specifics over with your GM.

People seeking to use the system to track you down suffer a -3 penalty. Likewise, you may suffer complications yourself when attempting to use the "system" to perform certain actions, such as rent a car or book a motel room.

One Bullet Left

You may spend a Fate Point and declare that you have one bullet left. Your next attack roll, using your one remaining bullet, gains a +3 bonus. You are then out of ammo.

Opportunist

You are especially adept at spotting flaws and weaknesses in your opponents and taking advantage of them. Once per scene, during a conflict, you may attempt to perform an Assessment on one opponent as a free action.

Outside the Box

You are a craftsman ahead of your time, able to create items most would think impossible. You can craft items from a Tech-Level one higher than the norm for your era, though the effective Cost of such items are increased by +2.

Parry Expertise

You are particularly adept at using a melee weapon to intercept and deflect attacks from other melee weapons. When wielding a melee weapon, you gain an Armor Rating equal to the Weapon's Weapon Rating. This Armor Rating does not stack with an Armor Rating provided by normal armor.

Note: If you have the Armor Power (pg. 43), this weapon is considered "Light Armor" for determining whether or not the provided Armor Ratings stack.

Passing Attack

Once per round, while performing a hustle (SoF, pg. 283), you may make a single melee attack against any target in any zone you move through as a free action.

This attack must be unarmed, with a weapon you already have in your hand, or with an already active Power that is similar to a melee weapon, such as Body Weaponry.

Payback

Any time you are physically attacked and suffer a Consequence, you may spend a Fate Point and immediately make an attack against the person who injured you as a free action.

This is a single melee attack, either unarmed or with a weapon in hand (or already active Melee Power Attack), and you may not perform any supplemental actions or move.

Persistent Specialty

Select one of your Specialty Aspects that describes your extreme expertise (or shortcomings!) in a particular skill, or a close attachment to a person place or thing. That Aspect becomes persistent (SoF pg. 59).

Remember that, as with all persistent Aspects, this Aspect can be invoked for free. You also won't get a Fate Point when this Aspect is compelled, and you must always pay a Fate Point to deny a compel of this Aspect.

Poison Master

You are master of deadly substances and sometimes coat your weapons in such things. You gain +2 on any roll made to work with poisons, to produce them, to deliver them in combat or in a non-combat situation, and to analyze them.

In addition, whenever you force an opponent to suffer a Physical Consequence with a melee or slow-moving projectile weapon, you can spend a Fate Point to place a temporary Aspect on the target. The Aspects you may place are *Drowsy*, *Nauseous*, *Dizzy* or *Blurred Vision*. You choose which of those Aspects you place when you spend the Fate Point, and like a Maneuver, it does not cost a Fate Point to invoke or compel the first time.

This Aspect lasts until the end of the scene or your victim succeeds on an Endurance roll contested against your Knowledge (+2 gained from this Advantage). He may attempt this as a free action each round.

Precision Strike

You are adept at sizing up your opponent, finding weak spots, and taking advantage of them. Once per scene, when you generate Spin on a melee attack roll, you may ignore your opponent's Armor Rating for that attack.

Promise of Pain

You have a very intimidating demeanor and know exactly how to play on the fears of another to get what you want. You may spend a Fate Point to add a +3 bonus on your next Persuasion roll made to intimidate.

Rapid Strike

You've mastered a form of martial arts that specializes in launching a very rapid series of strikes against a single opponent. Once per scene, if you generate Spin when attacking unarmed or with a melee weapon that has the *Small* Aspect, you may immediately perform an additional attack against the same opponent.

This is a single free melee attack, either unarmed or with a *Small* weapon you already have in hand, and you may not perform any additional supplemental actions or move.

You may use this Advantage more than once per scene, but each additional use after the first requires the expenditure of a Fate Point.

Razor Tongue

You have a cunning wit and know just what to say to get under someone's skin. You may spend a Fate Point to add a +3 bonus (or +3 Edge) on your next Persuasion roll made to anger your opponent, possibly forcing him to attack you or take some other rash action.

Reflexive Evasion

You are sometimes able to react to attacks with astounding speed and precision. Once per scene you may use Agility instead of Perception to defend (with a +2 bonus) against a single fast moving projectile such as a bullet or arrow. Note that you must still be aware of your attacker to add an Ability rating to a defense roll.

You may use this Advantage more than once per scene, but each additional use after the first requires the expenditure of a Fate Point.

Reputable

You gain two more stress boxes for each set of stress boxes on your Social Stress Track. You may take this Advantage multiple times, each time adding one additional stress box.

Special: If you are using the “Single Set” stress system (SoF pg. 250), each time you take this Advantage you may take one additional Minor Consequence. If you are using the Threshold stress system (SoF pg. 248), your Social Threshold is increased by +1 each time you take this Advantage. In either case, you may not take this Advantage more than three times.

Resilient

You gain two more stress boxes for each set of stress boxes on your Physical Stress Track. You may take this Advantage multiple times, each time adding one additional stress box.

Special: If you are using the “Single Set” stress system (SoF pg. 250), each time you take this Advantage you may take one additional Minor Consequence. If you are using the Threshold stress system (SoF pg. 248), your Physical Threshold is increased by +1 each time you take this Advantage. In either case, you may not take this Advantage more than three times.

Ride by Attack

While performing a hustle (SoF, pg. 283) while riding an animal, you may make a single melee attack (with a +2 bonus) as free action against any target in any zone you move through.

This attack must be made either unarmed, with a weapon you already have in your hand, or with an already active Power that is similar to a melee weapon, such as Body Weaponry.

Right Place, Right Time

You always seem to show up when it matters most, or at least, when it's most convenient for you. You may spend a Fate Point to appear in any scene in which you were not previously present.

Continued on next page...

Note that the GM may deny the use of this Advantage if you were clearly detained, or have no reasonable way of getting on location in time.

See the Soul

You are an incredible judge of character and seem to be able to determine all sorts of details about a person after only a few moments with them.

Once per scene you may spend a Fate Point to instantly perform an Assessment (SoF pg. 63) of another character to determine some Aspect that might be of interest to you. In addition, the first time you invoke or compel this Aspect this scene you do not have to pay a Fate Point.

Shake it Off

You know how to take advantage of your opponent's mistakes, using them as an opportunity to catch your breath and clear your head. Whenever you generate Spin on a defense roll in a Physical or Mental conflict, you may spend a Fate Point to immediately clear any single Minor Consequence you have suffered (of the type you were defending against), as well as any stress associated with it.

Shield Bash

If you generate Spin when making an attack with a one-handed melee weapon, you may follow that attack up by smashing your shield into that same opponent, increasing the amount of stress you inflict by +2. You must be wielding a shield to use this Advantage.

Signature Item

Select an item you have obtained by taking a Resource Specialty Aspect (see SoF pg. 86). This item no longer costs a Fate Point to bring into the scene. In addition, it does not cost you a Fate Point the first time you invoke the Aspect associated with this item in a scene.

For example, if your character raises *Dethenier, The Lost Sword of Kings* before a crowd to rally them for battle, he might invoke that Aspect to gain a bonus on his Persuasion roll for free the first time.

Silver Spoon

You are from a family of vast wealth and gain a persistent Resources Specialty Aspect of *Born with a Silver Spoon (P)* (Resources). This Aspect is handy when you need to make purchases, but it also gains you the attention of those who would blackmail you, threaten you, rob you, or do any number of terrible deeds to get their hands on your fortune.



Slayer

Each time you hit a target with a weapon bearing the *Huge(P)* Aspect, but fail to produce a Consequence, you may pay a Fate Point to add +3 to the amount of stress inflicted. You may only do this once per attack.

Slippery Combatant

If you generate Spin on a defense roll against a melee attack, you may instantly move to an adjacent zone as a free action.

Strategist

You are adept at seeing and exploiting an enemy's weaknesses in a physical conflict. These might be tendencies to move a certain way, a propensity to telegraph attacks, or a literal chink in his armor.

Spend a Fate Point to gain a +2 bonus on attack rolls against one opponent for the duration of the scene.

Each time you use this Advantage during this scene, you must select a different enemy to gain this bonus against. You cannot use it twice on the same enemy for a +4 bonus.

Suck it Up

You're tough as nails, able to stand up to hits that would put most men on the ground. Once per scene, you may spend a Fate Point to add your Endurance to your current Armor Rating for the purposes of resisting a single physical attack.

Target of Ire

You are especially good at making yourself appealing to your enemy, either by taunting him, challenging him to an honorable dual, or something else.

Regardless of your method, once per scene you may attempt to draw the attention (see "Draw Attention" sidebar) of an opponent as a free action. You also gain a +3 bonus on your roll to perform this Maneuver, and to maintain it.

Special Action: Draw Attention

By threatening, boasting, taunting or simply gesturing to your opponent, you may attempt to convince him to focus his efforts on attacking you instead of your allies. This is a Maneuver that any character can perform, and if successful, you place an Aspect of *Focused on X* on your target, where "X" is your character's name. To successfully place this Aspect you must win in a contested Persuasion or Deception roll (your choice) against Willpower (if you chose Persuasion) or Empathy (if you chose Deception).

Your target must be able to both see and hear you and your target may attempt to remove this Aspect by winning in another contested action as described above. He may attempt this as a free action every turn.

A character with this Aspect has almost all of his attention focused on you. Because of this he may be able to invoke this Aspect to aid him in dealing with you (invoking for a bonus to attack you for instance), but he is too distracted to properly pay attention to others. They may have an easier time attacking the distracted target, avoid being attacked from him altogether, or be able to perform certain actions unnoticed.

Tenacious

Any time you take Mental stress that forces you to suffer a Consequence, and it overflows into the next set of stress boxes, reduce the amount of stress that overflows by 2.

Special: If you are using the “Single Set” stress system (SoF pg. 250), the amount of stress each Consequence allows you to ignore is increased by +1. You should not take this Advantage if you are using the Threshold stress system (SoF pg. 248).

Throw Anything

Anything is weapon in your hand, from small rocks to kitchen tools. Any item or weapon you hold gains a thrown range of 1 and its Weapon Rating is increased by +2 when thrown.

Tireless

You are very fit and capable of pushing your body much further than most. Your Endurance is considered two ranks higher for rolls in which Endurance restricts another Ability.

In addition, you can get by just fine with only four hours of sleep each night.

Toughness

Any time you take Physical stress that forces you to suffer a Consequence, and it overflows into the next set of stress boxes, reduce the amount of stress that overflows by 2.

Special: If you are using the “Single Set” stress system (SoF pg. 250), the amount of stress each Consequence allows you to ignore is increased by +1. You should not take this Advantage if you are using the Threshold stress system (SoF pg. 248).

Twin Arrow

When shooting a bow, you can load up two arrows and fire them both at the same time. Spend a Fate Point to make two attacks as part of the same simple action. Both attacks may be directed at the same target, or two targets in the same zone.

Unsurpassed Talent

Your rank in any one Ability is increased by +1. This can allow you to begin play with an Ability rating higher than your CamPL normally allows.

Untouchable

Any time you take Social stress that forces you to suffer a Consequence, and it overflows into the next set of stress boxes, reduce the amount of stress that overflows by 2.

Special: If you are using the “Single Set” stress system (SoF pg. 250), the amount of stress each Consequence allows you to ignore is increased by +1. You should not take this Advantage if you are using the Threshold stress system (SoF pg. 248).

Unyielding Fortitude

You have a talent for shrugging off afflictions that could kill a normal person. You gain a +2 bonus on all rolls to heal, resist poisons, disease, or resist other similar afflictions.

In addition, the number of stress boxes you have associated with your Minor Physical Consequence are increased by 2.

Special: If you are using the “Single Set” stress rules (SoF pg. 250), taking a Minor Consequence reduces the amount of stress suffered by 4 instead of 2.

If using Thresholds, your Threshold rating is not affected by this Advantage.

Vicious Comeback

Whenever you generate Spin on a roll to defend yourself in an argument (mental conflict), you may spend a FP to gain a free immediate mental attack against your opponent.

This is a single attack. You may not perform any supplemental actions or move. You still get the normal +1 Spin bonus which can be added to this attack.

Weapon Expertise

Select a specific type of weapon. You gain a +2 bonus on attack rolls with this weapon. You may take this Advantage multiple times, each time you must select a different weapon category. The categories are unarmed attacks, light blades, heavy blades, bludgeoning weapons, polearms and spears, bows and crossbows, beam firearms, projectile firearms, or explosives.

Widely Traveled

You have travelled the world and been exposed to a number of different cultures, picking up bits of their languages and lore as you go. You gain a persistent Specialty Aspect of *Widely Travelled* (P) (Knowledge). This Aspect can aid you when dealing with different cultures, and might allow you to piece together the general idea attempting to be conveyed through a language (spoken or written) you don't actually know.

Chapter 3

Power Advantages

One of the most interesting parts of building a *Strands of Fate* character is purchasing Powers. This chapter features several new Powers and an updated reprint of the Powers from *Strands of Fate*. In addition, these Powers feature a number of new Modifiers to help you model just about any sort of spell, psychic manifestation, mutation, miracle or augmentation you can imagine.



Applications

Applications are specific *applications* of a Power. They are the final result of selecting a Power, its Power Aspect, Modifiers or other variables. So for example, a magical fireball spell would be an Application of the Ranged Power Attack Power. They are the finished product, and you can find a number of them in Chapter 5 to serve as samples or to use as-is.

Modeling Applications

Likely you have some idea of what sorts of supernatural powers your character is going to have before you get to the part of character creation where you get to select Powers. The challenge then becomes figuring out which Power, and Modifiers, best model what you had in mind. Well, here's a little advice that might help you out:

The Power Aspect

Every Power comes with a Power Aspect. This Aspect helps define the way your Power actually works, but can also be invoked or compelled like other Aspects. In many ways the Power Aspect also works like a sort of mini-Modifier. Using the fireball spell mentioned above as a further example, it could have a Power Aspect of *Explosive Magical Fireball* or something similar. This Aspect might be invoked for a benefit when fighting enemies vulnerable to fire, or for effect to state that it generated enough smoke to cover your escape. Or it might be compelled to state that the room you cast the spell in is now on fire, or that the fire consumed all the oxygen in a confined area.

Power Aspects allow you to flavor your Powers, and compensate you for making choices for the sake of what's interesting and cool instead of what's the best option.

For example, if you take the Flight Power, do you have wings, some other propulsion mechanism, or do you just fly about seemingly by pure will alone? You might think that wings are cooler, but aren't as advantageous because you need room to flap them to take off. But if the wings are mentioned in your Power Aspect (and they should be) it should be considered a compel, and net you a Fate Point, if you can't take off due to lack of room.

Activation Difficulty vs. Fate Point Cost

One of the things *Strands of Power* adds to almost every Power is a Strenuous or Effortless Modifier. This means that nearly every Power can be activated with either an activation roll or Fate Point expenditure. But, what does that mean?

Activation costs, or the need to roll against an activation difficulty, serve a simple purpose. They exist to limit how often the character can use that Power. Many Powers, if not limited, can heavily disrupt a campaign. However, a great many Powers have the option to take a Passive Modifier, which increases the AP cost of the Power in exchange for allowing it to be used for free.

Now let's talk about the difference between activation difficulties and Fate Point costs:

When you fail to meet the difficulty on an activation roll, your character takes stress. Often times in fiction we see characters who become mentally or physically exhausted when they over-use their Powers. That's what this represents, fatigue. If you've decided that this is how your character is going to activate his Powers, you then need to decide on the Stress Track that's going to be affected.

Stress to the physical Stress Track is pretty simple to understand. Using your Powers make you tired, but over-use can result in more serious injuries such as lasting weakness, internal bleeding, coma, or even death.

Stress to the mental Stress Track represents an unhooking of the character's mind. At first it might represent a loss of focus or mental fatigue, but further stress can result in changes to the character's personality. They can become warped by the power they wield, transforming into power hungry psychos or assuming an utterly alien mindset. It's generally a good idea to determine ahead of time what sort of Consequences that character will take when suffering stress. Will he become a cold, calculating, inhuman machine, a frenzied psycho full of rage, or will he fall to hubris and become a tyrannical megalomaniac?

Meta-Powers

When defining your Application, you may not see a Modifier that best represents the way you want to use a Power. Don't forget about Meta-Powers! Meta-Powers can change the way a Power works or completely change the way you go about purchasing Powers.

Of note, keep Limitations and Weaknesses in mind. Limitations are used to limit the functionality of a *specific* Power in exchange for reducing its Advantage Point cost. Weaknesses limit the functionality of your *character*, granting you additional Advantage Points in exchange for taking some sort of hindrance. Weaknesses might also affect the way you use all of your Powers, often adding some flavor to your character based off of his chosen Power Source.

Meta-Powers like Ritual Power, Control, or Evolved Power change the way your character gets Powers. Consider looking into these Meta-Powers if the standard method of purchasing Powers with APs doesn't match your vision of your character for some reason.



Picking the Power

Below we cover some common uses of supernatural capabilities, and some advice on which Powers are best used to model them.

Direct Damage

When you want to create an Application that works sort of like a weapon, meaning you make attack rolls and the target gets to defend, you need look no farther than the Power Attack family of Powers. Ranged Power Attack can represent beams of energy, fiery breath, or directed explosions. Pulse Power Attacks are used to represent an attack that blasts out from your character in all directions. Melee Power Attack represents attacks that the character uses at Melee range, such as summoned blades of shadow or an electrifying touch.

You'll also notice that the Weapon Rating of most of these Powers depends in large part upon the setting's Tech-Level. This is done to balance the damaging effects of these Powers against those of the mundane weapons and armor of the time. After all, it's hardly fair if a character can go purchase a laser assault rifle from the local Gun-Mart that can inflict the same amount of stress as a Power that costs several Advantage Points. The character who spent the APs on that Power is likely going to feel a bit cheated.

Also remember that these Powers can attack different Stress Tracks, and that you can choose to have them ignore armor. Though if they ignore armor, they do not get to add the setting's TL when determining its WR.

Indirect Damage / Hindering Effects

Some Powers harm other without directly inflicting stress. These sorts of attacks affect the body on a cellular level, the mind, or maybe even the soul. Affliction, Binding, Poison, and Imbue Others are good examples of Powers that can harm or hinder opponents without directly causing them stress.

Other examples are the mind-affecting Powers such as Influence Thoughts or Terrify, which directly attack the Mental Stress Track in order to influence the behavior of the target upon causing a Consequence.

Passive Defense

If you're looking to protect yourself from the direct attacks launched by others, the Armor Power will do the trick nicely. Armor adds directly to your Armor Rating, and with the proper Modifiers, can add this bonus on top of bonuses gained by wearing normal armor. If defense against a particular type of attack, such as the fire or electricity, is what you are looking for, you should consider Resistance or even Absorption.

Active Defense

Sometimes the best defense is a good offense, or the capacity to take yourself, or your enemy, out of the fight. Good Powers for the first approach are Binding, Barrier, Invisibility and Sleep. These inhibit your opponent's actions, or keep him at a safe distance. And if distance is what you really want, you should look to the teleport Powers or even Astral Passage to remove yourself from the field of battle.

Enhancement

Several Powers enhance your basic capabilities. Powers such as Super Agility and Super Strength dramatically increase your body's natural Abilities, while Regeneration allows you to heal much faster than normal. Super Speed and Augmented Movement enhance your movement capabilities, while Powers like Wall Walker, Flight and Stutter allow you to move in all new ways.

You may also look to Enhanced Reflexes to better react to threats, Surge to move fast enough to perform multiple actions in a turn, and Weapon Mastery to make attacks with inhuman precision.

Bonus Stress Boxes

Some Advantages temporarily grant you bonus ranks in Abilities that are used to determine how many stress boxes you have.

The temporary stress boxes resulting from the Ability increase are added *in front of* your normal stress boxes, meaning stress is applied to the new stress boxes first. When this Ability boost goes away the additional stress boxes gained, and any stress that may have accumulated in them, are cleared.

Enhanced Mental & Social Capabilities

You may have noted by now that while there are a number of Powers that can enhance your physical capabilities, there are very few Powers that directly enhance your mental and social capabilities.

There is a reason for this. Abilities represent innate capabilities. Strength represents lifting things. Knowledge represents your education and “common sense”. Persuasion represents your ability to talk to people and convince them to see your point of view.

So while it’s easy to understand the effects of Super Strength, no amount of education would result in Super Knowledge, and no matter how much of a sweet talker you are, there are limits to what words and looks can accomplish with a sane person. To impact someone in a more profound way, you start getting into Powers like Influence Thoughts and Awe.

Likewise, supernatural mental feats are best represented with Powers like Cognizance or Clairsentience.

Investigative and Perception Powers

Oftentimes, knowledge is the best weapon, and there are a number of Powers that can help you acquire it. Clairsentience allows you to hear and see far away locations. Read Thoughts, Read Emotions and Mind Probe allow you to pull information directly from your enemy, while Cognizance makes it possible to directly access massive amounts of information from some central source.

Enhanced Senses can also be handy for detecting subtle details about the world around you, while Powers like Night Vision, Thermal Vision and X-Ray Vision let you perceive the world in entirely new ways. And if needed, Astral Perception makes you aware of events on the astral plane.

World Altering Powers

There are a number of Powers that alter the world around you. The “imbue” Powers, such as Imbue Creature, allow you to place all sorts of Aspects on your targets. The summoning Powers, such as Summon Object, allow you to bring new things into being. And Illusion allows you to create objects that aren’t real... but can still very much affect the world.

Different Ways to Spend Your Advantage Points

The Control Meta-Power is easily the most versatile Power in the book. It can be used to allow characters complete control of an element like fire, a force like magnetism, or even reality itself. When taken to this extreme Control becomes much like a new Powers system altogether. It becomes a sort of free-form magic system that allows PCs to do just about anything

they can imagine. In fact, it grants them the option to emulate every other Power in this book.

So when you are designing Power Sources for your campaign setting, you might consider Control when you want your “magic” using PCs to have a very broad range of capabilities.

Other Meta-Powers, such as Evolved Power or Ritual Power change the way you purchase Powers. Evolved Power makes it easier to purchase multiple versions of the same Power, and Ritual Power allows you to get a lot of different Powers very cheaply, but requires you to spend a great deal of time activating them.

Optional Rule: Liquidating and Recovering Advantages

Characters grow and change in many different ways, but for Power users most of their XPs end up getting spent on buying new Powers or upgrading existing ones.

This gets really “expensive” though, and the time it takes to build up the XPs required to purchase a Power costing several APs can be daunting. And it gets even worse when you start looking at Super Powers!

The solution to getting the more potent Powers can be found in liquidating older Powers that you no longer use as often. By trading them in, you can free up chunks of Advantage Points that you can use to purchase new, more powerful, Powers. This process usually requires some special training, moments of reflection, or some pivotal event to trigger.

This works well as a game mechanic, but often doesn’t make sense in the context of the story. For example, I might liquidate a Power that lets me toss around force bolts for another that allows me to create earthquakes. But what if I later need to toss around force bolts again? It may not make sense that my character has seemingly forgotten how to call up bolts of force when this is something he did regularly near the beginning of his career.

In these cases, the GM may allow the character to use his old force bolt Power, but at a cost.

Once per scene the character may temporarily recover a previously liquidated Power by spending a Fate Point and rolling his Affinity (or Reasoning) against a difficulty equal to the AP cost of the Power (min Diff: 4) he wishes to use.

If he succeeds, the Power is temporarily recovered and he gains the option to use that Power for the rest of the scene. The recovered Power retains the same activation costs, modifiers and other characteristics that it had at the time it was liquidated. Because of this, players should remember to keep records of Powers they’ve previously liquidated.

If he fails, he may recover the Power anyway by choosing to suffer an amount of stress on either his Mental or Physical Stress Track equal to the amount by which he failed. If he fails and does not choose to take the stress, the Fate Point is lost and the Power is not recovered.

Sample Power Advantages

Power	Base	
	Cost	Pg.#
Absorption	Varies	37
Affliction	2	39
Animate Dead	3	40
Animate Object*	1	42
Armor	1	43
Astral Doorway	5	46
Astral Passage	3	47
Astral Perception	1	48
Astral Projection	3	49
Augmented Movement	2	50
Awe	2	51
Barrier	3	52
Binding	2	54
Blessed*	3	55
Blessing	2	56
Body Weaponry	1	57
Breathless	2	58
Chameleon	1	58
Clairsentience	3	60
Cognizance*	4	62
Computer Implant	1	63
Echolocation	1	64
Elasticity	2	64
Emotion Switch	1	65
Enhanced Hearing	1	65
Enhanced Reflexes	3	66
Enhanced Senses	3	67
Enhanced Sight	1	67
Enhanced Smell	1	69
Enhanced Speed	1	70
Environmental Protection	1	71
Extra Limb	2	71
Flight	3	72
Gestalt Mind	3	74
Grow	1	76
Heal	2	77
Hidden Compartment	1	78

Power	Base	
	Cost	Pg.#
Illusions	2	79
Imbue Armor or Shield	3	81
Imbue Creature*	3	82
Imbue Object*	2	83
Imbue Weapon	3	84
Imbue Zone*	2	85
Influence Thoughts	3	86
Insubstantial	6	87
Invisibility	3	89
Leach	3	90
Lifeless	3	91
Machine Submersion	1	91
Mindlink	1	92
Mind Probe	4	94
Mind Wipe	3	95
Morph	Varies	97
Morph Living	5	99
Multiply	2	100
Night Vision	1	101
Nullify	1	102
Photographic Memory	2	103
Poison	1	104
Possession	5	105
Postcognition	4	106
Power Attack, Melee	2	108
Power Attack, Pulse	3	111
Power Attack, Ranged	2	114
Precognition	4	118
Read Emotions	2	120
Read Thoughts	2	121
Regeneration	2	122
Repel Creature	1	123
Resistance	1	124
Sense	Varies	125
Shapeshifting	9	127
Shrink	1	128
Sleep*	4	129

Power	Base Cost	Pg.#
Sleepless	2	130
Stutter*	3	130
Summon Creature	Varies	131
Summon Object*	Varies	133
Super Agility	6+	134
Super Endurance	3+	135
Super Strength	4+	136
Surge*	3	137
Telekinesis	3	138
Teleport Other	4	140
Teleport Self	4	141
Teleportation Portal	6	142
Temporal Edit*	4	143
Terrify	2	144
Thermal Vision	1	145
Time Stop*	4	146
Transmogrification	4	147
Trans. Matter to Energy	5	148
Wall-Walker	1	150
Weapon Mastery	2	150
X-Ray Vision	2	151

Meta-Power	Base Cost	Pg.#
Conditional Trigger	Varies	152
Control	Varies	154
Craft Power Item	1	163
Evolved Power*	1	165
Focus*	1	165
Limitation	Special	166
Linked Advantage	1+	167
Power Tricks*	1	169
Ritual Power	1+	171
Weakness	Special	173

* New Power introduced in this book.





Absorption

Base AP Cost: Varies

Activation: None

Requires a Power Source and Affinity Ability

You are capable of absorbing the energy of certain types of attacks, such as from fire or lightning. The AP cost of this Power depends on the type of energy you can absorb, and can be found below:

AP Cost	Sample Energy
3	Heat, Cold, Electricity, Radiation
5	Psychic or Magic Energy
7	Kinetic Energy

When you purchase this Power you gain a special Absorption Stress Track. This Stress Track has a number of stress boxes equal to your Affinity Ability x 2. Any time you are attacked by a type of energy you can absorb, and suffer stress, that stress gets applied to the Absorption Stress Track instead of the normal Stress Track it would be applied to.

When you select this Power, you need to decide whether the Consequences you suffer are physical or mental in nature. For example, absorbing too much fire might result in a Minor Consequence of *Running a Fever* (Physical) or *Hot Tempered* (Mental).

Consequences on this Stress Track downgrade at the same rate as physical or mental Consequences.



Modifiers

- 2 (**Strenuous**): This Power does not function all the time, you must activate it. To activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6. Once activated this Power lasts for the duration of the scene.
- 2 (**Effortless**): This Power does not function all the time, you must activate it. To activate it, you need only spend a Fate Point. Activation is a simple action, and once activated, this Power lasts until the end of the scene.
- +1 (**Reactive Activation**): If you have purchased either Strenuous or Effortless Activation with this Power, you need not activate this Power on your turn. Instead you may activate this Power as a free action, even if it isn't your turn, in response to any attack that you are aware of.
- +1 (**Improved Absorption**): Your Absorption Stress Track has 2 more stress boxes per Consequence.
- +1 (**Power Supply**): You may instantly downgrade a Consequence from your Absorption Stress Track to gain a +2 bonus on your next roll for a single physical Ability, or your next roll to either activate or use another Power of your choosing. The Ability or Power you are capable of boosting must be chosen when this Power is purchased.

For every additional AP you spend on this Modifier, you may select one additional physical Ability or Power to which you can apply this bonus, though you may only apply this bonus once per turn.
- +1 (**Purge**): If you have the Power Supply modifier, you may instantly downgrade any Consequence on that Stress Track as many steps as you desire. For every step downgraded, you gain an additional +2 bonus.

For example, if you downgraded a Severe (P) Consequence to completely recovered (3 steps), you'd gain a +6 bonus.
- +1 (**Selective Absorption**): Instead of being forced to absorb all the stress from your chosen form of attack on your Absorption Stress Track, you may elect to take some of it on the Stress Track the attack would normally target.

For example, if you can absorb stress from fire based attacks, and you were hit for 5 points of stress, you could choose to take 3 on your Absorption Stress Track and 2 on your physical Stress Track.

Affliction

Base AP Cost: 2

Activation: Fate Point

Activation Time: Activates with touch, Simple Action

Requires a Power Source and Affinity Ability

You have the ability to spread disease. With a touch, you expose your target to some sort of non-contagious disease. In a conflict, this is resolved as a normal physical attack, using your Agility (defended against by Agility) to touch your target. Armor may make this more difficult, adding its AR as a bonus to the victim's defense roll.

If you successfully touch your target, he has become Afflicted. The disease has a Potency equal to your Affinity. See SoF pg. 269 for more on diseases.

Modifiers

- +0 (Mind Plague):** The disease the victim is subjected to is mental instead of physical. This disease works in all ways like a normal disease, but the victim rolls his Willpower instead of Endurance, and Consequences are taken on the Mental Stress Track instead of Physical.
- +0 (Strenuous):** It requires some effort on your part to spread disease. To activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4.
- +1 (Improved Potency):** The Potency of your disease is increased by +2.
- +2 (Contagion):** Victims of your Affliction are contagious.
- +2 (Ranged):** You need not touch your target to afflict him. Instead you roll your Affinity against their Endurance. Armor has no effect. If you succeed, they are subjected to your Affliction. If you have taken the Sever Senses or Vitality Sap Modifiers, you simply make your Affinity vs. Endurance roll at range instead of after physical contact.
- +2 (Vitality Sap):** The disease you expose your victim to is not like a normal disease. Instead of slowly attacking the body, the effects are more immediate and dramatic, though not as deadly. When you touch your target, roll your Affinity in a contested roll against your target's Endurance. If you succeed, you may reduce your target's Strength and/or Agility by the amount by which you succeeded for the rest of the scene. You need not focus entirely on one Ability. For example, if you can reduce your target's Strength and/or Agility by 3, you could reduce his Strength by 2 and his Agility by 1, or reduce just his Strength by 3.

If you have purchased the Mind Plague Modifier, you reduce your target's Knowledge and/or Reasoning instead of the physical Abilities. In this case, the victim defends with his Willpower.

4 AP (Sever Senses): Instead of paying the normal cost of Affliction, and inflicting a disease on your opponent, you temporarily disable one of his senses.

When you use this Power, determine whether you will affect your victim's sense of sight, hearing, touch, taste or smell. When you touch your opponent, roll your Affinity in a contested roll against your target's Endurance. If you succeed, your target gains a persistent Aspect (such as *Blind(P)*) for a duration determined by the amount by which you succeed. See the time table on pg. 295 of *Strands of Fate*. For example, if you succeed by 3, the Aspect you inflict lasts for one hour.



Animate Dead

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: 1 day

Requires a Power Source and Affinity Ability

You can infuse the body of a dead creature you can see with some sort of animating energy, restoring it to a mockery of life. The dead creature is a mindless automaton directed by your will. All of its Physical Abilities remain unchanged, but its Mental Abilities are reduced to -1 and its Social Abilities are reduced to -3. The creature's Stress Tracks may need to be adjusted to account for these new Ability ratings.

You can issue commands by voice as a free action, or telepathically as a standard or supplemental action. The creature will obey your commands to the best of its ability, but its limited mental capacities leave it very little capacity to adapt to changing circumstances. Animated creatures have the Lifeless Advantage (pg. 91) with a persistent Character Aspect of *Undead(P)*. The animated creature also has an Aspect that defines their body's general health, such as *Rotting Zombie* or *Skeletal Remains*.

All recently risen undead can only suffer a number of Consequences equal to your Affinity -1 (min 1, max 4) before being Defeated.

The total number of undead you can create and maintain at once is equal to your Affinity Ability. You may slay any undead you control as a free action.

Modifiers

+o (Strenuous): It requires some effort on your part to animate the dead. To activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6

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- +1 (**Fortified**): For every additional AP you spend on this Power, you increase any Physical Ability possessed by a creature you animate by 2 ranks.
- +1 (**Master of Death**): The total number of undead creatures you may have under your control is increased by 2.
- +1 (**Smart**): For every additional AP you spend on this Power, you increase any Mental Ability possessed by a creature you animate by 2 ranks.
- +2 (**Create Revenant**): The risen creature retains its normal Abilities, but also gains the *Slave to the Master(P)* Aspect. It costs 1 additional Fate Point to activate this Power to create a revenant (even with the Strenuous Modifier). When a creature is raised as a revenant, all of its stress and Consequences are cleared. However, the GM may require the creature to take some Consequences that it suffered prior to death, (such as Severed Arm) as Aspects. Revenants can take the same number of Consequences they could in life.
- +2 (**Death Golem**): You may create a more powerful undead creature by combining the bodies of multiple creatures. All of the bodies must be in the same zone when this Power is activated. The Death Golem is like a standard undead creature created by Animate Dead, but for every additional creature combined, the creature gains an additional +1 on a single physical Ability. The Size of the creature depends on the number of creatures comprising the golem. See the Size table on pg. 324.

The total number of creatures your Death Golem can be comprised of equals your Affinity +2.

- +2 (**Legion of the Dead**): You transform a number of dead bodies within 3 zones of you (or about 75ft/20m), in all directions, into a small army of lifeless slaves. You need not be able to see the corpses to raise them (indeed they may well be buried), but you'll need at least 12-20 bodies to create your horde.

Undead summoned in this manner issue forth as a mindless zombie horde (SoF pg. 432). The horde is comprised of several individual mindless zombies who have no thoughts beyond a limited capacity to obey your commands. The Unit has no Fate Points of its own, though it may use yours.

A Unit of undead counts as 1 creature for the purpose of determine how many undead you can control.

- +3 (**Create Wraith**): The risen creature is like a revenant, but is also gains the Insubstantial Power. Despite being insubstantial however, its touch is damaging to living creatures. This touch attack is made with Agility and has a Weapon Rating equal to the higher of wraith's Willpower, Reasoning, or Persuasion.

Animate Object

Base AP Cost: 1

Activation Difficulty: 6 + Size

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You have the power to control inanimate solid objects from a distance, moving them about like a puppet on invisible strings. The object moves in a way natural to the object, such as a door swinging on a hinge or a wagon rolling on its wheels.

The difficulty to activate this Power, and the Physical Abilities of the item animated, depend on its Size.

Once activated, you must concentrate on the animated object to keep it moving. Should you perform some other action, you may continue to direct the actions of your animated object. This is a Supplemental Action for you and the animated object suffers a -2 penalty on all rolls.

Animated objects have a persistent Aspect that defines what they are, such as *Animated Coffee Table (P)*, and stops moving when Defeated. The number of stress boxes an object has is equal to its Size + Endurance (minimum 1), and it only has one row of stress boxes – Defeated (P)

Size	Strength	Agility	Endurance	Stress Boxes
-2	0	2	1	1
-1	1	2	1	1
0	2	2	2	2
+1	4	2	4	5
+2	6	2	6	8
+3	8	2	8	11
+4	10	2	10	14

Modifiers

+0 (Effortless): The activation difficulty of this Power is reduced by -4, and you do not need an Affinity Ability. However, when attempting to activate this Power you must spend a Fate Point and roll your Reasoning. If you fail, the Power fails to activate and you've wasted the Fate Point.

+1 (Puppet Master): For every additional AP you spend on this Power, your Affinity is considered 2 ranks higher for the purpose of activating this Power.

+1 (Bolster Servant) For every additional AP you spend on this Power, you may increase one Physical Ability possessed by a creature you animate by 2 ranks. Choose which Ability you want to enhance when you activate this Power.

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+1 (Possess Object) You transfer your awareness into the animated object and can control it directly. When you do this, your body goes into a catatonic state. You cannot perceive the world through its senses, nor can you tell if your body is being moved or even hurt.

While possessing the animated object you perceive the world from its perspective, as if it had invisible sensory organs in the region you designate as its “head”. In addition, the object gains a +2 bonus on all rolls to perform any physical actions. If the object is Defeated, your consciousness snaps back into your body and you suffer a mental attack with an Edge rating of +3. You may defend with your Willpower or your Affinity Ability (your choice).

+2 (Unnatural Mobility): Your animated servants can move as if they were made of a flexible, but stiff, material. A table could walk on all fours, or a rug could roll up by itself. In addition, objects of less than Size 0 can fly about at an altitude of about 6ft (about 2 meters).

+3 (Fortified Servant): Your animated servants have two rows of stress boxes, one for a Severe (P) Consequence, and one for Defeated (P).



Armor

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You have the ability to instantly wrap yourself in some form of protection. This may be hardened skin, a shield of kinetic force, a reinforced skeleton, etc.

When activated, this Power grants a natural Armor Rating of 2 + the setting’s Tech Level for the duration of the scene. If the setting uses multiple TLs, use the highest.

Unlike most bonuses, the Armor Rating provided by this Power does not stack with that provided by wearing actual armor. If you have this Power and also wear armor, you use the greater of the two Armor Ratings provided.

Modifiers

-1 (Diminish Armor): For every AP by which the cost of this Power is reduced, the Armor Rating provided is decreased by -2.

+0 (Mental Armor): Instead of protecting against physical attacks, your armor provides its Armor Rating (AR: 2, the setting’s TL is not added) against direct mental attacks such as Influence Thoughts or a Power Attack that attacks your Mental Stress Track. Note that this Power does not provide protection against more mundane mental attacks such as those made during a debate, an argument or from fear.



- +0 (Strenuous):** It requires some effort on your part to call forth your armor. Select a Power Source and Affinity Ability to associate with this Power. Instead of spending a Fate Point to activate this Power, as a free action, you roll your Affinity against an activation difficulty of 4. Once activated it lasts for the duration of the scene.
- +1 (Ablative Armor):** Your armor provides a short Stress Track the same way mundane armor does. (See Strands of Fate pg. 299 for more on armor stress.) Your armor can absorb 3 points of stress, and once *Damaged* your armor is deactivated and may not be activated again this scene. The next time your armor is successfully activated, it will no longer be *Damaged* and all stress it suffered will be cleared. For every additional AP spent you may add 3 more stress boxes, to a maximum of 9.

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- +1 (Improved Armor):** For every additional AP you spend on this Power, the Armor Rating provided is increased by 2.
- +1 (Insulating):** The armor created is not directly connected to your body, such as with a force field. Subject to the GM's ruling, some attacks that normally ignore armor may still be hampered by this Power.
- +1 (Light Compatibility):** You may stack up to 2 points of the granted Armor Rating from this Power with that of worn armor.
- +1 (Reactive Armor):** You need not have already activated this Power to make use of it. As long as you are aware of a potential attack, you can activate this Power as a free action in response to an incoming attack, even if it's not your turn. You need only pay the activation cost the first time this Power is used in a scene.
- +2 (Heavy Compatibility):** You may stack up to 4 points of the granted Armor Rating from this Power with that of worn armor. You may not also purchase Light Compatibility.
- +2 (Passive):** Your armor is "always on" and need not be activated.

Super Armor

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for an increased AR.

Note: Super Armor is for physical attacks only. You may not take Super Armor to protect against mental attacks, even with the Mental Armor Modifier.

The following chart lists the AP cost for each class, and the AR provided by this Power at that level:

Class	Base AP Cost	AR
Metro Class	3	TL + 7
World Class	5	TL + 12
Galaxy Class	7	TL + 17
Cosmic Class	9	TL + 22
Infinity Class	11	TL + 27

Astral Doorway

Base AP Cost: 5

Activation Difficulty: 10

Activation Time: Simple Action

Duration: Scene

Requires a Power Source and Affinity Ability

You can open a gateway to the astral plane, shredding the barrier between worlds and leaving a gaping hole for you and others to cross over. You can also use this Power to open a door to the material realm if you are already on the astral plane.

You can see and hear through the open doorway. And it can be placed anywhere within range and takes the shape of a vertical hole in the air. The open area of the doorway can be as large as one square yard per rank in your Affinity Ability.

When you step through the door, your body changes into astral matter (or physical matter if you are crossing back into the material realm) and you retain the use of your Physical Abilities.

Once open, the door remains for the duration of the scene, or until you will it closed.

Modifiers

- +0 (Effortless):** You do not need an Affinity. When trying to use this Power, instead of rolling an Affinity Ability to activate this Power, you must instead spend 2 Fate Points.
- +1 (Improved Proficiency):** Your Affinity Ability is considered +2 higher for the purposes of using this Power.
- +1 (Versatile Placement):** You can create an Astral Doorway at a different angle, including parallel to the floor. This might allow for odd effects, like forcing a falling object to pass between worlds.
- +1 (Permanent Gate):** You may spend a point of Refresh to make your gate permanent. You may get this point back by either allowing the gate to close (free action), or by spending 10XP.
- +2 (Segregated Gate):** When you create your doorway, you can determine whether or not only material creatures may pass through, denying entry to spirits or vice versa.

Astral Passage

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Permanent

Requires a Power Source and Affinity Ability

You are capable of crossing the border between the material realm and the astral plane bodily, converting your body into astral or physical matter as you cross the barrier between worlds.

Unlike Astral Projection, you maintain the use of your normal Physical Abilities.

Modifiers

+0 (Strenuous): It requires some effort on your part to cross the barrier between realms. To activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6.

+1 (Pull Across): You may reach through the barrier between the material and astral realm and pull another creature or object across. Roll your Affinity Ability against your target's Endurance or Willpower (target's choice, roll against the target's Size for inanimate objects). If you succeed, your target is pulled into the same plane and zone you occupy.

No roll is required for willing targets.

Crossing between realms in this manner creates a sort of "wound" in the barrier. The "wound" stays with the victim pulled across and will eventually cause him to fall back into the realm he started in. The amount of time the target must spend in the other realm is determined by comparing the amount by which you succeeded on your Affinity roll against the target's Endurance or Willpower roll to the Time table found on pg. 295 of *Strands of Fate*.

Willing targets automatically return in 1 day.

+2 (Banish): You weaken the barrier between realms in the space occupied by your target, forcing them to fall through to the other side. Roll your Affinity Ability against your target's Endurance or Willpower (target's choice, roll against the target's Size for inanimate objects). If you succeed, your target is pushed into the plane opposite the one it started in.

The amount of time the target must spend in the other realm is determined in the same way as the Pull Across Modifier described above.



Astral Perception

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and Affinity Ability

You gain the capacity to see things on the astral plane when on the material plane, or on the material plane if you are already on the astral plane. While active, you have the persistent Aspect of *Distracted(P)* since your mind is trying to process two different sets of senses at the same time.

When rolling to see details or hear things on the other side, roll your Affinity instead of Perception.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to perceive the astral realm. Instead of spending a Fate Point to activate this Power, as a free action, you roll your Affinity against an activation difficulty of 4.
- +1 (Astral Traveler):** You need not spend a Fate Point or roll to activate this Power when using Astral Projection, or when insubstantial.
- +1 (Sight and Sound):** You can both see and hear objects located on the astral plane, or material plane if you are already on the astral.
- +1 (Touch):** Your body (and objects you hold) interact with the material and astral realms at the same time; as if you were solid in both realms. This also means that, while you can touch entities on both sides, they can touch you as well.
- +2 (Passive):** Your astral senses are “always on” and need not be activated. In addition, you are used to being able to sense two worlds at the same time and do not gain the *Distracted(P)* persistent Aspect.

Astral Projection

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You can project your consciousness out of your body, your mind taking on an astral form and entering the astral plane. There, your mind assembles a body out of ectoplasm, the raw matter of the astral realm.

When in astral form, the physical capabilities of your actual flesh and blood body are meaningless. When performing an action in astral form that would normally call upon your Strength or Endurance, instead use your Affinity. Similarly, Reasoning is used instead of Agility or Perception.

Stress taken from a physical conflict while in astral form is dealt to your mental Stress Track instead of physical. If you are killed in astral form your mind dies and your body becomes brain dead.

While using Astral Projection, your actual physical body enters a catatonic state. You are not able to sense anything with your physical senses, nor is your body able to move or speak.

To return to your physical body, your projection and body must be occupying the same space in both the material world and its astral reflection. You need then only spend a turn concentrating.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to project your astral form. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (Anchored):** You can instantly return to your body, regardless of distance.
- +1 (Of Two Worlds):** You must have also already purchased the Physically Aware Modifier. When on the Astral Plane, you may still move, talk, and perform actions with your material body. However, you may still only perform the same number of actions per turn, and you suffer a -2 penalty to all actions performed by your material body in addition to being *Distracted (P)*.
- +1 (Physically Aware):** You maintain the capacity to see and hear from your physical body as well. Though while doing so you gain *Distracted(P)* as a persistent Perception Aspect.

Augmented Movement

Base AP Cost: 2

Activation: None

Requires a Power Source

When you purchase this Power, you gain the ability to move by swinging, bouncing or sliding from location to location. You might swing from sticky webs, telekinetically pull on and push off surfaces, project sheets of ice upon which you can slide, etc.



You can move at increased speed using vines, tree limbs, ropes, etc., so long as they are available. When moving about in this way, you can Hustle (SoF pg. 283) one additional zone or gain a +2 on rolls to “Run” or for rolls required during chases in which you can use your Augmented Movement.

Modifiers

- 1 (**Effortless**): This Power does not function all the time, you must activate it. To activate it, you need only spend a Fate Point. Activation is a simple action, and once activated, this Power lasts until the end of the scene.
- 1 (**Strenuous**): It requires some effort on your part to activate your Augmented Movement. You must associate an Affinity Ability with this Power. As a simple action, roll your Affinity against an activation difficulty of 4. If you succeed, you may use this Power for the duration of the scene.
- +0 (**Shared**): You can spend a Fate Point to allow another person to use your method of Augmented Movement for the scene.
- +1 (**Improved Speed**): For every additional AP you spend on this Power, you can move a bit faster. Each additional AP spent grants a +2 on rolls to “Run” when using your Augmented Movement.
- +1 (**Confounding Mobility**): Your strange method of moving about is confusing to enemies, making it hard for them to land a blow on you. During any round in which you used this Power to move from one zone to another, you gain a +2 bonus on rolls to defend against physical attacks.
- +1 (**Feather Step**): You move about like any normal person except that when you walk, it's as if you are almost weightless. You actually possess a normal weight, but you can walk and climb on objects that should not be able to support your weight, such as walking on water, the surface of snow, or climbing along the leaves of a tree.

Awe

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source

You are capable of emitting an aura capable of influencing the emotions of others in a specific way. When you purchase this Power, select one of the persistent Aspects listed below. You may purchase this Power multiple times, each time selecting a different Aspect.

When you activate this Power everyone in the same zone is subtly and subconsciously urged to look at you. You also gain the persistent Aspect you chose when you purchased this Power until you willingly deactivate this Power or until the end of the Scene.

Aura of Command (P): Anyone who views you instinctively perceives you as a leader. They'll often find themselves following your orders without really even knowing why.

Aura of Mystery (P): There is something about you that people find intriguing. They get a sense that there is more to you than meets the eye and can't help but yearn to discover your secrets.

Aura of Seduction (P): You radiate pure animal sexuality. People can't put their finger on it, but you strike them as very attractive and they long to be with you.

Aura of Trust (P): For some reason people just feel compelled to trust you. They get a sense you are always being honest and sincere with them and that you'd never tell anyone their secrets.

Modifiers

+0 (Strenuous): It requires some effort on your part to call forth your aura. Select a Power Source and Affinity Ability to associate with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated it lasts for the duration of the scene.

+1 (Expanded Coverage): For every additional AP you spend on this Power, you may project your aura of Awe into an additional zone.

+2 (Passive): This Power is "always on" and never needs to be activated.

Barrier

Base AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Duration: (1 + Affinity Rating) x 3 hours or until dismissed

Requires a Power Source and Affinity Ability

You can surround the zone you are in with a near impenetrable barrier. You can see, hear and even smell things beyond the barrier, but it's very difficult for a physical object or energy to pass through it. This is essentially a block action (pg. 327) that covers the entire zone, with the potency set by an Affinity roll.

The potency of this block action applies to attempts to penetrate the barrier by moving through it as well as protecting against incoming or outgoing energy or projectiles.

The barrier lasts for a number of hours equal to (1 plus your Affinity) x 3, or until dismissed by you.

Modifiers

- 2 (**Permeable**): The barrier can be easily passed through. This is useful when used in conjunction with the Conditional Trigger and Linked Advantages Meta-Powers to build traps. In addition, you may choose to have your Barrier sound an alarm to let you know if it has been penetrated. The alarm can be any sound you choose, and it may be audible to all, or just to you.
- 1 (**Wall**): Instead of surrounding the zone you occupy, your barrier takes the shape of a wall that separates the zone you occupy from another. Anyone trying to pass between these zones, or attack a person in one zone from the other, must overcome the barrier's block Potency.
- 1 (**Temporary Barrier**): Your barrier only lasts for a scene.
- +0 (**Effortless**): You do not need an Affinity Ability (use your Reasoning as an Affinity Ability for the purposes of Modifiers like Expanded Coverage or Alarm). When trying to use this Power, instead of rolling an Affinity Ability to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty of 2. If you fail, you cannot use this Power and your Fate Point is wasted. If successful, the Barrier lasts for a number of hours equal to 1 plus your Reasoning x 3.
- +1 (**Hardened Barrier**): For every additional AP you spend on this Power, you gain a +2 bonus on your rolls to set your block's Potency.

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- +1 (Spatial Lock):** Teleportation Powers cannot be used to pass in or out of a zone surrounded by your Barrier.
- +1 (Scry Curtain):** Clairvoyance and Clairvoyance Powers cannot be used inside a zone surrounded by your Barrier, nor can they perceive the area inside such a zone.
- +1 (Expanded Coverage):** Your Barrier can cover a number of zones equal to your Affinity Ability. If your barrier takes the shape of a wall, the wall runs along the border of the zone you occupy and a number of additional connected zones equal to your Affinity.
- +1 (Alarm):** Whenever anyone crosses your barrier, you instantly become aware of it. You may not know who crossed it, but you know someone did. In addition, you may make it so that only creatures of a specific race or species trigger your alarm. You can specify yourself and a number of people equal to your Affinity as those who are free to come and go without triggering the alarm.
- +1 (Barrier Trap):** You must also purchase the Alarm Modifier. Any creature who sets off your alarm is immediately hit with an attack. This attack is resolved as a simple dice roll with a bonus equal to your barrier's block Potency. They may defend with their Endurance.

- +2 (Damaging Energy):** Your barrier is made of some form of energy that is dangerous to be near (fire, magic, etc.). When you create your barrier, you may decide to have its energy harm those on one side or both.

On your turn, your barrier automatically makes an attack against anyone in a zone adjacent to the barrier on a side that you have determined to be harmful. This attack is a simple roll of the dice with a bonus equal to your barrier's Potency. They may defend with their Endurance. In addition, any attempt to breach the barrier, successful or not, exposes the creature making the attempt to another free attack from the barrier.

Super Barrier

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for added bonuses to your rolls when using this Power.

The following chart lists the AP cost for each class, and the bonus added to your rolls to set the Barrier's Potency:

Class	Base AP Cost	Bonus
Metro Class	5	+5
World Class	7	+10
Galaxy Class	9	+15
Cosmic Class	11	+20
Infinity Class	13	+25

Binding

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action (Attack)

Duration: Permanent (Victim remains bound until he escapes.)

Requires a Power Source and Affinity Ability

Whether by throwing webs at your target, spraying them with hardening goo, or hitting them with a magic holding spell, you have a special attack that binds an enemy, rendering them incapable of willingly moving into another zone.

Roll your Affinity as an attack. The target may defend with Agility if your binding is something they could dodge, or maybe Willpower or Endurance if it is a spell they could resist. If you hit your target, he cannot move. The margin by which you succeed sets the difficulty of the Strength or Willpower roll they must make to get free.

The victim may attempt to get free each turn as a simple action. Also, remember that allies can perform Maneuvers to place Aspects that may help the bound victim get free. This Power's Power Aspect may give a clue as to a possible means to escape. Binding in the form of magical energy can be Nullified, while a sticky goo might be removed with an industrial solvent.

Modifiers

- 1 (**Limited Duration**): Your victim is able to escape automatically at the end of the scene.
- +0 (**Strenuous**): It requires some effort on your part to bind your opponent. Instead of spending a Fate Point to activate this Power, you roll your Affinity against an activation difficulty of 4.
- +1 (**Lock Down**): Your target cannot move in any significant way. They cannot make melee or physical ranged attacks while bound, nor can they perform gestures with their hands.
- +1 (**Improved Binding**): You gain a +2 bonus on your Binding attack roll.

Super Binding

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version but have a higher base AP cost in exchange for a bonus on the initial attack roll.

The following chart lists the AP cost for each class, and the bonus added to the initial attack roll:

Class	Base AP Cost	Bonus
Metro Class	4	+5
World Class	6	+10
Galaxy Class	8	+15
Cosmic Class	10	+20
Infinity Class	12	+25

Blessed

Base AP Cost: 3

Requires a Power Source and Affinity Ability

Note: You may not purchase the Evolved Power Meta-Power with Blessed.

Someone or something is looking out for you, and when you're around, odds and probabilities go out the window. The Power Aspect for this Power should reflect your blessed nature and identify your patron, such as *Blessed of Thor*. Once this Power is activated, you may also invoke this Power Aspect any time you perform an action your deity would support.



In addition, when you Refresh, you gain a number of Faith Points equal to your Affinity. Faith Points can be spent just like Fate Points, but only to invoke Aspects for actions that directly relate to furthering the goals of your patron deity. The GM has the final say on what sorts of actions constitute “directly furthering the goals of your patron”, but such actions should represent the epitome of what the deity stands for. Note that Faith Points may not be used to activate Powers requiring Fate Points.

For example, just because you worship the god of war doesn't mean you can spend Faith Points to aid on every attack roll against a common thug. They may, however, help you inspire troops, incite rebellion, or duel a general on the field of battle. Likewise, if you are Blessed of a god whose primary concern is protecting the innocent, you might spend Faith Points to invoke Aspects to help you protect a lost child. Similarly, you might spend Faith Points to help you on rolls to convert others to your faith.

Modifiers

+1 (Blessed Fate): The amount of Faith Points you get is increased by 1.

3 AP (Lucky): Instead of being blessed by some deity, you are just exceptionally lucky. Instead of the normal benefits that come with Blessed, you gain the Character Aspect *Uncanny Luck* and your Refresh is increased by +1.



Blessing

Base AP Cost: 2

Activation: Fate Point (May only be activated once per scene.)

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

Note: You may not purchase the Evolved Power Meta-Power with Blessed.

Once per scene you may activate this Power to gain a number of Fate Points equal to your Affinity. You may not use these Fate Points yourself, but may give them to other PCs or NPCs. These Fate Points represent the guidance and protection granted by a deity, and as such, the recipient may use these Fate Points in any way so long as they are used in a way the granting deity would approve of.

These Fate Points may not be later given away or traded using other Advantages, nor can they be used to activate any other Advantages that themselves grant Fate Points.

Modifiers

+0 (Strenuous): It requires some effort on your part to call forth a blessing. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4.

+1 (Blessed Talisman): Instead of granting Fate Points directly to another character, you may choose to place them in an item. Any person (other than yourself) that holds the blessed talisman can utilize the Fate Points stored within as if they were their own, so long as they are used in a way that the granting deity would approve of. These Fate Points remain in the talisman permanently, until they are all used up, or until you withdraw your blessing (free action).

You may never bless more than one talisman at a time and as long as a previous talisman has Fate Points remaining in it you cannot bless another.

+1 (Additional Talismans): For every additional AP spent on this Power, you may bless one additional talisman. The total amount of Fate Points contained in any number of Talismans at any time cannot exceed your Affinity x 2.



Body Weaponry

Base AP Cost: 1

Activation: None

You have a set of razor sharp claws, fangs, bone mounted blades, etc. Whatever the case, your Body Weaponry has a Weapon Rating equal to the setting's Tech Level.

Modifiers

- 1 **(Effortless):** While it requires no actual effort on your part, using your Body Weaponry for the first time in a scene requires activation. It costs a Fate Point to activate this Power (free action), and the WR of your Body Weaponry is increased by +2.
- 1 **(Strenuous):** It requires some effort on your part to manifest your Body Weaponry. Select a Power Source and Affinity Ability to go with this Power. As a free action, roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene. In addition, the WR of your Body Weaponry is increased by +2.
- +0 **(Flexible):** Your weapon takes a form similar to a whip or flail and has the *Flexible* Aspect. This Aspect may be compelled to make your weapon harder to attack with in some circumstances, such as when in an enclosed space, but may also be invoked to better bypass an enemy's defenses.
- +1 **(Improved Weapon Rating):** The Weapon Rating of your Body Weaponry is increased by +2.
- +1 **(Armor Penetrating):** Your Body Weaponry gains the *Armor Penetrating* Aspect.
- +1 **(Dual Weaponry):** You actually manifest two weapons, and you know how to use them effectively together. When attacking with both of your weapons you gain the persistent Aspect *Dervish(P)*. This Aspect could be invoked for a bonus or reroll on attack rolls, but compelled any time the weapons would get in your way.
- +1 **(Long):** Your weapon has the *Long* Aspect which, when invoked for effect, allows you to make melee attack against opponents in an adjacent zone.
- +1 **(Retractable):** Your Body Weaponry can retract into your body, making them hidden from casual observation. Retraction is a free action.

Breathless

Base AP Cost: 2

You do not need to breathe. Attacks or Powers that require you to breathe, such as poison gas, have little or no effect on you.

Modifiers

- 1 (**Amphibian**): You still need to breathe, but you can hold your breath for about a half hour.
- 1 (**Water Breathing**): You can breathe water in addition to air.
- 1 (**Effortless**): This Power does not function all the time, you must activate it. To activate it, you need only spend a Fate Point. Activation is a free action, and once activated, this Power lasts until the end of the scene.
- 1 (**Strenuous**): It requires some effort on your part to remove the need to breathe. Select a Power Source and Affinity Ability to go with this Power. To activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated it lasts for the duration of the scene.
- +1 (**Extend Breathlessness**): You may remove the need to breathe from up to four other people. Each time you purchase this Modifier you may extend your Power to four additional people.



Chameleon

Base AP Cost: 1

Activation: None

Activation Time: Free Action

Duration: Scene

You may cause your skin to change color to match your environment. This grants you a +2 bonus on rolls to remain unseen as long as you aren't moving.

Modifiers

- +0 (**Strenuous**): Requires the Cloaked Modifier. It requires some effort on your part to activate this Power. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a free action, you roll your Affinity against an activation difficulty of 4. Once activated this Power lasts the duration of the scene.
- +1 (**Cloaked**): This Power is activated by spending a Fate Point and lasts the duration of the scene. You project a field around your body that makes you and your equipment blend with the environment. You gain a +4 bonus on rolls to remain unseen as long as you aren't moving, and a +2 bonus if you do.

Sympathy Modifiers

The following modifiers are used to determine the difficulty to use Powers that rely on your connection to another person, place, thing or event. Such Powers include Clairsentience, Precognition, Postcognition, Sense and the Teleportation Powers.

Person

Modifier	Familiarity
+8	Heard a description of the person.
+4	Seen a picture of the person.
+2	Met the person once.
+1	Person is an acquaintance.
+0	Person is a close friend.
-1	Person is a blood relative.

Link Modifier:

+6	You do not know the person's name.
-1	You have something that belongs to the person.
-3	You have an item the person values highly.
-6	You have a physical piece of the person (i.e. blood, fingernail clippings) or can touch them.

Thing

Modifier	Familiarity
+8	Heard a description of the thing.
+4	Seen a picture of the thing.
+2	Held or used the thing once.
+1	Held or used the thing often.
+0	You are the owner of the object.
-1	The object is some something of personal importance to you.

-1	The object is some something of personal importance to you.
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Link Modifier:

-2	You have a piece of the object
-4	You created the object or are currently holding it.

Place

Modifier	Familiarity
+8	Heard a description of the place.
+4	Seen the place on a map or seen a picture of the place.
+2	Been to the place once.
+1	You frequent the place often.
+0	Personal property, you can see the place, or you know exactly where it is in relation to yourself (such as the other side of a door)
-1	Your home.

Link Modifier:

-2	You have an item from the place.
-4	You have an item closely tied to the place or are currently there.

Event

Modifier	Familiarity
+8	You heard about the event.
+5	You've heard or read a description of what happened at the event.
+2	Witnessed a very similar event.
+1	Frequently witness very similar events.
+0	The event happened to you.
-1	You triggered the event.

Link Modifier:

-3	You are at the place where the event happened.
-5	You are with someone who witnessed the event or have an item strongly associated with the event

Clairsentience

Base AP Cost: 3

Activation Difficulty: 6 + Sympathy Modifiers

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You have the power to remotely hear and see some other person, place or thing. People, places or things well known to you are easier to peer in on, while the unfamiliar is much more difficult.

Roll your Affinity to activate this Power and apply the single most appropriate familiarity and link modifier from the sympathy modifiers table to set the activation difficulty. If you succeed you may see and hear as if you were standing a few feet away from the person or object, or are standing in the middle of the place you seek.

If you fail, not only do you suffer stress equal to the difference between your result and the difficulty, but the Power fails to activate.

Your displaced senses last for the duration of the scene, or until willingly returned to normal. You may move your perceptions around the target of this Power, but may not move it out of the same zone it occupies, nor do you automatically know the location of your target relative to your own. Any Powers you have that enhance your senses may also be utilized, but otherwise you view and hear your target as if you were actually standing there with (or within) it. While using Clairsentience, your normal senses are replaced by what you perceive through this Power.

Modifiers

- 1 (**Clairvoyance**): You may only see the target of your Clairsentience. You hear nothing from the target's location.
- 1 (**Clairaudience**): You may only hear the target of your Clairsentience. You see nothing from the target's location.
- +0 (**Effortless**): You do not need an Affinity Ability. Instead of rolling an Affinity Ability to activate this Power, you must spend a Fate Point. You must then roll your Reasoning against a difficulty of 2 + any Sympathy Modifiers. If you fail, you cannot use this Power and your Fate Point is wasted.
- +0 (**Scry Window**): When you activate this Power, you must perform a short ritual using a reflective surface such as a mirror or bowl, or a display device such as a television, cell phone or projector. This requires about 10 minutes to perform, but if completed successfully,

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you and anyone else nearby can gaze into the reflective surface and see and hear the target location as if looking at it through a window. The window is not visible to anyone at the target location.

When using Clairsentience in this way, your normal senses are not replaced.

+0 (Tethered Senses): Your senses do not connect to a distant place, but instead become disembodied from your physical self. You activate this Power as normal, but you need not factor in Sympathy Modifiers.

Once activated, your senses can move outside of your body; like a dimly glowing ball of light, or ripple in the air, from which you can see, hear, and touch. The sensor can move through physical objects, and moves at a normal walking speed. It can move up to a number of yards (or meters) from your physical body equal to your Affinity $+1 \times 100$.

+1 (Invisible Sensor): You must have also purchased the Wandering Senses Modifier. Your sensor is invisible.

+1 (Physically Aware): You maintain the capacity to see and hear from your physical location as well. Though while doing so you gain *Distracted (P)* as a persistent Perception Aspect.

+1 (Wandering Senses): You must have also purchased the Tethered Senses Modifier. After successfully activating this Power and gaining the Ability to view your target, not only do you gain a clear indication of where the target is in relation to yourself, but your perspective may drift away from the target as per the Tethered Senses Modifier above. It can move up to a number of yards (or meters) from the original target equal to your Affinity $+1 \times 100$.

+2 (Power Conduit): Spend a Fate Point in addition to the normal activation cost to use other Powers from the same Power Source that you have associated with your Clairsentience Power through the Clairsentient link, targeting those you can see. When using Powers through a Clairsentient Power Conduit, you can target enemies as if you were actually there. The Fate Point required to use a Power through this link is in addition to any other activation costs normally required for that Power.

Cognizance

Base AP Cost: 4

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the power to call upon knowledge, be it through a wireless connection to some massive computer network or psychic access to some mystical repository of all human knowledge. Regardless of the source, you are temporarily imbued with the knowledge required to perform almost any task.

When you activate this Power, you gain a persistent Aspect called *Cognizant of X(P)*, where “X” can be anything ranging from piloting a helicopter to carpentry to kung-fu. This Aspect can be changed each time you activate this Power.

At the end of the scene, the Aspect goes away.

Modifiers

- 1 (**Limited Access**): Instead of having access to an infinite number of “skills” in which you can access, you select a single Ability. The Aspect you gain from this Power can only be invoked when you are rolling that particular Ability.
- 1 (**Themed Access**): Select a specific theme for the type of information you can access, such as natural history or warfare. The Aspect you gain from this Power can only be invoked when performing an action related to that theme.
- +0 (**Strenuous**): It requires some effort on your part to call upon this vast source of knowledge. Select an Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, roll your Affinity against an activation difficulty of 6.
- +1 (**Extended Cognizance**): You may spend a Fate Point to extend your cognizance to up to two other people, granting them the same persistent Aspect you are given. If you have also purchased the Strenuous Modifier, you instead extend it to a number of additional people equal to your Affinity. Each time you purchase this Modifier you may extend your cognizance to two more people.

Computer Implant

Base AP Cost: 1

Activation: None

You have a computer implanted in your brain which you can interface with using your thoughts. Sensory data provided by the implant is received directly over your normal senses, providing an augmented reality interface. This computer has a rating of 2, and its Security Rating is always equal to its computer rating.

The computer's rating determines both the quality of the hardware and usefulness of the non-specialized software that comes with it. Specialized software dedicated to a task provides an added bonus on rolls to perform related tasks, but must be purchased separately with Resources.

Your implant comes with a jack in the back of your head to allow your implanted computer to interact with other machines and networks.

Modifiers

- +1 (Built-In Agent):** Your implanted computer comes with an Agent (SoF pg. 310) with a rating equal to your computer's Computer Rating (Max 3). This rating is added to the Computer's Rating for most tasks.
- +1 (Improved System):** For every additional AP spent on this Power, the rating of your computer is increased by 1, to a maximum equal to your Tech-Level.
- +1 (Real-Time Backup):** You must have first purchased the Wireless Backup Modifier. The Real-Time Backup consists of a steady stream of data that insures any backup is entirely up to date.
- +1 (Wireless):** Your implant has an onboard wireless transmitter.
- +2 (Digital Backup):** Every few seconds a digital copy of your mind is backed up and stored in some part of the implant. With surgery, this device can be removed and a copy of your mind can be uploaded into a computer or another body outfitted with an implant featuring the necessary inputs.
- +2 (Wireless Backup):** Requires the Digital Backup Modifier. Every 72 hours, usually while you sleep, your implanted backup module wirelessly streams a copy of your mind to a secure storage facility. If the company used to make the backup discovers that your current body has been killed, and your backup module cannot be recovered, the most recent copy of your backup will be brought online in a virtuality. There you can make arrangements for a new body. While this data is encrypted with state of the art encryption software, interceptions are not unheard of. Also, if for some reason your backup module cannot get a wireless signal out to the server, a backup will not be made.

Echolocation

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

When activated, this Power allows you to “see” sound, granting you the ability to navigate by sensing the sounds you make and the ambient noise around you for the duration of the scene. While active, you gain the persistent Aspect, *Echolocation (P)*.

Modifiers

- +1 (Passive):** This Power is “always on” and never needs to be activated.
- +0 (Strenuous):** It requires some effort on your part to “see” via echolocation. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.



Elasticity

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can stretch your limbs, allowing you to reach great distances and strike enemies farther away. You may activate this Power to attack or manipulate targets in an adjacent zone. You may also use it to perform all sorts of strange Maneuvers (using Agility), such as placing *Flexible*, *Compressed*, *Flattened* or similar Aspects on yourself.

You should also consider taking Linked Advantage or Limitation to further define your Elasticity Power, such as taking *Body Weaponry* to create whipping tentacles or *Insubstantial (Liquid)* to extend your elastic properties to the extreme.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate your elasticity. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Superior Flexibility):** For every additional AP spent on this Power, you may attack or manipulate objects one additional zone away.

Emotion Switch

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You have the capacity to literally switch off your emotions, or at least dampen them significantly. When activated, you gain a +3 on any mental defense roll. You must, however, have this Power activated prior to the attack.

Note that this Power does not help you against direct mental manipulation from Powers like Influence Thoughts or Mind Probe.

Modifiers

- +0 (Dead Inside):** You are emotionally calloused and cold. This makes it difficult to harm you mentally, but also makes it hard for you to relate to others. Instead of the benefits that normally come with Emotion Switch, you instead permanently gain the *Dead Inside(P)* (Empathy) persistent Specialty Aspect.
- +1 (Emotion Filter):** You need not have this Power activated before the attack. Instead, you gain a constant +3 bonus to defend against mundane mental attacks such as those made during an argument or when exposed to terrifying situations.



Enhanced Hearing

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of your ability to hear, granting you the capacity to clearly hear things most people would never even notice. When activated, you gain the persistent Aspect *Enhanced Hearing(P)* for the duration of the scene, or until you wish to deactivate this Power.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to enhance your hearing. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated this Power lasts for the duration of the scene.

- +1 (**Hyper-Aware**): Once per scene, as a free action, you may perform an Assessment using your sense of hearing.
- +1 (**Improved Sensitivity**): For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls to hear sounds.
- +1 (**Passive**): Your enhanced hearing is “always on” and need not be activated. The Aspect *Enhanced Hearing (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.
- +1 (**Selective Hearing**): When this Power is active, you gain the ability to filter out ambient noise and focus on specific sounds. In addition, sudden loud noises are instantly dampened and do not harm you as they otherwise might. The Aspect you gain from this Power is *Enhanced Selective Hearing(P)* instead of the default Aspect.



Enhanced Reflexes

Base AP Cost: 3

Activation: None

In times of great Stress your character’s reflexes get a much needed boost. As your cognitive functions speed up, to you, the world seems to slow down.

When you purchase this Power, you gain the *Enhanced Reflexes (Agility)* Specialty Aspect. This Aspect may be invoked any time quick reflexes would be advantageous, such as dodging attacks or determining initiative.

In addition, any time you invoke your *Enhanced Reflexes* Aspect for a reroll, such as dodging an incoming blow or catching a thrown object, you can use the higher of the two dice results.

Also, you can roll your Agility to defend against ranged attacks from guns and bows.

Modifiers

- +0 (**Strenuous**): It requires some effort on your part to activate your reflexes, or their activation is jarring and stressful in some way. Select a Power Source and Affinity Ability to go with this Power. To activate this Power, roll your Affinity against an activation difficulty of 4. Once activated, you gain the *Enhanced Reflexes (P)* persistent Aspect for the duration of the scene.

In addition, any time you invoke your *Enhanced Reflexes (P)* Aspect for a reroll, such as dodging an incoming blow or catching a thrown object, you can use the higher of the two dice results.

- +1 (**Improved Reflexes**): You gain an additional +2 on your Agility-based defense rolls.

Enhanced Senses

Base AP Cost: 3

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of all five of your senses, allowing you to see hear, see, touch, feel and taste at levels far beyond normal. When activated you gain the persistent Aspect *Enhanced Senses (P)*.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to enhance your senses. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Hyper-Aware):** Once per scene, as a free action, you may perform an Assessment using your enhanced senses.
- +1 (Improved Sensitivity):** For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls.
- +1 (Passive):** Your enhanced senses are “always on” and need not be activated. The Aspect *Enhanced Senses (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.
- +1 (Sense Filter):** When this Power is active you gain the ability to filter out ambient noise, distracting sights, offensive smells, etc. and focus on specific stimuli. In addition, sudden loud noises, flashes, strong smells or the like are instantly dampened and do not harm you as they otherwise might. The Aspect you gain from this Power is *Enhanced Selective Senses(P)* instead of the default Aspect.



Enhanced Sight

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of your sense of sight, allowing you to see objects at a distance with perfect clarity. When activated, you gain the persistent Aspect *Enhanced Sight (P)*.

Super Senses

Super Hero Class characters can purchase a more powerful version of Enhanced Hearing, Senses, Sight and Smell. The super versions of these Powers function exactly the same as the normal versions, but have a higher base AP cost in exchange for added bonuses to your Perception rolls when using this Power.

The following chart lists the AP cost increase for each class, and the bonus added to your relevant Perception rolls:

Class	Base AP Cost	Bonus
Metro Class	+2	+5
World Class	+4	+10
Galaxy Class	+6	+15
Cosmic Class	+8	+20
Infinity Class	+10	+25

You may also purchase Super Echolocation. When doing so, the bonus listed above is added to all Perception checks made to “see” sounds, but the base AP cost is +1 more than the cost increase listed on the table. So, for example, Metro Class Super Echolocation costs +3 AP.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to enhance your sight. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Hyper-Aware):** Once per scene, as a free action, you may perform an Assessment using your sense of sight.
- +1 (Improved Sensitivity):** For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls to see things.
- +1 (Passive):** Your enhanced sight is “always on” and need not be activated. The Aspect *Enhanced Sight (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.
- +1 (Selective Sight):** When this Power is active, you gain the ability to filter out distractions and focus on specific details. In addition, sudden flashes of light are instantly dampened and do not harm you as they otherwise might. The Aspect you gain from this Power is *Enhanced Selective Sight(P)* instead of the default Aspect.

Enhanced Smell

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You can willingly increase the sensitivity of your sense of smell, allowing you to detect and track objects and people by scent with extreme accuracy. When activated you gain the persistent Aspect *Enhanced Smell (P)* for the duration of the scene.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to enhance your sense of smell. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Hyper-Aware):** Once per scene, as a free action, you may perform an Assessment using your sense of smell.
- +1 (Improved Sensitivity):** For every additional AP spent on this Power, you gain a +2 bonus on your Perception rolls to smell things.
- +1 (Passive):** Your enhanced sense of smell is “always on” and need not be activated. The Aspect *Enhanced Smell (P)* effectively becomes a permanent persistent Specialty Aspect for your Perception.
- +1 (Selective Smell):** When this Power is active, you gain the ability to filter out specific smells from others in your surroundings. In addition, very strong smells are instantly dampened and do not harm you as they otherwise might. The Aspect you gain from this Power is *Enhanced Selective Smell(P)* instead of the default Aspect.
- +1 (Detect Pheromones):** When this Power is active you can smell the pheromones of others, allowing you to use Perception instead of Empathy to determine how another living creature is feeling.

Enhanced Speed

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

The average human being can run at a top speed of about 15 mph (25 kph). By spending a FP, you move at twice that speed (30mph/50 kph). In a conflict, things are chaotic and confusing, so you have to move a little slower. The body is still limited by how fast the brain can process these changes and adapt.

However, you can still move one additional zone when you Hustle in a conflict, and you gain a +2 on rolls to Run. See SoF pg. 283 for more on movement during a conflict. Also, during a chase, you gain a +2 bonus on your Agility rolls to get away or close the distance.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to enhance your speed. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a free action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Passive):** You have no need to activate this Power. You always move very fast.

Super Enhanced Speed

Super Hero characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the added bonuses and effects described below.

- + Metro Class Super Enhanced Speed (AP: 3)** - You can run at a speed of about 50 mph (80 kph). In a conflict you may move 2 additional zones when you Hustle, and you gain a +5 bonus on Running rolls or Agility rolls in a chase.
- + World Class Super Enhanced Speed (AP: 5)** - You can run at a speed of about 200 mph (320 kph). In a conflict you may move 3 additional zones when you Hustle, and you gain a +10 bonus on Running rolls or Agility rolls in a chase.
- + Galaxy Class Super Enhanced Speed (AP: 7)** - You can run at a speed of about 500 mph (800 kph). In a conflict you may move 4 additional zones when you Hustle, and you gain a +15 bonus on Running rolls or Agility rolls in a chase.
- + Cosmic Class Super Enhanced Speed (AP: 9)** - You can run at a speed of about 1,500 mph (2,400 kph). In a conflict you may move 5 additional zones when you Hustle, and you gain a +20 bonus on Running rolls or Agility rolls in a chase.
- + Infinity Class Super Enhanced Speed (AP: 11)** - You can run at a speed of about 5,000 mph. (8,000 kph). In a conflict you may move 7 additional zones when you Hustle, and you gain a +25 bonus on Running rolls or Agility rolls in a chase.



Environmental Protection

Base AP Cost: 1

Activation: None

You are naturally immune to the dangers of one type of dangerous environment, be it underwater, the vacuum of space, etc. While this Power does not allow you to breathe in this environment, you will not freeze, be crushed, or suffer from ebullism.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate your environmental protection, whatever form it may take. Select a Power Source and Affinity Ability to go with this Power. To activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4. Once activated your protection lasts for the duration of the day (about 12 hours). You may choose the type of natural environmental danger you are immune to when this Power is activated, and may change it each time.
- +1 (Extended Protection):** You may spend a Fate Point to extend your protection to up to two other people. If you have also purchased the Strenuous Modifier, you instead extend it to a number of additional people equal to your Affinity. Each time you purchase this Modifier you may extend your protection to two more people.
- +1 (Additional Environments):** You are protected from two additional types of hazardous environments. This Modifier may be taken more than once.



Extra Limb

Base AP Cost: 2

Activation: None

You have one or more additional fully functional limbs, be they extra arms, legs, tentacles, etc., as defined by this Power's Aspect. This Power Aspect is also persistent.

You might invoke the Power Aspect associated with this Power to grant a bonus on grappling, climbing, running, or complex work where an extra hand might come in handy.

Modifiers

- 1 (Effortless):** This Power does not function all the time, you must activate it. To activate it, you need only spend a Fate Point. Once activated, this Power lasts until the end of the scene. Activation is a free action, and once activated, this Power lasts until the end of the scene.

- 1 (**Strenuous**): It requires some effort on your part to call forth, or effectively utilize, your extra limb. Select a Power Source and Affinity Ability to go with this Power. To activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Activation is a free action, and once activated, this Power lasts until the end of the scene.
- +1 (**Efficient**): You are very adept at using your extra limb in conjunction with your others. Each time you take this Modifier, you gain a +2 bonus on rolls to grapple, climb, run, or perform any complex work where an extra hand might be of use.



Flight

Base AP Cost: 3

Activation: Fate Point (1st time used in the scene)

Activation Time: Free Action

Duration: Scene

Whether from wings emerging from your back, the telekinetic ability to levitate, or some other similar supernatural gift; you can fly.

In addition to the Power Aspect that defines this Power, you gain the Aspect *Slow and Clumsy Flight*. To take flight you need to activate this Power (you need not spend another FP to fly again this scene).

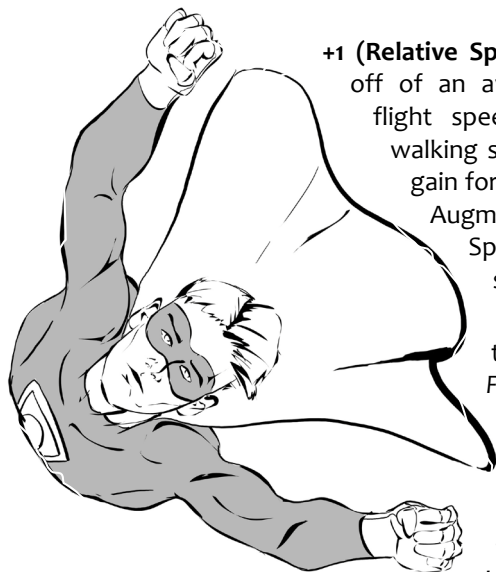
While flying you move at a speed equal to about twice the average human's top running speed (+2 bonus on rolls to "Run" or Agility rolls during a chase). However, you may have some trouble performing sharp turns and may not hover.

Modifiers

- 2 (**Levitation Only**): You may only fly straight up or down, but you can be pushed or moved by outside forces. You have no control over your movement when levitating except to increase or decrease your altitude.
- 1 (**Glide Only**): You can fly only as long as you are able to glide on existing air currents, and unless you are lucky enough to catch an updraft, have a very difficult time gaining altitude. You gain the Aspect *Slow and Clumsy Gliding* instead of *Slow and Clumsy Flight*.
- +0 (**Strenuous**): It requires some effort on your part take to the air. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated it lasts for the duration of the scene.

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+1 (Relative Speed): Instead of being based off of an average person's speed, your flight speed is relative to your own walking speed. Any other bonuses you gain for movement rolls, such as from Augmented Movement or Enhanced Speed, apply to your flight speed.

+1 (Slow but Agile): You gain the Aspect *Slow but Agile Flight* instead of *Slow and Clumsy Flight* (and instead gain a +4 bonus on rolls to "Run", or Agility rolls during a chase, while flying). With this Aspect you still fly relatively slow, but you can turn on a dime and may hover in place.

+2 (Fast but Clumsy): You gain the Aspect *Fast but Clumsy Flight* instead of *Slow and Clumsy Flight* (and instead gain a +6 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly as fast as most military airplanes, but you have trouble performing sharp turns and may not hover.

+2 (Passive): You can fly as much as you like without needing to activate this Power.

+3 (Fast and Agile): You gain the Aspect *Fast and Agile Flight* instead of *Slow and Clumsy Flight* (and instead gain a +8 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly both very fast and with near perfect precision.

+4 (Super-Fast but Clumsy): You gain the Aspect *Super-Fast but Clumsy Flight* instead of *Slow and Clumsy Flight* (and instead gain a +10 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly as fast as a bullet, but you have trouble performing sharp turns and may not hover.

+5 (Super-Fast and Agile): You gain the Aspect *Super-Fast and Agile Flight* instead of *Slow and Clumsy Flight* (and instead gain a +12 bonus on rolls to "Run" or Agility rolls during a chase while flying). With this Aspect you can fly faster than a speeding bullet, and can turn on a dime.

Gestalt Mind

Base AP Cost: 3

Activation: Fate Point (First time used in the scene)

Activation Time: Free Action

Duration: Scene

Note: *You may not purchase the Evolved Power Meta-Power with Gestalt Mind.*

You have a second conscious mind. This might be another person in your head or perhaps an onboard artificial intelligence. The secondary mind is always there, but requires activation if it is ever called upon to make a roll.

When you select this Power, you must first determine your secondary mind's Mental and Social Abilities. To determine this, distribute 12 ranks between the second mind's Craft, Knowledge, Reasoning, Willpower, Deception, Empathy and Persuasion. The maximum rank your second mind may have in a single Ability is equal to your primary mind's highest Ability (any Ability) +1. For all other Abilities, the two minds share the same ratings.

In addition, the second mind gains two mental Specialty Aspects and has its own Mental Stress Track. Remember that, for an AI, Willpower also serves as a Security Rating.

Any time you choose, you may allow the second mind to take over the body. The original remains conscious and aware of events, but has no control over the body.

The two minds may communicate with each other telepathically, and both share the same pool of Fate Points.

Modifiers

- 1 (**Amnesic Dormancy**): The mind that is not currently in control of the body is completely dormant. It is unaware of what is going on around it and has no memory of events that transpire while the other mind is in control of the body.
- 1 (**Antagonistic**): Your second mind has goals of its own, and may work against the goals of the original mind. You need to develop two new Character Aspects (in addition to those you already have) that become active only when the second mind is dominant. These Aspects should reflect the goals and attitudes the second mind has that are at odds with the goals and attitudes of the original mind.

Any time the antagonist secondary mind is able to take control of the body, make a contested Willpower roll. If the antagonistic secondary mind wins, compare the amount by which he succeeded to the Time table (pg. 324) to determine how long it remains in control.

- 1 (**Dominating**): You must also take the Antagonistic Modifier. If you behave in a way contrary to your secondary mind's motivations, the secondary mind can engage the primary in a Mental Conflict, attacking the primary mind's Mental Stress Track until it Concedes or is Defeated.
- 1 (**Weak Minded**): Instead of having 12 ranks to spread among its Abilities, the second mind only has 8.
- +0 (**Strenuous**): It requires some effort on your part take to call forth the other mind. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6. Once activated it lasts for the duration of the scene.
- +1 (**Improved Mind**): For every additional AP spent on this Power, your second mind gains two more ranks to distribute among its Abilities, though no Ability can be raised higher than the primary Mind's highest Ability (any Ability) +1.
- +1 (**Specialized Mind**): For every additional AP spent on this Power, your second mind gains two additional Mental Specialty Aspects. Note that this Modifier may not be purchased more than twice.



Grow

Base AP Cost: 1

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

You are capable of increasing your size and mass. When you activate this Ability you gain a +2 bonus to the Weapon Rating of all melee attacks, and your Size is increased by one category. See SoF pg. 289 for more on Size.

The Power Aspect taken with this Power should reflect your size when this Power is activated, such as *Large as an Elephant*.

You might also consider Linked Advantage and Limitation or Weakness to better define the effect of your Growth, such as using Linked Advantage to gain Super Strength, or Limitation (or Weakness if you take the Large Modifier) to lower your Agility as you suffer from the added bulk.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to increase your size. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Enlarge Another):** When you activate this Power, instead of increasing your own Size, you may cause another person or object within the same or an adjacent zone to increase in Size as per the parameters of this Power. Each time you purchase this Modifier you may enlarge one other person or object. Sentient targets who do not wish to be affected may resist with an Endurance roll against a difficulty of 4.
- +1 (Increased Size):** For every 1 AP spent, increase your (or your target's) Size by one additional category and the WR of all melee attacks by another +1. In addition, the Power Aspect you have associated with this Power becomes persistent.
- +2 (Large):** You are always large and do not need to activate this Power. It is considered "always on".

Heal

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action

With a touch, you can heal the sick and close the most grievous of wounds.

Spend a Fate Point and touch another living creature to instantly reduce one physical Consequence of your choice caused either from injury or sickness, by one step.

Modifiers

- +0 (Repair Only):** You can use your healing Power on nonliving creatures or objects, but only on nonliving creatures or objects.
- +0 (Strenuous):** It requires some effort on your part to use your healing Power. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4.
- +2 (Self-Healing):** You can use Heal on yourself.
- +1 (Repair):** You can use your healing Power on nonliving objects.

Super Heal

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the added bonuses and effects described below.

- + Metro Class Heal (AP: 3)** – When you Heal someone, you instantly reduce two physical Consequences.
- + World Class Heal (AP: 5)** – When you Heal someone, you instantly reduce three physical Consequences. In addition, you allow them to re-grow lost limbs.
- + Galaxy Class Heal (AP: 7)** – When you Heal someone, you instantly reduce four physical Consequences. In addition, you allow them to re-grow lost limbs.
- + Cosmic Class Heal (AP: 10)** – When you Heal someone, you instantly reduce four physical Consequences. In addition, you can resurrect a recently dead corpse as long as it is complete and whole. Even if you have the Self-Healing modifier, you cannot resurrect yourself.
- + Infinity Class Heal (AP: 13)** – You can bring a person back from death so long as you have at least a piece of their body. In addition, if you die and you have the Self-Healing Modifier, you immediately return to life sometime within the next three days. You will generally reappear at a location important to you.

Hidden Compartment

Base AP Cost: 1

Activation: None

You have some small compartment inside your body in which you can store small items about the size of your fist.

Modifiers

+1 (Insulated): Your compartment is heavily lined, sealed, and shielded. Items inside do not show up on X-Rays, metal detectors, or the like.

+1 (Expanded Compartment): You must have first purchased the Extra-Dimensional Modifier. Your compartment has a Size rating of 1, and can store about as much as a tall locker. You must still be able to get items in and out of the compartment's opening.

For every additional AP spent on this Modifier, the Size of the compartment is increased by +1.

+1 (Compacting Compartment): You must have first purchased the Expanded Compartment Modifier. Items are distorted and shrunken enough to fit through the compartment's opening, even if they normally could not. Despite the spatial contortions necessary to get the item in the compartment, the item is unharmed.

+2 (Extra-Dimensional): Your compartment does not exist on this plane, but can be easily accessed as you wish. You need only reach into it, and you can draw forth any object you have previously stored within.

You must decide how the compartment is accessed when this Modifier is purchased, examples include "always through my shirt pocket" or "my magic hat".



Illusions

Base AP Cost: 2

Activation: Fate Point

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You can create believable illusions within your line of sight. The basic version of this Power allows you to create static images. Though they do not move or make sound, they can be detailed enough to pass for real.

After you activate this Power, roll your Affinity. The result of your roll sets the difficulty of the Perception roll needed to see the illusion for what it is. A low roll might result in an illusion that flickers, has an odd texture, or has colors that just don't look quite right.

However, a roll that meets a difficulty of 3 is almost always believable, and rolls to pierce the illusion should only be allowed if the observer has a reason to be wary of illusions, such as an illusion that isn't registering to senses or sensors that it should, or if the illusion is behaving in a strange way.

For example, an illusion of a rock in a field of rocks should not call for a roll to notice the illusion for what it is. On the other hand, passing your hand through an illusion of an unmoving man would probably allow the observer to pierce the illusion without rolling.

The most basic illusion is the same size as a human adult (Size 0). To make larger illusions, the character suffers a -1 penalty on his roll per Size category. So, if the character wants to create the illusion of a car (Size 2), he'd suffer a -2 penalty on his Affinity roll to determine how believable it is.

You may maintain a number of illusions at the same time equal to your Affinity.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to create illusions. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6.
- +1 (Illusion Mastery):** Your Affinity Ability is considered 2 higher for the purposes of using this Power.
- +1 (Audible Illusions):** Your illusions can make sounds. They can make any sound you desire in a manner that is convincing to witnesses. So the illusion of a man could talk, speaking the words you wish him to speak. The illusion of a car could honk or rev its engine. In addition, you may create sound alone without a visible component to your illusion.

- +1 (Mobile Illusions):** Your illusions can move around in a way that is convincing. It may move at any speed, but disappears if you lose line of sight with your illusion. Any time an observer rolls to pierce a moving illusion, he gains a +2 bonus.
- +1 (Permanent):** Your illusions last until dismissed by you, and do not require line of sight to maintain. If the illusion can be made mobile, you may “program” them to perform some scripted action over and over again in your absence.
- +0 (Phantasm):** Your illusion only appears in the mind of your victims, which can be a number of people equal to your Affinity. If you have also purchased Tangible Illusions or Illusory Creature, any stress the Phantasm inflicts is suffered as Mental stress instead of Physical. You must be able to see the victim at all times. If you lose sight of him, he is no longer affected by the phantasm.
- +2 (Tangible Illusions):** You are able to create illusions that are seemingly tangible. Your illusion is under your direct control, like a puppet, and with a simple action you can command it to take a simple action itself if the illusion is of an object that can move, such as a car or forklift. It disappears if you lose line of sight with it. Your illusion may pick up and move objects, having a Strength, Agility and Endurance equal to your Affinity, regardless of its actual shape or size. Your illusion has a number of stress boxes determined like any other creature, but if it is forced to take even a single physical Consequence, it disappears.
- +3 (Illusory Creature):** You can create an illusion that acts like a living creature. You can see it, hear it, and even touch it (without needing to also purchase the Tangible, Audible, and Mobile Illusion Modifiers).

The total number of ranks it has in its Agility, Endurance and Strength are equal to your Affinity Ability x3, and can be distributed however you choose so long as no single Ability is greater than your Affinity x2. If it also has equipment, subtract the Cost of the equipment from the number of Ability Ranks you get to distribute. Equipment in the form of Weapons and/or Armor have a WR/AR equal to your Affinity.

Your illusion has a number of stress boxes determined like any other creature, but if it is forced to take a Major Physical Consequence, it disappears.

The illusory creature also has an Aspect that defines what it looks like. It has no Fate Points itself, but you may spend your own to invoke its Aspect.

Like a puppet, the creature is under your control. With a simple action you can mentally command the creature to perform a simple action itself. This can be a supplemental action that imposes a -2 on all other rolls.

The illusory creature disappears if you can no longer see it.

Imbue Armor or Shield

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue the clothes or armor you are wearing, or a shield you carry, with a special property for the duration of the scene.

When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Weightless(P)*, *Heat Resistant(P)*, *Blessed(P)*, *Bullet-Proof(P)*, *Blindingly Bright(P)*, etc. This Aspect is applied to your clothes, armor or shield when this Power is activated.

Modifiers

- 1 **(Armor or Clothing Only):** You can Imbue only armor and clothing.
- 1 **(Intermittent Effect):** The Aspect you are capable of imbuing clothing, armor or a shield with is not persistent.
- 1 **(Shields Only):** You can Imbue only Shields.
- +0 **(Strenuous):** It requires some effort on your part to imbue an object. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 **(Additional Properties):** For each additional AP spent on this power, you may choose two additional persistent Aspects to apply to your clothing, armor, or shield. Each activation still only allows you to imbue one Aspect however. To imbue the same item with multiple Aspects you have to activate this Power multiple times.
- +1 **(Defensive):** In addition to gaining an Aspect, you gain a +1 bonus on defense rolls with the imbued armor or shield.
- +1 **(Fortified):** In addition to gaining an Aspect, your imbued armor or shield's Armor Rating is increased by +2.
- +1 **(Shared Property):** You can Imbue the armor or clothing worn, or shield held, by another person. The person with the armor, clothing or shield must be in the same zone.

Evolved Imbue

For the purposes of purchasing the Evolved Power Meta-Power (pg. 165), all of the Imbue Powers are considered to be the same Power so long as the Aspect they Imbue their targets with is the same.

Imbue Creature

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue yourself or another creature with a special property for the duration of the scene.

When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Heightened Senses(P)*, *Increased Strength(P)*, *Nightvision(P)*, *Sickened(P)*, *Beneath Notice(P)*, etc. This Aspect is applied to you, or one other creature you touch, when this Power is activated.

When you attempt to Imbue a hostile target, roll your Affinity contested against your target's Willpower (if the Aspect you wish to Imbue affects the mind) or Endurance (if it affects the body). If you succeed, the target is imbued with the Aspect for the duration of the scene.

Modifiers

- 1 (**Self Only**): You may only Imbue yourself.
- 1 (**Intermittent Effect**): The Aspect you are capable of imbuing yourself or another with is not persistent.
- 1 (**Others Only**): You can Imbue only other people.
- +0 (**Strenuous**): It requires some effort on your part to imbue a living creature. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (**Additional Properties**): For each additional AP spent on this power, you may choose two additional persistent Aspects to apply to yourself or others. Each activation still only allows you to imbue one Aspect however. To imbue the same person with multiple Aspects you have to activate this Power multiple times.
- +1 (**Ranged Effect**): You do not have to be able to touch a creature to imbue it with an Aspect, you need only be able to see it.
- +2 (**Additional Targets**): You can imbue a number of people equal to your Affinity with a single use of this Power. They must all be in the same zone when this Power is activated. If you also have Additional Properties, you can imbue different targets with different Aspects.

What Aspects Can't Do

Always remember what Aspects can, and can't, do. An Aspect can be used to modify a dice roll by +2 or -2, allow or force a reroll, or grant some measure of narrative control.

Keep these things in mind when selecting Aspects to imbue or any other time you intend to place an Aspect. If the result you are looking for when applying the Aspect cannot be accurately modeled with a +/-2, reroll or simple narrative effect, it shouldn't be an Aspect.

Imbue Object

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue an unattended object you can touch with a certain property.

When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Unreliable(P)*, *Aged(P)*, *Rotten(P)*, *Heavy(P)*, *Light(P)*, *Like New(P)*, etc. This Aspect is applied to the target object when this Power is activated.

If you attempt to Imbue an item currently held or in use by another person, this Power costs an additional Fate Point to activate. In some cases the GM may have you make an opposed Reasoning roll against the person using the item.

Modifiers

- 1 (**Intermittent Effect**): The Aspect you are capable of imbuing an object with is not persistent.
- +0 (**Strenuous**): It requires some effort on your part to imbue an object. Select an Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. You may also roll your Agility instead of Reasoning to imbue an object held by another person, but it still costs a Fate Point to Imbue an object held or in use by another person.
- +1 (**Additional Properties**): For each additional AP spent on this power, you may choose two additional persistent Aspects to apply to an object. Each activation only allows you to imbue one Aspect. To imbue the same object with multiple Aspects you have to activate this Power multiple times.
- +1 (**Permanent Effect**): Unless somehow removed, the Aspect you place lasts forever.
- +1 (**Ranged Effect**): You do not have to be able to touch an item to imbue it with an Aspect, you need only be able to see it.

Imbue Weapon

Base AP Cost: 3

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue a weapon or your own fists and feet with a special property for the duration of the scene.

When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Blessed(P)*, *Flaming(P)*, *Shocking(P)*, *Armor Piercing(P)*, *Acidic(P)*, etc. This Aspect is applied to your unarmed attacks or weapon when this Power is activated.

Modifiers

- 1 (**Intermittent Effect**): The Aspect you are capable of imbuing a weapon with is not persistent.
- 1 (**Self Only**): You can Imbue only your own fists and feet.
- 1 (**Melee Weapons Only**): You can Imbue only melee weapons, and never your own fists and feet or ranged weapons.
- 1 (**Ranged Weapons Only**): You can Imbue only ranged weapons, and never your own fists and feet or melee weapons.
- +0 (**Strenuous**): It requires some effort on your part to imbue an object. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you your Affinity against an activation difficulty of 4.
- +1 (**Accurate**): In addition to gaining an Aspect, you gain a +1 bonus on attack rolls with the imbued weapon.
- +1 (**Additional Properties**): For each additional AP spent on this power, you may choose two additional persistent Aspects to apply to your weapon. Each activation only allows you to imbue one Aspect. To imbue the same item with multiple Aspects you have to activate this Power multiple times.
- +1 (**Damaging**): In addition to gaining an Aspect, your imbued weapon's Weapon Rating is increased by +2.
- +1 (**Shared Property**): You can imbue a weapon held by another person. The person using the weapon must be in the same zone.

Imbue Zone

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue either the zone you occupy, or an adjacent zone, with an ongoing effect.

When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Fog(P)*, *Silence(P)*, *Heavy Rain(P)*, *Lowered Gravity(P)*, *Darkness(P)*, etc. This Aspect is applied to your target zone when this Power is activated.

Modifiers

- 1 (**Intermittent Effect**): The Aspect you are capable of imbuing a zone with is not persistent.
- +0 (**Strenuous**): It requires some effort on your part to imbue a zone. Select an Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (**Personal Zone**): You always imbue the zone you occupy. If you move, the effect moves with you. So if you imbue a zone with *Well Lit*, and you move into a dark zone, that zone then becomes *Well Lit* and your previous zone falls dark.
- +1 (**Additional Properties**): For each additional AP spent on this power, you may choose two additional persistent Aspects to apply to a zone. Each activation only allows you to imbue one Aspect. To imbue the same zone with multiple Aspects you have to activate this Power multiple times.
- +1 (**Expansive Effect**): You may imbue a number of additional zones equal to your Reasoning. If the total number of zones you wish to Imbue exceeds four, you must pay an additional Fate Point to activate this Power.
If you have purchased the Strenuous Modifier for this Power, you may instead Imbue a number of additional zones equal to your Affinity. And the activation difficulty is 3 + the total number of zones Imbued.
- +1 (**Hazardous**): Whether you fill the area with fire, radiation, acidic rain, or some other dangerous effect, the zone you choose to Imbue becomes in some way hazardous. See pg. 328 for more on Environmental Hazards. The hazard you create has an Intensity of 3.
- +1 (**Extremely Hazardous**): You must have also purchased the Hazardous Modifier. The Intensity of the Environmental Hazard you create is increased by +2.
- +2 (**Regional Effect**): You may imbue a very large area with an Aspect. In addition to the normal cost for activating this Power, you may spend an additional Fate Point and roll your Affinity. The result of this roll determines the Size of the area affected, to a maximum of 8. This maximum is increased to 9 for World Class Super Heroes or 10 for Cosmic Class Super Heroes. See pg. 324 for more on Size.

Influence Thoughts

Base AP Cost: 3

Activation: Fate Point (Each attack roll requires activation)

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You are capable of directly influencing the thoughts of others. However, to use this Power, you must first batter your way through your target's mental defenses.

When activated, you may make a single mental attack against your opponent using your Affinity as a free action. The target may resist using his Willpower. If your attack generates Spin, the target will not be aware of your attempt to influence him. Otherwise he senses your presence in his mind.

Each time your mental attack causes the target to take a mental Consequence, you may implant some form of command into the target's mind. The target suffering the Consequence will seek to perform this action to the best of his ability.

A Minor Consequence results in the ability to implant a single word command, such as "Freeze" or "Kneel". The target will try to obey the command until the end of the scene, or until he successfully resists by succeeding in a contested Willpower roll against your Affinity.

A Major Consequence results in the ability to implant a simple sentence command, such as "Go stand in the corner," or "Drop the weapon." The target will try to obey the command for an hour or until he successfully resists.

A Severe(P) Consequence results in the ability to implant a command consisting of a few sentences. The target will try to obey the command for a 24 hours or until he successfully resists.

An Extreme(P) Consequence results in the ability to implant a command consisting of several sentences capable of relating a series of steps. The target will try to obey the command for a week or until he successfully resists.

The target may attempt to resist any time he is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point. For example, if you were to command him to shoot himself, before pulling the trigger, he'd get one chance to resist. To resist the target must succeed on a Willpower roll against your Affinity. Once he has successfully resisted, the mental hold is broken and the target need not continue to resist. Also, depending on how potentially damaging the command is, he may gain a bonus. For example, causing the victim to leave an area he is guarding may not grant a bonus, but causing him to harm a loved one might grant him a +3, while forcing him to commit suicide might grant a +5.

Remember that the target of this Power seeks to do as the attacker intends. That is, he may not attempt to exploit loop-holes in the command.

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Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (Potent Influence):** Your mental attack when using this Power is considered to have an Edge Rating of +2. This bonus is also applied to your Affinity roll to keep the target from resisting. Each time you select this Modifier, that Edge Rating is increased by an additional +2.
- +2 (Forge Loyalty):** Instead of forcing the target to obey commands, you force him to become loyal to you, or possibly fall in love with you if you are of a gender he finds attractive.
 - If you force the target to suffer a Minor Consequence, the Consequence he gains is *Infatuated with X*, where X is your name.
 - As he suffers more extreme Consequences, the Consequences he suffers are:
 - Major: *Loyal to X*; Severe (P): “*X is My Best Friend*” or “*X is My True Love*”; Extreme(P): “*X is My World*”; Defeated: “*Yes Master... anything for you...*”
- +3 (Irresistible):** The victim does not get a chance to resist, no matter what he is commanded to do.



Insubstantial

Base AP Cost: 6

Activation: Fate Point

Activation Time: One Turn

Duration: Scene

You may spend a Fate Point to somehow transcend the physical, making your body and your equipment completely intangible for the rest of the scene or until you decide to switch back.

When you activate this Power you may not pick up or interact with material objects in any way. You may walk through walls and travel through solid objects as if you could fly, but you cannot see through such objects. You are effectively “flying blind”.

To others you appear ghostly and transparent, and you cannot be harmed by any physical force. However, you may interact with other insubstantial entities or objects as if they were solid.

Modifiers

- 2 (**Vulnerable to Energy**): Attacks from energies such as electricity or fire can harm you while insubstantial.
- 3 (**Liquid**): You take the form of a mobile puddle of liquid. This is effectively the same as becoming wholly insubstantial, but you cannot move through water tight or solid barriers, and you may not interact with wholly insubstantial entities or objects.
- 1 (**Vapor**): You take the form of a cloud of mist or vapor. This is effectively the same as becoming wholly insubstantial, but you cannot move through air tight or solid barriers, and you may not interact with wholly insubstantial entities or objects.
- 1 (**Vulnerable to Magic**): Attacks from supernatural sources, such as magic spells or magical weapons, can harm you while insubstantial.
- +0 (**Strenuous**): It requires some effort on your part to activate this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (**Materialize**): Requires Passive. You may spend a FP to become tangible for the duration of the scene. You may switch back to being insubstantial as a free action, but it costs another FP to materialize again.
- +2 (**Immaterialize Other**): You may make a person or object you touch (with a Size no greater than your Reasoning -1) intangible for as long as you yourself remain so, or for the duration of the scene (whichever is shortest). If an insubstantial object materializes inside of a material object, both are destroyed. If used to attack, resolve the attack roll using whichever Ability makes the most sense, generally Agility or Reasoning. This attack has a Weapon Rating equal to 10 plus the Size of the object materializing into the target.
- +2 (**Passive**): You are always insubstantial and need not spend a Fate Point to activate this Power.



Invisibility

Base AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

Requires a Power Source and Affinity Ability

The ability to become invisible usually works in one of two ways, telepathic or cloaked. Choose one when you purchase this Power.

Telepathic: Telepathic invisibility is the result of an active effort to cloud the subconscious minds of those around you. They still see you, but you affect their minds in such a way as to cause them to ignore you. In fact, they will even go so far as to subconsciously avoid you, stepping out of your way, for example, should you try to pass by them. When you activate this Power you remain invisible to the minds of everyone you encounter for the rest of this scene, or until deactivated. If you perform some overt action, such as slamming a door or pushing someone, they may roll their Willpower contested by your Affinity to see you. The more overt the action, the bigger the bonus the GM may grant them.

Also, with this form of invisibility, you still appear on video tapes and in pictures.

Cloaked: This type of invisibility works by wrapping yourself in some sort of cloaking field, hiding you in the visible spectrum of light for the rest of the scene or until deactivated. However, you may still be noticed by heat sensing equipment, and you do not gain the benefit of having others subconsciously ignore you. But with this type of invisibility, you remain undetectable to cameras and video equipment.

When activated, you gain a bonus equal to your Affinity +2 on all rolls to avoid detection by sight.

Modifiers

- +1 (Offered):** You may spend a Fate Point to extend your invisibility (regardless of type) to a number of people in the same zone equal to your Affinity, or one object you can touch with a Size rating no greater than your Affinity.
- +0 (Effortless):** Instead of rolling against an activation difficulty to use this Power, you need only spend a Fate Point. If using Cloaked Invisibility, use your Reasoning as your Affinity Ability.
- +1 (Selective):** You may declare that you are invisible only to certain people, or certain types of people, such as “Only my enemies”, or “Only the guy in the corner”.

Leach

Base AP Cost: 3

Activation: Fate Point

Activation Time: Activates with touch, Simple Action

Requires a Power Source and Affinity Ability

You have the ability to draw the life out of another to sustain yourself; this may be something like a vampire's bite or a life sapping necrotic ray.

Your Leach attack requires you to make physical contact with your target. This is resolved as a normal physical attack, using your Agility (defended against by Agility) to touch your target. If you successfully touch your target, roll your Affinity as an attack against your target (who may defend with Endurance). Armor does not help defend against a Leach attack.

Each time you cause the target to suffer a Consequence from your Leach attack, you may automatically downgrade one of your own physical Consequences of a like (or lesser) type. So if you inflict a Major Consequence on your target, you may downgrade your own Major (or Minor) Consequence. This downgrade works exactly like normal healing (see SoF pg. 237).

Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate this Power. Instead of spending a Fate Point to activate this Power, as a free action after touching your opponent, roll your Affinity against an activation difficulty of 4.
- +1 (Deadly Leach):** When using your Leach Power to attack, your attack is considered to have a Weapon Rating of +2. Each time you select this modifier, that Weapon Rating is increased by another +2.
- +1 (Ranged):** This Power works as above, but it can be used at range. Instead of requiring you to touch your target however, you must roll Agility to make a ranged attack. Your targets may defend with their Perception. If you hit, resolve the use of this Power normally, as if you had touched them.
- +2 (Life Sink):** You need not touch your victim to drain their life. Instead, you drain the life of a number of targets within the zone you occupy, or any adjacent zone, equal to your Affinity rating. When you activate this Power, you may make an attack (using your Affinity) against all of your chosen targets. They may defend with their Endurance. For every Physical Consequence you cause your enemies to suffer, one of your own physical Consequences downgrades. So if you cause two different enemies to each suffer a Consequence, you may downgrade two of your own Consequences. In such cases, you may elect to downgrade the same Consequence multiple times.
- +2 (Psychic Leach):** The stress you deal is Mental instead of Physical.



Lifeless

Base AP Cost: 3

Activation: None

You do not age, you do not need to eat or drink, nor do you need to sleep. You are also immune to the effects of vacuum, poisons, disease and drugs, and the Power Aspect that comes with this Power is persistent.

Modifiers

+1 (Resilience): The Severe Physical Consequence is not persistent for you.

+2 (Extreme Resilience): The Severe and Extreme Physical Consequences are not persistent for you.



Machine Submersion

Base AP Cost: 1

Activation: Fate Point

Activation Time: Simple Action

Requires a Power Source

You have the ability to interface with machines directly with your mind. This might be with a cable attached at the base of your skull, or some sort of mystical or psychic connection forged by touching the machine.

Once activated, you gain a +3 bonus on rolls to use or hack a computer or computerized machine.

Remember that when dealing with machines, Willpower and Security serve the same purposes.

Modifiers

+0 (Strenuous): It requires some effort on your part to establish a connection. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4.

+1/+0 (Wireless): Your link is wireless. Note that if you already have a Computer Implant with the wireless modifier, this one is free.

+2 (Remote Control): You can overwrite the programming of a machine you are interfacing with, forcing it to obey your commands. This works exactly like the Influence Thoughts Power, but only works on computerized machines. However, most machines do not really have a mind of their own and will not seek to resist your control once you remote control of them.

+3 (Possession): Similar, but more powerful than the Remote Control option, your mind fully inhabits the “body” of the machine. This allows you to control its physical form, but also grants full access to its data and computing capabilities. This works exactly like the Possession Power, but only works on computerized machines. This Modifier requires an Affinity Ability.

Mindlink

Base AP Cost: 1

Activation Difficulty: 4 + 1 per person linked

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You are capable of forging a bidirectional telepathic link with one or more people you can see for the rest of the scene. Roll your Affinity against an activation difficulty of 4 +1 per person involved in the link (not counting yourself).

Once the link is established, everyone connected can broadcast their thoughts to all others with a simple act of will, over any distance.

Note that not all thoughts are broadcast, just the ones the character intends, and all participants in the Mindlink must be willing.

Modifiers

- 1 (**Simple Message**): You must have also purchased the Distant Link Modifier. Your link is only one way, and it exists only long enough to send a short message about 25 words long. If you also have Sense Link, the receiver may only perceive via your senses for a single turn.
- +0 (**Effortless**): You do not need an Affinity Ability. When attempting to link minds with another, instead of rolling an Affinity Ability to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty equal to the total number of people to be linked (not counting yourself). If you fail, you cannot use this Power and your Fate Point is wasted.
- +3/+2/+1 (**Distant Link**): The cost of this Modifier is +3 at Tech-Levels 3 or lower. At TL 4 or higher it is only +2. At 5 or higher it is only +1. You can forge a link with a single person, no matter how far away they are. However, the activation difficulty to activate this Power is equal to 4 + a modifier determined by your familiarity with the person. Add the Sympathy Modifier that most accurately describes your relationship with the target. Sympathy Modifiers can be found on pg. 59.
If you fail, and your total is no higher than an amount equal to the Sympathy Modifier alone, you suffer stress as normal for failing an activation roll and your message is not sent.
- +1 (**Extended Duration**): The duration of this Power is extended to last an entire day, though it may be ended at any time by the person who created it.

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+1 (Sense Link): In addition to broadcasting specific thoughts, you can send what you are sensing to others in the link. This allows them to temporarily see what you see, hear what you hear, etc.

+1 (Intrusive Link): You may add unwilling participants to the link. To do this you must win a contested roll using your Affinity against your target's Willpower. If you fail, the link is not forged. If you succeed, the target is added to the link. This allows everyone else in the link to broadcast their thoughts to the victim, who hears them whether he wants to or not. If you have the Sense Link Modifier, you can send sensory information as well.



Mind Probe

Base AP Cost: 4

Activation: Fate Point (Each attack roll requires activation)

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

You've learned how to delve the mind of another living being, sifting through its thoughts and memories for the information you seek. To use this Power, you must first be touching your target and then activate it.

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower (but suffers a -2 penalty if unconscious). If your attack generates Spin, the target will not be aware of your attempt to probe him. Otherwise he senses your intrusion into his mind.

If you fail to deal any stress on your attack, you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may discover one piece of information you seek. The amount of information gained depends on the severity of the Consequence suffered.

A Minor Consequence results in a single word answer to a question.

A Major Consequence results in a simple sentence answer to a question, or a bit of sensory information like a mental image, a sound, or even a smell.

A Severe Consequence results in an answer consisting of a few sentences, or the probing character may experience an entire scene the target was present for as if he himself had been there.

An Extreme Consequence results in the probing character learning just about any fact the target knows or gains the ability to experience several days of the target's life.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (Deep Probe):** Your Mental Attack when using this Power is considered to have a Edge Rating of +2. Each time you select this Modifier, that Edge Rating is increased by another +2.
- +1 (Ranged):** You can use this Power at range instead of requiring touch. As usual, the range rating is equal to your Affinity.

Mind Wipe

Base AP Cost: 3

Activation: Fate Point (Each attack roll requires activation)

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You are capable of removing another person's memories. However, to use this Power, you must first batter your way through your target's mental defenses.

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower. If your attack generates Spin, the target will not remember this scene and will subconsciously avoid attempting to remember the things he has been made to forget. He will not attempt to think about the missing memories and will only consider the matter if prompted to by another.

If you fail to deal any stress on your attack you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may remove some specific range of memory from your victim's mind.

A Minor Consequence results in the ability to erase the events of a single scene of little importance to the victim. This means that you could force him to forget where he hid his weapons cache; but you couldn't make him forget the last few moments he had with his dying father.

A Major Consequence results in the ability to erase about a day of time, or you might be able to erase the memory of a scene that was important to the character.

A Severe Consequence results in the ability to remove a week or so of memory or a critical day in the character's life.

An Extreme Consequence results in the ability to erase about a month of time or forget a week that was very important to the character.



The amount of memories erased must be a single “lump” of time per use. This means that while you may be able to erase the events of a day from a character’s mind, you could not erase twelve hours’ worth of time spread over the course of a month, taking only an hour or two at a time.

The effects of this Power are permanent unless the character’s memory is jogged by being exposed to evidence of a forgotten event. Once exposed to this proof, the character may spend a Fate Point and roll Reasoning against a difficulty equal to your Affinity to remember.

Modifiers

+0 (Strenuous): It requires some effort on your part to activate this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.

+1 (Improved Wipe): Your mental attack when using this Power is considered to have an Edge Rating of +2. Each time you select this modifier, that Edge Rating is increased by an additional +2.

+2 (Lost Forever): Erased memories may never be recalled.

+1 (Memory Edit): You can replace the memories you remove with new memories of your own creation. These new memories should make sense within the context of the selected time period, and false memories that are difficult to believe may grant the victim bonuses to recall his true memories of that time.

These memories remain forever, or until the victim is triggered to remember the correct memories.

+1 (Selective Editing): Instead of a specific time period, you may remove memories related to a specific person, place or thing. The defender gets a bonus on his defense rolls based on how attached to the person, place or thing he is. For example, making the victim forget every time he stopped at a particular red light may offer no bonus to defense rolls, yet he may be granted a +5 bonus on rolls to defend against an attempt to make him forget his wife.

+2 (Mind Seed): You implant a second, antagonistic, personality into the mind of another. Even if the target is willing, you must first cause the target to suffer at least a Severe Consequence with this Power. Once you’ve done that, you may implant the personality.

Once implanted, the victim gains the Gestalt Mind Advantage. You have a number of Advantage Points equal to your Affinity with which to define the target’s Gestalt Mind Power as you wish, but it must have the Antagonistic Modifier.

Morph

Base AP Cost: See Below

Activation: Fate Point each time you change

Activation Time: One Turn

Duration: Permanent until you change back.

Requires a Power Source

You can transform your body into some other creature (or swarm of creatures!). You select this alternate form at the time you take this Power, and may not change your selection thereafter.

When in your alternate form, you possess the Physical Abilities, senses, and traits natural to that form while retaining your own Mental and Social Abilities. You also gain the new form's method of locomotion, if it has any. However, while you also inherit the new form's physical Abilities, you still have the same number of stress boxes and may take your full complement of Consequences.

When in your Secondary Form, you also gain all of the Aspects and Advantages related to that form.

You may select this Power multiple times, each time selecting a different alternate form to take on.

The cost of this Power varies depending on the alternate form you select. See the chart below for costs, and SoF Chapter 12 for the statistics for these types of creatures. Keep in mind that these are just guidelines. While a character may purchase the ability to change into a wolf and use a wolf's stats, his actual form could just as easily be any large dog. And in this case, the Aspect that this Power provides might be *Large Dog* instead of *Wolf*.

<u>Creature Form</u>	<u>Cost</u>	<u>Creature Form</u>	<u>Cost</u>
Fish	2	Wolf	3
Rat	2	Same Species/Unique Form	3
Spider	2	Flock of Birds	4
Cat, House	2	Crocodile	4
Bird	3	Spider Swarm	4
Shark	3	Tiger	4
Snake	3	Wolf Pack	5
Horse	3	Bull	5
Rat Swarm	3	Bear	5

Same Species: You take the form of a different person, but of the same species. You physical features can change dramatically, so long as you maintain the same physical mass. You may even change sex! In regards to your Physical Abilities, when selecting your alternate form, add up the total number of ranks in all of your Physical Abilities. Use those ranks to "re-purchase" the Physical Abilities of your alternate form.

You may also elect to trade in up to three Ability ranks to add Specialty Aspects, such as *Good Looking*. Each rank is worth one Specialty Aspect.

For example, if all of your Physical Abilities added up to 8 ranks, your new form would also have 8 ranks worth of Physical Abilities, though they could be arranged entirely differently. Or your Physical Abilities may only have 5 ranks, but you may add 3 additional Specialty Aspects.

Unique Forms: When taking on a unique form, something too complicated to easily qualify as one of the creatures listed in the above table, you need to build it using Morph, Linked Advantages, and maybe some additional Powers.

First select one of the forms that most closely resembles your chosen unique form, including the same species as described above. Now, using Linked Advantage, you can add other Powers to build up to the desired result.

So, for example, if you want to be able to change into a large fire breathing dragon, you might need to take the Morph Power and use Linked Advantage to add Body Weaponry, Flight (for dragon wings), Armor, Growth, Super Strength and Power Attack, Ranged for the fire breath.

If you wish, you may add additional Ability ranks or Aspects. Each rank in an Ability or Aspect increases the cost of the form by +1.

Modifiers

- 1 (**Prolonged Transformation**): It requires an hour to complete the transformation between forms, during which time you pass into a comatose state.
- +0 (**Strenuous**): It requires some effort on your part to transform. Select an Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (**Instant Transformation**): You can shift between forms as a Free Action.
- +1 (**Mentality Shift**): When shifting Ability ranks to define your new form, you may adjust up to three ranks of Mental or Social Abilities instead of just Physical Abilities.
- +1 (**Perfect Morph**): When you morph, your clothing and gear become a part of your new form. If you morph into a specific person, your clothing changes to match.
- +1 (**Identity Thief**): Requires Feature Shift. You can morph into the shape of any other person you've seen, gaining their physical Abilities, and any Aspects or Advantages related directly to their appearance. Your voice is also the same.
- 3 (**Feature Shift**): For a base AP cost of 3, you may only make simple changes to your natural form, such as changing facial features, hair color and length, and skin tone. You may increase or decrease your height by as much as 10%. When you use this Power, you may redistribute 2 ranks from your Physical Abilities. For example, if you had Agility 3 and Strength 2, you could change it to Agility 1 and Strength 4.

You may roll your Deception (Diff:3) to perfectly mimic another creature of the same or very similar species.

Morph Living

Base AP Cost: 5

Activation: Fate Point, Special

Activation Time: Special

Duration: Special

Requires a Power Source and Affinity Ability

You can transform the body of another living creature in much the same way you can transform yourself with Morph. When you use this Power, you can transform your victim into any creature found on the Morph list (pg. 97), or something very similar. You may select the type of creature at the time this Power is used, and it may vary each time.

To transform another, you must activate this Power while the subject is within range. To activate this Power, you must spend a Fate Point and roll your Affinity. This is an extended action, and you may perform a roll as a simple action each turn. However, you must also spend a Fate Point each turn you roll.

The difficulty of the extended action is equal to 8 + the target's Endurance + a duration modifier.

Modifiers for duration, which can be found on the accompanying table, determine how long the victim stays in his new form.

An affected creature's equipment does not change with it. It is either dropped or destroyed as the creature changes. If changing into a larger form wearing armor, the victim suffers an attack with a WR equal to the AR the armor provides. He may defend with his Endurance.

Modifiers

- 1 (**Limited**): You may only change your victims into one specific form, such as only being able to change them into frogs. This form must be selected when this Power is purchased.
- +0 (**Strenuous**): It requires some effort on your part to transform others. Select an Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6.
- +1 (**Master Changer**): You gain a +2 bonus on rolls to transform another living creature.

Morph Living Duration Table

Modifier	Duration
+0	One Round
+1	Duration of Scene
+2	An Hour
+3	A Day
+4	A Week
+5	A Month
+6	Three Months
+7	A Year
+8	Three Years
+9	A Decade
+10	Forever

Multiply

Base AP Cost: 2

Activation: Fate Point

Activation Time: One Turn

You are somehow able to create multiple copies of yourself in a localized area, all sharing the same mind. Effectively, you become a Unit with a Size rating one increment greater than your current Size.

See page 394 of *Strands of Fate* for more on Units, and guidelines for changing your stats as you become a Unit. You retain the same number of Fate Points whether you are using this Power or not.

When you re-merge into a single body, you suffer the total amount of stress you suffered as a Unit. So if you suffered 12 points of physical stress as a Unit, when you re-merge, you suffer 12 points of physical stress (which may cause you to suffer Consequences). If this means you are Defeated, you may set the terms of your Defeat.

At the end of the scene the Unit must either pay the activation cost again or re-merge. The members of the Unit all disappear except one, which is now your individual character. Your character, as an individual, appears in the location that is most central to all the members of the Unit, which must be a safe location. You wouldn't re-merge and find yourself in a pool of lava for example. In such cases, you'd re-merge at the nearest safe location, such as the edge of the lava pool.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate this Power. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (Single Minded):** You must have taken the Duplicate modifier. When you take Single Minded, both versions of your character share the same memories at all times. This also means that both versions of your character suffer the same Mental stress.
- +2 (Selective Merger):** When you re-merge, one of your duplicates is selected to be the focus of the merger. For example, if you multiplied, and one of your duplicates took the elevator to the roof while the others stayed in the basement, when you re-merged, your character could be on the roof or in place of any of the other duplicates who remained in the basement.
- +2 (Army from One):** Your Size as a Unit is increased by +1.

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100



+3 (Duplicate): Instead of becoming a Unit, you spawn an exact duplicate of yourself, complete with a separate mind. You can pretty much just make another copy of your character sheet. However, both versions of your character suffer the same Social stress. Once you re-merge, the single copy of you remembers the experiences of both of the previous copies. And as with the Unit version of this Power, upon re-merging, you suffer the total amount of stress both copies have sustained. The duration for Multiply with this modifier is changed from One Scene to One Day. To stay split, you must spend one Fate Point per day.



Night Vision

Base AP Cost: 1

Activation: None

This Power permanently grants you the Perception Specialty Aspect *Night Vision*. This Aspect might be invoked to grant bonuses to see in darkened areas, or may be compelled by the enemy when he flashes you with a blindingly bright light.

Modifiers

+0 (Activated): This Power is activated with a Fate Point, so there is no danger of being blinded by sudden bright flashes of light while not active.

+1 (Adaptive): The Aspect associated with this Power is persistent, but you can switch this Power on and off at will.

+2 (Dark Vision): You do not gain the *Night Vision* Aspect. But you do not need it. You simply do not need any light to see, and are capable of seeing fine detail in even pitch black darkness. You are also no more sensitive to bright light than a normal person.

Nullify

Base AP Cost: 1

Activation: See below

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You have the capacity to nullify or dispel another character's Power. You can only Nullify Powers that come from the same Power Source, a directly opposing Power Source, or a specific type of effect the GM allows.

This Power can work in three different ways:

Defend – When attacked with a Power you can Nullify, you may elect to roll your Affinity Ability to defend instead of using a normal Ability such as Agility or Willpower. This use of this Power does not require activation.

Block – You may spend a Fate Point to nullify powers directed at others by using a block action (pg. 327), using your Affinity to determine your block's potency. Once the FP is spent, and the potency of the block is set, it remains for the duration of the scene, or until overcome.

Attack – Creatures comprised of, or held together by, the Power Source you can Nullify can be attacked directly with this Power. You destabilize or dissolve the bonds holding it together, causing structural weakness and outright damage. Spend a Fate Point to make an attack roll with your Affinity, adding your Affinity again as a Weapon Rating. Your target may defend with Endurance or its own Affinity Ability if it is also related to the same Power Source.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to activate this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (Improved Nullification):** For every additional AP you spend on this Power, your Affinity is considered 2 higher when using this Power.
- +1 (Deconstruction):** Some powers create effects that are long lasting or are not direct attacks (such as with Barrier or using Control to create a golem). You can attempt to deconstruct these effects with this power.

To do so, you may spend a Fate Point to activate this Power, and then roll your Affinity in an extended action (each roll requires a full turn). The target difficulty is equal to three times the Affinity Ability of the person who created the effect you are deconstructing. Each time you roll and fail to meet the target difficulty, you suffer an amount of stress equal to the difference between your roll and the target difficulty. This stress may be because of the effort required to decon-

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struct the target effect, because of some energetic backlash, etc. The type of stress you suffer should make sense in regards to the reason you are suffering such stress, and is ultimately up to the GM.

- +1 **(Rebound):** If you generate Spin when using this Power to defend against another, you may send that Power back against its source. For example, if you generate Spin defending against a Ranged Power Attack, the person trying to hit you becomes the target of his own attack.
- +1 **(Sever Source):** You may attempt to deny an opponent access to a Power Source you are capable of nullifying. To do this, spend a Fate Point (in addition to the normal activation requirements of this Power) and roll your Affinity with a +2 bonus. The result of this roll sets the block Potency (see pg. 327 for more on blocks), which your opponent must overcome with an Affinity or Willpower (opponent's choice) roll before he can activate any Powers from that Power Source. This roll to overcome the block is a free action.

The block remains as long as you maintain concentration on it, which is a supplemental action.

- +2 **(Anti-Power Zone):** You can spend a Fate Point (in addition to the normal activation requirements of the Power) to use this Power on a zone, allowing you to automatically attempt to block all Powers from a Power Source you can affect entering the zone, such as Power Attacks. In addition, rolls to activate affected Powers suffer a penalty equal to twice your Affinity. If the Power is instead activated with a Fate Point, that activator must spend a Fate Point and succeed on a contested roll using either his Willpower or Reasoning against your Affinity. If he fails, the Power does not activate and the Fate Point is wasted.

If a creature is composed of a material strongly associated with your affected Power Source, such as a magical construct entering an anti-magic zone, you may make a free attack on that creature every round. You use your Affinity to attack, and the creature defends with its Endurance or Affinity Ability.

- +2 **(Expansive Effect):** You must have already purchased the Anti-Power Zone Modifier. You may affect a number of additional zones equal to your Affinity. You suffer a penalty on your activation roll equal to the total number of zones targeted. For example, if you target two zones, you suffer a -2 penalty.

Photographic Memory

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

When you purchase this Power you permanently gain the *Vault of Knowledge* (Knowledge) Aspect to represent memories you have obtained “off camera”.

In addition, when you activate this Power, you gain a +4 bonus on any attempt to remember a fact, no matter how obscure. In addition, you remember details so vividly you can perfectly recall any image you’ve seen or sound you’ve heard.

Modifiers

- +1 (**Produce Photograph**): You can draw, with perfect accuracy, any sight you can remember.



Poison

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action (Attack is a simple action)

Through a natural skin penetrating attack such as a bite or claw strike, you can spend a Fate Point to deliver a vicious poison to your target as a free action. The poison has a Subtlety of 3 and a Potency of 3. (See more about poisons on pg. 285 of *Strands of Fate*.)

Modifiers

- +0 (**Strenuous**): It requires some effort on your part to poison another. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (**Lethal Dose**): You may increase either your poison’s Subtlety or Potency by 2.
- +1 (**Touch**): You may administer your poison with a touch.
- +1 (**Taint**): You may target a consumable, such as a piece of food or glass of water. Anyone who partakes of the poisoned substance becomes affected by your Poison.
- +2 (**Ranged**): You may administer your poison at range, as poison spittle or the like. This attack has a range rating of 1.



Possession

Base AP Cost: 5

Activation Cost: Fate Point (Each attack roll requires activation)

Activation Time: Simple Action

Duration: Special

Requires a Power Source and Affinity Ability

You are capable of directly entering and taking control of another's body, leaving your own behind (if you have one).

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower (and gains a +2 if conscious). If your attack generates Spin, the target will not be aware of your attempt to possess him. Otherwise he senses your presence in his mind. If you fail to deal any stress on your attack, you suffer an amount of stress to your the Stress Track related to your Power Source equal to the difference between your attack roll and the defender's defense roll.

You successfully take over the body of your target when you force them to take a Mental Consequence (a Minor will do). The original mind of the body you possess is largely suppressed, though you may speak telepathically with him and he may still sense the world through his body's senses. But once in possession, you control the body of your host until it successfully resists.

The target may attempt to resist any time his body is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point. For example, he'd get a chance to resist if you were about to walk his possessed body off a cliff, or use it to try to kill his wife. To resist, the target must succeed on a Willpower roll against your Affinity. Once he has successfully resisted, the mental hold is broken and you are ejected from the body. Also, depending on how strongly your host disagrees with your actions while in control of his body, he may gain a bonus. For example, causing the victim to eat a food he doesn't care for may not grant a bonus, but causing him to harm a loved one might grant him a +3, while forcing him to commit suicide might grant a +5.

Your own body (if you had one), falls into a catatonic state as long as you possess another body. Should the possessed body die, or you are ejected from it forcibly, you immediately suffer enough stress to cause a Mental Consequence and instantly return back to your own body. You may also elect to end the possession willingly and safely snap back to your own body at any time.

Each day spent in a stolen body requires you to reactivate this Power and successfully force the mind that inhabited it to take a Consequence. Once in possession of the body you may continue to use this Power to attack the former owner's mind, even after you have gained control. If the former

owner of the body is ever mentally Defeated, you gain uncontested control of the body for as long as you inhabit it.

Modifiers

- 1 (**Voiceless**): When possessing another body, the original owner retains control of the body's ability to speak.
- +0 (**Strenuous**): It requires some effort on your part to possess another. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 6.
- +1 (**Irresistible Possession**): Your Affinity Ability is considered 2 higher for the purposes of using this Power.
- +1 (**Functional Possession**): When possessing another person, you still have some limited control over your own body. You have the *Distracted(P)* Aspect when in possession of another being, which can hinder any actions you try to take with your own body or to keep your victim from resisting your control.
- +1 (**Merge**): When possessing another body, your own body becomes insubstantial and merges invisibly with the host body. Should the host body die, both your mind and body are ejected, with your body becoming tangible once again.



Postcognition

Base AP Cost: 4

Activation Difficulty: 8 + Sympathy Modifiers (pg. 59)

Activation Time: Free or Simple Action, see below

Requires a Power Source and Affinity Ability

You have the ability to perceive flashes of events from the past.

This Power works in two ways. First, you gain a Character Aspect called *Postcognitive*. This Aspect can be compelled by the GM to grant you painfully vivid impressions of the past. Like any other compel, the player may refuse and reject the offered FP and glimpse into the past. However, should he accept, the postcognitive flash assaults the user's mind as a wave of overpowering sensations. When this occurs, the GM may choose to roll an attack against the character's mind. The attack has an Edge Rating of +2 and the character may defend using his Willpower.

Such a compel should most often occur when the character enters a place where terrible tragedy unfolded. Likewise, it may happen the first time the character touches an object that was somehow connected to a traumatic event, like a murder weapon.

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The second use of this Power is an intentional attempt to see the past as it relates to a person, place, or thing. This is a more controlled use, usually requiring at least a few seconds of quiet time to meditate. In this case, the user rolls his Affinity against an activation difficulty equal to 8 + any relevant sympathy modifiers. See pg. 59 for table sympathy modifiers.

Success means the character will get some impression of the past, failure indicates that the Power does not work and no impression is received.

The GM should ask the player what he wishes to know about a specific person place or thing. The more specific the question, and the better the roll to activate, the more accurate the information the GM should relate back.

For example, let's say the PCs are investigating a murder scene and find the murder weapon. The player of the postcognitive PC wants to get an impression of what happened (an event), and how the weapon was used. So he closes his eyes and gently touches the weapon, sensing for psychic residues lingering on the weapon.

After all sympathy modifiers have been factored in the difficulty to activate is 5 (base of 8, described event +5, at the location -3, holding the murder weapon -5). He rolls his activation check and succeeds. Since he met the required difficulty to activate this Power he gets a brief glimpse of what happened. In his mind's eye, the character sees the killer raise the gun and shoot the victim in the back as she tries to flee out the front door.

Modifiers

- 3 (**Passive Only**): Seeing the past is never a deliberate effort on your part. The only time this Power has an effect is when your *Postcognitive Aspect* is compelled.
- 1 (**Deliberate Only**): You do not gain the *Postcognitive Aspect* and may not use this Power passively. You may only see the past with deliberate effort and concentration.
- +0 (**Effortless**): You do not need an Affinity Ability. When trying to intentionally use your postcognitive powers, instead of rolling an Affinity Ability to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty of 3 + any Sympathy Modifiers. If you fail, you cannot use this Power and your Fate Point is wasted.
- +1 (**Historical Sensitivity**): Your Affinity Ability is considered 2 higher for the purposes of using this Power.

Power Attack, Melee

Base AP Cost: 2

Activation Difficulty: 4

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Requires a Power Source and Affinity Ability.

You are capable of performing some kind of unnatural melee attack, be it a touch that rots the flesh or the ability to summon a sword made of solid fire.

You may select this Power multiple times, each time selecting a different type of melee attack.

Regardless of the type of attack, the mechanics remain largely the same. Once the Power is activated you may roll to hit your target as a simple action melee attack made with your Strength or Agility (your choice). The target may defend with whatever Ability is most reasonable. Generally Agility will be used to dodge physical or energy weapons, Endurance will be used to defend against Powers that affectively break down the body, and Willpower resists attacks against the mind.

Weapon Rating: Your attack has a Weapon Rating equal to 3 + the setting's Tech Level (see SoF pg. 300 for more about Tech Levels). If the setting uses multiple TLs, use the highest. Certain attacks, such as a magic death touch, may not allow the defender to apply his armor's Armor Rating. If you decide that your attack will ignore armor, you do not get to add your setting's TL to your attack's Weapon Rating.

Maneuver: Like many other types of attacks, this Power may also be used as a Maneuver to place an Aspect on a person, place, or thing. See page 255 for more about Maneuvers. The types of Maneuvers you can perform should, of course, relate to the type of attack you perform. So a rotting touch might be used to rot a rope, putting a Rotten Aspect on it, which you could compel the next time an enemy tries to climb it to make it break.

Modifiers

+0 (Effortless): Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point.

If you have taken other Modifiers that would normally increase your activation difficulty, you must spend one FP for every multiple of 4. For example, if the activation difficulty is 4, it costs 1 FP. If it is 8, it costs 2 FPs. An activation difficulty of 12 costs 3 FPs, etc. If the activation difficulty is not a multiple of 4, round down to the nearest multiple.

+1 (Excessive Force): You must have already purchased the Forceful Modifier. You gain a +2 bonus on your roll to throw an opponent you hit with this Power, and you can throw them one additional zone.

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- +1 (Improved Weapon Rating):** The Weapon Rating when using this Power is increased by +2.
- +1 (Penetrating):** When attacking a target that would normally be immune to this Power, such as a ice-based Melee Power Attack used against a creature with Resistance (Immunity) to cold, the target is considered to have an Armor Rating of 5 instead of complete immunity.
- +1 (Persistent):** Your Melee Power Attack continues to deliver stress to your opponent each round. It could be some sort of corrosive acid attack, a magical flesh rotting spell, or some similar effect. The Power Aspect you take with this Power should describe the effect. When you attack with this Power and your target suffers stress, he suffers an additional amount of stress on your next turn equal to the amount he suffered from the initial attack -3. Each round thereafter he continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability, though if the amount of stress you inflict is reduced to 0, the effect ends.
- +1 (Precise Strike):** You gain a +1 bonus on attack rolls with this Power.
- +1 (Reach):** Your melee attack can be used to attack enemies in an adjacent zone.
- +1 (Versatile):** Your melee attack takes an additional form. You gain an additional Power Aspect to go along with this Power (so a wizard's Touch Attack Power might have both *Touch of Ice* and *Shocking Jolt* as Power Aspects). The mechanics of the Power remain the same for both forms. It is only its Power Aspect and the way it is described that changes. When you use this Power, decide at the time it is activated which of the two forms your Melee Power Attack will take. You may add additional forms to this Power, each time gaining a new Power Aspect for it.
- +1/+2 (Forceful):** When you successfully hit an opponent with this Power, regardless of how much stress you deal, you may choose to send your opponent flying into an adjacent zone. When you purchase this Modifier, you must decide whether you “Push” the target into a zone directly away from you, “Pull” the target into a zone closer to you, or “Shift” the target laterally, to one side or the other. To do this, you must succeed on an opposed Affinity roll against your opponent's Strength or Endurance (chosen by your opponent). If you generate Spin on this roll your opponent is thrown an *additional* zone away from you.

If you purchase this Modifier for +2 AP, you may move the target in any direction you choose when the associated Power deals stress.



+2 (Repetitive): Once activated, you may use this Power as many times as you desire for the duration of the scene. Activation is a free action, but any attacks are treated as normal attacks with a weapon, and as such, are generally a simple action. Any choices you must make upon using this Power when activated persist until it is activated again.

+3 (Slaying): The activation difficulty of this Power is increased by +4, or if you have the Effortless Modifier, you must spend an additional Fate Point.

Be it some sort of disintegrating touch, a magical life disrupting strike, or something similar, your attack does not bash, cut or otherwise wound your opponent. It either does nothing, or it kills them instantly.

Make an attack with your Affinity. The target may defend with Agility, Endurance or Willpower depending on the nature of the attack. The Ability used to defend must be determined when this Power is purchased and cannot later be changed.

If you succeed on the attack roll, the target suffers no stress. Instead, he must spend a number of Fate Points equal to the amount by which you succeeded, or be instantly Defeated. And in this case Defeat always means death. If the Fate Points are spent, it is assumed that you actually narrowly missed with the attack.

You may not take this Modifier in conjunction with the Persistent or Repetitive Modifiers.

When used on lifeless matter, you instantly destroy an amount of material with a Size rating equal to your Affinity -3.

Super Power Attack, Melee

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for a higher Weapon Rating.

Note: You may not take a Super Power Attack that directly attacks the Mental or Social Stress Track.

The following chart lists the AP cost for each class, and the bonus to the attack's Weapon Rating:

Class	Base AP Cost	Base WR
Metro Class	4	TL +7
World Class	6	TL +12
Galaxy Class	8	TL +17
Cosmic Class	10	TL +22
Infinity Class	12	TL +27

Power Attack, Pulse

Base AP Cost: 3

Activation Difficulty: 4

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Requires a Power Source and Affinity Ability.

With this Power you are capable of attacking everyone in the zone you occupy. Whether it be an explosion of energy, a spray of caustic acid, a blast of shrapnel, or something else, the attack emits from you in all directions; attacking everyone but yourself.

Explosive Rating: Your attack has an Explosive Rating equal to 1 + the setting's Tech Level (see SoF pg. 300 for more about Tech Levels). If the setting uses multiple TLs, use the highest. Certain attacks, such as acidic clouds, may not allow the defender to apply his armor's Armor Rating. If you decide that your attack will ignore armor, you do not get to add your setting's TL to your projectile's Explosive Rating.

If you roll to activate this Power you may willingly decrease your Explosive Rating, though this does not decrease the activation difficulty unless you take the Variable Modifier below. If you activate this Power by paying a Fate Point, you may not willingly decrease the ExR.

Modifiers

- 1 (**Aura Only**): Your pulse always functions as an aura. It cannot be used as a single attack.
- +0 (**Effortless**): Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point. However, you may not also select the "Variable" Modifier described below, and you may not willingly reduce your Power's Explosive Rating.

If you have taken other Modifiers that would normally increase your activation difficulty, you must spend one FP for every multiple of 4. For example, if the activation difficulty is 4, it costs 1 FP. If it is 8, it costs 2 FPs. An activation difficulty of 12 costs 3 FPs, etc. If the activation difficulty is not a multiple of 4, round down to the nearest multiple.

- +1 (**Aura**): Instead of rolling to activate a Pulse Power Attack, you may instead spend a Fate Point (in addition to the normal activation costs to activate this Power) to activate the "pulse" and leave it on for the duration of the scene or until willingly "turned off". When using your Pulse Power Attack in this manner, you automatically attack every creature in the zone(s) your pulse affects every round. However, you suffer a -2 penalty on your attack rolls.
- +1 (**Discretionary**): Attacks made with this Power do not harm creatures or objects that you do not intend for them to harm.

- +1 **(Excessive Force):** You must have already purchased the Forceful Modifier. You gain a +2 bonus on your roll to throw an opponent you hit with this Power, and you can throw them one additional zone.
- +1 **(Expansive):** You may target the zone you occupy, but also all zones adjacent to it. You may target a zone radius equal to your Affinity, but your attack's ExR suffers a -2 penalty for every "layer" of zones you affect. For example, if you have an Affinity of two, you can use this Power to attack the zone you are in and two more zones around you in every direction expanding out from you in a widening circle. However, doing so would reduce the ExR of the attack by -2 on the first row of zones and -4 on the second row.
- +1 **(Improved Explosive Rating):** The Explosive Rating when using this Power is increased by +2.
- +1 **(Penetrating):** When attacking a target that would normally be immune to this Power, such as an electricity-based Pulse Power Attack used against a creature with Resistance (Immunity) to electricity, the target is considered to have an Armor Rating of 5 instead of complete immunity.
- +1 **(Persistent):** Your attack continues to deliver stress to your opponent each round. It could be some sort of corrosive acid attack, a magical flesh rotting spell, or some similar effect, and the Power Aspect you take should describe this effect. When you attack with this Power and your target suffers stress, he suffers an additional amount of stress on your next turn equal to the amount he suffered from the initial attack - 3. Each round thereafter he continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability.
- +1 **(Variable):** You may elect to increase or decrease the Explosive Rating of this Power by 1 for every 1 you add or subtract from the Activation Difficulty. You can change the Explosive Rating and Activation difficulty each time you use this Power, increasing or decreasing the ExR by doing the same to the Activation Difficulty. For example, if your attack's ExR is usually +3, you may increase it to +5. But by doing so, the activation difficulty for this use of your Power is likewise increased by +2.

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+1 (Versatile): Your attack takes an additional form. You gain an additional Power Aspect to go along with this Power (so a wizard's Ranged Power Attack might have both *Magic Fire Burst* and *Magic Acid Cloud* as Power Aspects). The mechanics of the Power remain the same for both forms. It is only its Aspect and the way it is described that changes. When you use this Power, decide at the time it is activated which of the two forms your attack will take. You may add additional forms to this Power, each time gaining a new Power Aspect for it. The total AP cost of this Power is increased by +1 for each new form added.

+1/+2 (Forceful): When you successfully hit an opponent with this Power, regardless of how much stress you deal, you may choose to send your opponent flying into an adjacent zone. When you purchase this Modifier, you must decide whether you "Push" the target into a zone directly away from you, "Pull" the target into a zone closer to you, or "Shift" the target laterally, to one side or the other. To do this, you must succeed on an opposed Affinity roll against your opponent's Strength or Endurance (chosen by your opponent). If you generate Spin on this roll your opponent is thrown an *additional* zone away from you.

If you purchase this Modifier for +2 AP, you may move the target in any direction you choose when the associated Power deals stress.

Super Power Attack, Pulse

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for a higher Explosive Rating.

In addition, the number of zones affected by your Power is increased. The chart lists the number of zones away from you that you can affect in all directions.

Note: You may not take a Super Power Attack that directly attacks the Mental or Social Stress Track.

The following chart lists the AP cost for each class, and the bonus to your Power's ExR:

Class	Base AP Cost	Base ExR	Additional Zones
Metro Class	5	TL+6	+1 zone away
World Class	7	TL+10	+2 zones away
Galaxy Class	9	TL+15	+4 zones away
Cosmic Class	11	TL+20	+6 zones away
Infinity Class	13	TL+25	+8 zones away

Power Attack, Ranged

Base AP Cost: 2

Activation Difficulty: 4

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Requires a Power Source and Affinity Ability.

You are capable of projecting some sort of unnatural ranged attack. You might throw fireballs, spit acid, crush your foe's mind with a psychic assault, shred the fabric of space your foe occupies, shoot laser beams from your eyes, etc. Select the type of attack you make when you purchase this Power. It may not thereafter be changed.

You may select this Power multiple times, each time selecting a different type of projectile attack.

Regardless of the type of attack, the mechanics remain largely the same. You roll to hit your target as a ranged attack made with your Affinity. The target may defend with whatever defense is most reasonable. Generally Agility will be used to defend against energy attacks, Perception is used to defend against high velocity projectiles, Endurance will be used to defend against Powers that affect or break down the body, and Willpower resists attacks against the mind.

Weapon Rating: Your attack has a Weapon Rating equal to 1 + the setting's Tech Level (see SoF pg. 300 for more about Tech Levels). If the setting uses multiple TL's, use the highest.

Certain attacks, such as psychic blasts, may not allow the defender to apply his armor's Armor Rating. If you decide that your attack will ignore armor, you do not get to add your setting's TL to your attack's Weapon Rating.

If you roll to activate this Power you may willingly decrease your Weapon Rating, though this does not decrease the activation difficulty unless you take the Variable modifier below. If you activate this Power by paying a Fate Point, you may not willingly decrease the Weapon Rating.

Maneuver: Like many other types of attacks, this Power may also be used as a Maneuver to place an Aspect on a person, place or thing. See page SoF 255 for more about Maneuvers.

The types of Maneuvers you can perform should, of course, relate to the type of attack you perform. The ability to breathe fire for example may allow you to place an *On Fire!* Aspect on an area, while you could use the ability to project ice to place a *Slippery when Iced* Aspect on a section of the floor.

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Modifiers

+0 (Effortless): Instead of rolling against an activation difficulty to use this Power, you need only spend a Fate Point. However, you may not also select the Variable Modifier described below, and you may not willingly reduce your Power's Weapon Rating.

If you have taken other Modifiers that would normally increase your activation difficulty, you must spend one FP for every multiple of 4. For example, if the activation difficulty is 4, it costs 1 FP. If it is 8, it costs 2 FPs. An activation difficulty of 12 costs 3 FPs, etc. If the activation difficulty is not a multiple of 4, round down to the nearest multiple.

+1 (Beam or Full Auto): You may use your Ranged Power Attack to perform Beam Weapon or Full-Auto Weapon special attacks (SoF pg. 263 & 277). If this Power does not take the form of a built-in firearm, instead of rolling Reasoning to see if you are overheated or out of ammo, you must instead roll Endurance against the same difficulty. If you fail, you may not use this Power on your next turn.

+1 (Discretionary): Attacks made with this Power, even if explosive, do not harm creatures or objects that you do not intend for them to harm.

+1 (Excessive Force): You must have already purchased the Forceful Modifier. You gain a +2 bonus on your roll to throw an opponent you hit with this Power, and you can throw them one additional zone.

+1 (Expansive Explosion): If you have selected the Ranged Explosion Modifier (next page), you may target a number of additional zones equal to your Affinity. You suffer a penalty on your activation roll equal to the total number of zones targeted. So, for example, if you target two zones you suffer a -2 penalty.

+1 (Improved Weapon Rating): The Weapon Rating when using this Power is increased by +2.

+1 (Long Range): Your attack's range rating is increased by +3.

+1 (Multi-Attack): You can target more than one enemy per attack, none of which can be more than one zone away from at least one other target. Before you activate this Power, declare the number of targets you intend to attack. Add the total number of targets you intend to attack to your activation difficulty. Once activated, your first attack roll suffers a -1 penalty, and each attack roll thereafter suffers an additional -1 penalty. So the first attack roll is at -1, the second at -2, the third at -3, etc.

+1 (Penetrating): When attacking a target that would normally be immune to this Power, such as a fire-based Ranged Power Attack used against a creature with Resistance (Immunity) to fire, the target is considered to have an Armor Rating of 5 instead of complete immunity.

+1 (Persistent): Your attack continues to deliver stress to your opponent each round. It could be some sort of corrosive acid attack, a magical flesh

rotting beam, or some similar effect. The Power Aspect you take with this Power should describe this effect. When you attack with this Power and your target suffers stress, he suffers an additional amount of stress on your next turn equal to the amount he suffered from the initial attack -3. Each round thereafter he continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability, though if the amount of stress you deal is reduced to 0, the effect ends.

+1 (Precise Strike): You gain a +1 bonus on attack rolls with this Power.

+1 (Variable): You may elect to increase or decrease the Weapon Rating of this Power by 1 for every 1 you add or subtract from the Activation Difficulty. You can change the Weapon Rating and Activation difficulty each time you use this Power, increasing or decreasing the Weapon Rating by doing the same to the Activation Difficulty. For example, if your attack's Weapon Rating is usually +3, you may increase it to +5. But by doing so, the activation difficulty for this use of your Power is likewise increased by +2.

+1 (Versatile): Your attack takes an additional form. You gain an additional Power Aspect to go along with this Power (so a wizard's Ranged Power Attack might have both *Magic Fireball* and *Magic Lightning* as Power Aspects). The mechanics of the Power remain the same for both forms. It is only its Aspect and the way it is described that changes. When you use this Power, decide at the time it is activated which of the two forms your attack will take. You may add additional forms to this Power, each time gaining a new Power Aspect for it. The total AP cost of this Power is increased by +1 for each new form added.

+1/+2 (Forceful): When you successfully hit an opponent with this Power, regardless of how much stress you deal, you may choose to send your opponent flying into an adjacent zone. When you purchase this Modifier, you must decide whether you "Push" the target into a zone directly away from you, "Pull" the target into a zone closer to you, or "Shift" the target laterally, to one side or the other. To do this, you must succeed on an opposed Affinity roll against your opponent's Strength or Endurance (chosen by your opponent). If you generate Spin on this roll your opponent is thrown an *additional* zone away from you.

If you purchase this Modifier for +2 AP, you may move the target in any direction you choose when the associated Power deals stress.

+2 (Repetitive): Once activated you may use this Power as many times as you desire for the duration of the scene. Activation is a free action, but any attacks are treated as normal attacks with a ranged weapon, and as such, are generally a simple action. Any choices you must make upon using this Power when activated persist until it is activated again.

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+2 or +3 (Ranged Explosion): Instead of attacking a single target, you may make an attack against everyone in a targeted zone. When attacking a zone, the activation difficulty of this Power is increased by 2 and your Power's Weapon Rating instead becomes its Explosive Rating. If your attack is always an explosion and may not be used to attack a single target, the AP cost modifier is +2 instead of +3.

+4 (Slaying): Be it some sort of magic death ray, a disintegration beam, or something similar, your attack does not bash, cut or otherwise wound your opponent. It either does nothing, or it kills them instantly.

The activation difficulty of this Power is increased by +4. If you have selected the Effortless Modifier, you must instead pay an additional Fate Point. You may not take this Modifier in conjunction with the Persistent, Repetitive or Ranged Explosion Modifiers.

Make an attack with your Affinity. The target may defend as normal, using whichever Ability is most appropriate. The Ability used to defend must be determined when this Power is purchased and cannot later be changed.

If you succeed on the attack roll, the target suffers no stress. Instead, he must spend a number of Fate Points equal to the amount by which you succeeded, or be instantly Defeated. And in this case Defeat always means death. If the Fate Points are spent, it is assumed that you actually narrowly missed with the attack.

When used on lifeless matter, you instantly destroy an amount of material with a Size rating equal to your Affinity -3.

Super Power Attack, Ranged

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for added bonuses to its Weapon Rating.

The following chart lists the AP cost for each class, and the bonus added to its Weapon Rating:

Note: You may not take a Super Power Attack that directly attacks the Mental or Social Stress Track.

Class	Base AP Cost	Base WR
Metro Class	4	TL+6
World Class	6	TL+11
Galaxy Class	8	TL+16
Cosmic Class	10	TL+21
Infinity Class	12	TL+25

If you have purchased the Ranged Explosion Modifier, the table below shows how the number of zones affected by your Power increases. However, all affected zones must be adjacent to one other affected zone.

Class	Additional Zones
Metro Class	+1 adjacent zone
World Class	+3 adjacent zones
Galaxy Class	+6 adjacent zones
Cosmic Class	+12 adjacent zones
Infinity Class	+24 adjacent zones

Precognition

Base AP Cost: 4

Activation Difficulty: 10

Activation Time: Free or Simple Action, see below

Requires a Power Source and Affinity Ability

You have the ability to perceive flashes of events from the future, the exact opposite of Postcognition.

Like Postcognition, this Power works in two ways. First, you gain a Character Aspect called *Precognitive*. This Aspect can be compelled by the GM to grant you painfully vivid impressions of the future, or at least, a likely future scenario. Like any other compel, the player may refuse and reject the offered FP and flash of insight. However, should he accept, the precognitive flash assaults the user's mind as a wave of overpowering sensations. When this occurs, the GM may choose to roll an attack against the character's mind. The attack has an Edge Rating of +2 and the character may defend using his Willpower.

Such a compel should most often occur when the character is about to perform a very significant action, or when something bad is about to happen.

The second use of this Power is an intentional attempt to see the future. This is a more controlled use, usually requiring at least a few seconds of quiet time to meditate. In this case, the user rolls his Affinity against the activation difficulty as normal. Success means the character will get some impression of the future.

The GM should ask the player what he wishes to know about the coming events. The more specific the question, and the better the roll, the more accurate the information the GM should relate back. The player should also keep in mind that this is the most likely future, but not the only possible one. After all, the GM doesn't know how the dice are going to land in future scenes, or what choices the players will make. But he can give it his best guess.

For example, let's say the PCs (all policemen) are standing outside the door of the criminal's lair. But before they burst in, the player of the Precognitive PC wants to get an impression of what will happen should they do so. He tells the others to wait, closes his eyes, and opens his mind to the flow of time.

He rolls his activation check and succeeds. Since he beat the required difficulty to activate this Power, he gets a brief glimpse of what would happen should they burst in, guns blazing.

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The GM already knows that the criminals know the police are outside. He also knows that they are heavily armed and have taken up positions behind cover in the room. Checking the criminal's stats, he also knows that some of them are a pretty good shot. If the PCs burst in, they are dead meat.

So the GM tells the player that in his moment of insight he sees himself and his friends burst in, only to die in a hail of gunfire. The player, now armed with this knowledge, informs his teammates that they'd better sneak around and try the back entrance.

Modifiers

- 3 **(Passive Only):** Seeing the future is never a deliberate effort on your part. The only time this Power has an effect is when your *Precognitive Aspect* is compelled.
- 1 **(Deliberate Only):** You do not gain the *Precognitive Aspect* and may not use this Power passively. You may only see future with deliberate effort and concentration.
- +0 **(Effortless):** You do not need an Affinity Ability. When trying to intentionally use your precognitive powers, instead of rolling an Affinity Ability to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty of 3. If you fail, you receive no impression and your Fate Point is wasted.
- +1 **(Predictive Sensitivity):** Your Affinity Ability is considered 2 higher for the purposes of using this Power.



Read Emotions

Base AP Cost: 2

Activation: Fate Point

Activation Time: Free Action

Duration: One Round

Requires a Power Source and Affinity Ability

You have the ability to sense the emotions of another thinking creature. As a free action you may spend a Fate Point and roll your Affinity (Diff: 0) to instantly become aware of what emotions (happiness, sadness, apprehension, skepticism, etc.) your target is feeling.

The GM may place modifiers on the roll if the target is not of the same species as the character using this Power. For instance, a human using this Power on a lizard man may suffer a -3 on his Affinity roll, or a -2 if used on a dog.

Use of this Power places an Aspect on the target related to the emotion he is feeling. The user of Read Emotions who discovers this Aspect may invoke or compel it for free on the same round this Power is used. This Aspect is very fragile and will go away if the emotion the target is feeling changes.

Modifiers

- 1 **(Animal Empathy):** You may use this Power on animals, but only animals. You still suffer the penalty to use this Power on targets of a different species.
- +1 **(Universal Empathy):** You may use this Power on any thinking creature without penalty.
- +0 **(Passive Sensitivity):** You are very sensitive to the emotions of others, sometimes adopting their moods or even suffering debilitating effects when exposed to extremely emotional events such as a sudden large number of deaths. You may use this Power without spending a Fate Point. However, you also gain the Aspect *Empathically Sensitive*, which your GM may compel when you are exposed to strong emotions.
- +0 **(Strenuous):** It requires some effort on your part to read another's emotions. Instead of spending a Fate Point, as a simple action, you roll your Affinity against an activation difficulty of 4. Any penalty you might suffer due to using this Power on a creature of a different species is applied to the activation roll, but as long as the activation roll total is greater than 0, the Power works. You do not need to make the second roll against a difficulty of 0 to use this Power.
- +1 **(Read Aura):** The target's emotions appear to you as an aura of color, with different colors representing different emotions. In addition, you can sense if a person has taken any Mental Consequences and, if you generated Spin on your Affinity roll, learn what they truly are if they are a shape changer. You may also sense if a person is possessed or being mentally controlled, which show up as distortions or images in the aura.

Read Thoughts

Base AP Cost: 2

Activation: Fate Point (Contested, see below)

Activation Time: Simple Action

Duration: One Round or Scene, see below

Requires a Power Source and Affinity Ability

You have the ability to listen in on the current thoughts of another sentient creature. Roll your Affinity contested by the target's Willpower. If you succeed, you may spend a Fate Point to hear the target's next few surface thoughts in your mind as if they were speaking them out loud. If you succeed and generated Spin, you can hear the target's thoughts for the rest of the scene.

If you fail, you do not hear the target's thoughts. If you fail and the target generates Spin on his defense roll, he senses the attempted mental intrusion and knows the general direction from which it came.

The GM may place modifiers on the roll if the target is not of the same species as the character using this ability. For instance, a human using this Power on a goblin may suffer a -2 on his Affinity roll. You must also be able to speak the same language as the target to understand what he is thinking.

Use of this Power may allow you to discover one of the target's Aspects if it is relevant to the situation and his current thoughts. The user of Read Thoughts who discovers this Aspect may invoke or compel it for free the first time. This Aspect may be very fragile however, and could go away depending on the situations and how it changes.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to read another's thoughts. To activate this Power, Roll your Affinity contested against the target's Willpower. If you succeed, you may hear the target's thoughts. If you succeed, and generated Spin on your Affinity roll, you can hear the target's thoughts for the rest of the scene. If you fail, you do not hear the target's thoughts and you suffer an amount of Mental stress equal to the amount by which you failed. If you fail, and the target generates Spin on his defense roll, he senses the attempted mental intrusion and knows the general direction from which it came.
- +1 (Adept Reader):** For every additional AP you spend on this Power, your Affinity is considered 2 higher when using this Power.
- +1 (Mind Bridge):** You do not need to spend a FP (or roll against an activation difficulty) to activate this Power on a willing target.
- +1 (Sensory Link):** When reading someone's thoughts, you can also perceive the world through their senses. For a brief moment you can see what they see and hear what they hear.
- +2 (Universal Reading):** You may use this Power on any thinking creature without penalty and without the need to share a common language.

Regeneration

Base AP Cost: 2

Activation: None

Your body recovers from wounds at an incredible rate. When you purchase this Power, the amount of time required for a Physical Consequence to degrade to a lower severity is reduced by 1 time increment. See SoF pg. 295 for more on time increments.

For example, normally it requires about a month to reduce an Extreme(P) Physical Consequence to Severe(P). However, if you have Regeneration, it only takes a week.

Modifiers

- 1 (**Dependent**): Your ability to regenerate only works when you are exposed to a certain substance such as water, fire, etc.
- +1 (**Limb Re-Growth**): By spending one more AP on this Power, you also gain the ability to re-grow lost limbs. Once the Consequence associated with the loss of the limb has been reduced, the limb has been restored.

Super Regeneration

Super Hero Class characters can purchase a more powerful version of this Power. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the added effects described below.

- + **Metro Class Regeneration (AP: 4)** – Reduce the amount of time it takes to heal a Consequence by 2 time increments.
- + **World Class Regeneration (AP: 6)** – Reduce the amount of time it takes to heal a Consequence by 3 time increments, and you can return to life from death. You can only be killed by disintegration, a severed head, or a destroyed heart.
- + **Galaxy Class Regeneration (AP: 8)** – Reduce the amount of time it takes to heal a Consequence by 4 time increments, and you can return to life from death. You can only be killed by disintegration or a severed head.
- + **Cosmic Class Regeneration (AP: 10)** – Reduce the amount of time it takes to heal a Consequence by 5 time increments, and you can return to life from death. You can only be killed by disintegration.
- + **Infinite Regeneration (AP: 12)** – You heal all wounds in a single turn and can only be killed by disintegration. And even then, if 10% of your body mass can be collected you can reform and awake in about a day.

Repel Creature

Base AP Cost: 1

Activation: Fate Point

Activation: Simple Action

Requires a Power Source and Affinity Ability

You may use the force of your will, the power of your faith, or some other source of power to drive creatures of a certain type out of the zone you occupy.

When you take this Power, select a type of supernatural creature to repel. Common creatures repelled by this Power are undead, spirits, demons, elementals of a specific type, etc. Living creatures with the ability to possess others, such as some wizards or psychics, are considered spirits when in possession of another.

To repel a creature, roll your Affinity as a block action (see pg. 327). The creature must roll its Willpower to resist. If it fails, it must immediately retreat from the zone you occupy. If it cannot leave the zone, it must still move as far away from you as possible. Once outside of the affected zone, it must overcome the block to get back in.

Note that in the case of a possession, you'll most likely need to somehow restrain the body. Otherwise, the possessing creature can just move away, taking the body with it. So you'll likely need to restrain it first if you want to force the creature out.

The GM should consider adjusting the AP cost of this Power depending on the rarity of the creature to be repelled. For example, in a world where demons are as common as humans, the AP cost should be a bit higher. The more common the creature, the higher the AP cost.

Modifiers

- +0 (Strenuous):** Repelling a creature is a stressful process for you. Instead of spending a Fate Point to activate this Power, you need to make an activation roll against a difficulty of 4.
- +1 (Potent Repel):** For every additional AP you spend on this Power, your Affinity is considered 2 higher when using this Power.
- +1 (Additional Creature Type):** For every additional AP you spend on this Power, you gain the ability to Repel one additional type of creature.
- +1 (Destructive Repel):** Each time, including the first time, the creature tries and fails to overcome your block, it suffers an amount of physical stress equal to the amount by which it failed. For example, if your block potency is 5, and the creature attempting to enter your zone rolls a total of 3 on its Willpower roll, it suffers 2 points of physical stress in addition to being forced to leave the zone.
- +2 (Versatile Repel):** You do not need to decide on the type of creature you can repel when you purchase this Power. Instead, you can decide each time this Power is activated, changing it each time.

Resistance

Base AP Cost: 1

Activation: None

You are supernaturally resistant to damage from one specific source, be it fire, disease, or even just plain iron.

This Power works passively, granting a natural Armor Rating with no need to activate it. The Armor Rating provided depends on the rarity of the damage source you are resistant to. See the table below for guidelines:

Cost	Armor Rating	Examples
Common	2	Iron, Lead, Stone, Wood, etc.
Uncommon	4	Disease, Fire, Electricity, Psychic Attacks
Rare	6	Radiation, Death Magic, etc.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to resist attacks. Select an Affinity Ability to go with this Power. Instead of this Power being constantly active, as a simple action, roll your Affinity against an activation difficulty of 4. By taking this Modifier, the usual Armor Rating provided by this Power is increased by +2.
- +1 (Improved Resistance):** The Armor Rating provided is increased by the initial value, effectively doubling (or tripling or quadrupling, etc) its effectiveness.
- +2 (Strenuous Selectivity):** Your ability to resist something is not passive, but you can change the type of attack you can resist each time this Power is activated. You must select a Power Source and Affinity Ability to go with this Power, and to activate it, you must spend a simple action rolling your Affinity against an activation difficulty of 4. You may select the type of attack you wish to resist when you activate this Power and you gain an Armor Rating of 4 against that type of attack until the end of the scene.
- +2 (Effortless Selectivity):** Your ability to resist something is not passive, but you can change the type of attack you can resist each time this Power is activated. To activate it, you must spend a free action and a Fate Point. You may select the type of attack you wish to resist when you activate this Power and you gain an Armor Rating of 4 against that type of attack until the end of the scene.
- +3 (Selective Immunity):** You must have also purchased either Strenuous or Effortless Selectivity. Instead of gaining an Armor Rating against a specific type of attack, you are immune until the end of the scene.
- +V (Immunity):** You are simply immune to damage from your specified source. The additional AP cost to gain this Modifier depends on the rarity of the type of attack you are immune to. It is +5 for “Common” attacks, +3 for “Uncommon”, and +1 for “Rare”.

Sense

Base AP Cost: Varies

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source and Affinity Ability

You have the ability to sense the location of objects, energies or substances at a distance of 4 + your Affinity rating in zones away. (Or if exact distances are required, 4 + your Affinity rating x 10 yards away.) And not only do you sense their presence, but you may be able to discern facts about them.

Your sensitivity allows you to determine your target's distance from you and an estimate of how much of the substance there is. The GM may call for an Affinity roll, treating it much like a Perception roll, to determine what kinds of details are available.

For example, the ability to detect water can allow you to determine how much there is (Diff: 0) and with a good roll (Diff: 2), determine if it is poisoned. An exceptional roll (Diff: 5) may even allow you to determine if any creatures are in the water, and if yes, how many.

The ability to sense magic may allow you to sense objects cloaked in invisibility spells or find hidden magic items. Good rolls (Diff: 2) may allow you to tell how powerful something is or what a magical item does (Diff: 4). While an exceptional roll (Diff: 5) may even give you some hint at who cast the magic.

The ability to sense living creatures might tell you what kind of creature it is (Diff: 2) or how healthy it is (Diff: 4). On a very good roll (Diff: 5), you may even get a sense of what its Physical Ability ratings are.

The AP cost of this Power depends on the rarity of the object you seek. See the table below for guidelines:

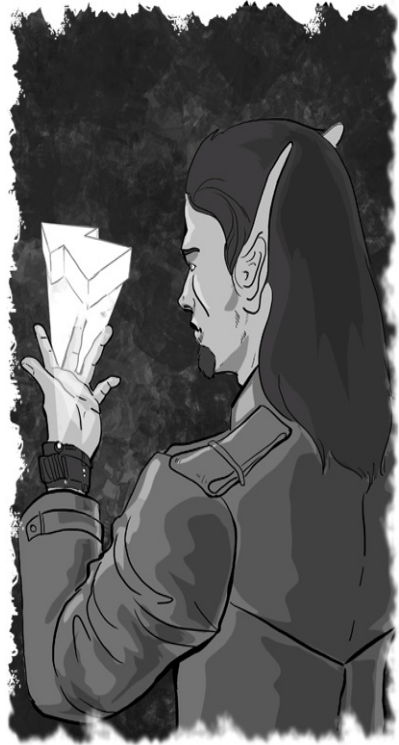
Rarity	AP Cost	Examples
Common	3	Water, Iron, etc.
Uncommon	2	Living Creatures, Weapons, etc.
Rare	1	Magic, Ghosts, etc.

Note that the GM may increase the AP cost if you are able to sense very valuable objects, such as gold or diamonds.

Also keep in mind that your GM may already allow you to use your Affinity to do basic sensing of things related to your Power Source without requiring you to take this Power (see SoF pg. 91).

Modifiers

- +0 (Strenuous):** It requires some effort on your part to sense your target. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4.
- +1 (Improved Sensitivity):** When using this Power, your Affinity Ability rating is considered 2 rank higher.
- +1 (Long Range):** Multiply the distance at which you can sense objects by 10.
- +2 (Passive):** This Power is always on, and you do not need to activate it. This Modifier does not work in conjunction with the Locate Object or Person Modifiers.



- 2 (Locate Object):** Instead of a general sense, for a base AP cost of 2, you can sense the location of a specific object. To do this you must spend a Fate Point, or roll against an activation difficulty if you have taken the Strenuous Modifier, to activate this Power then succeed on an Affinity roll against a difficulty set by your familiarity with the object. If you succeed, you can sense the direction the object is in, and have a general idea of how far away the person is. If you fail, you suffer stress and the Power does not activate. The difficulty to locate an object is 5 + any relevant sympathy modifiers. See pg. 59 for the sympathy modifiers table.
- 3 (Locate Person):** This Modifier is the same as the “Locate Object” modifier, but costs 3 AP and can be used to locate specific people. The difficulty to do this is 6 + any relevant sympathy modifiers.

Shapeshifting

Base AP Cost: 9

Activation: Fate Point each time you change

Activation Time: One Turn

Duration: Permanent until you change back

Requires a Power Source and Affinity Ability

Note: *You may not purchase the Evolved Power Meta-Power with Shapeshifting.*

You have the power to change your physical form at will, altering your physical features, sex, species or becoming something altogether unique. When you do, you gain an Aspect that describes your new form such as *Wolf*, *Table* or *Giant Green Monster*. This new form can be any creature or object of similar mass and can be a form that is completely unique.

When changing to a new form, add up the number of ranks you have in all of your Physical Abilities plus your Affinity Ability. You may then redistribute these ranks however you choose as you take your new form. So if you add up all your Physical Ability ranks plus your Affinity, and you get a total of 12, you have 12 points to redistribute to better model your new form. (Though the maximum rank you can have in a single Ability cannot exceed your Affinity x 3.)

You may also trade these ranks for temporary Advantage Points to purchase Advantages that represent physical traits such as *Body Weaponry*, *Striking Looks*, *Flight (Wings)*, *Armor*, *Growth*, etc. You lose these temporary Advantages when you change form.

When changing your looks to form a disguise, you gain a +4 on *Deception*. Though the GM probably shouldn't make you roll unless your observers know they are looking for a shapeshifter.

Modifiers

- 2 (**Themed Shifting**): You may only take forms that match up to a certain theme, such as natural animals or humanoid forms.
- +0 (**Strenuous**): It requires some effort on your part to change shape. Select an Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6.
- +1 (**Shapeshifting Mastery**): For the purposes of this Power, your Affinity is considered 2 ranks higher.

Shrink

Base AP Cost: 1

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

You are capable of decreasing your Size and mass. When you activate this Power you gain a +2 bonus on rolls to hide and on all Agility based defense rolls, and you decrease your Size by one category. See SoF pg. 289 for more on Size and how it affects you.

The Power Aspect taken with this Power should reflect your size when this Power is activated, such as *Small as a Bug*.

You might also consider Linked Advantage and Weakness to better define the effect of your Shrinking, such as using Linked Advantage to gain Super Agility or Weakness to lower your Strength as you suffer from reduced muscle mass.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to decrease your Size. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a simple action, roll your Affinity against an activation difficulty of 4. Once activated, this Power lasts for the duration of the scene.
- +1 (Decreased Size):** For every 1 AP spent, decrease your Size by one additional category. You also gain an additional +1 on rolls to hide and on all Agility based defense rolls. In addition, the Power Aspect you have associated with this Power becomes persistent.
- +1 (Shrink Another):** When you activate this Power, instead of decreasing your own Size, you may cause another person or object within the same or an adjacent zone to decrease in Size as per the parameters of this Power. Each time you purchase this Modifier you may shrink one other person or object. Sentient targets who do not wish to be affected may resist with an Endurance roll against a difficulty of 4.
- +2 (Small):** You are always small and do not need to activate this Power. It is considered “always on”.

Sleep

Base AP Cost: 4

Activation: Fate Point

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

With a thought you can cause a person you can see to fall into a deep slumber. To do this, make an attack roll against your opponent's Willpower or Endurance (opponent's choice). If the target fails, he falls into a deep sleep.

Once asleep, the victim may spend a Fate Point each round and make a Willpower roll (Diff: 4) in an attempt to rouse himself. If he is attacked or shaken violently, he may make a Willpower roll (Diff: 2), without the need to spend a Fate Point, to wake up.

The target of this Power may automatically awaken at the end of the scene.

Modifiers

- 1 (**Touch**): You must first touch your target before you can attempt to put them to sleep. Make an opposed Agility roll to touch your target. If you succeed, you may continue to activate and use this Power normally.
- +0 (**Strenuous**): It requires some effort on your part to put your target to sleep. Instead of spending a Fate Point to activate this Power roll your Affinity against an activation difficulty of 4.
- +1 (**Dream Weaver**): Your Affinity is considered 2 ranks higher in regards to all uses of this Power.
- +1 (**Nightmares**): While asleep, your target is accosted by horrible nightmares. As a free action, you may make a Mental attack against any target you have put to sleep. This attack is made with your Affinity and is defended against with the target's Willpower. As long as they are asleep, you may spend a Fate Point each round to make another Mental attack as a free action.
- +1 (**Torpor**): The target may not spend Fate Points to arouse himself, and may only attempt to wake up in reaction to outside stimuli, such as being shaken, doused with water, or falling. In addition, the victim stays asleep for a duration equal to your Affinity +2 unless awakened. (See the Time table on pg. 324) So if your Affinity is 3, your victims will sleep for a week unless awakened.
- +2 (**Zone of Slumber**): Instead of attacking a single target, you may make an attack against everyone in a targeted zone. If you also have the Nightmares Modifier, each time you can make a Mental Attack, you can attack everyone you have put to sleep. However, you suffer a -2 penalty on your attack rolls. You do not suffer this -2 penalty if you choose to only attack a single target.

Sleepless

Base AP Cost: 2

Activation: None

Requires a Power Source and Affinity Ability

For whatever reason, your body does not require sleep.

Modifiers

- 1 (**Restful**): While you do not need to sleep, your body still needs to rest for about 4 hours a day. While resting, you suffer a -2 penalty on Perception rolls.



Stutter

Base AP Cost: 3

Activation: Fate Point

Activation Time: Free Action

Requires a Power Source and Affinity Ability

You are somehow capable of shunting yourself outside of reality for a moment, casting yourself a few seconds into the future. After successfully activating this Power, roll your Affinity. You then disappear and remain gone for up to a number of rounds equal to the result of your Affinity roll. After that time you reappear at the beginning of your turn.

Everything continues on while you are gone, and you reappear in the exact same state you were before activating this Power. If something occupies the space you occupied when you disappeared, upon reappearing, you are shunted harmlessly into the closest safe area.

If used against a non-living object, the difficulty to shunt the object forward in time is equal to the target's Size, and it stays gone for a number of rounds equal to the amount by which you succeeded. You cannot attempt to use Stutter on an object or volume of material with a Size rating higher than your Affinity.

Modifiers

- +0 (**Strenuous**): It requires some effort on your part to leap into the future. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 4. You must then roll again to see how far into the future you stutter.
- +2 (**Stutter Other**): By spending a Fate Point (in addition to the normal activation cost to use this Power), you may cause another creature you can see, who is also within range, to Stutter. Roll your Affinity, contested by your Target's Willpower. If you succeed, your target disappears and remains gone for an amount of time equal to the amount by which you succeeded. See the Time table on pg. 324.

Summon Creature

Base AP Cost: 2 + Creature's Highest Ability or AP value of most powerful Advantage

Activation Difficulty: Base AP Cost + 2

Activation Time: Simple Action

Duration: Scene (8 hours with FP expenditure)

Requires a Power Source and Affinity Ability

You have the ability to call a generic creature of a certain type to aid you. When you select this Power, you select the type of creature you will summon. Both the AP cost of this Power and the activation difficulty are based on the chosen creature's highest Ability, or AP value of their most powerful Advantage.

When the creature is summoned, you may make an Affinity roll contested by the summoned creature's Willpower. If you succeed, you may give the summoned creature a single command which it must obey for a number of turns equal to the difference between your Affinity roll and the creature's Willpower roll to resist. The creature acts on your turn, either before or after you take your action (your choice).

If you generated Spin on this roll, even after the creature is free of your command, it still may not attack you directly during this scene. If you fail on your roll to control the summoned creature, the creature is free to act as it chooses.

If it does not attack you, the creature can be played by the player of the summoning character, though the GM may occasionally take control if it suits the story.

At the end of the scene, or if the summoned creature is killed, it vanishes. You may also banish the summoned creature at any time, so long as it is not hostile toward you. By spending a Fate Point, your summoned creature can remain for 8 hours.

If you desire, any creature you summon may use your Fate Points. If the creature becomes hostile however, it must use Fate Points from the GM's Fate Point pool instead.

Unless the GM says otherwise, summoned creatures are considered Vital Extras and can only take Major, Severe(P), and Defeated(P) Consequences.

Modifiers

- +o (Effortless):** You do not need an Affinity Ability. Instead of rolling to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty equal to the summoned creature's highest Ability, or AP value of its more powerful Advantage, -2. If you fail, the creature is not summoned and your Fate Point is

wasted. Rolls to control the creature use your Willpower instead of an Affinity Ability.

+0 (Summon Ally): You summon the same creature each time, and it is generally willing to help you achieve your goals. You do not need to roll your Affinity against its Willpower to make it obey you, and it will not attack you unless you attack it first. You will need to get with your GM before play to determine the nature of this creature, why you are able to summon it, and its relationship with your character.

The summoned creature should be created before play begins and has a number of Ability ranks equal to your Affinity x 8. Its highest ranked Ability can be no higher than your Affinity +2, and it has a number of Advantage points equal to your Affinity. It also has four Aspects (two Character, two Specialty) and a Refresh equal to your Affinity. Note that if your Affinity Ability increases, so do the stats of the summoned creature.

The summoned creature may only take three Consequences (Major, Severe(P), and Defeated(P). If it is killed, the GM should work with the player to insure that this Power does not become useless, either by letting the character summon a different creature, cash in the Power for Advantage Points, or something else.

+0 (Practiced Summoning): When you select this Power, select a specific type of creature you can summon. When you summon such a creature, you automatically gain control of it and you can give it new commands each turn as a supplemental action.

+1 (Master Summoner): For the purposes of using this Power, your Affinity Ability is considered 2 higher.

+1 (Stable Master): You may summon one additional type of creature. The cost of this Power is always based on the most powerful creature you can summon.

Seeking Companionship?

The Power to summon a creature is but one way to create NPCs to aid your character.

If you are seeking a way to create a more intimate connection between your PC and an NPC of your creation, consider making the NPC a Companion.

Chapter 6 provides rules and guidelines for creating Companions that can function as summoned creatures, familiars, minions, sidekicks, love interests, and other sorts of relationships.

These rules tend to provide a similar result, but sidestep the need to select a Power Source and purchase a Power and Affinity Ability.

Summon Object

Base AP Cost: 1 + Object's TL + Size + Cost

Activation Difficulty: Base AP Cost + 3

Activation Time: Simple Action

Duration: Permanent

Requires a Power Source and Affinity Ability

You have the ability to call into being an item or substance. When you select this Power, you select the type of object or substance you will summon. Both the AP cost of this Power and the activation difficulty are based on the Tech-Level, Size and Cost of the object or substance summoned.

Natural substances, such as earth or rock are considered to have a TL of 0, and an effective Cost of 1.

Worked substances, such as steel or rubber, are considered to have a TL based on when they came into common use, and have an effective Cost of 2.

When summoned, the item or substance appears anywhere you choose within range. If summoned to attack, such as by summoning a rock above someone's head, the attack is made with your Affinity and has a Weapon Rating equal to the Size rating of the object or substance x2. Note that the Power Aspect of this Power may be invoked or compelled to affect this attack. Summoned water isn't likely to crush an opponent, but a giant blade is certainly more dangerous than a simple rock.

Modifiers

- 2 **(Temporary Creation):** The object or substance you can summon disappears at the end of the scene.
- +0 **(Effortless):** You do not need an Affinity Ability. Instead of rolling to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty equal to the normal activation difficulty to use this Power, -4. If you fail, the object is not summoned and your Fate Point is wasted.
- +1 **(Master Summoner):** For the purposes of using this Power, your Affinity Ability is considered 2 higher.
- +1 **(Craftsman):** When you summon a substance, it can appear in any shape you desire. The Power Aspect for this Power should change depending on the desired shape, and the combined TL and Size of the summoned shape cannot exceed your Affinity +1. For instance, *Summoned Rock* could change to *Summoned Statue* or *Summoned Rock Wall*. The GM may add penalties for particularly elaborate creations. Basic shapes such as blocks or spheres should offer no penalty, but a statue or weapon might levy a -1 or -2 penalty.

Super Agility

Base AP Cost: See Below

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and you must be at least a Metro Class Super Hero to purchase this Power.

You gain the ability to become super agile, gaining the Aspect *Super Agile* when this Power is activated as well as the following benefits:

Metro Class Super Agility (AP: 6)

Attacking: When attacking with Super Agility, such as when using a ranged weapon or a melee weapon with the Deadly Grace Expert Advantage, you add a bonus to your attack roll.

The bonus you may add is +5, or twice the Weapon Rating of the weapon you are using, whichever is *lowest*. If you are attacking unarmed, the bonus can be as high as double your Strength or +5, again, whichever is *lowest*.

After all, no matter how accurate or fast you are, it's hard to take down a tank with a plastic knife.

Defending: When defending with Super Agility, you gain a +5 bonus on your defense roll.

Other Rolls: For other uses of Super Agility, such as initiative, jumping or climbing, you gain a +3 bonus.

Additional classes of this power can be purchased by more powerful super heroes. The higher class versions of this Super Power function exactly the same as the Metro Class version, but have higher base AP cost in exchange for added bonuses to your rolls when using this Power.

The following chart lists the AP cost for each class, and the bonus added to your Agility rolls. The first is used for attack and defense rolls, while the second bonus is applied to other types of Agility rolls.

Class	Base AP Cost	Bonus
World Class	8	+10/+6
Galaxy Class	10	+15/+9
Cosmic Class	12	+20/+12
Infinity Class	14	+25/+15

Modifiers

- +0 (Strenuous):** It requires some effort on your part to impart yourself with Super Agility. Instead of spending a Fate Point, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (Bestow Super Agility):** When you activate this Power, you may choose to instead grant your Super Agility to another person you can touch.
- +2 (Passive):** Your Super Agility is always on, and you do not need to activate it.

Super Endurance

Base AP Cost: See Below

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and you must be at least a Metro Class Super Hero to purchase this Power.

You gain the ability to become super durable, gaining the Aspect *Super Endurance* when this Power is activated as well as the following benefits:

Metro Class Super Endurance (AP: 3)

Stress Boxes: For the purposes of determining how many stress boxes you have in each row, your Endurance is considered 3 ranks higher. The added stress boxes granted by this Power are added in front of your normal stress boxes, meaning stress is applied to the new stress boxes first. When this Power deactivates, the additional stress boxes gained and any stress that may have accumulated in them, are cleared.

Other Rolls: For other uses of Super Endurance, such as resisting poison, you gain a +5 bonus.

Additional classes of this power can be purchased by more powerful super heroes. The higher class versions of this Power function exactly the same as the Metro class version, but have a higher base AP cost in exchange for added bonuses to your rolls when using this Power.

The following chart lists the AP cost for each class, and the bonus added to your Endurance for the purpose of determining how many additional stress boxes you have in each row or a bonus on rolls:

Class	Base AP Cost	Bonus	Stress Boxes
World Class	5	+10	+6
Galaxy Class	7	+15	+9
Cosmic Class	9	+20	+12
Infinity Class	11	+25	+15

Modifiers

- +0 (Strenuous):** It requires some effort on your part to impart yourself with Super Endurance. Instead of spending a Fate Point, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (Bestow Super Endurance):** When you activate this Power, you may choose to grant your Super Endurance to another person you can touch instead of yourself.
- +2 (Passive):** Your Super Endurance is “always on”, and you do not need to activate it.

Thresholds?

If you are using Thresholds, and select Super Endurance or Strength, your Threshold Rating is temporary increased by an amount equal to the number of stress boxes you would normally add.

Super Strength

Base AP Cost: See Below

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

Requires a Power Source and you must be at least a Metro Class Super Hero to purchase this Power.

You gain the ability to become super strong, gaining the Aspect *Super Strong* when this Power is activated, as well as the following benefits:

Metro Class Super Strength (AP: 4)

Stress Boxes: For the purposes of determining how many stress boxes you have, your Strength is considered 2 ranks higher. The added stress boxes granted by this Power are added in front of your normal stress boxes, meaning stress is applied to the new stress boxes first. When this Power deactivates, the additional stress boxes gained, and any stress that may have accumulated in them are cleared.

Other Rolls: This Power provides a Weapon Rating of +5 to unarmed punches and kicks or adds +5 to the WR of melee weapons. You also gain a +5 bonus on all Strength based Maneuvers and special actions as well as non-conflict related Strength rolls. In addition, you are considered one Size category larger for the purposes of determining your lifting capacity. See SoF pg. 289 for more.

Additional classes of this power can be purchased by more powerful super heroes. The higher class versions of this Power function exactly the same as the Metro class version, but have a higher base AP cost in exchange for an added bonus to the WR of Strength based attacks and further Size increases for the purposes of determining your lifting capacity.

The following chart lists the AP cost for each class, the bonus stress added to Strength attacks, the number of additional stress boxes, and your Size increase for the purposes of determining your lifting capacity.

Class	Base AP Cost	WR/Bonus	Stress Boxes	Size Increase
World Class	6	+10	+4	+2
Galaxy Class	8	+15	+6	+3
Cosmic Class	10	+20	+8	+4
Infinity Class	12	+25	+10	+5

Modifiers

- +0 (Strenuous):** It requires some effort on your part to impart yourself with Super Strength. Instead of spending a Fate Point, as a simple action, roll your Affinity against an activation difficulty of 4.
- +1 (Bestow Super Strength):** When you activate this Power, you may choose to grant your Super Strength to another person you can touch instead of yourself.
- +2 (Passive):** Your Super Strength is always on, and you do not need to activate it.

Surge

Base AP Cost: 3

Activation: Fate Point

Activation Time: Free Action

Duration: Turn

When you activate this Power, you become capable of moving and thinking at a greatly increased rate.

You gain an additional simple action in the turn in which this Power is activated. You may not activate this Power more than once per turn.

Modifiers

- 2 (**Mind Surge**): You may only perform mental actions with your additional Simple action.
- +0 (**Strenuous**): It requires some effort on your part to surge. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a free action, roll your Affinity against an activation difficulty of 6.

Super Surge

Super Hero Class characters can purchase a more powerful version of this Surge. The super versions of this Power function exactly the same as the normal version, but have a higher base AP cost in exchange for the option to spend more FPs to perform more actions per turn.

Note: You may always elect to use a lesser version of this Power if you wish, spending fewer FPs for fewer actions.

- + **Metro Class Surge (AP: 5)** – You may spend 2 Fate Points (or roll against an activation difficulty of 8 if you have the Strenuous Modifier) to gain a total of two additional Simple actions per turn.
- + **World Class Surge (AP: 7)** – You may spend 1 Fate Point (or roll against an activation difficulty of 4 if you have the Strenuous Modifier) to gain a total of two additional Simple actions per turn.
- + **Galaxy Class Surge (AP: 9)** – You may spend 2 Fate Points (or roll against an activation difficulty of 8 if you have the Strenuous Modifier) to gain a total of three additional Simple actions per turn.
- + **Cosmic Class Surge (AP: 11)** – You may spend 1 Fate Point (or roll against an activation difficulty of 4 if you have the Strenuous Modifier) to gain a total of three additional Simple actions per turn.
- + **Infinity Class Surge (AP: 13)** – You may spend 2 Fate Points (or roll against an activation difficulty of 8 if you have the Strenuous Modifier) to gain a total of four additional Simple actions per turn.

Telekinesis

Base AP Cost: 3

Activation Difficulty: 4 + Telekinetic Strength (see below)

Activation Time: Free Action

Duration: One Turn

Requires a Power Source and Affinity Ability

You have the ability to control objects at a distance, without physically touching them, using an invisible force.

Each activation allows you to manipulate the object for one turn. You may attack by smashing or crushing your target with telekinetic force or perform Maneuvers as if you were interacting with the target with a pair of giant invisible “hands”. The Strength of the “hands” is determined when you activate this Power. And their Agility is equal to your Affinity.

When you activate this Power, you must determine the Strength of your Telekinesis. The activation difficulty is equal to your desired Telekinetic Strength + 4. For instance, if you want your Telekinetic Strength to be 3, then the activation difficulty is 7.

Attacks rolls made by striking with your Telekinesis are made with its Strength.

Modifiers

- 1 (**Visible Force**): Your telekinetic force is visible to others. It appears as translucent tendrils of glowing mist originating from you, or something similar.
- 1 (**Effortless**): Instead of rolling against an activation difficulty to use this power, you need only spend a Fate Point. However, your Telekinetic Strength is always 2.
- 1 (**Limited Direction**): You may only move objects in a fixed direction relative to yourself. When you purchase this Modifier, you must decide whether you “Push” the affected object away from you, “Pull” the object closer to you, “Lift” the target straight up, or “Shift” the object laterally to one side or the other.
- +1 (**Agile**): Your Affinity is considered 2 higher for the purposes of determining your telekinetic Agility, but not for activation rolls.
- +1 (**Strong**): Your Telekinetic Strength is increased by +2 for free. You may also take this Modifier with the Effortless Modifier.



Super Telekinesis

Super Hero Class characters can purchase a more powerful version of this Power. The super version of this Power functions exactly the same as the normal version, but has a higher base AP cost in exchange for an added bonus to your telekinetic Strength rolls and an increase in your Size category for the purposes of determining your telekinetic lift capacity.

The following chart lists the AP cost for each class, the bonus added to your telekinetic Strength rolls and your Size increase for the purposes of determining your telekinetic lifting capacity.

Class	Base AP Cost	Bonus	Size Increase
Metro Class	7	+5	+1
World Class	9	+10	+2
Galaxy Class	10	+15	+3
Cosmic Class	12	+20	+4
Infinity Class	14	+25	+5

Teleport Other

Base AP Cost: 4

Activation Difficulty: 5 + Target's Size + Sympathy Modifiers (pg. 59)

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

This Power functions like Teleport Self, but you can affect other people or objects. To target an object or person you are touching, roll to activate this Power and apply the same penalties as for Teleport Self (next page) depending on where you are sending the person or object.

Modifiers

- +0 (Effortless):** You do not need an Affinity Ability. Instead of rolling to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against the normal activation difficulty, -4. If you fail, your target does not teleport and your Fate Point is wasted.
- +1 (Ranged):** You do not have to touch an object to teleport it. You need only see it, and it must be within 1 zone per rank of your Affinity Ability. If you are attempting to teleport an object out of another person's hand after you have made your activation roll you must also beat the target in a contested roll of your Affinity vs. their Agility.
- +1 (Spatial Swap):** Requires the Ranged Modifier. When you activate this Power, two objects or creatures you can see instantly swap places. When using your Teleport Other Power in this way, the activation difficulty is equal to 6 + the Size of the largest target.
- +1 (Spatial Warp):** Requires the Spatial Swap Modifier. When you activate this Power, a number of objects or creatures equal to your Affinity swap positions as you dictate. When using your Teleport Other Power in this way, the activation difficulty is equal to 7 + the Size of the largest target.

Teleport Self

Base AP Cost: 4

Activation Difficulty: 5 + Sympathy Modifiers (pg. 59)

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You can instantly move from one location to another regardless of distance. However, the more familiar you are with your target area, the easier it is to teleport there. You may carry with you any equipment on your body, a small object in each hand, or a larger object of a Size rating no larger than your own in both hands.

Teleported objects maintain the same velocity and direction of travel they had before teleporting. So if you jump off a building and teleport just before you hit the ground, you aren't saved from the impact. You'll just splatter elsewhere. Though teleporting over water might be better than impacting against concrete!

Roll your Affinity to activate this Power and apply the single most appropriate modifier from the sympathy modifiers table on page 59. If you succeed, you instantly disappear from where you are currently standing and appear at your chosen destination. If you fail, you suffer the appropriate stress and do not teleport.

Modifiers

- 1 (**Line of Sight**): Your teleportation is always limited by sight. You must be able to see your target location to teleport there. In such cases, the difficulty to activate this Power is 6.
- 1 (**Transfer**): Your method of teleportation requires that you make some kind of connection to your target location. The type of connection could be a phone call to that location, a beam of light, a successful radio broadcast and reception, or any other mundane connection between locations.
- +0 (**Hyper-Motion**): Your method of teleportation requires that no barriers be between yourself and your target location. If you could not walk to the target location without encountering any obstacles, you cannot teleport there. However, if there are no barriers between you and your destination you may still teleport even if you fail your activation roll (diff: 6).
- +0 (**Effortless**): You do not need an Affinity Ability. Instead of rolling to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against the normal difficulty to activate this Power, -4. If you fail, you do not teleport and your Fate Point is wasted.
- +1 (**Precision Teleportation**): You gain a +2 bonus on your activation roll.
- +1 (**Blink**): The Activation time for this Power is a Free Action instead of a Simple Action.
- +1 (**Offered**): You may bring some other person or object you touch with you when you Teleport, but you suffer a penalty on your Affinity roll equal to the object or person's Size +2.

- +1 (**Spatial Swap**): When you activate this Power, you and one other creature you can see instantly swap places. When using your Teleport Power in this way, the activation difficulty is equal to 4 + the Size of the target you wish to swap places with.
- +2 (**Versatile**): You negate your velocity when you teleport. Or by spending a Fate Point, you can elect to maintain your velocity but change your direction of travel.



Teleportation Portal

Base AP Cost: 6

Activation: Extended Affinity roll, Diff: 10 + Sympathy Modifiers (pg. 59), Simple Action (Stress: Mental or Physical)

Activation Time: One Turn

Duration: Scene

Requires a Power Source and Affinity Ability

This Power functions like Teleport Self, but instead of simply moving yourself or an object instantly to another place, you open a gateway to that place. Once opened, the gateway lasts until the end of the scene (or until you will it shut) and anyone or anything can travel through it. The doorway opening can be as large as one yard, both in width and height, per rank of your Affinity Ability.

To open a portal to another location, roll your Affinity as an extended action, with a target difficulty equal to 10 plus and sympathy modifiers. Each roll requires a Simple Action, and each time you roll and fail, you suffer an amount of stress equal to your current total and the target difficulty.

Modifiers

- +0 (**Effortless**): You do not need an Affinity Ability. Instead of rolling to open your Teleportation Portal, you need to spend a Fate Point. You must then roll your Reasoning as an extended action against a target difficulty equal to 5 + any relevant Sympathy Modifiers. Rolling is a Simple Action, and you must spend a Fate Point each time you roll.
- +1 (**Gate Keeper**): For the purposes of this Power, your Affinity Ability is considered 2 higher.
- +1 (**Permanent Portal**): You may spend a point of Refresh to make your Teleportation Portal permanent. You may get this point back by either allowing the portal to close (free action), or by spending 10XP.
- +1 (**Versatile Placement**): You can create a portal at a strange angle, including parallel to the floor. This might allow for odd effects, like forcing a falling object to pass through.
- +1 (**Locked Gate**): When you create your portal, you can determine a password or some other sort of key that is required to pass through it.



Temporal Edit

Base AP Cost: 4

Activation: Two Fate Points

Activation Time: Simple Action, activates as an attack

Duration: Permanent

Requires a Power Source and Affinity Ability

Your power over the time stream allows you to reach back and edit out actions that your target has taken, partially wiping clean his mark on history.

When you activate this Power, make a attack roll against any single target in range (you may not target yourself). This attack roll is resolved as an Affinity roll against the target's Willpower or Endurance (target's choice).

A successful attack deals physical stress as the flow of time through the target is twisted and warped. Armor does not help. In addition, compare the amount of stress suffered to the Time table on pg. 324. The result is the amount of time, starting from the moment of the attack, in which you can edit your target's actions out of the time stream.

Note that while the actions the target took during that time period didn't effectively happen, memories are left unchanged.

For example, let's say you use this Power on a thug you've been fighting during the last few rounds. Let's assume your attack beats his defense by 3. Referencing the time table we see that a result of 3 means everything the thug did in the last hour is removed from the timeline. So if he attacked and killed someone within the last hour, that person is now back and acting as if nothing happened. Likewise, physical stress and/or Consequences the thug might have dealt to you the round before no longer apply. The garbage can he kicked over a few minutes ago is now standing upright. The car he blew up is now restored, and the man injured in the blast doesn't have a scratch on him now.

Modifiers

- +0 (Strenuous):** It requires tremendous effort on your part to edit time. Instead of spending two Fate Points, as a simple action, roll your Affinity against an activation difficulty of 10.
- +1 (Perfect Edit):** Your ability to edit time is so advanced that even memories are re-written. No one (except you) will remember the actions the target took during the affected time period, and any mental stress or Consequences the target delivered during the affected is cleared.
- +1 (Self Edit):** You may use this Power on yourself. Doing so costs an additional Fate Point, or if you have the Strenuous Modifier, it increases the activation difficulty by +5.

Paradox!

The GM should think long and hard before deciding to let players have access to Powers that mess with time, and he is well within his rights to just say no. Powers like Temporal Edit, while certainly interesting, can result in a lot of headaches.

It's also possible they could result in paradoxes in which there is no discernable logical outcome to the result of an edit. In such cases it's easiest to just assume that the character performing the edit made a mistake, and the GM should piece the scene back together as best he can while still preserving the end result the player wanted when he had his character perform the edit.

Terrify

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action, activates as an attack

Requires a Power Source and Affinity Ability

You have the ability to instill a sense of terror in your foes. Spend a Fate Point and roll your Affinity as an attack against your target (with an Edge rating equal to your Affinity Ability). The target may resist with Willpower. If you succeed in forcing your target to take a Mental Consequence, the Consequence they take must somehow relate to their fear of you.

In addition, you may use this Power to perform a Maneuver. You may roll your Affinity contested against your victim's Willpower. If you succeed, your target gains the *Anxious Aspect* for a number of rounds equal to the difference between your Affinity roll and your victim's Willpower roll.

You do not need to spend a Fate Point to activate the Power when using it this way and if you generate Spin on the roll to perform the Maneuver; the *Anxious Aspect* lasts the duration of the scene.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to impart to project feelings of terror. When you need to activate this Power, instead of spending a Fate Point, roll your Affinity against an activation difficulty of 4.
- +1 (Horrific):** Gain a +2 bonus on all rolls to use this Power.
- +1 (Aura of Terror):** You may attack every person in the zone you occupy or an adjacent zone.
- +1 (Fear of the Unknown):** The target need not see you. You need only be able to see the target yourself. In this case, Consequences the target takes should relate to a more general sense of fear instead of fearing you specifically. However, if the defending opponent generates Spin on his Willpower defense roll, he senses that his emotions are being artificially manipulated and may even sense the general direction you are in with an exceptional success.

Thermal Vision

Base AP Cost: 1

Activation: None

This Power permanently grants you the Perception Specialty Aspect *Thermal Vision*. This Aspect might be invoked to grant bonuses to perceive in darkened or obscured areas, but may be compelled if what you are looking for is room temperature, or a specific color.

Modifiers

- +0 (Activated):** This Power is activated with a Fate Point, meaning that while it is off you can see room temperature objects and normal color just fine.
- +1 (Adaptive):** The Aspect associated with this Power is persistent, but you can switch this Power on and off at will.



Time Stop

Base AP Cost: 4

Activation: Fate Point

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

You are somehow capable of freezing your target in time. After successfully activating this Power, roll your Affinity in a contested roll against your opponent. Your opponent may resist with Willpower.

If you succeed, your target is frozen in time for a number of rounds equal to the amount by which you succeeded on your roll. The target cannot move and senses nothing. To it, the world suddenly just changes. While frozen the target will not fall or topple over, even if it was in mid-air when this Power was used on it.

The localized time distortion affecting the target is fragile, and should the target be attacked or touched by another creature or thing, it immediately becomes unfrozen and time resumes for it normally.

If used against a non-living object, the difficulty to freeze the object is equal to the target's Size, and it stays frozen for a number of rounds equal to the amount by which you succeeded (see the Time table on pg. 324). You cannot attempt to use Time Stop on an object or volume of material with a Size rating higher than your Affinity.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to freeze time. Instead of spending a Fate Point to activate this Power, as a simple action, you roll your Affinity against an activation difficulty of 6.
- +2 (Stable Field):** You may spend a Fate Point (in addition to the normal cost of activating this Power) to make the temporal distortion field around your target strong enough to allow you to make one attack against it, or move the target into an adjacent zone, without causing them to snap back to normal time.
- +2 (Temporal Bubble):** Instead of affecting a single target, you may roll your Affinity against everyone in a targeted zone.
- +2 (Temporal Ripple):** If you have selected the Temporal Bubble Modifier, you may target a number of additional zones equal to your Affinity Ability. This option costs one additional Fate Point to activate this Power, or if you have the Strenuous Modifier, the activation difficulty is increased by an amount equal to the total number of affected zones, +2. So if you affect 3 zones, the activation difficulty is increased by +5.

Transmogrification

Base AP Cost: 4

Activation Difficulty: Fate Point

Activation Time: Simple Action

Duration: Permanent, though you may undo all changes at will.

Requires a Power Source and Affinity Ability

Note: You may not purchase the Evolved Power *Meta-Power with Transmogrification*.

You can transform your body at will, making physical alterations on the fly.

When you activate this Power, you gain a number of transformation points equal to your Affinity. These points may be spent as a simple action to grant you immediate access to any other Advantage or Advantages. These Advantages are purchased with your transformation points as if you had used Advantage Points. The Advantage(s) gained must in some way relate to a physical transformation of your body, such as *Body Weaponry* to grow fangs, *Armor* to grow a thick carapace, or *Herculean Might* to grow stronger.

Each time this Power is activated, you may re-allocate your transformation points and purchase a different Advantage or set of Advantages with them.

Alternatively, instead of selecting an Advantage, you can gain a temporary persistent Aspect such as *Beastly Countenance(P)* or *Bug's Eyes(P)*. Such an Aspect is considered to be worth 2 Advantage Points for the purposes of this Power.

Modifiers

- +0 (Strenuous):** It requires some effort on your part to modify your body. Instead of spending a Fate Point, as a simple action, you roll your Affinity against an activation difficulty of 6.
- +1 (Master of the Flesh):** Your Affinity Ability is considered 2 ranks higher for the purposes of this Power.
- +1 (Swift Shape):** You may use this Power on yourself as a free action.
- +2 (Shape Others):** You may use this Power on another creature you touch, spending your transformation points to purchase new Advantages or Aspects for them. Roll your Affinity against the Endurance of the creature you intend to change. The amount by which you succeed determines how long the changes will last, as per the Time table on pg. 324.

This Modifier also allows you to attack others by quickly affecting damaging changes to their body. You make such attacks with your Affinity Ability, and they also have a WR equal to your Affinity. In addition, each time you cause a Consequence with such an attack, you may define it yourself as if you had made a Called Shot (SoF. Pg 209).

Transmute Matter or Energy

Base AP Cost: 5

Activation Difficulty: 4 + Size + Severity of Change

Activation Time: Simple Action

Duration: Permanent

Requires a Power Source and Affinity Ability

You can transform nonliving or vegetable matter or energy into another type of matter or energy.

To transform matter or energy, you need only activate this Power while within line of sight of your target. To activate this Power, you must roll your Affinity against a difficulty equal to 4 + a modifier based on the Size of the amount of matter or energy to be changed + a modifier set by the degree of change.

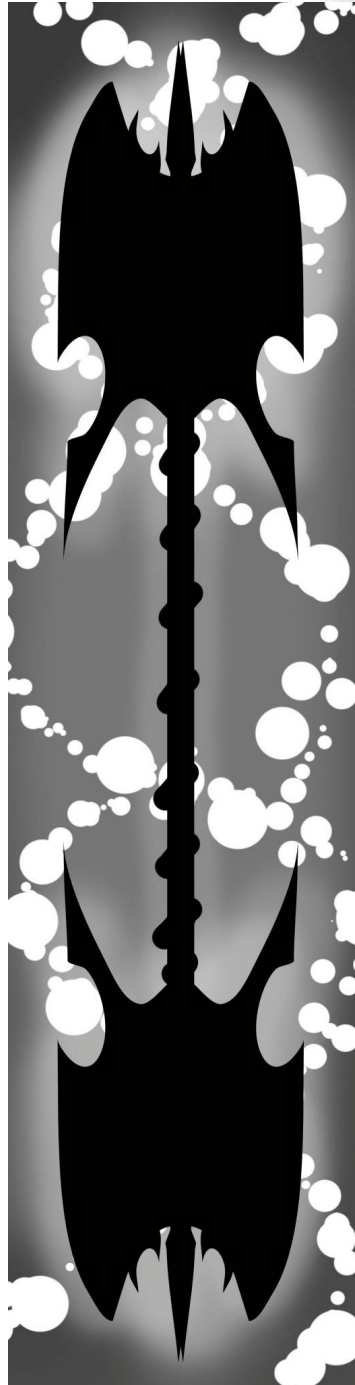
Modifier **Examples of Degrees of Change**

- +2 Water to Milk, Rock to Iron,
 Heat to Light
- +4 Water to Wood, Rock to Milk,
 Heat to Electricity
- +6 Water to Gold, Rock to Air,
 Heat to Sound
- +8 Water to Fire, Rock to Electricity,
 Heat to Water

You can use this Power to attack or perform a Maneuver. You may attack by transforming the air above someone to rock, transmuting the floor to fire, etc. When attacking, roll your Affinity (with a Weapon Rating equal to the setting's Tech-Level). The target may defend with whatever Ability seems most appropriate.

The duration of this change is permanent.

Continued on next page...



Modifiers

- 1 (**Limited**): You may only change your target in one specific way, such as only being able to change things into stone or sound.
- +0 (**Effortless**): You do not need an Affinity Ability. Instead of rolling to transmute matter to energy, you need to spend a Fate Point. You must then roll your Reasoning against a difficulty equal to the modifier for Size + the severity of change - 3. If you fail, you are unable to transmute the matter and your Fate Point is wasted.
If using the Organic Transformation Modifier, the difficulty of the roll to change a living being in this way is equal to the target's Endurance + a duration modifier (pg. 324) + a degree of change modifier, and costs a Fate Point each time you roll.
- +1 (**Master Transmuter**): Your Affinity Ability is considered 2 higher for the purposes of using this Power.
- +3 (**Organic Transformation**): You may transform living creatures in the same way you can transform nonliving matter or energy. This works exactly the same as Morph Living, but the end result can be inert matter or energy. This places the victim into a form of suspended animation until he is somehow changed back. The difficulty of the roll to change a living being in this way is equal to 8 + the target's Endurance + a duration modifier (pg. 324) + a degree of change modifier. Sample modifiers for the degree of change can be found below:

Modifier	Example of Change
+2	Living Human to Water
+3	Living Human to Stone
+4	Living Human to Air
+5	Living Human to Fire

If the object your victim is transformed into is destroyed, such as shattering a character transformed into glass, or drinking a character changed into water, he is killed.

Wall-Walker

Base AP Cost: 1

Activation: Fate Point

Activation Time: Free Action

Duration: Scene

You may spend a Fate Point to be able to crawl on vertical surfaces, or even on the ceiling, at your normal moving speed.

You effectively gain a +20 bonus on rolls to climb, though the GM should rarely require you to make such rolls since you can climb most anything with little difficulty.

Modifiers

+0 (Strenuous): It requires some effort on your part to be able to walk on walls. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a free action, you roll your Affinity against an activation difficulty of 6. Once activated it lasts for the duration of the scene.

+1 (Altered Orientation): Whether by controlling gravity or through some magical means, you are able to change which direction is down for you. This allows you to walk along walls or the ceiling without effort, or even to fall down hallways as if you were plummeting down a mine shaft.

When this Power is active, you gain the *Skewed Orientation(P)* Aspect. You can change your orientation each time this Power is activated, and at the end of the scene, your orientation returns to normal.

+2 (Passive): You may use this Power all the time, and need never spend a Fate Point to activate it.



Weapon Mastery

Base AP Cost: 2

Activation: None

When you take this Power, you must select a specific type of weapon (pistol, long sword, crossbow, etc.). You gain a persistent Agility or Strength Aspect (depending on which Ability you use to attack with your chosen weapon) called *Master of the X (P)*, where “X” is your weapon of choice.

You may select this Power multiple times, each time you may select a different type of weapon.

X-Ray Vision

Base AP Cost: 2

Activation: Fate Point

Duration: Scene

Requires a Power Source

You may spend a Fate Point to be able to see through walls, clothing, doors, etc. Generally you can see through 1ft of material, though this may vary depending on the density of the material. For instance, you may only be able to see through 1 inch of lead (about 2 cm), but 2 feet (about a half meter) of wood.

Also, when this Power is activated you gain the persistent Aspect *X-Ray Vision (P)*.

If you also have the Insubstantial Power, this Power can be activated for free any time you become insubstantial.



Modifiers

- +0 (Strenuous):** It requires some effort on your part to see through objects. Select a Power Source and Affinity Ability to go with this Power. Instead of spending a Fate Point to activate this Power, as a free action, you roll your Affinity against an activation difficulty of 4. Once activated it lasts for the duration of the scene.
- +1 (Penetrating Gaze):** Your gaze can penetrate one additional foot of material for every additional AP spent.
- +2 (Passive):** This Power is “always on” and never needs to be activated.

Meta-Powers

Conditional Trigger

Base AP Cost: See Description

Requires any other Advantage

When you select this Power, you must associate it with any other Advantage (Expert, Heroic or Power) you have already purchased. You cannot activate the associated Advantage unless it is triggered by some event. When the triggering event takes place, you must attempt to activate the associated Advantage on your next available action.

By associating your Advantage with a Conditional Trigger, you may reduce the AP cost of that Power. The amount reduced depends largely on the type of event required to trigger the Advantage, and how frequently that event is likely to occur. Regardless of your triggering event, you may never reduce the cost of an Advantage below 1. The table below provides some examples of AP cost reductions and some fitting triggers.

Cost Mod	Sample Triggering Event
-1	Character must attain a specific emotional state, such as anger or total calm. Must be exposed to a common material, such as water. Power only works after some other action, such as a specific type of attack or Maneuver, is performed. Must be injured enough to suffer a Minor Consequence.
-2	Character must be injured, having taken a Major Consequence. Must perform some rather complex task, such as a dance.
-3	Character must be exposed to a rare material, such as uranium, or have taken a Severe Consequence.

Note that when triggering Advantages that don't normally have a limited use or duration (such as most Expert and many Heroic Advantages), the Advantage remains only for the duration of the scene in which it was triggered. Or it may persist as long as the character remains exposed to the stimulus.

Also, some triggers may not make sense with some Advantages. For example, you should not get a price break on Regeneration by taking a Conditional Trigger that activates Regeneration only after being wounded. Remember that the GM always has final say-so on how much an Advantage should cost.

Modifiers

- +1 (Controlled Trigger):** You may choose to not trigger your Advantage on the following round after the triggering event. Otherwise, the triggering is reflexive or impossible to resist.
- +2 (Reactive Trigger):** Whenever your Condition is met, the associated Power is automatically triggered as a free action, even if it's not your turn. You may not take this Modifier if the normal Activation Time of the triggered Power is longer than a single simple action.

Common Control Activation Modifiers

Usage	Activation Diff. Modifier
Base Activation	6 – TL
<i>Free Action Activation</i>	+4
<i>Free Action on Another's Turn</i>	+6
Basic Attack	Base + WR
<i>Ranged</i>	+2
<i>Area of Effect</i>	+4
<i>Persistent Attack</i>	+4
<i>Ignore Armor</i>	+ TL
Defense	Base + 2 per 1 AR
<i>Protection</i>	1 per 1 AR
<i>Extended Duration</i>	Fate Point
Block	Base + 2 per +1 to set Potency
<i>Extended Coverage</i>	+2 per person, +3 for zone
<i>Extended Duration</i>	Fate Point
Perform Maneuver	Base + 2 or more
<i>Reliable Maneuver</i>	+2 per +1 to place Aspect
<i>Lasting Aspect</i>	+2 per time increment over "a round"
<i>Expansive Aspect</i>	+ Size of affected area
Shape	
<i>Create</i>	Base + Size (x2) + TL
<i>Create Something from Nothing</i>	As Create +2
<i>Lasting Creation</i>	+2 per time increment over "Scene"
<i>Create Minion</i>	+2 (+4 for standard, +7 for greater)
Emulate Other Power	(Total AP value of Power cannot exceed Affinity)
<i>Emulate Power with Act. Diff</i>	Base + Normal Activation Difficulty
<i>Emulate Power with FP Cost</i>	Base + 4
<i>Emulate Power with no Cost</i>	Base + Powers AP Cost (x2)
Focused Control	Fate Point per Roll
Ritual Control	Fate Point
<i>Time Spent Performing Ritual</i>	+2 per hour (or 10 minutes if Affinity is 3 or higher, max bonus equals Affinity)
<i>Sacrifice</i>	+3 for Major Consequence, +6 for Severe, +9 for Extreme and +12 for Defeated
<i>Quality Components</i>	Fate Point, Bonus equal to Cost, Fail to meet Cost and FP is wasted.

Control

Base AP Cost: 5-9 (See below)

Activation Difficulty: Base Difficulty (6 – TL) + Control Modifiers

Activation Time: Simple Action (Increase activation difficulty by +4 for Free Action, or by +6 to activate as a free action on another’s turn)

Requires a Power Source and Affinity Ability

Be it through magical training, psychic ability, or divine will, you are able to control... something. It might be a specific type of energy or matter (such as fire, gravity, light, sound, earth or metal), slightly more abstract concepts like darkness or the weather, or broad ranging concepts like kinetic energy, the mind, or even reality itself.

The base AP cost of this Power depends on how prevalent the thing that you control is, which is referred to as your “domain”. The table below provides some examples of domains and costs.

AP Cost	Sample Domains
5	Fire, Earth, Air, Metal, Computers, Weather, etc.
7	Kinetic Energy, Matter, the Mind, Space, etc.
9	Reality

When you use Control, you must first roll for activation. The base difficulty is equal to 6 – the campaign’s Tech-Level and the final activation difficulty is set by adding any modifiers you choose to the base difficulty. If the campaign uses multiple TLs, use the highest.

You may elect to increase the activation difficulty of this Power in exchange for more potent effects. Just remember that the higher the difficulty, the more stress you are likely to take. Also, if you fail to meet the base difficulty on an activation roll (the difficulty before any increases are added), not only do you suffer the stress you would normally suffer, but your attempt to use your Control is actually disrupted and you can’t use it this round.

For example, let’s say your base activation difficulty is 3, and you want to increase the activation difficulty to 6 in exchange for a more powerful effect.

If you roll an 8, you activate your Control and suffer no stress.

If you roll a 4, you can still use your Control but suffer 2 points of stress.

If you roll a 1, you suffer 5 points of stress and your Control fails to activate altogether.

Also remember that the ability to control your domain does not necessarily allow you to create things from nothing. To control metal, there must be metal nearby for you to control. This is why the domains that are effectively everywhere are more expensive.

Continued on next several pages...



The following sections describe how Control can be used to perform some common actions:

Attack

Depending on your domain and your surroundings, you may be able to use your control over your domain to make attacks. For example, you might use your control over fire to turn a cigarette lighter into a flame thrower, or control of the mind to unleash a devastating psychic barrage.

To resolve any attack using your domain, you must first determine what type of attack you are performing (physical or mental). Then decide on the attack's Weapon Rating. The WR is then added to the activation difficulty to use Control.

Once activated, roll your Affinity to attack. Your target may defend with whichever Ability seems most appropriate. Generally Agility is used to defend against solid objects or bursts of energy, Perception is used to defend against high velocity projectiles, Endurance is used to fight off direct assaults on the body such as disease, poison, radiation, etc., and Willpower is used to resist attacks against the mind.

An attack comes and goes in an instant, requiring a simple action to both activate Control and make the attack roll.

Ranged: Ranged attacks generally have a range rating equal to your Affinity, and increase the activation of this use of Control by +2.

Area of Effect: You may elect to attack everyone inside a zone instead of a single target. When doing so, increase the activation difficulty of this use of Control by +4. In addition, instead of adding a Weapon Rating, you add an Explosive Rating. And as with a Weapon Rating, you add your Explosive Rating to the activation difficulty to use Control in this manner.

Persistent Attack: By increasing the activation difficulty by +4, your attack deals damage over time, such as with a slow burning acid. If you hit an opponent with your attack and he suffers stress, each additional round he suffers an amount of stress equal to the amount he suffered on the previous round -3. Once the amount of stress he suffers drops to 0, the attack has ended.

So if your opponent suffers 7 points of stress with the initial attack, he'd suffer 4 the next round, then 1, then 0.

Ignore Armor: If you attack using Control in such a way that renders your target's Armor Rating useless (such as a mental attack), increase the activation difficulty of this use of Control by an amount equal to the setting's Tech-Level. If your setting uses multiple TLs, use the highest.

Defense

Often times your use of Control may allow you to roll your Affinity Ability to defend instead of one of your mundane Abilities. For example, you may be able to divert incoming projectiles with a current of air (substitute your Affinity instead of dodging with Agility), or disrupt a telepathic control spell with your own mastery of mind magic (substitute Affinity for Willpower).

To do this, you must roll to activate your Control. This is a free action, and you use your base difficulty. Once activated, you may use your Affinity Ability instead of your normal Ability to for a single defensive roll that turn.

Also, for every +2 by which you elect to increase your activation difficulty, your Affinity is considered +1 higher for the purposes of that defense roll.

Protection: By rolling against your base activation difficulty, you may create some sort of armor or shield for yourself. This protection lasts for one round and provides an Armor Rating equal to your TL. You may further increase the AR by +1 for every +1 by which you increase the activation difficulty of this use of Control.

Block

This is any attempt to hamper or stop another action from happening with Control. It works very much like a normal block action (SoF pg. 260), but uses your Affinity Ability.

To do this, you must roll to activate your Control. This is a free action, and you use your base difficulty. Once activated, roll your Affinity Ability to determine the Potency of the block. For every +2 by which you increase the activation difficulty, you gain a +1 bonus on your roll to set the block's Potency.

Once activated, you can hold a block action as long as you concentrate on holding it. Concentrating on a block is a supplemental action that requires you to suffer a -2 penalty on all other actions (SoF pg. 261).

A block action will only last for a round unless held with concentration.

Extended Coverage: By increasing the activation difficulty by +2, you can extend your block to cover another person instead of yourself. For every additional +2 added, your block covers another person (which can include yourself).

Your block may cover an entire zone by increasing the activation difficulty by +3.

Extended Duration: You may change the duration of your block or protection to last the duration of the scene by spending a Fate Point.

Perform Maneuver

Add +2 to the activation difficulty whenever you want to use your control of your domain to place an Aspect on yourself, a target or a zone. Though for especially difficult or complex Maneuvers, the GM may add more penalties.

These Aspects are generally temporary, and last either for a single round or until the victim can remove them.

When performing a Maneuver that requires a contested roll, once Control has been activated, roll your Affinity against their relevant Ability.

Reliable Maneuver: You may choose to increase the activation difficulty for this use of Control by an additional +2 to gain a +1 on Affinity rolls to perform the Maneuver. For example, let's say you want to use your control of air to blow against the oncoming ogre in an attempt to place a *Staggered* Aspect on him. You'd roll your Affinity against his Endurance. And if you chose to increase the activation difficulty of this use of Control by an additional +4, you'd gain a +2 on your roll to place the Aspect.

Lasting Aspect: For Maneuvers that place more long lasting Aspects, increase the activation difficulty by +2 for every time increment greater than "a Round". See pg. 324 for a table of Time increments.

Expansive Aspect: For Maneuvers that are not directly related to combat, such as controlling the weather to create an Aspect of *Thunderstorm*, the GM might allow you to cover multiple zones or an entire city. Such a Maneuver should increase the activation difficulty equal to the Size of the area you intend to affect. See pg. 324 for more on Sizes.

Shape

Depending on your chosen domain, you may cause energy or matter to shape itself into a new shape or configuration you desire.

When doing this, the activation difficulty is increased depending on what it is you are bringing into being.

Create: You may shape raw substances into finished objects which maintain their new shape for the duration of this use of Control. The activation difficulty is increased by an amount equal to the $\text{Size}(x2) + \text{TL}$ of the object created or amount of material being shaped, and you need to have enough of the appropriate materials on hand to work with. Simple shapes are considered to have a Tech-Level of 0.

So if you wanted to turn a pile of destroyed cars into a new car, the activation difficulty would be increased by +8 ($\text{TL } 4 + \text{Size } 2(x2) = 8$), and it would last until the end of the scene unless the activation difficulty was further increased to extend the duration.

For more complex creations, such as Power Items and creature summoning, you'll need to emulate the Craft Power Item or Summon Creature Power. See below for more on emulating other Powers.

Create Something From Nothing: If you have the capability to create something from nothing, increase the activation cost by +2 when doing so.

Lasting Creation: Created objects only last until the end of the scene before crumbling back into their original form or dissipating. For every +2 you choose to add to the activation difficulty of this Power, increase the duration of your creation by one time increment. See pg. 324 for a table of Time increments.

Create Minion: You animate raw materials, causing them to take the form of a creature capable of performing actions for you. You must have enough matter on hand to create the minion, and the minion has an Aspect that describes its make-up and shape, such as *Earthen Hound* or *Man of Fire*.

The activation difficulty for creating a Minion is equal to the Base activation Cost +2.

The minion has the stats of a lesser spirit of a type based on the substance you can control. It is not an actual spirit however, being instead a mindless automaton fashioned from the base matter or energy you control. See SoF pg. 116 for more on spirits.

The creature can take a number of Consequences equal to your Affinity (maximum 4) before being destroyed.

By increasing the activation difficulty of this power by +4, your minion instead uses the stats of a standard spirit. For +7, it can use the stats of a greater spirit.

To create some other type of minion, use Control to emulate the Summon Creature Power. See below for more on emulating other Powers.

Emulate Other Power

Depending on your chosen domain, you may be able to perform acts that very closely resemble another Power. For example, if you can control the fabric of reality itself, you may be able to grow claws (Body Weaponry) or see distant locations (Clairvoyance).

When emulating another Power, use the following guidelines:

- ✦ **Cost Limitation:** The total AP cost of the Power to be emulated may not be higher than your Affinity. For example, if your Affinity is 4, the total AP cost of the Power you wish to emulate (including any Modifiers or Meta-Powers you may add to it), must be no greater than 4.
- ✦ **Purchase:** When emulating a Power you decide on all the factors of that Power as if you were purchasing it with Advantage Points. You may

select any Modifiers or Meta-Powers, but the cost of the Power may never be reduced by more than half (after Modifiers have been added, round down), or to less than 1. Also, you may not select any Modifiers or Meta-Powers that reduce the cost of the Power without actually impacting your ability to use it. The GM, as usual, has final say over what Modifiers and Meta-Powers you may apply.

- ✦ **Limits of Emulation:** You may not emulate a Power if doing so would provide a better result than if you simply used Control. For example, you may not emulate Ranged Power Attack instead of simply making an attack with Control, or Armor instead of creating protection.

As a general rule, Control should never offer a more powerful or efficient result than a dedicated use of a single Power.

- ✦ **Activation Difficulty:** The activation difficulty is equal to the normal activation difficulty of the Power to be emulated, plus the base difficulty of Control. So if your Control has a base difficulty of 2, and you wanted to emulate Astral Doorway (which has an activation difficulty of 10), the activation difficulty for this use of Control would be 12. If the Power to be emulated activates with the expenditure of a Fate Point, the Power is instead considered to have an activation difficulty of 4. If the Power does not require a roll or FP to activate, add the Power's AP cost (x2) to Control's base activation difficulty to get the final activation difficulty.

- ✦ **Affinity:** Regardless of the Power that is emulated, it uses the same Affinity and Power Source that is associated with your Control.

- ✦ **Duration:** The duration of an emulated Power is the same as it normally is for that Power. If the Power normally doesn't have a limited duration, it has a duration of "Scene" when emulated. This may be changed to a whole day with the expenditure of a Fate Point, but only for Powers that do not normally have a duration

Focused Control

You may spend a Fate Point and elect to spend additional rounds drawing in energy, shaping your effect, fine tuning your creation, etc. When doing this, you effectively turn your activation roll into a short extended action. But if you stop early or are distracted, you may release a backlash.

During the first round, state your intended effect and set the activation difficulty by defining the parameters of this usage of Control. Now, as a simple action, spend a Fate Point and roll for activation. If you fail to meet the activation difficulty, you do not suffer stress. However, you also do not activate your Power.

On the following round you may spend another Fate Point and roll to activate again, adding the result to that of the previous round in hopes of meeting the activation difficulty. Once the activation difficulty is met, your Power is activated.

Thus, by spending additional FPs, you may continue to focus and build up your effect over multiple rounds. However, once the difficulty is set, it cannot be changed. If you fail to pay the FP cost or do not take the time to make an activation roll, you immediately lose control and suffer a “backlash”

Backlash: If you fail to take the simple action to continue focusing on your Control effect, fail to pay the FP, or get distracted, you suffer an amount of stress equal to the difference between your accumulated total and the difficulty you have set. This is called “backlash”.

The stress suffered should be relative to the effect you intended. So if you were drawing in enough power to unleash a massive fireball, the stress you suffer comes from either an explosion of fire centered on you or the stress of containing it. If you were attempting some complex mental manipulation, it may backlash as an instant and terrible headache.

If you are attacked while focusing, you must make a Willpower roll to avoid losing control. The difficulty is equal to the amount of stress you suffered. If you fail, it’s as if you refused to pay the FP to focus on your Control that round, forcing you to suffer a backlash.

Other things may distract you as well, such as a loud noise or the sudden appearance of a hated foe. In such cases, the GM may call for a Willpower roll and set an appropriate difficulty.

Once that you have determined that a backlash is about to occur, you have a few options.

By spending a Fate Point, you may choose to release some of that stress into the world around you instead of taking it all on yourself. You must suffer at least half (round up) the total amount of stress yourself. However, you may unleash the rest as an attack on everyone in the zone you occupy, enemies *and* friends. This attack is resolved as an attack with your Affinity plus a bonus equal to the amount stress you chose not to absorb.

So, if a particular focused use of Control had a difficulty of 16, and you failed to pay the FP after having only accumulated an activation total of 5, you would suffer a backlash of 11 points of stress. You may choose to suffer all 11 points yourself, or spend a FP and only take 6 stress. The other 5 stress is transformed into an attack against everyone in the zone you occupy. This attack is resolved as an attack with your Affinity, with a +5 bonus.

For example, let's say you need to perform a very powerful use of Control. You determine what it is you want to do and set the difficulty. In this case, let's

assume it is 14. So, in the first round, you make your activation roll and get a 4. You're not there yet, so you can spend a FP and roll against next round. On your next round, you get a total of 5, for a total of 9 towards your stated difficulty of 14.

Now, you may decide to spend another FP and try again on your next turn or stop and suffer 6 points of stress from the backlash (14-9=6).

Let's say you spend the FP and roll again next round, getting a 6. Now you've got what you need to overcome the set difficulty and may now release your mighty power.

Had you not decided to continue, or had you been interrupted, you could have elected to suffer 6 points of stress, or suffer 3 and unleash the rest as an attack on everyone else in the zone you occupy.

Ritual Control

By taking the time and effort to carefully prepare a use of Control over several minutes or hours, you can perform more powerful effects with no chance of backlash. And you need only spend one FP instead of one per roll. This usually takes the form of meditation, sacrifices, burning incense, etc.

- ✦ The more time you spend, the more powerful the effect. For every hour spent performing the ritual add a +2 bonus to your activation roll. If your Affinity is greater than 3, you instead gain a +1 every 10 minutes. No matter how much time you spend however the maximum bonus allowed is equal to your Affinity.
- ✦ Sacrifice can be an important part of any ritual. By inflicting Consequences on yourself or others, you can gain a bonus on your activation roll. The bonus granted is +3 for Major, +6 for Severe(P), +9 for Extreme(P) and +12 for Defeated(P). The Defeated result requires the death of the participant, his life spent to power the ritual.
- ✦ Quality ritual components can help direct energies and your focus. You may spend a Fate Point and determine a Cost for your ritual components. If you then purchase the components at that Cost (see SoF pg. 26 for more on buying things), you gain a bonus on your activation roll equal to the Cost of the components. If you fail to make the purchase, you do not gain a bonus, and your Fate Point was wasted.

Modifiers

- ✦ **(Effortless):** The total activation difficulty of this Power is reduced by -4. However, when attempting to activate this Power you must also spend a Fate Point. If you fail, the Power fails to activate and you've wasted the Fate Point.

- 1 **(Inability to Focus):** You may not spend additional rounds to focus on a use of Control.
- 1 **(No Rituals):** You may not utilize the ritual option of Control.
- 2 **(Rote Reliant):** Rotes (see below) do not grant you a bonus on your activation roll, and you suffer a -2 penalty on any use of Control that you do not have a Rote for.
- 3 **(Rote Dependent):** Rotes do not grant you a bonus on your activation roll, and you cannot use Control unless you are using a rote. You may not also take the Rote Reliant modifier.
- 5 **(Reality Sub-Domains):** You may only purchase this Modifier if the domain you control is reality itself. For you, reality is divided up into different “sub-domains” which you have different degrees of control over. Select a different Affinity Ability for each sub-domain of reality. The sub-domains you may pick from are determined by your GM. Generally these are Mind, Body, Forces, Matter, Space and Time. However, some GMs may break them down into themes such as Animals or Weather.
- +2 **(Summon From Nothing):** You are able to summon the subject of your Control from nothing, such as creating fire when no fire was previously present. Notice that some domains, such as control of reality, allow you to do this already. And some domains, such as air or gravity, are almost always present anyway.

Rotes

When you take the Control Power you should sit down and work up several different uses of Control that you think you might want to use. Take the time to think things through ahead of time so you don't take up too much precious game time trying to piece together how you want to use your Control on the fly.

The Applications listed in Chapter 5 can be used as sample rites.

If the GM allows, you can purchase these pre-prepared uses of Control as Rotes. Rotes represent a very specific use of Control that your character uses on a regular basis, sort of a signature effect that he has become especially good at.

This is a pretty simple process. Just work out the details of that use of Control ahead of time, defining the specifics of the Rote.

When you first purchase Control, you gain a number of free Rotes equal to your Affinity. Additional Rotes cost 5 XP each.

The benefit of creating and purchasing a Rote, aside from being a time saver during play, is that it reduces the activation difficulty of that specific use of Control by -2.



Craft Power Item

Base AP Cost: 1

Activation: Fate Point (Special)

Requires a Power Source and Affinity Ability

Power Items are special items that grant the user the ability to use some sort of Power, they might be magical, or the product of super-advanced technology.

The creation of a Power Item requires you to collect the necessary materials and then perform several “rituals” that include exposing the item to certain ritual components, rare minerals, ultra-high tech development processes, etc. In addition, the item may require the engraving of intricate runes, the setting of gem stones, or any number of other such tasks before the item is complete.

In game terms, the creation of the item is an extended roll against a difficulty determined by the Potency of the item you wish to create.

The first thing you need to do is determine the item’s Potency. See SoF pg. 337 for guidelines regarding Power Items and their Potency.

Once you have determined what you want the item to do, and what its Potency is, you can start crafting it.

To craft the item, you spend a Fate Point and roll your Affinity Ability (combined with your Craft Ability). While the physical alterations to the item are important, far more important and difficult to produce are the manipulations of energy or technology required to imbue the item with power.

Each roll requires 2 hours, and after 8 hours of effort, your rolls will be restricted by your Endurance. The target difficulty to create the item is equal to its Potency x 10.

You may decide to stop crafting for the day and start again later, but you must pay the FP cost to activate this Power before you get started again.

In addition to the crafting efforts, you must also be able to afford the necessary materials. Each time you make a craft roll you must also make a Resources roll against a difficulty equal to half the item’s Potency. If you ever fail one of these rolls, your efforts are put on hold for a number of days equal to the item’s Potency or until you somehow come into some extra funding.

Note that if you are using the optional Wealth Stress rules (SoF pg. 242), you instead suffer an attack against your Wealth Stress Track with a bonus to the attack roll equal to half the item’s Potency.

A proper Facility, like a magical lab or high-tech work shop, can grant a bonus on both the crafting and funding rolls. See SoF pg. 273 for more on Facilities.

If the GM allows you to create an item between game sessions, the amount of FP spent in making the item is deducted from your Refresh at the start of the next game session.

Modifiers

- +1 (Master Craftsman):** For every additional AP spent on this Power, you gain a +2 bonus on rolls to both craft and fund your creations.
- +3 (Power Charge):** As a free action, you have the ability to charge an item with a Power that lasts for the duration of the scene. This costs a Fate Point and requires an Affinity roll against a difficulty equal to the item's temporary Potency x 2. If you succeed on the roll, the item is created with the Powers you desire. If you fail, the item is still created, but you suffer an amount of stress equal to the amount by which you failed. The Stress Track the stress is applied to is determined when the item is charged.

Other Means of Obtaining Power Items

Aside from crafting Power Items using Craft Power Item themselves, PCs can obtain Power items in a few other ways:

Option #1: GM Power Item Creation and Purchasing

This option is used when GMs are putting Power Items into the game for PCs to discover or purchase.

Using the guidelines on pg. 337 of SoF, you can create a Power Item and assign a Potency rating to it. The purpose of Potency ratings is to act as a numeric scale by which Power Items can be compared. Note that these guidelines are just that, *guidelines*. The GM may feel he needs to adjust them based his setting.

If a Power Item can be bought and sold, the Potency is used to determine the Cost of the Power Item.

Option #2: Resource Aspects & Advantages

This option is used when a player wants his character to start with a special item, and the item is an important part of the character.

Pg. 86 of *Strands of Fate* talks about PCs beginning the game with items taken as Aspects. Potency can be a useful tool for the GM when it comes to players who want to take a Power Item in this way. In such cases, the GM can say something like: "You can have Power Items as Resource Specialty Aspects, but their Potency cannot exceed X." And in that case "X" can change from campaign to campaign.

In addition, an Advantage can take the form of an item by adding a Limitation to it. Example: Power Attack, Ranged + Limitation -1 (Item) = Wand of Fireballs

For items that have multiple Powers, the -1 from the Limitation is applied to each Power. But remember that Limitations can never reduce a Power's AP Cost to less than half (round down), or a minimum of 1.

Also, you GM may let you purchase some Advantages like this with Resources. See pg. 90 of *Strands of Fate* for more on purchasing Advantages with Resources.

Note that in the case of an item built using Advantage Points, your item does not have a Potency rating, and does not need one. The item should not be bought or sold, and the item's relative level of power is already determined by Advantage Point expenditures.

Evolved Power

Base AP Cost: 1

Requires any other Advantage

Select a Power you have already purchased. When you purchase this Meta-Power, you gain an entirely new Power of the same type with an Advantage Point value 1 higher than the last Power of that type acquired.

For example, if you purchase a Ranged Power Attack with an Advantage Point cost of 3 during character creation, then later purchase this Meta-Power, you get a second Ranged Power Attack with a value of 4. If you then later purchase this Meta-Power a second time, you gain a third Ranged Power Attack with an Advantage Point value of 5.

While these new Powers must use the same Power, each may have different Power Aspects and Modifiers. They may even be associated with different Meta-Powers such as Conditional Trigger, Linked Advantage, etc.

Note that the effects of multiple instances of the same Powers do not stack. For example, if you purchase and activate Armor multiple times, the AR bonuses you receive do not stack. This applies to other Powers like Resistance, Super Strength, Enhanced Senses, Regeneration, etc. Also note that some Powers, such as Transmogrification, may not be taken with Evolved Power at all.



Focus

Base AP Cost: 1

Activation: None

You have some item, or can perform some action, that boosts the effectiveness of one of your Powers. When you purchase this Meta-Power, select one other Power and decide on what sort of item or action is required.

The item must be a unique item that is not easily replaced, such as a specially carved wand or hard to obtain substance such as a vial of mercury. If you are required to perform an action, the action should require you to spend one turn performing that action prior to using the associated Power. Such actions include chanting, dancing, performing a kata, drawing a circle on the ground, etc.

Once you have selected the affected Power and item/action, choose one of the following benefits. You may still use the associated Power without access to your focus item or without performing your focus action, but you do not gain the selected benefit.

- You gain a +2 on activation rolls.
- You gain a +1 on attack rolls.
- Your Affinity Ability is considered +1 higher.
- The Power's WR or provided AR is increased by +2.
- You may invoke the Power's Power Aspect once per scene for free.

Limitation

Base AP Cost: See Below

Activation: None

Select one other Power you already have. That Power becomes limited in some way, reducing its AP cost at the expense of becoming more difficult or inconvenient to use. You may select this Power multiple times, each time adding new Limitations to the same Power or adding new Limitations to different Powers.

Regardless of its Limitations, the cost of a Power can never be reduced by more than half (round down) or less than 1.

AP Cost

Modifier Sample Limitations

- 1
The activation difficulty of your Power is increased by +2.
Reduce the Weapon Rating or Armor Rating of your Power by -2.
Item: Your Power takes the form of a physical object, like a high-tech gadget or enchanted item. (Note that the GM should probably refund the player the Advantage Points of an item that is lost forever.)
Your Power is limited in some minor way appropriate to the Power, such as not being able to attack directly with Control.
Your Power only works once per scene. (May not be taken with Rituals or Powers that last the duration of the scene when activated.)
- 2
You must both roll to Activate your Power (with an activation difficulty of 4) *and* spend a Fate Point.
Your Power's activation difficulty is increased by +4.
It costs an additional Fate Point to activate your Power.
A Power that normally has no activation cost requires you to spend a Fate Point to activate.
Your Power only works once per day. (May not be taken with Rituals.)
Your normally ranged Power only works on targets you touch.
Your Power is limited in some major way appropriate to the Power, such as being unable to control summoned creatures that might be hostile to you.
- 3
Each time you use your Power, you automatically suffer enough stress to force you to take a Consequence.
Your Power only works once per game session.
The activation difficulty of your Power is increased by +8 or costs two additional Fate Points.

Linked Advantage

Base AP Cost: Total cost of all Advantages in the bundle, +1 per Advantage

Activation: See below

Requires one other Advantage

You may “bundle” one or more of your Advantages together. All the Advantages in a bundle activate at the same time and you may apply any Meta-Powers, such as Limitations, to the entire bundle.

You are able to use all the Advantages in the bundle at the exact same time as part of the same action. If one Advantage takes longer to use than any of the others, they all activate when the last one activates.

To activate the Advantages in the bundle, first determine whether it will activate by expending Fate Points or by requiring an activation roll.

If activating the bundle will cost Fate Points:

The FP cost to activate all Advantages in the bundle is equal to the number of Advantages in the bundle that require activation. If one of those Powers normally requires an activation roll, it increases the total cost of the bundle by 1 FP if the difficulty of the activation is 4 or less. If more, it adds 1 FP to the activation cost for every multiple of 4 (round down).

So an Advantage that requires an activation roll against a difficulty of 10 would add 2 FPs to the total activation cost of the bundle.

If activating the bundle is done with an activation roll:

The difficulty of the activation roll to activate all Advantages in the bundle is equal to the activation difficulty of the Advantage with the highest difficulty, then increase the total difficulty by +2 for each additional Advantage in the bundle that requires activation.

Note that Advantages that normally activate by expending a Fate Point are considered to have an activation difficulty of 4 for these purposes.

Note: A bundle of Linked Advantages is considered a single Advantage for all purposes.

Modifiers

- 1 (**Forced Link**): You may decide that the Advantages you have linked together may only be used in conjunction with each other and may never be activated separately. In this case, the total cost of linking your powers is reduced by 1.
- 1 (**Sequenced**): Your Advantages are activated in sequence, one at a time. Decide the order in which your Advantages affect their target. If you fail to activate a Power or miss with an attack Power, all linked Powers that take affect later automatically fail to activate. For example, you may link Ranged Power Attack with Affliction, but if you fail to cause your target stress with your Ranged Power Attack, your Affliction automatically fails to be activated.



Power Tricks

Base AP Cost: 1

Activation: None or Fate Point

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

Through the subtle manipulation of your Power Source, you have the capacity to perform a number of simple tricks. These tricks, while limited in their usefulness, allow your character to use his supernatural talents to entertain and impress others, or perform simple mundane tasks.

While your character is not limited to a set number of tricks, a trick must make sense in the context of your Power Source and the general theme of your other Powers. For example, a powerful shapeshifter may be able to temporarily change his hair color, but he probably shouldn't be able to make sparks dance between his fingers.

Below you will find a list of example tricks which should give you an idea of the types of tricks your character can perform.

- + Light a candle from a distance
- + Levitate a small object weighing less than 1 lb (about .5kg)
- + Create a small, obviously immaterial, illusion in your hand
- + Create a sound no louder than a person talking
- + Make minor repairs to a mundane item
- + Scribe on an object without a pencil or marker
- + Clean or dry a soiled or wet item
- + Create soft music
- + Revitalize or wither a small plant
- + Create a floating glowing ball that gives off light like a candle.
- + Heal or kill small normal animals or insects.
- + Animate a broom to make it sweep
- + Close a door within range
- + Create a faint breeze

Generally a trick should not be significant enough to harm a person or affect a dice roll. However, by expending a Fate Point, the GM may allow you to perform more useful tricks or to roll your Affinity Ability to perform a Maneuver. Examples of these more powerful tricks include:

- + Light a camp fire at a distance
- + Create a sound loud enough to disorient a person. (Maneuver: Affinity vs. Endurance to place *Stunned* on your target. This Aspect is fragile.)
- + Levitate a small object weighing less than 10 lbs (about 5kgs) and slowly move it about.

- + Create a small, seemingly real, illusion in your hand.
- + Create a flash of light in front of someone's face. (Maneuver: Affinity vs. Agility to place *Blinded* on your target. This Aspect is fragile.)
- + Nudge your opponent with a well timed blast of air. (Maneuver: Affinity vs. Agility to place *Off Balance* on your target. This Aspect is fragile.)
- + Teleport an object in your pocket to your hand, or from a cup in one hand into a cup in the other.
- + Whisper a message containing a number of words equal to your Affinity into the ear of a person within range.
- + Make your eyes glow, or your voice echo, creepily (Maneuver: Affinity vs. Willpower to place *Unnerved* on your target. This Aspect is fragile.)

Attacking with Power Tricks: By spending a Fate Point you can also make a physical or mental attack with your Power Tricks. This attack can target any single target in range, and is made with your Affinity (WR: o). The target may defend with whatever Ability is most suitable to the attack.

Modifiers

- +o (**Strenuous**): It requires some effort on your part to perform the more powerful tricks, or Maneuvers with this Power. Instead of spending a Fate Point, as a simple action, you roll your Affinity against an activation difficulty of 4.
- +1 (**Adept Trickster**): If you generate Spin on an attempt to perform a Maneuver with this Power, you may decide to either make the Aspect persistent, or make it sticky. These sticky Aspects last the last the duration of the Scene, or until the victim performs some action to remove them.
- +1 (**Master Trickster**): You do not need to spend a Fate Point to activate this Power when using the more powerful tricks as described above, or performing Maneuvers.

Ritual Power

Base AP Cost: See below

Activation: None, though you must still activate the Power you have taken as a ritual when it is used

Requires a Power Source and Affinity Ability

Note: *You may not purchase the Evolved Power Meta-Power with Ritual Power.*

This Power grants you cheap access to a number of other Powers, however, to use those Powers you must spend an extended period of time in meditation, performing strange rites, or some other time consuming activity relevant to the Power Aspect chosen to go with this Power.

For every AP spent on this Power, you gain 5 “ritual points”. These ritual points are used to learn different Powers as rituals. Powers purchased with ritual points may only be used as a ritual, and the cost to learn them is equal to their normal AP cost in “ritual points”.

When you learn a Power as a ritual, you must make all the same decisions you would normally make when first learning that Power. For example, if you wanted to be able to transform yourself into a wolf or a bird, you’d still need to purchase the Morph Power as a ritual twice, once for each form. You may also select any modifiers you wish, as well as accompanying Meta-Powers.

Extended Action Activation: To activate a Ritual Power, you roll your Affinity as an extended action once per hour. Once you reach the target difficulty, you effectively (if only temporarily) know that Power as if you had purchased it with Advantage Points. The target difficulty is equal to the Advantage Point cost of the Power x 2, with a minimum of 4.

Once the ritual is complete, and you know the Power, you may activate the Power normally. Any rolls requiring you to roll Affinity use the same Affinity Ability you have associated with Ritual Power.

You must use the Power in the same scene in which the ritual is complete. Failure to do so means the ritual fails and you lose knowledge of that Power. You also suffer an amount of stress (physical or mental, your choice) equal to the AP cost of that Power x3.

You may only activate a Power once per casting of the ritual and Powers abide by their standard duration. However, Powers with a permanent duration end within 24 hours. Though you may continue to spend one Fate Point every 24 hours to prolong the duration.

Empowering Ritual: In addition to granting you access to a Power at a cheaper cost, you may also use a ritual to make the Power more potent. By spending a Fate Point, you may continue “casting” a ritual even after you have met the activation difficulty. You may make one additional roll for each rank you have in your Affinity, each roll taking the same amount of time as the previous rolls.

The total result of these additional rolls is added as a bonus on the first Affinity roll you make when using the ritual Power.

Ceremony and Sacrifice: Similar to the way Edge grants a bonus in a Mental conflict for good descriptions and roleplaying, you may add bonuses to your ritual rolls for doing the same.

Usually rated from +1 to +5, the GM may grant this bonus if the player describes in detail what actions he performs and why he performs them, or if he has to go to great lengths to find and perform a suitable sacrifice.

This bonus may be applied to any single roll associated with this Power, but once used, it is gone.

Modifiers

- +1 (Master of Ceremonies):** Your Affinity Ability is considered 2 ranks higher for the purposes of casting Rituals and activating Ritual Powers.
- +1 Ritual Point (Delayed Power):** You may purchase a Power for one additional Ritual Point. You need not activate the Power gained from its ritual in the scene in which the ritual was completed. Instead, you may hold on to it and use it later. Roll your Affinity and consult the time increment table (pg. 324) to determine how long you may hold it.
The total Advantage Point cost of all Powers you hold delayed can never exceed your Affinity x 4.
- +1 Ritual Point (Accelerated Ritual):** You may purchase a Power for additional Ritual Points. Each time you do so, the amount of time that must pass between each roll in the extended action to perform the ritual is reduced by one time increment. This time may not be reduced to less than one minute per roll however.
- +1 Ritual Point (Stable Delay):** Requires the Delayed Power Modifier. Any Power you choose to delay is automatically delayed for 24 hours, or until you choose to use it.

Weakness

Base AP Cost: See Below

You have some sort of weakness, be it a allergic reaction to a certain type of material, a type of attack, some factor that makes you lose your Powers, etc. Unlike all other Powers, this one does not cost AP to purchase. Instead, it actually gives you more Advantage Points. The amount of AP gained from this Power depends on how frequent it is likely to be a problem for you, how damaging it can be, or how much of an inconvenience it is.

You may select this Power multiple times, each time selecting a new weakness. However, regardless of your Weakness(es), you may never gain more than half your starting Advantage Points from this Power or multiple instances of this Power.

Bonus AP Sample Weaknesses

- +1 Exposure to garlic results in a physical attack (+2 Weapon Rating) resisted by your Endurance.
You cannot harm an innocent.
You must perform elaborate rituals or consume some mundane substance each day or temporarily lose your Powers.
- +2 Exposure to plutonium robs you of all of your Powers.
You cannot tell a lie or willingly allow another to be deceived.
You cannot enter a house without being invited in.
You do not cast a reflection.
Holy water burns you like acid (+4 Weapon Rating) every round you are exposed.
If you do not act in accordance with the will of another being, you lose access to your Powers until you make amends.
Reduce an Ability with a rating of 0 to -1, effectively becoming crippled with that Ability.
- +3 You suffer double the physical stress when attacked with a silver weapon or bullet.
You must perform dangerous rituals or consume some rare substance each day or temporarily lose your Powers.
- +4 You cannot cross running water and are paralyzed in the rain.
You are blind and do not possess some other sense to compensate.
You suffer a -3 penalty on all rolls made during the day time.
- +5 You suffer double the physical stress when attacked with a weapon made of iron or steel.
Exposure to water robs you of all of your Powers.
Sun light burns you (+6 Weapon Rating) every round you are exposed.

Chapter 4

Power Packages

Selecting the proper Aspects, Abilities and Advantages to effectively model your character concept can be challenging at times, and the sheer number of options can even become a little overwhelming. The Power Packages found in this chapter were developed to ease this process, inspire you, and act as examples of Power Packages you could create for your own campaign setting.

Purchasing a Power Package

Every Power Package has a listed cost in Advantage Points or Refresh. If the cost is in Advantage Points, you simply pay the listed amount during character creation and you get the Abilities, Aspects and Advantages described in the package. If the cost is in Refresh, you reduce your character's Refresh by the listed amount instead.

Many of these Power Packages utilize the sample Power Sources described in Chapter 5.

Creating Power Packages

The section on character advancement, on pg. 29 of *Strands of Fate*, defines the number of Experience Points a certain character trait is worth. Keep these in mind when designing your own Power Packages.

See the sidebar on this page for the relative values of character traits.

When creating a Package, you determine the AP or Refresh cost by adding up the total XP value of the contents of the Package then converting them to AP or Refresh. This means you'll want to make sure that the final XP value is something that can be paid with Advantage Points or Refresh, whichever you intend to charge. For example, 1 AP is worth 10XP, so it's not possible to purchase a Package that is valued at 45 XP (4.5APs) since you can't pay half an Advantage Point. You'd need to adjust its value to either 40 (4APs) or 50 (5APs). When adjusting to get a proper value, keep in mind that Specialty Aspects are worth 5XPs, which are effectively half an Advantage Point. Also remember that you can reduce the Package's value by applying Weaknesses, or by reducing the starting Refresh.

Trait Values

5 XP = Specialty Aspect
10 XP = Character Aspect
10 XP = 1 Ability Rank
10 XP = 1 Advantage Point
15 XP = 1 Refresh

Armored Hero

The Armored Hero is as much a set of Powers as an alternate identity. Regardless of who the man is in his day-to-day life, when he straps on the armor he becomes an unstoppable force bent on enforcing his ideals, be they just or selfish.

The armor is an extraordinary piece of technology above and beyond the norm for the setting's Tech-Level. It might be a unique invention of a lone genius or an artifact of some lost civilization utilizing almost magic-like technology. Whatever it is, it is as much an extension of its wielder's personality as a tool or weapon.

Each suit of armor is different, with variations depending on the design and intent. And not all Armored Heroes don them for battle. Some might be for rescue operations, scientific surveys or space exploration.

Your character determines what the armor looks like, how it functions, and what Features it possesses. You can further modify your Armor by investing Experience Points to upgrade its associated Advantages, add new ones, or (if your GM allows) use your Resources to purchase new Advantages (see SoF pg. 90 for more on purchasing Advantages with Resources).

Power Package Cost: 9 Advantage Points (Super Hero)

Package Benefits

- + **Power Source:** Ultra-Technology
- + **Armored Identity** (2 AP; Alias): The armor provides the Armored Hero with a separate identity, adding to (or augmenting) his personality. Choose one new Character Aspect to define your character when wearing the armor, and two specialty aspects to further define the quirks and details of the Armor itself. These Specialty Aspects are a good way to cover the minor benefits the armor provides, as well as adding additional flavor.
- + **Hardened Structure** (3 AP; Armor, Passive): Your armor provides you with an AR equal to 2 + your setting's Tech Level.
- + **Advanced Environmental Protection** (2 AP; Environmental Protection, Additional Environments): The armor is sealed and protects you from the dangers of being exposed to the crushing depths of the ocean, the vacuum of space, and one other environment of your choice.
- + **Weakness** (+2AP): All of the Advantages and Aspects provided by this Power Package are derived from your armor, as are any that you later purchase that share the same Power Source. As such, you may not use these Aspects and Advantages when not wearing the armor.

Armor Features (4 AP): Choose one of following Features:

- + **Giant Armor:** (Grow, Increased Size, Large) Your armored suit is exceptionally large. While worn, it increases your character's Size rating by two. Melee attacks while wearing the Armor gain a +3 Weapon Rating bonus and the Power Aspect describing the suit's Size is persistent.
- + **Secondary Shields:** (Imbue Armor or Shield, Fortified) Your armor has the option to activate a secondary defense option to further shield you from harm. Choose a suitable persistent Aspect such as *Bullet-Proof Shields(P)* or *Heat Damping(P)*. When this feature is activated the suits gains this Aspect, and the AR it provides is increased by +2.
- + **Technological Overwrite:** (Machine Submersion; Wireless, Remote Control); Your armor is outfitted with a ultra-sophisticated wireless transceiver, and you may use its internal computers to overwrite and therefore control or networked computer systems or machines.
- + **Electromagnetic Pulse Generator:** (Power Attack, Pulse; Aura, Improved Explosive Rating +4, Limitation (-2): Machines Only); Your armor is capable of emitting an electromagnetic pulse that, while virtually harmless to living creatures, can be devastating to machines. This Feature cannot be used to attack living creatures, but has a ExR of 5 + your setting's Tech Level when used to attack machines.
- + **Energy Projectors:** (Power Attack, Ranged; Improved Weapon Rating +4); The armor features some form of integrated weapon system. The WR of these attacks is equal to your Tech Level +5.
- + **Augmented Strength:** (Super Strength (Metro), Limitation (-1): Does not affect your character's Physical Stress Track.); Some Armored Heroes have armor that allows them to direct more power to their exoskeleton, giving the user greatly increased strength.

Power Source: Ultra-Technology

Powers purchased to represent the technological marvels your Armored Hero can utilize are called Features. These are simply specific applications of the Powers found in this book, and are taken as suitable to the theme of the campaign.

When creating an Armored Hero, you should decide whether your Features require an activation roll or a Fate Point expenditure to activate. Once chosen, all Features should activate in the same way, and if they require an activation roll, deal stress to the same Stress Track.

Remember that you can use the Strenuous and Effortless Modifiers as needed to adjust the activation requirements of Powers.

Barbarian

Born in the wilds, living off the land, hunting for food and warring for the tribe, the barbarian is a fierce warrior of the savage lands.

Different tribes of barbarians have different cultures, but there are some traits most all share. The first is a oneness with the land. Barbarian tribes know how to live without the permanent shelters built by more civilized folk, and they often follow the migratory patterns of the animals they hunt.

But many of these tribes don't stop at hunting animals. Their fellow man is fair game as well. Barbarian tribes are effectively in a constant state of war with other tribes, working themselves into a battle frenzy before tearing into their enemies with savage ferocity.

Barbarians tend toward superstition and religion, often worshipping gods of the land or spirits of nature. They may have shamans that draw magical power from these sources, but other types of magic are met with suspicion, fear, or outright aggression.

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Survivalist** (1AP): You gain a +2 bonus on rolls to find food and water in the wilderness.
- + **Battle Frenzy** (2AP): You lose yourself in combat, falling into a berserk rage. Your body grows stronger, you no longer feel pain, and care only for ripping your opponents to pieces. You are focused and driven to see your enemies slain, but are incapable of complex thought and have a hard time noticing fine details. By spending a Fate Point, you gain the persistent Specialty Aspect of *Battle Frenzy(P)* (Strength) until the end of the scene, or until you can succeed on a Willpower roll (Diff: 3).
- + **One of the following Heroic Advantages:**
 - + **Suck it Up** (2AP): You're tough as nails, able to stand up to hits that would put most men on the ground. Once per scene you may spend a Fate Point to add your Endurance to your current Armor Rating for the purposes of resisting a single physical attack.
 - + **Payback** (2AP): Any time you are physically attacked, and suffer a Consequence, you may, as a free action, spend a Fate Point and immediately make an attack against the opponent who injured you.

This is a single melee attack, either unarmed or with a weapon in hand (or already active Melee Power Attack), and you may not perform any supplemental actions or move.

Bard

On the surface the bard is not a warrior. Most have no desire to wrap themselves in heavy armor or carry big weapons. And they have no need, for their battle is fought not on the battlefield, but in the hearts of their adoring fans and intrepid allies.

The bard uses poetry, honeyed words, or rousing songs to enrapture and inspire. Most bards travel from place to place, learning what they can and spreading the news of the world. They gather and tell stories, some true, some not, and often tell these stories and entertain in exchange for a place to sleep and a hot meal.

Most bards are adept at reading crowds and individuals alike. Their natural people skills, combined with a mostly nomadic lifestyle, lends itself well to con jobs, thievery, and intrigue. Many bards use their profession as a cover for darker arts, such as assassination or espionage, while others simply seek out adventure for the sake of gathering new tales and legends.

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Artist** (1 AP): You gain a +2 on all rolls related to your specified field of artistic creation or performance.
- + **Widely Traveled** (2AP): You have travelled the world and been exposed to a number of different cultures, picking up bits of their languages and lore as you go. You gain a persistent Specialty Aspect of *Widely Travelled* (P) (Knowledge). This Aspect can aid you when dealing with different cultures and might allow you to piece together the general idea attempting to be conveyed through a language (spoken or written) you don't actually know.
- + **One of the following Heroic Advantages:**
 - + **Inspire Greatness** (2AP): You know how to talk to people to get the best out of them, encouraging them to push beyond their normal limits and achieve greatness. Once per scene, you may spend a Fate Point to grant an ally who can hear you speak a +3 bonus on a single roll.
 - + **Banner of Hope** (2AP): Your words inspire your allies to fight on, urging them to overcome their physical and mental injuries and get back in the fight. As a free action, you may select one ally who can hear you speak, spend a Fate Point, and roll your Persuasion (Diff: 3). If you succeed, your ally may immediately clear any Minor Physical or Mental Consequence (your choice) he has suffered, as well as any stress associated with it.



Cleric

Since the dawn of time mankind has revered the shining stars in the sky, the blazing sun above, the cracking fire on a cold night, the spirit of valor in a hero, the warmth of love from a mother... In the primal forces of creation and life they've sought guidance, protection and wisdom in a cruel and uncaring world. And as their faith blooms, so too does the spark of divinity. From the ephemera of the astral realm a spirit is forged by these beliefs, and as more people take up that faith, the spirit eventually grows into a mighty being one could only call a god.

The Cleric worships one of these divine beings; and to reward their faith the gods grant them some measure of their divine power. By channeling the will of their gods, Clerics can shake the pillars of creation. They call upon the forces of nature, mend the bodies of man, and transform the world around them into a heaven or hell on earth, all in the name of their deity.

Yet the gods are not all knowing, nor are they all powerful. As mighty as these beings are, they have limitations. A god cannot watch over all of his followers all of the time, nor can he bless them with a constant stream of divine power. Instead the gods pass down specific rituals and prayers that, when spoken or performed, petitions the god for a specific type of blessing. Should the correct prayer or ritual be performed, and the performer be of sufficient faith and deed, the god may bestow upon his faithful the requested miracle.

The prayers and rituals used by Clerics are different for each god, and there is no single record for all of them. Indeed, some particularly devout Clerics claim to have had knowledge of such "petitions" come to them in dreams, or as the result of divine inspiration in times of great need.

The Clerics of the gods devote themselves to one task above all, the spreading of the faith. The more people who come to worship a particular god, the more powerful the god becomes. And, as his Clerics would believe, the more influence their deity has over the world, the better.

Those Clerics who can't go out to spread the word remain in temples to preach to those who come, and to study and record their god's petitions.

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Power Source:** Divine Miracles (pg. 281)
- + **Affinity Ability:** Faith (1 Rank)
- + **Blessed** (3 AP, pg. 55): The Power Aspect you select for your Blessed Power should reflect the deity you worship. All deities have a “Domain”, a particular aspect of creation they take great interest in. Some sample gods, and their Domains, can be found below:

Blessed Power Aspect	Domain
<i>Blessed of Anubis</i>	Plague – sickness and undeath
<i>Blessed of Apate</i>	Chaos – turmoil and destruction
<i>Blessed of Aphrodite</i>	Love – love of friends and family, sex
<i>Blessed of Apophis</i>	Oblivion – utter nothingness, the abyss
<i>Blessed of Ares</i>	War – conquest and expansion
<i>Blessed of Artemis</i>	Nature – peace, wilderness and the sea
<i>Blessed of Calleis</i>	Beauty – in nature and the arts
<i>Blessed of Erebus</i>	Darkness – ignorance and deceit
<i>Blessed of Helios</i>	Sun – cleanliness and the purifying light
<i>Blessed of Hephaestus</i>	Craftsmanship – artistry and engineering
<i>Blessed of Hermes</i>	Travel – exploration and culture
<i>Blessed of Horus</i>	Honor – law, protection of the innocent
<i>Blessed of Kratos</i>	Tyranny – enslavement of others
<i>Blessed of Osiris</i>	Death – circle of life and fate
<i>Blessed of Plutus</i>	Wealth – greed, mercantile concerns, profit
<i>Blessed of Themes</i>	Law – civilization and order
<i>Blessed of Thoth</i>	Knowledge – prophesy and preserved lore
<i>Blessed of Zeus</i>	Storms – rage and violent weather

- + **Miracle** (2 AP): You gain access to a single Miracle worth 2 APs. Starting on pg. 281, you will find a list of Miracles that have been provided to help you quickly create a character, as well as provide inspiration and guidance for creating your own Miracles.
- + **Divine Rituals** (1AP, Ritual Power, 5 Ritual Points, pg. 171)
- + **Weakness** (+2 AP): The Miracles the Cleric works come at the behest of his deity. As such, he can never use his Miracles in a way that his deity would not approve. For example, attempting to use a Miracle provided by the god of Love to slay an innocent person simply will not work. In fact, blasphemous deeds such as this may well sever your connection to your god forever.

In addition, all Miracles require clerics to petition their god. Petitions require the Cleric to pray aloud for their god to hear him. If the Cleric cannot speak the petition aloud, the Miracle will not be granted.

Dragon

Dragons walk the world, hiding within the cities of man. Pulling strings, forging alliances, whispering temptations and veiled threats... dragons manipulate the people of the world, shaping them and guiding them toward the dragon's goals.

The origins of the dragons are unknown, but several legends exist. Some say they were the first beings created by the gods, a species invested with so much power and potential that the gods became weakened by the act of the creation.

Another legend states that the first dragons were mortal sorcerers who learned the secrets of immortality, but in time they began to change. The life sustaining magic within transforming them into physical representations of their inner greed and ambition.

Regardless of their true origins, dragons hide among the people of the world like a wolf in sheep's clothing. They take the form of a human or another prominent humanoid species. The appearance and sex of this humanoid form is consistent, the same each time the dragon assumes it.

But the true form of the dragon is something else altogether. Dragons come in many shapes and sizes, but some features hold true for most all of them.

The basic form of the dragon is a semi-upright reptilian quadruped, though its front most legs also function as arms which end in hands featuring three fingers and an opposable thumb. The head is usually crested with an array of horns, with a bony ridge starting at the forehead and running the length of the dragon's tail. On some dragons, a pair of large, bat-like wings protrude from the back of its shoulders.

The wyrm is usually covered in thick scales that harden with age. The coloration of the scales vary from dragon to dragon, but the scales on the underside of the creature are usually a lighter shade. As the dragon ages, its scales become darker.

Dragons are exceptionally adaptive. Because of their magical heritage, these creatures are able to adapt themselves to their environment, undergoing a constant state of metamorphosis predicated by their diet. For example, a dragon who eats earth and rocks on a regular basis may find his scales changing to more earthlike tones. His horns may become jagged and rock-like and he may develop the ability to exhale a gout of dust and razor sharp stones.

Dragons tend to be very territorial, and mostly solitary. But that's not to say that dragons do not associate with each other at all. Some come together to forge "sets", creating groups where they pool a portion of their resources in order to further a common goal. Sets have different goals depending on the desires of their members. Some seek to control the local mortal government, some seek to corrupt or guide religions, while others seek to control the wealth and influence of businesses or special interest groups.

Power Package Cost: 9 Advantage Points or 6 Refresh

Power Source: Dragon

Affinity Ability: Dragon (1 Rank)

Failed activation rolls inflict mental stress. As dragons use their Powers, they become more vicious, cruel, cold and arrogant. Megalomania is a common malady suffered by many dragons, and in extreme cases have led to others of their own kind hunting and killing them.

Package Benefits

- + **Dragon's Fate** (+3 AP) - Decrease your character's Refresh rating by -2.
- + **Herculean Might** (2 AP) - You are incredibly strong; a mountain of muscle and power. You gain a +2 bonus on all rolls to lift, push, pull or otherwise manipulate objects or grapple with opponents. In addition, when using your Strength to make an attack with a weapon, or when you attack by throwing a weapon, the Weapon Rating for that weapon is increased by +2.
- + **Unyielding Fortitude** (2 AP) - You have a talent for shrugging off afflictions that could kill a normal person. You gain a +2 bonus on all rolls to heal, resist poisons, disease, or resist other similar afflictions. In addition, the number of stress boxes you have for your Minor Consequence are increased by 2.
- + **Draconic Form** (4 AP) [Morph, Strenuous, Mentality Shift] - You may assume your natural form, that of a reptilian monstrosity. When you do so, adjust your Abilities as shown: Agility: +1, Perception +2, Empathy -1, Persuasion -2
Changing forms requires an activation roll (Diff: 6) each time, and requires a full turn to complete.
- + **Draconic Adaptations** - Select 3 AP worth of the following Advantages:
 - + **Skin of the Dragon** [1 AP; Armor, Passive; Limitation (-2): Only in Draconic Form]
 - + **Claws of the Dragon** [1 AP; Body Weaponry, Duel Weaponry, Improved Weapon Rating (+2), Limitation (-2): Only in Draconic Form]
 - + **Ears of the Dragon** [1 AP; Enhanced Hearing, Passive, Selective Hearing, Limitation (-2AP): Only in Draconic Form]
 - + **Eyes of the Dragon** [1 AP; Enhanced Sight, Passive, Selective Sight, Limitation (-2): Only in Draconic Form]
 - + **Monstrous Size** [2 AP; Grow, Large, Limitation (-1AP): Only in Draconic Form]
 - + **Draconic Visage** [1 AP, Terrify, Horrific, Strenuous, Limitation (-2 AP): Only in Draconic Form]
 - + **Breath of the Dragon** [1 AP, Power Attack, Ranged, Improved Weapon Rating (+4), Limitation (-2AP): Only in Draconic Form]
 - + **Wings of the Dragon** [1 AP, Flight, Limitation (-2AP): Only in Draconic Form]

Knight

The (usually) noble born warrior and embodiment of chivalry, the Knight fights for land, lord and honor. He protects the innocent, enforces the laws, and brings righteous fury down upon the would-be tyrants and bullies of the world.

Knights generally train to fight from horseback and are experts with mail armor and melee weapons.

Power Package Cost: 5 Advantage Points

Package Benefits

- ✦ **Mounted Warrior** (1 AP): Riding and controlling a mount does not count as a supplemental action for you. Instead it is a free action so you do not suffer a -1 penalty on your primary action.
- ✦ **Guardian** (2AP): Protecting your own life is secondary to that of your friends and allies. You gain a +2 bonus on rolls to determine the Potency of blocks (SoF pg. 260) set up to protect your allies by placing yourself between them and your enemies.
In addition, you may spend a Fate Point to make a single attack (as a free action) while maintaining the block. You may make one such attack per turn.
- ✦ **One of the following Heroic Advantages:**
 - ✦ **Constant Vigilance** (2AP): You are always on the lookout for trouble, so you get a +1 bonus on any initiative roll. In addition, if you are ambushed, you may spend a Fate Point to defend yourself normally.
 - ✦ **Inspiring Leadership** (2AP): You have a gift for getting your friends back on their feet, dusting them off, and putting them back in the fight. You are a natural leader and an inspiration to those around you.
Spend a Fate Point. You are granted a number of Fate Points equal to your Persuasion to freely distribute to any PC or NPC allies who can hear your commands or words of encouragement. This is a free action, and these extra Fate Points must be spent during this scene or be wasted.
Your allies may not be later give these Fate Points away, or trade them using other Advantages.

Chivalry

Most knights follow a strict code of honor which usually consists of the following tenants:

- Serve thy liege and land in honor
- Protect the weak and defenseless
- Refrain from the wanton giving of offense
- Eschew unfairness, lawlessness, and deceit
- Never refuse a challenge from one's equal

Lycanthrope

It is widely believed that the first lycanthropes were devoted priests of the demon Mammon, the Beast Lord. They were fanatic in the extreme, and served with such zeal that Mammon gifted each of his priests with the savagery of an animal.

Since that time, the priests have created at least three known bloodlines of were-creatures, each capable of spreading their “blessing” through their progeny. The lycanthrope impregnates a member of his race, and the child carries on the lycanthropic curse of the parent. Alternatively, should the lycanthrope have intercourse with an already pregnant female of the same race, there is a about a 50/50 chance that the originally normal child can be infected with the curse.

Every lycanthrope can assume five basic forms. Their natural humanoid form is the one most lycanthropes feel at home in, and should they die, it is the form they will revert to. The character looks the same as any normal member of his race, but tends to be very healthy and usually very attractive.

The second form is that of a normal specimen of the lycanthrope's animal type. This looks like any normal wolf, snake, etc, but retains the humanoid mind. The exception to this is the were-spider, which changes into a swarm of tiny spiders, his mind distributed among them.

The third form, the beast man form, is much like the normal humanoid form, but manifests some minor traits animalistic traits. The features gained largely depends on the lycanthrope's animal heritage, but generally the change is discreet enough that shapechanger can pass for a normal member of his race as long as no one is paying close attention.

The fourth form, the primordial beast form, generally looks like a large, seemingly prehistoric, version of the animal form. It is larger and stronger than the normal animal form, but it is clearly unnatural to observers.

The final form, and most feared, is the hybrid. A blend of the humanoid form and the animal form, the hybrid form is more powerful than both. This form stands erect like the humanoid form, but the skin is covered in hair, scales, chitin, etc; and the head changes to look much like the head of the animal form. Though while tremendously effective for hunting and killing, lycanthropes find it difficult to maintain self control while in the hybrid form. It is a form made for killing and generally isn't effective for much else.

While seemingly invulnerable to injury, were-creatures share a common weakness... silver. It is unknown why this particular metal is so harmful to lycanthropes, but its mere touch can burn their flesh.

Power Package Cost: 6 Advantage Points or 4 Refresh

Package Benefits Shared by all Lycanthropes

- + **Animal Magnetism** (.5 AP): All were-creatures tend to be attractive members of their race. You gain a Persuasion Specialty Aspect called *Animal Magnetism*.
- + **Nature of the Beast** (+1.5 AP): The character begins play with a Refresh rating 1 less than normal for his CamPL.
- + **Weakness** (+2AP): When attacked by a silver weapon, or a weapon coated in silver, the weapon's WR is increased by +2. In addition, Consequences caused by silver weapons are not affected by the lycanthrope's Regeneration. They must heal at the normal rate.
- + **Lycanthropic Regeneration** (3 AP; Regeneration, Limb Re-Growth, pg. 122): Lycanthropes heal at a much faster rate than normal people, and can even re-grow limbs.
- + **Lycanthropic Species** (6 AP): Select one of the following types of Lycanthropes. You gain the ability to take all of its associated forms.



Werewolf

Werewolves tend to be very territorial, highly aggressive toward trespassers, and pack oriented. A pack of werewolves, much like a pack of normal wolves, tend to gravitate toward following the lead of a single pack alpha.

- + **Taint of the Wolf (Morph, Evolved Power)** It requires the expenditure of a Fate Point to change forms and takes a whole turn. Once changed you may remain in the new form until you decide to change back.

- + **Beast Form** (3AP; Wolf Form)

Size: 0, **Added Character Aspects:** *Powerful Canine*

Physical Abilities: Agility 2, Endurance 3, Perception 5, Strength 3

Advantages: Keen Smell (+2 on rolls to smell)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range	Notes
Bite	+3(+2)	Agility	0	Poor Defense

- + **Beast Man Form** (4AP; Unique Form, Same Species, Mentality Shift)
+1 Strength, +1 Agility, +1 Perception, -2 Persuasion, -1 Willpower

- + **Beast Form** (5AP; Wolf Form)

Size: 0, **Added Character Aspects:** *Powerful Primordial Canine*

Physical Abilities: Agility 2, Endurance 3, Perception 5, Strength 5

Advantages: Keen Smell (+2 on rolls to smell)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range	Notes
Bite	+5(+2)	Agility	0	Poor Defense



- + **Hybrid Form** (6AP; Unique Form, Same Species, Mentality Shift)
+1 Strength, +1 Agility, +1 Perception, -2 Persuasion, -1 Willpower

Herculean Might (2AP): In this form you are incredibly strong, a mountain of muscle and power. You gain a +2 bonus on all rolls to lift, push, pull or otherwise manipulate objects or grapple with opponents. In addition, when using your Strength to make an attack with a weapon, or when you attack by throwing a weapon, the Weapon Rating for that weapon is increased by +2.

Limitation (-2AP): When in this form you gain the persistent Aspect *Predatory Instincts* (P). This represents the near-overwhelming urge to hunt your prey and rip it apart with your fangs and claws that comes with shifting to this form.

Linked Advantage: Monstrous Claws/Bite (1 AP, Body Weaponry)
When you change into the hybrid form, you sprout sharp claws and fangs which are perfect for tearing your foes to shreds. These claws and fangs have a WR equal to your TL.



Werespider

Werespiders tend to make their lairs in urban areas. Once their lair is established they begin to spin their webs of intrigue and seduction, manipulating the immediate populous into serving them.

Despite what they may think, the people they associate with are generally not really their friends, but their tools. Werespiders tend to be very solitary, but spend much of their time attempting to influence and manipulate others into serving them in some fashion.

- + **Taint of the Spider (Morph, Evolved Power)** It requires the expenditure of a Fate Point to change forms and takes a whole turn. Once changed you may remain in the new form until you decide to change back.

- + **Spider Swarm** (4AP; Spider Swarm Form [Unit])
Size: 0, **Added Character Aspects:** *Swarm of Spider*(P)

Abilities: Physical 7

Roster Aspects: Swarm of Spiders x7

Note: When you re-merge into a single body, you suffer the total amount of stress you suffered as a Unit. So if you suffered 12 points of physical stress as a Unit, when you re-merge, you suffer 12 points of physical stress (which may cause you to suffer Consequences).

- + **Beast Man Form** (5AP; Unique Form, Same Species, Mentality Shift)
Strength +1, +2 Agility, +1 Perception, -1 Persuasion, -2 Willpower



⊕ **Beast Form** (3AP; Primordial Spider Form)

Size: -1, **Added Character Aspects:** *Powerful Primordial Arachnid*

Physical Abilities: Agility 4, Endurance 3, Perception 4, Strength 1

Advantages: Keen Sight (+2 on rolls to see); Poison (Subtly: 3, Potency: 3, Delivery: Bite); Deadly Grace (roll Agility instead of Strength when making melee attacks)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range	Notes
Bite	+4(+0)	Agility	0	Poor Defense, Poison

⊕ **Hybrid Form** (6AP; Unique Form, Same Species, Mentality Shift)
+1 Strength, +1 Agility, +1 Perception, -2 Persuasion, -1 Willpower

Catlike Grace (2AP): In this form you are incredibly graceful, moving with the speed and precision of a great spider. You gain a +2 bonus on all rolls to run, climb, tumble or otherwise negotiate your environment. In addition, you gain a +1 bonus when using your Agility to make defense rolls.

Limitation (-2AP): When in this form you gain the persistent Aspect *Predatory Instincts (P)*. This represents the near-overwhelming urge to plunge your fangs into your prey, drag them away, and drain them of their life blood.

Linked Advantage: Spider Legs (1 AP, Extra Limb, *Spider's Legs (P)*)
When you change into the hybrid form, you sprout a set of spider-like legs from the back of your shoulder blades.

You might invoke the persistent Power Aspect associated with this Power to grant a bonus on grappling, climbing, running, or complex work where an extra pair of spider-like legs might come in handy.



Weresnake

Arrogant and narcissistic in the extreme, weresnakes tend to infiltrate society, taking the roles of pimps, drug dealers, arms merchants, or other peddlers of vice and violence.

Solitary by nature, weresnakes tend to stick to their lair and respond to any and all intruders with extreme violence. This is doubly true for other weresnakes, who they see as the only real competition they can respect.

⊕ **Taint of the Serpent (Morph, Evolved Power)** It requires the expenditure of a Fate Point to change forms and takes a whole turn. Once changed you may remain in the new form until you decide to change back.

† **Beast Form** (3AP; Snake Form)

Size: 0, **Added Character Aspects:** *Snake (P)*

Physical Abilities: Agility 4, Endurance 3, Perception 4, Strength -2

Specialty Aspect: *Slithers (Agility)*

Advantages: Poison (Subtly: 3, Potency: 5, Delivery: Bite); Heat Sensitive (+2 on Perception rolls to detect heat)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range	Notes
Bite	+4(+0)	Agility	0	Poor Defense, Poison

† **Beast Man Form** (4AP; Unique Form, Same Species, Mentality Shift)

+2 Agility, +1 Perception, -1 Persuasion, -2 Willpower

† **Beast Form** (5AP; Primordial Snake Form)

Size: 0, **Added Character Aspects:** *Snake (P)*

Physical Abilities: Agility 4, Endurance 3, Perception 4, Strength +4

Specialty Aspect: *Slithers (Agility)*

Advantages: Poison (Subtly: 3, Potency: 6, Delivery: Bite or Ranged); Heat Sensitive (+2 on Perception rolls to detect heat)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range	Notes
Bite	+4(+2)	Agility	1	Poor Defense, Poison

† **Hybrid Form** (6AP; Unique Form, Same Species, Mentality Shift)

+1 Strength, +2 Agility, +1 Perception, -2 Persuasion, -1 Willpower

Limitation (-2AP): When in this form you gain the persistent Aspect *Predatory Instincts (P)*. This represents the near-overwhelming urge wrap your prey up, inject them with life sapping venom, and eat them.

Linked Advantages: Snake Bite (5 AP, Body Weaponry; Poison, Lethal Dose)

When you change into the hybrid form, you sprout a set of snake-like fangs dripping with poison.

The fangs have a WR equal to your TL.

This poison has a Subtlety and Potency of 5.

Monk

Through many years of dedicated practice and meditation, the Monk begins to achieve a state of oneness, a harmonic merger of mind, body and soul. On his way to achieving this state of tranquility, he learns to channel his body's natural energies to perform nearly superhuman feats of athleticism.

Ironically, the method by which the Monk achieves peace is through the study of violence. As he disciplines himself to never harm a living thing, he practices striking techniques that can shatter bone. Just as the Monk humbles himself before others, he dedicates his days to discovering new ways to destroy a living body.

The Monk may live a cloistered life, or he may travel the land in search of new experiences. Or perhaps he seeks some meaning in life, or the answer to some personal riddle. And while most Monks try very hard to live a life of passivity, many feel it their duty to stand up to bullies and come to the aid of those who need their help.

Power Package Cost: 5 Advantage Points

Package Benefits

One of the following Expert Advantages:

- + **Hard Style** (1AP): You are trained in a style of martial arts that emphasizes hard strikes, blocks and direct counters. Your fists and feet gain a Weapon Rating of +2. Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.
- + **Soft Style** (1 AP): You are trained in a style of martial arts that emphasizes misdirection and turning another's momentum against them. Gain a +1 bonus on Agility rolls to defend against melee attacks. Action Heroes may take this Advantage twice, while Mythic Heroes or higher power levels can take it up to three times.
- + **Crippling Blow** (2 AP): Once per scene, you may increase the Weapon Rating of a melee weapon (or unarmed strike) by +3 for your next attack. This must be announced before the dice are rolled.
- + **Master Tactician** (2 AP): Any time you generate Spin on an attack roll in a conflict, you may attempt to perform a Maneuver as a free action.

Paragon

A Paragon could be a resurfaced member of long lost civilization, a fugitive from beyond time, or a human imbued by the strength of an ancient god. Regardless of his origins, the Paragon has capabilities that far exceed those of normal men.

The Paragon is in every way physically superior to humans, though he might also be mentally and socially superior as well. In addition to enhanced mundane abilities, the Paragon has a multitude of strange and seemingly unnatural powers as well, their nature seemingly unaffected by the natural physical laws of the universe. Their skin is harder than steel, they can levitate and fly at will, and their bodies produce a steady supply of energy which they can utilize in different ways.

Power Package Cost: 12 Advantage Points (Super Hero)

Package Benefits

- + **Power Source:** Inner Power
- + **Paragon's Fate** (+6 AP): Decrease your character's Refresh rating by -4.
- + **Paragon Superiority** (2 AP): You gain 2 additional Ability ranks to distribute among your Mental and/or Social Abilities as you choose.
- + **Invulnerability** (5 AP; Metro Class Super Armor, Passive): The Paragon's body is naturally resistant to physical harm. This gives him an AR equal to the setting's Tech Level +7.
- + **Paragon Flight** (5 AP; Flight; Passive): Paragon has the innate ability to fly simply by willing himself to do so, propelling himself with his inner power.
- + **Paragon Strength** (6 AP, Metro Class Super Strength, Passive): The inner power that fuels the Paragon makes him MUCH stronger than the average person.
- + **Energy Projection:** (3 AP, Power Attack, Ranged; Improved Weapon Rating, Effortless) A constant steady flow of energy courses through the Paragon at all times, and some know how to direct it outward as an attack. The exact form of this attack varies from Paragon to Paragon. Some shoot laser beams from their eyes, while others unleash ultra-sonic screams or bolts of raw kinetic force. Regardless of its specific form, your Energy Projection attack has a WR equal to your setting's Tech Level + 3
- + **Weakness** (+3 AP): All Paragons have some sort of weakness, some material, substance, object or even act that disrupts the flow of their internal energy. Regardless of its exact nature, it should cost 3 AP and, when exposed to it, the Paragon loses all of his Advantages and bonus Ability ranks that derive from his Inner Power.



Psychic

Whether through endless practice or natural talent, the psychic has somehow become capable of utilizing the energies of his mind in ways most could never dream. Some psychics cultivate this talent through long hours spent practicing esoteric meditation techniques. But to others, the talent manifests naturally. These natural psychics may lack control, but when their power manifests, the results are no less incredible.

With enough practice, it is possible to generate excess mental energies far beyond that which is required to stay healthy. And through focus and mental discipline, the psychic can utilize this excess energy to perform some amazing feats.

The psychic must be able to ignore distractions while building a complex mental image, called a “construct” in his mind. The construct may be a detailed visualization of a desired result, such as telekinetically lifting a cup, or an imagined process, such as imagining your senses being cast back through the currents of time. And like all types of energy, the energy of the mind emits radiation. Psychics can learn to sense the frequency this radiation is emitting at, allowing them to read the thoughts of others or influence them with their own emissions.

Those psychics who develop their powers naturally possess the same excessive mental energies, but they were not cultivated through deliberate mental exercises. Instead, they seem to have a way of thinking that, when combined with certain (usually traumatic) life events, instinctively generates energy. And while the natural psychic does not have the training required to properly build a construct, his powers can be manifested through the direct intervention of his subconscious.

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Power Source:** Psychic Talent (pg. 289)
- + **Affinity Ability:** You gain 3 Ranks to distribute however you choose among any Devotions. Each Devotion is taken as a separate Affinity Ability.

The Psychic Devotions are:

Biokinesis – Manifestations that focus on healing, harming, or changing your own body or that of another.

Ectokinesis – Manifestations that interact with the barrier between the material and the astral realm, as well as direct interaction with spirits and ectoplasm.

Omniscience – Manifestations that allow the psychic to view or learn about things he shouldn't be able to know, be they past events, current events, or impressions about the future.

Psychokinesis – Manifestations that focus on directly manipulating objects with mental energy, including lifting things, striking with unseen force, or causing objects to burst into flame.

Telepathy – Manifestations that focus on manipulating the minds of other people or animals.

- + **Psychic Manifestations:** Psychic Powers are called Manifestations, and this Package grants the Psychic a single Manifestation worth 2 AP.

Magic vs. Psionics

It is often said that psychic powers and magic are a matter of perspective, two ways of looking at the same phenomena. While this may be true in some campaign settings, it may not be in others.

In this book, we assume magic and psychic powers are not the same thing. And there are a few important differences:

- Magic does not care about cause and effect. Psychic powers do. Anything is possible with magic, and an explanation generally just isn't required. "It's magic!" is usually good enough. On the other hand, psychic powers are usually just one or two steps removed from science. When a psychic causes an object to burst into flames, he does so by agitating the object's molecules to generate heat. It's how he is able to excite the molecules in the first place that makes this ability supernatural.
- Magic comes from an external source. The wizard could theoretically be cut off from it. Psychic Powers come from within, and to stop them the psychic must be cut off from his environment.

This chapter assumes that psychics are limited to being able to affect objects at a level no smaller than the molecular level. If the GM allows, psychics may be able to affect things at the quantum level, which in most cases would be indistinguishable from magic.

Savant

Walking the bleeding edge of technology, the Savant has learned to modify the common brain implant to bypass its manufacturer's safety restrictions and gain root access to the system. Once in full control of the implant, he can wirelessly interface with other machines at a level far beyond that of the average person with "off-the-shelf" implants. Seemingly with a thought, the Savant can manipulate computers, listen in on broadcasted data, perform advanced probability calculations, possess drones, command nanoswarms, project Augmented Reality illusions, hack other people's implants, etc.

Tampering with a brain implant in an effort to remove its restrictions can be very dangerous, but for those who succeed without going mad or crippling themselves, the possibilities are endless. The Savant has succeeded in doing this and may now command his custom brain implant, called a "Mindset", to execute all manner of custom written, illegal, or restricted programs.

To get the best results, the Savant must understand how his own mind processes information. He may spend hours a day seemingly staring at nothing. But with the aid of his Daemon, a custom low-level virtual intelligence residing in his brain implant, he writes and tweaks the code for the best and most efficient results. The more seamless the transition between thought and program execution, the better.

For a great many Savant programs, the Savant must have access to the local Mesh's sensors and stored data. This is something the Savant's Daemon works constantly to obtain. It's a constant war between the Daemon and the Mesh's security, a highly complex battle fought by proxy, which the Savant himself can largely ignore. As he goes about his day, his Daemon launches thousands of cyber-intrusion attacks against the local Mesh, constantly shifting tactics and confusing the system. System access is lost and gained several times a minute, with the Daemon also engaging in the misdirection necessary to keep the Mesh from associating the savant's identity with the attacking Daemon.

In addition to keeping some degree of system access open at all times should the Savant wish to execute a program that requires it (such as an Oracle Patterning Program or Security Skim), the Daemon performs the standard functions of an Agent. The Daemon checks the Savant's electronic messages, manages his accounts with any social networks he belongs to, serves as a highly intuitive search client, filters unwanted AR ads, manages other systems the Savant may connect to, and many other rather mundane tasks.

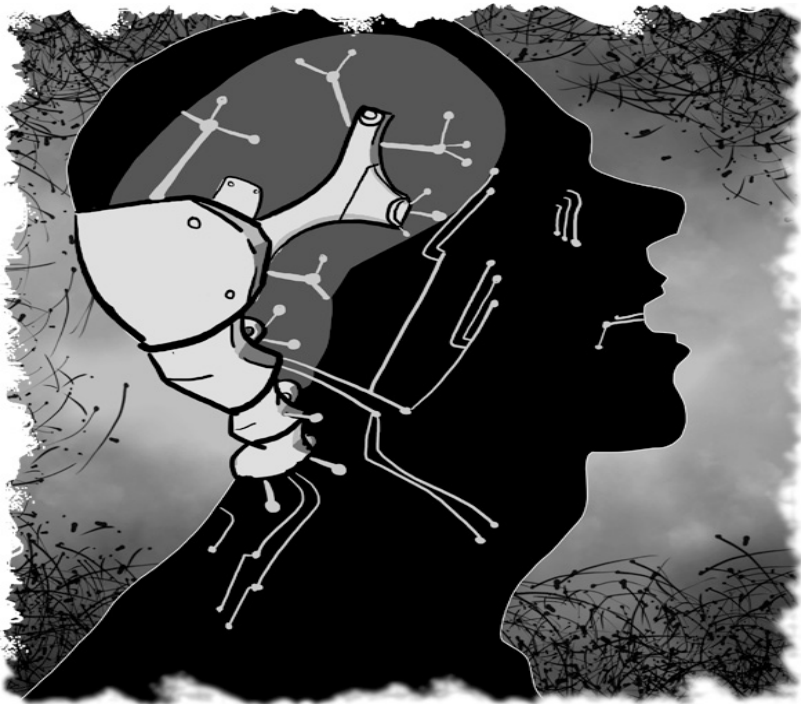
The Daemon also keeps a highly detailed record of the Savant's preferences, and generally appears to him as a composite of traits the Savant finds attractive. Because of the removed restrictions, it is very common for the Daemon to develop a personality that borders on that of a true AI.

Power Package Cost: 6 Advantage Points

Min TL: 6

Package Benefits

- + **Power Source:** Savant Programs (pg. 298)
- + **Affinity Ability:** Code (1 Rank)
- + **Custom Stress Track** (2 AP, System, pg. 15)
- + **Mindset & Daemon** (3 AP, Computer Implant, pg. 63) These computers have a Security Rating and Agent Rating equal to their Computer Rating, pg. 312. The custom Agent the Mindset is outfitted with is specialized software designed to hack into a Mesh. This is necessary for some Savant Programs, and it is assumed your Daemon is doing whatever system hacking is required when you activate one of these Programs.
- + **Savant Interface** (1 AP, Machine Submersion, Wireless, pg. 91)
- + **Savant Program** (Pick one Savant Program valued at 2 AP. Descriptions of various Savant Programs start on pg. 298)
- + **Weakness** (+3 AP): The Powers wielded by a Savant come from his ability to manipulate the machines around him. In an area with no machines to interface with, the Savant is not much different than anyone else.



Sorcerer

The sorcerer can feel the currents of magic as they flow through reality, and with practice, learns to influence and channel those flows to warp reality and remake the world around him as he desires.

Sorcerers tend to develop their gifts spontaneously in response to some great tragedy or other life altering event. They may have some growing sense of the invisible forces swirling around them, but it isn't until their "Awakening" that they are able to channel these forces through themselves and shape them with their will.

The shaping of these magical energies is no trivial thing however. It is taxing on the body of the Sorcerer, and requires great focus to achieve the desired results. In addition, this power wielded by a mortal is often considered an affront to the gods, and as the Sorcerer grows in power he finds his will at odds with the universe itself. Perhaps this is the universe trying to right itself after being torn and twisted by the sorcerer, or perhaps it's the gods attempting to teach the Sorcerer some humility.

Power Package Cost: 6 Advantage Points

Package Benefits

- + **Power Source:** Arcane Magic **Affinity Ability:** Disciplines (See below)
- + **-2 Refresh (+3 AP):** The Sorcerer begins play with a Refresh rating 2 less than normal for his CamPL.
- + **Control (Reality) (4AP; Reality Sub-Domains):** The Sorcerer can control reality itself, channeling the very primordial forces of creation.
- + **Disciplines (5 AP):** The ability to control reality is broken into six separate domains, or "Disciplines", each their own Affinity Ability. These Disciplines are Addomancy, Animancy, Elemancy, Necromancy, and Thaumaturgy. You can learn more about what aspects of reality each Discipline covers on pg. 216. The Sorcerer begins play with 5 ranks in any of the listed Disciplines, distributed however he chooses. Your CamPL determines the max number of ranks you can have in any Discipline during character creation.
- + **Magical Rotes (1AP):** You begin play with six rotes. Rotes are very specific, pre-defined, uses of Control that are defined before play begins. And when using a rote, the activation difficulty of the rote is reduced by -2. The arcane spells described starting on pg. 217 of this book are good examples of rotes you could use. See pg. 162 for more on rotes. New rotes cost 5 XP each.

Sorcerer Advancement

The GM should also consider occasionally (no more than once every 10 game sessions or so) allowing the Sorcerer to trade in a point of Refresh for 15 free Experience Points. This represents not only the Sorcerer's growing power, but also the fact that the Sorcerer's power is putting him at odds with the cosmos.

Super Soldier

Combining physical augmentation with the best training the military can provide; the Super Soldier is built to excel in warfare. Be it through magic, super science, or other means, the Super Soldier far exceeds even the most glorious of unmodified warriors.

How the Super Soldier underwent the change from normal man to god of the battlefield should be an important part of your character. It should help define who he is, and should be tied to one or more of his Character Aspects.

Power Package Cost: 12 Advantage Points (Super Hero)

Package Benefits

- + **Super Human** (2 AP): You gain 2 Ability Ranks you may place into any non-Physical Ability or Abilities.
- + **Specialty Training** (2 AP): Choose any four of following Expert Advantages:
 - + **Alertness** – You gain a +2 on any rolls to detect and avoid an ambush.
 - + **Grace Under Fire** – You gain a +2 on rolls for initiative during physical conflicts.
 - + **Fearless** – You gain a +2 bonus on Willpower rolls to defend against fear.
 - + **Quick Step** – You do not suffer a penalty for taking a supplemental action to move before or after making a physical attack.
 - + **Stealthy** – You gain a +1 bonus on rolls to avoid being seen or heard.
 - + **Survivalist** – Gain a +2 bonus on rolls to find food and water in the wilderness.
- + **Catlike Grace** (2AP): You are incredibly graceful, moving with the speed and precision of a great cat. You gain a +2 bonus on all rolls to run, climb, tumble or otherwise negotiate your environment. In addition, you gain a +1 bonus when using your Agility to make defense rolls.
- + **Herculean Might** (2AP): You are incredibly strong, a mountain of muscle and power. You gain a +2 bonus on all rolls to lift, push, pull or otherwise manipulate objects or grapple with opponents. In addition, when using your Strength to make an attack with a weapon, or when you attack by throwing a weapon, the Weapon Rating for that weapon is increased by +2.
- + **Unyielding Fortitude** (2AP): You have a talent for shrugging off afflictions that can kill a normal person. You gain a +2 bonus on all rolls to heal, resist poisons, disease, or resist other similar afflictions. In addition, the number of stress boxes you have for your Minor Consequence are increased by 2.
Special: If you are using the “Single Set” stress rules (SoF pg. 250), taking a Minor Consequence reduces the amount of stress suffered by 4 instead of 2.
If using Thresholds, add +2 to your Threshold rating.
- + **Master Tactician** (2AP): Any time you generate Spin on an attack roll in a conflict, you may spend a Fate Point to attempt to perform a Maneuver as a free action.

Thief

The sticky-fingered pick pocket, the slick-tongued con man, the shadow-cloaked burglar, the steely-eyed highway man; all these men have a single thing in common... greed.

The thief is willing to forego laws, tradition, and the well-being of others to get what he wants. But most develop their own code of ethics that replace those that society would impose on them. Many refuse to physically hurt others, some only steal from the wealthy, while others slink about in the night hoping to avoid notice altogether.

Some thieves work in groups, sometimes referring to their little band as a “thieves’ guild”, while others only ever reveal themselves to their fences.

The thief is generally adept at all manner of deception, but generally picks some sort of specialty. Some favor stealth over any sort of engagement with their victim, while others prefer to trick their targets out of their possessions. Still others just threaten to beat or kill their prey if they don’t cough up the dough.

Among “proper thieves” however, this last group is generally looked down upon as brutish, lazy, and dull witted (even if it’s only true most of the time).

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Sly** (1 AP) – Your Deception is increased by +1, though it still may not exceed the maximum starting Ability rating dictated by your CamPL.
- + **Opportunist** (2AP): You are especially adept at spotting flaws and weaknesses and taking advantage of them. Once per scene, during a conflict, you may attempt to perform an Assessment as a free action.
- + **One of the following Heroic Advantages:**
 - + **Cover of Darkness** (2AP): You may spend a FP to make any scene or zone Aspect that relates to dim light or darkness persistent for you only.
 - + **Acrobatic Exploit** (2AP): Any time you generate Spin on an attack roll, you may move into an adjacent zone as a free action.
 - + **Razor Tongue** (2AP): You have a cunning wit and know just what to say to get under someone’s skin. You may spend a Fate Point to add a +3 bonus (or +3 Edge) on your next Persuasion roll made to anger your opponent, possibly forcing him to attack you.

Vampire

While nearly every culture has their own legends of the undead, few know the terrible truth: dig deep enough, turn over enough rocks, and you will soon find that blood-drinking monsters are very real. These fiends have manipulated mankind since the dawn of time and continue to shape our futures by infiltrating the cogs of progress and civilization. It is rumored that, any night now, these thirsty overlords will emerge from the shadows, claim their thrones, and begin their reign of blood and darkness.

But, if they have been here forever, where did they come from? The truth is Vampires, their historians, and the humans that seek to slay them are as certain about where the plague of Vampirism originated as mankind is of its own origins. Each bloodline crawled out of a different hole in the world, and while some are quick to attribute them all to the same roots, others classify them each as separate monsters; same genus, different species.

Creation

Despite their bloodline or its origin, the motions of becoming a vampire are the same for all who are saddled with the grotesqueries of undeath. It is easy to see why more advanced civilizations would attempt to explain vampirism as a disease rather than a curse; but the fact is, the act of creating a vampire is an intentional act and closely guarded secret not every Creator passes to her Child lightly. This curse is not spread by a mere nibble; vampires are deliberately made.

To start, the victim must be drained of his blood; not completely, but having lost an amount great enough to ensure death. Before he can pass from one life to the next, the Child-to-be must then be forced to drink a sizable amount of his Creator's blood (a mouthful often suffices). Then comes "The Death," as the Child's body begins to fail. Oftentimes the child is buried or entombed as any respected corpse would be. If the rite was enacted properly, come the next sunset the Child will rise as a freshly "turned" Vampire; gaining all the perks and anathemas bestowed by his Creator's monstrous bloodline.

Vampires are not made en masse. In this unholy exchange the Creator gives a portion of himself; breaking off a fragment of his soul to instill life into a thing that is dead. The more Creators give of themselves in this way the quicker their own power wanes; the cost of creating a Child can take decades to recuperate.

Assuming the Child awakes the next night, a permanent bond is formed between himself and his Creator. This ethereal thread that ties them together instills a hierarchy between them both. The Creator is more easily able to use her Dark Gifts to influence her Child, and the Child finds it difficult to resist. Furthermore each are able to empathetically feel the other's strong emotions over any distance. In this way they would know if the other was in the throes of genuine passion, enraged, wounded, or suddenly destroyed.

The Lure of Unlife

There are many boons associated with being a vampire, and more than a few curses as well. While each bloodline has additional strengths and weaknesses, all of them share these common traits:

- The unlife of a vampire is eternal, and yet cut into half days. Time becomes a never-ending stretch of highway, not a moment lost between laying and waking as the nights blur together. As the first ray of the sun crests the horizon, each vampire falls into dead dreamless slumber. Even the eldest finds it difficult to stay conscious while the sun still looms. It is only through sheer force of will (or dire straits) that a vampire is able to command her lids to stay open, her joints to move.
- Vampires are not alive; they are room-temperature, animated, corpses. Every moment of their existence is a mocking attempt to be something they are not: they walk and talk and think, but do not breathe, their hearts do not beat, their stomachs do not grumble. They can eat food, but over time it rots in their guts if not passed in some form or another (commonly through induced vomiting). As their physiology is now changed by being turned, vampires gain no physical pleasure from “making love;” a ritual they frequently engage in only to cow their prey.
- As if it needed to be stated, vampires have fangs. These manifest as elongated canine teeth and are retractable at will, though it is not uncommon for them to involuntarily expose themselves during moments of passion. The fangs are the primary method of puncturing a victim and draining his blood for sustenance. But they do not make very good weapons in a fight unless a vampire can manage to grapple and hold her victim (vampires’ humanoid mouths are not fit for lashing out like that of say, a canine). Once she has a tight grasp on her prey, fangs can then become excruciating implements of murderous torture.
- All vampires are quickly consumed by sunlight. Their flesh begins to peel like plaster in a house-fire before they burst into fiery ash; the eldest of them are able to withstand the wrath of the sun for minutes rather than seconds. Though a vampire is capable of venturing outdoors on an overcast day, it is a very uncomfortable affair; a cool breezy day feels like a blistering summer midday.
- The vampire’s undead biology affords them protection against the most harrowing attempts to injure them. Their body is largely a husk of hardened bone and stagnant blood, animated by a dark magic. The two most important organs in the undead body are the heart and the brain; the rest of the body is mostly just a taut sack of blood-jelly. A hail of bullets to the stomach would be the end of a normal man, but are as inconvenient bee-stings to a Vampire. Decapitation or destroying the heart (by shoving a stake or pole through it, or simply by ripping it out) causes the Vampire to instantly “die,” and revert to her true age. The truly ancient simply become dust.

- Another benefit of the vampiric condition is the propensity for the body to rapidly repair itself. Immortal and unaging, the vampire is trapped in a photograph. While they slumber, they reflexively call upon the power of the blood to revert them to the state they were in the night they were tuned. Given enough time, these fiends can recover from the most grievous wounds, even regrowing lost limbs.

The Potency of Age

Vampires spend their days in a lifeless coma. While the decades tick by, the alabaster body of a vampire becomes more resilient with age; more hardened and stone-like. As time leaves them behind, the more mannequin their appearance becomes. Older vampires often forget to exude simple mannerisms that humans take for granted, such as blinking or fidgeting. This leaves many of the eldest vampires appearing more like wax statues than living beings.

As the nights race forward, a vampire's blood becomes more potent, granting them greater mastery over the same dark magic that sustains their unlife. Through practice and time each vampire can learn to access new monstrous gifts, providing them frightening dominance over the night.

Though kept a careful secret from their Children, there is an ill-spoken fast-track to nightmarish power and supremacy: any fiend brave enough to stalk, murder, and devour all the blood of another vampire he suspects has more potent blood than himself will awake the next night to find his own blood burning with renewed vitality. This increased potency is comparably equivalent to a decade of waiting for their blood to mature "naturally."

Power Package Cost: 6 Advantage Points (or 4 Refresh)

Package Benefits

- + **Power Source:** Dark Gifts **Affinity Ability:** Blood Mastery (See below)
- + **Blood Mastery** (1 AP): You automatically gain 1 rank in the Blood Mastery Affinity Ability upon becoming a vampire.
- + **New Aspect: Vampire** (1AP): When you take on the role of "Vampire", you are granted a new Character Aspect that represents that you are a vampire of a specific Bloodline and who your Creator is. For example: *Langsuir Vampire, Child of Countess Shi-Li, or Peletroca Vampire, Child of Lupe-the-Butcher*. This Aspect comprises the full gravity of what it means to be a vampire of a particular bloodline, as well as represents the hierarchy between Creator and Child.
- + **Undead** (3 AP, Lifeless, Resilience, Limitation): As stated before, your body is a lifeless husk comprised mostly of thick blood: unbreathing, unblinking, your heart only beats when you rile the dark power in your blood. Unlike other lifeless constructs however, you must eat. To sustain yourself and stave off maddening hunger, you must frequently gorge on blood. Additionally your unliving body is extremely resilient. The Severe Consequence is not persistent for you.



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- † **Custom Stress Track: Hunger** (2 AP): As you call on the blood to wake each night, to heal yourself, or fuel your grotesque Dark Gifts, you drain your reserves of vital blood and find yourself struggling with Hunger. Your Hunger stress track is equal to your Willpower + Blood Mastery.

When you wake, or roll to activate many of your Dark Gifts, the stress you suffer is taken on your Hunger Stress Track. These endeavors consume the blood in your system, leaving you hungrier, and as you feed (see Blood Drain below) you reduce the Consequences of this Hunger.

As you deplete your blood, your Hunger Stress Track takes the following Consequences; Minor: Hungry, Major: Famished, Severe: Starving, Extreme(P): Ravenous, Defeated (P): Starved.

As you grow in hunger you find it difficult to concentrate or hide your monstrous nature; in this way your various states of Hunger can be compelled to make unlife harder on you. If you become Defeated by your Hunger Stress Track (“Starved”), but have not been physically Defeated, you cannot move or act until someone brings you blood and forces it into you. Defeated on both Stress Tracks results in the final death.

- † **Blood Drain Leach** (2 AP, Leach, Deadly Leach, Limitations): You are a deadly demon, an eternally hungry beast. When you feed you “Leach” the life from your prey and draw it into yourself. To feed you must first grapple your target, then bite your victim with your fangs (Blood Potency, defended with Endurance, WR +2). The blood drained in this way applies to your new “Hunger” stress track, allowing you to downgrade the Consequences of starvation.

When using Blood Drain on another vampire, you first deal stress to his Hunger Stress Track, then begin dealing physical stress only after your victim has become “starved”.

- † **Sanguine Vitality** (1 AP, Heal, Strenuous, Self-Healing Only, Limb-Regrowth, Limitation (-1): Unhealing Burns): Vampires do not naturally heal physical wounds. However, the same blood that sustains you also heals your wounds. Your body is effectively locked in stasis, constantly trying to revert to the shape it was in the night you were created. Though resilient, when you do manage to become wounded you are able to heal yourself by focusing on the blood inside you (Activation Difficulty 4); thus downgrading a Consequence by one step. When your wounds are grievous enough to become Persistent (P), the Vampire body will attempt to heal itself, risking starvation before the “true-death.”

Additionally the blood that heals you is also potent enough to allow you to regrow lost limbs. Once the Consequence associated with the loss of the limb has been healed, the limb is restored.

While your undead husk is no more flammable than a healthy human body, your otherwise near invulnerable physiology suffers from with a mysterious anomaly: burns from fire and sunlight (and by proxy electricity or extreme radiation) are much more difficult to heal than other wounds.



The activation difficulty of Sanguine Vitality is increased by +4 when attempting to heal wounds from these sources.

- + **Bloodline** (3 AP): Every vampire comes from a bloodline. When creating your character, select one of the bloodlines described below.
- + **Weaknesses** (+6 AP): All Vampires suffer from the following Weaknesses.

Curse of Undeath: Vampires do not heal physical wounds naturally. Such Consequences never downgrade, but instead require the use of the Sanguine Vitality Dark Gift.

Curse of the Sun: While you must sleep during the day, you do not dream; you lie there, comatose, as if dead again.

To remain awake you must succeed on a Blood Mastery roll against a difficulty of 3. Compare the amount by which you succeed to the Time table on pg. 324 to see how long you may remain awake during the day, though the result of this roll may not carry over into the next day.

Each night you wake (and you may choose not to) you suffer an attack against your Hunger Stress Track with a Weapon Rating of 4.

Wrath of the Sun: Undead scholars will argue for eons to come why they are cursed to sleep during the day and stay out of the sun. But regardless of the theories, the fact is that exposure to direct sunlight will cause you to begin to combust. For each round you remain in contact with the sun you suffer an attack (with a Weapon Rating of 6), which you may defend against with your Blood Potency.

Even a small beam though the window-slats can sear a vampire like a laser, and your GM should be ready to place an Aspect on the scene describing how much sunlight is present. Example of such Aspects are: *Partially Cloudy* or *Hellish Desert Sunlight(P)*. These Aspects may be invoked or compelled to affect the attack roll made as a result of exposure.

Blood Mastery

Blood Mastery represents the connection you have to your blood and how it has matured and made you more powerful with age and experience.

You are conferred your first rank of Blood Mastery from your Creator. In the deliberate effort to instill unholy life into a dead thing, she gave up one of her points permanently (until she buys it back with XP). This is the cost of creating a Child, and thus you are bonded to her forever. Thus a vampire with a rating of 1 in Blood Mastery cannot create a Child, and it is an act even elders take very seriously.

Possessing a high level of Blood Mastery is normally associated with decades of age. But this process is sped up in vampire who “exercise” their blood more often. Still... there is an even quicker (and darker) road to power.

If you suspect another Vampire has a higher Blood Mastery than yourself you may feed on him until you defeat both his Hunger, then Physical, Stress Tracks. This will normally involve combat unless you are clever enough to immobilize your prey first. In feeding this way, you drain the elder of his complete essence; he “dies” and reverts to his natural age, and you gain 1 free point of Blood Mastery.

Zalaam [za-lahm]: *The Silent Assassins*

The elusive sand demons of the Zalaam originally hail from the unforgiving deserts of the East. These quiet killers revel in the knowledge that they are monsters given command over life and darkness. In general, these fiends seek to feed on the lecherous, the filthy, and the murderous; playing a part in bringing balance to a world already full of human atrocity.

Zalaam understand that careful planning and posturing is far more important than impulsive action, especially when one has all the time in the world. This cautious and methodical stance is also conveyed in their statuesque poise. As sure as they were born from the earth they are part of it now.

Common concepts for the Zalaam:

Disciplined Rooftop-Warrior, Meditative Zoning Director, Secretive Charity Coordinator, Stalwart Cage Fighter, Unfeeling Soldier of Fortune.

Bloodline Benefits:

- ✦ **Strength of the Earth** (2 AP, Imbue Creature, Self Only, Strenuous): You are a human-seeming construct of blood and earth, unyielding and imposing. By waking that blood (Activation Difficulty 4) you are able to call upon monstrous strength you did not possess moments before, granting yourself the *Strength of the Earth(P)* persistent Aspect.
- ✦ **Traitorous Ambrosia** (1 AP, Poison, Strenuous,): By warping the properties of the blood (Activation Difficulty 4), you change it into a potent poison. Once you grapple and bite your victim you can then administer the poison (Subtlety 3/Potency 3) through your now poison-soaked fangs.
- ✦ **Darkness of the First Night** (2 AP, Imbue Zone, Strenuous): You are able to summon forth an unnatural and suffocating darkness (Activation Difficulty 4), coating the zone in a nearly impenetrable gauze of night. When activated, you place the *Darkness of the First Night(P)* on your zone, or an adjacent zone of your choosing.
- ✦ **Weakness** (+2 AP): As you were born of the earth so must you return to it, every night. You must sleep at least three feet beneath the earth or suffer a -4 penalty on your roll to defend against the attack you must endure against your Hunger Stress Track each night upon rising.

Merovi [mere-o-vee]: *The King Makers*

The gluttonous tyrants of the Merovi hearken back to the nights when people were dying of starvation and plague, when the rains and snow were ceaseless and when a lord did as he pleased. The Merovi believe their bloodline is descended from gods and kings; superior to all, it is their place to mandate and rule, as being a Merovi means one is better than the “people.”

Merovi have a chilling command over their own faculties as well as those of others. While many would tend to rule through subtlety and manipulation, these lords of the night are quite capable of breaking those in their domain and reshaping weak minds to their will.

Common concepts for the Merovi:

Over-confident Art-thief, Shrewd Antiquarian, Overbearing Trophy Wife, Womanizing Athlete, Pompous Crime-Lord.

Bloodline Benefits:

✦ **One Mind and Body** (2 AP, Surge, Strenuous, Limitation): Though taxing, you are able to command the blood to knit you into a perfect being if only for just a moment (Activation Difficulty 6). You are suddenly able to move, think, and act much quicker than before; allowing you to perform an additional Simple Action on your turn.

✦ **Majestic Command** (2 AP, Influence Thoughts, Strenuous): You are able to shred the mind of your stubborn serfs and ensure your commands are obeyed (Activation Difficulty 6). With a word you lash out at their mind with your own, and as you wear them down, you are able to increase the complexity of your mandates.

Each time you activate this Dark Gift, you may make an attack with your Blood Mastery against the mind of your opponent. He may defend with either his Willpower or Blood Mastery.

Each time you force your target to suffer a mental Consequence, you may also force him to obey a command. See pg. 86 for more on the sorts of commands you may give.

✦ **Weakness** (+2 AP): You have no reflection. This applies to other mediums where your image must be conferred by light as well, such as video cameras. Though your appearance has remained mostly unchanged since the night you were made, you will never again see your face and connect with who you were. This can also make things awkward and dangerous when the peasant folks start to notice you for the monster you are.

Langsuir [lang-soo-er] : *The Tempter in the Night*

The exotic blood charmers of the Langsuir rose to prominence in the wet, incensed nights of bamboo brothels and opium dens. The Langsuir are the abused and discarded, those who intimately know the pain of loss; vengeful specters of scorned lovers and abandoned children. These seductive shamans realize that with the blood at their command they can live more in death than they ever did in life.

The Langsuir had little afforded to them while they were alive, and now they intend to lash out in extremes. These incubi and succubi do not act in half-measures; instead they are impulsive, manic, and full of blood fueled fire. This is especially true when they feed, and it costs them dearly.

Common concepts for the Langsuir may be:

Secret-Stealing Stripper, Obsessive Human-Trafficker, Thrill-seeking Night-Trader, Fight-Thirsty Bouncer, Scorned Blood-Priest(ess)

Bloodline Benefits:

- ✦ **The Litany of the Soul** (2 AP, Read Emotions, Strenuous): You are master at manipulating the emotions of those around you. By sensing the emotions that pour through your target's blood (Activation Difficulty 4) you are better able to steer them in the direction you wish; wrapped around your finger.
- ✦ **Stride of the Siren** (1 AP, Wall Walker, Strenuous): Your monstrous form is already an affront to nature, but by reaching out to the blood (Activation Difficulty 4) you are able to climb nearly any surface, walk on walls, and even ceilings.
- ✦ **Exotic Splendor** (2 AP, Awe, Strenuous): When you want to call attention to yourself you suddenly become the most fascinating person in the room. By reaching out to the blood around you (Activation Difficulty 4), you can ensure your public finds you Commanding, Mysterious, Seductive or Trustful.
- ✦ **Weakness** (+2 AP): As a Langsuir you have a maddening time breaking free of a live victim when you begin feeding from them. As you struggle to stop feeding, you must roll your Willpower (Diff: 4). If you fail, you must continue feeding until you cause your prey to suffer another Consequence. You may make another roll to try to stop feeding each time your prey suffers a Consequence.

Peletroca [pay-lay-tro-ka]: *The Skin Thieves*

The Peletroca grew from the madness and atrocity of blood sacrifice in the stifling jungles of the South. Even in these nights the blood drives them to become impatient and ferocious predators. Highly proficient dealers of death, a Peletroca “lives” for the hunt.

While murder may be exhilarating to these killers, the hunt is even more intoxicating. These vampires have a horrific ability to shift their form to get close to their prey, to look into their eyes as they relish the kill. In fact, many Peletroca spare no effort in setting up elaborate hunts in which they can draw out the pleasure of the kill as long as possible.

What is worse, these fiends can often be found in packs. These packs are often comprised of those who needed a “cause,” to be a part of something larger, or enjoy congregating in similarly themed hunting parties.

Common concepts for the Peletroca may be:

Murderous Freedom-Fighter, Sociopathic Tactician, Silver-Tongued Big-Game-Hunter, Sadistic Local-Butcher, Charismatic Street-Predator

Bloodline Benefits:

- † **Predator’s Visage** (2 AP, Morph, Feature Shift, Strenuous, Limitation): You can be anyone you want to be, provided you can get your hands on the victim. With Predator’s Visage you can shift your form into that of another, taking on their height, weight, and voice. To steal his form you must grapple and hold him for one round, and then roll your Blood Mastery against a Difficulty of 6.
- † **Killer Observation** (1 AP, Enhanced Sight, Strenuous): As the perfect predator you are able to track your prey with alarming alacrity. By calling on the blood (Activation Difficulty 4) you are able to give yourself the Aspect: *Enhanced Sight(P)*.
- † **Shadows of the Jungle** (2 AP, Chameleon, Strenuous, Cloaked): You can hunt even more efficiently if you can’t be seen. By calling upon the dark forces of your blood (Activation Difficulty 4), you and your equipment become nearly invisible, giving you a +4 on rolls to remain unseen as long as you aren’t moving, and a +2 on such rolls if you do.
- † **Weakness** (+2 AP): In those first nights there were legends of marvelous cities of gold, a magical metal infused with the brilliance of the sun. These were the same seats of civilization where blood sacrifice to the sun was common practice. Vampiric sages believe this somehow related to the Peletroc’s aversion to gold.

The touch of gold burns a Peletroca like fire, and has a smell that burns the nose and throat. You must succeed on a Willpower roll (Diff: 4) to feed on prey wearing gold. The touch of gold results in a physical attack with a +4 bonus, and the WR of gold plated weapons is increased by +4.

Vigilante Hero

A Vigilante Hero is, for the most part, a normal unaltered human. In fact, he might be better called a symbol, a symbol for a cause he believes in with all of his being.

It's his intellect and drive, combined with exceptional physical training and resources, that allow him to become this symbol and inspire terror in the hearts of his foes. More than anything, it's the unwavering dedication to a cause that makes the Vigilante what he is.

This driving cause tends to vary between vigilantes. It could be a desire to overthrow some organization in power, restore order to a city in chaos, exact revenge for the loss of a loved one, or any number of other goals. It's not the goal that makes the Vigilante Hero, but his obsession with achieving it.

In all these cases the masked identity is joined by mental abilities giving him an edge in discovering clues, uncovering mysteries, and unraveling conspiracies.

Power Package Cost: 12 Advantage Points

Package Benefits

- + **Hero's Fate** (6 AP): Your Refresh is increased by +4
- + **Iconic Masked Identity** (4 AP, Alias and Persistent Specialty): You gain a new Character Aspect and two new Specialty Aspects (one standard, one persistent) related to your new Vigilante persona. These new Aspects are in addition to your normal allotment of Aspects and function like any other Aspect.
- + **Trademark** (2AP): Choose one of the following Heroic Advantages:
 - + **All Seeing Eye** - Perhaps you are a master of crime scene investigation techniques, or maybe you just have an uncanny eye for detail. Once per scene, when called on to make a Perception roll, you may spend a Fate Point to treat any roll of the dice as if they had resulted in a +4, regardless of what the dice actually say. Modifiers such as your Ability rating and Advantages are then added to the "dice roll" result normally.
 - + **Cover of Darkness** - You may spend a FP to make any scene or zone Aspect that relates to dim light or darkness persistent for you only.
 - + **I've Got Just the Thing** - You have a tendency to carry a number of gadgets and tools with you, some mundane, some a bit more specialized. With the expenditure of a Fate Point, you can declare that you have just the tool for any particular job. And not just any tool, but a quality tool well suited for the task at hand. The tool grants a +2 bonus on rolls when using it, regardless of its exact type.

Note that the GM may not allow you to use this Advantage if you have been previously stripped of your gear.

- + **Master Tactician** - Any time you generate Spin on an attack roll in a conflict, you may spend a Fate Point to attempt to perform a Maneuver as a free action.
- + **Promise of Pain** - You have a very intimidating demeanor and know exactly how to play on the fears of another to get what you want. You may spend a Fate Point to add a +3 bonus on your next Persuasion roll made to intimidate.
- + **Strategist** - You are adept at seeing and exploiting an enemy's weaknesses in a physical conflict. These might be tendencies to move a certain way, a propensity to telegraph attacks, or a literal chink in his armor. Spend a Fate Point to gain a +2 bonus on attack rolls against one opponent for the duration of the scene.
Each time you use this Advantage during this scene, you must select a different enemy to gain this bonus against. You cannot use it twice on the same enemy for a +4 bonus.
- + **Widely Traveled** - You have travelled the world and been exposed to a number of different cultures, picking up bits of their languages and lore as you go. You gain a persistent Specialty Aspect of Widely Travelled (P) (Knowledge). This Aspect can aid you when dealing with different cultures and might allow you to piece together the general idea attempting to be conveyed through a language (spoken or written) you don't actually know.

The Fateful Super Normal

It can sometimes be difficult to maintain campaigns in which normal people find themselves side by side with beings of super human might. After all, what might pose a problem for a Paragon may be impossible for a Vigilante Hero to defeat.

However, let's take a moment to consider these sorts of stories in fiction. When we do, we realize that the true super power of the seemingly normal people is the ability to twist the plot, the story itself, into something that allows him to utilize his normal human capabilities in a way that helps save the day.

In Strands of Fate, this is accomplished through invoking Aspects. This is why the Vigilante Hero has the "Hero's Fate" benefit, and it's something you should consider for similar characters who might end up in similar situations.

Do not underestimate the option to invoke an Aspect for effect when this can be used to do things like make Declarations about the weaknesses of your enemies, announce the NPC's intentions before the GM reveals them, or gain any other sort of "what are the odds?"-type advantages throughout play.

Warlock

The Warlock draws his blasphemous power from hell itself, making himself a bridge between the mortal world and the infernal. The Warlock's power does not come from study or natural talent, it instead comes from a demon bound within his own flesh and blood, a spiritual parasite capable of granting power in exchange for servitude.

How the Warlock comes by this demon varies. For some it is the result of a binding ritual that he himself performs, taking the demon into himself in exchange for power. Sometimes the union is performed by a greater demon who wishes to punish one of his lessers, imprisoning them in the mortal until he dies. In other cases this unholy union is forced upon a mortal as revenge for their past deeds. Particularly holy men and women who have defied the cults of darkness are oftentimes captured and bound to demons out of revenge.

This union is similar to possession, but the mortal remains in control of himself. The demon may sense the world through the mortal's senses, but may do nothing more than whisper into the host's mind. The demon still has power, but it can only be granted to the mortal, who then decides how it is used. When and how the demon decides to grant access to his power is up to him, so generally the demon and mortal must strike some sort of bargain. This usually consists of the mortal performing sinful deeds, which the demon can then experience through him as a spectator. But other bargains have been heard of as well, sometimes requiring the mortal to swear to hunt down the greater demon that performed the union and extract revenge on his demonic parasite's behalf.

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Power Source:** Dark Gifts (pg. 271) **Affinity Ability:** Accord (1 Rank)
- + **Dark Gift** (4 AP): You gain access to a number of Dark Gifts worth a total of 4 APs. Starting on pg. 271, you will find a list of Dark Gifts that have been provided to help you quickly create a character, as well as provide inspiration and guidance for creating your own Dark Gifts.
- + **Dark Rituals** (1AP; Ritual Power, 5 Ritual Points, pg. 171)
- + **Weakness** (+2 AP): The Dark Gifts you wield are granted to you by the demon within. It cannot wield these Powers by itself, but is capable of channeling them through you. The problem, of course, is getting the demon to comply. It has its own set of goals, and if you attempt to use your Gifts in a manner your demon would not approve of, it may simply deny you. Or, it may force you into a negotiation in which you must do something for it in exchange.

† **Demon** (1 AP): You have a demonic entity trapped within you. You may not control it, and it may not control you. It has its own goals and motivations, and seeks to use you to accomplish them.

The Warlock begins play with an extra Character Aspect that related to his demonic interloper.

Examples of such Aspects are *“The Thing Within Seeks Only to Spread Torment”*, or simply *“Host of Caelix, the Beast Fiend”*.

This Aspect can be invoked when your character performs deeds the demon would approve of. Likewise, it can be compelled when you behave in a way contrary to your demon’s wishes.

This Aspect may be used to gain bonuses on Knowledge or Reasoning rolls, or other rolls in which the demon could conceivably offer aid. But remember, he’s going to want something in return.

Alternate Warlock Demon

Some GMs may desire to define the Warlock’s demon in more concrete terms than just a Character Aspect. In that case, use the following “Demon” entry instead of the “Demon” entry listed above.

If you use this variant however, the cost of this Power Package is 6 instead of 5.

Demon (2 AP; Gestalt Mind, Antagonistic, pg. 74): You have a demonic entity trapped within you. You may not control it, and it may not control you. It has its own goals and motivations, and seeks to use you to accomplish them.

Distribute 12 ranks between the demon’s Craft, Knowledge, Reasoning, Willpower, Deception, Empathy and Persuasion. The maximum rank your demon may have in a single Ability is equal to your primary mind’s highest Ability (any Ability) +1. For all other Abilities, the two minds share the same ranks.

In addition, the second mind gains two mental Specialty Aspects and has its own Mental Stress Track.

The two minds may communicate with each other telepathically, and both share the same pool of Fate Points.

You should also develop two new Character Aspects (in addition to those you already have) that become active only when the second mind is dominant. These Aspects should reflect the goals and attitudes the second mind has that are at odds with the goals and attitudes of the original mind.

Wizard

The Wizard devotes his life to the pursuit of magical power, the ability to twist reality and force nature itself to yield to his will. Through the innate ability to sense and channel the flow of magic through the world around him, the Wizard is able to reshape and redirect this energy into spells.

Spells are a product of sudden and dramatic works of magic. As the Wizard channels the world's magic through, it can manifest as balls of fire, magical lightning, mental manipulation, gross physical transformation, or other such wonders and horrors.



When a Wizard has time to prepare, he can perform rituals. During a ritual the Wizard shapes and channels magical energies much as he does when casting a spell, but he does so much more carefully and deliberately, often using props and different meditation techniques to aid his workings.

As the Wizard grows in power, more and more he is finds himself at odds with the “powers that be”. He has the power to defy gods and thwart destiny itself, and all too often he finds his goals at odds with those of the cosmos.

As the Wizard progresses, the GM should consider sometimes allowing the Wizard to trade in his Refresh for Experience Points for the purpose of purchasing additional APs for spells.

Power Package Cost: 5 Advantage Points

Package Benefits

- + **Power Source:** Arcane Magic (pg. 215) **Affinity Ability:** Arcana (1 Rank)
- + **-1 Refresh:** The character begins play with a Refresh rating 1 less than normal for his CamPL.

- + **Specialty Practitioner:** The Wizards gain a bonus Persistent Specialty Aspect related to his Arcana Affinity Ability that defines a specific discipline of magic he is especially good at. This Aspect can be invoked when activating or using spells from the associated discipline.

In addition, he gains a spell worth 2 Advantage Points that relates to his specialty. A suggested spell is listed below, but the player may choose something else if he desires.

Arcane Specialty Aspect	Suggested Spell
<i>Disciple of Addomancy(P)</i>	Passage of Time (pg. 246)
<i>Disciple of Animancy(P)</i>	Spider Form (pg. 251)
<i>Disciple of Elemancy(P)</i>	Flame Lance (pg. 237)
<i>Disciple of Necromancy(P)</i>	Summon Shade (pg. 252)
<i>Disciple of Psychomancy(P)</i>	Whispers Unheard (pg. 257)
<i>Disciple of Thaumaturgy(P)</i>	Eldritch Armor (pg. 233)

- + **Cantrips Spell** (1 AP; Power Tricks, pg. 169)
- + **Magic Rituals** (1 AP; Ritual Power, 5 Ritual Points, pg. 171)
- + **Weakness** (+1 AP): Powers that utilize the Arcane Magic Power Source (“spells”) require gestures and incantations. Activating a Power from the Arcane Magic Power Source (“casting a spell”) without performing a gesture, or speaking an incantation, causes you to suffer a -2 penalty for each of the missing components. So if you can speak but not gesture, you suffer a -2 penalty. You would suffer a -4 if you could do neither.

Wizard Advancement

As the Wizard gains in experience, the majority of his experience points should be devoted to gaining new Advantage Points, which would then be spent to learn new spells and rituals. Most often, new spells and rituals should come from the Wizard’s favored Discipline, since the “Disciple of...” Specialty Aspect can be used as either a bonus to cast the spell or use it.

If your GM allows, you may also spend an XP to liquidate previously spent APs (see pg. 34). This is useful when you find that you no longer cast certain spells and could use the APs previously spent on them to gain more powerful spells.

The GM should also consider occasionally (no more than once every ten game sessions or so) allowing the Wizard to trade in a point of Refresh for 15 free Experience Points. This represents not only the Wizard’s growing power, but also the fact that the wizard’s power is putting him at odds with the cosmos.

Remember that your Refresh may never be reduced to less than 1.



Chapter 5

Power Sources

This chapter presents a number of Power Sources your characters may draw their Powers from. Power Sources are generally some sort of energy or technique the character can access and utilize to perform actions that no normal person should be capable of.

Most Power Sources require something specific of the character in order to utilize them. Wizards might need to perform specific gestures or speak in an arcane tongue to access the source of their magic. Priests may need to pray or perform rites to petition for a miracle. Darker Power Sources, such as forging a pact with a demon, might require sinful acts or ritual sacrifices. Still other Power Sources may require nothing special, but may be exhausting to use.

Generally it is up to the GM to determine what requirements or trappings may go with a certain Power Source. This is done by requiring that all Powers that come from the Power Source have the same Limitations, are activated in the same way, affect the same Stress Track with a failed activation roll, or other similar specifications. The GM may also require the character to take certain Aspects, Affinity Abilities or Weaknesses before he is allowed to take Powers from certain Power Sources.

The Power Sources found in this chapter already have all these details determined. If it has an associated Affinity Ability, this Ability is described in detail. The requirements for Powers taken using this Power Source are also defined.

In addition, some of these Power Source entries contain a number of pre-defined Power Applications, Powers already selected and built to suit the Power Source. See pg. 29 for more on Applications.

Optional Rule: Source Aspect

Every Power comes with a Power Aspect. You get it for free when you purchase the Power and you can invoke and compel it to do some interesting things. But if you play in a Powers heavy game this can result in a lot of different Aspects. Instead, consider removing the Power Aspects and replacing them with a Source Aspect. The Source Aspect should represent the Power Source your character accesses for his Powers, and the GM should be liberal in allowing the Source Aspect to be compelled and invoked in ways relating to the Powers used. Essentially, the Source Aspect acts as a catch-all stand-in for Power Aspects.

For example, if the character has a Source Aspect like *Wielder of the Arcane*, and casts a magical fire spell, the GM should allow him to invoke his Source Aspect to get a bonus when attacking enemies vulnerable to fire, or set fire to the environment with a compel.

Arcane Magic

The Powers a Wizard purchases are generally considered spells. Spells are simply specific applications of the Powers found in this book, and are built using the following guidelines:

+ Powers selected to represent arcane spells must always have an activation difficulty, and stress from a failed activation roll is always directed toward your Physical Stress Track.

Alternately, the GM may allow you to purchase the Custom Stress Track Advantage and use the Mana Stress Track described on pg. 245 of *Strands of Fate*.

+ Powers selected to represent arcane spells must be associated with the Arcane Magic Power Source and are used in conjunction with the Arcane Affinity Ability.



Affinity Ability: Arcane

Arcane is an Affinity Ability used when rolling to activate and use your magical spells, but serves a couple of other functions when used by itself:

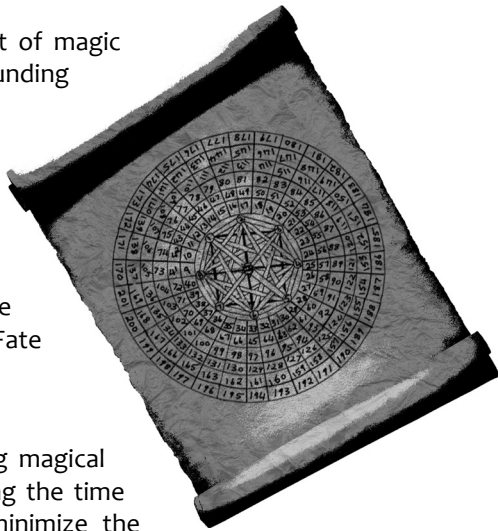
Magic Auras

When you cast a spell, a bit of magic “sloshes” out into the surrounding environment leaving auras other arcanists can sense and read.

Such auras tend to hang around for a number of days equal the Power’s activation difficulty or about 4 days if the Power was activated with a Fate Point.

Arcane Deception

It’s possible to avoid leaving magical auras if you are careful, taking the time to focus your energy and minimize the amount that “spills over” into the world around you.



When you want to use a Power without leaving an aura, roll your Arcane as a supplemental action to activating your Power. If the Power only requires a FP, hiding the Power's aura becomes the primary action so it suffers the -1 penalty. The result of this roll sets the difficulty of an Arcane roll to detect your Power's usage.

Arcane Perception

You can sense magical auras, and with concentration, read them. You can automatically sense the use of magic used around you unless the spell caster has been careful and made the effort to hide his work.

Attempting to detect hidden magic requires you to concentrate a moment and roll your Arcane against a difficulty set by the caster.

If you generate Spin, not only do you detect the magical aura, but you know what the Power you are sensing does or did. The difficulty to analyze an unhidden Power in this way is 2.

The Disciplines of Arcane Magic

The practice of Arcane Magic breaks the universe down into a number of individual pieces, which practitioners of the Arcane call Disciplines. Spells tend to fall into one or more of these Disciplines, and most arcanists find they have a knack for using a certain kind of magic.

Addomancy – deals with space and time, including warding and the ability to see past, present and future people, places, things and events.

Animancy – deals with the living body, either healing it, changing it, or attacking it directly.

Elemancy – deals with the summoning and control of fire, water, air and earth. By extension, this also covers acids, electricity, gases and gravity.

Necromancy – deals with the dead, undeath, darkness, and negative energy.

Psychomancy – deals with controlling the mind and emotions, as well as mental communication and memory.

Thaumaturgy – deals with the control of magic itself, raw magical force, and effects that warp reality in completely unnatural ways.

Sample Arcane Spells by Advantage Point Cost

Spell	AP Cost	Discipline	Base Power(s)	Pg. #
Barricade	1	Thaumaturgy	Barrier	222
Cantrips	1	None	Power Tricks	221
Distant Hand	1	Thaumaturgy	Telekinesis	232
Force Bolt	1	Thaumaturgy	Power Attack, Ranged	237
Gift of the Spider	1	Animancy	Wall-Walker	239
Levitation	1	Thaumaturgy	Flight	243
Rend	1	Addomancy	Power Attack, Ranged	249
Arctic Blast	2	Elemancy	Power Attack, Ranged	220
Clinging Webs	2	Elemancy	Imbue Zone	225
Curse of the Plague Goddess	2	Animancy	Affliction	227
Dispel Magic	2	Thaumaturgy	Nullify	231
Eldritch Armor	2	Thaumaturgy	Armor	233
Enlarge	2	Animancy	Grow	234
Environmental Adaptation	2	Animancy	Environmental Protection	236
Flame Lance	2	Elemancy	Power Attack, Ranged	237
Ironbane Armor	2	Elemancy	Imbue Armor or Shield	242
Mana Shield	2	Thaumaturgy	Armor	244
Mirror Images	2	Thaumaturgy	Multiply	245
Passage of Time	2	Addomancy	Imbue Object	246
Spider Form	2	Animancy	Morph	251
Summon Shade	2	Necromancy	Summon Creature	252
Twist of Fate	2	Thaumaturgy	Blessing	254
Vitae	2	Animancy	Heal	254
Ward of Alarm	2	Addomancy	Barrier	256
Warp Gravity	2	Elemancy	Wall-Walker	257
Whispers Unheard	2	Psychomancy	Read Thoughts	257
Acid Bolt	3	Elemancy	Power Attack, Ranged	219
Burning Bolts	3	Elemancy	Imbue Weapon	224
Correspondence	3	Psychomancy	Mindlink	226
Calm the Eldritch Currents	3	Thaumaturgy	Nullify	224
Cloak of the Chameleon	3	Elemancy	Invisibility	225
Create Zombie	3	Necromancy	Animate Dead	226
Dark Tendrils	3	Necromancy	Body Weaponry	228
Dome of Air	3	Elemancy	Barrier	232
Enchant Wand	3	Thaumaturgy	Craft Power Item	234
Eruption	3	Elemancy	Power Attack, Pulse	236
Force of Will	3	Thaumaturgy	Telekinesis	238
Glamour	3	Thaumaturgy	Illusions	239
Glimpse the Past	3	Addomancy	Postcognition	240
Glimpse the Future	3	Addomancy	Presognition	240
Heat Wave	3	Elemancy	Power Attack, Ranged	241
Imbue with Purpose	3	Thaumaturgy	Animate Object	242
Magic Mirror	3	Thaumaturgy	Nullify	243
Pierce the Veil	3	Addomancy	Astral Passage	246

Spell	AP Cost	Discipline	Base Power(s)	Pg. #
Scry	3	Addomancy	Cleirsentience	249
Shackles of Air	3	Elemancy	Binding	250
Slumber	3	Psychomancy	Sleep	250
Stone Forge	3	Elemancy	Control	251
Temporal Surge	3	Addomancy	Surge	253
Warping Passage	3	Addomancy	Teleport Self	257
Wizard's Charm	3	Psychomancy	Influence Thoughts	258
Word of Darkness	3	Animancy	Affliction	259
Blazing Blade	4	Elemancy	Power Attack, Melee	223
Body to Stone	4	Animancy	Armor	223
Control Weather	4	Elemancy	Imbue Zone	225
Curse of Phobos	4	Psychomancy	Terrify	227
Earth Ripple	4	Elemancy	Power Attack, Pulse	233
Fire Blossom	4	Elemancy	Power Attack, Ranged	236
Form of Fog	4	Animancy	Insubstantial	238
Gorgon's Gaze	4	Animancy	Power Attack, Ranged	241
Lightning Strike	4	Elemancy	Power Attack, Ranged	243
Raise the Faithful	4	Necromancy	Animate Dead	247
Remake the Moment	4	Psychomancy	Mind Wipe	247
Sorcerous Flight	4	Thaumaturgy	Flight	251
Torrent of Life	4	Animancy	Heal	253
Venomous Curse	4	Animancy	Poison	254
Wall of Fire	4	Elemancy	Barrier	255
World Warp	4	Addomancy	Teleport Self	259
Bear Form	5	Animancy	Morph	222
Curse of Vermin	5	Animancy	Morph Living	228
Dark Womb of the Earth	5	Necromancy	Animate Dead	229
Deadly Vapors	5	Elemancy	Imbue Zone	229
Delve the Vault of Memory	5	Psychomancy	Mind Probe	230
Dust to Dust	5	Necromancy	Power Attack, Ranged	232
Enslave	5	Psychomancy	Influence Thoughts	235
Ghost Body	5	Necromancy	Insubstantial	239
Vitality Sap	5	Necromancy	Leach	255
Ward of Privacy	5	Addomancy	Barrier	256
Wraith Talons	5	Necromancy	Power Attack, Melee	260
Arc Lighting	6	Elemancy	Power Attack, Ranged	219
Blight on the Land	6	Animancy	Affliction	223
Death Field	6	Necromancy	Leach	230
Fire Seed	6	Elemancy	Power Attack, Ranged	237
Mantle of Flame	6	Elemancy	Pwr Att, Melee + Resistance	244
Meteor Storm	7	Elemancy	Power Attack, Ranged	245
Polyform	7	Animancy	Shapeshifting	246
Summon Spirit of the Earth	7	Elemancy	Summon Creature	253
Rend the Veil	7	Addomancy	Astral Doorway	249

Acid Bolt

Power Aspect: *Acidic Stream Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: 6

Activation Time: Activates for free as part of the simple action to attack.

Casting this spell allows you to hurl a stream of magic manifested as highly caustic acid. Enemies it hits burn and sizzle as the acid dissolves their flesh.

The attack roll is made with your Affinity, and has a Weapon Rating equal to your TL +1.

When you attack with this Power and your target suffers stress, it suffers an additional amount of stress on your next turn equal to the amount it suffered from the initial attack -3. Each round thereafter the target continues suffering stress, though the amount suffered decreases by an additional -3 each turn. This Power continues to inflict stress this way for a number of rounds equal to the number of ranks you have in your Affinity Ability, though if the amount of stress you deal is reduced to 0, the effect ends.

[*Power Attack, Ranged (pg. 114, 2 AP), Persistent (+2), Limitation (-1): Activation difficulty increased by +2*]

Arc Lightning

Power Aspect: *Arcing Lightning Spell*

Discipline: Elemancy

AP Cost: 6

Activation Difficulty: 4 + the total number of targets

Activation Time: Activates for free as part of the simple action to attack.

When this spell is cast, a torrent of magic explodes from your outstretched hands as a single brilliant bolt of lightning that strikes first one opponent, then arcs to another, then another, and so on.

Before you activate this Power, declare the number of targets you intend to attack. Add the total number of targets you intend to attack to your activation difficulty. Once activated, your first attack roll suffers a -1 penalty, and each attack roll thereafter suffers an additional -1 penalty. So the first attack roll is at -1, the second at -2, the third at -3, etc.

Make your attack roll with your Affinity, and your target may defend with his Agility. The bolt of lightning has a Weapon Rating of +6, and your target's armor does not protect him.

[*Power Attack, Ranged (pg. 114, 2 AP), Multi-Attack (+1), Improved Weapon Rating +6 (+3)*]





Arctic Blast

Power Aspect: *Freezing Wind Spell*

Discipline: Elemancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

You channel the magical energy of the area into a stream of freezing wind, which you may direct to blow over an enemy of your choosing. This jet of frigid air is cold enough to freeze small puddles of water and instantly inflict frostbite on exposed skin. In extreme cases, it may even freeze limbs solid.

Make your attack roll with your Affinity, and your enemies may defend with their Endurance. The blast has a Weapon Rating of 1 + your Tech-Level.

[*Power Attack, Ranged (pg. 114, 2 AP)*]



Cantrips

Power Aspect: *Minor Magical Spells*

Discipline: None

AP Cost: 1

Activation Difficulty: 4

Activation Time: Simple Action

Through the subtle manipulation of magical energies you have the capacity to perform all sorts of simple tricks. These tricks, while limited in their usefulness, allow your character to use his supernatural talents to entertain and impress others, or perform simple mundane tasks.

Below you will find a list of example tricks which should give you an idea of the types of tricks your character can perform.

- + Light a candle from a distance
- + Levitate a small object weighing less than 1 lb (about .5kg)
- + Create a small, obviously immaterial, illusion in your hand
- + Create a sound no louder than a person talking
- + Make minor repairs to a mundane item
- + Scribe on an object without a pencil or marker
- + Clean or dry a soiled or wet item
- + Make a single word you speak understood by an animal
- + Create soft music
- + Revitalize or wither a small plant
- + Instantly dust a room
- + Draw a simple picture in the air with your finger
- + Chill water or wine in a glass
- + Create a floating glowing ball that gives off light like a candle.
- + Heal or kill small normal animals or insects.
- + Animate a broom to make it sweep
- + Close a door within range
- + Create a faint breeze

Generally a trick should not be significant enough to harm a person or affect a dice roll. However, by expending a Fate Point, the GM may allow you to perform more useful tricks or to roll your Affinity Ability to perform a Maneuver. Examples of these more powerful tricks include:

- + Light a camp fire at a distance
- + Create a sound loud enough to disorient a person. (Maneuver: Affinity vs. Endurance to place *Stunned* on your target. This Aspect is fragile.)
- + Levitate a small object weighing less than 10 lbs (about 5kgs) and slowly move it about.
- + Create a small, seemingly real, illusion in your hand.
- + Create a flash of light in front of someone's face. (Maneuver: Affinity vs. Agility to place *Blinded* on your target. This Aspect is fragile.)
- + Nudge your opponent with a well timed blast of air. (Maneuver: Affinity vs. Agility to place *Off Balance* on your target. This Aspect is fragile.)

- + Teleport an object in your pocket to your hand, or from a cup in one hand into a cup in the other.
- + Whisper a message containing a number of words equal to your Affinity into the ear of a person within range.
- + Make your eyes glow, or your voice echo, creepily (Maneuver: Affinity vs. Willpower to place *Unnerved* on your target. This Aspect is fragile.)

Attacking with Power Tricks: By spending a Fate Point you can also make a physical or mental attack with your Power Tricks. This attack can target any single target in range, and is made with your Affinity (WR: 0). The target may defend with whatever Ability is most suitable to the attack.

[*Power Tricks* (pg. 169, 1 AP), *Strenuous* (+0)]

Barricade

Power Aspect: *Magical Barrier Spell*

Discipline: Thaumaturgy

AP Cost: 1

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Affinity(x3) +1 hours or until dismissed

When you cast this spell, you wrap a standard door or hatch in magical force, making it nearly impossible to open or even damage.

Roll your Affinity to set the Potency of the block. Any attempt to breach the door must overcome the barrier's block Potency.

[*Barrier* (pg.52, 3AP), *Limitation* (-2): Must be placed on a door or hatch.]

Bear Form

Power Aspect: *Magical Transformation Spell*

Discipline: Animancy

AP Cost: 5

Activation Difficulty: 6

Activation Time: One Turn

Duration: Scene

With a muttered incantation your body blurs and transforms into a large bear.

When in bear form you replace your normal Physical Abilities with these: Agility: 2, Endurance: 5, Perception: 4, Strength: 7. Your Size becomes 1.

In addition, you gain the following Aspects: *Big Bear*, *Clumsy When Running*; and gain the Keen Smell Advantage which grants a +2 to all smell-based Perception rolls.

[*Morph* (Bear, pg. 97, 5AP), *Strenuous* (+0)]

Blazing Blade

Power Aspect: *Sword of Fire Spell*

Discipline: Elemancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

Duration: Scene

With a hissed word of arcane power and a simple gesture, you call into your hand a blazing sword of fire. The sword sets fire to anything it touches and sheds light like a brilliant torch.

You make attack rolls with your Agility, and your enemies may defend with their Agility. The sword has a Weapon Rating of 3 + your Tech-Level.

Once the spell is cast, the sword remains until the end of the scene or until you dismiss it.

[*Power Attack, Melee (pg. 108, 2 AP), Repetitive (+2)*]

Blight on the Land

Power Aspect: *Magical Disease Spell*

Discipline: Animancy

AP Cost: 6

Activation Difficulty: 4

Activation Time: Simple Action

With a touch you spread sickness, and your victims spread it to others, and they spread it to still others, and so on until people across the land fall victim to your blight.

Your disease has a Potency equal to your Affinity + 4, and is contagious.

[*Affliction (pg. 39, 2 AP), Strenuous (+0), Contagion (+2), Improved Potency +4 (+2)*]

Body to Stone

Power Aspect: *Body Transmutation Spell*

Discipline: Animancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Free

Duration: Scene

When you cast this spell, your skin hardens into a stone-like substance. This transformation does not affect your ability to move, but it provides you with considerable protection against attack.

When cast, you gain an Armor Rating equal to your TL + 6. Note, however, that this Armor Rating does not stack with any AR provided by wearing a suit of armor.

[*Armor (pg. 43, 1 AP), Strenuous (+0), Improved Armor +4 (+2), Insulating (+1)*]

Burning Bolts

Power Aspect: *Arcane Enchantment Spell*

Discipline: *Elemancy*

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

You channel magic into a nearby bow, sling or other ranged weapon. This magic causes the ammunition to blaze to life when it leaves the weapon, causing terrible burns in addition to the normal damage such a weapon can inflict.

The ranged weapon gains the *Flaming Ammunition(P)* persistent Aspect.

[*Imbue Weapon* (pg. 84, 3 AP), *Strenuous* (-0), *Ranged Weapons Only* (-1), *Shared Property* (+1)]

Calm the Eldritch Currents

Power Aspect: *Magical Nullification Spell*

Discipline: *Thaumaturgy*

AP Cost: 3

Activation Difficulty: 4 (Affinity considered 2 ranks higher.)

Activation Time: Simple Turn

You create a zone of magically enforced stability, locking out all other magical effects. Spells cast within, or directed into, the affected zone seem to disperse, fade, or fizzle out.

This spell can only dispel spells and effects from the Arcane Magic Power Source or any other magical Power Source the GM allows.

When cast, this spell allows you to automatically attempt to block all magical effects, spells or powers from entering or being activated in the zone.

Rolls to activate any Power from the Arcane Power Source suffer a penalty equal to twice your Affinity, and your Affinity Ability is considered 2 ranks higher when casting this spell and when attempting to block spells.

If the Power you are attempting to block is instead activated with a Fate Point, that activator must spend a Fate Point and succeed on a contested roll using either his Willpower or Reasoning against your Affinity. If he fails, the Power does not activate and the Fate Point is wasted.

If a creature is composed of a material strongly associated with your affected Power Source, such as a magical construct entering an anti-magic zone, you may make a free attack on that creature every round. You use your Affinity to attack, and the creature defends with its Endurance or Affinity Ability.

[*Nullify (Arcane Magic, pg. 102, 1 AP)*, *Strenuous* (-0), *Anti-Power Zone* (+2), *Improved Nullification* +2 (+2), *Limitation* -2: *May only use the Anti-Power Zone option.*

Clinging Webs

Power Aspect: *Magical Web Spell*

Discipline: Elemancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

You weave magic throughout the zone, transforming the air into a complex tapestry of a sticky substance similar to a very large and very dense spider web.

For the duration of the scene the affected zone has a persistent Aspect of *Web Filled(P)*. This Aspect can be compelled to make most physical actions more difficult, or compelled for effect to declare that the opponent simply cannot move out of the affected zone. Remember that compelling or invoking for effect still costs a Fate Point, even though the Aspect is persistent.

[*Imbue Zone* (pg. 65, 2 AP), *Strenuous (+0)*]

Cloak of the Chameleon

Power Aspect: *Magical Illusion Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

You wrap yourself in folds of magical energy which distort and bend light. When viewed by another, instead of seeing you, they see what's behind you.

When activated, you gain a bonus equal to your Affinity +2 on all rolls to avoid detection by sight.

[*Invisibility (Cloaked)*, pg. 89, 3 AP]

Control Weather

Power Aspect: *Magical Weather Control Spell*

Discipline: Elemancy

AP Cost: 4

Activation Difficulty: 4 + Fate Point

Activation Time: Simple Action

Duration: Scene

By weaving complex patterns of magic into the sky, you are able to influence the weather, forcing nature itself to bow to your will.

Once activated, you may imbue a very large area with an Aspect of either *Rainy*, *Foggy*, or *Windy*. You may imbue the region with more than one of these Aspects at a time, but each requires a separate casting and activation cost.

The Size of the area affected is determined by rolling your Affinity, to a maximum of 8. This maximum is increased to 9 for World Class Super Heroes or 10 for Cosmic Class Super Heroes. See SoF pg. 289 for more on Size.

[*Imbue Zone* (pg. 85, 2 AP), *Intermittent Effect* (-1), *Strenuous* (+0), *Additional Properties* (+1), *Regional Effect* (+2)]

Correspondence

Power Aspect: *Mental Communication Spell*

Discipline: Psychomancy

AP Cost: 3

Activation Difficulty: 4+1 per person linked

Activation Time: One Turn

You are able to magically forge a connection with the mind of another person over great distances. The connection is brief however, and you may only transmit a mental message of around 25 words.

To forge the connection, you must roll your Affinity against an activation difficulty. The activation difficulty is equal to 4 + a modifier determined by your familiarity with the person. Add the Sympathy Modifier that most accurately describes your relationship with the target. Sympathy Modifiers can be found on pg. 59.

If you fail, and your total is no higher than an amount equal to the Sympathy Modifier alone, you suffer stress as normal for failing an activation roll and your message is not sent.

[*Mindlink* (pg. 92, 1 AP), *Distant Link* (+3), *Simple Message* (-1)]

Create Zombie

Power Aspect: *Undead Creation Spell*

Discipline: Necromancy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

Duration: 1 day

By channeling dark magic into a corpse, you cause the body of a recently dead creature you can see to rise and become your lifeless slave.

The dead creature is a mindless automaton directed by your will. All of its Physical Abilities remain unchanged, but its Mental Abilities are reduced to -1 and its Social Abilities are reduced to -3. The creature's Stress Tracks may need to be adjusted to account for these new Ability ratings.

You can issue commands by voice as a free action, or telepathically as a standard or supplemental action. The creature will obey your commands to the best of its ability, but its limited mental capacities leave very little capacity to adapt to changing circumstances. Animated creatures have the Lifeless Advantage (pg. 91) with a persistent Power Aspect of *Undead*(P).

Continued on next page...

The animated creature also has an Aspect of *Rotting Zombie*.

All recently risen undead can only suffer a number of Consequences equal to your Affinity -1 (min 1, max 4). The total number of undead you can create and maintain at once it is equal to your Affinity Ability.

[*Animate Dead* (pg. 40, 3 AP), *Strenuous* (+0)]

Curse of the Plague Goddess

Power Aspect: *Magical Disease Spell*

Discipline: Animancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

With a look and a whispered curse you cause your victim to suffer a terrible wasting disease.

This disease has a Potency equal to your Affinity.

[*Affliction* (pg. 39, 2 AP), *Strenuous* (+0), *Ranged* (+2), *Limitation* (-2): You must speak to your victim and your words must be understood by him.]

Curse of Phobos

Power Aspect: *Emotion Manipulation Spell*

Discipline: Psychomancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

Casting this spell instills a sense of terror in your foe. Once this spell is cast, roll your Affinity as an attack against your target (with an Edge rating equal to your Affinity Ability). The target may resist with Willpower. If you succeed in forcing your target to take a Mental Consequence, the Consequence they take must somehow relate to their fear of you.

In addition, you may use this spell to perform a Maneuver. Casting this spell in this manner does not require you to roll for activation. Instead, you may simply roll your Affinity contested against your victim's Willpower. If you succeed, your target gains the *Anxious* Aspect for a number of rounds equal to the difference between the result of your Affinity roll and your victim's Willpower roll.

If you generate Spin on the roll to perform the Maneuver; the *Anxious* Aspect lasts the duration of the scene.

[*Terrify* (pg. 144, 2 AP), *Strenuous* (+0)]

Curse of Vermin

Power Aspect: *Magical Transformation Spell*

AP Cost: 5

Activation Difficulty: 6

Activation Time: Special

Duration: Scene

When this spell is cast your enemy's body is wracked with pain as he begins transforming into a small rat.

To transform another, you must cast this spell while the subject is within range. The actual transformation process is an extended action. As a simple action, you must roll against an activation difficulty of 6, then roll your Affinity a second time and apply the result to the extended action.

The difficulty of the extended action is equal to 8 + the target's Endurance + a duration modifier.

Modifiers for duration, which can be found on the accompanying table, determine how long the victim stays in his new form.

When in rat form you replace the victim's normal Physical Abilities with these: Agility: 3, Endurance: 3, Perception: 4, Strength: -3. His Size becomes -2, but his Stress Tracks do not change.

In addition, the target gains the following Aspect: *Little Rodent (P)*; and gains the following Advantage: *Keen Smell (+2 on smell-based Perception rolls)*.

[*Morph Living (Rat, pg. 99, 5 AP), Limited, Rat (-1), Strenuous (+0), Master Changer (+1)*]

Discipline: Animancy

Modifier	Duration
+0	One Round
+1	Duration of Scene
+2	An Hour
+3	A Day
+4	A Week
+5	A Month
+6	Three Months
+7	A Year
+8	Three Years
+9	A Decade
+10	Forever

Dark Tendrils

Power Aspect: *Shadow Tentacles Spell*

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

When you cast this spell, the darkness from within the folds in your clothes coalesces into tendrils of semi-solid darkness that strike at your foes. The tentacles are long, covered in barbs, and end in a sharp point. When you use these tentacles as a weapon, they have a Weapon Rating equal to your TL+2. They also have the Aspects *Long* and *Flexible*, and when you wield them both in an attack you gain the persistent Aspect *Dervish(P)*.

[*Body Weaponry (pg. 57, 1 AP). Improved Weapon Rating +2 (+1), Long (+1), Flexible (+0), Dual Weaponry (+1), Limitation (-1): It requires a simple action to activate this Power.*]

Discipline: Necromancy

Dark Womb of the Earth

Power Aspect: *Undead Creation Spell*

Discipline: Necromancy

AP Cost: 5

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Permanent

You are able to send out waves of dark magic, saturating the ground and compelling any dead and buried creature to dig itself free of its resting place. These undead are mindless automatons directed by your will.

You transform a number of dead bodies within 3 zones of you (or about 75ft/20m), in all directions, into a small army of lifeless slaves. You need not be able to see the corpses to raise them, but you'll need at least 12-20 bodies to create your horde.

Undead summoned in this manner issue forth as a mindless zombie horde (SoF pg. 432). The horde is comprised of several individual mindless zombies who have no thoughts beyond a limited capacity to obey your commands. The Unit has no Fate Points of its own, though it may use yours.

A Unit of undead counts as 1 creature for the purpose of determine how many undead you can control.

[*Animate Dead* (pg. 40, 3 AP), *Strenuous* (+0), *Legion of the Dead* (+3), *Limitation* (-1): *This Power only works if there are bodies buried nearby, and it takes two turns for the zombies to climb out.*]

Deadly Vapors

Power Aspect: *Magical Acid Cloud Spell*

Discipline: Elemancy

AP Cost: 5

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

You weave magic throughout the zone, transforming a portion of the air into a thick mist of highly caustic acid that eats away anything within.

For the duration of the scene, the affected zone has a persistent Aspect of *Obscuring Cloud of Acid*. In addition to being difficult to see through, the zone is considered an environmental hazard with an Intensity of 7. See pg. 328 for more on environmental hazards.

[*Imbue Zone* (pg. 85, 2 AP), *Intermittent Effect* (-0), *Strenuous* (+0), *Hazardous* (+2), *Extremely Hazardous* (+1)]

Death Field

Power Aspect: *Life Leaching Spell*

Discipline: Necromancy

AP Cost: 6

Activation Difficulty: 4

Activation Time: Simple Action

You become a living void, a well of darkness that must be filled with the life force of those around you. When you cast this spell, make an attack roll with your Affinity (with a Weapon Rating of +2, armor does not help defend) against a number of opponents within the zone you occupy or any adjacent zone. They may defend with their Endurance.

For every Physical Consequence you cause your enemies to suffer, one of your own physical Consequences downgrades.

[*Leach* (pg. 90, 3 AP), *Strenuous* (-0), *Deadly Leach* +2 (+1), *Life Sink* (+2)]

Delve the Vault of Memory

Power Aspect: *Magical Mind Spell*

Discipline: Psychomancy

AP Cost: 5

Activation Difficulty: 6

Activation Time: One Turn

You direct the magical energies of the world into the mind of another, forging a link to your own mind through which you can extract the memories of your victim. The range of this spell is equal to your Affinity.

When activated, you may make a mental attack against an opponent using your Affinity, and the target may resist using his Willpower (but suffers a -2 penalty if unconscious). If your attack generates Spin, the target will not be aware of your attempt to influence him. Otherwise he senses your presence in his mind.

If you fail to deal any stress on your attack, you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may discover one piece of information you seek. The amount of information gained depends on the Consequence taken.

A Minor Consequence results in a single word answer to a question.

A Major Consequence results in a simple sentence answer to a question, or a bit of sensory information like a mental image, a sound, or even a smell.

A Severe Consequence results in an answer consisting of a few sentences, or the probing character may experience an entire scene the target was present for as if he himself had been there.

An Extreme Consequence results in the probing character learning just about any fact the target knows or gains the ability to experience several days of the target's life.

[*Mind Probe* (pg. 94, 4 AP), *Strenuous* (+0), *Ranged* (+1)]

Dispel Magic

Power Aspect: *Magical Nullification Spell*

Discipline: Thaumaturgy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Turn

You reach out to the flow of magical energies in the area and “calm” them, restoring them to their natural flow and dissolving the magical spells and enchantments of others.

This spell can only dispel spells and effects from the Arcane Magic Power Source or any other magical Power Source the GM allows.

This Power can work in three different ways:

Defend – When attacked with arcane magical energies, you may elect to roll your Affinity Ability to defend instead of using a normal Ability such as Agility or Willpower. This use of this spell does not require activation.

Block – You may cast this spell to dispel arcane magical spells or effects directed at others by using a block action (pg. 327), using your Affinity to determine your block’s potency. Once the FP is spent, and the potency of the block is set, it remains for the duration of the scene, or until overcome.

Attack – Creatures comprised of, or held together by, arcane magical energies can be attacked directly with this Power. You destabilize or dissolve the bonds holding it together, causing structural weakness and outright damage. Cast this spell to make an attack roll with your Affinity, adding your Affinity again as a Weapon Rating. Your target may defend with Endurance or its own Affinity Ability if it is also related to the same Power Source.

Some spell effects that are long lasting or are not direct attacks (such as magical barrier or golems). You can attempt to deconstruct these effects with this power. To do so, you must cast this spell and then roll your Affinity in an extended action (each roll requires a full turn). The target difficulty is equal to three times the Affinity Ability of the person who created the effect you are deconstructing. Each time you roll and fail to meet the target difficulty, you suffer an amount of stress equal to the difference between your roll and the target difficulty. This stress may be because of the effort required to deconstruct the target effect, because of some energetic backlash, etc. The type of stress you suffer should make sense in regards to the reason you are suffering such stress, and is ultimately up to the GM.

[Nullify (*Arcane Magic*, pg. 102, 1 AP), *Strenuous* (-0), *Deconstruction* (+1)]



Distant Hand

Power Aspect: *Force Manipulation Spell*

Discipline: Thaumaturgy

AP Cost: 1

Activation Difficulty: 4

Activation Time: Free Action (Manipulation is a Simple Action)

By channeling a trickle of magical energy and directing it outward, you have the ability to manipulate objects at a distance with an invisible magical force.

Each activation allows you to manipulate an object for one turn. You may attack by smashing or crushing your target with telekinetic force or perform Maneuvers as if you were interacting with the target with a pair of invisible “hands”. The Strength of the “hands” is 0 (basic lift is 100lbs/50 kg.). And their Agility is equal to your Affinity.

[*Telekinesis (pg. 138, 3 AP), Limitation -2: Strength is always 0*]

Dome of Air

Power Aspect: *Dome of Hardened Air Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

When you cast this spell, the zone you are in suddenly becomes surrounded by a near impenetrable dome of solidified air. Though the barrier is transparent, and made of nothing but air, no physical object or energy may pass through the dome.

Roll your Affinity to set the Potency of the block. Any attempt to move or attack through the barrier must overcome the barrier’s block Potency.

The barrier persists for a number of hours equal to 1 plus your Affinity x3, or until dismissed by you.

[*Barrier (pg. 52, 3 AP)*]

Dust to Dust

Power Aspect: *Death Ray Spell*

Discipline: Necromancy

AP Cost: 5

Activation Difficulty: 8

Activation Time: Activates for free as part of the simple action to attack.

With a muttered word of power a bar of black energy, so dark as to seemingly consume the light around it, streaks toward your victim. If struck by the death spell, the target instantly falls to ash.

Make an attack with your Affinity. The target may defend with Agility.

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If you succeed on the attack roll, the target suffers no stress. Instead, he must spend a number of Fate Points equal to the amount by which you succeeded, or be instantly Defeated. In this case, Defeat means death.

If the Fate Points are spent, it is assumed that you actually missed with the spell.

When used on lifeless matter, you instantly destroy an amount of material with a Size rating equal to your Affinity -3.

[*Power Attack, Ranged (pg. 114, 2 AP), Slaying (+3)*]

Earth Ripple

Power Aspect: *Earthen Explosion Spell*

Discipline: Elemancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

Drawing upon the magical energies that flow through the earth, when you cast this spell, you cause the ground around you to heave and thrash violently for a brief moment, hurling characters and objects into the air and slamming them back to the ground.

Make an attack roll using your Affinity against every character in the zone you occupy, and every adjacent zone. This attack has an Explosive Rating equal to 1 + your Tech Level, which is added as a bonus directly to your attack roll.

You may choose to increase the affected area, but your attack's ExR suffers a -2 penalty for every "layer" of zones you affect. For example, if you have an Affinity of two, you can use this Power to attack the zone you are in and two more zones around you in every direction expanding out from you in a widening circle. However, doing so would reduce the ExR of the attack by -2 on the first row of zones and -4 on the second row.

[*Power Attack, Pulse (pg. 111, 3 AP), Expansive (+1)*]

Eldritch Armor

Power Aspect: *Armor of Force Spell*

Discipline: Thaumaturgy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Free

Duration: Scene

You cast a spell that wraps your body in an invisible field of magical force. This armor doesn't weigh anything and makes no sound, but it stops attacks as if it were made of solid steel, providing an Armor Rating equal to your TL +2 while active.

[*Armor (pg. 43, 1 AP), Strenuous (+0), Insulating (+1)*]

Enchant Wand

Power Aspect: *Magical Item Creation Spell*

Discipline: Thaumaturgy

AP Cost: 3

Activation: Special

Activation Time: Free Action

Duration: Scene

You weave a complex pattern of magic into short wand-shaped length of wood or metal, charging it with power and temporarily transforming it into a magical item.

This costs a Fate Point and requires an Affinity roll against a difficulty equal to the item's temporary Potency x 2. If you succeed on the roll, the item is created with the Powers you desire. If you fail, the item is still created, but you suffer an amount of Physical stress equal to the amount by which you failed.

See pg. 337 of *Strands of Fate* for more on determining the Potency of an item and for examples of the types of items you can create.

[*Craft Power Item* (pg. 163, 1 AP), *Power Charge* (+3), *Limitation -1: Can only be used on a wand.*]

Enlarge

Power Aspect: *Arcane Growth Spell*

Discipline: Animancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

With a muttered incantation and a gesture you cause a creature within the same, or adjacent, zone to grow to mammoth proportions.

The target's gains a +2 bonus to the Weapon Rating of all melee attacks, and his Size is increased by one category. See SoF pg. 289 for more on Size.

[*Grow* (pg. 75, 1 AP), *Strenuous* (+0), *Enlarge Another* (+1)]

Enslave

Power Aspect: *Magical Compulsion Spell*

Discipline: Psychomancy

AP Cost: 5

Activation Difficulty: 6

Activation Time: Simple Action

You direct a complex weave of magic into the mind of another, drastically altering their mindset and stripping away their free will.

When cast, make a mental attack using your Affinity (with a +4 Edge bonus). Your opponent may defend with his Willpower. Unless you generate Spin on your attack roll, your victim knows you are in his head.

Each time your mental attack causes the target to take a mental Consequence you may implant some form of command into the target's mind. The target suffering the Consequence will seek to perform this action to the best of his ability.

A Minor Consequence results in the ability to implant a single word command, such as "Freeze" or "Kneel". The target will try to obey the command until the end of the scene or until he successfully resists.

A Major Consequence results in the ability to implant a simple sentence command, such as "Go stand in the corner," or "Drop the weapon." The target will try to obey the command for an hour or until he successfully resists.

A Severe(P) Consequence results in the ability to implant a command consisting of a few sentences. The target will try to obey the command for a 24 hours or until he successfully resists by succeeding in a contested Willpower roll against your Affinity (+4).

An Extreme(P) Consequence results in the ability to implant a command consisting of several sentences capable of relating a series of steps. The target will try to obey the command for a week or until he successfully resists.

The target may attempt to resist any time he is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point.

Remember that the target of this Power seeks to do as the attacker intends. That is, he may not attempt to exploit loop-holes in the command.

[Influence Thoughts (pg. 86, 3 AP), Strenuous (+0), Potent Influence +4 (+2)]

Environmental Adaptation

Power Aspect: *Arcane Protection Spell*

Discipline: Animancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

Duration: One Day

When you cast this spell, you wrap yourself and a number of other people equal to your Affinity in an invisible layer of magical energy that protects and insulates you from an environmental danger of your choice for the duration of the day (about 12 hours).

[*Environmental Protection (pg. 71, 1 AP), Strenuous (+0), Extended Protection (+1)*]

Eruption

Power Aspect: *Fiery Explosion Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

When you cast this spell, you draw the natural flow of magic in the area into you then release it in a deadly explosion of fire.

Make an attack roll using your Affinity against every character in the zone you occupy. This attack has an Explosive Rating equal to 1 + your Tech Level, which is added as a bonus directly to your attack roll.

[*Power Attack, Pulse (pg. 111, 3 AP)*]

Fire Blossom

Power Aspect: *Fiery Explosion Spell*

Discipline: Elemancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

You coalesce the magical energies in the area into a ball of bright orange and red light, which you may hurl into another zone. Upon hitting the target zone, the sphere of light explodes into a ball of hellish fire, burning all within.

Make an attack roll using your Affinity against every creature in the target zone. This attack has an Explosive Rating equal to 1 + your Tech Level, which is added as a bonus directly to your attack roll.

[*Power Attack, Ranged (pg. 114, 2 AP), Ranged Explosion (+2)*]

Fire Seed

Power Aspect: *Fiery Explosion Spell*

Discipline: Elemancy

AP Cost: 6

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

You coalesce the magical energies in the area into a blazing ball of light, which you send streaking into another zone. The ball of light then hovers in place for a chosen number of rounds. It must remain hovering at least 1 round, and no longer than a number of rounds equal to your Affinity.

After the chosen number of rounds have passed, on your turn, the sphere of light explodes into a blast of magical fire. Make an attack roll using your Affinity against every character in the target zone. This attack has an Explosive Rating equal to 7 + your TL, which is added as a bonus directly to your attack roll.

[Power Attack, Ranged (pg. 114, 2 AP), Ranged Explosion (+2), Improved Weapon Rating +6 (+3), Conditional Trigger -1: The ball explodes after the chosen number of rounds have passed.]

Flame Lance

Power Aspect: *Ray of Fire Spell*

Discipline: Elemancy

AP Cost: 2

Activation Difficulty: 6

Activation Time: Activates for free as part of the simple action to attack.

You project a near solid bar of magical fire from your hand. The bar burns all it touches, and can be swept across multiple foes.

The attack roll is made with your Affinity, and it has a Weapon Rating equal to your TL +1. In addition, this attack is considered a beam weapon, and you may perform the beam weapon special attacks (SoF pg. 263).

If you do so, instead of rolling Reasoning to see if you are over heated or out of ammo, you must instead roll Endurance against the same difficulty. If you fail, you may not use this spell again on your next turn.

[Power Attack, Ranged (pg. 114, 2 AP), Beam (+1), Limitation +1: Activation difficulty increased by +2]

Force Bolt

Power Aspect: *Impact of Force Spell*

Discipline: Thaumaturgy

AP Cost: 1

Activation Difficulty: 6

Activation Time: Activates for free as part of the simple action to attack.

You channel magic through your outstretched hand, manifesting it as an invisible bolt of raw magical force.

The attack roll is made with your Affinity, and it has a Weapon Rating equal to your TL +1. The target may defend with his Perception.

[Power Attack, Ranged (pg. 114, 2 AP), Limitation (-1): Activation difficulty is increased by +2]

Force of Will

Power Aspect: *Force Manipulation Spell*

Discipline: Thaumaturgy

AP Cost: 3

Activation Difficulty: 4 + Telekinetic Strength (See below)

Activation Time: Free Action (Manipulation is a Simple Action)

By channeling magical energies through your body, and extending them outward, you have the ability to control objects at a distance with an invisible magical force.

Each activation allows you to manipulate an object for one turn. You may attack by smashing or crushing your target with telekinetic force or perform Maneuvers as if you were interacting with the target with a pair of giant invisible “hands”. The Strength of these “hands” is determined when you activate this Power. And its Agility is equal to your Affinity.

When you cast this spell, you must determine the Strength of your Telekinesis. The activation difficulty is equal to your Telekinetic Strength + 4. For instance, if you want your Telekinetic Strength to be 3, then the activation difficulty is 7.

Attacks made by striking with your Telekinesis are made with its Strength.
[*Telekinesis* (pg. 138, 3 AP)]

Form of Fog

Power Aspect: *Body Transmutation Spell*

Discipline: Animancy

AP Cost: 4

Activation Difficulty: 6

Activation Time: Simple Action

You channel transformative magical energies throughout your body, dissolving yourself into a mobile vapor.

Being in vapor form is effectively the same as becoming wholly insubstantial, but you cannot move through air tight or solid barriers, and you may not interact with wholly insubstantial entities or objects.

You cannot be touched or harmed by physical objects, though you are still vulnerable to magical weapons and attacks.

[*Insubstantial* (pg. 87, 6 AP), *Strenuous* (+0), *Vapor* (-1), *Vulnerable to Magic* (-1)]

Ghost Body

Power Aspect: *Ghostly Transmutation Spell*

Discipline: Necromancy

AP Cost: 5

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

You call upon dark magical energies to remove the substance from your form, transforming you into an insubstantial ghost-like entity.

You cannot touch physical objects, nor can you be harmed by them. You are, however, vulnerable to purely magical attacks and magic weapons.

[*Insubstantial* (pg. 87, 6 AP), *Strenuous* (+0), *Vulnerable to Magic* (-1)]

Gift of the Spider

Power Aspect: *Body Alteration Spell*

Discipline: Animancy

AP Cost: 1

Activation Difficulty: 4

Activation Time: Free Action

Duration: Scene

Channeling magical energies into your hands and feet, you can cause them to sprout tiny clinging hairs that can allow you to grip a surface so strongly that you can crawl along walls, or even on the ceiling, at your normal moving speed.

You effectively gain a +20 bonus on rolls to climb, though the GM should rarely require you to make such rolls since you can climb most anything with little difficulty.

[*Wall-Walker*, pg. 150, 1 AP), *Strenuous* (-0)]

Glamour

Power Aspect: *Arcane Illusion Spell*

Discipline: Thaumaturgy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Permanent until dismissed

You are able to bend reality in such a way as to create believable illusions within your line of sight. This spell allows you to create static images. Though they do not move or make sound, they are detailed enough to pass for real.

After you activate this Power, roll your Affinity. The result of your roll sets the difficulty of the Perception roll needed to see the illusion for what it is. A low roll might result in an illusion that flickers, or colors that just don't look quite right.

However, a roll that meets a difficulty of 3 is almost always believable, and rolls to pierce the illusion should only be allowed if the observer has a reason

to be wary of illusions, such as an illusion that isn't registering to senses or sensors that it should, or if the illusion is behaving in a strange way.

For example, an illusion of a tree in the forest should not call for a roll to notice the illusion for what it is. On the other hand, passing your hand through an illusion of an unmoving horse would probably allow the observer to pierce the illusion without rolling.

The most basic illusion is the same size as a human adult (size 0). To make larger illusions, the character suffers a -1 penalty on his roll per size category. So, if the character wants to create the illusion of a carriage (size 2), he'd suffer a -2 on his Affinity roll to determine how believable it is.

[*Illusions* (pg. 79, 2 AP), *Strenuous* (+0), *Permanent* (+1)]

Glimpse the Past

Power Aspect: *Magical Postcognition Spell*

Discipline: Addomancy

AP Cost: 3

Activation Difficulty: 8 + Sympathy Modifiers

Activation Time: Simple Action

With a practiced gesture and a muttered incantation, you send your senses questing back through the flow of time in search of lost knowledge.

Successfully casting this spell allows you to see the past as it relates to a specific person, place, or thing. To do this, roll your Affinity against an activation difficulty equal to 8 + any relevant sympathy modifiers. See pg. 59 for more on sympathy modifiers.

Success means you get some impression of the past, failure indicates that this spell does not work and no impression is received. You should tell the GM what you wish to know about a specific person place or thing. The more specific the question, and the better the roll to activate, the more accurate the information the GM should relate back.

[*Postcognition* (pg. 118, 4 AP), *Deliberate Only* (-1)]

Glimpse the Future

Power Aspect: *Magical Precognition Spell*

Discipline: Addomancy

AP Cost: 3

Activation Difficulty: 10

Activation Time: Simple Action

With a moment of concentration, and a practiced weave of magical energies, you are able to briefly cast your senses into the future to see what awaits.

Successfully casting this spell means the character will get some impression of the future. The GM should ask the player what he wishes to

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know about the coming events. The more specific the question, and the better the roll, the more accurate the information the GM should relate back. The player should also keep in mind that this is the most likely future, but not the only possible one. After all, the GM doesn't know how the dice are going to land in future scenes, or what choices the players will make. But he should give it his best guess.

[*Precognition (pg. 118, 4 AP), Deliberate Only (-1)*]

Gorgon's Gaze

Power Aspect: *Petrification Spell*

Discipline: Animancy

AP Cost: 4

Activation Difficulty: 8

Activation Time: Activates for free as part of the simple action to attack.

With a piercing gaze and an effort of will, you channel a torrent of magical energy into your target, transforming his living flesh into lifeless stone.

Make an attack with your Affinity. The target may defend with Endurance.

If you succeed on the attack roll, the target suffers no stress. Instead, he must spend a number of Fate Points equal to the amount by which you succeeded, or be instantly Defeated. If the Fate Points are spent, it is assumed that the target was able to resist the spell.

[*Power Attack, Ranged (pg. 114, 2 AP), Slaying (+3), Limitation -1: Victim is restored to life if he can be transformed back to flesh. Cannot target nonliving matter.*]

Heat Wave

Power Aspect: *Wave of Fire Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

When you cast this spell, a fan shaped blast of fire erupts from your outstretched hands, burning all those in an adjacent zone.

Make an attack roll using your Affinity against every character in a single adjacent zone. This attack has an Explosive Rating equal to 1 + your Tech Level, which is added as a bonus directly to your attack roll.

[*Power Attack, Ranged (pg. 114, 2 AP), Ranged Explosion (+2), Limitation (-1): Adjacent zone only*]

Imbue with Purpose

Power Aspect: *Magical Animation Spell*

Discipline: Thaumaturgy

AP Cost: 3

Activation Difficulty: 6 + Size

Activation Time: Simple Action

Duration: Scene

You infuse an object with reality warping magical energy. The object springs to life and is now capable of moving about and obeying your commands.

Objects brought to life in this manner are capable of moving in ways they normally would not, becoming abnormally flexible where joints would be appropriate.

The difficulty to activate this Power, and the Physical Abilities of the item animated, depend on its Size.

Once activated, you must concentrate on the animated object to keep it moving. Should you perform some other action, you may continue to direct the actions of your animated object. This is a Supplemental Action for you and the animated object suffers a -2 penalty on all rolls.

Animated objects have an Aspect that defines what they are such as *Animated Coffee Table*, and stops moving when Defeated. The number of stress boxes an object has is equal to its Size + Endurance (minimum 1), and it only has one row of stress boxes – Defeated(P)

Size	Strength	Agility	Endurance	Stress Boxes
-2	0	2	1	1
-1	1	2	1	1
0	2	2	2	2
+1	4	2	4	5
+2	6	2	6	8
+3	8	2	8	11
+4	10	2	10	14

[*Animate Object* (pg. 42, 1 AP), *Unnatural Mobility* (+2)]

Ironbane Armor

Power Aspect: *Arcane Enchantment Spell*

Discipline: Elemancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

By weaving complex enchantments into your armor or shield, you make it especially resistant to any attack from iron or steel weapons such as swords, axes or even arrows with steel heads.

For the duration of the scene, your armor has the persistent Aspect of *Iron Resistant*(P).

[*Imbue Armor or Shield* (pg. 81, 3 AP), *Armor or Clothing Only* (-1)]



Levitation

Power Aspect: *Gravity Defying Spell*

AP Cost: 1

Activation Difficulty: 4

Activation Time: Free Action

Duration: Scene

Discipline: Thaumaturgy

By directing a steady stream of magical force beneath you, opposing the pull of the planet itself, you are able to lift yourself straight up into the air.

You may only levitate straight up or down, but you can be pushed or moved by outside forces. You have no control over your movement when levitating except to increase or decrease your altitude.

[*Flight*, pg. 72, 3 AP), *Levitation Only* (-2)]

Lightning Strike

Power Aspect: *Lightning Strike Spell*

AP Cost: 4

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

Discipline: Elemancy

With a muttered word of power and a gesture, you channel the magical energy around you into a brilliant bolt of lightning which explodes from your outstretched hand and streaks toward your target.

Make your attack roll with your Affinity, and your target may defend with his Agility. The bolt of lightning has a Weapon Rating of +4, and your target's armor provides no benefit.

[*Power Attack, Ranged* (pg. 114, 2 AP), *Improved Weapon Rating +4* (+2)]

Magic Mirror

Power Aspect: *Magic Reflection Spell*

AP Cost: 3

Activation Difficulty: None

Activation Time: Defense Roll

Discipline: Thaumaturgy

You are capable of manipulating the magical structure of incoming spells, deflecting them or even rebounding them back on their casters.

This spell can only deflect spells and effects from the Arcane Magic Power Source or any other magical Power Source the GM allows.

When attacked with arcane magical energies, you may elect to roll your Affinity Ability to defend instead of using a normal Ability such as Agility.

If you generate Spin when using this Power to defend against another, you may send that Power back against its source. For example, if you generate Spin defending against a Ranged Power Attack, the person trying to hit you becomes the target of his own attack.

[*Nullify* (*Arcane Magic*, pg. 102, 1 AP), *Limitation -1: Defend Only, Rebound* (+1), *Improved Nullification +4*(+2)]

Mana Shield

Power Aspect: *Forward Facing Shield of Force(P)* **Discipline:** Thaumaturgy

AP Cost: 2

Activation Difficulty: 6

Activation Time: Free (See below)

Duration: Scene

When attacked, you can instantly project in front of you a quarter dome field of solid magical energy, even if it is not your turn. This field of force is capable of deflecting or outright stopping incoming attacks.

Once activated, the shield continues to provide protection for the duration of the scene.

This shield provides you with an Armor Rating equal to your TL +2 when active.

[Armor (pg. 43, 1 AP), Strenuous (+0), Reactive Armor (+1), Insulating (+1), Limitation -1: Activation difficulty increased by +2.]

Mantle of Flame

Power Aspect: *Shroud of Fire Spell*

Discipline: Elemancy

AP Cost: 6

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

Upon casting this spell you sheath yourself in a blazing shroud of fire.

While covered by the mantle of flame, you are protected against fire based attacks. Your Armor Rating is increased by +12 for the purposes of defending against fire based attacks.

In addition, for the duration of the scene, your fire shield automatically projects a blast of heat at any who attempt to harm you with melee weapons or unarmed attacks. This attack is an immediate free action that happens as soon as the attack is made, even if it is not your turn.

This attack is made with your Affinity and may be defended against with Agility. It has a Weapon Rating equal to your Tech-Level +3.

[Power Attack, Melee (pg. 108, 2 AP), Repetitive (+2); Resistance (Fire, pg. 124, 1 AP), Strenuous (+0), Improved Resistance (+1); Linked Advantage (Melee Power Attack and Fire Resistance, pg. 167, +1 AP, Forced Link (-1); Conditional Trigger -2: If attacked with a melee weapon or unarmed attack while Fire Shield is active, Reactive Trigger (+2)]

Meteor Storm

Power Aspect: *Fiery Explosion Spell*

Discipline: Elemancy

AP Cost: 7

Activation Difficulty: 4 (Your roll suffers a penalty equal to the number of zones targeted.)

Activation Time: Activates for free as part of the simple action to attack.

Calling upon the magical energies of the world around you, you coalesce them into several solid masses of fire and brimstone. At your command these blazing meteors rain down from the sky, devastating large swaths of land and laying waste to all within.

Before casting this spell, determine how many zones you wish to affect. You suffer a penalty on your activation roll equal to the total number of affected zones. The maximum number of zones you can target is equal to your Affinity +1. The range rating for this attack is equal to your Affinity +3.

Make an attack roll using your Affinity against every character in the target zones. This attack has an Explosive Rating equal to 5 + your Tech Level, which is added as a bonus directly to your attack roll.

[*Power Attack, Ranged (pg. 114, 2 AP), Long Range (+1), Ranged Explosion (+2), Expansive Explosion (+1), Improved Weapon Rating +6 (+3), Limitation -2: May only be used outdoors.*]

Mirror Images

Power Aspect: *Magical Multiplication Spell*

Discipline: Thaumaturgy

AP Cost: 2

Activation Difficulty: 6

Activation Time: One Turn

Duration: Scene

Drawing upon your mastery of arcane energies, you cause reality to crack and splinter, creating multiple copies of yourself. Effectively, you become a Unit with a Size rating one increment greater than your current Size.

See page SoF 394 for more on Units, and guidelines for changing your stats as you become a Unit. You retain the same number of Fate Points whether you are using this Power or not.

When you re-merge into a single body, you suffer the total amount of stress you suffered as a Unit. So if you suffered 12 points of physical stress as a Unit, when you re-merge, you suffer 12 points of physical stress (which may cause you to suffer Consequences). If this means you are Defeated, you may set the terms of your Defeat.

At the end of the scene the Unit must either pay the activation cost again or re-merge. The members of the Unit all disappear except one, which is now your individual character. Your character, as an individual, appears in the location that is most central to all the members of the Unit, which must be a safe location. You wouldn't re-merge and find yourself in a pool of lava for example. In such cases, you'd re-merge at the nearest safe location, such as the edge of the lava.

[*Multiply (pg. 100, 2 AP), Strenuous (+0)*]

Passage of Time

Power Aspect: *Magical Time Control Spell*

Discipline: Addomancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Permanent

With a touch, you can cause an object to become old and brittle, aging before your very eyes.

Once activated, you may imbue an unattended object you touch with an Aspect of *Aged(P)*. This Aspect is permanent.

If you try to age an object in use by another person, you must spend a Fate Point in addition to the normal activation roll to cast this spell.

[Imbue Object (pg. 83, 2 AP), Strenuous (+0)]

Pierce the Veil

Power Aspect: *Astral Transfer Spell*

Discipline: Addomancy

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

You are able to wrap yourself in magical energies that temporarily separate the barrier between the material realm and the astral realm.

In an instant you are able to slip between worlds.

[Astral Passage (pg. 47, 3 AP), Strenuous (+0)]

Polyform

Power Aspect: *Magical Transformation Spell*

Discipline: Animancy

AP Cost: 7

Activation Difficulty: 6

Activation Time: One Turn

Duration: Scene

By drawing transformative energies into your body, you can shape and direct these energies to change your physical form, altering your physical features, sex, species or becoming something altogether unique. When you do, you gain an Aspect that describes your new form such as *Wolf*, *Table* or *Giant Green Monster*. This new form can be any creature or object of similar mass and can be a form that is completely unique.

When changing to a new form, add up the number of ranks you have in all of your Physical Abilities plus your Affinity Ability. You may then redistribute these ranks however you choose as you take your new form. So if you add up all your Physical Ability ranks plus your Affinity, and you get a total of 12, you have 12 points to redistribute to better model your new form. (Though

Continued on next page...

the maximum rank you can have in a single Ability cannot exceed your Affinity x 3.)

You may also trade these ranks for temporary Advantage Points to purchase Advantages that represent physical traits such as Body Weaponry, Striking Looks, Flight (Wings), Armor, Growth, etc. You lose these temporary Advantages when you change form.

When changing your looks to form a disguise, you gain a +4 on Deception. Though the GM probably shouldn't make you roll unless your observers know they are looking for a shapeshifter.

[Shapeshifting (pg. 127, 9 AP), Limitation -2: Your new form only last for a scene before you automatically change back. You can activate this Power again to avoid returning to your natural form.]

Raise the Faithful

Power Aspect: *Undead Creation Spell*

Discipline: Necromancy

AP Cost: 4

Activation Difficulty: 6 + 1 Fate Point

Activation Time: Simple Action

Duration: Permanent

When one of your allies falls in combat, you may infuse him with necrotic energies, restoring his body to a semblance of life in return for his eternal servitude.

The risen creature gains the Lifeless Advantage (pg. 91) with a persistent Power Aspect of *Undead*. It retains its normal Abilities, but also gains the *Slave to the Master(P)* Aspect.

When a creature is raised as a revenant, all of its stress and Consequences are cleared. However, the GM may require the creature to take some Consequences (such as severed arm) as Aspects.

[Animate Dead (pg. 40, 3 AP), Strenuous (+0), Create Revenant (+2), Limitation (-1): You may only raise former allies.]

Remake the Moment

Power Aspect: *Magical Mind Spell*

Discipline: Psychomancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Simple Action

This spell allows you to channel the reality twisting power of magic into a person's mind, erasing or even distorting their existing memories to suit your whim.

When this spell is cast, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower. If your attack generates Spin, the target will not remember this scene and

will subconsciously avoid attempting to remember the things he has been made to forget. He will not attempt to think about the missing memories and will only consider the matter if prompted to by another.

If you fail to deal any stress on your attack you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may remove some specific range of memory from your victim's mind.

A Minor Consequence results in the ability to erase the events of a single scene of little importance to the victim. This means that you could force him to forget where he hid his weapons cache; but you couldn't make him forget the last few moments he had with his dying father.

A Major Consequence results in the ability to erase about a day of time, or you might be able to erase a memory of a scene that was important to the character.

A Severe Consequence results in the ability to remove a week or so or a critical day in the character's life.

An Extreme Consequence results in the ability to erase about a month of time or forget a week that was very important to the character.

The amount of memories erased must be a single "lump" of time per use. This means that while you may be able to erase the events of a day from a character's mind, you could not erase twelve hours' worth of time spread over the course of a month, taking only an hour or two at a time.

The effects of this Power are permanent unless the character's memory is jogged by being exposed to evidence of a forgotten event. Once exposed to this proof, to recall a memory that has been wiped the character must spend a Fate Point and succeed on a Reasoning roll against a difficulty equal to your Affinity.

You may also elect to replace the memories you remove with new memories of your own creation. These new memories should make sense within the context of the time period and false memories that are difficult to believe may grant the victim bonuses to recall his true memories of that time.

[Mind Wipe (pg. 95, 3 AP), Strenuous (+0), Memory Edit (+1)]

Rend

Power Aspect: *Spatial Distortion Spell*

Discipline: Addomancy

AP Cost: 1

Activation Difficulty: 6

Activation Time: Activates for free as part of the simple action to attack.

When this spell is cast, you are able to fracture the space the target occupies, damaging reality itself and causing your target to suffer both crushing force and agonizing expansion.

The attack roll is made with your Affinity, has a Weapon Rating of 1, and armor provides no protection. The target may defend with his Endurance.

[*Power Attack, Ranged (pg. 114, 2 AP), Limitation (-1): Activation diff increased by +2*]

Rend the Veil

Power Aspect: *Astral Transfer Spell*

Discipline: Addomancy

AP Cost: 7

Activation Difficulty: 10

Activation Time: Simple Action

Scene: Duration

With a muttered word and a gesture, you rip open the fabric of reality. This hole in space allows any material creature who steps through it to travel between the material realm and the astral realm, though spirits may not cross through.

The hole can be as large as 1 square yard per rank in your Affinity Ability and lasts for the duration of the scene, or until dismissed.

[*Astral Doorway (pg. 46, 5 AP), Strenuous (+0), Segregated Gate (+2)*]

Scry

Power Aspect: *Magical Scry Spell*

Discipline: Addomancy

AP Cost: 3

Activation Difficulty: 6 + Sympathy Modifiers (pg. 59)

Activation Time: One Turn

Duration: Scene

You forge a magical conduit between you and another person, place, or thing. Through the conduit you can see and hear the target of your scry spell.

People, places or things well known to you are easier to peer in on, while the unfamiliar is much more difficult.

Roll your Affinity to cast this spell and apply the single most appropriate familiarity and link modifier from the Sympathy Modifiers table (pg. 59) to set the activation difficulty. If you succeed you may see and hear as if you were standing a few feet away from the person or object, or are standing in the middle of the place you seek.

If you fail, not only do you suffer stress equal to the difference between your result and the difficulty, but the spell fails to activate.



Your displaced senses last for the duration of the scene, or until willingly returned to normal. You may move your perceptions around the target of this Power, but may not move it out of the same zone it occupies, nor do you automatically know the location of your target relative to your own. Any Powers you have that enhance your senses may also be utilized, but otherwise you view and hear your target as if you were really standing there with (or within) it. While using Clairsentience, your normal senses are replaced by what you perceive through this Power.

[*Clairsentience* (pg. 60, 3 AP)]

Shackles of Air

Power Aspect: *Magical Binding Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Special

You wrap your target in strands of solidified air, binding him in place as if by invisible ropes. The target cannot move his arms or legs, nor can he make any gestures.

To bind your target, you must first activate this Power. Once activated, roll your Affinity as an attack. Your target may defend with his Agility.

The attack causes no direct stress, but the margin by which you succeed determines the difficulty of the Strength roll the target must make to get free of your spell.

The victim may attempt to get free each turn as a simple action.

[*Binding* (pg. 54, 2 AP), *Strenuous* (-0), *Lock Down* (+1)]

Slumber

Power Aspect: *Magical Sleep Spell*

Discipline: Psychomancy

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene, or until awakened

You channel magic through your enemy, saturating his mind and causing them to fall into a deep slumber. To do this, make an attack roll against your opponent's Willpower or Endurance (opponent's choice). If the target fails, he falls into a deep sleep.

Once asleep, the victim may spend a Fate Point each round and make a Willpower roll (Diff: 4) in an attempt to rouse himself. If he is attacked or shaken violently, he may make a Willpower roll (Diff: 2), without the need to spend a Fate Point, to wake up.

The target of this Power may automatically awaken at the end of the scene.

[*Sleep* (pg. 129, 4 AP), *Strenuous* (+0), *Limitation* (-1): Increased activation diff by +2]

Sorcerous Flight

Power Aspect: *Magical Air Control Spell*

Discipline: Thaumaturgy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Free Action

Duration: Scene

Wrapping yourself in flows of magical force, you are able to defy gravity.

When you cast this spell, you gain the Aspect *Slow but Agile Flight*. While flying, you move at a speed equal to about twice the average human's top running speed (+2 bonus on rolls to "Run" or Agility rolls during a chase). You may stop and hover, and you are agile enough to make sharp turns at speed.

[*Flight*, pg. 72, 3 AP), *Slow but Agile* (+1)]

Spider Form

Power Aspect: *Magical Transformation Spell*

Discipline: Animancy

AP Cost: 2

Activation Difficulty: 6

Activation Time: One Turn

Duration: Scene

With a muttered incantation your body blurs, shrinks and reforms into the shape of large spider.

When in spider form you replace your normal Physical Abilities with these: Agility: 4, Endurance: 3, Perception: 4, Strength: -3. Your Size becomes -2.

In addition, you gain the following Aspect: *Spider (P)*; and gain the following Advantages: Keen Sight (+2 on sight-based Perception rolls) and Poison (Subtlety: 3, Potency: 3, Delivery: Bite).

[*Morph (Spider)*, pg. 97, 2 AP), *Strenuous* (+0)]

Stone Forge

Power Aspect: *Stone Control Spell*

Discipline: Elemancy

AP Cost: 3

Activation Difficulty: Varies (Size(x2) + TL of the object created)

Activation Time: Scene

Duration: Scene

By channeling magic into the stone, you cause it to take on a malleable form capable of being shaped by your will.

You may shape raw stone into finished objects which maintain their new shape for the duration of this spell. The activation difficulty is increased by an amount equal to the Size(x2) + TL of the object created or amount of material being shaped, and you need to have enough of the appropriate materials on hand to work with. Simple shapes are considered to have a Tech-Level of 0.

So if you wanted to turn a pile of rocks into a stone wall with a Size of 2, the activation difficulty would be increased by +4 (TL 0 + Size 2(x2) = 4), and it would

last until the end of the scene unless the activation difficulty was further increased to extend the duration.

For every +2 you choose to add to the activation difficulty of this Power, increase the duration of your creation by one time increment (SoF pg. 295).

[Control (Stone, pg. 154, 5 AP), Limitation -2: This spell takes an entire scene (about 5 min) to cast, and you may only use it to shape stone.]

Summon Shade

Power Aspect: Ghost Summoning Spell

Discipline: Necromancy

AP Cost: 2

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

By channeling dark magic into your words, you are able to speak the name of a dead creature and call forth a semi-corporeal shadow of the once living being.

When you cast this spell, you summon a Shade as described below. The Shade is under your control and will do as you command until it is destroyed or disappears. The Shade may only take two Consequences, Major and Defeated(P).

[Summon Creature (pg. 131, 4 AP), Practiced Summoning (+0), Limitation -2: You do not have the option to pay a FP to make the Shade last for 8 hours, and the Shade may only take two Consequences.]

Shade

Character Aspects:

Size: 0

- *A Fragile Construct of Ectoplasm and Memories*

Physical		Mental		Social	
Agility:	2	Craft:	0	Deception:	1
Endurance:	2	Knowledge:	0	Empathy:	1
Perception:	2	Reasoning:	1	Persuasion:	1
Strength:	2	Willpower:	2	Resources:	0
Stress Track:	4	Stress Track:	3	Stress Track:	N

Specialty Aspects:

- *“Where is it?! I thought I just saw it!”*(Agility)
- *Little More than an Animal*(Reasoning)

Notable Advantages:

- **Melee Power Attack** – *Chilling Touch*, WR: +6 (TL: 3)
- **Fly** - The Ghost can fly, hover and glide with ease, but its flying speed is limited to hustle.

Total Physical Defense Modifier (AR): +2(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Chilling Touch	+2(+6)	Agility	0



Summon Spirit of Earth

Power Aspect: *Spirit Summoning Spell*

Discipline: Elemancy

AP Cost: 7

Activation Difficulty: 11

Activation Time: Simple Action

Duration: Scene (8 hours with FP expenditure)

You channel your magic into the earth beneath your feet, calling forth a spirit of the earth to obey your commands.

When you cast this spell, you summon a Standard Earth Spirit (SoF, pg. 428). The Spirit is under your control and will do as you command until it is destroyed or disappears.

[*Summon Creature* (pg. 131, 7 AP), *Practiced Summoning* (+0)]

Temporal Surge

Power Aspect: *Temporal Acceleration Spell*

Discipline: Addomancy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Free Action

With this spell you are able to accelerate yourself in the time stream. While it feels to you like you are moving at normal speed, others perceive you moving much faster than normal.

When you activate this Power you gain one additional Simple Action on your turn, or a +2 bonus on any single action.

[*Surge* (pg. 137, 3 AP), *Strenuous* (+0)]

Torrent of Life

Power Aspect: *Arcane Healing Spell*

Discipline: Animancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Simple Action

You are capable of channeling the magical energies of the world through another or yourself, warping reality in such a way that causes the target's body to attempt to revert to its undamaged state.

Select one physical Consequence you or your target have suffered. This Consequence is instantly downgraded.

[*Heal* (pg. 77, 2 AP), *Strenuous* (+0), *Self-Healing* (+2)]

Twist of Fate

Power Aspect: *Chance Altering Spell*

Discipline: Thaumaturgy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

This spell twists chance, shifting the odds in your favor.

Casting this spell is a Simple Action, but when complete, you gain the Aspect *Lucky*. It does not cost you a Fate Point to invoke this Aspect the first time in this scene.

[Blessed (Lucky, pg. 55, 3 AP), Strenuous (+0), Limitation (-1): This Power is activated as a Simple Action instead of a Free Action.]

Venomous Curse

Power Aspect: *Magical Poison Spell*

Discipline: Animancy

AP Cost: 4

Activation Difficulty: 4

Activation Time: Free (Attack)

You mutter a venomous threat or taunt, infusing your words with magic that literally poisons your target.

The poison has a Subtlety of 3 and a Potency of 5. (See more about poisons on pg. 285 of *Strands of Fate*.)

[Poison (pg. 104, 1 AP), Strenuous (+0), Lethal Dose (+2 Potency, +1), Ranged (+2)]

Vitae

Power Aspect: *Arcane Healing Spell*

Discipline: Animancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

You extend a flow of magic into another person you touch, directing it to their wounds. Flesh is repaired, broken bones are mended, and sickness is purged from the body in a wash of life promoting magic energies.

Select one Physical Consequence your target has suffered. This Consequence is instantly downgraded.

[Heal (pg. 77, 2 AP), Strenuous (+0)]

Vitality Sap

Power Aspect: *Life Leaching Spell*

Discipline: Necromancy

AP Cost: 3

Activation Difficulty: Contested (Affinity vs. Endurance)

Activation Time: Simple Action

By channeling deadly negative energy into your touch, you are able to siphon away the life of another to replenish your own.

Once this spell is successfully cast, you must succeed at touching your target. This is resolved as a normal physical attack, using your Agility (defended against by Agility) to touch your target. After successfully touching your opponent, roll your Affinity as an attack. Your target may defend with his Endurance. If you succeed, your target suffers stress equal to the amount by which you succeeded. If you fail, you suffer an amount of stress equal to the amount by which you failed.

Each time you cause the target to suffer a Consequence from your Leach attack, you may automatically downgrade one of your own physical Consequences of a like (or lesser) type.

[*Leach* (pg. 90, 3 AP), *Strenuous* (-0)]

Wall of Fire

Power Aspect: *Magical Wall of Fire Spell*

Discipline: Elemancy

AP Cost: 4

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Scene

With a wave of your hand and the shout of an incantation, you cause a curtain of fire to erupt from the ground between the zone you occupy and an adjacent zone.

Roll your Affinity (with a +2 bonus) to set the Potency of the block. Any attempt to move or attack through the barrier must overcome the barrier's block Potency.

On your turn you automatically attack (as a free action) all creatures in any zone adjacent to the other side of the wall. This attack roll is resolved as a roll of the dice, plus a bonus equal to your barrier's block Potency. They may defend with their Endurance. In addition, any attempt to breach the barrier, successful or not, exposes the creature making the attempt to another free attack from the barrier.

[*Barrier* (pg. 52, 3 AP), *Temporary Barrier* (-1), *Wall* (-1), *Damaging Energy* (+2), *Hardened Barrier* +2 (+1)]

Ward of Alarm

Power Aspect: *Invisible Protection Spell*

Discipline: Addomancy

AP Cost: 2

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Affinity(x3) +1 hours or until dismissed

This spell creates an invisible magical membrane around an area.

Whenever anyone enters the warded area, you instantly become aware of it. You may not know who crossed it, but you know someone did. In addition, you may make it so that only creatures of a specific race or species trigger your alarm. You can specify yourself and a number of people equal to your Affinity as those who are free to come and go without triggering the alarm.

[Barrier (pg. 52, 3 AP), Permeable (-2), Alarm (+1)]

Ward of Privacy

Power Aspect: *Invisible Protection Spell*

Discipline: Addomancy

AP Cost: 5

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Affinity(x3) +1 hours or until dismissed

This spell stabilizes the space in the nearby area, making it impossible for someone to peer in on you via Clairvoyance or Clairaudience magic or any attempt to teleport in or out of the area. In addition, you instantly know if anyone crosses through your barrier and any who do are subjected a potentially lethal jolt of electricity.

Roll your Affinity to set the Potency of the block.

Anyone who sets off the alarm suffers an attack that is resolved as a basic dice roll plus a bonus equal to your barrier's block Potency. This attack can be defended against with Endurance.

The barrier persists for a number of hours equal to 1 plus your Affinity x3, or until dismissed by you.

[Barrier (pg. 52, 3 AP), Permeable (-2), Alarm (+1), Barrier Trap (+1), Spatial Lock (+1), Scry Curtain(+1)]

Warp Gravity

Power Aspect: *Gravity Manipulation Spell*

Discipline: Elemancy

AP Cost: 2

Activation Difficulty: 4

Activation Time: Free Action

Duration: Scene

By magically warping gravity you are able to change which directions are up or down for you. This allows you to walk along walls or the ceiling without effort, or even to fall down hallways as if you were plummeting down a mine shaft. When this Power is active, you gain the *Skewed Orientation(P)* Aspect.

Each time you cast this spell, you are able to change the direction gravity pulls at you. At the end of the scene, your orientation returns to normal.

[*Wall-Walker* (pg. 150, 1 AP), *Strenuous* (-0), *Altered Orientation* (+1)]

Warping Passage

Power Aspect: *Teleportation Spell*

Discipline: Addomancy

AP Cost: 3

Activation Difficulty: 5

Activation Time: Simple Action

This spell twists the very fabric of space itself, allowing you to instantly transfer yourself to another location that you can see by slipping between the planar folds.

When you cast this spell, you maintain the same velocity and direction of travel you had before teleporting.

[*Teleport Self* (pg. 141, 4 AP), *Line of Sight* (-1), *Strenuous* (+0)]

Whispers Unheard

Power Aspect: *Magical Mind Spell*

Discipline: Psychomancy

AP Cost: 2

Activation Difficulty: Contested (Affinity vs. Willpower)

Activation Time: Simple Action

Duration: One Round or Scene, see below

By creating a magical conduit between the mind of another, and your own, you gain the ability to listen in on the current thoughts of another sentient creature.

Roll your Affinity contested against the target's Willpower. If you succeed, you may hear the target's next few surface thoughts in your mind as if they were speaking them out loud. If you succeed, and generated Spin on your Affinity roll, you can hear the target's thoughts for the rest of the scene.

If you fail, you do not hear the target's thoughts and you suffer an amount of Mental stress equal to the amount by which you failed. If you fail, and the target generates Spin on his defense roll, he senses the attempted mental intrusion and knows the general direction from which it came.

The GM may place modifiers on the roll if the target is not of the same species as the character using this ability. For instance, a human using this Power on a goblin may suffer a -2 on his Affinity roll. You must also be able to speak the same language as the target to understand what he is thinking.

Use of this Power may allow you to discover one of the target's Aspects if it is relevant to the situation and his current thoughts. The user of Read Thoughts who discovers this Aspect may invoke or compel it for free during the following round. This Aspect may be very fragile however, and could go away depending on the situations and how it changes.

[*Read Thoughts* (pg. 121, 2 AP), *Strenuous* (+o)]

Wizard's Charm

Power Aspect: *Magical Compulsion Spell*

Discipline: Psychomancy

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

With a whispered incantation and a subtle weave of magical power, you impose your will over the mind of another.

When cast, make a mental attack using your Affinity. Your opponent may defend with his Willpower. Unless you generate Spin on your attack roll. You victim knows you are in his head.

Each time your mental attack causes the target to take a mental Consequence, you may implant some form of command into the target's mind. The target suffering the Consequence will seek to perform this action to the best of his ability.

A Minor Consequence results in the ability to implant a single word command, such as "Freeze" or "Kneel". The target will try to obey the command until the end of the scene or until he successfully resists.

A Major Consequence results in the ability to implant a simple sentence command, such as "Go stand in the corner," or "Drop the weapon." The target will try to obey the command for an hour or until he successfully resists.

A Severe(P) Consequence results in the ability to implant a command consisting of a few sentences. The target will try to obey the command for a 24 hours or until he successfully resists.

An Extreme(P) Consequence results in the ability to implant a command consisting of several sentences capable of relating a series of steps. The target will try to obey the command for a week or until he successfully resists.

The target may attempt to resist any time he is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point.

Remember that the target of this Power seeks to do as the attacker intends. That is, he may not attempt to exploit loop-holes in the command.

[*Influence Thoughts* (pg. 86, 3 AP), *Strenuous* (+o)]

Word of Darkness

Power Aspect: *Body Altering Spell*

Discipline: Animancy

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

With a whispered word, you cause your target to temporarily go blind. Roll your Affinity vs. their Endurance. If you succeed, you place the persistent Aspect *Blind(P)* on them for an amount of time determined by how well you succeeded. Reference the Time table on pg. 324 of *Strands of Fate*.

[*Affliction (pg. 39, 4 AP, Sever Senses), Strenuous (+0), Ranged (+1), Limitation (-2): You may only affect the sense of sight.*]

World Warp

Power Aspect: *Teleportation Spell*

Discipline: Addomancy

AP Cost: 4

Activation Difficulty: 5 + Sympathy Modifiers (pg. 59)

Activation Time: Simple Action

By casting this spell you are able to fold reality and bore a hole through it with your power, instantly transferring you to another location without the need to cross the intervening space.

The more familiar you are with your target area, the easier it is to teleport there. You may carry with you any equipment on your body and a small object in each hand or a larger object of a Size rating no greater than your own in both hands.

Teleported objects maintain the same velocity and direction of travel they had before teleporting. So if you jump off a building and teleport just before you hit the ground, you aren't saved from the impact, you'll just splatter elsewhere. Though teleporting over water might be better than impacting against concrete!

Roll your Affinity to cast this spell and apply the single most appropriate modifier from the sympathy modifiers table on page 59. If you succeed, you instantly disappear from where you are currently standing and appear at your chosen location. If you fail, you suffer the appropriate stress and do not teleport.

[*Teleport Self (pg. 141, 4 AP)*]



Wraith Talons

Power Aspect: *Ghostly Claw Spell*

Discipline: Necromancy

AP Cost: 5

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

Duration: Scene

As you cast this spell, dark energies gather around your hands and manifest as shadowy claws. When you slash at your enemies the claws stretch out from your hand and fade right through armor, rendering it useless against your ghostly talons.

You make attack rolls with your Agility, and your enemies may defend with their Agility. The claws have a Weapon Rating of 3, and armor does not offer any protection.

In addition, you may use your wraith talons to attack enemies in an adjacent zone.

Once the spell is cast, the claws remain until the end of the scene or until you dismiss them.

[Power Attack, Melee (pg. 108, 2 AP), Reach (+1) Repetitive (+2)]



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Augmentations

Advanced technology brings with it the ability for mankind to direct its own evolution. But sometimes these changes not made by choice, but are instead a treatment option for those who have suffered terrible physical injury.

A lost arm might be replaced by a computer controlled machine limb capable of interfacing directly with the nervous system. Blindness may be cured by replacing the eye with an optical sensor capable of not only seeing as well as a normal eye, but at much larger distances or even in different spectrums of light.

In some futuristic settings, augmentation may be very common. Some may choose to replace perfectly good body parts with synthetic improvements. Or they may elect to have machines placed into the body that do not replicate natural functions at all, but instead provide entirely new capabilities to the user.

Augmentations are generally created using advanced nanotechnology that provides both the structure of the augment, and the interface with the body's nervous system. Augments that largely consists of machine parts, being made of metal and plastics, are generally referred to as "hardware".

At the other end of the spectrum is what is called "wetware", which consists of cloned organs and tissue, and genetic modification. Advanced wetware allows the human body to take on the traits of pretty much any natural creature, and some... less natural.

And in the most extreme cases, the entire body is replaced. The character's mind is scanned, recreated as software, and uploaded into a new body. This process is described in more detail in *Strands of Fate* (pg. 328).

Augmentations are built using the following guidelines:

- + Many Augmentations can be represented with Aspects and, if your GM allows, may be purchased with Resources. See below for more on this option.
- + Powers selected to represent hardware Augmentations that require activation must always have an activation difficulty, and stress suffered from failed activation is suffered on the System Stress Track (pg. 262).
 - Wetware Augmentations generally do not require an activation roll, instead requiring the expenditure of a Fate Point if the Power requires activation.
- + Powers selected to represent Augmentations must be associated with the Augmentations Power Source and are used in conjunction with the Quality Affinity Ability.

Affinity Ability: Quality

Quality is an Affinity Ability used when rolling to activate and use your Augmentations. This Ability represents the overall functionality of your hardware/wetware, how reliable it is, and how well it performs when subjected to abuse. Such abuse may come from general wear and tear, or from pushing the Augment beyond its limits.

System Stress Track

The System Stress Track is an expansion and merger of the basic rules for hacking into systems and the System stress rules for vehicles. It is used to model both attacks against a secured system, and operational errors or malfunctions suffered by a system pushed to its limits.

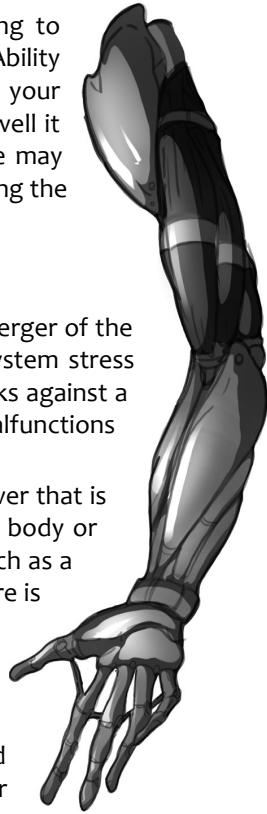
When you are required to roll to activate a Power that is described as a cybernetic enhancement to your body or an unconventional use of a computer system such as a Savant Program, any stress you suffer from failure is taken on the Systems Stress Track. This Stress Track represents the delicate hardware and software systems that grant you access to your Power. Stress on this track represents software glitches, network lag, actuator failures, damaged internal hardware, or any number of such minor or major equipment failures.

Some programs allow you to attack the System Stress Track directly, and these can have either Weapon Ratings or Edge Ratings. These function just as they would as if you were attacking the Physical or Mental Stress Tracks.

When hacking a PC's (or NPC's) implanted computer systems (like a Mindset), your successful hacking rolls result in stress on their System Stress Track. As the System Stress Track is attacked, and suffers Consequences, the attacker gains greater levels of access to the system. See pg 297 for more on the levels of access that are achieved with each Consequence.

Use this formula to determine how many System stress boxes you get (minimum 1) per Consequence.

$$\text{Reasoning} + \text{Craft} + \text{Other Modifiers} = \text{Number of System Stress Boxes}$$





“Healing” the System Consequences

It is assumed that characters work to repair any errors or defects in their equipment during their downtime. Depending on the severity of the Consequence, this may be as simple as a reboot or as complex as disassembly and the integration of replacement parts.

Regardless of the specifics, System Stress is healed at the same rate as Physical or Mental Consequences. Rolls to heal use the Craft Ability.

It may sometimes be easier to just purchase replacement parts or hire someone to fix the repairs for you. Doing this grants you a bonus on your healing roll.

Determine the size of the bonus you would like, then roll Resources to make a purchase at a Cost rating equal to the bonus. So if you want a +3 bonus on your roll to repair your Systems, you may get it by purchasing the parts and/or services at a Cost rating of 3.

Sample System Consequences

Minor

- Minor Lag
- Limited Access
- Running Hot

Major

- Memory Leak
- System Access
- Damaged Actuator

Severe(P)

- Random Reboots
- Admin Access
- Unreliable Responses

Extreme(P)

- System Crash
- Root Access
- Unresponsive

Defeated(P)

- Unrecoverable System Failure

Augmentations via Specialty Aspects and Heroic Advantages

While some Augments are best modeled with Powers, a great many of them can be adequately represented with Specialty Aspects. Below is a list of basic Augments represented by Specialty Aspects, and their Cost if the GM decides to allow you to purchase them with Resources.

Also remember that by purchasing the Persistent Specialty Heroic Advantage (pg. 22), you can make these Aspects persistent.

Sample Specialty Aspects	Resources Cost
<i>Adrenal Boost Module (Agility)</i>	4
<i>Basic Eye Augment (Perception)</i>	3
<i>Basic Hearing Augment (Perception)</i>	3
<i>Basic Muscle Augmentation (Strength)</i>	3
<i>Basic Smell Augment (Perception)</i>	2
<i>Grip Pads (Agility)</i>	2
<i>Gyroscopic Stabilizers (Agility)</i>	4
<i>Metabolism Maintenance System (Endurance)</i>	2
<i>Pain Dampers (Endurance)</i>	3
<i>Prehensile Feet (Agility)</i>	2
<i>Skin-Weave Armor (Endurance)</i>	4
<i>Targeting Support System (Agility)</i>	4

Note that many “Basic” Augments can be upgraded to more powerful versions with Heroic and/or Power Advantages. For example, the “Basic Eye Augment” could be upgraded to an “Enhanced Eye Augment” and represented by purchasing the Persistent Specialty Heroic Advantage to make it persistent, or the Enhanced Sight Power. Similarly, an upgraded “Muscle Augmentation” can be represented with the Heroic Advantage, Herculean Might.

Remember that your GM may allow you to purchase Advantages and Powers with Resources. See *Strands of Fate* pg. 90 for more info.

The rest of this section deals with Augments that are best represented by purchasing Powers. Some examples of these types of Augments can be found on the next few pages.

Sample Augmentations by AP Cost

Augmentations	AP	Base Power(s)	Pg.
Gills	1	Breathless	266
Retractable Blades	1	Body Weaponry	270
Enhanced Pheromones	2	Awe	266
Light Screen Camouflage	2	Chameleon	266
Medicine Factory	2	Regeneration	267
Prehensile Tail	2	Extra Limb	269
Smuggler's Compartment	2	Hidden Compartment	270
Emergency Life Support	3	Lifeless	265
Mindset	3	Computer Implant	267
Neura-surge	3	Surge	268
Optic Drone	3	Clairvoyance	268
Reinforced Skeleton	3	Armor	269
Sub-Dermal Armor	4	Armor	270



Emergency Life Support

Power Aspect: *Imbedded Support System*

AP Cost: 3

Activation: None

Duration: Special

The emergency life support system is a device installed in the torso and attached directly to the heart. In the event that you are exposed to life threatening danger from poison, toxins, starvation or dehydration, the device automatically activates, stops the heart, and begins pumping pure oxygenated blood to the brain and other critical organs. It also administers critical nutrients to the rest of the body, making up for a lack of food and water, and dumps a supply of natural pain killers to help you persevere until you can get to safety.

Once activated, the system allows you to survive up to an hour without oxygen, halts the damage done by toxins or poisons for an hour, and provides the body with the equivalent of one gallon of water and a healthy meal. The pain killers last for about 3 hours, during which time the Severe Physical Consequence is not persistent for you.

Once activated, the system cannot be used again for 24 hours, during which time it replenishes its supplies from your system.

[Lifeless (pg. 91, 3 AP), Resilience (+1), Limitation (-1): Can only be used once per day, has a limited duration, and does not protect from vacuum.]

Enhanced Pheromones

Power Aspect: *Pheromone Altering Wetware*

AP Cost: 2

Activation: Fate Point

Duration: Scene

At your command your body releases a wave of pheromones that wash over those nearby. This subtle scent is alluring to others in the same zone, effectively granting you a persistent Aspect of *Aura of Seduction(P)*.

People can't put their finger on it, but you strike them as very attractive and they long to be with you.

[*Awe* (pg. 51, 2 AP)]

Gills

Power Aspect: *Gene-Engineered Wetware*

AP Cost: 1

Your neck sports a set of fish like gills, gifted to you by the marvels of modern science. Through extensive genetic manipulation you are now capable of drawing oxygen out of water filtered through your gills.

You may also breath air normally.

[*Breathless* (pg. 58, 2 AP), *Water Breathing* (-1)]

Light Screen Camouflage

Power Aspect: *Light Warping Hardware*

AP Cost: 2

Activation Difficulty: 4

Duration: Scene

Your skin has been woven with a network of dozens of tiny magnetic field generators. These generators bend the light around you, rendering you nearly invisible and allowing you to blend in with your surroundings.

You gain a +4 on rolls to remain unseen as long as you aren't moving, and a +2 on such rolls if you do.

[*Chameleon* (pg. 58, 1 AP), *Cloaked* (+1), *Strenuous* (+0)]

Medichine Factory

Power Aspect: *Tissue Regenerative Augment*

AP Cost: 2

Activation: None

You have a small nanomachine factory, compromised of both wetware and hardware, implanted somewhere within your body. These machines (nicknamed “medichines”) patrol your blood stream and, should you become injured, rush to aid your body’s natural healing mechanisms to stop bleeding, close the wound, and ward off infection.

This means that your body can heal from wounds at an incredible rate. When you purchase this Augment, the amount of time required for a Physical Consequence to degrade to a lower severity is reduced by 1 time increment. See pg. 324 for time increments.

For example, normally it requires about a month to reduce an Extreme(P) Physical Consequence to Severe(P). However, with this Augment, it only takes about a week.

[*Regeneration* (pg. 122, 2 AP)]

Mindset

Power Aspect: *Nanocybernetic Brain Augment*

AP Cost: 3

Activation: None

You have undergone the process required to implant a Mindset. The process consists of a regular series of injections wherein a colony of nanomachines enter the brain and replace a web of brain cells. These machines perform the job of the replaced brain cell, but also communicate with the other machines in the network to set up a sophisticated computer system that is capable of directly interfacing with the brain. Sensory data provided by the implant is received directly over your normal senses.

The Mindset is a computer with a rating of 2. See page 265 of *Strands of Fate* for more on computers.

Your implant comes with a jack in the back of your head to allow your implanted computer to interact with other machines and networks, but it can also transmit and receive data wirelessly.

In addition, the Mindset is outfitted with a custom Agent. This Agent has a rating equal to the computer rating of the implant.

[*Computer Implant* (pg. 63, 1 AP), *Wireless* (+1), *Built-In Agent* (+1)]



Neura-surge

Power Aspect: *Neuro-muscular Augment*

AP Cost: 3

Activation Difficulty: 4

Activation Time: Free Action

Duration: Turn

Your body is threaded with an augmented nervous system, comprised primarily of hardware, but with some wetware components, that links into both the muscular system and the cognitive portions of the brain. When activated, the neura-surge system sends your mind and body into overdrive, allowing you to move and process information so fast that it appears the world around has slowed down.

When you activate this Augment, you gain an additional Simple Action in the turn in which it was activated. You may not activate this Augment more than once per turn.

[*Surge* (pg. 137, 3 AP), *Strenuous*(+0)]

Optic Drone

Power Aspect: *Tiny Flying Recon Drone*

AP Cost: 3

Activation Difficulty: 6

Activation Time: One Turn

Duration: Scene

Your eye has been replaced with a cybernetic prosthetic capable of discharging a tiny reconnaissance drone. With a command the eye splits open and a tiny machine, appearing much like a winged spider with one large eye, flies free of your head. While deployed, you can see what the drone sees.

The drone can move up to a number of yards (or meters) equal to your Affinity +1 x 100.

The drone is controlled by remote, and is incapable of independent action. It has the following Physical Abilities, and is destroyed if it takes even a single point of physical stress.

Strength: -3, Agility: 4, Endurance: 0, Perception: 4

In all other cases, such as when using Deception to hide, the drone uses your Abilities. Though remember that this Augment's Power Aspect can be used to modify such rolls.

If destroyed, you gain the *One Eyed Aspect* until the drone is replaced. It can be replaced at a Cost rating of 4 so long as you have access to someone who can sell you a replacement. Though the GM should be lenient and allow it to be replaced for free with a bit of down time (about a week) in a location where you could acquire a replacement.

Continued on next page...

While the drone is active you see through both the drone's eye and your own, though while attempting to pay attention to both locations you gain *Distracted (P)* as a persistent Perception Aspect.

[*Clairsentience* (pg. 60, 3 AP), *Tethered Senses (+1)*, *Physically Aware (+1)*, *Limitation (-2)*: *The sensor takes a physical form that can be detected and destroyed.*]

Prehensile Tail

Power Aspect: *Prehensile Tail Augment(P)*

AP Cost: 2

Activation: None

You've grown a new limb as a result of extreme genetic manipulation. You now have a tail emerging from the base of your spine that is flexible and agile enough to lift objects, and strong enough to hang by if you chose.

This Augment's Power Aspect, *Prehensile Tail Augment(P)*, is persistent.

You might invoke this Aspect to grant a bonus on grappling, climbing, running, or complex work where an extra hand might come in handy.

[*Extra Limb* (pg. 71, 2 AP)]

Reinforced Skeleton

Power Aspect: *Skeletal Bonding Hardware*

AP Cost: 3

Activation: None

Your body has been heavily fortified, its bones bonded with a composite of ceramics and metals that make it nearly indestructible. While it doesn't provide much in the way of protection against slashes and punctures, the amount of force required to break the bones is tremendous.

You have an Armor Rating equal to your TL + 6 against any physical attack that would cause you to suffer any *Severe(P)* or *Extreme(P)* stress. Meaning, this Armor Rating would not be applied to an attack that only dealt stress to the row of stress boxes associated with your *Minor Consequence*. But it would be applied if the attack were going to cause you to check off stress boxes associated with your *Severe(P) Consequence*.

NOTE: If you are using either the *Threshold* or *Single Set Stress* mechanics, this Armor rating applies any time in which you have already suffered both a *Minor* and *Major Consequence*.

[*Armor* (pg. 43, 1 AP), *Improved Armor +4 (+2)*, *Passive (+2)*, *Conditional Trigger (-2)*: *AR only applies against physical blows that deal Severe or Extreme stress*]

Retractable Blades

Power Aspect: *Wetware Blade Sheath*

AP Cost: 1

Activation: None

Activation Time: Free Action

Duration: Scene

You have a retractable blade, or set of blades, embedded in your fingers or arms. This blade, or blades, are anchored to your skeletal structure and can be ejected or retracted with a thought (free action).

This blade, or blades, has/have a Weapon Rating equal to your setting's Tech-Level.

[*Body Weaponry* (pg. 57, 1 AP), *Effortless* (-1), *Retractable* (+1)]

Smuggler's Compartment

Power Aspect: *Hidden Compartment Augment*

AP Cost: 2

Activation: None

Be it in your thigh, somewhere on your torso, or some other location; you have a compartment in your body in which you can store items about the size of your fist.

This compartment is disguised, and insulated against X-rays, metal detectors, or the like.

[*Hidden Compartment* (pg. 78, 1 AP), *Insulated* (+1)]

Sub-Dermal Armor

Power Aspect: *Armor Hardware Beneath Skin*

AP Cost: 4

Activation: None

You have a layer of thin flexible armor woven beneath your skin. While not immediately visible to the casual observer, this armor can deflect bullets and blades, potentially preventing them from becoming anything more than a simple abrasion or bruise.

This armor provides you with an Armor Rating equal to your Tech-Level, and can be stacked with the AR provided by other types of armor.

[*Armor* (pg. 43, 1 AP), *Passive* (+2), *Heavy Compatibility* (+2), *Limitation* (-1): AR is reduced by -2.]

Dark Gifts

These are the supernatural Powers granted to an individual in exchange for providing aid to demonic beings. Sometimes these Gifts are bestowed upon worshippers, other times they granted as part of an infernal bargain.

The details of how a character came to possess Dark Gifts are up to the player, but they are never free.

- + Powers selected to represent Dark Gifts wear upon the mind of the bearer. Thus, Dark Gifts always deal stress to the bearer's Mental Stress Track. (Note: The Vampire Power Package, pg. 198, instead uses the Hunger Stress Track.)
- + Powers selected to represent Dark Gifts must be associated with the Dark Gifts Power Source and are used in conjunction with the Accord Affinity Ability. (Note: The Vampire instead uses Blood Mastery.)



Affinity Ability: Accord

Accord is an Affinity Ability used when rolling to use your Dark Gifts. It represents how much power the source of your character's demonic Gifts is willing to let him utilize. A high Accord rating generally indicates that the character is in a position in which the granter of his Gifts seeks to help him.



Sample Dark Gifts by AP Cost

Dark Gift	AP Cost	Base Power(s)	Pg. #
Beast Master	1	<i>Influence Thoughts</i>	272
Shades of the Past	2	<i>Postcognition</i>	278
Demon Speed	3	<i>Surge</i>	275
Soul Sight	3	<i>Empathy</i>	280
The Grave's Embrace	3	<i>Insubstantial</i>	280
Claim the Flesh	4	<i>Possession</i>	273
Dark Servitor	4	<i>Summon Creature</i>	274
Profane the Temple of Flesh	4	<i>Transmogrification</i>	277
Slaver's Kiss	4	<i>Influence Thoughts</i>	279
Balefire	5	<i>Power Attack, Ranged</i>	272
Plague of Locusts	5	<i>Imbue Zone</i>	277
Feast of Memories	6	<i>Mind Probe + Mind Wipe</i>	275

Balefire

Power Aspect: *Gift of Hell Fire Summoning*

AP Cost: 5

Activation Difficulty: 6

Activation Time: Activates for free as part of the simple action to attack.

You are capable of blasting your foes with the soul searing fires of hell itself. These fires burn physical objects such as flesh and bone, but also does tremendous damage to the mind of the target, filling him with horrible sadness and apathy.

The physical attack is made with your Affinity, and has a Weapon Rating equal to your TL +3. The target may defend with his Agility.

If you deal any stress with the physical attack, make a second attack with your Affinity. This attack has an WR of +3, and affects the target's Mental Stress Track. He may defend with his Willpower.

[Power Attack, Ranged (Physical, pg. 114, 2 AP), Improved Weapon Rating +2 (+1); Power Attack, Ranged (Mental, pg. 114, 2 AP), Improved Weapon Rating +2 (+1); Linked Advantage (pg. 167, +1 AP), Sequenced (-1): Must hit with physical attack first, Forced Link (-1)]

Beast Master

Power Aspect: *Gift of Animal Dominance*

AP Cost: 1

Activation Difficulty: 6

Activation Time: Simple Action

This demonic Gift grants you mastery over the natural beasts of the world, warping their minds and enslaving them to your will. Users of this Gift often pick less savory animals such as rats, bats, crows, snakes and wolves to do their bidding, but it can work on any normal animal.

When used, make a mental attack using your Affinity. The target animal may defend with its Willpower. Unless you generate Spin on your attack roll. The animal knows you are in its head.

Each time your mental attack causes the target to take a mental Consequence, you may implant some form of command into the target's mind. The target suffering the Consequence will seek to perform this action to the best of his ability.

A Minor Consequence results in the ability to implant a single word command, such as "Halt" or "Kneel". The target will try to obey the command until the end of the scene or until he successfully resists.

A Major Consequence results in the ability to implant a simple sentence command, such as "Guard that door" or "Attack that man" The target will try to obey the command for an hour or until it successfully resists.

Continued on next page...

A Severe(P) Consequence results in the ability to implant a command consisting of a few sentences. The target will try to obey the command for a 24 hours or until he successfully resists.

An Extreme(P) Consequence results in the ability to implant a command consisting of several sentences capable of relating a series of steps. The target will try to obey the command for a week or until he successfully resists.

The target may attempt to resist any time it is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point.

If the victim successfully resists, the Consequences he has suffered from this Power are replaced by new Consequences that represent the mental damage it has endured, but not necessarily a compulsion to follow a command.

Remember that the target of this Power seeks to do as the attacker intends. An animal is not smart enough to look for loop-holes in commands, and couldn't exploit them if it were.

[Influence Thoughts (pg. 86, 3 AP), Strenuous (+0), Limitation (-2): Only affects natural animals.]

Claim the Flesh

Power Aspect: *Gift of Possession*

AP Cost: 4

Activation Difficulty: 6

Activation Time: Simple Action

Duration: Special

You are able to force your own mind into the body of another, locking away the original mind and exerting your own control over his body. There are limitations however. The body you inhabit may not enter holy ground, cross running water, be submerged in water, or cross a line or circle made of salt.

When activated, you may make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower (and gains a +2 if conscious). If your attack generates Spin, the target will not be aware of your attempt to possess him. Otherwise he senses your presence in his mind. If you fail to deal any stress on your attack, you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

You successfully take over the body of your target when you force them to take a Mental Consequence (a Minor will do). The original mind of the body you possess is largely suppressed, though you may speak telepathically with him and he may still sense the world through the body's senses. But once in possession, you control the body of your host until it successfully resists.

The target may attempt to resist any time his body is forced to take an action that would itself cause him any sort of physical, mental or social stress; or by spending a Fate Point. For example, he'd get a chance to resist if you were about to walk his possessed body off a cliff, or use it to try to kill his wife. To resist, the



target must succeed on a Willpower roll against your Affinity. Once he has successfully resisted, the mental hold is broken and you are ejected from the body. Also, depending on how strongly your host disagrees with your actions while in control of his body, he may gain a bonus.

For example, causing the victim to eat a food he doesn't care for may not grant a bonus, but causing him to harm a loved one might grant him a +3, while forcing him to commit suicide might grant a +5.

Your own body falls into a catatonic state as long as you possess another body. Should the possessed body die, or you are ejected from it forcibly, you immediately suffer enough stress to cause a Mental Consequence and instantly return back to your own body. You may also elect to end the possession willingly however and snap back to your own body at any time.

Each day spent in a stolen body requires you to reactivate this Power and successfully force the mind that inhabited it to take a Consequence, though you may continue to use this Power to attack the former owner's mind, even after you have gained control. If the former owner of the body is ever mentally Defeated, you gain uncontested control of the body for as long as you inhabit it.

[Possession (pg. 105, 5 AP), Strenuous (+0), Limitation (-1): The body you inhabit may not enter holy ground, cross running water, be submerged, or cross a line or circle made of salt. Doing so causes you to be ejected.]

Dark Servitor

Power Aspect: *Gift of Demon Summoning*

AP Cost: 4

Activation Difficulty: 7

Activation Time: Simple Action

Duration: Scene or 8 hours with FP expenditure

Calling upon your connection to the infernal, you open a tiny gateway through which one of hell's least denizens is able to slip through into the material realm.

When you cast this spell, you summon an Imp, a small bat winged humanoid demon. The Imp uses the stats as described on the next page and is under your control until it is destroyed or disappears.

The Imp may only take two Consequences, Major and Defeated(P).

[Summon Creature (pg. 131, 5 AP), Practiced Summoning (+0), Limitation -1: The Imp may only take two Consequences.]

Continued on next page...

Imp

Character Aspects:

- *A Small Demonic Entity*

Size: -1

Physical		Mental		Social	
Agility:	3	Craft:	0	Deception:	3
Endurance:	3	Knowledge:	1	Empathy:	1
Perception:	3	Reasoning:	2	Persuasion:	1
Strength:	2	Willpower:	1	Resources:	0
Stress Track:	5	Stress Track:	3	Stress Track:	N

Specialty Aspects:

- *Exudes the Stench of Brimstone*(Deception)
- *Easily Distracted by Opportunities to Sin*(Willpower)

Notable Advantages:

- **Ranged Power Attack** – *Breath of Fire*, WR: +4 (Assumes TL: 3)
- **Fly** - The imp can fly, hover and glide with ease, but its flying speed is limited to hustle.

Total Physical Defense Modifier (AR):		+3(+0)	
Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Claws or Bite	+3(+1)	Agility	0

Demon Speed

Power Aspect: *Gift of Inhuman Speed*

AP Cost: 3

Activation Difficulty: 4

Activation Time: Free Action

Duration: Turn

When you activate this Gift the infernal power coursing through you exerts its tainted nature on reality itself, causing time to temporarily slow relative to yourself.

You gain an additional simple action in the turn in which this Power is activated. You may not activate this Power more than once per turn.

[*Surge* (pg. 137, 3 AP), *Strenuous* (+0)]

Feast of Memories

Power Aspect: *Gift of Memory Devouring*

AP Cost: 6

Activation Difficulty: 6

Activation Time: Simple Action

This gift allows you to rip the memories from the mind of another, feeding on their psychic energies to heal your wounds and learn intimate details about your prey.



When activated, you may make a mental attack against your opponent using your Affinity. The target may resist using his Willpower. If your attack generates Spin, the target will subconsciously avoid attempting to remember the things he has been made to forget. He will not attempt to think about the missing memories and will only consider the matter if prompted to by another.

If you fail to deal any stress on your attack you suffer an amount of stress to your related Stress Track equal to the difference between your attack roll and the defender's defense roll.

Each time your mental attack causes the target to take a Mental Consequence, you may remove some specific range of memory from your victim's mind. In addition, you automatically downgrade a physical Consequence of the same level and experience the devoured memories for yourself.

A Minor Consequence results in the ability to erase the events of a single scene of little importance to the victim. This means that you could force him to forget where he hid his weapons cache; but you couldn't make him forget the last few moments he had with his dying father. In addition, you gain a single word answer to a question related to the erased event.

A Major Consequence results in the ability to erase about a day of time, or you might be able to erase a memory of a scene that was important to the character. You also gain a simple sentence answer to a question related to the erased timeframe.

A Severe Consequence results in the ability to remove a week or so or a critical day in the character's life. You also gain a multi-sentence answer to a question related to the erased timeframe, or you may witness an entire scene during that erased timeframe as if you had been present.

An Extreme Consequence results in the ability to erase about a month of time or forget a week that was very important to the character. You may also discover just about any fact related to the erased time period, or experience several days of the target's life as if you had lived them yourself.

The amount of memories erased must be a single "lump" of time per use. This means that while you may be able to erase the events of a day from a character's mind, you could not erase twelve hours' worth of time spread over the course of a month, taking only an hour or two at a time.

The effects of this Power are permanent unless the character's memory is jogged by being exposed to evidence of a forgotten event. Once exposed to this proof, to recall a memory that has been wiped the character must spend a Fate Point and succeed on a Reasoning roll against a difficulty equal to your Affinity.

[Mind Wipe (pg. 95, 3 AP), Strenuous (+0), Memory Edit (+1); Mind Probe (pg. 94, 4 AP), Strenuous (+0); Linked Advantage (pg. 167, +1 AP) Forced Link (-1) Sequenced (-1), Limitation (-1): Mind Probe and Mind Wipe share the same attack roll instead of allowing for two separate attacks.]

Plague of Locusts

Power Aspect: *Gift of Swarm Summoning*

AP Cost: 5

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene

This Gift allows you to vomit forth a massive swarm of tiny demonic locusts. These insects swarm over the area, obscuring vision, and attempting to devour living creatures and crops.

This swarm can fill a single zone, or a much larger area if you spend a Fate Point in addition to the normal activation roll. If you spend the Fate Point, roll your Affinity. The area affected has a Size equal to the result (max 8, see the Size table on pg. 324).

For the duration of the scene, the affected zones have a persistent Aspect of *Locust Swarm(P)*. This Aspect can be compelled to make most physical actions more difficult, or compelled for effect to declare that the opponent simply cannot see out of the affected zone. Remember that compelling or invoking for effect still costs a Fate Point, even though the Aspect is persistent.

In addition, these demon locusts also attempt to devour living creatures. Affected zones are considered hazardous (pg. 328) and have an Intensity of 3.

[*Imbue Zone (pg. 85, 2 AP), Strenuous (+0), Hazardous (+1), Regional Effect (+2)*]

Profane the Temple

Power Aspect: *Gift of Flesh Shaping*

AP Cost: 4

Activation Difficulty: 4

Activation Time: Special

Duration: Permanent when used on Self, Special when used on others.

Some religions teach that the body is a sacred temple that should be cultivated and cared for. This Gift makes a mockery of those teachings, allowing you to warp and twist your own body, and that of others, as if the flesh and bone were clay to be molded.

When you activate this Power, you gain a number of transformation points equal to your Affinity. These points may be spent to grant you access to any other Advantage or Advantages. These Advantages are purchased with your transformation points as if you had used Advantage Points. The Advantage(s) gained must in some way relate to a physical transformation of your body, such as Body Weaponry to grow fangs, or Armor to grow a thick carapace, or Herculean Might to transform fat into muscle.

The amount of time required to make these changes to your body is determined by the number of transformation points spent. See the Time table

on pg. 324. Spending 3 transformation points, for example, requires an hour to shape, sculpt, and will the flesh to change.

Each time this Power is activated you may re-allocate your transformation points and purchase a different Advantage or set of Advantages with them.

Alternatively, instead of selecting an Advantage, you can gain a temporary persistent Aspect such as *Beastly Countenance(P)* or *Twisted Visage(P)*. Such an Aspect is considered to be worth 2 Advantage Points for the purposes of this Power.

You may use this Power on another creature, spending your transformation points to purchase Advantages or new Aspects for them. Roll your Affinity against the Endurance of the creature you intend to change. The amount by which you succeed determines how long the changes will last, as per the Time table on pg. 324.

The time required to perform these changes on another is equal to the number of transformation points spent +1, and of course you'll need to be able to hold the victim immobile during this time.

This Gift also allows you to attack others by quickly affecting damaging changes to their body. You make such attacks with your Affinity Ability, and they have a WR equal to your TL. In addition, each time you cause a Consequence with such an attack, you may define it yourself as if you had made a Called Shot (SoF. Pg 209).

[*Transmogrification* (pg. 147, 4 AP), *Shape Others* (+2), *Limitation* (-2): Requires significantly increased time to affect changes.]

Shades of the Past

Power Aspect: *Gift of Postcognition*

AP Cost: 2

Activation Difficulty: 8 + Sympathy Modifiers (pg. 59)

Activation Time: Simple Action

You have the ability to touch an object and perceive flashes of events from the past that related to it.

Successfully activating this Gift allows you to see the past as it relates to the touched object. To do this, you roll your Affinity against an activation difficulty equal to 8 + any relevant sympathy modifiers. See pg. 59 for more on sympathy modifiers.

Success means you get some impression of the past as it relates to the object, failure indicates that the Power does not work and no impression is received. You should tell the GM what you wish to know about a specific event the object was involved in, or about a person who used the object. The more specific the question, and the better the roll to activate, the more accurate the information the GM should relate back.

[*Postcognition* (pg. 106, 4 AP), *Deliberate Only* (-1), *Limitation* (-1): Only works on objects.]

Slaver's Kiss

Power Aspect: *Gift of Mental Domination*

AP Cost: 4

Activation Difficulty: 6

Activation Time: Simple Action

With a kiss, you infect the mind of your target with a fondness for you ranging from an innocent crush to utter obsession.

When you've kissed, either on the lips or the cheek, make a mental attack using your Affinity (with a +4 Edge bonus). Your opponent may defend with his Willpower. Unless you generate Spin on your attack roll your victim becomes aware of the unnatural attraction you are attempting to forge... though he may not care.

You may only make one such attack per kiss, and once you have successfully caused the target to suffer a Consequence, you may not use this Gift on that target again this scene. Note that this means that if you attack, and fail to cause a Consequence, you may try again.

Each time your mental attack causes the target to take a mental Consequence you force him to become loyal to you, or possibly fall in love with you if you are of a gender he finds attractive.

If you force him to suffer a Minor Consequence, the Consequence he gains is *Infatuated with X*, where X is your name.

As he suffers more extreme Consequences, the Consequences he suffers are:

Major: *Loyal to X*

Severe (P): *"X is My Best Friend"* or *"X is My True Love"*

Extreme(P): *"X is My World"*

Defeated: *"Yes Master... anything for you..."*

[*Influence Thoughts* (pg. 86, 3 AP), *Strenuous* (+0), *Potent Influence* +4 (+2), *Forge Loyalty* (+2), *Limitation* (-3): Requires a kiss, and can only make one Consequence causing attack per scene.]



Soul Sight

Power Aspect: *Gift of Possession*

AP Cost: 3

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Special

When you look upon a person with this Gift active, you can see their very soul... and the stains upon.

As a free action you may roll your Affinity against an activation difficulty of 4. The GM may place modifiers on the activation roll if the target is not of the same species as the character using this Power. For instance, a human using this Gift on a dog may suffer a -2 on his Affinity roll. But as long as the result of the roll is at least 0, this Gift still activates.

The target's emotions appear to you as an aura of color, with different colors representing different emotions. Use of this Gift places an Aspect on the target related to the emotion he is feeling, which can be invoked for free on the same round this Gift is used. This Aspect is very fragile and will go away if the emotion the target is feeling changes.

In addition, you can sense if a person has taken any Mental Consequences and, if you generated Spin on your Affinity roll, learn what they truly are if they are a shape changer. You may also sense if a person is possessed or being mentally controlled, which show up as distortions or images in the aura.

[*Read Emotions* (pg. 120, 2 AP), *Strenuous* (+0), *Read Aura* (+1)]

The Grave's Embrace

Power Aspect: *Gift of Earth Melding*

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

Seeking solace from the life of the living, you fade into the ground where you can be safe and hidden from the world above.

You become insubstantial and sink a few feet into the ground. While in the ground, you cannot see, and may only move to rise.

While entombed in the earth and insubstantial you cannot be touched or harmed by physical objects, though you are still vulnerable to magical weapons and attacks. Should someone try to dig you up, you become solid again as soon as part of you is uncovered.

[*Insubstantial* (pg. 87, 6 AP), *Strenuous* (+0), *Vulnerable to Magic* (-1), *Limitation* (-2): *You may only pass through earth, and can only move to sink a few feet deep or to rise.*]

Divine Miracles

The Powers a Cleric purchases are generally considered to be Miracles performed on behalf of his deity. These Miracles are simply specific Applications of the Powers found in this book, and are built using the following guidelines:

- + Powers selected to represent Divine Miracles are not physically or mentally stressful to the petitioner. Thus, Miracles always cost Fate Points to activate.
- + Powers selected to represent Miracles must be associated with the Divine Magic Power Source and are used in conjunction with the Faith Affinity Ability.



Affinity Ability: Faith

Faith is an Affinity Ability used when rolling to use your Miracles, but serves another function when used by itself:

Devotion

When forced to overcome physical or mental hardship in direct service to your deity, you may compliment (SoF pg. 70) any Endurance or Willpower roll with your Faith. For example, a Blessed of Horus rolling Endurance to defend against a use of the Binding Power while attempting to defend an innocent may compliment his roll with his Faith.



Sample Divine Miracles by AP Cost

Miracle	AP Cost	Base Power(s)	Pg. #
Bless	2	<i>Blessing</i>	282
Break Enchantment	2	<i>Nullify</i>	282
Circle of Sanctuary	2	<i>Barrier</i>	283
Cure	2	<i>Heal</i>	284
Divine Mana	2	<i>Summon Object</i>	284
Hear the Heart	2	<i>Read Thoughts</i>	286
Repel Undead	2	<i>Repel Creature</i>	286
Bless Item	3	<i>Blessing</i>	282
Summon Serpent	3	<i>Summon Creature</i>	287
Divine Weapon	4	<i>Power Attack, Melee</i>	284
Thunderous Smite	4	<i>Power Attack, Ranged</i>	288
Earthquake	5	<i>Imbue Zone</i>	285
Fires of Heaven	7	<i>Power Attack, Ranged</i>	285
Resurrection (Super Power)	8	<i>Heal</i>	287

Bless

Power Aspect: *Divine Blessing Miracle*

AP Cost: 2

Activation Cost: 1 FP

Activation Time: Simple Action

Conducting the prayers of petition, you call upon your deity to watch over and protect your allies.

Once per scene you may petition for this Miracle to gain a number of Fate Points equal to your Faith. You may not use these Fate Points yourself, but may give them out to other PCs or NPCs.

These Fate Points may not be later given away or traded using other Advantages, nor can they be used to activate any Advantages that themselves grant Fate Points.

[*Blessing* (pg. 56, 2 AP)]

Bless Item

Power Aspect: *Divine Blessing Miracle*

AP Cost: 3

Activation Cost: 1 FP

Activation Time: Simple Action

Your prayers and simple rites allow you to channel the divine might of your deity into an item, blessing it.

Once per scene you may petition for this Miracle to gain a number of Fate Points equal to your Faith. You may not use these Fate Points yourself, but must place them in an item. Any person (other than yourself) that holds the blessed talisman can utilize the Fate Points stored within as if they were their own, so long as they are used in a way that the granting deity would approve of. These Fate Points remain in the talisman permanently, until they are all used up, or until you withdraw your blessing (free action).

You may never bless more than one talisman at a time and as long as a previous talisman has Fate Points remaining in it you cannot bless another.

[*Blessing* (pg. 56, 2 AP), *Blessed Talisman* (+1)]

Break Enchantment

Power Aspect: *Enchantment Nullification Miracle*

AP Cost: 2

Activation Difficulty: See Below

Activation Time: Simple Turn

Many evil beings and sorcerers are capable of denying other creatures the greatest of all blessings, that of free will. With this Miracle, you call upon your deity to remove the magical bindings placed upon another, destroying any unnatural influence another being may have over him.

Continued on next page...



This spell can only dispel spells and effects that influence your mind, or the mind of another being.

This Miracle can work in three different ways:

Defend – When attacked with mind altering effects, you may elect to roll your Affinity Ability to defend instead of using a normal Ability such as Willpower. This use of this Miracle does not require activation.

Block – You may spend a Fate Point to dispel behavior altering effects directed at others by using a block action (pg. 327), using your Affinity to determine your block's potency. Once the FP is spent, and the potency of the block is set, it remains for the duration of the scene, or until overcome.

Deconstruct – You may attempt to deconstruct these existing mind altering effects with this power. To do so, you must activate this Miracle and then roll your Affinity in an extended action (each roll requires a full turn). The target difficulty is equal to three times the Affinity Ability of the person who created the effect you are deconstructing. Each time you roll and fail to meet the target difficulty, you suffer an amount of Mental stress equal to the difference between your roll and the target difficulty.

[Nullify, pg. 102, 1 AP, Deconstruction (+1), Improved Nullification +2 (+1), Limitation (-1): Only works on unnatural affects that remove or diminish the character's free will.]

Circle of Sanctuary

Power Aspect: *Protective Barrier Miracle*

AP Cost: 2

Activation Cost: 1 FP

Activation Time: Simple Action

Duration: (1 + Faith) x 3 hours or until dismissed

When you perform this rite, your deity bestows upon the world a warded circle in which agents of evil cannot enter.

The circle is placed around a zone. Any attempt for an affected creature to move or attack through the barrier must overcome the barrier's block Potency. Roll your Faith to set the Potency of the block.

The barrier persists for a number of hours equal to 1 plus your Faith x3, or until dismissed by you.

Creatures affected by the circle include undead, demons, devils, evil spirits, or mortals possessed by such entities.

[Barrier (pg. 52, 3 AP), Effortless (+0), Limitation (-1): Only affects "evil" creatures such as undead, demons, devils, evil spirits, or mortals possessed by such entities.]

Cure

Power Aspect: *Healing Miracle*

AP Cost: 2

Activation Cost: 1 FP

Activation Time: Simple Action

Offering a prayer to your god, he or she answers with a flow of divine power into the body of another, healing their wounds and curing their sickness.

Select one Physical Consequence your target has suffered. This Consequence is instantly downgraded.

[Heal (pg. 77, 2 AP)]

Divine Mana

Power Aspect: *Food Summoning Miracle*

AP Cost: 2

Activation Cost: 1 FP

Activation Time: Simple Action

Duration: Permanent

A bounty of delicious and pure food and drink appear at the behest of your deity, granting you the nourishment you need to continue spreading his message.

When summoned, enough food and drink to sustain five people for a day (Size -1) appears anywhere you choose within range.

[Summon Object (pg. 133, 2 AP)]

Divine Weapon

Power Aspect: *Weapon Summoning Miracle*

AP Cost: 4

Activation Cost: 1 FP

Activation Time: Free Action (Attack or Maneuver is a Simple Action)

Duration: Scene

Calling upon your deity for aid, a weapon forged of pure divine will appears in your hand. The exact nature of this weapon varies depending on the god that you worship, but all are devastating in the hands of the faithful.

You make attack rolls with your Strength or Agility (your choice), and your enemies may defend with their Agility. The weapon has a Weapon Rating of 3 + your Tech-Level.

Once the Miracle is granted, the weapon remains until the end of the scene, or until you dismiss it.

[Power Attack, Melee (pg. 108, 2 AP), Effortless (+0), Repetitive (+2)]

Earthquake

Power Aspect: *Divine Earthquake Miracle*

AP Cost: 5

Activation Cost: 2 Fate Points

Activation Time: Simple Action

Duration: Scene

You call upon your god to shake the very foundations of the world, the earth itself. The ground trembles and rumbles, tossing people and animals about, crumbling walls and structures, and removing any doubt of your god's mighty power.

When you call upon this Miracle you imbue a very large area with the *Earthquake(P)* Aspect. In addition, the affected zones are hazardous, and have a Potency of 3. See pg. 328 for more on Environmental Hazards.

To determine the Size of the affected area roll your Affinity. The result of this roll determines the Size of the area affected, to a maximum of 8.

[*Imbue Zone (pg. 85, 2 AP), Hazardous (+1), Regional Effect (+2)*]

Fires of Heaven

Power Aspect: *Divine Firestorm Miracle*

AP Cost: 7

Activation Cost: See Below

Activation Time: Activates for free as part of the simple action to attack.

The terrible might of your god is made clear to all as the earth is scorched by a rain of divine fire. Heathens and unbelievers burn and perish in the cleansing heat of a divine fire storm.

Before casting this spell, determine how many zones you wish to affect. The activation cost depends on the number of zones affected, which is 1 + 1 for every four zones affected (round down). So if you only target 5 zones, you need only pay 2 Fate Points. Eight or more zones would require 3 FPs. Twelve or more would require 4 FPs, etc. The maximum number of zones you can target is equal to your Faith +1. The range rating for this attack is equal to your Faith +3.

Make an attack roll using your Faith against every character in the target zones. This attack has an Explosive Rating equal to 5 + your Tech Level, which is added as a bonus directly to your attack roll.

[*Power Attack, Ranged (pg. 114, 2 AP), Long Range (+1), Ranged Explosion (+2), Expansive Explosion (+1), Improved Weapon Rating +6 (+3), Limitation -2: May only be used outdoors.*]

Hear the Heart

Power Aspect: *Linguistic Comprehension Miracle*

AP Cost: 2

Activation Cost: 1 FP (Contested, see below)

Activation Time: Simple Action

Duration: One Round or Scene, see below

Your deity has an understanding of all living things, and through him, you can be granted a similar understanding. This Miracle allows you to hear the thoughts of other living creatures, man and animal alike.

Roll your Faith contested by the target's Willpower.

If you succeed, you may spend a Fate Point to hear the target's next few surface thoughts in your mind as if they were speaking them out loud.

This creates a short term mental bond between yourself and the target, and the target becomes aware of you (if it wasn't before).

Use of this Power may allow you to discover one of the target's Aspects if it is relevant to the situation and his current thoughts. The user of Read Thoughts who discovers this Aspect may invoke or compel it for free the first time. This Aspect may be very fragile however, and could go away depending on the situations and how it changes.

[*Read Thoughts* (pg. 121, 2 AP), *Universal Reading* (+2), *Limitation* (-2): *The target always knows that you are attempting to read their thoughts.*]

Repel Undead

Power Aspect: *Repelling Miracle*

AP Cost: 2

Activation Cost: 1 FP

Activation Time: Simple Action

With a muttered prayer, you draw upon the will of your deity to repel that which is anathema to life and the natural order, the undead.

To repel an undead creature, roll your Affinity as a block action (see pg. 327). The creature must roll its Willpower to resist. If it fails, it must immediately retreat from the zone you occupy. Or if it cannot leave the zone, it must still move as far away from you as possible. Once outside of the affected zone, it must overcome the block to get back in.

Each time, including the first time, the creature tries and fails to overcome your block, it suffers an amount of physical stress equal to the amount by which it failed. For example, if your block potency is 5, and the creature attempting to enter your zone rolls a total of 3 on its Willpower roll, it suffers 2 points of physical stress in addition to being forced to leave the zone.

Note that in the case of a possession by a ghost, you'll most likely need to somehow restrain the body. Otherwise, the possessing creature can just move away, taking the body with it. So you'll likely need to restrain it first if you want to force the creature out.

[*Repel Creature (Undead)* (pg. 123, 1 AP), *Destructive Repel* (+1)]

Resurrection

Power Aspect: *Resurrection Miracle*

AP Cost: 8

Activation Cost: 1 FP

Activation Time: 1 hour

With intense prayers, ritual and sacrifice, you may restore a recently slain individual to life. The process requires that the body be relatively whole, present, and must not have died from natural causes. In addition, the person may not have been dead for longer than three days.

Once returned to life, the target awakens completely healed of his ailments.

[Heal (pg. 77, 10 AP) [Cosmic Class Super Power], Limitations (-2): May only be used on a body meeting the requirements listed above. Cannot heal normally, and may only raise the dead.] Note: This Power is a Super Power. However, because of the Limitation imposed the GM may allow it in a game that does not normally allow PCs to take Super Powers. Seek your GM's permission

Summon Serpent

Power Aspect: *Transformation Miracle*

AP Cost: 3

Activation Cost: 1 FP

Activation Time: Simple Action

Duration: Scene

Calling upon the reality warping powers of your deity, this Miracle transforms a stick, rope, or similarly shaped object into a large venomous snake. To perform this Miracle, you must spend a Fate Point then roll your Reasoning against a difficulty of 2. If you fail, the creature is not summoned and your Fate Point is wasted.

When you perform this Miracle you transform a snake shaped object into a real snake, which uses the stats as described below. The snake is under your control and will do as you command until it is destroyed or the duration ends and it transforms back. The snake may only take two Consequences, Major and Defeated(P).

[Summon Creature (pg. 131, 6 AP), Practiced Summoning (+0), Effortless (+0), Limitation -3: May not spend FP to increase duration. You must be able to hold in your hand a stick, rope, wire, cable, scarf, or any other similarly shaped object, which becomes the snake.]

Snake

This is a medium sized poisonous snake, like a rattle snake.

Character Aspects:

Size: 0

- *Snake(P)*

Physical		Mental		Social	
Agility:	4	Craft:	N/A	Deception:	-2
Endurance:	3	Knowledge:	N/A	Empathy:	-2
Perception:	4	Reasoning:	-3	Persuasion:	N/A
Strength:	-2	Willpower:	0	Resources:	N/A
Stress Track:	1	Stress Track:	1	Stress Track:	N

Specialty Aspects:

- *Slithers (Agility)*

Notable Advantages:

- **Poison** - Subtly: 3, Potency: 5, Delivery: Bite
- **Heat Sensitive** - +2 on Perception rolls to detect heat

Total Physical Defense Modifier (AR): +4(+0)

Physical Attack	Att. Mod. (WR)	Def. Ability	Range
Bite	+4(+0)	Agility	0

Poor Defense, Bite delivers poison.

Thunderous Smite

Power Aspect: *Call Lightning Miracle*

AP Cost: 4

Activation Cost: 1 FP

Activation Time: Activates for free as part of the simple action to attack.

You call upon your deity to smite your foes. In answer, your god splits the sky with a brilliant bolt of lightning that blasts your foes.

You make your attack roll with your Faith, and your target may defend with his Agility. The bolt of lightning has a Weapon Rating of +6, and your target's armor does not protect him.

[*Power Attack, Ranged (pg. 114, 2 AP), Effortless (+0), Improved Weapon Rating +6 (+3), Limitation -1: This Miracle only works outside, with a clear view of the sky.*]

Psychic Talent

The Powers a Psychic purchases are called Manifestations. Manifestations are simply specific Applications of the Powers found in this book, and are built using the following guidelines:

- + Powers selected to represent psychic Manifestations must always have an activation difficulty, and stress from a failed activation roll is always directed toward your Physical Stress Track. Consequences resulting from the use of Manifestations generally take the form of fatigue, severe headaches, unconsciousness, coma or even death.
- + Powers selected to represent psychic Manifestations must be associated with the Psychic Talent Power Source and are used in conjunction with an Affinity Ability representative of one of the Devotions described below.
- + [Optional] The GM may decide to allow naturally occurring Psychics who have not been trained in the use of their Manifestations to instead use the Mental Stress Track. This represents the fact that their Powers are being handled by their subconscious, which also takes the bulk of the stress. Such psychics become mentally unstable, prone to violent outbursts, paranoia, delusions, or even catatonia.



Affinity Ability: “Devotions”

Each Devotion is used to activate and use Manifestations that fall into their category. In addition, each Affinity Ability provides these additional uses:

- Biokinesis** – You may compliment Endurance with your Biokinesis when called on to resist poison or disease. You may also compliment Endurance with Biokinesis when rolling to downgrade physical Consequences.
- Ectokinesis** – You may compliment Perception with your Ectokinesis to notice a spirit or spiritual activity. Ectokinesis may also be rolled to sense weaknesses in the barrier between worlds, or other such phenomena.
- Omniscience** – You may compliment whatever Ability is rolled to determine initiative with Omniscience, or to defend against guns, bows or other fast moving projectiles.
- Psychokinesis** – You may compliment your Strength with Psychokinesis whenever you are called upon to make a Strength roll, either to lift objects or when making a melee attack.
- Telepathy** – You may compliment your Empathy with Telepathy whenever you are called upon to make a Empathy roll, either to detect when a person is lying or to just get a read on their emotions.

Manifestations

The way Powers are described in Chapter 3 fits Manifestations rather succinctly. Each psychic's Manifestations are a personal thing, representative of their personality and training. As such, we have not provided any specific Power Applications.

Using the guidelines for the Psychic Talent Power Source described above, it is a simple matter to purchase Manifestations for your Psychic. Still, some advice for specific Powers can be found below, sorted by the Devotions the Powers would likely fall into.

Note that these suggestions are just that, suggestions. Certain Modifiers and/or Meta-Powers may be suggested, but that doesn't mean others may not be useful to boost the effectiveness of a Power. Just keep in mind the inherent limitations of the Psychic Talent Power Source itself, and remember that psychic Manifestations are not magic spells.

See the sidebar on pg. 192 for more discussion on the differences between magic and psychic manifestations.



Biokinesis

- + **Affliction** – You cause the target to spontaneously generate a disease or disable his senses using the Sever Senses Modifier.
- + **Armor** – You are able to generate a thick hide, scales, or a carapace to protect yourself.
- + **Awe** – By toying with pheromone emissions, you can subtly influence the emotions of anyone around you.
- + **Binding** – By interrupting the brain's connection to the body, you can cause a person to become temporarily paralyzed. They can resist with Willpower, and you should purchase the Lock Down Modifier to model this. This is also a Telepathy Manifestation.
- + **Body Weaponry** – An obvious use of Biokinesis; you can grow claws, fangs, a whip-like tail, etc. Keep in mind, however, that the material your body weapons are made of is organic, so the Armor Penetrating Modifier shouldn't be allowed, nor should a Weapon Rating higher than TL +2.
- + **Breathless** – By manipulating your body's use of oxygen, or maybe by growing gills, you can survive without breathing for an extended amount of time. A living body still needs oxygen from somewhere though, so GMs should not allow the unmodified version of this Power.
- + **Chameleon** – You can change your skin color to blend into your surroundings. You cannot, however, change the color of your clothes so you can't take the Cloaked Modifier.



- + **Echolocation** – By making adjustments to the structure of your ears, you can navigate by “seeing” sound like a bat.
- + **Enhanced Hearing** – You can increase the sensitivity of your ears, making you capable of easily picking out the softest of sounds.
- + **Enhanced Senses** – Your mastery of your body allows you to greatly amplify the sensitivity of all five of your senses.
- + **Enhanced Sight** – By changing the structure of your eyes, you can see with the sharpness of a hawk.
- + **Enhanced Smell** – You are able to massively increase your ability to detect smells, and can more easily distinguish them from others. This can allow you to track others like a bloodhound.
- + **Enhanced Reflexes** – By instantly dumping a large dose of adrenaline into your system, you can react at speeds much quicker than that of the average person.
- + **Extra Limb** – You are able to make drastic changes to your body, allowing you to grow additional fully functional limbs. The extra mass must come from somewhere however, and you might take a Limitation (-1) that states that you suffer a -1 on some rolls (depending on where the mass comes from).
- + **Flight** – You are able to fly by growing a pair of wings big enough to support your weight. The extra mass must come from somewhere however, and you might take a Limitation (-1) that states that you suffer a -1 on some rolls (depending on where the mass comes from).

- + **Heal** - This Power allows you to direct the body to more efficiently respond to a wound, healing it much quicker and more efficiently than if left to heal naturally.
- + **Hidden Compartment** - You are able to store objects within your own body without worry of infection or rejection. Accessing these objects is generally neither messy, nor painful. You may not take the Extra-Dimensional Modifier.
- + **Imbue Creature** - By tweaking the biology of another, you can place Aspects on the creature such as *Fatigued*, *Dizzy*, or *Sleepy*.
- + **Insubstantial** - You are able to transform your body into liquid or vapor.
- + **Morph** - You are able to drastically rearrange your cells, allowing you to take a completely of different form.
- + **Night Vision** - By enhancing your sensitivity to light, you are capable of seeing better in darkness.
- + **Poison** - Much like many types of animals, you are able to direct your body to produce a poison that is deadly to others.
- + **Sleep** - By reducing the amount of oxygen getting to the target's brain, you can cause them to instantly fall into a deep slumber.
- + **Power Attack, Any** - By directly attacking the body of another, you can cause wounds to open seemingly without cause. These attacks almost always ignore armor, and are defended against with Endurance.
- + **Thermal Vision** - You cause your body to develop heat sensing organs similar to those possessed by some snakes.
- + **Wall-Walker** - By sprouting tiny hairs used for gripping, like a spider, you can climb on vertical surfaces and even hang upside down.



Ectokinesis

- + **Astral Doorway** - You are capable of peeling open a doorway through the barrier between the material real and the astral realm. Any and all Modifiers for this Power may be appropriate.
- + **Astral Passage** - You can bodily slip through the barrier, transforming your body into ectoplasm as you do. And the Banish Modifier is a handy way to get rid of a troublesome foe.
- + **Astral Perception** - You can sense objects across the barrier, granting you a good idea of what's on the other side. This is very useful if you plan to cross into the opposing realm.
- + **Astral Projection** - Leaving your body behind, you project your mind across the barrier between worlds. This is also a Telepathy Manifestation.

The Astral Barrier

The barrier that separates the material realm from the astral realm can be thinner in some places than others.

Generally, the most emotional “resonance” a location has on the material realm, the thinner the barrier. Thus, a cemetery or sight of mass murder may sport an Aspect of “Thinned Astral Barrier, while locations with a more “logical” resonance, like a science lab or bank vault would have a thicker barrier, and be described with an aspect like Hardened Astral Barrier.

Aspects that describe thin barrier regions may be invoked to make Powers that relate to the Astral realm easier to use. Likewise, Aspects that describe a thicker barrier may be compelled to make them more difficult to use.

- ✦ **Barrier** - By warping the barrier between realms, you can create an invisible fold around an area that blocks spirits on the material plane from entering. The Manifestation has the Limitation “Only affects spirits on the material plane.”, which reduces its AP cost by -2. You may find many other uses for this Power that represent manipulations of the astral barrier.
- ✦ **Binding** - Similar to Binding, you can cause the barrier between realms to fold around a spirit in the material realm, holding it in place. The Manifestation has the Limitation “Only affects spirits.”, which reduces its AP cost by -2.
- ✦ **Imbue Creature** - You are able to subtly alter a spirit, allowing you to place Aspects on it such as *Hungry*, *Bored*, or *Weakened*. You should purchase this Power with a Limitation (-2AP) that states that you may only use this Power on spirits.
- ✦ **Imbue Zone** - This Power grants you some limited control over the astral realm, allowing you to place Aspects on zones in the astral realm such as *Silent*, *Slippery*, *Raining*, etc. You may also use this Power to place Aspects like *Hardened Barrier* or *Weakened Barrier* to make it easier or harder to cross the barrier between realms.
- ✦ **Insubstantial** - By transforming your body into spirit matter, but not crossing into the astral, you are able to remain in the material realm as a ghostly apparition.
- ✦ **Power Attack, Any** - Your mastery of the astral realm allows you to directly damage ectoplasmic creatures and objects. This can be represented by using any of the Power Attack Powers, but you must take a Limitation (-2AP) that states that you may only attack ectoplasmic entities and things.
- ✦ **Summon Creature** - You are able to call across the astral barrier and cause certain spirits to materialize and do your bidding. This Power is only appropriate for calling upon spirits however.

Omniscience

- + **Clairsentience** - This is one of the most common, and most useful, Omniscient Powers. You are capable of projecting your awareness to another location in an effort to view another person, place or thing. Any and all Modifiers are appropriate to a talented Omniscient.
- + **Cognizance** - You are able to tap into the memories of every creature who has ever lived. Some call this the Akashic Record, others may have other names for it. Regardless of what it's called, you can recall knowledge about subjects you never studied, or have ever even been exposed to.
- + **Enhanced Reflexes** - You are able to sense the world around you at a greatly increased rate, seemingly causing the world around you to move in slow motion.
- + **Enhanced Senses** - Your awareness of the world around you gives you an uncanny sensitivity.
- + **Photographic Memory** - You can cast your senses back through the stream of time, allowing you to relive every moment of your life with perfect clarity.
- + **Postcognition** - By feeling around for residual psychic energies, you are able to immerse your senses in past events.
- + **Precognition** - This Power allows you to attune yourself to the psychic energies that permeate the world, compiling the information they carry into an accurate prediction of the future.
- + **Sense** - You are able to attune yourself to particular "psychic frequencies" in an effort to locate specific people or things.
- + **X-Ray Vision** - By directing your awareness through objects, you are able to sense what is beyond them. This is similar to a very limited form of Clairvoyance.



Psychokinesis

- + **Animate Object** - You are able to telekinetically manipulate an object like a puppet. However, other than the force being applied to the object, nothing unnatural is happening here. Thus, Modifiers like Possess Object or Unnatural Mobility should not be allowed.
- + **Armor** - You are able to protect yourself with a barrier of pure kinetic energy. You should also take the Insulating Modifier.
- + **Barrier** - Walls of pure kinetic force are useful in stopping potential enemies from harming you, but exciting a curtain of air molecules can also allow you to generate walls of fire using the Wall and Damaging Energy Modifiers. In addition, by maintaining your

connection with an erected barrier, you can sense anything moving through it. By purchasing the Alarm Modifier, you can detect anyone who crosses your barrier like a spider sensing prey in its web.

- + **Binding** - You can immobilize your foe by wrapping him in bands of kinetic energy.
- + **Chameleon** - By wrapping yourself in a light bending telekinetic field, you can blend in with your surroundings. You'll need to take the Cloaked Modifier to properly model this Manifestation.
- + **Flight** - You are capable of lifting yourself with raw kinetic energy.
- + **Imbue Zone** - This Power grants you some limited control over the environment, allowing you to place Aspects like *"This Place is Hot"*, *Reduced Gravity*, or *Telekinetic Winds* over an area.
- + **Invisibility** - Using the cloaked version of this Power you can wrap yourself in a light bending telekinetic field that completely obscures your presence.
- + **Power Attack, Any** - The psychokineticist is capable of lashing out with bone snapping whips of pure kinetic energy, directing waves of super-heated air, and slowing the motion of molecules to snap-freeze a target. Power Attack can be used to model several different types of damage dealing Manifestations.
- + **Telekinesis** - This is the signature Power of the psychokinetic psychic. You are able to project psychic energy at a "frequency" that allows it to directly interact with the world around you, lifting cups, throwing chairs, bending bars, crushing cars, etc.



Telepathy

- + **Armor** - You are able to generate an insulating barrier that keeps your mind safe from outside attacks. You can model this by taking the Mental Armor Modifier.
- + **Astral Projection** - Leaving your body behind, you project your mind across the barrier between worlds. This is also an Ectokinesis Manifestation.
- + **Awe** - The ability to affect the emotions of others is a fundamental aspect of Telepathy, and this Manifestation allows you to do so on a large scale by broadcasting a subtle telepathic urge to everyone around you.
- + **Binding** - By interrupting the brain's connection to the body, you can cause a person to become temporarily paralyzed. They can resist with Willpower, and you should purchase the Lock Down Modifier to model this. This is also a Biokinesis Manifestation.

- + **Emotion Switch** - The degree of control you have over your own mind allows you to deaden your own emotions when doing so could be beneficial.
- + **Enhanced Reflexes** - You are capable of temporarily supercharging the speed at which your mind can react to stimuli, allowing you to almost instantly react to changes in a situation.
- + **Gestalt Mind** - By creating another mind from a splinter of your own, you are able to create another consciousness that can work on mental problems for you while you concentrate on other tasks.
- + **Illusions** - You are able to make other people see objects that aren't there. To properly model this Manifestation, you must take the Phantasm Modifier.
- + **Imbue Creature** - By tweaking the mind of another, you can place Aspects on the creature such as *Depressed* or *Angry*.
- + **Influence Thoughts** - You can get into the mind of another, forcing them to obey your will.
- + **Invisibility** - Using the telepathic version of this Power you can mask your presence in the minds of those around you.
- + **Mindlink** - You can forge a telepathic link with another mind. This Power, with any of its Modifiers is a classic telepathic Manifestation.
- + **Mind Probe** - By delving into the mind of another, you are able to extract and analyze memories.
- + **Mind Wipe** - This Power allows the telepath to remove and edit memories. But with the Mind Seed Modifier, it's possible to implant pieces of your own personality into the mind of another.
- + **Photographic Memory** - Your mastery of your own mind allows you to perfectly store away memories for later retrieval.
- + **Possession** - This Power allows you to project your mind into the body of another, usurping control for your own purposes.
- + **Power Attack, Any** - By directly attacking the mind of another, you can cause extreme pain and disorientation. These attacks should ignore armor, and are defended against with Willpower.
- + **Read Emotions** - By paying attention to the psychic energies a person emits, you are able to accurately sense their emotional state.
- + **Read Thoughts** - Your sensitivity to the mental energies broadcast by others allows you to "tune in" to those energies and interpret them as the surface thoughts of the people who emit them.
- + **Sleep** - This Power allows you to instantly induce sleep in a target, damping their higher brain functions until they pass out.
- + **Terrify** - You are able to project a sense of terror into the mind of another person.

Computer Hacking Revised

This section deals a lot with hacking computer systems, and the introduction of the System Stress Track makes a few changes to the default hacking system described in *Strands of Fate*. To make things a bit easier on players and a GMs, we have compiled and revised the hacking rules here under the assumption that you are using the System Stress Track.

Hacking Into Computer Systems

Attacking a computer system is in some ways similar to attacking a person. The hacker rolls his Knowledge (or Code, see pg. 298) to attack the system. The GM rolls for the computer's defense, adding its Security rating. Stress is suffered on the target computer's System Stress Track, and as the computer suffers Consequences, the attacker gains more and more control.

However, if the defending computer ever generates Spin on its defense roll against the attacker, the attacker's efforts have been noticed and he is locked out. Once he is locked out, he may not make another hacking attempt without first spending a Fate Point.

A computer has a number of System stress boxes determined by the following formula:

$$\text{Computer Rating} + \text{Security} + \text{Other Modifiers} = \text{Number of System Stress Boxes (Minimum 1)}$$

Computer systems will usually be able to take up to three Consequences. See pg. 263 for example Consequences a computer system might suffer.

In addition, as they suffer Consequences, compromised computers allow hackers greater levels of access. These access levels are:

Limited Access (Minor): Limited Access means you can access files on the computer as if you were a casual operator.

Administrator Access (Major): Administrator access means you can access files that are locked or hidden for all but the owner of the machine. Usually, the hacker can stop fighting the system after the computer is forced to take a Major Consequence, but not if he needs total system control.

Root Access (Severe): Root access means you can access files that are locked to all but the manufacturer of the machine.

Active Security

Computers protected by active security such as an administrator, expensive anti-intrusion software, or artificial intelligences, are harder to hack. The character (or AI) on the defensive may protect the computer as a block action (see pg. 327 for more on block actions).

Failure to overcome the block prevents the hacker from making any progress into the system, but if he fails to overcome the block Potency by more than 3, he is permanently locked out of the system.

The GM may allow the hacker to try again if he changes locations, computer systems, intrusion software, or whatever else makes sense.

Savant Programs

The Savant's Powers all derive from the personal source code he has been able to compile since cracking the safety restrictions on his Mindset (pg. 267). This is a very dangerous procedure, but once complete, the Savant has full control of his implanted system. The programs he is able to run can interface with computers in ways a normal person's implants cannot. This is most obvious in the Mesh intrusion programs wielded by his Daemon. These specialized programs constantly hammer at any and all weaknesses the system may have in an attempt to gain some level of access.

Unlike most hacking attempts, the intrusion attempts performed by the Daemon against the local Mesh are abstracted. This is not something the player needs to roll for and is assumed to be something the Daemon is constantly working on "off camera". The Daemon is constantly battering the Mesh with Trojan viruses, known back door exploits, worms, false data mines, and many other tricks to keep the system confused, overwhelmed, and unable to locate, identify, or track the Savant.

Savant Programs (pg. 302) represent what the Savant can do with unrestricted access to his Mindset and to the local security mesh his Daemon has attained for him. These Programs are simply specific applications of the Powers found in this book. We have provided you with a number of Savant Programs to help you quickly build your character, and to provide you with inspiration when creating your own.

Savant Programs are built using the following guidelines:

- + Powers selected to represent Savant Programs must always have an activation difficulty, and stress suffered from a failed activation roll is suffered on the System Stress Track.
- + Powers selected to represent Savant Programs must be associated with the Programs Power Source and are used in conjunction with the Code Affinity Ability.



Affinity Ability: Code

Code is an Affinity Ability used when rolling to activate and use your Savant Programs, but serves a couple of other functions when used by itself:

Computer Programming

You may use your Code Ability instead of Craft to write new computer programs.

Computer Usage & Hacking

You may use your Code Ability instead of Knowledge or Reasoning any time you need to use a computer or when trying to hack one.

System Stress Track

Any stress suffered from a failed activation roll to use a Savant Program is suffered on the Systems Stress Track (pg. 262).



System Ubiquity (Monitors and Meshes)

In the future, many areas are monitored at all times by cameras and sensors designed to detect and record activity in the environment. This data is collected by a virtual intelligence called a Monitor, and the network of cameras and sensors connected to the Monitor is called a Mesh. These sensors transmit all of their data back to the Monitor wirelessly.

A single Mesh generally watches over one building, ship, habitat, or sometimes a small collection of buildings. It's fairly common for a colony consisting of six to ten buildings to be managed by a single Monitor.

Cities generally have a Monitor set up to observe Mesh sensors placed over public areas. In such places, you are generally visible to at least one camera and microphone at all times.

Security

The first and most obvious purpose for the level of surveillance a Mesh and Monitor provides is security. Anyone with administration rights to the server that houses the Monitor can view any and all of this data. However, the Monitor operates under a number of strict directives and ethical guidelines. For instance, it may allow only people of a certain rank or status to view certain records. And even though private areas such as bathrooms and bedrooms are sometimes monitored, the records of activity in these areas may only be accessed under certain rather strict circumstances, usually requiring government orders.

Generally a Mesh is connected to a greater network, which itself provides access to the global network. This allows members of a family to check in on their loved ones, and to receive status updates about their home. This also means that someone with enough skill can access the data collected by just about any Mesh from anywhere in the world. However, depending on how secure the data that's collected needs to be, the Mesh may or may not be open to incoming and outgoing traffic. In the most extreme cases, the Mesh may actually use wired hardware instead of wireless communication.

Monitors directed to watch over public Meshes are instructed to report anything that looks like illegal activity. However, the amount of information the system has to sort through at any given time usually means such reports take a few hours to make their way to the authorities. And once they do, they are addressed in order of priority. Generally, minor crimes such as

Typical Mesh Aspects and Security Ratings

Mesh Aspect*	Mesh Sec. **/ Comp. Rating	Description
<i>Unmeshed</i>	0/0 or 8/6	Areas with no local Mesh sensors or Monitor; or an ultra-secure area that uses wired connections.
<i>Low Density Mesh</i>	4/2	This is the typical rating associated with “the streets”. Sensors are affixed to buildings, posts, etc.
<i>Standard Density Mesh</i>	5/3	The average household. Only the main living areas are monitored. Data is stored for no more than 36 hours before being overwritten.
<i>High Density Mesh</i>	6/4	The average business. Every room is monitored with the exception of storage closets and bathrooms. Data is generally stored for 72 hours unless the Monitor marks the activity as unusual. If flagged in such a way, the company’s administration will be notified.
<i>Ultra Dense Mesh(P)</i>	7/5	Large corporations or any building in which “sensitive” activities take place. This includes most corporate facilities. Every room is monitored and collected data is stored for months.
<i>Ultra Dense Mesh(P) + Omniscient Monitor</i>	8/6	High security areas. This is any area in which the owners specifically want to watch over those who enter and exit the Mesh. This includes star ports, border checkpoints, security stations, etc.

* The Mesh Aspect is generally invoked or compelled when rolling to perform actions without being noticed by the Monitor (usually with a base Difficulty of 4) or when using certain Savant Programs.

** The Mesh’s Security Rating determines how hard it is to hack the Mesh directly. See pg. 297 for more on hacking computer systems. The Computer Rating determines how much the Monitor knows and how well it can defend the system should it take on the roll of actively defending the Mesh.



shoplifting result in a fine instantly deducted from your credit and paid to the perceived victim. These crimes usually never get any more attention.

To succeed at performing an action unnoticed by the local Monitor you must roll your Deception against a difficulty of 4, though the area's Mesh Aspect may be invoked or compelled to modify this roll.

Augmented Reality Interface

The second purpose of the sensor array is to provide the local augmented reality system the information it needs to work properly. For the AR system to work properly, the system needs to very accurately map the position and motions of all users, from hand motions to head and eye tracking.

In addition to tracking the location and positioning of everyone in the Mesh, the system provides the individual's personal computer(s) with a connection to data stored on the local computers connected to the Mesh, a connection to the global network, and limited access to the information set to display by the personal computers carried by others.

Mesh Aspects

This Aspect reflects the degree to which the local system is saturated with cameras and other sensors. The more dense the sensor web, the more knowledgeable the Monitor is about what goes on in its Mesh.

This Mesh Aspect may be compelled on any rolls a character makes to perform any action unnoticed within a Mesh. However, the Mesh Aspect may be invoked on certain rolls to discover information about events that happened, or are currently happening, within a Mesh. The more dense the Mesh, the more sensors are likely to catch. Of course, the character must have some way of accessing the Mesh's data transmissions or somehow gain direct access to the Monitor.

Such access is usually obtained by hacking the Monitor, or by running certain Savant Programs.



Sympathy, Activation Rolls & the Mesh

When trying to discover information using a Program you often have to factor in a sympathy rating. The sympathy rating accounts for what you already know about what you are trying to learn and the more you already know the easier it is to track down additional data.

Another thing that plays a role in the use of such Programs is the local Mesh density of the area. Simply put the higher the Mesh density the more the local

security systems are able to keep watch over. Areas with higher Mesh densities have more cameras and sensors and accessing this data can be invaluable.

Any time you are asked to make a roll to activate or use a Savant Program and that roll factors in sympathy modifiers (pg. 59), you may invoke or compel the Mesh Aspect of the area in which the person last visited, the item was last seen or the event happened.



Sample Savant Programs by AP Cost

Savant Program	AP Cost	Base Power(s)	Pg. #
Memory Hack	1	<i>Mind Wipe + Ritual Power</i>	304
Savant Interface	1	<i>Machine Submersion</i>	313
Augmented Unreality	2	<i>Illusions</i>	303
Blackout	2	<i>Affliction</i>	304
Stream of Consciousness	2	<i>Read Thoughts</i>	314
System Error	2	<i>Power Attack, Ranged</i>	315
Access Memory	3	<i>Mind Probe</i>	302
Oracle Patterning	3	<i>Precognition</i>	311
Pattern Scan	3	<i>Postcognition</i>	312
Nano-Swarm	3	<i>Control (Nano-Swarm)</i>	305
System Invasion	3	<i>Influence Thoughts</i>	315
Overload	4	<i>Sleep</i>	311
Security Skim	5	<i>Clairsentience</i>	313

Access Memory

Power Aspect: *Record Delving Program*

AP Cost: 3

Activation Difficulty: 6

Activation Time: One Turn

When you run this Program, you hack into another person's Mindset and retrieve stored data. This data includes records of thoughts and sensory data from previous experiences.

When activated, you may make a System attack against your opponent using your Code, and the target may resist using his Code or his Computer's Security Rating (target's choice). If your attack generates Spin, the target will not be aware of your intrusion attempt. Otherwise he or his Agent notices the attempt.

If you fail to deal any stress on your attack, you suffer an amount of stress to your System Stress Track equal to the difference between your attack roll and the defender's defense roll.

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Each time your System attack causes the target to take a System Consequence, you may discover one piece of information you seek. The amount of information gained depends on the Consequence suffered.

A Minor Consequence results in a single word answer to a question.

A Major Consequence results in a simple sentence answer to a question, or a bit of sensory information like a mental image, a sound, or even a smell.

A Severe Consequence results in an answer consisting of a few sentences, or the probing character may experience an entire scene the target was present for as if he himself had been there.

An Extreme Consequence results in the probing character learning just about any fact the target knows or gains the ability to experience several days of the target's life.

[*Mind Probe* (pg. 94, 4 AP), *Strenuous* (+0), *Ranged* (+1), *Limitation -2*: Only works on targets with a Mindset.]

Augmented Unreality

Power Aspect: *Sensory Data Manipulation Program*

AP Cost: 2

Activation Difficulty: 3 + target's Code or Computer Rating

Activation Time: Simple Action

Duration: Permanent until dismissed

You are able to hijack the sensory data passing from your target's Mindset to his brain, causing him to see objects that aren't real. Though they do not make sound, they can move and are detailed enough to pass for real when viewed from any angle. The augmented reality illusion may move at any speed, but disappears if you lose line of sight with it. Any time an observer rolls to pierce a moving illusion, he gains a +2 bonus.

To activate this Program, you must roll against a difficulty of 3 + the target's Code or his Computer's Security Rating (target's choice). If you fail, this Program fails to activate and you suffer an amount of System stress equal to the amount by which you failed. In addition, if you fail by more than 3, your target will be made aware of the intrusion attempt.

If you successfully activate this Program, roll your Code. The result of your roll sets the difficulty of the Perception roll needed to see the illusion for what it is. A low roll might result in an illusion that flickers, or colors that just don't look quite right.

However, a roll that meets a difficulty of 3 is almost always believable, and rolls to pierce the illusion should only be allowed if the observer has a reason to be wary of illusions, such as an illusion that isn't registering to senses or sensors that it should, or if the illusion is behaving in a strange way.

For example, an illusion of a garbage bin on a street corner should not call for a roll to notice the illusion for what it is. On the other hand, passing your

hand through an illusion of an unmoving man would probably allow the observer to pierce the illusion without rolling.

The most basic illusion is the same size as a human adult (size 0). To make larger illusions, the character suffers a -1 penalty on his roll per size category. So, if the character wants to create the illusion of a car (size 2), he'd suffer a -2 on his Affinity roll to determine how believable it is.

[Illusions (pg. 79, 2 AP), Strenuous (+0), Mobile Illusions (+1), Limitation (-1): The activation difficulty depends on the target, and you can be caught.]

Blackout

Power Aspect: *Interface Disruption Program*

AP Cost: 2

Activation Difficulty: 4

Activation Time: Simple Action

By interfering with the interface between your target's brain and Mindset, you can cause a disruption that temporarily blinds the victim. Roll your Code vs. their Code or Computer's Security Rating. If you succeed, you place the persistent Aspect *Blind(P)* on them for an amount of time determined by how well you succeeded. Reference the Time table on pg. 324.

[Affliction (pg. 39, 4 AP, Sever Senses), Strenuous (+0), Ranged (+1), Limitation (-3): You may only affect the sense of sight, and only affects targets with a Mindset.]

Memory Hack

Power Aspect: *Memory Altering Program*

AP Cost: 1 (5 Ritual Points)

Activation Difficulty: 4

Activation Time: Extended (One Hour per Roll)

Effectively utilizing this Program takes time and care, allowing you to access the memories stored on the target's backup module and edit them. While this has no immediate effect on the target, if he is ever restored from the backup, these new memories will exist in place of the old ones.

It takes time to perform the memory edits, and you must have access to the target's Mindset the entire time. After an hour of work you may make a Code roll against this program's activation difficulty.

If you succeed, you may make a Systems attack (Edge Rating +2) against your opponent using your Code. The target may resist using his Code or Security Rating (target's choice).

If you fail to deal any stress on your attack you suffer an amount of Systems stress equal to the difference between your attack roll and the defender's defense roll.

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With each activation you may make one attack against the target's System Stress Track. Each time your System attack causes the target to take a System Consequence, you may remove some specific range of memory from your victim's backup.

A Minor Consequence results in the ability to erase the events of a single scene of little importance to the victim. This means that you could force him to forget where he hid his weapons cache; but you couldn't make him forget the last few moments he had with his dying father.

A Major Consequence results in the ability to erase about a day of time, or you might be able to erase a memory of a scene that was important to the character.

A Severe Consequence results in the ability to remove a week or so or a critical day in the character's life.

An Extreme Consequence results in the ability to erase about a month of time or forget a week that was very important to the character.

The amount of memories erased must be a single "lump" of time per use. This means that while you may be able to erase the events of a day from a character's mind, you could not erase twelve hours' worth of time spread over the course of a month, taking only an hour or two at a time.

The effects of this Program are permanent.

You may also elect to replace the memories you remove with new memories of your own creation. These new memories should make sense within the context of the time period and false memories that are difficult to believe may grant the victim bonuses to recall his true memories of that time.

[Ritual Power (pg. 171, 1 AP), Mind Wipe (pg. 95, 3 AP), Strenuous (+0). Lost Forever (+2), Memory Edit (+1), Selective Editing (+1), Improved Wipe +2 (+1), Limitation-3: No direct effect. Only affects target after backup.]

Nano-Swarm

Power Aspect: *Nanomachine Swarm Control Program*

AP Cost: 3

Activation Difficulty: Base Difficulty (6 – TL) + Control Modifiers

Activation Time: Simple Action (Increase activation difficulty by +4 for Free Action, or by +6 to activate as a free action on another's turn)

This program is the result of many hours writing code designed to interface your mind with a swarm of nanomachines. The swarm, also called a "utility fog", is a mass of millions of microscopic spherical machines sporting an array of retractable arms. By itself a single "fogglet" is useless, but by being able to expand and retract its arms, and intelligently arrange itself in relation to other fogglets, the swarm as a whole can take nearly any shape,

from flowing mist, to rippling mercury-like liquid, to solid objects like walls, stabbing blades, or even clothing

Each command given to your swarm requires activation. The base difficulty is equal to 6 – the campaign’s Tech-Level and the final activation difficulty is set by adding any modifiers you choose to the base difficulty. If the campaign uses multiple TLs, use the highest.

You may elect to increase the activation difficulty required to execute the command in exchange for more potent effects. Just remember that the higher the difficulty, the more System stress you are likely to take. Also, if you fail to meet the base difficulty on an activation roll (the difficulty before any increases are added), not only do you suffer the stress you would normally suffer, but your command results in a system error and your swarm can’t be used this round.

Also remember that the ability to control your swarm does not allow you to create things from nothing. You must have access to your swarm, one of which is given to you for free upon purchasing this Savant Program. A replacement swarm has a Cost of 6.

The following sections describe how your swarm can be commanded to perform some common actions.

Attack

Your swarm can be used to attack a target directly, either by changing into a razor sharp stabbing tentacle, attempting flow over and devour the target, by surrounding and constricting him, etc.

To resolve any attack using your swarm, you must determine the attack’s Weapon Rating. The WR is then added to the activation difficulty to use Control.

Once activated, roll your Code to attack. Your target may defend with whichever Ability seems most appropriate. Generally Agility is used to defend against solid objects and Endurance is used to fight off direct assaults on the body such as an attempt to dissolve or suffocate a target.

An attack comes and goes in an instant, requiring only a simple action to activate and make the attack roll.

Ranged: Ranged attacks generally have a range rating equal to your Affinity, and increase the activation of this use of Control by +2.

Area of Effect: You may elect to attack everyone inside a zone instead of a single target. When doing so, increase the activation difficulty of this use of Control by +4. In addition, instead of adding a Weapon Rating, you add an Explosive Rating. And as with a Weapon Rating, you add your Explosive Rating to the activation difficulty to use Control in this manner.

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Persistent Attack: By increasing the activation difficulty by +4, your attack deals damage over time, such as with an attempt to devour or dissolve a target. If you hit an opponent with your attack and he suffers stress, each additional round he suffers an amount of stress equal to the amount he suffered on the previous round -3. Once the amount of stress he suffers drops to 0, the attack has ended.

So if your opponent suffers 7 points of stress with the initial attack, he'd suffer 4 the next round, then 1, then 0.

Ignore Armor: If you attack using Control in such a way that renders your target's Armor Rating useless (such as an attack that features the swarm seeping through cracks or seems in the armor), increase the activation difficulty of this use of Control by an amount equal to the setting's Tech-Level. If your setting uses multiple TLs, use the highest.

Defense

Often times your use of your swarm may allow you to roll your Code to defend instead of one of your mundane Abilities. For example, you may be able to divert incoming projectiles with a quickly solidified shield (substitute your Code instead of dodging with Agility).

To do this, you must roll to activate your swarm Program. This is a free action, and you use your base difficulty. Once activated, you may use your Code instead of your normal Ability for a single defensive roll that turn.

Also, for every +2 by which you elect to increase your activation difficulty, your Code is considered +1 higher for the purposes of that defense roll.

Block

This is any attempt to hamper or stop another action from happening with your swarm. It works very much like a normal block action (SoF pg. 260), but uses your Code.

Once activated, you can hold a block action as long as you concentrate on holding it. Concentrating on a block is a supplemental action that requires you to suffer a -2 penalty on all other actions (SoF pg. 261).

A block action will only last for a round unless held with concentration.

Extended Coverage: By increasing the activation difficulty by +2, you can extend your block to cover another person instead of yourself. For every additional +2 added, your block covers another person (which can include yourself).

Your block may cover an entire zone by increasing the activation difficulty by +3.



Common Nano-Swarm Activation Modifiers

Usage	Activation Diff. Modifier
Base Activation	6 – TL
Free Action Activation	+4
Free Action on Another's Turn	+6
Basic Attack	Base + WR
Ranged	+1
Area of Effect	+4
Persistent Attack	+4
Ignore Armor	+ TL
Defense	Base + 2 per 1 AR
Protection	1 per 1 AR
Extended Duration	Fate Point
Block	Base + 2 per +1 to set Potency
Extended Coverage	+2 per person, +3 for zone
Extended Duration	Fate Point
Perform Maneuver	Base + 2 or more
Reliable Maneuver	+2 per +1 to place Aspect
Lasting Aspect	+2 per time increment over "a round"
Shape	
Create	Base + Size (x2) + TL
Lasting Creation	+2 per time increment over "Scene"
Emulate Other Power	(Total AP value of Power cannot exceed Affinity)
Emulate Power with Act. Diff	Base + Normal Activation Difficulty
Emulate Power with FP Cost	Base + 4
Emulate Power with no Cost	Base + Powers AP Cost (x2)

Protection: By rolling against your base activation difficulty, you may shape your swarm into a suit of armor or a shield. This protection lasts for one round and provides an Armor Rating equal to your TL. You may further increase the AR by +1 for every +1 by which you increase the activation difficulty of this use of Control.

Extended Duration: You may change the duration of your block or protection to last the duration of the scene by spending a Fate Point.

Continued on next page...

Perform Maneuver

Add +2 to the activation difficulty whenever you want to use your swarm to place an Aspect on yourself, a target or a zone. Though for especially difficult or complex Maneuvers, the GM may add more penalties.

These Aspects are generally temporary, and last either for a single round or until the victim can remove them.

When performing a Maneuver that requires a contested roll, once your swarm has been activated, you roll your Code against their relevant Ability.

Reliable Maneuver: You may choose to increase the activation difficulty for this use of Control by an additional +2 to gain a +1 on Code rolls to perform the Maneuver. For example, let's say you want to use your swarm to push against the oncoming assault drone in an attempt to place a *Staggered* Aspect on it. You'd roll your Code against its Endurance. And if you chose to increase the activation difficulty of this use of Control by an additional +4, you'd gain a +2 on your roll to place the Aspect.

Lasting Aspect: For Maneuvers that place more long lasting Aspects, increase the activation difficulty by +2 for every time increment greater than "a Round".

Shape

The versatility of your fog allows you to shape it into nearly any form you desire. When doing this, the activation difficulty is increased depending on what it is you are trying to shape the swarm into.

Such objects only last until the end of the scene before dissipating. For every +2 you choose to add to the activation difficulty of this Power, increase the duration of your creation by one time increment (SoF pg. 295). Remember, however, that you may need your fog for other things so leaving it behind may not be such a good idea.

When shaping your swarm into an object, the activation difficulty is increased by an amount equal to the $\text{Size}(x2) + \text{TL}$ of the object created or amount of material being shaped. Simple shapes are considered to have a Tech-Level of 0.

So if you wanted to turn your swarm into a solid wall, the activation difficulty would be increased by +4 ($\text{TL } 0 + \text{Size } 2(x2) = 4$), and it would last until the end of the scene unless the activation difficulty was further increased to extend the duration.

It should be noted that objects created from a nano-swarm share the same color as the foglets that comprise it, which are generally a matte gray.



Emulate Other Power

Because of the versatility of the swarm, you may be able to perform acts that very closely resemble another Power. For example, you could command the swarm to lift and carry things, very closely emulating the Telekinesis Power.

When emulating another Power, use the following guidelines:

- ✦ The total AP cost of the Power to be emulated may not be higher than your Code. For example, if your Code is 4, the total AP cost of the Power you wish to emulate (including any modifiers you may add to it), must be no greater than 4.
- ✦ When emulating a Power you decide on all the factors of that Power as if you were purchasing it with Advantage Points. You may select any modifiers, but you may not use any Meta-Powers (Limitation, Linked Advantage, etc.).
- ✦ You may not emulate a Power if it would provide a better result than if you simply used your swarm. For example, you may not emulate Ranged Power Attack instead of simply making an attack with your swarm as described earlier, or Armor instead of creating protection.

As a general rule, your swarm should never offer a more powerful or efficient result than a dedicated use of a single Power.

- ✦ The activation difficulty is equal to the activation difficulty of the Power to be emulated, plus the base difficulty of activating your swarm. So if your swarm has a base difficulty of 2, and you wanted to emulate Telekinesis (which has an activation difficulty of 3), the activation difficulty for this use of your swarm would be 5. If the Power to be emulated activates with the expenditure of a Fate Point, the Power is instead considered to have an activation difficulty of 4. If the Power does not require a roll or FP to activate, add the Power's AP cost (x2) to your swarm's base activation difficulty to get the final activation difficulty.
- ✦ Regardless of the Power that is emulated, it uses your Code Affinity Ability and the Savant Programs Power Source.
- ✦ The duration of an emulated Power is the same as it normally is for that Power. If the Power normally doesn't have a limited duration, it has a duration of "Scene" when emulated. This may be changed to a whole day with the expenditure of a Fate Point.

[Control (Nano-Swarm) (pg. 154, 6 AP), Inability to Focus (-1), No Rituals (-1), Limitation -1: Must have access to a swarm. You can do this by purchasing a new swarm (Cost: 6) or by hacking a swarm to gain root access. An unattended Seeker swarm has a Security Rating of 4. See pg. 297 for more on hacking.]

Oracle Patterning

Power Aspect: *Pattern Recognition Program*

AP Cost: 3

Activation Difficulty: 10 (Potentially Modified by Mesh Aspects)

Activation Time: Simple Action

Armed to the virtual teeth with cutting edge intrusion software, the moment you enter an area, your Daemon begins subtly working its way into the stream of data flowing through the Mesh. This is not something you need to actively attempt, and is instead a routine function of your Daemon.

When you execute this Program, your Daemon launches a barrage of data gathering queries that attempt to access any and all security data, public records, private records, psychological profiles, historical and sociological studies, local laws, cultural behaviors, and any other data it can use to piece together a prediction of future events regarding a specific topic.

Successfully executing this Program means the character's Daemon will be able to predict some future event with a high degree of accuracy. The GM should ask the player what he wishes to know about coming events. Note that the more dense the local Mesh, the more data the Daemon has to draw on, and the more accurate the potential result. So remember that Mesh Aspects could modify this roll.

The more specific the question, and the better the roll, the more accurate the information the GM should relate back. The player should also keep in mind that this is the most likely future, but the Daemon isn't psychic and unknown factors could play a part.

[Precognition (pg. 118, 4 AP), Deliberate Only (-1)]

Overload

Power Aspect: *Brain Disruption Program*

AP Cost: 4

Activation Difficulty: 4

Activation Time: Simple Action

Duration: Scene, or until awakened

When you execute this Program, you cause your target's Mindset to discharge a wave of sensory feedback into his brain. This feedback is so strong it can knock him unconscious. To do this, make an attack roll with your Code against your opponent's Willpower or Endurance (opponent's choice). If the target fails, he falls unconscious.

Once asleep, the victim may spend a Fate Point each round and make a Willpower roll (Diff: 4) in an attempt to rouse himself. If he is attacked or shaken violently, he may make a Willpower roll (Diff: 2), without the need to spend a Fate Point, to wake up.

The target of this Power may automatically awaken at the end of the scene.

[Sleep (pg. 129, 4 AP), Strenuous (+0)]



Pattern Scan

Power Aspect: *Data Scanning Program*

AP Cost: 3

Activation Difficulty: 8 + Sympathy Modifiers (Potentially Modified by Mesh Aspects)

Activation Time: Simple Action

The moment you enter an area, your Daemon begins attempting to access the local Mesh using a barrage of custom written intrusion software. This is not something you need to actively attempt, and is instead a routine function of your Daemon.

When you execute this Program, your Daemon launches a series of queries with the purpose of obtaining as much data as possible regarding past events. This includes security data logs, video feeds, blogs, real-time broadcasts, recorded conversations or any other stored information that might relate to the subject. Once gathered, your Daemon congregates this data and attempts to piece together the most likely course of events that took place.

Successfully running this Program allows your Daemon to compile enough data to show you the past as it relates to a specific person, place or thing. You should tell the GM what you wish to know about the subject. The more specific the question, and the better the roll to activate, the more accurate the information the GM should relate back.

To do execute this Program, roll your Code as a simple action against an activation difficulty equal to 8 + any relevant Sympathy Modifiers (pg. 59). Note that the more dense the Mesh where the person, place, or thing was (or event took place), the better the potential result. So remember that Mesh Aspects could modify this roll.

Success means your Daemon is able to give you some impression of the past, failure indicates that the Program could not collect enough data and no impression is received.

[Postcognition (pg. 106, 4 AP), Deliberate Only (-1)]

Savant Interface

Power Aspect: *Wireless Communication Program*

AP Cost: 1

Activation Difficulty: 4

Activation Time: Simple Action

Note: You must already have a Mindset, or some other form of Computer Implant to use this Program.

Software running on the nanomachines implanted within your brain allows you to forge a wireless link with other machines. Once this link is established you can interface directly with the machine, controlling it with your thoughts at range.

Once activated, you gain a +3 bonus on Code rolls to use or hack a computer or computerized machine.

[*Machine Submersion (pg. 91, 1 AP), Deliberate Only (-1), Wireless (+0)*]

Security Skim

Power Aspect: *Security Access Program*

AP Cost: 5

Activation Difficulty: 6 + Sympathy Modifiers (Potentially Modified by Mesh Aspects)

Activation Time: One Turn

Duration: Scene

Your Daemon, outfitted with the best intrusion software you can craft, instantly begins worming its way into the local Mesh as soon as it makes virtual contact. This is not something you need to actively attempt, and is instead a routine function of your Daemon.

When you execute this Program, your Daemon launches a series of queries with the purpose of obtaining as much data as possible from any and all security systems it can access. People, places or things well known to you are easier to find, while the unfamiliar is much more difficult.

Roll your Code to execute this program and apply the single most appropriate familiarity and link modifier from the Sympathy Modifiers table (pg. 59). Note also that the denser the Mesh at the target location, the more data the Daemon has to draw on and the more accurate the potential result. So remember that Mesh Aspects could modify this roll.

If you succeed you are able to locate the person and peer in on them via the area's local security sensors. Generally you can get both a video and audio feed.

If you fail, not only do you suffer System stress equal to the difference between your result and the difficulty, but the program fails to locate the target.



Your displaced senses last for the duration of the scene, or until willingly returned to normal. Once located, you know exactly where your target is in relation to yourself and you may “drift away” from the target by hopping from security feed to security feed. You can view areas up to a number of yards (or meters) from the original target equal to your Affinity +1 x 100.

[*Clairsentience* (pg. 60, 3 AP), *Tethered Senses* (+1), *Wandering Senses* (+1)]

Stream of Consciousness

Power Aspect: *Messaging Program*

AP Cost: 2

Activation Difficulty: Contested (Affinity vs. Willpower)

Activation Time: Simple Action

Duration: One Round or Scene, see below

This Program, when executed, uploads a virus into the Mindset of the target. Once installed, you are able to tap into the part of the target’s Mindset that listens to and interprets thought. Such viruses are generally eradicated quickly, but for a short time, you can listen in on the thoughts of another.

Roll your Code contested against the target’s Code or Computer’s Security Rating (target’s choice). If you succeed, you may hear the target’s next few surface thoughts in your mind as if they were speaking them out loud. If you succeed, and generated Spin on your Code roll, you can hear the target’s thoughts for the rest of the scene.

If you fail, you do not hear the target’s thoughts and you suffer an amount of System stress equal to the amount by which you failed. If you fail, and the target generates Spin on his defense roll, his Agent senses the attempted mental intrusion and can inform the target of the general direction from which it came.

Use of this Power may allow you to discover one of the target’s Aspects if it is relevant to the situation and his current thoughts. The user of this Program who discovers this Aspect may invoke or compel it for free the first time. This Aspect may be very fragile however, and could go away depending on the situation and how it changes.

[*Read Thoughts* (pg. 121, 2 AP), *Strenuous* (+0)]

System Error

Power Aspect: *System Disruption Program*

AP Cost: 2

Activation Difficulty: 4

Activation Time: Activates for free as part of the simple action to attack.

Your Deamon launches a series of intrusion programs in an attempt to overwhelm the target's system, forcing it to divert system resources to handle the onslaught. This can cause the target system to become unstable, lock up, or even shut down entirely.

This attack can be used against standalone computer systems, or anyone with a Mindset.

The attack roll is made with your Code, and it has a Weapon Rating of 1, and armor provides no protection. The target may defend with his/its Code or Security Rating. Stress is applied to the target's System Stress Track.

[*Power Attack, Ranged (pg. 114, 2 AP)*]

System Invasion

Power Aspect: *System Control Program*

AP Cost: 3

Activation Difficulty: 6

Activation Time: Simple Action

You launch a direct attack against the security of another system with the intent of taking control once access is attained. Once attained, you can control the system from afar. This is useful against computer systems and drones, but the Mindset of another person doesn't interface with the brain to such a degree that you can control the person. Though you can control the Mindset and his Agent!

When launched, make a System attack using your Code. Your opponent may defend with his Knowledge or Computer's Security Rating (target's choice). Unless you generate Spin on your attack roll, your target (or his Agent) detects the intrusion attempt.

Each time your System attack causes the target to take a System Consequence, you may give some form of command to the target system. The target suffering the Consequence will seek to perform this action to the best of his ability.

With a robot or drone, a Minor Consequence results in the ability to implant a single word command, such as "Freeze" The target will try to obey the command until the end of the scene.

With a stationary computer system, also gain the limited access to the system. With limited access, you can view any files that are public to an authorized user of the system.

A Major Consequence results in the ability to implant a simple sentence command, such as “Go stand in the corner,” or “Target Omniplex Employees.” The target will try to obey the command for an hour.

With a stationary computer system, you gain system access to the system. With this level of access, you can view any files that are public to an authorized user of the system and you have writing privileges. You create new files, but you cannot edit existing ones.

A Severe(P) Consequence results in the ability to implant a command consisting of a few sentences. The target will try to obey the command for up to 24 hours.

With a stationary computer system, you gain admin access to the system. With this level of access, you can view any files that are visible to the system administrator and you have writing privileges. You create new files, and you can edit existing ones.

An Extreme(P) Consequence results in the ability to implant a command consisting of several sentences capable of relating a series of steps. The target will try to obey the command for up to a week.

With a stationary computer system, you root access to the system. With root level access, you have total control of the system and can use the computer as you see fit, even going to far as to change or remove restrictions placed on the device by the manufacturer that normally can't be affected.

[Influence Thoughts (pg. 86, 3 AP), Strenuous (+0), Irresistible (+3), Limitation -3: Only works on computers or computer controlled machines.]

Chapter 6

Companions

This section provides rules and advice for creating Companions, NPCs who can come to the aid of your characters, or provide interesting relationships and motivations upon which future stories can hinge.

Some Companions may be simple extensions of your character, allies you can call upon or summon as needed. Others may play a more personal role, affecting the way your character views and interacts with the world.

Companions may be humans, animals, demonic imps, bound spirits, robotic drones, or anything else you decide so long as it fills a role and can be accurately represented with Companion Advantages.



Companion Roles

The first thing you need to decide when creating a Companion is determining the role the NPC will play in the life of your primary character. Each of these Roles cost a certain number of Advantage points and provides a number of basic benefits.

In addition to these benefits, the Companion has an Aspect that describes his place in the world.

He may also begin play with an item with a Cost equal to his Resources rating +1, and then a number of other items with a lower Cost equal to his Resources. So, a Companion with a Resources of 3 could have a single item with a Cost of 4, and three more items with Costs ranging from 0 to 3.

Companions and Abilities

In many cases it may not make sense for a Companion to have ranks in certain Abilities. A zombie slave likely doesn't have much in the way of Persuasion, nor would a summoned serpent likely have a very high Resources rating. And that's fine.

Note that the way Abilities are distributed. Companions get to place a higher rating in one or two Abilities, and the rest default to 2. But if the Companion wouldn't logically have a rating in a certain Ability, it has a -4.

Likewise, some Companions may require an Affinity Ability if they have certain Advantages. In that case, they should purchase the Experienced Companion Advantage.

The Contact (2 AP)

You know somebody who knows somebody. Always with his finger on the pulse, this character is a go-to for the latest scuttlebutt. This Companion is connected to some sort of social scene and you can tap him for information relating to that scene as needed. You gain an additional free Persuasion Specialty Aspect that relates to your ties to this character.

The Contact begins play with a rating of 3 in two Mental or Social Abilities, and a 2 in the rest. You may opt to increase two Abilities to a rating of 3 in exchange for decreasing two other Abilities to 1. The Contact can take only a Major and Severe(P) Consequences before being Defeated. The Contact uses your Fate Points and begins play with the Word on the Street Companion Advantage, plus 1 other.

The Love Interest or The Family Member (2 AP)

This Companion is an NPC your character is related to, or is romantically involved with (or at least wishes to be). This character generally isn't very good at directly helping your character overcome his conflicts. Indeed, the Love Interest or Family Member is more likely to complicate already complicated situations. However, this character is a beacon of hope for your character, and a source of strength when things seem their worst. You gain an additional free Persuasion Specialty Aspect that relates to your ties to this character.

The Love Interest or Family Member begins play with a rating of 2 in all Abilities. You may opt to increase two Abilities to a rating of 3 in exchange for decreasing two other Abilities to 1. He can take only Major and Severe(P) Consequences before being Defeated. This Companion uses your Fate Points and begins play with the Inspiring Companion Advantage, plus 1 other.

The Mentor (2 AP)

You have a Mentor, someone from your past that was responsible for shaping who you've become and teaching you a number of important lessons. Generally the Mentor is especially good at a specific skill, but also tends to have a tremendous amount of general knowledge and life experience. You gain an additional free Persuasion Specialty Aspect that relates to your ties to this character.

The Mentor begins play with a rating of 3 in two Abilities, and a 2 in the rest. You may opt to increase one of his rating 3 Abilities to a rating of 4 in exchange for decreasing two other Abilities to 1. He can take only a Major and Severe(P) Consequences before being Defeated. The Mentor uses your Fate Points and begins play with the Sound Advice Advantage, plus 1 other.

The Organization (4 AP)

Instead of a single Companion, you control an entire Organization. This Organization might be a company, a cult, a band of mercenaries, or any other large group of people who share your goals and are willing to obey your orders.

Your Organization has an Influence of 2 and is built using the rules for creating Organizations found on pg. 381 of *Strands of Fate*. This Organization must have your character listed as an Asset Aspect. Also, unlike normal “stand-alone” Organizations, your Organization only has a Refresh of 3, but may use your Fate Points if you wish.

In addition, you gain an additional free Resources Specialty Aspect that relates to your ties to this Organization.

Special: If the GM allows it, the cost of this Companion may be split among multiple PCs. In that case the Organization can use the Fate Points and Advantage Points provided by, and must take an Asset Aspect for, each contributing PC.

The Minion (2 AP)

This Companion has little value to you as an individual. He may be a nameless and easily replaced mook, a mindless slave, a robot assistant or drone, one of many clones from your stable, a lady from your harem, etc.

The Minion begins play with a rating of 3 in one Ability, and a 2 in the rest. You may opt to increase two more Abilities to a rating of 3 in exchange for decreasing two other Abilities to 1. He can take only Major and Severe(P) Consequences before being Defeated. The Minion uses your Fate Points and begins play with the Disposable Companion Advantage, plus 1 other.

The Sidekick (3 AP)

This character mostly wants to help you overcome your obstacles, and is equipped to do so. You share similar goals, have many of the same adversaries, and suffer the same challenges. While your Sidekick is not your slave or bound to your will in any direct way, he is usually willing to follow your orders unless he feels doing so might put you in danger. You gain an additional free Persuasion Specialty Aspect that relates to your ties to this character.

The Sidekick begins play with a rating of 3 in two Abilities, and a 2 in the rest. You may opt to increase two more Abilities to a rating of 3 in exchange for decreasing two other Abilities to 1. He can take only Minor, Major, and Severe(P) Consequences before being Defeated. The Sidekick has his own pool of Fate Points (Refresh: 3) and begins play with 2 Companion Advantages.

Who plays the Companion?

While the Companion is technically an NPC, the GM should allow the player who purchased the Companion to suggest actions for his Companion to take. After all, it is assumed that the Companion is, for the most part, willing to obey the commands of the player's PC.

This means that while the GM has the authority to determine whether or not a Companion will take certain actions or accept a compel, the player should feel free to offer suggestions. And the GM should take the time to listen. After all, the player spent APs to buy his Companion, and as such he's vested in the character being an interesting and helpful ally to his character.

Companion Advantages

Once you have purchased your Companion's Role, you may then spend Advantage Points to purchase additional Companion Advantages for your Companion. Companion Advantages always cost only 1 AP, but some Companion Advantages may only be available for certain Roles.

The total number of APs that can be spend on a Companion before play begins is equal to the maximum number of APs you can spend on a single Advantage, as determined by your CamPL.

Below are a number of sample Companion Advantages. The types of Roles that are allowed to purchase each Advantage is listed by the Advantage name in parenthesis.

Advantaged

(Any, except Organization)

Your Companion gains 3 Advantage Points he can use to purchase Expert, Heroic or (if your CamPL allows) Power Advantages. You may purchase this Companion Advantage multiple times.

Aspected

(Any, except Organization)

Your Companion gains a Character Aspect, and two Specialty Aspects.

Disposable

(Love Interest, Minion)

Companions with this Advantage have little personal worth to you and can be easily replaced. Should your Companion be killed or physically destroyed you need only spend two Fate Points to find a replacement or somehow restore your Minion.

Alternatively, if your GM allows, you may make a Resources roll with a Cost equal to the total number of APs this Companion is worth to hire or purchase your replacement instead of spending Fate Points.



Experienced

(Any, except Organization)

Your Companion gains 3 Ability ranks that can be placed in any Ability, including an Affinity Ability if needed. However, the maximum rating he may have in any single Ability is equal to the total number of your personal Advantage points you have spent on him. You may purchase this Companion Advantage multiple times.

Fated

(Any, except Minion)

If your Companion has his own pool of Fate Points, his Refresh is increased by 2. If your Companion uses your Fate Points, he instead gains his own pool (and may no longer use yours) and has a Refresh of 2.

You may purchase this Companion advantage a second time to increase your Companion's Refresh by another +2, but he may never have a Refresh higher than 4.

Influential

(Organization)

Your Organization's Influence Rating is increased by 1. As per the table on pg. 381 of *Strands of Fate*, this means your Organization gains additional ranks in its Abilities and an additional Asset Aspect.

This Advantage can be purchased more than once, each time increasing the Organization's Influence by 1.

Inspiring

(Mentor, Love Interest, Family Member)

Being around a Companion with this Advantage inspires you, fortifies your will, and helps you to make the right choices during difficult times. Once per game session, when you meet with this character, you gain 1 Fate Point.

Seemingly from Nowhere

(Mentor, Minion, Sidekick)

Your Companion is capable of appearing at the right place and right time, generally as needed. The details of how this is possible is up to you. Maybe the Companion sneaks around behind you, always watching from afar. Maybe it lurks in another dimension, waiting to be summoned at a moment's notice. Maybe you pull him out of your hat.

Regardless of the specifics, unless your Companion is known to be detained elsewhere, you may spend a Fate Point to have him appear near you.



Sock Puppet

(Minion)

This Companion Advantage allows direct control over the physical actions of the Companion by the player of the PC. This may be via some sort of magical possession, an ability to control a drone-like minion by remote, or some other direct connection. Regardless, you can see what your Companion sees, hear what he hears, feel what he feels, etc.

While in control of this Companion you observe the world through his senses and are incapable of performing actions yourself. It generally takes a simple action to switch between controlling your own body and that of your Companion.

Sound Advice

(Contact, Mentor, Love Interest, Family Member)

This Companion is a font of wisdom. No matter what, he always seems to have some pertinent piece of advice to help you deal with your problems. Once per game session, when you meet with this character, you may gain a +3 bonus on any Knowledge or Reasoning roll to perform a Declaration; or Willpower roll to perform a Maneuver.

Unit

(Minion)

Instead of an individual, your Minion takes the form of a number of different people (or creatures) who do your bidding. The individuals come together to form a Unit. This Unit has a Size of 1, and is built using the rules for converting a group of individuals into a Unit that are found on pg. 393 of *Strands of Fate*.

So, you need to define the Companion as an individual first, then determine what his stats are as a Unit.

You may take this Companion Advantage multiple times, each time increasing the Unit's Size by 1. This may cause the Unit's Ability ratings to increase, which in turn may have other effects.

Word on the Street

(Contact, Mentor, Sidekick)

A Companion with this Advantage is generally a good source of info. Pick some specific social circle such as local gangs, the police, local politics. Once per game session, when you meet with this character, you may gain a +3 bonus on any Persuasion roll to turn up information, or roll to perform an Assessment about some member of the social circle your Contact is associated with.



ALTERNATE CAMPAIGN POWER LEVELS

Campaign Power Level	Refresh	Abilities (Max)	Free Expert Advantages	Advantage Points
Commoner	4	24 (3)	1	1 (1)
Expert	4	25 (3)	2	2 (2)
Hero	4	26 (3)	3	3 (3)
Action Hero	5	27 (4)	3	6 (4)
Mythic Hero	5	28 (4)	3	9 (5)
Legendary Hero	5	29 (5)	3	12 (6)
Epic Hero	6	30 (5)	3	15 (7)
Super Hero	6	27 (6)	3	--
- Metro Class	--	--	--	20 (10)
- World Class	--	--	--	30 (12)
- Galaxy Class	--	--	--	40 (14)
- Cosmic Class	--	--	--	50 (16)
- Infinity Class	--	--	--	60 (18)



SAMPLE SIZES

Rating	Objects	Weight	Personal Scale Zones	Number of People
-4	Bacteria	.001 lbs. (.5g)	<1	<1
-3	Grasshoppers	.01 lbs. (5g)	<1	<1
-2	Baseball	1 lbs. (.5kg)	<1	<1
-1	Human Child	10 lbs. (5kg)	<1	<1
0	Adult Human	100 lbs. (50kg)	<1	1
1	Large Motorcycle	1K lbs. (500kg)	<1	4
2	Elephant	10K lbs. (5000kg)	1	16
3	Tank	100K lbs. (50,000kg)	4	50
4	Large House	1 mil lbs. (half mil kg)	16	250
5	Aircraft Carrier	10 mil lbs. (5 mil kg)	50	1000
6	Space Station	100 mil lbs. (50 mil kg)	250	4000
7	City	1 bil lbs. (500 mil kg)	1000	16,000
8	Large Island	10 bil lbs. (5 bil kg)	4000	50,000
9	Small Country	100 bil lbs. (50 bil kg)	16,000	250K
10	Planetoid	1 tril lbs. (500 bil kg)	64,000	1 million

TIME INCREMENTS

Result	Time Increment
0	Instant
1	A Round (around 3 sec.)
2	A Scene (around 5 min.)
3	An Hour
4	A Day
5	A Week
6	A Month
7	Three Months
8	A Year
9	Three Years
10	A Decade
11	Forever



Sympathy Modifiers

The following modifiers are used to determine the difficulty to use Powers that rely on your connection to another person, place, thing or event. Such Powers include Clairsentience, Precognition, Postcognition, Sense and the Teleportation Powers.

Person

Modifier	Familiarity
+8	Heard a description of the person.
+4	Seen a picture of the person.
+2	Met the person once.
+1	Person is an acquaintance.
+0	Person is a close friend.
-1	Person is a blood relative.

Link Modifier:

+6	You do not know the person's name.
-1	You have something that belongs to the person.
-3	You have an item the person values highly.
-6	You have a physical piece of the person (i.e. blood, fingernail clippings) or can touch them.

Place

Modifier	Familiarity
+8	Heard a description of the place.
+4	Seen the place on a map or seen a picture of the place.
+2	Been to the place once.
+1	You frequent the place often.
+0	Personal property, you can see the place, or you know exactly where it is in relation to yourself (such as the other side of a door)
-1	Your home.

Link Modifier:

-2	You have an item from the place.
-4	You have an item closely tied to the place or are currently there.

Thing

Modifier	Familiarity
+8	Heard a description of the thing.
+4	Seen a picture of the thing.
+2	Held or used the thing once.
+1	Held or used the thing often.
+0	You are the owner of the object.
-1	The object is some something of personal importance to you.

Link Modifier:

-2	You have a piece of the object
-4	You created the object or are currently holding it.

Event

Modifier	Familiarity
+8	You heard about the event.
+5	You've heard or read a description of what happened at the event.
+2	Witnessed a very similar event.
+1	Frequently witness very similar events.
+0	The event happened to you.
-1	You triggered the event.

Link Modifier:

-3	You are at the place where the event happened.
-5	You are with someone who witnessed the event or have an item strongly associated with the event



Common Control Activation Modifiers

Usage	Activation Diff. Modifier
Base Activation	6 – TL
Free Action Activation	+4
Free Action on Another's Turn	+6
Basic Attack	Base + WR
Ranged	+2
Area of Effect	+4
Persistent Attack	+4
Ignore Armor	+ TL
Defense	Base + 2 per 1 AR
Protection	1 per 1 AR
Extended Duration	Fate Point
Block	Base + 2 per +1 to set Potency
Extended Coverage	+2 per person, +3 for zone
Extended Duration	Fate Point
Perform Maneuver	Base + 2 or more
Reliable Maneuver	+2 per +1 to place Aspect
Lasting Aspect	+2 per time increment over "a round"
Expansive Aspect	+ Size of affected area
Shape	
Create	Base + Size (x2) + TL
Create Something from Nothing	As Create +2
Lasting Creation	+2 per time increment over "Scene"
Create Minion	+2 (+4 for standard, +7 for greater)
Emulate Other Power	(Total AP value of Power cannot exceed Affinity)
Emulate Power with Act. Diff	Base + Normal Activation Difficulty
Emulate Power with FP Cost	Base + 4
Emulate Power with no Cost	Base + Powers AP Cost (x2)
Focused Control	Fate Point per Roll
Ritual Control	Fate Point
Time Spent Performing Ritual	+2 per hour (or 10 minutes if Affinity is 3 or higher, max bonus equals Affinity)
Sacrifice	+3 for Major Consequence, +6 for Severe, +9 for Extreme and +12 for Defeated
Quality Components	Fate Point, Bonus equal to Cost, Fail to meet Cost and FP is wasted.

The following rules are the same as those found in *Strands of Fate*, and are included here for your convenience for referencing during play.

Block Actions

When the character's action is preventative – trying to keep something from happening rather than taking direct action to make something happen – he can attempt to perform a block action. He declares what he's trying to prevent and what Ability he's using to do it. Players may declare a block against any sort of action or actions and may theoretically use any Ability, but unless the block is simple and clear, the GM may assess penalties based upon how hard it would be or how much of a stretch it would be.

Players should never be able to “cover all bases” with a single block.

For example, a character can use the block action to protect another character. He spends his simple action rolling the Ability he's using to block; the result is the block's Potency. When, later that round, any enemy tries to attack the protected character, the protected character may use the block's Potency as his defense if it is greater than the defense he provides for himself.

So, the attacker rolls his attack as normal. The defender rolls his defense as normal. If that defense roll is higher than the block Potency, he uses the defense result; otherwise he uses the block Potency. The attacker then causes, or doesn't cause, stress as normal.

Other types of blocks work the same way. The blocking character declares the block on his turn and rolls the Ability he's using to block, subject to any penalties imposed by the GM. The result is the block Potency. Later that exchange, every time another character tries to perform the blocked action, he enters into a contest with the blocker. The character trying to get past the block rolls the Ability he's using for the action and compares it to the block Potency. If the attacker's roll meets or exceeds the block's Potency, he successfully overcomes the block. If it does not, he cannot perform that action. He has been blocked.

A variety of Abilities may be appropriate to getting past a block and getting past a block may occasionally require rolling an Ability modified by another, secondary Ability. See SoF page 70 for more on Combined Ability rolls.

Note also that in the above examples, blocks are generally described as physical actions. However, this need not always be the case. It's entirely possible to attempt block to another from performing an action by attempting to talk them out of it, distracting them, or performing any other sort of action that could hamper or stop another from taking a specific course of action.

Fire and Environmental Hazards

Fire, electricity, radiation, noxious fumes, etc., are rated by their intensity. When they appear, and at the beginning of each round, they make an attack against everyone in an affected zone adding their intensity rating as a bonus to the attack roll. So an attack made by an intensity 3 fire is resolved as a simple dice roll + 3 since the Fire has no Ability to add.

This attack can be defended against with Endurance, but most types of armor are useless.

Intensity works as follows for fire, and this chart can provide an example for similar effects.

Intensity	Description
0	The zone is on fire, but the fire can be avoided.
3	Almost everything in the zone is on fire, and the heat is pressing in on you in waves.
6	Everything in the zone is on fire, and the flames lick up near you.
9	Inferno. The zone is, essentially, a massive furnace.

It's also possible to be set on fire directly, like if you are shot with a flame thrower or doused in gas and set alight. In this case, you are considered to be in an intensity 6 fire.

While others do not have to worry about taking stress when you alone are on fire, it's very likely that the flames will spread. Every creature or object that is on fire also has the Aspect *On Fire!*.

Some environments are fatiguing rather than damaging, such as trying to operate out in the hot desert sun. In those situations, it is more appropriate to have Endurance restrict other Abilities rather than actually inflict any physical stress.

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