

**DIVINE *BLOOD***

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**DIVINE** ***BLOOD***

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# FORWARD

## WHAT THIS BOOK IS FOR

**THIS BOOK SERVES TWO PRIMARY PURPOSES:** to provide a system of rules for the use of simulating the world setting; and to provide information on the world setting.

There are a wide variety of game systems in existence ranging from the classic *Dungeons and Dragons*®, *HERO System*™ and *GURPS*® all the way to relative newcomers like *White Wolf*®, *Mutants and Masterminds*™ and the *Fate*™ system. Most of these systems have already come with years' worth of play-testing and careful balancing with each system having its supporters and detractors. Between these various systems that are already in existence, almost any genre or world setting can be synthesized. There is, thus, little need to create an entirely new system to match a world setting.

This book is the second sourcebook I've written for the use of gamemasters to craft a campaign within my world to their own preferred game system. However, there is a difference with this book from the *Zodiacs Campaign Guide*. This book will come with suggested rules for applying the *Fate* system rules to the world setting. Specifically the *Fate* rules as used in the *Strands of Fate* and *Strands of Power* books produced by Void Star Games® as well as the rules used in *Fate Core* and *Dresden Files RPG* produced by Evil Hat™.

While this might appear to be something of a break from the original intent of these guide books, the intent is still the same. While I am putting forth the effort to create rules to match the setting in one system, there is no one official system for this world setting. Anyone can still take the information in this book and apply it to their preferred systems. I am merely providing the *Fate* rules as an example of how that might be done.

Now we come to the secondary purpose of this book, though for me this is the primary purpose. *Divine Blood* is a huge world that has been heavily fleshed out over time through conversation and sound-boarding with friends and readers. The story I have planned out to tell through the novels and short stories involves a lot of major, world-changing events, but it is not the entirety of the world. The novels do have a large cast, but they're focused on the lives and families of a set of teenagers connected to Avalon, Psyche, Nirvana and Yomi. While that's going to hit several of the major events in the coming plan, it's not the whole world.

I have already been asked a lot of questions about the *Divine Blood* setting by players and readers now and as far back as when this was a massive crossover between lots of franchises. Answering the questions I get asked in the stories is not

going to be appropriate most of the time. Exposition is a necessary tool of fiction, but it shouldn't be overused or used to explain things that are irrelevant to the story itself. Still, a lot of people are interested in those extra bits of the world that a story hints at but doesn't really explain. So the first part of this book is dedicated to explaining some of those extras.

Finally, all of these things: the mechanics and the setting exist primarily as tools to help you create your own stories. Whether those stories are of your real life around the gaming table with friends or about a collection of misfits trying to make their way through the world, I leave up to you.

## YOU DON'T HAVE TO FOLLOW MY CANON

What if what I want to do doesn't match with what happens in future stories? Unless you're stowing away on my thoughts, I can almost guarantee you that your story will diverge from my events. This is not a problem. I have my own apocalyptic plan, but I have seeds of other possible problems all throughout this book. Not all of them are going to get used in the novels, but if you want to use them, that is fine. Alternate timelines are a thing in *Divine Blood* though they won't get mentioned much here. You can even change some of the ways psychic powers work if you prefer for your game. After all, *Divine Blood's* physics is different from our own, so it is easily possible that an alternate version of *Divine Blood* Earth to also have alternate physics.

I am not going to imitate a certain snowy colored canine and act the canon tyrant by shutting down people running timelines that don't fit my plan. I won't even shut down your game if I don't like the way it is going. It is your game, not mine.

## FANFICTION AND SUCH

My fanfiction policy is this: go for it. I would love to see the time when I stumble upon someone writing a fanfiction where *Divine Blood* is crossed over with something else. This story and world started as a fanfic itself and I am a great believer that fanfiction is great practice for an author to start on storytelling and developing their own ideas within a framework that makes things a bit easier. There are a lot of stories out there that are based on other things that came before, and there will be great stories that are based on the stuff being written right now in the future. My only request is that you encourage people to support me by purchasing my stories and books. Recognize me as the original creator and direct people to where they can find the stories, then have at your writing.

If you want to create a sourcebook or a piece of fiction to be added to the world of *Divine Blood* as a whole, contact me at [Thrythlind@gmail.com](mailto:Thrythlind@gmail.com) and make sure to include the subject "*Divine Blood* Proposal". We can discuss your idea and wheth-

er or not it fits with my plan or not. I hope this setting becomes a shared reality, so I am interested in this.

## LIST OF INFLUENCES

### BOOKS

- ✔ The Count of Monte Cristo
- ✔ The Dresden Files
- ✔ Harry Potter series
- ✔ H.P. Lovecraft
- ✔ Lord of the Rings
- ✔ Percy Jackson series

### COMICS, MANGA AND WEBCOMICS

- ✔ El Goonish Shive
- ✔ Gold Digger
- ✔ Grrl Power
- ✔ Oh My Goddess!

### GAMES

- ✔ Big Eyes, Small Mouth
- ✔ Champions
- ✔ Dresden Files RPG
- ✔ Fate Core
- ✔ Scion
- ✔ Strands of Fate
- ✔ World of Darkness

### HISTORY/MYTHOLOGY

- ✔ Greek Mythology
- ✔ Hindu Mythology
- ✔ Norse Mythology
- ✔ Urban Myth
- ✔ World War II

## MOVIES AND ANIMATED

- ✔ Akira
- ✔ Big Trouble
- ✔ Big Trouble in Little China
- ✔ Bulletproof Monk
- ✔ Dark City
- ✔ Hellboy
- ✔ Indiana Jones movie series
- ✔ The League of Extraordinary Gentlemen
- ✔ Marvel Cinematic Universe
- ✔ The Medallion
- ✔ The Mummy movie series
- ✔ The One
- ✔ Princess Mononoke
- ✔ Summer Wars
- ✔ The Underworld movie series

## TV SERIES AND ANIME

- ✔ The Adventures of Brisco County Jr.
- ✔ Agents of Shield
- ✔ Azumanga Daioh
- ✔ Being Human
- ✔ Bewitched
- ✔ Darker than Black
- ✔ Destination Truth
- ✔ Doctor Who
- ✔ Full Metal Panic!
- ✔ Ghost Hunt (anime)
- ✔ GI Joe
- ✔ Grimm
- ✔ I Dream of Genie
- ✔ Lucky Star
- ✔ Once Upon a Time
- ✔ Ranma ½
- ✔ Rideback
- ✔ Rosario + Vampire
- ✔ Sanctuary
- ✔ Scarecrow and Mrs. King
- ✔ Stargate Atlantis
- ✔ Stargate SG-1









## CHAPTER 1 WELCOME TO THE PARTY

**THE WORLD HAS BEEN CHANGING** at a rapid pace and no one has really noticed. Not the scientists inventing the high-tech wonders, nor the soldiers that use them. Not the Demons in their brimstone, or the Gods in the heavens. Not even those who seek to bring change are aware of how things are progressing. Everyone is moving about their lives as if the world is stable and everything is going as it is expected to. The world is stirring into a hurricane of change, and no one can predict completely what the end result of this will be.

The people in the most position to see what is happening are spending their time chasing or creating symptoms of the overall problem. Soldiers and spies exchange fire and secrets

in isolated battlefields away from the public eye. Exorcists chase paranatural beasts and ease the passing of ghosts. Demons and Gods continue to stare at each other across a gulf of past war and scattered rogues.

Look at it from the outside, where you sit with this tome in your hands or on your computer's screen. Take a sip from the cup in front of you, perhaps some hot tea with a twist of lemon. Can you see where the problem is? Do you know how to fix? Will you try?

### ACTORS ON THE STAGE

#### THE FOUR PILLARS OF THE FREE WORLD

**THE UNITED STATES** – The United States is probably the most powerful and prosperous country in the world. It is one

of the only pre-existing world powers to come through World War II with its culture and government mostly intact. US businesses took advantage of their stability in the days after the war to continue to strengthen the country's economy. America had expansionist tendencies for a time, though they seem to have come to an end with the acquisition of the Asian states. MacArthur's declaration of empire shocked much of the US public against this line of thinking, culminating eventually in the witch hunt led by McCarthy in the fifties. Instead, effort was taken toward supporting the development of allied nations.

**CULTURAL REPUBLIC OF CHINESE AND MONGOLIAN PEOPLES** – Toward the end of World War II, refugees from China and remnants of both the prior government and the Maoist communist movement fled ahead of the swelling forces of the soon to be Empire of Myanmar. Most of the land north of the great wall stayed in Chinese hands. Eventually, they merged with Mongolia for mutual support and defense against both Burma and the aggressive Soviet Union to the north. The CRCMP primarily bases its economy on an oil pipeline from the middle-east at the far west of its borders to Korea and on to Japan and eventual global sea trade.

**AUSTRALIA** – Of the four pillars of the Free World, Australia is the furthest from the more dangerous world powers. When nuclear power became more standard, they became more economically secure by providing uranium as fuel for the nuclear power plants around the world. This is expected to slow down as fusion reactors have been proven economical, but their position far away from the normal hot zones keeps them a favorite place for international corporate bases of operations.

**NORTH AFRICAN ALLIANCE** – A conglomeration of North-east African and Middle-Eastern countries that rose out of a post-World War II British attempt to keep power over the region. The North-African Alliance is mostly categorized as Egypt by outsiders but also includes Jordan, Syria, Lebanon, Libya, Algeria and Palestine. While relations with their Warsaw Pact neighbors range from strained to violent, the North African Alliance's eyes have been on Brazil for a while now. Many of the survivors of the Holocaust came to the Middle-East in 1947 and eventually worked their way into the government. It is pretty clear to them that many Nazis escaped across the Atlantic towards Brazil and infiltrated the government there. They're expecting that to be a problem eventually.

## THE UNSATISFIED REMNANTS OF WORLD WAR II

**THE EMPIRE OF MYANMAR** – Called Burma by most outside its borders. The Burmese people are a mix of Southeast Asian ethnicities including a large population of ethnic Japanese families captured in MacArthur's swift spread throughout the area. Most recently, they've incorporated a large portion

of India's former territory with some difficulty. They are by nature expansionist and find themselves hemmed in by China, the US, Australia and the North African Alliance. English is an illegal language, save among political and military leaders. The Empire is a meritocracy of sorts, though the greatest merit is often the ability to maneuver through the corruption of the system. Individuals in power who are incompetent at their stated job description are not rare. The Imperial family is largely a figurehead, many historians suspect that even MacArthur was used as a dragon by other interests.

**BRAZIL** – Brazil almost completely escaped trouble in World War II save for a few skirmishes between Allied and Nazi navies in territorial waters. There was a suspicion that the Nazis had military bases in the Amazon jungle, but nothing ever came of searching for them. Some years after World War II it became apparent that some remnants of the Nazi leadership did get out of Europe and moved to South America to start over. Eventually, even the official language was made German and the government has been making a slow process of trying push out the Portuguese and other languages from the country. They have been moving quietly, without the same sort of violence that drew attention to them in Germany, but they have started to feel like they're ready to reclaim their lost Fatherland.

**BRITAIN** – Britain has been watching its grip on the world falter more and more over the past few hundred years. Currently it only maintains control of Canada, Ireland, Scotland, Wales and a handful of tiny colonies dotting the globe. It's lost New England, Australia, India and the Middle East to a variety of developments. A lot of the population doesn't really care about this dwindling in status from the days of Empire, and a sizeable number of the politicians are likewise more focused on more practical concerns. Despite this, there are those within Britain, a Restoration Society, who want to see the nation rise up to its rightful place controlling the world again. They are willing to work with any resource that might give them the edge on accomplishing that goal.

**WARSAW PACT** – For most of its existence, the Warsaw Pact was dominated by the Soviet Union. The member states were basically servant states obeying the will of Moscow. When the USSR fell apart economically, it splintered into a horde of smaller states and each of its satellites in the Warsaw Pact has tried to fill that void and claim the reunited pieces. As a result, the region has become a chaotic place which the world watches for fear that someone will launch a nuclear weapon on a whim. A great expense has been paid, in both money and blood, independently by many nations to locate and neutralize the Russian nuclear arsenal before it can fall into the hands of anybody willing to use it. So far, the results have been frighteningly inconclusive.

**SECRET SOCIETIES**

**AVALON** – Avalon is an extra-territorial organization of interconnected mercenary groups, research and engineering companies, financial institutions and an extensive investigative network. Avalon was one of the first groups to discover the existence of Visionaries and to make use of their abilities to gain a near universal technological advantage. Even without their high-tech equipment, their upright pilots are considered to be the best in the world regardless of what they happen to be piloting at the time. In a lot of ways, Avalon is very much as powerful as a small country itself. They are pragmatic and idealistic, involving themselves primarily in counter-terrorism, rescue and drug raids. They have a reputation for being white knights of a sort.

**THE PATH OF THE GOLDEN DAWN** – The Path of the Golden Dawn was established almost three hundred years ago by individuals that were seeking to achieve ultimate perfection. In the beginning it was more of a philosophy and meeting ground for individuals of a scientific mindset looking into the perfection of any number of fields. Over time, however, they became a more and more codified and ritualized organization and their ideal of perfection more and more frequently expressed itself as personal power. Like Avalon, the Path makes use of Visionaries for technological advantage, but they also have a deeper understanding of the psychic world and make use of many other exceptional resources.

**PSYCHE** – Originally, Psyche was a loose connection of exorcists, magicians and psychics that made an attempt to provide a support structure for individuals like themselves. Up until very recently they had little funding and less structure, being more of a list of names and locations of trustworthy individuals. They did what they could to keep the psychic world protected from view and establish small places where non-humans and psychics could find shelter and healing, as well as keeping a list of names of people capable of dealing with threats of various natures. It wasn't until some of the upper echelons of Avalon stumbled upon Psyche that the funds necessary to build the network of hospitals and schools started to funnel into place and make things almost as safe for the small communities of non-humans as they are for humans.

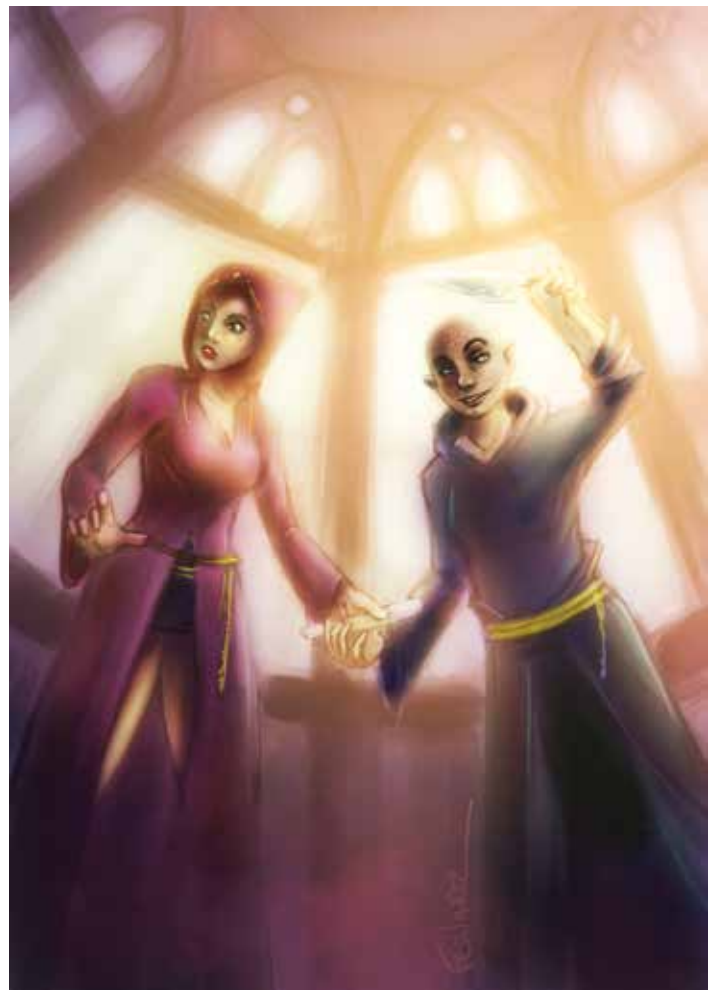
**THE IMMORTAL WORLD**

**YOMI** – A sulphurous, smoky realm full of over-crowded structures that seem to somehow be alive in a way that it is hard to define, Yomi is what many humans would call Hell. It is here that the beings that men and women call Demons live and work from day to day. A cramped and individualistic society of Immortals that no longer interfere in humanity's business on a large scale, but instead limit themselves to making small moves here and there while watching their ancestral enemies.

**NIRVANA** – A wide and soothing paradise spotted with beautiful, symmetrical buildings built, or perhaps grown, from a wood that seems to be cast from bronze while possessing a strength many times greater than steel. The Gods roam here, watching over humanity and guiding it along the proper path while every keeping an eye out for their old adversaries breaking the two-thousand year truce.

**THE TINIA FAMILY** – The Divine Household of the legendary Zeus has lost some prestige over the years. Athena, Hermes and even Ares have left the fold of the family to start their own households, cutting ties with their father and those siblings that chose to stay by his side. Zeus and his loyal followers are usual suspects in a variety of crimes, including some of a very personal nature. Numerous individuals in both Yomi and Nirvana have watchful and vengeful eyes directed toward House Tinia and Zeus in particular.

**THE BALOR CULT** – Back in the age when events were occurring that would become mythology, Balor began to stalk and kill the Demons of Yomi who possessed healing and death



*The servants of Balor are a treacherous breed*

related powers. Despite the collective unconscious of the Demon mindscape, he Managed for millennia to keep Yomi believing that it was Nirvana targeting and killing their healers. It wasn't until after the Compact was signed that the truth of his activities were discovered and he was sentenced to an eternity sealed within the Abyss. However, he left behind followers among both Demons and mortals and some of those have discovered enough about his seal to be able to reach into it psychically and have some level of communication with their master. Of course, he still looks forward to the day that the keys on his prison turn and he can regain the power that was taken from him.

## SOME ELEMENTS OF THE WORLD SETTING

**UPRIGHTS:** Uprights are 'walking' vehicles designed to navigate inimical terrain; most modern uprights approximate humanoid form. They range from about eleven feet to seventeen feet tall. They considered medium platforms and don't have the same carry capacity as more conventional vehicles or comparable mass. However, uprights, from bipedal scouts on up to spider tanks, have changed the face of battle.

Uprights have taken up a number of roles in the modern militaries. The United States and several of its allies use uprights as a sort of fast cavalry in support of infantry units while Burma still focuses primarily on the use of heavy tanks, with uprights as support vehicles. Before its dissolution, the Soviet Union spider troop carriers were a widely recognized vehicle. All nations use uprights as one of several forms of reconnaissance. Uprights require only a single operator as opposed to entire crew. In addition to being capable of maneuvering in a wide range of terrain, uprights are typically more tactically flexible than more 'practical' conventional vehicles.

Outside the military sector uprights see use among civilian construction and law enforcement endeavors. Robotics and engineering teams in universities around the world often design unique prototypes to put through competitions that are frequently televised. Professional pilots with old models run upright shows, often in cooperation or competition with air shows. They're a cultural phenomenon, appearing in TV, movies, games and other mass media conceits, having a mystique akin to that carried by other dangerous vehicles like helicopters, racing cars and fighter jets.

**PSYCHICS:** Psychic powers are not common knowledge, but awareness of their existence as other than fantasy is on the rise. Most intelligence and military organizations are aware of the existence of psychic abilities, but underestimate how common they actually are. The intent of Psyche and quite a few others is to eventually reach a point where psychics and non-humans are ordinary members of the population; how-

ever, they've suddenly become aware that they are moving too slowly. It is likely that the mundane world will discover the breadth of the psychic world before either group is ready for it.

All supernatural powers in **Divine Blood** are, at their base, expressions of psychic ability. This is true whether the power is referred to as channeling, magic, a Talent or shaping. Psychic abilities are powered by an energy referred to collectively as Life-Force though each species tends to refer to their Life-Force by a different name.

Something important to consider is that all psychic ability in **Divine Blood**, including the near reality bending powers of the Gods and Demons, are predictable by scientific method.. This book contains some basic practical mechanics of use but only hints at the physics involved. Don't think too hard about the actual nitty gritty theoretical stuff. Unless one of your characters is a theoretical physicist you won't need to know the subatomic processes involved, and even then you can make it up because the laws of physics in **Divine Blood** are slightly different than those of our universe.

However, you should consider this from the perspective of the psychics. Trained, professional psychics have personalities similar to engineers and scientists, despite the fact they use occult and archaic terms. They have little patience for mysticism and see it as the sign of an amateur or charlatan. A sorcerer might be atheist or religious, but if he does believe in some form of mysticism, he'll likely keep it separate from his techniques and rituals.

## TIMELINE

**120,000 BC** – Demons and Gods return to Earth and discover humanity already a major race. Steps are taken to infiltrate and study humans resulting in the process of reincarnation.

**117,000 BC** – Most existing human civilizations have been shattered or subjugated.

**113,000 BC** – Vishnu openly questions the sanity of the Gods who refuse to reincarnate.

**105,000 BC** – Lilith establishes the realm of Iten on Earth.

**92,000 BC** – The Second Demon-God war begins.

**87,000 BC** – All written record of prior human history eroded by time.

**45,000 BC** – Lilith and followers usurp the old leadership of Yomi. Vishnu's followers simultaneously usurp the old leadership of Nirvana.

**43,000 BC** – Demons and Gods begin to refer to each other by words used in human languages.

**40,250 BC** – The ancestral languages of Demons and Gods begin to slip out of common use.

**36,000 BC** – Yomi and Nirvana begin discussing ending hostilities.

**34,213 BC** – The first hybrid of Demon and God born to Lilith and Vishnu. Urd Jotundottir.

**31,215 BC** – Talks between Yomi and Nirvana break down. Lilith sends Urd to Nirvana with Vishnu. Hostilities renew.

**25,000 BC** – Balor begins his murders in Yomi, blames them on Nirvana assassins.

**4,923 BC** – Susano’O defects to Yomi.

**4,000 BC** – Mesopotamia develops writing.

**3,291 BC** – Lilitu Geisthexe “born” to Marna Geisthexe.

**1,500 BC** – Loki defects to Nirvana, taken into Odin’s house.

**321 BC** – Kishimoten converts to Buddhism and defects to Nirvana.

**6 AD** – The Compact is established, enforcing peace on the Gods and Demons.

**8 AD** – Balor’s practices discovered. Balor sealed away in the Abyss.

**9 AD** – Zeus of House Tinia forced to choose between reincarnation or sealing. Chooses reincarnation but successfully fakes it.

**34 AD** – Lilitu converts to Christianity.

**124 AD** – Yomi officially declares the Demon language dead.

**315 AD** – Loki kills Baldur. Loki and his God wife sealed as a punishment. Loki’s Demon children immigrate to Yomi to escape possible repercussions.

**451 AD** – Arthur establishes Camelot in Britain.

**523 AD** – Camelot falls.

**891 AD** – Nirvana officially declares the God language dead.

**1102 AD** – Hermes and Athena break away from House Tinia. Yomi and Nirvana cease interfering in human culture on large scale.

**1765 AD** – The Path of the Golden Dawn officially established.

**1815 AD** – Representatives of many non-human groups and sorcerer families meet in China to standardize terms for dealing with the supernatural. Psyche established.

**1911 AD** – Howard Phillip Lovecraft joins Psyche and begins to be exposed to the plethora of non-humans within the world.

**1915 AD** – HP Lovecraft is tentatively connected to certain unsavory activities. He leaves Psyche and moves into obscurity.

**1917 AD** – Lovecraft’s first stories are published.

**1924 AD** – House Tinia compared to human crime syndicates.

**1925 AD** – The US Navy raids Innsmouth and torpedoes the “Devil’s Reef”, many deep ones are killed. After the fact, the participants of the raid realize that there is no evidence of monstrous behavior from either the survivors or signs of hostile plans in the remains.

**1926 AD** – The US Navy buries knowledge of the Innsmouth massacre and establishes the Socrates Group for the purpose of first contact with non-human species.

**1932 AD** – War begins between Japan and China.

**1934 AD** – Hitler becomes Fuhrer of Germany.

**APRIL, 1936 AD** – August Derleth submits Lovecraft’s story *Shadow Over Innsmouth* without his consent. It is taken as a confession of manipulating the Navy raid on Innsmouth by the Community.

**MARCH, 1937 AD** – HP Lovecraft dies.

**MAY, 1937 AD** – Eris goes to Germany. Most Immortals begin leaving projected warzones.

**1938 AD** – Socrates Group takes first steps into the cosmology.

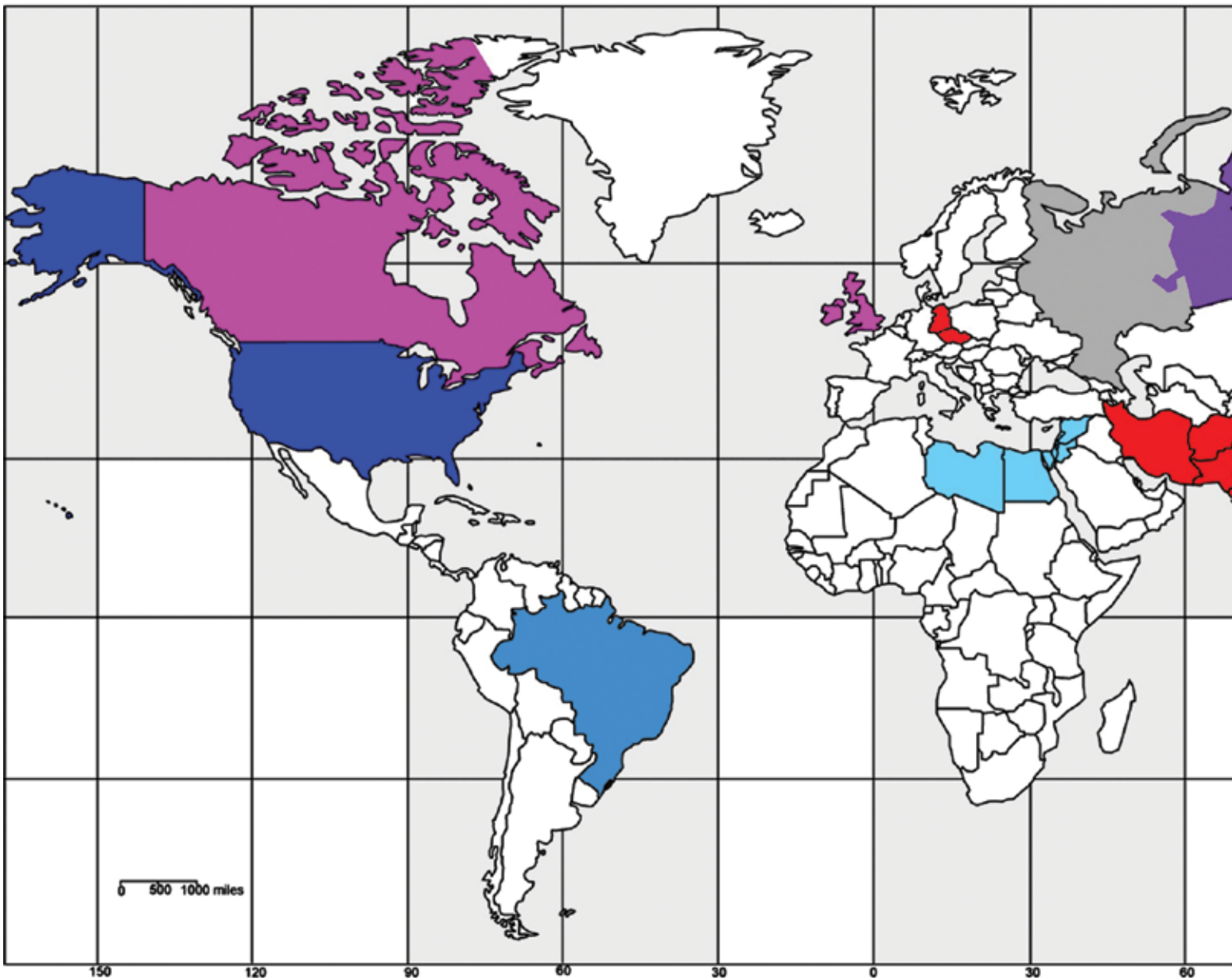
**1940 AD** – Socrates Group and the Thule Society enter conflict within the cosmology.

**1941 AD** – Japan bombs Pearl Harbor, US enters World War II, Admiral Nimitz hospitalized with a stroke.

**1942 AD** – MacArthur goes west to escape the Japanese invasion of the Philippines and forms a guerilla force in Burma.

**JANUARY, 1943 AD** – MacArthur’s collected forces push north through allied and occupied China. Burmese forces make use of suspiciously advanced technology. Montgomery named as Commander of the allied forces.

**FEBRUARY, 1943 AD** – Socrates Group and Thule Society discover Shangri-La and begin battling over it.





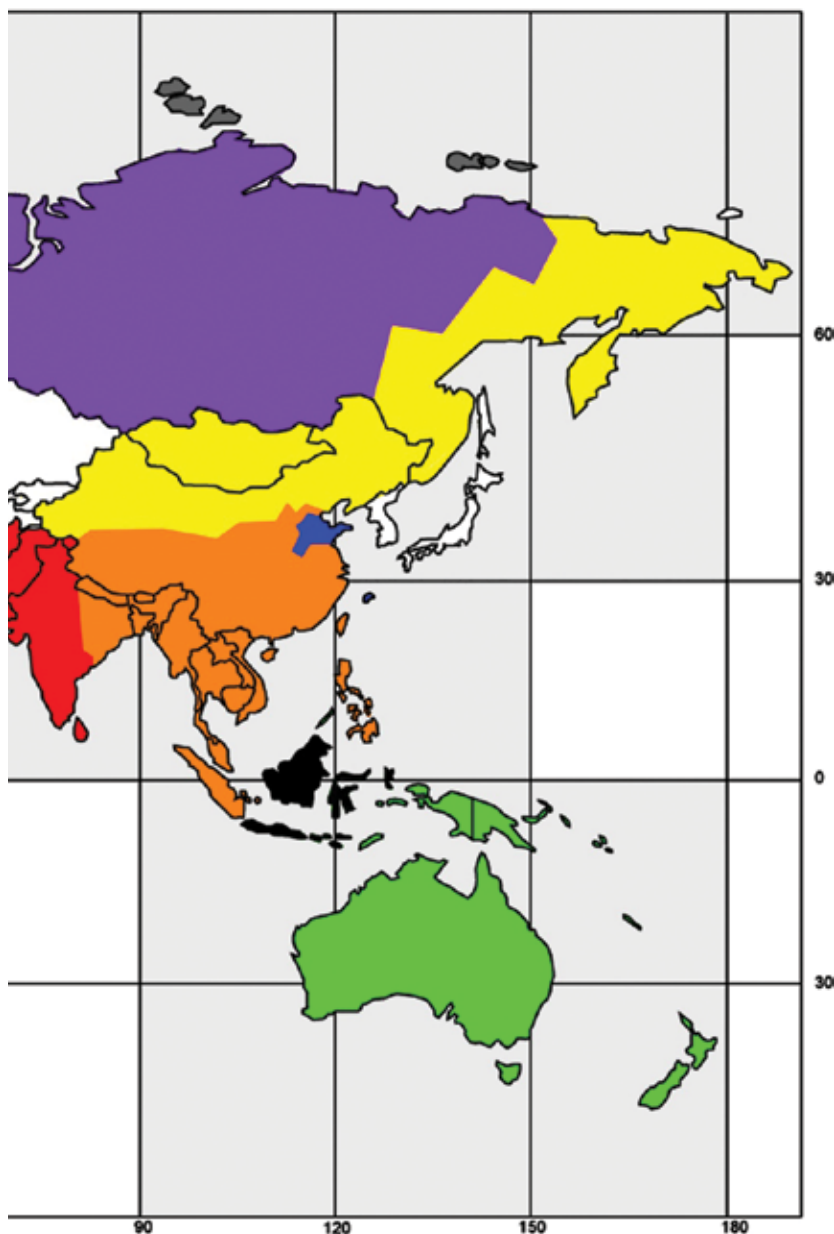
**1944 AD** – Montgomery’s planned invasion of Europe meets disastrous failure. Eisenhower named Commander-Europe. Theater, plans for the Invasion of Normandy started. Russian advance slows down. German atomic project fails spectacularly as an explosion obliterates Haigerloch. Eris dies in Nazi Germany.

**1945 AD** – MacArthur steals the atomic bomb. The US covers this up. D-Day occurs with remarkable success.

**1946 AD** – Japanese conservatives stage a successful coup over their militants and sue for peace with the United States. Expansionist American politicians push to include Okinawa as a peace concession and succeed. Nazi officials begin sneaking out of Germany. Germany surrenders at the end of the year UN established.

**1947 AD** – MacArthur declares himself the Emperor of Myanmar once his family arrives to “visit” him. MacArthur drops an atomic bomb on Tokyo. US responds by dropping a bomb on MacArthur’s reported location. Burma claims they missed but no known public appearance of MacArthur after this. Britain tries to re-enforce its Mandate in the Middle-East, Montgomery named governor and Local Arabs and Jews form a resistance. Avalon established by German, British and Italian veterans and businessmen.

**1948 AD** – Burmese expansion comes to an end. The Cultural Republic of Chinese and Mongolian People established. Shandong opts to join the United States instead of the CRCMP aka “Free China”. Middle-Eastern resistance movement garners popular support in America and Western Europe. Britain faces economic sanctions.



*Blue is the United States, Yellow is the CRCMP, Green is Australia and Light Blue is the NAA. These are referred to as the Four Pillars of the Free World. They’ve been allies for many decades, but their interests do not always align.*

*Pink is the British Empire, Orange is the Empire of Myanmar and the greyish blue is Brazil. These countries are characterized to a greater or lesser extent by a dissatisfaction with the way the Second World War ended. Warsaw Pact is included in that group, but it is almost impossible to call them a group any longer.*

*Red areas on the map are experiencing heavy conflict, even to outright war in India, Czechoslovakia and Germany.*

*The black area is plagued by pirates since neither Burma nor Australia spend much time there for fear of antagonizing the other. However, many of the pirates include agents for one group or another.*

*The grey and purple areas are what’s left of the Soviet Union. The grey area is splintered into a host of private fiefdoms run by warlords, collectives or other such groups. The purple area is far less populated and thus experiences much less upheaval in general.*

**1949 AD** – Okinawa emerges as an Asian financial hub since Hong Kong was swallowed by Burma. Montgomery's forces fire on crowds of protestors. Britain pulls out of Middle-East North-African Alliance established.

**1950 AD** – Cease Fire signed with The Empire of Myanmar. China and the US still refuse to recognize Myanmar as a country.

1951 AD – Senator McCarthy starts his quest for traitors in American culture. With socialist China an ally, he aims at Russian Communism and MacArthur sympathizers.

**1952 AD** – Shangri-La and all known gates to it are firmly within Socrates Group hands. The Thule Society retreats to regroup and rebuild.

**1956 AD** – McCarthyism denounced. First Visionary documented.

**1957 AD** – Socrates Group discovers the Purged races in the cosmology. Emigration to Earth begins.

**1961 AD** – Burma invades India and Indonesia. Avalon officially begins funding Psyche.

**1962 AD** – Brazil declares German the official language. Bihar Breakthrough. First upright goes into mass production.

**1963 AD** – Battle of the Last Line. Burmese advance halted in India by the US, the NAA and the CRCMP. Steps are taken to advance to Nuclear power in all major countries. Australia's large supplies of uranium benefit its economy.

**1964 AD** – Burmese advance in Indonesia halted by Australian navy.

**1967 AD** – Okinawa named the 51st US State.

**1973 AD** – Warsaw Pact invades Afghanistan to seek out oil fields.

**1979 AD** – North African Alliance helps free Afghanistan.

**1981 AD** – Shandong named the 52nd US State.

**1986 AD** – Nirvana prevents the worst parts of the Chernobyl disaster.

**1990 AD** – Soviet Union falls apart due to economic stress. Warsaw Pact closes borders tight and turns in upon itself.

**1991 AD** – West Germany and East German rebels try to oust East German government.

**1995 AD** – The Bravura Academy class of 2012 are either born or reincarnated this year.

**2001 AD** – Czech Terrorists destroy the world trade center in New York City. The US invades Czechoslovakia and is drawn into the German confrontation nearby.

**2005 AD** – Croatian separatist movement fails to break free from Yugoslavia.

**2007 AD** – First fusion reactor goes into operation in the US.

**2010 AD** – Brazil begins stepping up military exercises.

**2011 AD** – The events of the **Semester Start** novel.

**2012 AD** – Current Day.

## LEXICON AND SLANG

**AGE OF DISCOVERY** – A period beginning in 1200 AD and ending 1700 AD. This corresponds to the public definition of the Age of Discovery.

**AGE OF GODS** – A period roughly 40,000 BC to 20,000 BC after the God and Demon rebellions and before Vishnu and Lilith consolidated their rule over their respective species. Much manipulation and abuse of the mortal races occurred during this time.

**AGE OF HEROES** – A period from roughly 20,000 BC to 4,000 BC that encompasses most of the ancient mythology of the world. The Faerie Court began to weaken and Lilith and Vishnu each established laws protecting mortals. The conflicts between Yomi and Nirvana were often waged through subtle manipulations that could get past the Eyes and Shadows. Demi-Gods and Half-Demons were common agents.

**AGE OF KINGS** – A period ranging from roughly 4,000 BC to 1200 AD. Generally represents the beginning of history as recorded by humans of the current rising civilizations.

**AKIRA** – (*Derogatory*) untrained psychic, especially who thinks power and talent trump equipment and training.

**AFFLICTED** – Living beings born a different species than they currently are. Generally refers to non-human sentient races fitting this description.

**ASCENSION** – The process by which a human can be turned into a God or Demon. Always successful with Half-Demons and Demi-Gods. Successful less than 1% of the time with others. Failed attempts do not cause harm. This process has never been attempted with non-human mortals and would fail every time with Visionaries.

**ASHVATTHA** – The largest rune tree, connected to the Nirvana mindscape as a whole. The hardware on which Gods and Demons of Nirvana share and enhance their psychic might.

**APPRENTICE** – A black magician so heavily indebted to a particular citizen of Yomi that there is likely no way for them to get out from under the debt.

**AURA** – Protective field of Life-Force. Must be shaped to face particular styles of attack, a channeling skill.

**AVATAR** – A white magician that has used magic originating from a particular citizen of Nirvana so frequently that their thoughts and memories are practically an open book to that Immortal.

**BODY ENHANCEMENT** – Channeling skill allowing the body to operate at peak human or superhuman levels.

**BODY HARDENING** – Procedures for permanently enhancing the toughness of the skin. The procedures involved are a shaping skill but is currently being duplicated by mundane technological means as well.

**BLACK MAGIC** – High Magic based on borrowing from Demons and Gods connected to Orochi.

**BLAST** – Channeling skill which launches condensed Life-Force as an attack. Occasionally used to create the equivalent of a fireworks display.

**BLEND** – Non-humans that appear mostly human and have no shape-changing or disguise skill. Some still can't really pass for human.

**BLOOD JUNKIE** – (*Derogatory*) cultural vampire, especially one who drinks to excess.



The Leansidhe cult have a reputation of being blood junkies.

**BLOOD MAGIC** – Low Magic. Related to the fact it frequently requires the use of blood.

**BUTTERFLY** – A Psyche freelancer. Positive connotations when used among Psyche/Community. Differentiates trained psychic operatives from researchers and ‘psychics’.

**CAPTAIN HOOK** – (*Derogatory*) Someone with a cybernetic arm. Usually derided for being less able to handle rigors of combat than a natural arm.

**CHANGELING** – Non-humans that are born appearing to be human and express their true nature later.

**CHANNELING** – The skill of using Life-Force for raw, blatant purposes including combat. This is a trained skill that almost any sentient being can learn. Practitioners are called channellers.

**CHARLOTTE** – (*Military*) any friendly spider-tank on the battle field.

**CHI** – Human Life-Force, physical interactions emit visible light of green wavelengths.

**CIRCLES** – Circuits designed to focus and multiply Life-Force so as to allow for more powerful effects.

**CLOAKING** – Channeling practice of choking off one’s residual Life-Force so that their presence is overlooked. Practical invisibility from living observers, does not function against machines.

**COMMUNITY** – The Community, capital letters implied, refers to mutually aware population of cooperating psychics and non-humans. Usually implies a civilian population.

**COMPACT** – The system enforcing the truce between Yomi and Nirvana. When a citizen of Yomi dies, the Compact kills a citizen of Nirvana and vice versa.

**COMPANION** – A Demonic familiar designed to appear as an animal. Capable of independent action, possibly sentient, they provide extra processing power and reserves of Life-Force.

**CORRUPTION** – Injury sustained directly by the Life-Force.

**COSMIC JANITOR** – (*Derogatory*) First tier Immortals.

**COSMOLOGY** – The collection of created and often forgotten extradimensional shards orbiting Earth outside the normal three dimensions.

**CTHULHU** – Nameless things, abominations. Used by pretty much the entire supernatural community.

**CUCKOO** – (*Derogatory*) changelings.

**CULTURAL VAMPIRE** – one who practices vampirism for cultural reasons rather than for a dietary need.

**DEEP ONE** – (*Derogatory*) psychic or non-human with aquatic powers. Especially lemurians.

**ENCHANTING** – The practice of creating lasting psychic tools, weapons and other supernatural tools. Shaping skill.

**EPISODE** – An event in which a psychic spectacularly loses control of their power. Common source of derision for Akiras.

**EXORCISM** – The practice of removing curses. Also the primary counter to non-physical entities including ghosts. Shaping skill.

**FAMILIAR** – Demonic tools and equipment. Bio-technology based on reptilian DNA. Often symbiotic to demons, can be parasitic when used by non-Demons. Produces Life-Force compatible with Vitae.

**FENG SHUI** – Blanket term for schools of geomancy. A primarily human art, focuses on making use of residual Life-Force in the environment that most consider useless waste.

**FREELANCER** – (*Intelligence and Spec-Ops*) mercenary psychics. Indicates some level of respect and an assumption of competence.

**GEOMANCER** – A common term for a feng shui shih, practitioner of feng shui. Not considered correct usage.

**GOATMAN** – (*Derogatory*) government-trained psychics used by soldiers. Stereotyped as less competent than freelancers.

**HAVEN** – Psyche facilities providing support and shelter for non-humans that have trouble blending in with human society.

**HEADHUNTER** – A battlefield bounty hunter. Mercenaries with no particular contract on a pay per kill basis.

**HEALING** – The skill of treating Life-Force corruption. Healing can only soothe some of the symptoms of physical and psychological damages. Healing is a shaping skill.

**HIGH MAGIC** – Magic performed by borrowing through Ashvattha or Orochi.

**HOMUNCULUS** – (*Nirvana*) a clone or being gestated within a device rather than a parent. A significant minority of Gods and Demons are homunculi.

**HYBRID** – Non-humans that have very few human features.

**K.A.S.** – (*Derogatory*) ‘Kidnap and Slaughter’ a rescue and purge op where the target of the rescue has no desire to be “rescued”.

**KOLCHAK** – A person trying to make the existence of psychics and non-humans public regardless of consequences.

**LEAK** – The situation of a psychic having a mild effect on the environment or people around them. Typically the mark of an akira, but can result from various impairments as well.

**LIFE-FORCE** – A biological energy produced by a living body. Unique to each species.

**LOW MAGIC** – Magic performed by borrowing without the backup of a network. Requires a viable genetic sample to perform, usually blood.

**MAGIC** – The practice of borrowing the powers of other psychics. Primarily via a network as this circumvents the need for biological samples.

**MAGICIAN** – A practitioner of Low Magic.

**MAGUS** – A practitioner of High Magic. Plural *Magi*.

**MAJOR RACE** – Any race with enough population to be an everyday sight on Earth. Currently only humans, previously the precursors to both the Demons and Gods.

**MANA** – God Life-Force, physical interactions emit visible light of blue wavelengths.

**MANIPULATIVE** – Psychics with talents allowing them to control the physical world around them.

**MARBLE** – Cybernetic Eye

**METABOLIC** – Psychics with talents allowing them to control or enhance their own bodies.

**MIMIC** – Non-humans capable of using either illusions or shapeshifting to appear human. Gods and Demons are the most common, but Therianthropes are the most well known.

**MINDSCAPE** – A psychic construct that serves as a defense for the deeper mind.

**MONKEY** – (*Derogatory*) humans and human related species.

**MONKEY FOLLOWER** – (*Derogatory*) Gods and Demons that follow human forms of worship.

**MONKEY LORD** – (*Derogatory*) Gods and Demons that still try to pass themselves off as truly divine beings worthy of worship.

**NAMELESS** – Unique creatures, or at least creatures for which there is no previous record. Designation implies first tier level psychic power.

**NIRVANA** – The home shard of the Gods and Demonic defectors. A virtual paradise.

**OROCHI** – The largest and most well known companion, linked to the Yomi mindscape as a whole. The hardware on which Demons and Gods of Yomi share and enhance their psychic might.

**OTHERS** – Non-human races that seem to have absolutely no relationship or similarity with humans.

**PATCH** – (*Derogatory*) Someone with a cybernetic eye. Considered to be less well adapted to the rigors of combat than a natural eye.

**PEG LEG** – (*Derogatory*) Someone with a cybernetic leg. Considered to be less well adapted to the rigors of combat than natural legs.

**PETRI DISH** – (*Derogatory*) kitsune.

**PUPPET** – (*Derogatory*) homunculi. Used by Gods and Demons.

**PSY-LINE** – (*Intelligence and spec-ops*) line of sight. Refers to the fact that many psychics need a line of sight to their target.

**THE PURGES** – The seven Immortals, three Gods and four Demons, primarily responsible for a string of genocidal attacks during the early middle ages against minor races that were initially created by the Gods and Demons.

**RESCUE AND PURGE** – *Standard Op*. Consists of infiltrating a facility recovering key personnel and torching everything else.

**ROBOT JOCK** – Upright Pilots.

**RUNE** – Divine tools and equipment. Bio-technology based on seaweed DNA. Produce something similar to Mana.

**RUNE TREES** – Runes designed to link into the Divine mindscape. Provide extra mental processing power as well as extra reserves of Life-Force.

**SEAL** – (*Technical*) the lock on a gate entering a shard. (Common usage) a shard locked with a seal. Creating seals is a shaping skill.

**SEAT** – Avalon regional commanders.

**SENSITIVE** – Psychics with mental powers or non-standard senses.

**SHAPING** – The art of manipulating Life-Force towards more subtle, often longer-lasting, purposes.

**SHARD** – An extradimensional pocket formed by either taking a piece of the world outside of normal reality or by outright creating the space.

**SHELOB** – (Military) any hostile spider-tank on the battle field.

**SORCERER** – A psychic whose abilities primarily come from training. To be considered a sorcerer, a psychic must be skilled in both shaping and channeling. Many psychics do not like the term, feeling that it is antiquated.

**SPIDEY** – (Military) any spider-tank.

**TABLE, THE** – The Avalon high command.

**TALENT** – Individuals born with psychic abilities. Often are capable of effects impossible for pure sorcerers.

**TALISMAN** – Specially cut, grown and altered quartz crystals used as tools by human psychics. Distills ambient Life-Force into something compatible with human chi.

**UPRIGHT** – Robotic ‘walker’ vehicles used for construction, law enforcement and military purposes.

**VAMPIRE** – (Layperson generalization) any entity that drinks blood whether for biological, cultural or supernatural reasons. Mispronunciation of vampyr.

**VAN HELSING** – (Derogatory) individuals who kill psychics and non-humans for no other reason than what they are.

**VISIONARY** – A particular type of human born talent. Capable of inventing things outside the current scientific understanding.

**VITAE** – Demon Life-Force, physical interactions emit visible light of red wavelengths.

**WERE** – (Layperson generalization) anyone possessing human form and an animal form. Covers a wide variety of talents and species.

**WITCH** – Untrustworthy psychic. Indicates skill and competence but a lack of morals.



*The change from human, or other species, to dryad takes close to two months of pain and illness. If caught early enough, the change can be prevented by surgery and medicine.*

## A BRIEF HISTORY

Roughly two thousand years ago, the Gods and Demons created the Compact, a supernatural force that was dedicated to maintaining the truce that many of the citizens had threatened to break over the previous several hundred years. People were still dying on both sides and the populations of both were slowly dwindling. Death-seers and healers were being especially targeted, to the point that they were growing rare among the Demons. The method was simple, whenever a citizen of Yomi would die, so too would die a citizen of Nirvana and vice versa. This didn't start their slow withdrawal from manipulating human governments, nor did it end it, but it was an important event none-the-less.

By this time, the Faerie Court had been forced into hidden strongholds across Europe and Western Asia and many of the human sorcerer and magician families had become firmly established. The mortals of the world, primarily humans, had come to once again dominate the direction of the planet's history.

The Gods and Demons did not simply vanish as the Age of Heroes became the Age of Kings. They continued to reincarnate and live among the mortals. They merely did not advertise their presence or identities to the mortals they lived among. Some did continue to take a hand in the politics of kings and priests for a time, but that was brought to an end, be decree from both Lilith and Vishnu a few centuries after the Compact. Finally, those Gods and Demons on Earth were limited to only manipulating local politics and that only to ensure their own safety.

Unfortunately, the conflict did not cease. Instead of killing each other though, Yomi and Nirvana agents and rogues begin to place their targets in seals which made it difficult to find them within each mindscape. There are many of these prisons scattered about the world, sometimes lost deliberately and others simply lost. The state of mind of the Immortals within is questionable, at best.

One of the developments that had begun to push the Gods and Demons into direct warfare was the growing independence of humanity. While even to the modern day, Gods and Demons maintained followings or humans through the practice of High Magic, the time when they could command armies had ended. As a result, many had taken to carrying out their personal vendettas directly rather than through mortal proxies.

At the start of the Age of Heroes, Talents were still considered more dangerous than sorcerers and magicians. This changed quickly as those that trained to develop psychic skills banded together forming the basis for the Families that would arise. Channeling, shaping and magic were skills that anybody could learn with enough effort and unlike with Talents, the

tricks that one person learned were readily usable and applicable to another. Talents always had troubles finding experts in the use of their particular ability and those experts usually only had one or two tricks that a would-be student hadn't already developed.

It was also during the Age of Heroes that feng hui was first developed. In the search for increasing their efficiency, human sorcerers sought to harness a resource the Gods and Demons had dismissed as unusable: the residual Life-Force that accumulated in the environment especially near where sentient species lived. Unlike with circles, there was no clear outward sign of an area that had been modified to better improve the local flows of power toward a specific purpose. As such, human sorcerers and magicians were able to set up areas uniquely suited to studying and practicing psychic ability while remaining hidden from the idle passerby.

The sorcerer and magician Families were well established by the time the Compact was put into effect. As a result, Talents began to be less of a threat to society at large and progressively fewer of them would pursue lives of danger and adventure. Nor were the human Talents the only ones to benefit from the swell in the power of human sorcery. Non-humans also found themselves in more enviable positions. Among other things, the sidhe began to defect from the tyrannical Faerie Courts in droves.

Unfortunately, while the time of the Compact coincided with, and may have been indirectly caused by, the upswing of human independence, there were other events at the same time that were significantly less happy. Some among the Gods and Demons felt concerned that those mortals who had direct knowledge of them would become a danger when this system of hostages was put into place. Thus came the Purges.

Under orders from certain houses three Gods and four Demons embarked on a genocidal campaign that lasted months, trying to beat out the completion of the Compact. Numerous human cults, the trolls, dvergar, seraphim, succubi and similar groups were driven to the point of annihilation. The massacres were kept out of the mindscape with some success. Some of the Purges were even able to assassinate lower ranked Gods and Demons that had attempted to protect their mortal acquaintances without drawing attention.

It is rumored that at least two of the Purges, one each from Yomi and Nirvana, had grown disgusted with their orders and turned themselves into the Shadows and the Eyes of Ra respectively. This may be true, but it was the battles against the seraphim and trolls that first drew eyes toward what was happening. Both groups gave a vigorous and spectacular defense that the Purges could not contain. Vishnu and Lilith put an end to the Purges' actions.

Those behind the Purges were punished for the murders of tens of thousands of mortals and dozens of Immortals. Those that gave the orders were also tracked down and punished. At least four of the Purges, possibly as many as five, have since been released. Most have become reclusive, but at least one, Morrigan, is now actively serving as an Eye of Ra herself. Most of those that gave the orders, however, have remained unrepentant within the Abyss and Tartarus and would probably claim responsibility for the fact that most modern mortals have forgotten even that the Immortals have physical bodies much less that their faces are marked with red and blue symbols.

This period revealed something to both Yomi and Nirvana. Apparently it was possible to kill another Immortal on the same mindscape without immediately revealing to everyone else on that mindscape just what and who had done the killing. In ancient days that don't exist in human history, the Gods and Demons had gotten around that and the reluctance to even hurt someone part of the same mindscape as themselves by splitting off and forming a separate mindscape.

The realization that it was possible, later led to the solution of a mystery that had been plaguing the Immortals for some time. The first was the identity of who had been hunting and killing death-seers. It had been assumed to be just a symptom of the conflict between the races, but by and large, most of the deaths had come at the hands of the Demon Balor and his followers. More of the victims had been Demons for the simple reason that he had the most access to other Demons.

It had been the Age of the Gods when last the Immortals had taken such direct violent action on Earth. Many of the kings and priests of humanity had forgotten the power available to the Immortal races. Given the rarity of the supernatural races of the day, they likewise had overlooked the existence of non-human people. When the Purges descended, they only knew that beings of great and terrible power had wrought massive destruction. They did not understand how much further advanced the Gods and Demons were than everyone else and suddenly began to worry about that village of werewolves in the next valley over despite the fact that they'd never been a problem.

The sorcerer and magician Families had their starts in the Age of Heroes or the Age of Gods for the oldest, time periods when many mundane governments were influenced heavily by the Immortals or the Faerie Courts. As a result, they had established a practice of remaining unconnected with other human power bases as a matter of security. They instead held themselves as if they were a separate government. As the world grew more populous they acquired some mundane influence through acting as merchants, but by and large they still held themselves apart. This meant that they were unable to pass on what little they knew about the Purges. In those

countries where shapers, magicians and other psychics still had government posts, they were able to relate what little they knew about the affairs of the Immortals, but still fear spread.

For most of the world, this fervor began to die down, but the rise of the Black Death in Europe and the Middle East kicked it back up again. The Families had risen out of a period of conflict with the Faerie Courts and the proxies of the Gods and Demons and thus had the advantages of well-hidden bases of operations and a strong military tradition. Because of this, they were least impacted by these human imitations of the Purges. Most of those that fell to the mortal witch hunts were individuals and small families, people that had no resources, no great skill and no large numbers to help in their own defense. A tradition of secrecy quickly rose in Europe and the Middle East.

The rest of the world had a more lax attitude toward this, since their period of human crusades ended several hundred years earlier. While the existence of non-humans and psychics was no secret, they were expected to stay out of sight or at least draw no attention. It wasn't a hard and fast rule but just a sort of mutually unstated agreement. There was frequent interaction within small communities, but it became overall much rarer for any particular mortal to see a non-human or psychic. Each generation more and more humans came to assume that the legends of magic and supernatural creatures were merely myths.

As the Age of Discovery arose, many non-humans and psychics sought to leave Europe for the newly discovered regions of the world. Unfortunately, the European governments and religions were also spreading, and quite successfully. There still remained factions within these groups that continued to seek out "witches" and so they would come to new lands and find non-human and psychic groups who were engaging in the tradition of politely not attracting attention but still having no issue with admitting who and what they were. The result was often bloody for one side or another.

The Age of Discovery started to shift into the Age of Reason. Mortals that had never encountered psychic phenomena, due to the increased skill supernaturals had at staying hidden, began to disbelieve in their existence. The witch hunters fell out of favor and lost support from both governments and churches. A period of heavy scientific advancement followed in the mundane population. This was mirrored in the supernatural world.

In 1815, representatives of numerous Families and non-human populations were invited to a conference in Beijing. The nature of the conference was similar to that of many scientific conferences occurring throughout the world. They sought to codify terms and standards of measuring so as to make the



practice of the psychic arts that much more efficient. The conference even included representatives of the Gods and Demons, though that was not known at the time and is still not known to the modern time.

Multiple methods of explaining the nature and workings of psychic abilities were discussed ranging from the concept of the Greek Elements to the Asian understanding of Yin and Yang. While many of these older concepts still influence the procedures of some individuals, the methods of describing psychic phenomena came to revolve around the concepts described today.

Two important things rose out of this conference.

The first was a nearly unprecedented atmosphere of cooperation and sharing of research which produced a boom in the population of shapers as well as increased the number of useful rituals and channeling techniques by orders of magnitude. Many Families remained stand-offish and refused to share their techniques and discoveries, but doing so resulted in a loss of prestige and effectiveness since those Families that did share suddenly had many more techniques available to learn. This resulted in those Families that shared information with allied groups having a greater understanding of psychic phenomena in general and thus being able to develop even more techniques beyond what they learn from neighbors. Inter marriages between different Families started to become a lot more common as a way of creating a bridge to allow the trade of knowledge without breaking traditions.

The second major development of the 1815 conference was in the establishment of Psyche. Several representatives of Families such as the Breholm and Siskind as well as several of the larger non-human populations came to the conclusion that maintaining the secrecy of the Age of Kings was not something that would be sustainable indefinitely. They also noted that living as if every settlement of psychics and non-humans was an armed camp was unproductive and would eventually work against them. However, there was still a need for these groups to have protection. The creation of Psyche was their answer.

As the world moved into the Industrial Age, Psyche Managed to increase the safety of supernatural populations tremendously. The result was a significant growth in their numbers. It is estimated that the number of human psychics and non-humans at least tripled between 1815 and 1911. At the same time, the percentage of psychics and non-humans who were trained for fighting dropped as they began to take up other career choices. By 1907, the Community was almost entirely of a civilian nature as they trusted in the protection of Psyche freelancers and secretaries.

Psyche was also unintentionally the source of the Spiritualist

movement as their early methods of preparing the way for the re-introduction of the supernatural to the public paved the way for a lot of charlatans and crackpots. The Spiritualist movement was full of individuals that had taken and run with all manner of small details that Psyche had allowed to enter the public forum. The preponderance of frauds and fools ended up only reinforcing the belief of many the supernatural phenomena was a hoax. This was something that would, in the end, simply make the consequences of reintroduction that much more likely to be violent. In order to counter the damage, Psyche began to look into maintaining agents who could debunk frauds while doing minimal damage to the idea of supernatural entities as a whole.

World War I slowed down the supernatural population boom significantly, as did the Great Depression that followed it. During this period, the world also came to host on H.P. Lovecraft who would later be known in the public for his lurid stories. These stories were propaganda of a foul sort. Lovecraft had belonged to Psyche at one point, but eventually came to the conclusion that non-human entities were a danger to the safety and "purity" of the human race. Among his most infamous of acts was managing to convince elements of the US Navy to attack the town of Innsmouth in Maine and torpedo an underwater settlement of Deep Ones. The US Navy learned only after the fact that their targets had been mostly harmless, but the damage had already been done. Lovecraft himself died of a cancer that many suspect had been given to him by a curse.

Sadly, Lovecraft's earlier connection to Psyche and the Deep One's history of isolation from other supernatural groups caused his propaganda to be accepted in the Community as well. Eventually, the Deep Ones began calling themselves lemurians and reacting to their species' old name as if it were a slur. The term itself has been used to apply to any psychic or non-human of aquatic nature. It is better now, but for fifty years many supernaturals really believed that the Lemurians were untrustworthy degenerates. Even now they have reputations for low intellect, aggressive nature, inbreeding and bad hygiene, none of which is generally true though some Lemurians have a fishy smell that is difficult to conceal.

During the same era, Australia successfully gained independence from the British government. Having just lost India as well, Britain moved to enforce its holds on Canada, Ireland, Scotland and the Middle East. Elements within the political environment of Great Britain began to discuss the fading Empire and how it might be brought back to his proper place.

World War I had been noted as a global conflict in which a nearly unimaginable number of people had died in conflicts using a number of new technologies. While there were psychics and non-humans on all sides of the conflict, it is marked as one of the first wars where what was considered conven-

tional warfare began to surpass the destructive capability of most psychics. World War II came within twenty years of the end of the First World War and raised the bar again.

Different start dates are given for this second global mortal conflict. For Asia, the war started in 1932 as Japan began to invade its neighbors. In Europe, the war began in 1939 with Germany's invasion of Poland. America spent most of the first half of the war providing financial and material support for China, Russia and England. They entered the war in earnest in 1942 when the Japanese bombed Pearl Harbor.

America had originally intended for Admiral Chester W. Nimitz to command the Pacific Theater, but a minor stroke left the Admiral hospitalized and Admiral William Halsey Jr was given the command in his stead. Halsey's command was rather aggressive and garnered a fair number of losses, including a nearly Pyrrhic victory when the Japanese forces attacked Midway. Most problematic, however, was the number of military officers he took into his command that had expansionist political leanings.

In 1943, the Japanese attacked the Philippines and defeated the American garrison there. Douglas MacArthur had been in charge and was forced to flee west, taking refuge in Burma. Once there, he began rallying support among the locals and began to strike against the Japanese in what started as guerrilla attacks but became progressively better armed as the war continued. No one is quite certain where MacArthur was getting his advanced tech from, but the common belief is that expansionist politicians were funneling secrets through those military officers in Halsey's command that were sympathetic to their aims. Nimitz finally did take command in late 1944, when the war was already moving in America's favor, and ended up spending most of his effort securing the rights of the islands they were liberating.

In Europe, the British took the lead in the war on Germany, insisting on General Bernard Montgomery as the Commander in Chief in the European Theater. Montgomery's campaign and strategies dragged with what little success he had being more due to the crumbling nature of the Nazi Regime. Then he made a disastrous attempt to start a western front by invading Fortress Europe by way of Norway in an attack that cost almost 5,000 Allied lives. Eisenhower replaced Montgomery as Commander in Chief shortly thereafter. The Russians responded by holding off of their front and the entire theater stalled for a year allowing the Nazi's to take some additional defensive measures.

In the same year, the German atomic weapons program failed, taking a small German town with it. High ranking Nazis began to take the opportunity to slip out of the country even as their subordinates built a firmer defense. When Eisenhower invaded Normandy in the next year and the Russians ad-

vanced as well, they faced a newly determined enemy eager to conceal the fact that their leaders had fled. They held out until the end of 1946 when most of the remaining die-hards had been killed and the remaining forces surrendered.

In 1946 a group of Japanese citizens and military had successfully managed to pull off a coup and were suing for peace from America. Expansionist elements of America pressed to acquire Okinawa as part of the peace negotiations and managed to get it over Nimitz's objections.

MacArthur was incensed that his enemy would be allowed to end the war in such a way. He'd seen for himself many of the atrocities that the Japanese had inflicted on the surrounding area and was determined that there would be retribution. In the beginning of the next year, he went rogue and declared himself the Emperor of Myanmar. He punctuated this declaration with the dropping of an atomic bomb on Tokyo. United States forces responded by dropping another bomb on MacArthur's last known location.

North China and Mongolia received an influx of refugees from areas held by the newly declared Myanmar and became another front in this new battle. They eventually formed the nation known as the Cultural Republic of Chinese and Mongolian Peoples. The province of Shandong was meanwhile held by American forces that had remained loyal and was used as a staging ground for the US to funnel more forces into the area.

Despite the apparent death of MacArthur, the Burmese forces continued to fight in a determined and disciplined manner. Both sides held a stalemate until 1950 when a cease fire was declared. However, almost no one has accepted the Empire of Myanmar as a legitimate nation.

During the same period of time, following the surrender of Germany, Britain essentially exiled Montgomery to the Middle East which he assumed was for the purpose of strengthening Britain's Mandate. At roughly the same time, many of the survivors of the Nazi Holocaust were taken to Israel by the British, with the possible intention of re-establishing Israel as a sovereign nation. With the intent with rebuilding his reputation as a hero of Britain, Montgomery took to his idea of the task with gusto.

Montgomery unilaterally removed any politician or bureaucrat who wasn't of British descent and engaged in a number of other measures that only served to unite the local Arabs and the newly immigrated Jews into a resistance against him. The method of resistance ranged from civic protests as inspired by those of Ghandi in India to more criminal enterprises. Eventually, Montgomery's actions brought sympathy for the region from America and a Western Europe that was recovering from Nazi rule and Britain began to face economic sanctions.

The final straw came when Montgomery ordered his security forces to, for reasons unknown, fire into a crowd of unarmed protesters. British civilians, the Royal family and many politicians turned from disapproval to outrage almost overnight. Montgomery and all British forces were removed immediately. Expectations were that the region would tear itself apart in civil war without British structure, but instead the North African Alliance was formed.

Sometime during the 1950's, unbeknownst to the Community or Psyche, a project financed by the US Navy opened a gate into one of the abandoned shards in Earth's cosmology. Eventually they discovered the descendants of non-humans that had fled into the cosmology to escape the Purges. Several thought to be extinct species began to return to Earth, mostly settling in the New England area, but slowly spreading through American territory and beyond.

Following the end of World War II, the Soviet Union achieved the technology to create nuclear weapons, joining Burma and the US as a nuclear power. They began to force their communist theories on Eastern Europe and start to try and spread their vision to the rest of the world. They had originally hoped that the US would be distracted by Burma, but still found their agents immediately dealing with American agents countering their actions wherever possible. When they tried to approach the CRCMP over their shared socialism, the Soviets were incensed that the Chinese-Mongolian country maintained their ties with the US. Unwilling to enter a direct battle where nuclear weapons might be used, the sides of this philosophical debate fought via proxies, turning smaller countries against each other over the next few decades.

The Second World War also produced an amazing amount of scientific advancement, with nuclear power being the most significant. However, technology really began to ramp up around the early 1960's, after the first Visionaries were documented. It is entirely possible that there had been Visionaries in existence well before the 60's but that they had never been discovered since they often died young.

While most of them did not have any particular scientific education to start with, they were very good at spotting where a particular location or process had a problem that could be addressed. As more Visionaries were born, the world rapidly went from burning coal to nuclear power plants. Perhaps the most famous Visionary aided invention of the period was the upright, humanoid robotic vehicles. These were developed just in time for Burma's renewed attempt at expansion as they pressed west into India and south across the South-Asian Islands. The first mass-produced uprights were used near the end of America's involvement in the battle.

Both CRCMP and the US forces in Shandong expected to be ordered to advance on the Burmese border, but instead were

told to hold off. Many were deployed in India to help fight the battles there, but they were not directed to march into Burmese held territory. NAA, US and CRCMP forces in India brought the Burmese advance in that direction to a stop after three years while the Australian navy stopped their advance across the South Pacific. Unfortunately it did not end the war and India suddenly expressed a desire for the other nations to leave it to finish things. East India has remained contested territory since that time.

In 1967, Okinawa became the 51st US State. This was met with some protest by Americans in mainland North America, who felt it was similar to what MacArthur had done, and some protest in Japan for the same reason. Protesters also pointed out Shandong and began to call for it to be "returned" to the CRCMP despite the fact that it had never been part of the other nation. Most of these protests were by people who were not residents of either territory and Okinawan residents were largely ignored by the press when confirming that they had voted for Statehood. Okinawa became the first state of the US where the primary language spoken was not English. Shandong would follow in 1981 as the 52nd US State.

Also in 1967, several militaries noted that they would begin to take genetic records of their soldiers. There were several reasons for the genetic samples, including making the identification of bodies easier in the case of another war. The primary reason was in the hopes that a treatment for radiation poisoning and mutation might be discovered by ongoing genetic research. It was thought to start collecting genetic information right away, before it would be needed. However, this announcement signaled the last time when non-humans could safely enter the military of most countries. Since they had distinctly different genetics from humans, despite appearances, they would be discovered as soon as they volunteered and no one was ready for that.

The Soviet Union invaded Afghanistan, supposedly after an invitation to help put down a rebellion, in 1973. A guerrilla war immediately started and dragged on far longer than the Soviets expected it would. They eventually realized that the North Africa Alliance was supporting the Afghan rebels. The USSR tried to approach Saudi Arabia and a few other Middle Eastern nations to put pressure on the NAA. Unfortunately for them, the other Middle Eastern nations presumed that the conflict would drain both the US aligned NAA and the Soviet Union so that they could take advantage of the situation after the fact. Afghanistan was finally freed in 1979.

During the 1980's, the country of Brazil was rocked by numerous cases of violence on the streets for which the international media had little explanation. A part of the explanation came in 1985 when the capital Brasilia was declared to be renamed Neul Berlin and the official language was declared to be German. NAA eyes immediately turned toward these

signs as confirmation of what they feared: that several high ranking Nazis had escaped Europe in the aftermath of Montgomery's disastrous campaign. However, despite efforts to stamp out the Portuguese language, Brazil has not made any apparent move toward following in the footsteps of Hitler's Third Reich. In fact, they have been distributing a fairly heavy amount of propaganda that seems to encourage "human solidarity". The phrasing and emphasis of these releases has most of the world's non-humans concerned.

The world was distracted from Brazil's sudden transformation when the Soviet Union collapsed under economic stress. The monolithic communist juggernaut did not collapse quietly. It crumbled, breaking apart into a mess of warlords and banditry. In the face of the chaos, Kamchatka appealed to the CRCMP for membership, adding a large Russian population to that country. The rest of the nation was wild and largely uncontrolled. The remaining members of the Warsaw Pact, Eastern European countries that had existed under the thumb of the Soviet Union since the end of World War II, closed the so-called Iron Curtain tightly as a plethora of wars large and small erupted all over the region as numerous forces started to make the effort to be the one to replace the USSR.

Another development during the eighties occurred after several IRA terrorists had been forced to flee Ireland as a result of a new press by the British forces. Several of these ended up crossing the Atlantic to come to North America where they eventually slipped into Canada. With a few exceptions, Canada's attempts to gain independence had been mostly in the form of petitions, legislation and peaceful protests, all of which were blocked or ignored. The influx of IRA fugitives caused a steady rise in the number of violent protests taking place in Canada.

Several advances in genetics arose out of the nineties. Economical methods of cloning organs were introduced, as were genetic therapy treatments designed to target the elimination of cancer cells. There were advances in the field of fertility as well as a process known as "Artificial Conception" was created which could be used to create a viable embryo out of any two genetic samples regardless of gender. A mother was still required to carry the resultant embryo to term, however.

The first civilian spacecraft, a low-orbit craft meant to quicken travel times around the globe, was launched in 1996. Likewise, a multi-national effort to create a space-station at the L1 point was successfully undertaken. Unfortunately, further space exploration was ended when people became afraid that these missions would be targeted by nations like Burma or the former Soviet terrorists.

Worried at the presence of potentially unsecured nuclear weapons in Russian territory, the United States, the CRCMP and the NAA began to send operatives into the borders with

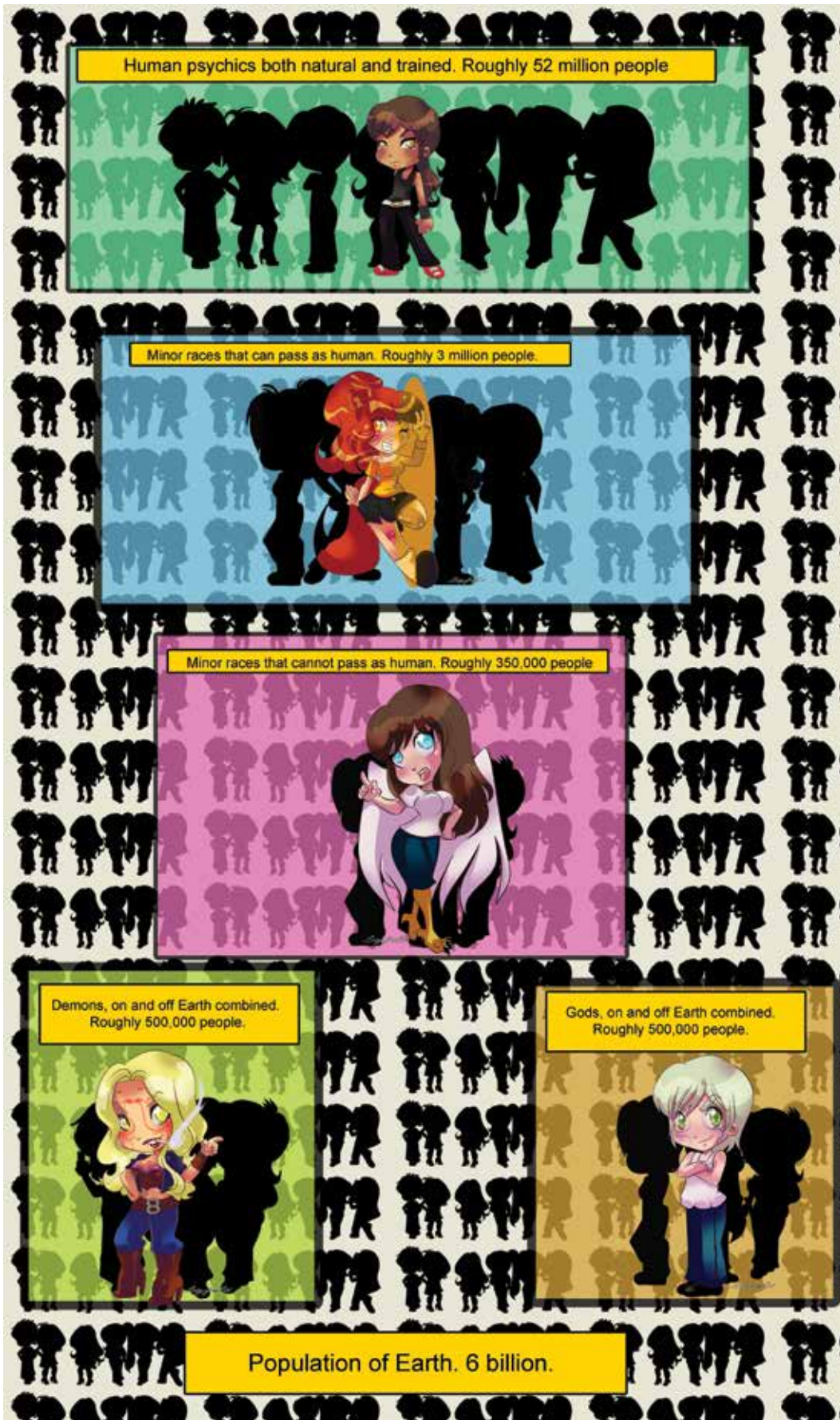
the task of tracking down and disarming as many nuclear weapons sites as possible. Eventually, these actions came in conflict with the interests of several Warsaw Pact nations. After an American team succeeded in neutralizing a weapon site that Czech forces were trying to secure for themselves, Czechoslovakia decided to teach the US a lesson and began planning an operation.

Czech agents attempted to smuggle a nuclear bomb into New York City in the year 2001. They failed, but did manage to succeed in using more conventional explosives to take down the World Trade Center. Several agents were caught in the aftermath and the US was soon at war with Czechoslovakia. The conflict would spread when East German rebels contacted West Germany about supporting an attempt to topple the government there and the nearby Americans were drawn into it.

Many Warsaw Pact members decided to use the field of East Germany and Czechoslovakia as a means of holding the Americans in position. In 2011, the fight is still ongoing as other nations continue to funnel supplies and troops into the battle zones. This is a poorly kept secret and there is much dissatisfaction in the US over the fact that the war has been raging almost non-stop for ten years. The reasons for the dissatisfaction vary. Some want the military to broaden the engagement to cover all of Eastern Europe, since they are so obviously funneling resources into the area. Others simply want the US to pull out of the war completely.

Genetic technology continued to reach new heights in the 21st century as cosmetic modifications arrived on the market. It was now possible for people with enough money to alter themselves to display different hair or eye color, or even different ethnicity or gender down to the genetic level. In addition, the first human being brought to term without a natural womb was introduced to the world in 2003. Unfortunately, she experienced chronic immune system deficiencies and died in 2008. Afterwards many countries put a freeze on further human cloning until it could be determined whether this first clone's poor health was due to the process or something else.

Another technological advancement came as the first fusion reactor went online amidst plans to begin to replace existing fission reactors with new fusion reactors as soon as possible. Related to the advancement of power technologies, there have been recent discussions on whether to allow large scale civilian vessels to use a nuclear powered engine or not. There are some voices that are still concerned with the danger of nuclear power despite the fact that there has not been a major example of a meltdown yet. Opponents have pointed out that there could have been incidences in either Burmese controlled area or Russia which never reached the media of the rest of the world, but the position is weak. In general the



There are many supernaturals. There are many more "normal" people.

main thrust of the conflict is the desire of the NAA to have more time to convert its fuel industries to alternative uses against the desire of Australia to broaden the market for its uranium deposits.

Unbeknownst to everyone, from 1950 to the current day, the Community has received a major population surge. While pieces of this are obvious to individual groups, the whole picture remains obscured from everyone. The Community itself is a loose organization of civilians and does not actively keep tabs. They are marginally aware that their families are tending to be larger than those they came from and that shapers and magicians often have three or four apprentices of various seniorities rather than only one, but the implications do not strike them.

Psyche has better numbers and is also aware of a growing number of reports of Talents being born outside the known and established bloodlines. They are aware that several governments have started psychic research programs as well. This has kept them busy engaging in Rescue and Purge operations behind the borders of certain nations like Burma. As for the programs in more trusted countries, they've been considering offering the services of a tutor to countries like the US or Australia if for no other reason than to keep an eye on things. The CRCMP, being more aware of the supernatural world in general, has used Psyche tutors pretty much since it was first established.

The Gods and Demons have experienced general population growth over the last two thousand years, to the point that they now each number in the area of half a million. Like other supernatural groups, they have also experienced a recent population surge. The last fifty years has seen three times as many humans successfully ascended to being either God or Demon as there were in the last five hundred years. Roughly five hundred new Gods and Demons were born in the last fifty years and close to twenty-thousand Demi-Gods and Half-Demons around the globe, all of whom have the potential to become Immortals should they choose so.

The population growth within the established groups; including the Community, the Families and the Immortals; is easily explained. All the established groups have felt much safer in the past fifty years and this has resulted in the development of larger families or the taking on of more recruits or apprentices. It is the population surge of Talents being born in families with no history of psychic activity that is causing some concern. In addition, Psyche has acquired reports of unidentified non-humans that some records would imply belong to species that were presumed to have gone extinct during the Purges or else in the centuries immediately following. They assume that a gate to an extradimensional settlement has opened somewhere, but have had some difficulty tracking it down.

In the year 2011 an operation carried out by terrorists in the employ of the Empire of Myanmar attempted to kidnap a class from Bravura Academy, a prestigious boarding school serving international students and situated in Vollstahl, Australia. This operation coincided with a similar attempt by rogue Gods to kidnap Hel Logesdottir, who had recently reincarnated and was one of the third year students. Also present were the children of a powerful sorceress who frequently did work for Psyche. The school itself was funded and backed by a powerful mercenary organization known as Avalon which had good relations with most of the powerful free world nations.

The situation was resolved by a combination of forces including Avalon's own agents, one of Yomi's higher ranked Demons and the aforementioned sorceress. While not everyone had face to face encounters, Hel Logesdottir was identified as a Demoness by her would be kidnapers in front of several witnesses. The consequences of this event have yet to be determined.

## ORGANIZATIONS

### AVALON

**ESTABLISHMENT:** June 22, 1947

**TYPE:** Mercenary and Weapons Development

**INFLUENCE:** Worldwide

**RACIAL MAKEUP:** Visionaries and Non-psychic humans

Avalon is primarily known as a global operating mercenary organization which engages in operations in many of the less stable portions of the world. They are known to specialize in hostage rescue, counter-terrorism and anti-cartel activity. They are most well known for their elite upright pilots, referred to as the Dunadan, but upright operations are not their only, or even their most common, operation. Several countries make use of Avalon to deploy into situations where sending their own people would be problematic.

Avalon equipment is generally at least one generation ahead of that used by the military and intelligence communities of their client nations. A lot of this technology seems to end up in the hands of one or more of the nations that are recognized as the Four Pillars of the Free World. Those few civilians that have heard of Avalon and found information on them have pointed out that the organization's selectivity of missions combined with their high tech equipment implies that mercenary work is not their primary avenue of income.

Avalon quite often takes on individuals who have defected

from nations and organizations with negative reputations. Many of the soldiers and other leaders have seen, first hand, what power and oppression can lead to. Some have even participated in operations that leave them ashamed. For them, Avalon is a chance to atone for past wrongs. Normally, their vetting procedure is quite rigorous, but there still remains the common word of warning passed between members of organization: “Camelot took in Mordred.”

**STRUCTURE**

The collective high command of Avalon is referred to as the Table and the members of the deciding council are referred to as Seats. Each Seat has responsibility for region of the world. Seats are chosen from among the entirety of the organization with an eye towards best representing the overall attitudes and goals of the group.

There are currently nine Seats responsible for: Western and Northern Europe, the Middle-East, the Mediterranean, Central Africa, South Africa, Oceania and South Pacific, Northeast Asia, South America, and, finally, North America. They are headed by a tenth member of the Table referred to as the Throne who is primarily responsible for heading overall administration.

Avalon as a whole performs five basic tasks: business and investment; manufacturing; intelligence; research; and military operations. Each Seat is primarily responsible for managing all activity in their region. Most Seats focus their active attentions on their area of expertise and delegate authority to run other departments to capable subordinates and monitoring the reports that come back for anything that needs their personal attention.

Military operations are the segment of their activity that Avalon is most well known for. They do a very good job to keep their other activities under the radar. In the modern Avalon, each Seat’s military capability can usually be counted in terms of companies. They are lean, quick response elite units for the most part and have not been built with the mind to hold territory.

**RELATIONS**

Avalon has cordial relationships with the US, the CRCMP, the NAA, and Australia. It has also done work for several other nations as well. Most of Avalon’s prototypes and weapons designs end up being sold to the Pillars of the Free World. Burma and the Warsaw Pact have each declared Avalon a criminal organization due to their actions within the borders of those two powers. They are rarely if ever employed within Brazil. That country likes to keep things very much in house. Most of Avalon’s friendly relationship with other nations is contingent upon Avalon maintaining the secret of such re-

lationships as well as the particulars of whatever job they’re tasked with.

**THE COMMUNITY**

**ESTABLISHMENT:** Unknown

**TYPE:** Social Network

**INFLUENCE:** Neighborhoods World Wide

**RACIAL MAKEUP:** Human and non-human, most of the humans are psychic in some way.

Whether known as witches, monsters or other more specific terms, there have always been people on the edges of society with abilities or powers that the rest of humanity found either wondrous, dangerous or both and those individuals have always tried to find some way to deal with the way they were set apart. Some served their communities as shaman, prophets or guardians; others lived outside of the village as hermits or the like. Some simply hid what they were. For the most part, their existence would go only vaguely remarked, but there was always the fear of a sudden and senseless assault by those that distrusted their abilities.

Likewise, as humanity expanded, they pressed closer into places once held by nonhuman races, most of which had far smaller numbers than the humans. As that happened humanity and the other races began to clash resulting in all manner of old tales of goblins and beasts. As time pushed onwards, those species best able to fit in with humans were the most successful. Soon, nonhuman races were filtering in amongst the human population.

Initially, the psychics were few and far between, with abilities skipping multiple generations before returning, and the nonhumans within the human cultures were a few scattered individuals rather than whole groups. They had to either keep their secret while living with the fear of being discovered, or else trust in some of the humans around them.

As time has passed, however, and the numbers became more numerous, those individuals began to increasingly encounter each other. Some clashed, primarily verbally and politically, but others began to offer each other aid and assistance. The Community grew slowly out of that.

**STRUCTURE**

The Community is not so much a coherent organization as it is a string of families and individuals. There is no overall leadership. There’s no governing structure. They don’t set rules for each other. They don’t train defensive forces. They simply support each other. After thousands of years and both





*For most supernatural-folk, problems are no more serious than high school love triangles.*

a growing population and worldwide trends toward skepticism and tolerance, the majority of the psychics and nonhumans have successfully stepped away from the more life-threatening callings.

Doctors, businesspeople, teachers and simple working class people make up the majority of the community. There are a few families that maintain knowledge of fighting skill for their own defense and the defense of others, but those families are more the exception than the rule. Throughout history, at least some members of a particular community have kept track of names of individuals from others. In the modern time, with things like internet social media, it has been much easier. It is almost a certainty that someone in the local neighborhood group of psychics and nonhumans knows at least one person in another community. In this way, they keep in touch and keep news flowing.

## **RELATIONS**

The Community is, for the most part, unknown to the broader world. Most have a very good relationship with Psyche, but a handful of people are suspicious of the company's motives. The CRCMP, Japan and Korea are officially aware of the Community though aren't generally aware of just how many psychics and nonhumans there are in the world. For the most part, Communities relate to the world around them on a case by case basis.

## **THE FAMILIES**

**ESTABLISHMENT:** Varies

**TYPE:** Secret Societies

**INFLUENCE:** The Community

**RACIAL MAKEUP:** Human aside from a handful of individuals married into the Families.

The sorcerer and magician families are the heavy movers and shakers of the human psychic world, or at least they were for millennia. The sorcerer families generally date back to human villages or cities that were living in defiance of the Gods and Demons while the magician families generally descend from groups that lived in service to the Gods and Demons which over time lost contact with the Immortals.

In the early 19th century, several families and populations of nonhumans came together in China for the accords that standardized terms and methods of both study and instruction of psychic abilities. Procedures were set in place to look for and protect Talents and non-human groups, setting the standard for Psyche and, more importantly, the Community. Immediately afterwards, the population of psychics began to increase rapidly and for the first time in several thousand years, they began to have a more normal life.

The Families do not agree on policy with regards to the world. While the majority of the large Families are aligned and



supporting Psyche not all agree with the organization. However, a lot of their traditions remain similar between each of the Families, including those that are enemies of each other.

### **STRUCTURE**

Sorcerer families more often went into lines of business which allows them to operate closer to openly. The groups that are considered powerful enough to be labeled as one of the Families are actually made up of an average of five to six interrelated bloodlines, the lead of which is used as the name of the Family as a whole. Those that support Psyche usually send their children to Psyche maintained private schools, while each of the families itself supports academies the equivalent of universities, sometimes accepting students outside the families. The family structure itself is paramilitary in nature with only a handful of formal ranks that are rarely used in common speech. Those that remain unconnected to Psyche or its allies remain entirely independent and mostly cut off from the outside world, occasionally looking for likely recruits in order to keep their numbers up in comparison to their rivals.

By comparison, magician families are much smaller; exist in small individual family groups. While some magician families as a whole have good reputations or bad reputations, for the most part, the reputation is more about the magician than the family. Psyche facilities do not teach magic, even if they make use of both magi and magicians, so magicians independent of Yomi and Nirvana learn their trade from their family, tomes and master-apprentice relationships. By the nature of Low Magic and the prices of High Magic, most of these are better suited for espionage and investigation. They rarely have an official structure, more operating on the informal manner of heads of family.

In either case, the Families operate on the idea that any particular encounter is a potential full-scale battle. If a fight happens, they are quicker to move to lethal force than many other psychics. Also, most Families do not require their members to pursue training in the psychic skills, but almost all of them have had at least some education in the subject. The non-combatant members of the Families would fit in very easily with average civilians, but they do still have a subtle difference in frame of mind. Most average civilians would freeze up in a violent situation; most members of the Families would still be able to think calmly. This is similar to some of the more conventional military families in the world.

### **NOTABLE FAMILIES**

The Breholm, otherwise known as the Dwellers on the Hill of Holly, are one of the better known and respected families of supernatural warriors. At least three current Psyche secretaries are from bloodlines within the overall Breholm family. They are based in the south of Britain and, despite having

many branches around the world, every child bearing the name of a Breholm member family comes to that place for the month of their twelfth birthdays in order to undergo a trial and make a decision of where they want to go with their lives. Even in this day, most choose to learn channeling and the ways of combat. Even those that choose a civilians life generally learn enough to defend themselves. The Breholm are also one of the only Families that has a major bloodline which is not human, having accepted a rogue sidhe into their number more than a thousand years ago and refusing to turn over the offspring to the Faerie Courts.

The Shimizu family is grudgingly noted as a Sorcerer family, despite mostly being feng shui shih, shapers and the presence of a rarely manifested Talent for faintly perceiving Life-Force. They have a small number of channellers and sorcerers, but are mostly known for their efforts at city planning to heighten the efficiency of environmental Life-Force in a region. Shimizu family strongholds are, wisely, considered to be very harmless looking death traps for invaders and they are some of the best at using sealed spaces and weaving feng shui into shapings and circles. They also double as a magician family, vehemently limiting themselves to White Magic, though, as with channeling, they keep a much smaller collection of techniques and spells. They do not directly support Psyche, but many of their members list their names with Psyche to be used as experts.

The Siskind are currently hobbled by the fact that their central holdings are in the German warzone. For the moment, the Family has re-established a base in Texas until the war settles down. They are major supporters of Psyche, with the current American director being of a Siskind member family. They are rather specialized witch hunters, generally dealing with lone, psychotic killers that have psychic abilities of some kind. Their techniques and styles have fewer direct combat applications than the Breholm, but have a great many more techniques for suppressing other abilities, divining locations and other things useful to tracking psychic fugitives.

The Petran is a magician family that became entangled with the Path of the Golden Dawn sometime during World War I. They are primarily low magicians and are known to trade favors for samples of blood from psychics and non-humans. They range in reliability on an individual basis though they are all known for sticking to the letter of an agreement. The majority of the family is hostile to Psyche, but one of its number is in the Psyche Secretarial pool. The Petran have a particular hatred for the Siskind due to the number of their kin that have been hunted by the German sorcerers.

The Coel family is a family centered in the southern reaches of Africa. One of their members is the Secretary to the Head Director of Psyche, but the family as a whole is not friendly with Psyche. Even more so than the Shimizu, they are inde-

pendent. The Coel are known for having an interest in firearms and trying to find a way to make it efficient to imbue bullets into chi. Among other things, they've been experimenting with crystalline bullets, hoping to make disposable bullet talismans practical.

The Ihejirika family of magi uses White and Black Magic equally and support it with shaping. In addition, they are one of the few of the families that deign to accept Talents into their numbers. They also have a handful of channellers and sorcerers, but they are predominately a magus family. They have a cult like attitude that recruits people and then cuts them off from the rest of the world. There have been some accusations that they kidnap some of their members, but this may just be rumor.

## THE PATH OF THE GOLDEN DAWN

**ESTABLISHMENT:** 1765 AD

**TYPE:** Secret Society

**INFLUENCE:** World Wide

**RACIAL MAKEUP:** Human

The Path of the Golden Dawn is more of a philosophy than an organization. They believe that in order to accomplish any goal that one must first have the power to do so. They started as a collection of influential individuals that sought to share in each other's power bases so that each member might more easily achieve their personal goals. They have continued in this vein for the last two and half centuries. Unfortunately, as time has gone by, the group has become more and more focused on the mere acquisition of power and not on what people do with it or what means are taken to acquire it.

The Dawn's influence has spread wide. Almost every organization in the world has members that sought to use the power provided by the Dawn to achieve something. In so doing they have mired themselves in the amoral machinations of the Dawn, which obligates its members to protect the interests of other members. The idea is that inhibiting or destroying another member harms the group as a whole and thus harms one's self as well.

Law enforcement agents who are aware of the Dawn are often confused by what the group's motivation is. Most often, power is sought to accomplish something and the fact that this group simply seeks to acquire power without have a specific idea of what to use it for seems a bit alien. That said, the Dawn is usually quite aware of when official eyes are pointed at it. After all, some of their members are in the law enforcement community.

## STRUCTURE

The Path operates as a sort of shadow conference of international business, government and criminal figures. The membership is very select and members do not always even let their own subordinates know that they are a part of the Dawn. Many of the members are not publicly well known, but often have connections with public figures.

Individual members often confer with each other in order to



Drak, aka "the man in the brown suit," is the Dawn's attack dog. Either that or the Dawn is his playground.

exchange favors and information as well as discuss dealings in order to make their own plans run smoothly and not interfere with others of the Path.

Occasionally, a topic comes up that requires more cohesive involvement. At such times, members are called to attend a council in any manner they can. Most prefer to do this remotely to avoid having too many members of the Dawn in one place at any one time, but that also presents other problems.

Technically, every member of the Dawn has equal standing to the others, but an unspoken ranking exists based on the favors and alliances within the Dawn. Longstanding members tend to have more influence and are thus more often able to get their policies advanced when a matter of general policy comes up. They are also usually the members who make the final decision on how to handle a crisis with the following vote often being more of a formality.

Despite the “do what thou wilt” philosophy that was first stated in by Crowley, the various members of the Golden Dawn have traditionally stuck by each other with incredible loyalty. The reasoning is entirely practical. Each other member of the Dawn is a source of power and influence for the others. So long as each member continues to aid the others, there is no reason to harm them. In fact, as it has stood to this point, harming the other members of the Path will also harm them.

In addition to having their own personal sources of power, each member of the Dawn helps to fund or otherwise support the existence of Dawn specific resources. The Golden Dawn maintains a private and well-trained paramilitary force under the cover of various private security firms. They also fund several research and training facilities across the world. The employees of these operations are not usually considered Dawn members and thus do not have access to the council or a vote in affairs. They are considered a communal resource for members of the Dawn, but Dawn members often rise out of these ranks.

As a conspiracy, it works by virtue of being fluid and casual. There are no real hard and fast rules, only an agreement of position and understanding. Most of the members, as said before, are intelligent enough to understand their interdependency and though rivalries flare up from time to time, no one wishes to cripple themselves by crippling one of the others. They are not so much acting in unison as they are acting to avoid being in conflict.

The organization exists to help one gain power, what each member does with that power is considered their own business. As such, there are a wide variety of individuals who are part of the Dawn. One member might be a well-intentioned CIA section chief using the connections to do what he con-

siders to be securing the interests of his nation. Another member might be a Burmese member of the Throne trying to assure their own power at home. Someone else might simply want power to do whatever he or she wanted. However, one constant is that all members of the Dawn are tolerant even of people they would otherwise consider enemies and consider things to be a matter of the ends justifying the means.

**RELATIONS**

The Path of the Golden Dawn has connections in most legitimate and illegitimate businesses. Traditionally, they have acted as a pipeline to the outside world for ostracized states in return for being allowed safe harbor. For a while, they maintained the bulk of their more sensitive and controversial facilities under the protection of the USSR, but as that fell apart they moved to Burma. They are now looking toward Brazil. They have become skilled at moving headquarters over the centuries and rarely stay long enough for chaos to reach its zenith.

In recent decades, the existence of the Golden Dawn has become a known fact with intelligence and law enforcement organizations around the world. However, the public has largely no knowledge of them whatsoever. There have been a number of skirmishes between forces of the Dawn and Avalon, as well as probing by the CIA, Youxia and other intelligence agencies, but even in that case, the Dawn is an obscure footnote in most organizations files. Partly this is because many of the more official organizations include individuals who are full members of the Dawn and may have even used those connections to reach high rank in their respective organizations.

The Path has always had criminal connections, and thus it has always been aware of when one criminal group is taken down by another. However, they have begun to suspect that there may be a group older than themselves that is acting as a destabilizing element in the underworld. They have connected the matter to the teaching and spread of certain varieties of magical invocations and evocations and thus suspect some sort of cult. However, they have not yet been able to get a good definition of this enemy. Likewise, the Faustians are mostly concerned with the more obvious organizations right in front of their faces, they haven’t yet reached the people behind that. As of yet, both puppeteers continue to work against each other without total knowledge of the other.

## PSYCHE

**ESTABLISHMENT:** 1815 AD

**TYPE:** Secret Society

**INFLUENCE:** World Wide, primarily the Community

**RACIAL MAKEUP:** 68% Human, 32% Minor Races

In the eyes of the public, Psyche is a temp agency for psychic researchers and psychics themselves. Psyche publishes books, funds debunkers and researchers, offers scholarships and arranges for researchers to make public appearances. They are also reportedly responsible for backing a number of independent films and television series usually dealing with the supernatural. This public face is a part of their plan to eventually reveal the supernatural to the public. They're spreading oil to calm the waters.

Less well known is the fact that Psyche will occasionally pass along job requests from various entities ranging from private individuals all the way up to governments. For the most part these jobs are as simple as identifying whether a particular individual has suffered a curse and where the curse came from. Hunting psychically active beasts is another task performed, as is supporting the strike teams of various organizations and governments.

To the Community, Psyche is the equivalent of the FBI or Interpol. When a crime is committed within the Community, it is Psyche to whom they usually turn rather than to the mundane police. They are often called in when there is a suspected witch or Van Helsing in the area, something both intelligent and malevolent.

### STRUCTURE

The first layer of Psyche is the funding provided to various mundane and public organizations. This includes Psychic Research Programs and publishing houses that print research into psychic powers and ghosts. More recently they've delved into television, but have faced some opposition there that they suspect is related to the Faerie Court. The majority of these people and organizations might not even be aware that they are operating within Psyche's view. This group simultaneously hunts out fraudulent psychics and also subtly improves the reception many in the public have to the idea that psychic powers do exist.

Beyond that is Psyche's relationship with the Community. Most mimics in the Community are able to easily work among humans because of backstories and identification made by Psyche either for them or for an ancestor as recent as a parent

or as distant as a grandfather. Community oriented hospitals are able to treat non-humans in privacy due to the efforts of Psyche to maintain their secrecy. Psyche and their government contacts keep tabs on those humans that discover the non-humans. Most everyone in the Community is willing to perform tasks within reason for Psyche, and Psyche quietly earns money from these businesses. The funds are then used to address legal and medical concerns.

The next layer is what is referred to as butterflies. These are the agents that work directly for Psyche and usually are responsible for offering jobs to Psyche's list of freelancers. If there is a report of a haunting, Psyche can usually drop word to one of the ghost hunter teams they support. If it is something concerning, then they can send a butterfly to one of those in the Community that has given their names. Curses and strange maladies, most of which occur due to natural circumstances, are another concern that are usually given to freelancers. Finally, the occurrence of psychically active beasts is something that freelancers are often granted. Most of these tasks are relatively simple, though beasts can be dangerous. Occasionally there is a time sensitive task, often kidnapping or hostage situations, that Psyche will contact a freelancer in the area about rather than spend the time sending in a member of the secretarial pool.

However, when Psyche hears word of something involving the Community as a whole, or that some organization is toying around with something long hidden. Then the secretarial pool is tapped to go into the field. The secretarial investigates cases of confirmed witches, agents of the Faerie Court or anything else that is intelligent and possible has support of some kind.

In addition, it is the secretarial pool that handles the mundane day to day businesses that Psyche has its hands in. Psyche's secretarial pool includes people that either own or have interest in stock investments, hospitals, law firms, shipping companies and more. However, one does not get into the secretarial pool without some psychic ability, even if most don't have a born talent and are simple channellers or shapers.

The last layer of Psyche is the Directors and their Secretaries. These are the people that are trusted with the bulk of Psyche's secrets. There are several Regional Directors each of who are considered to have an equal vote on matters and primary authority within their regions. Directors often have greater scholarly knowledge or understanding of the broader picture, but their psychic abilities range from barely present to very powerful. The Secretaries, however, are drawn from the most effective and reliable combat-centric psychics in the secretarial pool. Within their region, Secretaries are among the most directly dangerous forces in the area, often including military organizations.

The seven current regions are Western Europe, Southern Europe, North America, South America, Western Africa, South Africa and East Asia. Australia is being looked at for establishing an eighth region given that it has been noticed that the supernatural population there has been growing.

While the Directors, Secretaries and secretarial pool often know or are capable of magic. Few are active practitioners. Within the Community, black magic has the worst reputation and is completely avoided, but there are enough non-humans with bad memories of white magi that Psyche as a whole is wary of calling on Gods and Demons even if they tolerate white magi being used within their second layer.

As far as operations goes, the operating standards of Psyche freelancers is variable especially since some are simple healers or exorcists and not combatants while others are moonlighting members of the Families. The secretarial pool and secretaries prefer to capture and contain rather first, and hold off on killing until they don't have much other choice. This is rather different from the Families that support them, but it is partially due to the fact that Psyche's warriors operate as law enforcement and peacekeepers in comparison to the military attitudes of the Families.

**RELATIONS**

Psyche has good relationships with most government entities and is looked at as a sort of think tank or temp agency for psychics by those governmental officials that are in the know, but don't have access to psychics of their own. While Psyche engages in some extra-legal activity in the form of falsifying documents and sometimes acquiring the resources of threats they put down, they attempt to work within the law wherever and whenever possible.

Some in the Community have compared Psyche to a sort of United Nations of the paranatural world; others almost view them as a sort of central government or union for the psychic population. The majority opinion of the Community is good and thankful, but there are still many who resent Psyche's shadowy presence acting in what they see as a parasitic manner.

Psyche receives a great deal of financial support in exchange for providing Avalon with psychic resources when the mercenary company feels it is necessary. Avalon leadership has even referred to Psyche as its fourth division. As the relationship is relatively new and the majority of the current leaders helped create it, the exchange is rather fresh and relaxed. However, there are some among Psyche's directors that don't like this younger organization referring to them as a division.

The Path of the Golden Dawn is aware of Psyche and vice versa. Both are organized in similar fashion, with the Dawn

being even more nebulous than Psyche. However, the Dawn's overall lack of concern for morality is completely abhorrent to the basic ideals of Psyche. The group have clashed frequently since the Dawn began to be interested in the supernatural, though in many cases it has only been after a particular instance is resolved that either side realized the other was behind something.

Psyche's activities are largely the reason why the Shadows, Rakshasha, Eyes of Ra and Einherjar have started to notice a drop in the number of supernatural dangers they had to deal with. This has contributed to the overall lack of attention being displayed by both sides of the Immortal War. Neither Gods nor Demons have realized that the drop in incidences is because someone else is doing the job they used to. Faustians, Heralds and Psyche are constantly interacting, often without meaning to or being aware of it, especially given the light touch all three groups have on matters.

Lastly, Psyche is repeatedly getting requests from a research organization funded and maintained by the US military referred to as Socrates Group. Psyche has recovered a large number of relics for the Socrates Group, mostly by third parties from the second layer, those that are more independent contractors. Psyche does not yet know quite what Socrates Group wants with the seemingly random relics they seek, but at least one item was recognized as a sealed gate, though the shard beyond it was empty and abandoned.

**OTHER ORGANIZATIONS**

There are numerous other organizations within the **Divine Blood** setting. This ranges from military organizations like the 6th US Army Upright Battalion to terrorists groups like the Russian "True". There are also cults, including as those that follow Balor, and rogue Divine houses, including Zeus's House Tinia. You are also free to come up with your own organizations. Local housing committees or major corporations are both good additions.





# CHAPTER 2 PSYCHIC POWERS

## LIFE-FORCE

**LIFE-FORCE IS THE BASIC FUEL** and building block of all psychic powers. Every use of a psychic ability, including magic, requires the use of at least a little Life-Force, but as to the question of what it is and how it is generated, that's buried under mountains of heavy theory from every race that basically amounts to "we don't really know." There are philosophies explaining how each different type of Life-Force behaves, but nothing really firmly nails down just how it is produced.

Life-Force can be made visible by those with training. Life-Force comes in a large variety of colors, though any given species will always produce the same color. Even further, individuals of the same species will produce closer to the same shade the more similar their personalities. Humans, for example, all produce a green Life-Force referred to as "Chi", Gods produce a blue Life-Force known as "Mana" and Demons produce a red Life-Force known as "Vitae."

## THE MAIN PHILOSOPHIES

### DEMON

Demonic philosophy considers Vitae to be a flood constantly produced in the blood and held in check by the body, transferred to the lungs and released by the breath. This four part theory; flood, containment, focus and release; persists through all theories that the Demons have ranging from the most mystic and abstract to those that are grounded in observable and empirical experimentation.

Demons first convert Life-Force to usable energy within their bodies and hold it there until they have pictured in their heads what they want done with that Life-Force. Once the fuel is generated and the focus shaped, the power is released with an exhalation, be it a shout, whisper, song or any other.

The overall ramification of this thought pattern is that Demons seem to generate a massive amount of Vitae with incredible speed as compared to Gods and humans. However, they have little to no control over that power once they've released it. For effects that require a constant shifting to respond to changing circumstances, they are essentially activating new uses of Vitae each time a change is made. In addition, the flood is so aggressive that they often

either release far too much energy, producing highly spectacular visible effects, or too little energy producing almost unnoticeable powers.

In a nutshell, Demon psychic potency is strong and fast but wild.

### GOD

Gods believe that Life-Force is produced in the breath and shaped by the individuals body before coalescing into the desired effect. Their own perceived procedure involves releasing a breath as their Mana, gathers around them, sometimes visibly. This is often accompanied by a chant, song, incantation or declaration as the power builds up.

The vocalization seems to serve the dual purpose of both producing and shaping the Mana, but like any other race, Gods are known to frequently use powers without any sort of vocalization. Where releasing is considered the first step and shaping it the second, the last step is to close the flow which seems to result in freezing the produced mana into the desired effect immediately.

God powers, once finished, are very abstract and behave in ways that are difficult for witnesses to predict. They are also very stable expressions of power that are difficult to take apart even for other trained power users. However, their powers are extremely slow to build up and do not allow for much if any adaptation on the fly.

Essentially, Gods' psychic expressions are abstract, stable and slow.

### HUMAN

Human descriptions of "Chi" use discuss gathering and focusing the Life-Force. The chi is thought to exist constantly throughout the body, or soul depending on the theory, and it must gathered together into one place. This is then focused directly to the desired point or effect. The psychic focuses on the rhythm of breathing to encourage the chi to move in the desired manners and then guides it in the desired manner.

Humans generally boil down most tasks in this vein to a matter of "prepare" and "do." Often there is more of a focus on bodily action rather than the breath or vocalization. Focus is considered very important as wasted energy is considered to be a mark of poor training and a weakness.

Human chi is not shaped until they focus it and they are exceptionally capable of focusing only exactly the amount needed for an effect. Unlike the Gods who have a very difficult time changing a slow building power in mid use and the Demons who basically have to reactivate their powers to in-

duce a change in their exerted powers, humans can change their intention at almost any time. Likewise, they waste very little energy when they do perform their abilities. However, the energy they produce is often focused to a thin point making it comparatively easy to shatter and disperse.

Basically speaking, Human psychics are adaptable, efficient and weak.

It is important to note that these are trends rather than absolutes. While all humans have difficulty producing a strong Life-Force compared to many other races, it doesn't mean that there aren't some humans who have much more strength than most others. Likewise, there are some Demons who are very efficient and measured in their use of power, and some Gods who can generate power very quickly. Also, even in cases where the trend is proven, the individual strengths of a person's particular Life-Force do not always equate to a strength in battle, nor do weaknesses instantly equate to weaknesses in application. Most of the practiced masters consider it a fatal mistake to simply assume another is weak OR strong based on their race or Life-Force.

Some theorize that these philosophies have actually shaped the limits and nature of each species over the millennia of their use as opposed to their nature shaping the philosophies. There is a problem with that theory in the existence of those individuals who have been born of race only to end up becoming another through some means. While the transformed individual is sloppy with their new Life-Force as they try to use old skills to manipulate it, they still instinctively go through the same steps anyone of their new race would use. Some think that even that is a matter of self-hypnosis or, in the case of a human becoming a Demon or God, the massive weight of the collected minds in Yomi and Nirvana who are convinced that that is the way things work.

## THE WAYS OF LIFE-FORCE

### CHANGING LIFE-FORCES

Myth and legend are full of examples of people who are transformed from one thing into another. This can be something beyond just being a shape-shifter. Rather the entire race and life-force of a person can be changed by circumstances. This is an event that is heard of and documented amongst the mortal psychic Community, but usually in the same vein as strange, obscure medical cases. Some changing mediums are well known, the dryad vine infection is one of those, but for the most part cases of this are simply freak coincidences.

### IMMORTAL LIFE-FORCES

In this section, "Immortal" specifically relates to the two

Immortal races: Gods and Demons. There are incidental immortals who are also essentially ageless after exposure to some factor, but their condition is not passed on to their offspring and they generally still operate as a normal member of their species otherwise. The Immortal races are different. They are the only species currently born with the potential to live forever, barring accident and violence. They are also the only races whose Life-Forces are utterly resistant to change by outside powers. Thus while a God can take on many physical seemings, they will always be a God.

In a similar manner, the children of Immortals and mortals are also different from other children of interracial couplings. The child of a mortal and an Immortal is usually the same race as their mortal parent, however, they possess a well of secondary life-force identical to that of their Immortal parent. In addition, the native psychic Talents of some Demons and Gods have a developmental impact on their half-mortal children resulting in related traits. Only mortal races whose psychic traits consistently affect their offspring form exceptions to this rule.

Most demi-Gods and half-Demons have some contact with their Immortal parent and are taught how to use this second Life-Force. Those that do not have any contact with their Immortal parents will usually go through life mostly unaware of the second Life-Force unless they encounter some other source of knowledge and training. In some cases, the half-mortal is invited to become a full Immortal, at which point the mortal Life-Force is changed into that of a God or Demon.

Immortal Life-Forces will carry on two generations removed from the Immortal parent. The child of a half-Demon, for instance, will have a small portion of Demonic Vitae available to them, but the next generation will be show no sign of Vitae even if they inherit some of the inborn psychic abilities.

### RESIDUAL LIFE-FORCE

Life-Force is constantly generated to some degree, this forms an aura around an individual. This aura is mostly carried with its originating life form, but some is left behind by beings in motion. Whenever Life-Force is used at less than peak efficiency, every part not consumed in the effect remains in the area. Even a normal person has occasional spurts of psychic activity during moments of creativity, especially while asleep, distracted, or daydreaming.

These unconscious spurts tend to be random and undirected. A natural born psychic with little to no training tends to leave large splashes of Life-Force anywhere they've used their powers accidentally or otherwise. Trained psychics tend to not leave any random residuals behind them, unless they do so deliberately. Some natural talents cannot be shut off easily, and some can't be ended at all. In these cases, the residual



left by the psychic is higher than that of the average person. Sentient beings, and engineered non-sentients, tend to produce much more Life-Force than natural, unaltered animals and plant life.

For the vast majority of sentient beings these auras and residuals are not perceptible. There is some level of sensitivity in every living thing, but even most trained psychics barely notice it. This is especially true when living in any place where any significant number of people live.

There are some rituals to glean useful information from residual Life-Force, typically they are seen as an investigative tool. Visionaries have an instinct for anything odd, but their perception of these phenomena often operates through the Visionary mindscape, which risks catching the attention of other Visionaries.

**LIFE-FORCE CORRUPTION**

Just like the body and the mind, the Life-Force can be damaged. It can be strained like a muscle by inexpert use or over exertion and damage can come from direct assault against the Life-Force. Some level of Life-Force corruption always occurs from using a power under stress conditions. Life-Force corruption often has symptoms that appear to be either physical or mental, however, standard medicine or psychological treatment can only treat these symptoms. Some psychics have abilities or skills that can treat this type of injury with time, but often one is left to recover naturally with only the symptoms treatable.

**CURSES AND MALADIES**

The term curse is most often used to describe a condition similar to corruption that causes the Life-Force to behave in unusual, mostly negative ways. For example, a curse of bad luck might cause the victim's Life-Force to act on its own in subtle ways causing accidents to around the sufferer. While the section on skills below mentions curses as one use for shaping, the majority of curses occur naturally. In some cases, they can occur when a person is feeling a lot of stress and unconsciously kinks their Life-Force to work against them. In other cases, it can develop because the psychic environment in an area is poor or even dangerous. Deliberate attacks are actually the rarest way to get cursed.

Curses are stable conditions, but Life-Force can also be stricken in a way that causes degradation over time. These maladies can come with a range of symptoms but usually manifest as a sort of wasting disease which conventional medical science is unable to adequately explain. They are diseases and can sometimes even be contagious the same way physical diseases are, though contagious maladies are very rare.



*The Semezou curse means that whenever she uses High Magic, Eija will suffer corruption that leaves her appearing as if she'd been strangled and beaten.*

This is part of the reason that no species can afford to allow study into shaping to slow or halt. Even without the practice of psychic skills, Life-Force still exists. Sentient beings still use it unconsciously, and residual Life-Force still accumulates in every place living beings reside. As mentioned, natural curses continue to occur. A shaper with the right rituals can usually tell if a person is suffering from a curse like “bad luck” or if the events around them really are coincidence. Then the shaper can usually set about curing the patient.

**TALENT CLASSIFICATIONS**

There are three basic classifications of psychic ability: Sensitive abilities focus on fine awareness of the psychic landscape and communication with other minds, Metabolics focus on exerting psychic control within the user's own body, and Manipulative abilities exert psychic influence outside the body. For the moment, this discussion will be limited to a discussion of inborn talents. Everyone has some capability in all three categories, but inborn talents, like any genetic predisposition, give a person advantages that not everyone has.

## MANIPULATIVE

Manipulative abilities are not the sort of abilities most of the public associate with the word “psychic.” There are generally two types of inborn manipulative talents: controllers and producers. A fire or heat controller, for instance, would be able to control pre-existing heat while a producer creates it from nothing, but cannot control it unless they also have a controller trait. Almost any effect could result from either control or production however; cryokinetics could result from a controller tearing the heat away from a location OR a producer creating balls of Life-Force containing nil or vanishingly small thermal energy of their own. Telekinetic force flipping a switch could be a controller stealing the kinetic energy of a breeze and focussing it all on the lever, or a producer simply creating the force needed. Both have differing paths to mastery, even of identical effects, though controllers are far more common.

What are typically called ‘elemental’ powers are usually manipulative control linked via a subconscious compatibility to a particular material; classically ‘earth’ and ‘water’ and so on, however categories as broad as ‘torrents’ (read, any group of things that happen to be undergoing turbulent flow) and as narrow as ‘blades’ or ‘cloth’.

When most soldiers, covert operatives or professional psychics say “akira” they are thinking of a manipulative. Most memorable akira incidents are caused by young manipulatives. Manipulative abilities are, by their nature, spectacular and it takes time before those with these abilities learn to use them in subtle ways. Developing manipulatives represent the most danger to those around them.

## METABOLIC

Metabolic abilities are the sort of abilities attributed to the heroes of legend and myth. Superior physical ability, shape-shifting, rapid or impossible recovery, production of poisons and diseases and other internal powers are the trademarks of metabolic abilities. Unlike manipulatives and sensitives, the majority of metabolic talents can be reproduced by training, however, even then, the inborn talent will be more effective for the same amount of training.

In some ways, developing metabolic abilities represents the most physical danger. Actively using abilities always puts a strain on the body, though skill can increase the efficiency. In addition, the effect of these abilities takes place inside the body. If something goes wrong, it goes wrong inside the psychic. Muscles can tear, bones can shatter and poison can be produced without the body adapting to deal with it.

## SENSITIVE

Sensitive abilities are those most commonly thought of as psychic. Telepathy, precognition, empathy, mind control (whether of beasts or sentients) and various non-physical senses are all examples of sensitive abilities. They are the hardest inborn talents to reproduce by simple training and are often considered the most valuable psychics. While sensitives as a category are the most common, specific abilities within the category can be quite rare and sought after.

Sensitives face some physical dangers in developing, not the least of which is because they initially focus their effort through their heads where there are lots of things that can go wrong, however, by and large, sensitive abilities usually require only a minimum of power. The real danger sensitives face is emotional and psychological. Very often they see or sense things that they’re not ready for. Many sensitives, especially the perceptive variety, can’t simply turn off their abilities, which leaves them prone to Life-Force corruption.

## MEASURING POWER

The power of a given psychic is measured in logarithmic units known as tiers which are further broken down into rings and beads.

### BEADS

Beads are named in reference to a specially treated object which glows when a psychic being tested fills it with their Life-Force. Specifically the amount of energy necessary to fill the first bead for one minute, is approximately the same consumed by the adult human body over one minute of moderate physical activity. Each successive bead must be powered by more energy in a geometric progression. There are generally ten beads to each ring and activating all ten beads of one ring for one full minute requires about the same Life-Force as one hour of unbroken heavy labor for the average adult human male.

### RINGS

Rings are the most commonly used measurement in common parlance as most in the Community don’t consider anyone a psychic until they can demonstrate the full ring mentioned above. The geometric increase in power required for each bead, and therefore each ring, continues. By common practice rings are counted down, with the ability to operate one ring placing a person at the 12th Ring.

### TIERS

The three tiers are the largest unit of measure used. By the

time someone can produce enough power to demonstrate one full tier (rings 12 to 9), comparisons to the human body are no longer adequate. Third tier is similar to the amount of power generated by some jets and at the end of the second tier it's best to discuss things in terms of conventional power plants. First tier is considered theoretical by most mortal researchers, but would be equivalent to natural phenomena and the most experimental power generation methods at the lowest rings of the tier. Following the math, the 1st ring is a very far cry from a star, but certainly comparable to smaller astrological entities.

**COMMON USAGE**

While the original purpose of the tier system was to rate the power a psychic was capable of exerting, it was of limited use in determining how useful a psychic was, whether in war or peaceful pursuits. Some extremely rare psychics with born talents can generate power into the 2nd tier without training or without trying to, but might not know how to control their power or even direct it reliably. On the other hand, there are soldiers with no real psychic training capable of tearing apart small armies under the right circumstances.

As a result, the more empirical system of measurement has been adopted as a rather subjective measurement of how the community values a particular individual. The common standards of judgment are that 3rd tiers are capable of effecting change on a local level, 2nd tiers are capable of effecting change on a regional or national level and 1st tiers are capable of change on a global level.

**IMMORTAL RACES AND TIERS**

Individually speaking, the average Demon or God doesn't have much power. They can reach high into the second tier, especially as huge lifespans let them perfect what talents they have, but many mortals have a better inherent level of power. The difference is, Gods and Demons are not limited to their own pool of power. The World Tree, Ashvattha, and the Great Snake, Orochi, can provide power from and to any part of the collective. Who can get that power is dependent on who the Yomi and Nirvana leadership feels is reliable and dependable. It is because of this connection that Gods and Demons can reach into the otherwise inaccessible first tier of power.

**EFFECTS ON ABILITY USAGE**

Some abilities can be improved just by bringing more power to bear, especially gross usage like shields, blasts and body enhancement. However, the real payout from higher power comes in scale, endurance and higher complexity of effect. An experienced second tier psychic would rather be able to throw around third tier abilities for several hours over a few minutes of second tier raw might, or to act from half a mile away rather than a block down the street, or to coordinate

her own actions in five directions at once rather than one or two, or maybe multitask in six different ways on one objective.

**PSYCHIC SKILLS**

Most people, even within the Community, think that psychics are born. It is an annoying sticking point with those families whose long history of psychic excellence comes from training and study rather than inborn gifts. With practice, a person can make more and more effective use of their own Life-Force or even increase the amount they are able to generate, and then there are two major skills that a trained psychic can hone, not including magic, which will be discussed later.

**CHANNELING**

Channeling makes use of Life-Force in a quick and usually obvious manner. There are generally four major uses of this skill. Enhancement of the body, blasts of pure Life-Force, protective auras and cloaking. These are all short term effects that require the psychic to deliberately maintain them and they are thus generally not used frivolously.

**ENHANCEMENT**

Body enhancement requires an almost constant shifting of Life-Force from one muscle group to another. It is the least spectacular of the channeling skills. There's no visible display of Life-Force, no vanishing into thin air, a practitioner simply moves faster and lifts heavier things. This can also be used to quicken the rate at which a person's body heals, though at the risk of straining their Life-Force.

**BLASTS**

Probably the most blatant exertions of force, blasts are violent projections of energy. Of course, there are more subtle applications than simply blasting away. This is, after all, essentially the same skill as is used to undergo the bead test. At a low level a blast is little more than a parlor trick, a light show to intimidate someone, draw a few pictures or simply stand in for a flashlight. There are numerous different styles to blasts and the shape and method can tell a lot about where a person was taught. The energy produced is raw life-force, always, anything else is the sign of a manipulative talent.

**AURAS**

Some of the younger generations refer to auras as "force fields". Like blasts they are little more than light shows at low power. With power and skill the visible aura of energy surrounding the psychic can be solidified to repel attacks. Auras are easiest to maintain with specific attacks in mind. Whether you want to prevent someone from having a firm hand

hold, deflect incoming bullets or disperse energy, different auras are best for different circumstances.

### **CLOAKING**

A major part of how people notice each other is based on natural sensitivity to Life-Force. By clamping tightly down on their own Life-Force so that no residue escapes, a psychic can get by almost anybody as long as they avoid direct interaction. Eyes skip past the psychic, usually long enough for the psychic to either get past or get close. Incomplete cloaks blur the psychic's image, or else only conceal it at a distance. The last problem is that while Life-Force is clamped down so tightly, there is little else that can be done with it. The most experienced can still enhance their own bodies, but auras and blasts are completely out.

### **SHAPING**

Shaping is a more delicate use of life-force. Exorcisms, healing rituals, divinations, the enchantment of tools, warding areas and curses all fall into this category. Shaping takes time, sometimes a few minutes, sometimes a few hours and other times days. It is also more versatile and precise. For example, while a psychic without an inborn talent can't directly produce or control fire, a shaping expert given enough time can manipulate circumstances well enough to indirectly create a fire and direct where it goes.

### **SEALS**

The art of sealing involves taking something and pulling it out of normal space. Quite often it is then locked away so that no one can get to it with the exception of you, sometimes not even that. The actual seal is the easy part, creating the space beyond is the part that takes time and effort. The easiest variety is to take a place that exists on Earth and seal the whole thing away. Seals can either be tied to the person's Life-Force or else given their own source of power. Each version offers advantages, there are ways to trace a seal to the Life-Force tied to it, in addition to the risks of constant Life-Force use but if they have their own power, that power supply might fail. Seals are used to create anything from extra cargo space to secret workshops, safe houses and prisons.

### **ENCHANTMENT**

This is the art of creating tools infused with Life-Force. Everything has some potential for generating something like the Life-Force of a sentient being. A shaper can take that potential and draw it out, creating a long term tool. The easiest method is to create a tool that is activated by the user's life-force, some store the creator or a donor's Life-Force, and the most advanced are tools that generate their own Life-Force. They may be designed for a very specific use, like starting fires, or a very gen-

eral use, making Life-Force channeling more efficient, for example. Every race prefers to work with materials most compatible with their own Life-Force. Demons prefer to work with snakes, or at least things that are genetically snakes. Gods work with trees, especially the Nirvana natives which were originally engineered from seaweed genetics. Humans prefer to work with crystals, most often quartz. While other materials are still useful to a shaper, they aren't as easy to deal with.

### **HEALING**

Healing rituals are rather like modern physical medicine, applied to the Life-Force. They take patience, time, skill and consistent treatment. Instantaneous physical healing is something found among white magicians and a few very rare natural talents, not the purview of shapers. Come to a healer for a bullet wound, they'll likely tell you to go to a hospital, unless they have more conventional sorts of medical training. Psychic healing is most useful for Life-Force corruption and dealing with curses.

### **EXORCISM**

Exorcism was originally defined as the art of dispelling unfriendly ghosts and spirits. Since death-seers are not always available, an exorcist was the next best option. Overtime, however, it has come to be more connected to a healer that specializes in the removal of curses. This is partly because the majority of times an exorcist was called in, the real source of the problem could be traced to a naturally occurring twist in a person's Life-Force or in the surrounding residual Life-Force. This first caused a broadening of the skills associated with an exorcism and then a drift in the meaning of the word itself. Most exorcists are still trained to recognize the work of unfriendly spirits or a deliberately placed curse, but both of those situations can be many times more dangerous than a natural curse.

### **WARDING**

The psychic equivalent to security services. Wards can conceal a place subtly, or vulgarly, so that people have trouble finding it. They can alert a psychic when someone comes into an area and they can be set up as traps and ways to actively deny entrance to an area. The last is considered to be an unsubtle act of desperation in the face of the, ultimately more effective, subtle applications.

### **CURSES**

Cursing someone is basically the practice of deliberately corrupting their life-force in order to produce a specific effect. However, it can be more complex than that. The worst curses can actually affect the world around the target. For example, a curse which causes circumstances leading to the injury and death of people around you. Curses feed off the target's Life-Force, the very best are even directed by their subcon-

scious, and have to be purged actively to be removed. Also, while curses, by definition, have negative consequences for the subject, a sloppily designed curse may also have benefits for the target and a curse that the sufferer doesn't want gone is almost impossible to remove.

**TRANSFORMATION**

Shapeshifting is a temporary voluntary change from one shape to another. Transformation can permanently alter a target in various ways. Sometimes the transformation isn't visibly obvious, and sometimes it isn't severe. One of the more common uses of this is body hardening training, which is usually undertaken by the shaper themselves. This can create a permanent level of protection from altered skin, however, the more protection gained this way the more obvious the changes become. More extreme uses of transformations include things as extreme as changing a person's species.

**DIVINATION**

Inborn sensitive abilities come with instincts that aid in understanding what the psychic sees, often translating sensations into things like vision, hearing and other more physical senses. Divination is more like a scientific analysis. Without understanding of the fundamental interactions between Life-Forces, a divination shaping will be a lot of pretty lights or other sensations that give the shaper no real usable information other than "when I do this, stuff happens over there." Divination can create a vague repetition of past events, an analysis of an individual's Life-Force residue or emotional state, find curses and even initiate some level of telepathic contact. Modern technology can reproduce a lot of divination readings.

**TRANSLOCATION**

Largely a parlor trick for any race without psychic network hardware like Orochi or Ashvatta, translocation is the physical movement of matter from one point in space to another without passing through the intervening space. For those not connected to massive power sources, translocation is generally limited to objects or creatures less than five pounds and even that takes time save for a handful of natural talents that can do it easily enough. The most common use of it, aside from Psyche's preferred method of communication, is the illusionist's trick of making stuff vanish, usually to avoid being caught with it on one's person. Humans accomplish this by momentarily superpositioning two points in space and then unmerging them so that some objects change position.

**MAGIC**

Magic is the practice of borrowing; some would say hijacking, the inborn abilities of another person. There are two ways to

do this. The first is establishing a telepathic contact and basically use the part of the target's mind that controls the power to shape the magician's Life-Force in the desired manner. The second is to partake of a portion of the target's physical existence, blood or flesh usually, and essentially try to telepathically interact with that to get the same information. In any case, the magician needs some way to at least temporarily teach their body to perform the necessary actions. In some cases, the magician can use this to loan someone else use of their own natural abilities. This is not as easy it sounds.

The majority of people are actually rather hard to invade deep enough to get into the unconscious mental triggers that are involved in controlling the use of powers. Even a psychic that wants the magician to be able to use their powers has trouble letting someone get that deep. Only extremely exceptional relationships have allowed a connection that deep and the number of times that a relationship like that overlaps with the skill to perform magic is miniscule and mostly unconfirmed.

In fact, only Demons and Gods can be reliably entered this deeply with anything like ease. Most have assumed that this is because Gods and Demons deliberately allow people into their minds in order to either aid or tempt them. The truth is actually that Gods and Demons are ridiculously easy to connect with telepathically. A mortal having a particularly vivid dream can accidentally invade an Immortal's mind in some cases.

As to the other method, the effects of the magic are relative to how difficult it is and how long the magician wants it to operate. For example, if a magician who is also a death-seer wants to give her allies the benefit a death-seer gets operating under the Shroud of Night spell, then all it takes is a couple of drops of blood to essentially "trick" the second spell. However, if you want to permanently imbue a tool with the essence of a psychic's ability, it generally requires a rather long, slow, protracted and painful death of the psychic whose ability is being...borrowed for the enchantment.

The two methods are referred to as Low Magic and High Magic. The basic training for each uses the same methods, so there is a fair amount of crossover between them. Low Magic is the practice of the magician using the blood of other psychics in order to create consumable potions. High Magic is the practice of the magus calling upon the Immortals.

**LOW MAGIC**

Magicians find themselves covering a lot of the same ground as shapers though there are some differences. A magician's recipe can be designed to hold for time and be taken by the client later. This allows for a little bit more discretion that a shaper, who would have to either be present or perform the ritual via some sort of scrying. In addition, magicians are better at reproducing metabolic effects than shaping.

Reputation is everything to a magician. They require blood samples from active psychics in order to create some of their more effective recipes. Only a few basic recipes can be recreated from the blood of people with no active Talents or skills. If they're not trusted by the community they live in, then they can't easily get the materials they need to work with. Nor will they get the work they need to earn a living. When a magician is new to an area, most of the local supernaturals will start to ask the question as to why the strange magician is moving from wherever they last were. Magicians that move frequently are especially looked at carefully. Many wandering magicians also practice shaping and keep their magic a little quiet when passing through in order to quiet these concerns.

A stranger to the Community might get the idea that there are a higher percentage of dangerous magicians than channellers or shapers. The matter is rather more based on emotion than statistics, however. The most wide-spread stories of witches practicing magic is that they capture Talents and torture them to death in the effort of imprinting their abilities onto either an item or the witch themselves. This is a particularly horrifying and personal thought to many in the Community. Intellectually, most people are aware that most magicians are perfectly trustworthy, but there is still a lot of concern with strangers.

## HIGH MAGIC

Demons and Gods don't exactly mind being drawn on for magic. The majority of them aren't well known enough for their spells to be cast frequently, but most have been drawn on at least once. It is a more or less expected experience for them. However, a lot of this is because both Yomi and Nirvana long ago set up systems to minimize the threat invaders pose.

Among other things, unless someone is deliberately thinking about trying to get somewhere else, the first place an idle trip into the Immortal's mind will lead someone is to the part of their mind that handles their abilities. Once there, there are a number of hoops to jump through in order to get the carrot of a spell at which point, most people leave the Demon or God's mind.

The ironic truth is that while most of humanity thinks of magic and spellcasting in terms of appealing to the higher powers in hopes of receiving a boon, the actual fact is that magic is the tithe the Immortals pay for mortals to leave the bulk of their minds alone. The other option being aggressive self-defense and relying on numbers which Gods and Demons prefer not to do.

Or perhaps it's more like leaving poisoned food for a wolf, because there are the prices.

**PRICES:** The prices are only partially related to whether a Demon or God is the source of a particular spell. The real factor is that

the price to be paid depends on whether the magus is contacting Yomi or Nirvana. The fact that Nirvana is predominately God and Yomi predominately Demon means that most people equate White and Black magic to those races respectively.

The price of Black Magic is the most well-known. Anyone that knows anything about magic knows that the casting of a Black Magic is a contract that involves placing one's free will in the hands of an ancient entity which the spellcaster has likely never encountered before. Black magicians have been historically known to spontaneously kill their own leaders whom they had been loyal to for all their lives and to immediately after be asking for mercy. Granted, these incidents have been rare in the last two thousand years...at least outside some criminal organizations.

Any black magic gives the source Yomi citizen a "favor". Dependent on how powerful the spell, the favor will be minor to extreme. Theoretically the favor could be thrown off or shielded against, but the methods involved are debilitating enough that using them means that you pretty much have to know exactly when the favor might be called in. The next danger is that favors accumulate, so that repeatedly casting even minor spells before the favors are called in can indebt you deeper and deeper to the source. The last danger is the possibility that your source Yomi element might deflect their favors on to you, meaning you are beholden to whoever you're casting from is also beholden.

The White Magic price is a bit less well known, though it is mentioned in the various "holy" books and tracts of white magic. Essentially, while a White Magic spell is in use, the spellcaster's immediate thoughts and various perceptions are shared with the source Nirvana citizen. The source might not be paying attention at the moment, but the information isn't simply going to fade away easily and they will likely examine the acquired memories when they have the time. This is one of the reasons why the Gods often appear to be all knowing, especially in those times when calling on individual Gods was a common thing.

No new connection is made, the connection established by the magician simply becomes two way. The source doesn't go deep into the mind of the spell-caster, only into the active part, the part focused on current circumstances and why a particular spell is being cast. Most white magicians never notice it at all and widespread belief is that the stories about white magicians being the eyes of heaven is generally treated as being rather metaphorical rather than literal.

**CONJURATIONS:** Regardless of whether the Immortal is a part of Yomi or Nirvana, each has at least one Conjunction, a title by which they are called in the course of spell casting. Angel of Night, Lady of Victory, the Small Mother, Burden of Wisdom, Disciple of Fire, the Burning Sun, She Who Brooks No Rival, the Dread Eye, the Bloody Nightmare and King of

the Gods are all examples of titles that the Gods and Demons use. Some handful of Immortals use multiple titles to confuse just who is being called upon, but most stick to one particular title considering doing otherwise to be distasteful and ethically questionable.

The Conjunction usually gives some indication of the Immortals' self perception. For example, the Disciple of Fire is Lilitu Geisthexe, Demoness of Smoke, perceives herself as a loyal servant of Yomi, its queen and its people. Thus despite being granted 1st tier level power, she humbly considers herself a disciple. The title also refers to her Realm, since smoke is related to and follows after fire but is not fire in and of itself. Some title changes are reflections of guilt; for example, Morrigan, the Goddess of Bloodshed, is known to have been involved in the eradication and near eradication of many minor races and the guilt her most recent incarnations has felt about that history reflects itself in her Conjunction: the Bloody Nightmare.

Contacting Yomi or Nirvana is easy, there are Immortals scattered all throughout the world and where you can reach one, you can reach their entire mindscape. However, just idly contacting Nirvana or Yomi is not very productive. Unless you have a direction to go, you're just going to wander aimlessly within and in between different minds. It's different enough from the mortal mind that sometimes it's even questionable whether you're in a mind or just daydreaming. In addition, if idle poking around gets too noticeable or too close to something someone considers sensitive and these are beings with centuries of experience defending themselves and being outnumbered in a mindscape is never a good thing. This is why the Conjunction is the first part of any spellcasting, with that you're recognized as a caster and given a short cut directly to the Immortal you want to deal with.

**INCANTATION:** Incantations are another time-saving tool to help spellcasters stay out of things the Immortals want left alone. An incantation focuses the mind and attention on a specific spell and that gives the caster what they want. It also gives the Immortal a channel to apply their price. It is really only necessary to think through the words of the incantation, though, as mentioned earlier, many psychics and magicians find vocalizations good focusing tools in the first place. The incantation is usually spoken for that reason.

Incantations generally come into existence spontaneously and subconsciously. Any time a God uses their Domain or a Demon uses their Realm in a new way, it is possible to do the same thing as a spell. Finding the oldest spells can be as simple as finding them in the right book or artifact. Though some spells are notoriously hard to find that way. The other way is to call a conjunction with no particular spell in mind but just a general idea of what you want to be able to do. This can give you a new incantation, but it also is likely to have made the price of the casting higher.

**INNATE ABILITIES:** Some abilities cannot be borrowed. This is usually for reasons of biology. Shapeshifters, prophets, oracles and a handful of other abilities involve physiological differences as well as Life-Force use. Those abilities cannot simply be copied no matter what processes are used. This, unfortunately, does not mean that they're not still viable targets for sacrifice in the name of creating some useful artifact.

**IMMORTALS AND MAGIC:** Citizens of Yomi and Nirvana are not limited to only Black or only White magic, however, it is exceedingly dangerous for one group to cast from the other due to the fact that there are still numerous defensive measures in place to prevent unwanted entry by the other side. And the difference in mental framework between the Immortal races and the mortals makes them easy to recognize. Plus there's the fact that no citizen of Yomi wants any part of Nirvana peeking on their affairs. Unless they're a traitor.

## PSYCHIC LEARNING PROCESS

Some psychics develop their powers in early childhood, others later in life. Certain families train their children in psychic skills the way most families teach their kids how to read, ride a bike or go hunting for food. However, the fact is that to make the best use of their abilities, a psychic needs training.

If the psychic has an inborn power, early training focusses on bringing that under control. Inborn powers usually present the most likely threat of the psychic injuring themselves in some way. When there is no inborn power to deal with, the first skill a psychic learns is meditation and Life-Force generation. From there it usually depends on the individual teacher as to what is learned first, though channeling arts are usually treated as fundamentals before a learner moves on to shaping.

## LEAKS AND EPISODES

Inborn psychics have problems with unintentional use of power as they are learning.

The most common variety are referred to as "leaks" where a particular power is constantly active in an uncontrolled, but mild fashion resulting in unusual phenomena in the area around the psychic. Inexperienced death seers, for example, have a tendency to make people around them uncomfortable due to an instinctual dread of death. Electrokinetics will occasionally cause short-circuits or random power fluctuations in their area. Werewolves and other shape-changers will sometimes show signs of their nature due to an incomplete shapechange.

Beyond that are episodes, which are far more spectacular. Most episodes are entirely unintentional occurrences. Some occur when the psychic experiments and things get out of

control. Episodes include things like the werewolf spontaneously shapeshifting under a full moon or the electrokinetic that blacks out a room or a building. These are fortunately very rare and since most young psychics don't have much more than one or two rings of power, the impact is usually fairly minor.

## **AKIRA**

Akira is a slang term that most properly refers to psychics that have no interest in training themselves, however, it is often used to describe any untrained psychic. The implication of being called an akira is that the psychic in question is absolutely certain that just having powers means that they're an undefeatable superhero that can do just about anything they want to.

The focus is on the attitude of the psychic in question rather than on the mere fact that they have powers and no training. It is most equivalent to terms like "loose cannon", "Leeroy Jenkins" or "cowboy cop", though that last one assumes some level of training. Psychics who are simply inexperienced and unaware of what they are only get this comment from people that tend to be more judgmental. It is a term used equally by both psychics and non-psychics that have had encounters with the Community.

Akiras typically go out of their way to find some way to use their powers, often in attempts to prove themselves to people they idolize or respect. There is usually very little foresight or care taken in these circumstances. They almost always have some level of leak and one of the surest ways to be labeled an akira is to be the center of a particularly troublesome episode.

## **FIRST GENERATION PSYCHICS**

When an individual from a more or less normal family develops psychic abilities, they aren't usually connected to the Community. The same is true for some non-human orphans when they get put into the system as children and possibly adopted or otherwise find their non-human natures developing without the usual support network psychics and non-humans have. In these cases, there are generally a couple of options.

In the majority of cases, the new psychic tries to deal with the situation themselves. They may have help from friends, family or teachers, but in general in these circumstances, the psychic and whatever help he or she has try to keep their situation secret from as many people as possible. They usually try to train themselves, sometimes doing severe damage to themselves or others but occasionally finding ways to at least handle their natural abilities.

The lack of awareness of others like them usually comes with

a sort of paranoia of the alien autopsy variety, which only further isolates them. Many of these lurkers end up trying to use their powers either to help others or for self-interest. Assuming they survive their early attempts at superheroism or villainy, they often eventually discover or are discovered.

Sometimes, the new psychic either goes to, or is picked up by their government. Whether this is a good thing or not depends heavily on which government is involved and even more heavily on the government officials involved. While the Free-World governments are by and large respectful of the psychics they know about, there are bad seeds in every group. Conversely, Brazil, Burma and the Warsaw Pact aren't universally filled with evil freaks.

Government connections give the advantage of a place to train and people studying your abilities who are at least familiar with the scientific method, and often similar talent. However, going to the government largely means being firmly cut off from the larger community. The majority of the US government psychic programs, for example, have fewer than a dozen psychics on hand, and probably have files on less than a hundred past or present. Meanwhile the NAA will possibly revoke a psychic's citizenship, and maybe that of your family. The CRCMP, Japan and a handful of other nations are probably the only ones where going to the government is likely to eventually get you to the Community, but even in those cases there is a distance involved.

The next tendency is for the psychic to get involved with a non-governmental organization. This is largely hit or miss. The non-governmental organizations that would deal with psychics are generally very secretive at the base level, not even letting much of their position on the scale of morality show. Unless one somehow gets dropped in the middle of a situation involving multiple organizations, it is hard to tell the difference between the various secret groups that operate in the world. Actions taken before the encounter aren't guaranteed to lead you to good or bad groups either. Avalon has redeemed would-be villains and the Dawn has corrupted idealistic heroes.

The last likelihood is that someone in the Community hears about and approaches the new psychic. This is less likely than it sounds, the Community is fairly close knit and generally prefer that new people they meet have some inkling of what they are about. However, connecting with the Community provides the best chance of eventually leading a more or less normal life.

## **PHILOSOPHY AND THE USE OF PSYCHIC FORCE**

### **GOVERNMENT PROGRAMS**

Government programs, as stated, start from the disadvantage



of not having access to the accumulated centuries of study. As a standard protocol, most government sponsored psychics are encouraged to only use their powers in the course of training, experimentation or actual missions. Everyday life use is discouraged as much as possible. Most government programs get around the endurance issues psychics suffer by teaching other skills that don't burn Life-Force as much, such as the use of conventional weaponry and information gathering.

The above assumes a more or less benevolent government organization. Organizations like the Thule Society or the Order of the Throne tend to see psychics as a sort of living weapon. They don't waste time encouraging the psychic to keep their powers hidden because they don't allow the psychic to live a normal life of any type, often being kept isolated until needed.

### **THE TALENTED COMMUNITY**

Talented members among the community, those born with powers, typically learn enough about their inborn abilities to satisfy health and control concerns and anything past that is considered something for the individual to choose. They usually find a handful of convenient feats that they use every day and work up their endurance until those abilities cause no real strain. They strenuously discourage "showing off" in front of those outside of the Community. The average Community talent has little to no combat experience and generally depends on those members of the Community that are more militaristically inclined for protection.

### **THE SORCERER COMMUNITY**

Sorcerers, those psychics that have learned channeling and shaping, are different in that they have willfully chosen to develop their potentials as much as humanly possible. They generally have a training regimen that involves some level of Life-Force use every day. Some sorcerer families encourage occasionally making use of abilities in small ways so that their residue shows the periodic splashes of Life-Force common to untrained individuals. Others follow a philosophy closer to that of the governments and still others prefer to have a level of constant use so that they can continue to build their endurance. Sorcerers generally have some level of combat training, often supplemented by conventional martial arts. Depending on where the sorcerer learned their trade, they might operate more in a master-apprentice dynamic than a military one, but several of the Families parallel military structures.

### **MAGICIANS AND SHAPERS**

A fair number of magicians and shapers make their living by performing services for the supernatural community of one sort or another. This is why they make use of their abilities

on a daily basis. With that in mind, they usually find somewhere fairly out of the way of the larger population in order to perform their rituals. The attitude of a magician or shaper depends much on their reputation and the focus of their rituals. Some similar to private investigators while others are more like small-town doctors. In either case, the reputation of a magician or shaper is paramount to their ability to make a living. Those that engage in potentially dangerous occupations often supplement their skills with more combat-practical training.

### **INDEPENDENT MAGI**

Whether from one of the Families that practices magic or someone who stumbled onto a book, there are a number of independent magi around the world. It is hard to nail down a standard method of behavior for these sorts of individuals, but it usually relates to the society that they hail from. A Mafioso being lured to self-destruction by a Faustian would have a very different modus operandi than a college student who stumbled on a grimoire. The frequency of spell casting often depends on how much the magi knows about magic. The more they're aware of what the price of High Magic is, the more likely a magi is to consider means outside of magic first.

### **IMMORTAL CONNECTED**

The Immortals' mortal allies, students and servants blend the perspectives of the talented, sorcerers and governments. Secrecy is a high concern with them, as the Gods and Demons have been keeping their existence from the general knowledge of even the Community, but they also generally so steeped in psychic phenomena that what they consider showing off and what the Community does don't quite align. As for the Immortals themselves, anyone with a name that appears frequently in myths can be expected to have had military training at some point in their existence, even if they aren't currently living that life. However, the majority of Immortals are basically the same third tier civilians that most mortals are. That said, Gods and Demons have a higher rate of military service than most populations on the Earth.

### **PSYCHICS VERSUS NON-PSYCHICS**

While some psychics have inborn Talents that make them more efficient at some uses of life force than the average person, or even able to do things others can't do, the use of psychic abilities still represents a skill that must be honed and developed. A psychic has to focus and concentrate to minimize the impact of Life-Force corruption. The more time they have to produce a particular effect, the easier it is on them.

Battle skill is a separate form of training. A skilled warrior knows how to manage their resources and how to make the most efficient use of them. They also train in various weapons,

unarmed fighting methods and improvisation. They know the tactics of the brawl, the skirmish and the firefight. Placement of obstacles and use of the environment are also key to battle skill. Most importantly, battle skill teaches the warrior how to pace himself.

Most psychics are trained to control their Talents or skills fairly well, but most of this is for day to day type applications. Not many psychics have actually trained in how to make their abilities into weapons. Because of that, someone with training in battle skill is more likely to win a confrontation regardless of whether or not they possess psychic skills or Talents. Of course, it is possible for a psychic to learn how to effectively fight and use their abilities in a violent manner. In fact the population of psychics and non-humans has a disproportionate number of battle-trained individuals.

Many human soldiers have minimal training in how to fight with most soldiers taught to be simply one part of the overall machine and most thugs learning by trial and error. Placing minimally trained individuals against either a truly elite master of battle skill or a psychic with competent levels of battle skill is a one sided affair. Still, even the best body hardening has vulnerable spots. A lucky bullet shot might just find one of those vulnerabilities.

Both spec ops and combat psychics are capable of coming into a fight guns blazing and probably be able to tear apart a platoon of soldiers with only basic training. Doing so would place a serious strain on either of their resources, however. Most warriors, whether using mundane or supernatural skills, work in similar ways. They seek to control the pacing of the conflict and limit how many people can come at them. They conserve their ammunition or Life-Force as much as possible and make sure that what they do use is used as efficiently as possible. Assuming that experience and overall amount of training is equal, a fight between a psychic and non-psychic is rather hard to predict.

## THE MINDSCAPE

Every being that has some sort of thought process has a mindscape, though the mindscape of sentient beings are much more intricate. Most people only ever catch glimpses of their mindscape during sleep and in dreams, and they forget most of what they see at those times. The mindscape is a reflection of a person's personal understanding of reality and the way the world works. Every conviction, memory, goal and nightmare has some sort of reality within each individual's mindscape. Mindscapes can be quite beautiful places and oftentimes inexperienced psychics will find themselves distracted by the sights when they are first pulled into one by accident.

## COMMON MINDSCAPES

For most sentient beings, mindscapes are an instinctual defensive reaction. The average human or other sentient is generally used to brushing up against the worlds of other people, slowly coming to their understanding and including that person within their own world. When some outside soul directly moves into that private world, the mind usually reacts to drive it out. Within the mindscape, physics and thought are entirely mutable, and almost anything can be made into a weapon.

If the target feels the attack, they have a moment in which they can respond by drawing the attacker into their mindscape. Doing this deliberately requires training but any mortal has a chance of provoking it by accident. The problem with purely reactive mindscapes is that the defender usually has no idea what happened. An untrained, inexperienced person who has drawn an intruding psychic into a mindscape might lash out with uncontrolled panic, or they might simply abandon the fight. It is an unpredictable situation that most would do well to avoid.

The average mindscape appears as a nigh impregnable fortress. Most people don't have any born or trained psychic powers and thus only have limited access into and out of their mind. Those with training in various skills will find the walls weaken somewhat as they open their minds up. Sensitives have minds like a major cross-roads city, fortified, yes, but with many gates to watch. Visionaries and the Immortals each have similar but slightly different circumstances that will be described below. The mindscape is not exactly the mind, but more of a simulation created by the conscious mind to make it easier to manipulate things. And since a mindscape is usually only manifested when the mind or soul is under attack, the usual manifestation is one heavily oriented to defense.

Once an attacker finds themselves inside a mindscape, the relative power of those in the conflict is less of a matter than the flexibility and imagination of the minds involved. The defender always has the home field advantage. Every facet of the mind, even those that would otherwise be a vulnerability, such as a phobia, becomes a weapon inside the mindscape. This makes it preferable to begin the attack without being detected and sucked in. Also, once inside the mindscape, most people are stuck focused on that, becoming vulnerable and nonresponsive in the physical world.

Reading surface thoughts, short term mind-control and sending messages are all possible to do without triggering a mindscape. Repeated application of low impact telepathic techniques can have deeper results if the psychic has patience. It is possible to alter old memories or plant commands deep in the mind for later activation, but deeper activity requires either a very great deal of patience or else going through the mindscape. It is because of mindscapes that many of those Talents capable of varieties of mind control try to cultivate patience.

Visualization is an important skill in the mindscape fight. The terrain and circumstances are malleable to both sides. Attacks and defenses are not limited to the sort of abilities those in the fight normally use. In fact, only sensitives actually bring their weapons in with them usually. Metabolics and manipulatives are able to fake it by imagining their normal powers, but in the end it is simply another visualization.

Life is at risk within the mindscape. Die there and the psychic will often die in reality. Sometimes the mind is simply broken, leaving a broken shell that is only technically alive. Occasionally, horrid blisters and internal bleeding tear the unfortunate apart. Other times the exact injuries suffered in the mindscape are duplicated on the body. Most rare of all, the soul simply disconnects from the body causing its immediate failure to continue living.

Most abilities that could result in a mindscape conflict have goals that rely on the target remaining alive, making most mindscape battles a sort of psychic game of chicken. This causes most mindscape battles to result in both psychics breaking off after a brief exchange. The hope is that the attacker can force the defender to break off first, thus allowing the attacker to do what they wanted to do in the first place. Of course, there are times when the attack's intention was to kill the target, or worse, in which case the mindscape simply becomes an extension of the physical battlefield.

**MINDSCAPE CONVERSATIONS**

Some sensitives, usually akira, come upon the idea that they can provoke a mindscape as a way of initiating a private conversation with someone. The assumption is that as long as they don't go further than the surface of the mindscape then nothing will go wrong and they'll have their private little conversation room. In practice, they're not far wrong. If a psychic has an ability that can provoke a mindscape, they can use it like a doorbell and as long as they back off from the effort, nobody will get hurt. This probably goes on countless times all over the world every day with nothing bad happening.

There are, of course, some obvious difficulties, including as the fact that while they're in the mindscape neither will be aware of what is going on around them. If they had the training to be able to maintain both a mindscape and awareness of the physical world they wouldn't be doing the equivalent of throwing rocks into a minefield to catch someone's attention. It is important to remember that mindscapes are a defensive reaction for pretty much everyone except Immortals and Visionaries. There's always the chance that the person provoking this mindscape will find themselves under attack before the person they're trying to talk to knows what's up.

This is especially dangerous if the would-be contact is in an emotionally vulnerable state. When emotions, especially

negative ones, are high, the mindscape is much more likely to be inherently dangerous to everyone involved. Unfortunately, trying to comfort someone in a bad place seems like the perfect time to go to a private room. It's hard to say how often this seemingly clever trick has scarred people for the rest of their lives or outright killed them.

**MINDLINKS**

Mindlinks represent the one method through which most people can safely manifest a mindscape for conversation though there's usually no need for that. Shaping rituals can create these, usually for the space of a day though in rare instances, they can last for entire lives.

Those involved in a mindlink are able to enter each other's mindscape as easily as any psychic exertion may ever be, and without any danger or threat. They're able to move to defend each other from attacks as well. However, people who share a mindlink have no need to enter a mindscape to have a private conversation since they can broadcast thoughts across to each other easily enough. Sense mindscapes usually leave one unaware of the physical world and unstable mental states can still make them dangerous, those with mindlinks usually save entering a mindscape with each other for special occasions

Apprentices and Avatars, magi who have an especially close relationship with a specific Demon or God, likewise have something similar. It's not usually a full mindlink, so they do have to enter a mindscape to talk to their patron, assuming that said patron isn't physically present. This is more exceptional in that it allows the Immortal in question to step into the mortal's mindscape without danger than the reverse since mortals enter Immortal mindscapes pretty much all the time.

**MINDSCAPE INTRUSION RITUALS**

A psychic with the Talent to read thoughts can draw out information without taking the risk of entering a mindscape. Likewise, those capable of influencing emotions, memories or thoughts are also able to take their time and slowly do so without attempting a mindscape. However, if one is willing to enter the mindscape it is possible to imitate those Talents. The ability to look at visualizations of a person's concept of reality sounds like it would be an invaluable tool for an interrogator. Unfortunately, the inherently defensive nature of most manifested mindscapes makes this a traumatic experience.

In certain dark periods, when the reach of the more established Families was smaller and there was no Community to speak of, shapers who used these methods to find out secrets either for themselves or sponsors of varying sorts were not uncommon. In modern times self-taught shapers working out of old journals have found mention of this process and either found one of the proper rituals or stumbled upon the creation of one of their own.

The most obvious problem is the fact that a prisoner, interrogated in this manner rarely comes out of the process unscathed, and can often end up dead or insane. This is plenty to earn the tactic its barbaric reputation but the other side of the matter is that no matter how restrained the subject is physically, within the mindscape they are free to resist as much as they desire to. The interrogators are usually much more experienced than their targets, but they are still entering into the mindscape of their target and putting themselves at a great risk. This is especially true when they are called on to delve into the thoughts of serial killers and other modern monsters.

The psychic wear and tear on the shapers that engage in these practices is subtle and dehumanizing. While it is hard to easily predict the developments this repeated mental trauma produces, an alarmingly high number of shapers that do this take on violent characteristics. These tactics are considered to be a hallmark of a witch for a very good reason.

## UNUSUAL MINDSCAPES

There are a number of entities in the world whose mindscape does not conform to the normal in some way or another. There are multi-tailed kitsune with their multiple souls and minds, Immortals with their inviting and leading paths, and Visionaries with their chaotic and unpredictable geographies.

## MINDSCAPES OF THE IMMORTAL RACES

The mindscapes of the two Immortal Races are rather more welcoming than those of other sentient species. Immortals welcome, actually require, consistent connection with other minds in order to best handle the mass of information that they receive through the Understanding. This means that it is possible for untrained, untalented person to accidentally wander into an Immortal's mindscape just by focusing heavily on them. This is not to say that someone glaring at a Goddess or Demoness will suddenly find themselves in a mindscape. If that were true, Gods and Demons would have had an impossible time fitting in.

In order to connect to an Immortal's mind, the human must be capable of drifting outside of their own. This is something that usually only occurs in sleep or while heavily daydreaming and most people are not usually focused enough to direct their mind to a specific individual when in those conditions. A great deal of the training for a magician is spent learning how to deliberately enter a state of mind that is both loose enough to allow the connection and focused enough to connect to the desired Immortal's mind.

Once inside the mindscape there are two immediate differences apparent.

The first is that the owner of the mindscape very rarely appears

within it. Most of the time, magicians and accidental visitors will come and go without ever seeing the sentience of the mind they're wandering about inside. Indeed, there is a fair chance that the Immortal is not even aware that someone is in their head. Immortals have around five hundred thousand other minds at least vaguely touching on their own at any given time and are thus unlikely to notice one other person.

The second major difference between a God or Demon mindscape and the mindscape of almost anything else is structure.

The minds of incidental immortals and most mortals usually appear fortified in some form or fashion. The most open mortal soul has a mindscape that resembles a walled city. The least important portions of a person's mind are represented by the outer portions of the mindscape with deeper levels indicating matters of deeper importance to the individual. At the very deepest levels, in areas impossible to reach without killing the individual, are things that the individual is not even consciously aware of. The instinctual methods of achieving most Talents are included in these deepest levels.

By comparison, an Immortal's mind is not so obviously laid out. It is an almost eternal set of passages, roads or tunnels depending on the individual in question. It is possible to get anywhere in the mind at any time, because the psychic flexibility of the God or Demon mind. The result is that an outsider who is unaware of the exact contents of the mindscape they're within will cause things to manifest almost at random. An idle thought leads to a random collection of concepts each of which will provoke the line of the visitor's thoughts in another direction.

Simple wandering within the mind of a God or Demon is likely to lead one to the section of the mind where the instructions to replicate the Immortal's Talents, the objective of spellcraft are kept. This is deliberate, Gods and Demons are aware of how easy it is for someone to get in their head accidentally, and they sponsor a multitude of magicians that are trained to do the same. They'd much rather dangle such toys in front of invaders than have a random visitor stumble into something they consider private. This leading is produced in much the same way that the fortresses in a mortal's mind are produced: there is a pervasive and unifying thread of thought among the Immortals that mortals connect to their minds in order to use spells. It thus provides a subtle thread of structure to the otherwise shifting and unpredictable labyrinth.

There is a lot of information floating in and out of the Immortal mindscapes. This information is mostly kept to the background by the efforts of Orochi and Ashvattha, but it can occasionally be seen in the form of either visual static or glowing equations written in alphabets older than humanity. The manifestation that is seen appears to be dependent on the level of knowledge and understanding that the connected person has. Those with more skills in science or math will see the equations

while those with less understanding will tend to see static.

## **SECRETS WITHIN THE MINDSCAPES OF GODS AND DEMONS**

The Immortals do not consider the mindscape a private place. To Gods and Demons, a locked room and physical conversation is the best assurance of privacy, not including those few that have mindlinks deeper than the standard shared mindscape. They use the collective mindscape for conversations quite frequently, but always with the understanding that pretty much everything that occurs on the mindscape will become known to the entirety of the mindscape eventually. It is even a common spell for magi to draw upon this pool of knowledge in hopes of finding an answer to their situation. This does not mean that the Gods and Demons have no secrets from each other. They have plenty.

Gods and Demons each have their own ways to keep secrets from each other, and mostly by keeping specific memories and thoughts floating between a select group of individuals. Eventually, most things get out anyway, but by keeping it within a particular House (for Gods and Demons raised to Nirvana customs) or through the various shifting mentor and apprentice relationships, a particular piece of information can be delayed reaching the mindscape as a whole for quite a long time. Gods and Demons with their own rune trees or companion familiars can likewise use those to help keep some secrets.

## **MARKS**

Each God and Demon has a built-in shelter that keeps their individuality from being worn away by the collective mindscape. It is what keeps each God and Demon a unique individual rather than many facets of one mind with multiple bodies. This protection manifests physically as skin colorations that usually appear on the face and neck of each Immortal. The Immortals refer to this by discussing that their real selves are kept “behind their marks.”

The Immortal themselves can go in and out of the marked region easily enough that most rarely think about it. It is, after all, a part of themselves. Other people have a more difficult time, however.

The marks have a presence in the mindscape, usually as a heavily locked door. Most of the time they’re never seen, even other Immortals rarely find them save by chance. Too often the mind wanders and something else wanders to the surface so that searching for the mindscape manifestation of an Immortal’s marks takes one in circles through the mindscape. Physical contact with an Immortal’s marks makes it much, much easier to find the mindscape manifestation.

There are two things behind the marks.

The primary thing kept behind the marks is intended to be a perfect memory of the Immortal as they are; a system restore point to activate if they start to lose themselves. In practice, most Gods and Demons have at least a handful of secrets they keep only behind the marks. How many and what sort of secrets depend entirely on the individual in question. It might be as simple as being a fan of a child’s cartoon and toy series. Or it might be as dangerous as plotting rebellion against the whole of Nirvana and Yomi.

Immortals are capable of letting people in behind the marks and sharing all their secrets. There are even numerous cases where a permanent or semi-permanent true mindlink has been formed. This is most common for lovers that have particularly intense and genuine feelings for each other, but has also been known to occur between those with familial or platonic relationships. This is a very intimate and private thing which Immortals rarely outright talk about. Similar to empathic connections of mortals, this is also something that doesn’t usually happen within a mindscape.

The second thing that lies behind the marks is access. Someone breaking behind the marks can enter the connected mindscape without fear of the defenses in place. They’re basically able to move about either Orochi or Ashvattha, wearing the psychic skin of the Immortal they entered through. This is something that is akin to the idea of interrogating a mortal through their mindscape but significantly safer, at least for the intruder. Being used in this way damages the used Immortal in a fundamental fashion and isn’t something they can recover from without help. Most of those that have been abused in this fashion have come out with extremely different personalities and even different Realms or Domains.

## **DEFENSES IN THE IMMORTAL MINDSCAPES**

Unlike mortals, the reactionary defenses of an Immortal’s mindscape are entirely artificial because the basic mindscape is not a defensive adaptation for Immortals. It is, instead, a communicative adaptation. For example, while it might take just as much effort to find where a piece of information is within the mindscape of God as it is to break down the defenses of a more common mindscape, one does not have to traumatize the Immortal in question to do so.

Unfortunately, this also means that a psychic who wanders into an Immortal mindscape can immediately start visualizing weapons, armor and hazards without opposition. The activity might alert the Immortal in question, at which point they can engage actively as well, but there will be much less difficulty and much more time to prepare for a mindscape conflict in an Immortal’s mind than in the minds of most mortals.

The Immortals are far from helpless, however. Orochi and Ashvattha each maintain active defenses that will gently or

not so gently prod a loitering consciousness to go about their business and leave. These defenses only get more active if a mind is found to be actively preparing to harm one of the mindscapes. The numbers also can't be ignored. One psychic invading the mind of one Immortal might be able to overpower that particular individual, but if their opponent manages a call for help, there could be dozens, hundreds or thousands of minds coming to their aid.

The Immortals have lived with their telepathic vulnerability for a long time and have created a number of safeguards to shore up this inherent weakness. Of course, they've also come up with numerous ways to avoid those defenses and keep help from coming due to their relationship as ancient enemies only recently in truce. A number of these techniques have been taught to the mortals among the Heralds and Faustians. In some cases, these methods are even used as a way for Yomi and Nirvana residents to communicate between each other without officially breaking the rules of interaction dictated by the truce.

## **SPECIFIC MINDSCAPES**

### **DEMON MINDSCAPES**

The mindscape of a Demon is a shifting labyrinth characterized by walls formed of warm scales. There is usually a sense of breath filtering through the area as well. The air is quite often tinged with the smell of sulfur and a subtle impression that the walls could shift at any moment. Demons and magi who practice black magic usually take it for granted, but for a first time visitor it can be quite jarring. The physical reality of Yomi is quite similar to the majority of Demonic mindscapes, actually, though the organic appearance of the mindscape predates that. Crossroads and other situations presenting options in multiples of four are a frequent occurrence within a Demon's mindscape.

### **GOD MINDSCAPES**

The mindscape of a God usually appears formed of a bronze toned wood. The walls are often deceptively solid in appearance, but the shape and locations of the labyrinth will shift about just as readily as a Demon's mindscape. Gods are much more prone to manifesting abstractions than the Demons and their mindscape is often progressively more alien the longer a mortal remains within it. A God's mindscape usually only bears a shallow resemblance to Ashvattha, often bending the physics of the simulation in significant manners. Choices of options numbering a power of three are a common theme within a God's mindscape.

### **MIXED MINDSCAPE**

Half-Demons, Demi-Gods and full-blooded Gods or Demons

raised among the usually opposing culture show the influence of their cultural or genetic mixing within their mindscape. This can be more or less pronounced from one individual to the next. A Half-Demon God who makes almost no use of their Vitae and was raised among Gods will have a mindscape that is more or less identical to a full-blooded God while a full-blooded Demon raised by Gods will have a mindscape that gives off something of a more solid or wooden impression to their mindscapes, though it will retain its organic, serpentine impression.

### **THE ASHVATTHA/NIRVANA MINDSCAPE**

Ashvattha is the primary rune tree to which all the residents of Nirvana are connected and, as a result, the collective mindscape shared by those Immortals is often times referred to alternately as the Ashvattha Mindscape or the Nirvana Mindscape. The usual manifestation for this mindscape is as a vast ocean dotted with islands of varying sizes. Most of the islands appear clustered together in tight groups linked by bridges and some of these "islands" exist only under the waters, hidden from the rest of the mindscape.

Each cluster of islands represents collectives of Gods and Demons that are allied under the auspice of the same House or organization. Their positions are not consistent as the relationships of various citizens change, but they are slow to change. Also, there are often cases of islands merging, usually indicating a situation in which multiple citizens of Nirvana are seeking the same sorts of information at the same time, or else are in the middle of a conversation. Each of the islands holds the mindscape labyrinth of a different Immortal and the character of each labyrinth is usually subtly different, though Demons often stand out from a distance.

Visitors to the Ashvattha mindscape often visualize themselves on boats, swimming or even walking on the water depending on their own instincts. There is a constant sound of peaceful waves within the mindscape and it would be quite a pleasant place to linger were it not for the defenses that Ashvattha itself engages in order to dissuade outsiders from loitering.

### **THE OROCHI/YOMI MINDSCAPE**

Orochi is the primary companion familiar to which all residents of Yomi are connected. As with Ashvattha above, this results in the collective mindscape being referred to as either the Orochi or the Yomi mindscape. The usual manifestation of this mindscape is a vast grassland spotted by the occasional string of structures or lone standing labyrinth. There may or may not be a road, depending on how close a labyrinth is to a visitor, or how many are in the area.

The string of labyrinths tends to show something of the relationship map of Yomi, often indicating the 'family tree' of

mentors and apprentices. Due to the Immortal and reincarnating nature of Demons and Gods, these structures often end up coming around into a circle reminiscent of Ouroboros. Clusters of labyrinths often form the appearance of villages or towns representing cases where several residents have come together.

Travel is strange within the Orochi mindscape, on the one hand, it appears to be walking, but on the other it feels as if the desired destination is coming closer to you rather than the other way around. Magi and Demons will describe it as walking in place while the world moves around you. It should be noted that this could easily be description for how “travel” works in any mindscape, but it seems as if Orochi and the Demons do not bother to hide the sensation or translate it to something more relatable to the physical world.

**VISIONARY MINDSCAPE**

Visionaries are similar to the Immortals in that they lack the massive fortresses of other mortals’ mindscapes. This is for similar reasons. Visionaries often need to be connected to other visionaries in order to safely process the mass of information they perceive throughout their lives. However, it is much harder to tell where one mind ends and another begins. In the Yomi and Nirvana mindscapes, the labyrinth of one Immortal will have an at least slightly different character from that of another, or of the places between labyrinths that belong to Orochi and Ashvattha respectively.

Visionary mindscapes blend together, mix and swirl slowly but constantly. Sometimes parts of the mindscape that were there previously are absent, as that particular Visionary is not currently connected. The Visionary’s mindscape is confusing and disorienting to everyone and not even the Visionary themselves can say with any surety whether the conflict occurs within their mindscape or that of another Visionary.

The Visionary collective mindscape is not consistent. Most Visionaries only interconnect with each other as a whole for a few seconds or minutes at a time. The better educated spend about 30 minutes out of the week connected. While a Visionary is not connected, their mind is not included in the mindscape as a whole. As a result, using the Visionary mindscape in the same way as an Immortal mindscape is at best problematic.

The biggest danger in a Visionary mindscape is the Visionary themselves. Touching their soul directly can start a process where a mortal’s individuality and mind is pulled into them. This is not something they control. When it happens between two Visionaries, the result is a slow merger of personalities. When it happens between a Visionary and some other psychic, the Visionary eventually subsumes the other mind almost entirely. Either way, most Visionaries prefer to avoid this fate.

**INSANITY AND MINDSCAPES**

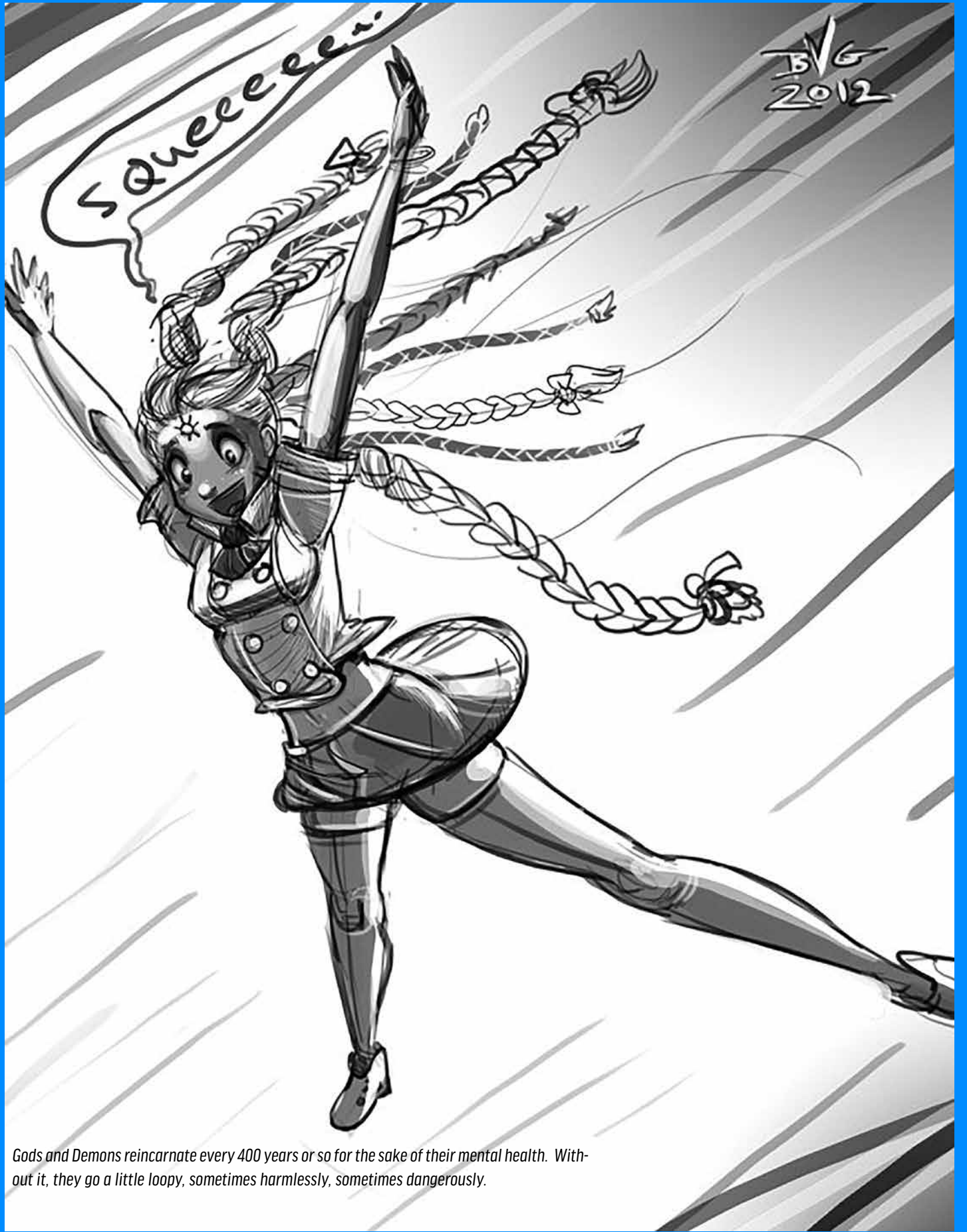
Regardless of whether it is a common mindscape, an Immortal mindscape, kitsune mindscape, Visionary mindscape or one of those more unusual mindscapes that aren’t described in this book, insanity and mental trauma has its impact on the safety and nature of a mindscape.

A damaged mind is much more likely to react before the conscious mind is aware of what they are doing. The damage might be transitory, like the result of a recent break up, or else it might be more long term like post-traumatic stress disorder. All that matters is that there is something off about the mind that forms the mindscape. These damages take the appearance of violent and often oozing tears and breaks in the structure of a mindscape.

Once again, it might sound like being able to see and interact with a visualization of a person’s trauma might make it easier to address said trauma. After all, now it’s just like a cut or damaged house, right? It just needs to be treated. Unfortunately, these injuries are always hazardous in some form or fashion and they are dangerous both to the individual who has them and the individual pushing the mindscape. A mindscape is an excellent way to make mental traumas worse.

That said, Gods and Demons have some success with using the mindscape to treat these injuries within other Immortals, but again, the Immortal mindscapes are a communicative adaptation rather than a defensive one. This and the additional advantages that they have created over the years are usually enough for their experts to directly address mental trauma. Even here, though, it is a dangerous way to do things and what humans might consider to be traditional psychiatry or psychotherapy is the preferred manner of treating mental trauma.

Long standing traumas might eventually settle down into a less active hazard over time, but they can still provide the person extra weapons in a mindscape conflict. This is usually the difference between a raw and fresh mental breakdown and a personality warping psychic scar.



*Gods and Demons reincarnate every 400 years or so for the sake of their mental health. Without it, they go a little loopy, sometimes harmlessly, sometimes dangerously.*



# CHAPTER 3 TECHNOLOGY

## MUNDANE TECHNOLOGY

### POWER PLANTS

**NUCLEAR POWER HAS HAD A HANDFUL** of small crises in history, but the closest to a full meltdown that has happened was Chernobyl in 1986, a famously near miss, but a miss. With the biggest disasters so far only having minor impact on things, confidence in nuclear power grew fairly rapidly in the more developed parts of the world. The technology is very highly advanced with numerous redundancies and safety systems as well as increased efficiency. Currently a little more than thirty percent of the world's electrical power is nuclear.

Geothermal power has also advanced significantly in the last fifty years, though it is still mostly experimental with only a handful of operating power plants throughout the world, owing to location requirements. Psyche and the CRCMP have a number of facilities that are powered via circles tied into local flows of residual life-force. Brazil's Thule society has quietly built a power system based on the natural life-force found in the Amazon. Generating from mostly non-sentient sources and from life-forms not evolved for the purpose of generating power, it is not as fruitful as Psyche and the CRCMP facilities.

The most recent advancement in power development is fusion. The first public reactor went online in 2002 in the United States and was followed by reactors in most of the other Free World nations. In addition, Avalon and the Path of the Golden Dawn both have facilities with operating fusion reactors and have since the late 90s. Myanmar has a fusion reactor of unknown reliability though the fact that it is some distance from the capital cities implies to analysts that the Burmese don't entirely trust it.

A number of orbital solar power-generation stations exist to provide power for civilian and governmental space traffic. These are very efficient, providing more energy than the various space stations and their visitors need. Charged energy cells are occasionally taken back down to Earth, but it is not cost effective enough to be more than an afterthought for transports not able to fill up on more valuable cargo.

### TRANSPORTATION

Most transportation on Earth relies on petroleum based internal combustion engines. Most personal vehicles are designed for operation within a city or regional area. The trans-

portation method of choice for long-range land travel is railroad, both for freight and personal travel. Highway systems as pioneered by the United States are common in larger countries, but are still used as a secondary or emergency option. Maglev bullet trains are fairly common sights in most developed countries.

Small, single person prop-planes are common enough that some of the more affluent middle class families can afford to keep one in a hangar for occasional flights, though few have frequent use for them. Many sit in hangars for extended periods, often poorly maintained. Private aircraft are illegal within Burma, but some of the Order of the Throne have arrangements with smugglers as means of outside contact. Airplanes and jets are by far the most common form of air travel, but zeppelins and dirigibles are still in use as the aerial equivalent of luxury cruise liners.

### MEDICINE

Current advances in medicine have been mostly in the treatment of things like genetic disorders and in long-term health issues. Average life span is at about ninety years old for most highly advanced cultures. Non-human races, aside from a handful, are pretty close to that statistic as well. It was originally theorized that increased life-spans would come with increased incidences of cancer, and that has occurred. However, the development of some preventative measures and treatments has kept the proportion of death by cancer from rising as much as originally feared.

The first publicly approved trials of genetic treatment have begun. The aim of these treatments is to help ameliorate, or even remove, inherited diseases and disorders. This is one of several biotech advancements that have occurred in the last decade. It is possible to acquire cosmetic genetic changes such as producing changes in hair or eye color, apparent ethnicity or even gender. This has caused a number of social issues from groups that feel these procedures dilute racial purity. Genetic modifications to create gender changes are still classified as cosmetic in most countries despite the fact that it would be ideal for certain gender identity issues.

A process called artificial conception has been developed allowing the generation of children from any two or more genetic samples. Most of these children have been carried to term in a woman's womb, usually one of the genetic donors. Later, the development of an artificial womb allowed for bringing to term an artificial conceived and gestated child. This was hoped to circumvent the life-span limits inherent in true cloning. Unfortunately, the one public example suffered a lot of immune system problems and died young. Publicly, the creation of entirely artificial children is barred until the reason for the health issues is discovered. Secretly, some organizations have secretly cracked this.

Non-genetic replacements and “enhancement” is also being experimented with. Astronauts have been receiving treatments using coral to encourage their bones to recover loss density after long-term in zero-gravity. Likewise, engineered bacteria have been used to help clean out the radiation that gets past the shielding. Cybernetics has also advanced to the point that for the everyday man and woman a cybernetic limb is as good as the original while looking more or less natural. Natural looking cybernetics are still inadequate for most professional and near-professional level athletes as well as physical laborers. The military has not found any cybernetics that effectively replace natural limbs. The problem cybernetic limbs have for athletes, law enforcement, military and other intensely physical careers have is that natural limbs can handle and recover from natural wear and tear on their own. While the cybernetics can resist the damage of a single heavy strike as well as a natural limb, if not better; the artificial limbs do not handle minor wear and tear near as well. They also do not heal at all without maintenance. The more sophisticated and life-like replacements are more prone to breakdowns than simpler, old-fashioned prosthetics.

## **SPACE TRAVEL**

The first civilian space flight occurred in April, 1996 and consisted mostly of the very wealthy, with a few contest winners. Since then, space travel has been taken as an alternative to extreme long distance air-travel. There are a handful of no-fly zones in the orbits, such as the kill-sat zone over Burma and part of India, but overall, the orbital civilian shuttles are safe and very swift, though not inexpensive.

There is one multi-national space station at the Earth-Moon LaGrange point  $L_1$ . Contributors include every major human world power with the exception of Burma. The space station generates about 75% Earth gravity and is home to around nine hundred people in five year stints. It is an open secret that it is a hotbed of international intrigue and backdoors between various nations; Burmese agents are suspected to have tried to destroy it on at least two occasions. The space station was opened in the year 1987 and has been upgraded regularly since then. The current station's oldest sections date to the year 2000.

Other long-term extra-terrestrial establishments and missions have had less luck. The station was completed shortly before geopolitical situations resulted in the mass scrapping of various moon colony plans. Likewise, a US manned Mars mission was scrubbed due to fear that it would be targeted by enemies.

## **PERSONAL ARMAMENT**

Firearms have mostly benefited from recently developed materials and specialty ammos. Legal limits have kept civil-

ian weapons pretty much unchanged, but the military and police have access to a larger variety of options. There are a number of specialty use ammunitions, extended clips and materials that allow for better accuracy. There are also a larger number of effective non-lethal weapons in existence which are used by both civilians and as standard law enforcement gear for some nations.

Armor has received more visible improvements. There is a fabric with a structure based on spider-silk that is used for armor that is close to Kevlar in terms of protection while being much more supple and comfortable. It is often reserved for piloting jumpsuits of varying types. Heavier armor worn by active duty police and soldiers is essentially the same fabric embedded with solid plates of either ceramic or metal. It is comparatively easier to get a semi-automatic assault rifle legally than the heavier body armors.

## **UPRIGHTS**

Uprights are a well-known variety of vehicle used for construction, military and law enforcement purposes. They are generally humanoid walker vehicles and the majority have either some form of manipulator arms, built in equipment or both. There are also Uprights range in size from twelve feet to roughly seventeen feet in height. The largest uprights are construction vehicles while the smallest are used for military recon support and urban law enforcement SWAT or its equivalent. The weight of these vehicles range from two to fifteen tons, combat models mostly top out at around eight tons with construction uprights being heavier and less maneuverable.

As compared to wheeled and tracked vehicles, uprights have some advantages and some disadvantages. Uprights are capable of dealing with a larger number of terrain as well as manipulating the environment around them. Due to the joints and set up, they are highly maneuverable and versatile vehicles. Uprights are faster than tracked vehicles. Early models had operational endurance comparable to Tiger tanks, which was considered a significant disadvantage. However, they were significantly easier to transport to the desired operating theaters than the Tiger tanks had been.

## **ORIGINAL PROTOTYPES AND FIRST PRODUCTION RUNS (1955 - 1970)**

The first uprights were going to be scrapped as an unviable project until Visionaries came on the scene. Given a desired goal and enough background in the sciences or the like, a Visionary can come up with practical solution for a particular problem. It tends to take a true genius for a Visionary to create a fully new concept, but having a Visionary on hand means that a team who hits a block can rely on the fact that the block will be quickly solved. The first teams to produce a working upright had Visionaries on staff.

The original upright prototypes used simple and rugged leg designs and mostly fixed position arms with built in equipment. They weren't too different than some deep-sea vehicles with manipulator arms. Their speeds at the time topped out generally to around forty miles per hour, but more practically they operated at around twenty miles per hour. This put them slower than the wheeled vehicles of the time but their ability to handle difficult terrain proved their worth as military vehicles.

**CONSTRUCTION CONVERSIONS AND JOINT ADVANCEMENTS (1965-1980)**

Their arms had a limited range of motion and they didn't yet have full hands. Advancements in the arms came in the wake of the Burmese expansion into India when the original military vehicles were adapted to construction and civil services purposes. Advances in joints and hydraulics allowed for the arms and legs to become more human-like. These developments appear in late first generation uprights, not being considered a marker for next gen uprights. However, they are considered by modern enthusiasts as the development that resulted in the uprights becoming a mainstream vehicle rather than fading as an experimental offshoot of the fifties and sixties.

**SECOND GENERATION UPRIGHTS (1975-1995)**

As alloy and structural design improved, the limits on upright speed, mobility, endurance and carrying capacity were largely to be found in the actuators and power supply. The generation of power and ability to apply that power where it was needed in usable mechanical form was a major hurdle in the advancement of this class of vehicles. The hydraulics started getting mostly phased out in the late 70s and early 80s, replaced by various experimental systems, some of which worked better than others. Some of these systems were revamps of older systems using newer materials and others were more inspired.

The most well-known system was one that synthesized the human musculature system. This required the development of an alloy that somewhat morpnic properties triggered by electrical current, allowing the material to contract and extend the way real muscles do. The development of this material allowed certain actuator designs to be practical. Military and law enforcement uprights became progressively more human-like in both appearance

and range of motion over these decades. Construction uprights, not needing as much mobility, continued with progressively more rugged designs capable of handling greater and greater weights.

The other main problem was power supply. Uprights of this

period were still primarily powered by petroleum based fuel burning engines. The power demands meant that they burned through their fuel rather quickly. A number of increases in fuel efficiency were driven by the increasing demands of uprights. The improvement of fuel formulas probably had the most overall impact on worldwide society in this time period. Such improvements Managed to advance apace of the power demands of the uprights. Operating endurance increased substantially from the mid-seventies to the mid-nineties. While fuel capacities and efficiency still didn't allow for truly cross country travel, but they were able to operate for longer periods of time between refueling. Practical operating zones increased substantially during this period, but the real improvement to that limit came in the third generation designs.

**THIRD GENERATION UPRIGHTS (1995-2010)**

While artificial musculature, new and lighter alloys and a build that was growing even more humanoid marked the second generation of uprights, the third generation uprights were marked by new engine designs and power supplies. Among other things, the gasoline and diesel fuel based engines were phased out by the military vehicles. Civilian vehicles have remained on gasoline engines at this point. Likewise, most law enforcement SWAT organizations feel that the operational endurance of the internal combustion engines was more than enough for the purposes of the limited use their uprights saw.

Avalon and the Path of the Golden Dawn each independently developed small fission engines capable of being installed into vehicles like tanks and uprights. A handful of prototypes existed in the late eighties and it was commonly accepted as a not-secret top-secret by the time the first production models were being rolled out and it was admitted that power supplies were nuclear in nature. Among other things, this allowed for military uprights to operate cross country for extended time. Due to this, designs that allowed for more ruggedness and less specialized maintenance began to be implemented.

Ideally, uprights would still come back for routine maintenance after short intervals of operation. However, a pilot cut off behind lines could keep their vehicle operational for weeks on their own. In the cases of some highly resourceful mercenaries, they successfully maintained the vehicle for months or even a couple of years, though with severe loss of functionality as time goes on.

**FOURTH GENERATION PROTOTYPES (2010-2012)**

Both the Path of the Golden Dawn and Avalon have taken the first steps towards the creation of fourth generation uprights. The Dawn is further along in this route, though their designs



[www.johnbecaro.deviantart.com](http://www.johnbecaro.deviantart.com)

*Captain Gaetana Trolleti often has trouble with people thinking she's a secretary.*

have significant issues that must be addressed. Avalon's Errants are an accidental step in the right direction and primarily operate in a more traditional manner.

### **IMMORTAL UPRIGHTS**

The Enki and Yaron used vehicles similar to uprights that were called Carapaces and Mantles respectively. Demons and Gods converted some of these to use by humanoid pilots and used them a handful of times over the next few thousand years. However, they have not seen use in more than seventy thousand years. Of the one million or so Immortals, there are currently about six thousand that are old enough to have seen them in action and maybe four hundred that had training in the use of the appropriate device, none of whom have sat in a cockpit for tens of thousands of years.

Carapaces, the Enki design, resemble predatory dinosaurs. They are familiars, psychically crafted from snake DNA. Mantles are the uprights that were used by the Yaron and then the Gods. As Runes, they are psychic devices based on a seaweed DNA. In both cases, the vehicles are designed entirely for enhancing the psychic capabilities of the pilot. In keeping with the biases and opinions of the Demons and Gods, they feel nothing else is needed in a weapon.

### **MILITARY VEHICLES**

#### **ROWLING INDUSTRIES MODEL 5 RECONNAISSANCE UPRIGHT - RIM-5 THESTREL**

The Thestrel is a twelve foot tall upright with a sleek, roguish appearance. It has two layers of light armor, some of which can be removed to make it even lighter than usual. They are equipped with jump jets rated at carrying the upright three hundred meters. In at least one instance, a Thestrel in the field has jumped more than twice that distance, however, it was operating outside standard operating parameters and had had much of its armor stripped down. They are also equipped with an optical camouflage system nicknamed "predaflage" based on the appearance of the well known alien being in a popular series of movies.

It has two shoulder-mounted hard points that often have surveillance gear or mission-specific equipment attached but can also each be fitted with two-shot short-range missile launchers. They are usually armed with an upright knife and an anti-personnel cannon. That's usually enough to deal with lightly armored vehicles. Some occasionally carry an anti-armor cannon, but they are not really designed to use those weapons.

#### **GENERAL MOTORS MILITARY UNIT 3 - MU-3 PEGASUS**

The Pegasus is an older, third generation, reconnaissance

upright originally fielded by the United States but now used by several nations around the world. They have one of the better surveillance packages currently active. Even when the Thestrel starts moving from Avalon to national use, the Pegasus is expected to continue to operate as a powerful communications hub. A variant model, the LE-3, has been reconfigured for use by some of the more affluent police forces around the world. The MU-3 Pegasus has also made its way into law enforcement. Granted only the most affluent SWAT teams are able to afford them.

#### **GENERAL MOTORS MILITARY UNIT 4 - MU-4 WARRIOR**

The MU-4 Warrior is the current standard US military upright for assault purposes. They are built along the same lines as most Avalon designed uprights and are clearly third generation machines. They come equipped with built in three-shot missile launchers on each shoulder and usually are equipped with an anti-armor cannon.

#### **GENERAL MOTORS MILITARY UNIT 7 - MU-7 ERRANT**

The Errant involves several basic advancements over the Warrior that necessitated starting from an entirely new frame rather than simply updating the old one. The alloys used in the outer shell are a new lattice-work similar to a crystalline structure. The design is just on the edge of being fourth generation since the outer exoskeleton is acting like a focusing crystal for the pilot's Life-Force, a fact that its developers are not yet aware of. The result is that the Errant performs better in terms of power efficiency, maneuverability and resilience than it looks on paper. This seems to be more noticeable with better skilled pilots.

#### **EMPIRE OF MYANMAR GALONE**

Galone's are Burmese uprights designed for battle in jungle and dense forest. They are swift, mobile and slender having a life-like monstrous appearance. They are designed to appear like the bird-creatures from ancient Burmese myth. One arm of the Galone's is a automatic gatling cannon while the other is fitted with claws meant for fighting in close.

#### **EMPIRE OF MYANMAR OGRE**

Ogres are, bar none, the best armored vehicle with the most dangerous weaponry short of naval bombardment and heavy artillery. They are massive main battle tanks whose main cannon is a rail cannon with a measured range of five miles. The projectile leaves a wake of destruction in its wake that is at its worse within the first mile, where nearby men and women will be ripped up into the air and torn apart. Direct impact from the rail cannon will tear through most armors and even a glancing blow can do extreme damage. The Ogre and other MBTs in its class are among the few vehicles capable of surviving a single direct impact from a rail cannon.

## PSYCHIC DEVELOPMENTS

### FENG SHUI

Feng shui is the word that the convention of psychics and sorcerers decided on as a blanket term to describe the various schools and philosophies of geomancy from around the world. The basic philosophy is to take the various residual energies exuded naturally by living creatures and channel it into useful energy. The most basic use of the idea of funneling surrounding energies is to adjust the positions of objects in one's surroundings in order to encourage Chi and other Life-Forces to flow in desired ways. More advanced uses allow funneling that energy into circles and conversion matrixes in order to do more sophisticated things.

The more usual and common use of feng shui is the subtle arrangement of surroundings and that's the reason why even a lot of the Community considers feng shui a useful skill but not an overly significant one. This basic use of the skill can be used to make a place more private, make a place more relaxing or more conducive to healing. It can also be used defensively, such as to make a place harder to find or remember, or to make a place feel dangerous and keep intruders off balance. A channeller or shaper who is also skilled in feng shui can use even this basic knowledge to supplement their skills in that regard.

More sophisticated uses of feng shui involve the use of complex interconnected circles which are placed in such a way that the local residual Life-Force flows into the circle. Circles, already being designed to focus and multiply Life-Force, take the residual energy into the circuit and sustain it indefinitely. The circle matrix can be designed so that the contained energy can be accessed only in specific ways. This use of feng shui produces more power than the basic uses above, which are supplemental at best. As such, a feng shui shih can set themselves up resources so that they can draw on more power in case of emergencies.

### TALISMANS

Human chi resonates most strongly with quartz crystals. Depending on how the crystals are cut and polished, as well as impurities and exposure to other materials, crystal talismans can be crafted for a number of purposes. Currently, crystals are mostly used to compensate for the tendency of human chi to be weaker than that of other species, so magnifying and focus talismans are most common. Other talismans resonate with environmental chi or other Life-Force as a sort of measurement tool. The beads used to test a psychic's power are one such talisman. Crystals are often used by feng shui shih in generating permanent, geomancy powered effects.

Some crystals have been cut so that the Life-Force they create themselves is more vigorous and useful, but have not yet reached the level of runes and familiars. Crystal weapons are not yet common aside from a handful of one shot talismans designed to build up an unstable charge and explode.

### IMMORTAL TECH

#### RUNES AND FAMILIARS

Yomi and Nirvana both engineer life-forms for use as psychic tools and devices. Runes are engineered from seaweed DNA to function compatibly with mana, while familiars are engineered from snake DNA for compatibility with Demonic vitae. Weapons, tools, clothing, armor, many other pieces of equipment and even buildings used by immortals are actually runes or familiars.

Most runes are grown with a set purpose and shape. Unless their intended purpose requires active Mana, they are not usually actively alive. Those that are actively alive are usually stationary and have complex uses. Less complex tools are developed to effectively channel Mana in specific ways. The Gods deal with tendency for their Mana to shape slowly using such runes. Runes range through baige, soft brown and bronze in colour. Clothing tends to have a consistency like silk and even the armored runes tend to be very supple.

Familiars are primarily symbiotic, staying in stasis until attached to a living organism. Others, especially weapons, are more predatory, surviving by feeding on the enemies it is used against rather than its wielder. Those familiars that are more or less stable without requiring much if anything to feed on are massive and impractical to serve as personal gear.

Familiar weapons are usually designed to help control the flow of a Demon's Vitae so that as little effort is wasted as possible. At the same time they focus the Vitae produced so more Vitae is applied to the task with less waste and less risk of corruption. These usually look something like leeches which are worn around the arms. The symbiotic familiars are geared for use by Demons, the result when worn by another species isn't always predictable.

Other sorts of Demonic weapons have been invented which more resemble traditional weapons such as swords, spears and whips. These remain in stasis until used in a fight when they can feed off the opponent. Most of these were designed for the use of mortal allies of the Demons and have a distinctly alien appearance.

#### RUNE TREES

World trees were developed by the Yaron long before they ever encountered humanity and many of them became the

Gods. True to the name, they appear to be trees ranging in size from three feet to the literally mountainous Ashvattha. They are most genetically connected to kelp and other seaweeds despite their appearance and the way they've been altered to survive on land. The trees also have a high level of calculating power, possibly intelligence. They are almost all connected to the Nirvana mindscape, with a handful being connected to the Yomi mindscape.

The trees serve two functions of importance. First, they provide masses of Mana which can be dipped into by the various Gods and Demons connected to them. Second, they provide calculating power and memory. It is because of their connection to the trees that the Immortals of Nirvana appear to be so much more powerful than other races.

Without the trees, such things as medium travel would be nearly impossible as the Gods themselves don't have enough power to pull it off without drawing on the Mana and minds of multiple Immortals.

Ashvattha is the only tree that is freely accessible to every Immortal in Nirvana, every other tree is tied specifically

through either a house, the Eyes of Ra or even individual Gods. Some Demons also have connections to trees, though some of the power is lost in converting it to something close enough to Vitae for Demons to use. This is mostly limited to those Demons living in Nirvana and connected to Ashvattha, few find connections to lesser trees to be worth the bother.

Some rune trees produce fruits that have varying effects. In most cases these fruits are an unintentional by-product. The original seaweed used as a basis for most runes does not naturally bear fruit. Once the development of fruit-bearing runes occurred, some were deliberately developed. Dryad fruit, jade peaches and Idun's apples are all rune fruits.

**COMPANION FAMILIARS**

The most complex familiars, short of Orochi itself, are the companions. These resemble animals and are usually about the size of cats or small dogs, though personal familiars have been known to reach the size of horses. They never appear exactly right, save those that look like snakes, usually having uncanny differences from the animal they were designed to imitate. Companions are capable of independent thought,



*Companion familiars are all genetically based on snakes, but some look like much different animals.*

problem solving and planning. Despite its mountainous size, the Orochi is essentially a companion tied to every Demon and God living in Yomi, serving exactly the same function as Ashvattha in Nirvana.

Similar to the rune trees, the companion familiars integrate with their owner's mindscape, providing extra mental processing and Vitae production at need. This connection is one of the main reasons that the relative sentience and intelligence of the familiars is debated, with many thinking that the familiar is basically an extension of the will of the owner rather than having its own independence.

There aren't many companions that function as the equivalent of a House's world trees. This is mostly due to the master and apprentice organizational style of the Demons in Yomi. Some collectives have developed larger familiars, but the smaller familiars are largely considered more practical especially in a time when Demons are not in open war.

## **CIRCLES**

Circles are ritual tools used to focus and control chi and other life-force energies more effectively. They contain and hold the energy for longer periods of. Most shapings use at least basic circles. The circle still needs a source of energy however, and without that they will eventually run dry. Different varieties of circles have been used through history with differing effects. Of late, shapers have started to mix circle varieties into differing complex circuits.

There are three basic varieties of circle: God circles, Demon circles and human circles. God circles are inscribed around three points forming a triangle and are recognized as being highly stable and resilient. Demon circles are inscribed around four points forming a square and have a reputation for power. Human circles are inscribed around two points joined by a single line forming the diameter of the circle and are typically efficient. Not everyone is trained in the use of all three types, and using an unfamiliar circle can make things difficult.

Circles can be drawn to overlap, with different circles sharing all of the same points. This creates what appears to be a single circle with a complex inscription, but acts as though it is multiple circles inextricably connected together.

Some circles are drawn with a generic manipulation of power in mind. Others are drawn to sustain a specific effect. Those that are designed with a specific goal in mind usually do that one thing more efficiently, but cannot be used for any other purpose as the more generic power circles can. Both can be circuited together with the generic providing power to support the triggered circle.

The materials involved in the creation of a circle have an

impact on the limits of power carried through the circle and also on the duration of the circle. A circle improvised with permanent marker will either have a very weak effect or else not last very long. Likewise a circle made by sliding one's foot through the dirt is going to be very short lived. By comparison, circles which one spends a significant amount of time crafting are going to be much more powerful and long-term.

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# CHAPTER 4 CAMPAIGN STANDARDS

## AS THINGS STAND

**THE WORLD IS AT PEACE** and for many of the people of the world, evil and danger is far away. The majority of people have grown complacent. The tyranny of Burma? A horrid, horrid tale fit for political conversations in safe parlor rooms a world away. Nazis in Brazil? It's not like they've actually done anything since World War II. The unsecured nuclear arsenal in Russia? It has to be an exaggeration and nobody would be crazy enough to use them anyway.

Even amongst the worlds that are hidden, things seem quiet. The majority of psychics and the variety of non-humans live basically ordinary lives with only a little more awareness of the danger that can come knocking on the door than the common human. Even their fear of humanity in general is much blunted with each new pop-culture film or scientific study that edges closer to the acceptance of such things. But they still don't see the powderkeg.

The Immortals? The Gods and Demons aren't looking at humanity on the large scale, though they live amongst humans and others, keeping their true identities hidden, they do not see how far humanity has come. They do not see the danger on the horizon. They look only at each other and neither side really believes the other would risk a war between them again.

The defenders are not standing watch. They are lounging at their posts, discussing sports statistics and sales at the clothing stores. They've lost sight of the Ragged World and those few that stay alert and vigilant are regarded as doomsayers and paranoid.

And no one is talking to each other yet.

## THE FATE SYSTEM AND THE BASICS

### THIS IS A STRANDS OF FATE BASED SYSTEM

A lot of the rules are drawn from **Fate Core**, but the based character creation system, and thus much of the game, is based upon the rules in **Strands of Fate** and Strands of Power books. You can certainly start play with the rules contained within here, but to model the full extent of abilities in **Divine Blood** you will want to have **Strands of Fate** and possibly **Strands of Power**.




For the most part, character creation works the same in **Divine Blood** as it does in **Strands of Fate**, however, there are some significant changes. In places where the rules in **Strands of Fate** and **Divine Blood** conflict, it is assumed that you will use the rules found here, but use which ones you prefer.

One stand out change is that **Divine Blood** does not really use the Tech Level. The world exists between Tech Level 5 and Tech Level 6 in terms of actual technology, but **Divine Blood** has opted for Tech Level to not affect the power of psychic abilities. This will be most obvious in the Armor, Power Attack and Body Weaponry Power Advantages where **Strands of Fate** adds the Tech Level to the basic power of the Advantage. Other changes to Advantages will be noted later.

In addition, **Divine Blood** makes use of the systems used by **Fate Core** rather than those used by **Strands of Fate**. In particular, extended tests are not in use in **Divine Blood** and in any place where **Strands of Fate** or Strands of Power would suggest an extended roll, the GM is encouraged to create a Challenge or a Contest instead.

### WHAT DO I NEED TO BRING?

If you're using these rules, you only need a very small number of things.

1. Dice.
  - ✔ Fudge dice are best. These are basic six-sided cube dice that have two faces printed with a , two faces printed with a  and another two faces that are blank . They can be purchased online through several companies and most credible brick and mortar stores either carry them or can order them.
  - ✔ Lacking Fudge dice, you can use four basic six sided dice. In which case read the results as follows.
    - 1 or 2 = a negative result
    - 3 or 4 = a blank result
    - 5 or 6 = a positive result
2. Some copies of the character sheet or blank paper to record characters. As a veteran gamer, I tend to prefer typing up my characters with my own format, but many players like having a standard character sheet and it does make it easier for the gamemaster to find info on your sheet when they look at it.
3. Writing implements. Pencils are best; a lot of temporary notations are taken during a game.
4. Friends. Two to four friends is regarded as the best range by some, others prefer four to six. I've played in games



with eight players. It really depends on your preferences, more players does make things more complex, however.

In addition, the following things could prove useful:

- ✔ Something to represent Fate Points. I've used glass beads. Other people have used poker chips. In either case, it provides a tactile reminder of how much Fate you have and makes it easier to remember than simply having the number written down on a sheet somewhere. Especially since the number of Fate points you have will change a LOT over game play.
- ✔ Index cards, notepads, sticky notes or other sort of small pieces of paper with which to pass messages or take notes on things that come up.
- ✔ Stuffs which are tasty and keep your stomach happy.

## ROLLING THE DICE

When you want your character to perform an action, your GM may call on you to roll the dice. Do so, and add any relevant modifiers to find the total result of the roll. For instance, if you were told to "roll your Agility", you'd roll the dice and add your Agility rating, and then add any other relevant modifiers to find the total. The total is then compared to a difficulty rating set by the GM to determine success or failure.

The **Divine Blood** game is a **FATE** game and thus uses what are known as Fudge dice. These are a set of four six-sided dice marked with a **+**, **-** and blank "■" faces as mentioned above in the "things you need" list. For every roll you roll the four Fudge dice and total them up. Each plus counts as a +1, each minus counts as -1 and each blank counts as 0. The average result of the die roll is 0 but can sway as far as -4 to +4.

So now you've rolled the dice and counted up the results, now you add that to the relevant ability and other modifiers to get your total. If your total is equal or higher than the difficulty, you succeed at your action. And if you beat the difficulty by 3 or more, you've generated "Spin". This means that you didn't just succeed; you did it with style and awesome-sauce. Spin will be discussed more on page XXX.

**EXAMPLE:** Loren Mutabah wants to pick up a box. The GM rules that it is a heavy box and requires a difficulty of 4 to pick it up. Loren rolls **■-++** which is a +1. Her strength is a 1 and she has no other modifiers so her total is 2. She fails to pick up the box.

**EXAMPLE 2:** Loren is now researching a particular type of ritual circle in order to see what its purpose is. The GM

once again calls it a difficulty of 4. She rolls **■-++** and gets a +1. Her Knowledge is 2 AND she has the Occultist advantage which gives her a +1. She successfully finds the information she needed.

**EXAMPLE 3:** Loren is in a fight with a sword-wielding cultist. Her opponent rolls a defense of 4. She rolls **■-++** which is +1 again. Loren uses Agility for her melee fighting because she has the Deadly Grace advantage. Adding her 2 Agility to her roll gets her 3. She also has Weapon Specialist: Swords, which gives her another +1 to bring her to 5. In addition, her sword has Imbued with Chi which she uses to add a +2 taking her to 7. Loren not only hits the cultist, she makes him look like an imbecile doing it.

So whenever a character wants to do something that requires, he basically just needs to remember this simple process:

Roll and total the Fate dice

- ✔ Add Ability rank
- ✔ Add Other modifiers
- ✔ Compare to Difficulty

Modifiers generally come from either Advantages or Aspects. Both of which will be discussed in the mechanics section of the book.

## ACTION SITUATIONS

Dice are used in one of four types of situations:

**Contests:** Two or more characters roll to perform competing simple actions. The character whose dice roll plus modifiers has the highest total wins. See Page X

**Conflicts:** When two or more characters are in direct opposition to one another, but where resolution is not as simple as a contest. See Page X

**Physical Conflict:** A fight with fists, knives, guns, chi blasts, etc

**Mental Conflict:** An argument, debate, seduction or other such confrontation with something that potentially changes or damages your mind.

**Social Conflict:** A public conflict that can change or damage your reputation and/or legal status.

**Challenges:** These occur when a particular action can't be completed all in a moment. Perhaps there's a layer of actions that need to be taken. Or perhaps more than one skill is required.

## THE ACTIONS

There are five basic types of actions. These will be covered in more detail after the Advantages section.

**Overcome:** Most of the time, you will be making a single roll against either a passive difficulty or another character's block action. This is called an overcome action.

**Maneuver:** Sometimes, you will use an Ability to alter the surroundings, psyche yourself up or psyche your opponent out to give you an advantage toward achieving your end goal. This is similar to an Overcome roll in that you will be going against either a passive difficulty or another character's roll. However, when successful it will leave a lasting Aspect that can be used to give you bonuses.

**Attack:** Probably one of the more common uses for certain Abilities. You use them to make a direct attack on an opponent, trying to harm them physically, mentally, socially or spiritually.

**Defend:** Another common use. This is used to prevent attacks from being successful or from people's attempts to create an advantage over you.

**Block:** This is used to provide an active obstacle to another character's actions. For example by grappling someone to prevent them from moving.

## CHARACTER ASPECTS AND FATE POINTS

More than any other Attribute, Aspects are what make the character who he or she is. An Aspect can be any phrase or quote that tells you and the GM something important about your character. Character aspects are generally used to represent important parts of the character's past or personality. They will not generally relate directly to how skilled a character is at their abilities. That is what Specialty Aspects are for.

### Some Example Aspects:

*"It's Always Blood with Me"*

*Plain Jane Super Spy*

*The Answer to Voltaire's Prayer*

*Bastard Werecat*

*A Weapon in the Hands of my Captain*

*Crippled By My Own Power*

Aspects can be "invoked" for a benefit to the player. This means that the player spends a Fate Point and gains a benefit in situations where his Aspect is relevant.

Aspects can also be "compelled". This means the character suffers in some way because he has that Aspect, but is rewarded with a Fate Point for his troubles.

## SPENDING FATE POINTS

You spend Fate Points in any of the following ways:

- ✔ **Invoke an Aspect** – Invoking an Aspect costs you one Fate Point unless you are using a Tag.
- ✔ **Power an Advantage** – Some Advantages require the use of Fate Points to work.
- ✔ **Refuse a Cutthroat Compel** – If a Compelled Aspect is Persistent or the GM determines an event is especially related to your Aspect, it will cost you a Fate Point to refuse a Compel. Some campaigns might make all Compels for Effect into Cutthroat Compels.
- ✔ **Declare a Story Detail** – To add something to the narrative based on one of your Aspects, spend a Fate Point.
- ✔ **To Veto a result of being Taken Out** – If you are Taken Out and do not like the result the attacking party describes, you can sacrifice all your current Fate Points to force them to change the result somewhat.

## EARNING FATE POINTS

You earn Fate Points in any of the following ways:

- ✔ **Accept a Compel for Effect** – You get a Fate Point when you agree to the complication associated with a Compel for Effect. As we said above, this may sometimes happen retroactively or in the normal course of the story if circumstances warrant it.
- ✔ **Have Your Aspects Compelled for Reroll or Penalty** – If someone pays a Fate Point to Compel an Aspect attached to you or on the scene in order to force you to reroll or give you a penalty on the dice, you gain that Fate Point. This includes Aspects created by Maneuvers on your character or Consequences suffered from attacks. Some campaigns may grant you these Fate Points immediately, in others you may have to wait until the end of the scene.
- ✔ **Concede in a Conflict** – You receive one Fate Point for conceding in a conflict, as well as an additional Fate Point for each Consequence that you've received in

that conflict. This is not the same as being Taken Out in a Conflict.

### THE GM AND FATE POINTS

GMs, you also get to use Fate Points, but the rules are a little bit different than the rules for players.

When you award players Fate Points for compels or concession, they come out of an unlimited pool you have for doing so – you don't have to worry about running out of Fate Points to award, and you always get to Compel for free.

The NPCs under your control are not so lucky. They have a limited pool of Fate Points you get to use on their behalf. Whenever a scene starts, the NPC Fate Pool gains 1 Fate Point per PC in the game modified by the level of NPC involved in the scene. The chapter on Antagonists gives specifics. This pool is reset for each scene.

There are two exceptions:

You accepted a Compel that effectively ended the last scene or starts the next one. If that happens, take an extra Fate Point in the next scene.

You conceded a conflict to the PCs in the previous scene. If that happens, take the Fate Points you'd normally get for the concession into the next scene and add them to the default total.

If the immediate scene doesn't present a significant interaction with NPCs, you can save these extra points until the next scene that does.

### WHAT ARE ABILITIES?

Every character has several abilities categorized as Physical, Mental, Social and Psychic. These are ranked usually from 0 to 4 with some characters rising to a 5 or 6 in some campaigns. The higher the rank, the better as it allows the character to do more things. Abilities can also be enhanced for specific uses with the addition of Specialty Aspects and Advantages.

Abilities give you the basic idea of what the character can do and how well he can do it. When a player rolls the die they are usually going to be adding an Ability to it in order to get a result. These rolls are used for Actions, Contests, Challenges, and Conflicts.

As described earlier, an Ability roll is made by rolling the Fudge dice and then adding your Ability rank to the result. Relevant bonuses and penalties apply afterwards. If your roll meets or exceeds the difficulty of the roll assigned by the GM you succeed. If you beat the difficulty by 3 or more, then you generate Spin, which can occasionally have benefits beyond simple success.

Almost every action that the character may undertake is covered by these Abilities. If you didn't put points in any Ability, you may still use it. You just add 0 to your die roll. In some cases, such as the less than 0 ranked mental Abilities of animals, Abilities can be negative and should be subtracted from the roll.

### SPECIALTY ASPECTS

While Abilities are a general measure of your character's basic capabilities, that doesn't mean that because two characters both have 3 ranks in Agility that they are both equally good at rock-climbing and sharpshooting. Likewise a shaper ritualist and a conventional scientist are both going to have high Knowledge in general, but just because they both have the same number of ranks in Knowledge doesn't mean they have the exact same understanding of both fields.

Specialties are one way to map out the specializations of each character, the other major one being Advantages though we're focusing on Specialty Aspects right now. Specialty Aspects tell you what specific areas of an Ability you are good (or bad) at. Similar to Character Aspects, Specialty Aspects are often double-edged. This can be a particular skill with a line of work such as *Trained Expert in Feng Shui Philosophies(-Knowledge)* while others might have a particular weaknesses such as *Muscles like Paper(Strength)*.

As with all Aspects, Specialty Aspects can be invoked and compelled. What separates them from Character Aspects is their close association with an Ability. The majority of the time, Specialty Aspects will be invoked or compelled in conjunction with an Ability roll that includes the Ability it is associated with. However, it may sometimes be possible to invoke or compel a Specialty Aspect associated with one Ability while actively rolling for another.

So keep in mind that just because Specialty Aspects are generally tied to a specific Ability, that doesn't mean it can't sometimes be used for other types of rolls when it is relevant.

*Lila is in the middle of making a feng shui arrangement for a client. Planning it out is easy enough given that she is a **Trained Expert in Feng Shui Philosophies(-Knowledge)** but she's on sight now and trying to move some of the pieces of the arrangement around. Unfortunately, she has **Muscles like Paper (Strength)** so she is having difficulty moving a particularly large item. She turns to one of the security guards and proceeds to ask for help pointing out how weak she is. She's basically invoking **Muscles like Paper(Strength)** aspect as a bonus to Persuasion.*

Ability Rank	What that means
-1†	Almost handicapped. You may have some trouble in day to day life.
0	<b>POOR.</b> People note your deficiencies. Most people have an Ability rank of 0 in 3 Psychic Abilities.
1	<b>MEDIOCRE.</b> You're less competent than average.
2	<b>AVERAGE.</b> Most people have an Ability rank of 2 in the 12 common abilities.
3	<b>GOOD.</b> You are noticed for your talents.
4	<b>AMAZING.</b> You are one of the most talented people for hundreds of miles.
5	<b>LEGENDARY.</b> Few people on the planet are at this level.

† Characters default to a rating of 0. In order to get a -1, you have to take the Weakness Advantage found in *Strands of Fate* page X or *Strands of Power* page Y. Yes, you heard that right, the Weakness "Advantage". ^\_^

Abilities give a good idea of what your character is capable of doing, but they're not really a story. To get a better idea of what a character is exceptionally good (or bad) at, you need to look at their Specialty Aspects (also, Advantages, but, that's a later section.)

Like Character Aspects, Specialty Aspects illustrate things that are important to the character. However, unlike Character Aspects, which are very broad in their scope, Specialty Aspects should be more focused on a particular Ability.

### Example Specialty Aspects:

*Master-Class Swordsman(Agility)*

*Massive Destructive Potential(Manipulative)*

*Intelligence Beyond All Scales(Reasoning)*

*Omnifriendly(Persuasion)*

In other systems, in order to be a highly skilled individual, someone usually has to base a high degree of competence on a high base stat. Due to this trend in other games, there is an initial urge to try to raise one or two abilities as high as the system allows, but in Fate the base stats are very broad and competence is mostly defined through Aspects and Advantages.

For example, Loren Mutabah from the examples above has a Strength 1 and an Agility of 2 but is still a *Master Class Swordsman(Agility)*. Likewise, a person could have a Resources of 1 and still have an advantage like *Oodles of Money(Resources)*. The low Resources score just means that she doesn't handle money well, or else that it is all locked up where they can't easily get it. Another case would be a person with a

Strength 2 and the Aspect *Heavy Lifter(Strength)*, which would make them good at picking things up, but not affect their ability to fight.

Aspects in general are discussed in more detail later.

## REFRESH RATE ("REFRESH")

All characters start with a predetermined Refresh Rate set by your GM based on the power level of your game. This is the minimum number of Fate Points the character begins each game session with. Regardless of how many FP you had at the end of the previous session, you start the next game session with a number at least equal to your Refresh Rate. If you ended the last session with Fate higher than your Refresh, then you keep those extra Fate Points.

This is often referred to simply as "Refresh" in this book.

Note that the GM may decide not to allow a Refresh at the beginning of a session if the previous session ended abruptly, or he may offer a Refresh at other times if appropriate; such as when hitting a milestone in a story arc. Also, standard **Strands of Fate** assumes that you always start with your normal Refresh and that any extra Fate is lost with each new session. You play this way if you wish; it will tend to convince players to spend Fate more frequently which you might prefer.

## ADVANTAGES

Advantages represent additional training or special abilities a character might have. You "purchase" Advantages with Advantage Points and they come in three varieties.

The first variety of Advantages is the Expert Advantages. These are common among all people and are used to describe some degree of training. For example, a character with a Craft of 2 might also have the Gear Head Advantage, which grants a bonus to work on vehicles and implies some mechanic training. All characters will be granted three free Expert Advantages.

The second variety is Heroic Advantages. These are the special sort of cinematic traits that characters in action movies, pulp fiction and fantasy novels often possess. This ranges from the classic Sherlock scan ability to look at a room and analyze what happened there all the way up to the normal guy who just won't seem to die no matter how much punishment he takes.

The last variety is Power Advantages. These are magical spells, psionic powers, mutant gifts, cybernetic augmentations or other unnatural powers that characters may obtain.

Advantages represent the training, psychic powers and racial abilities available to the humans, Gods, Demons and other residents of the **Divine Blood** setting. Whether your character

is a Demonic superspy, a crazy teenaged genius, a person that has fashioned themselves into a living weapon or anything else, the unusual capabilities available to them are represented here.

Some level of realism can certainly make for a fun adventure, but the default question is “what makes a good story?” not “what would really happen?”

**STRESS AND CONSEQUENCES**

Bullets and claws rend flesh, the mind reels in the face of the death of your loved ones. Envious men and women turn the public against your hero, draining their bank accounts and placing them against the police. Bad things happen to people.

Every character has a set of stress boxes related to different sorts of possible conflicts. When you suffer stress, you mark out the box relative to the amount of stress you suffered. If that box is already filled, you fill the box one point higher. If you suffer more stress than you have boxes or else have no unfilled boxes left, then you are Defeated.

However, you can reduce the stress of an attack by taking Consequences. Consequences are essentially temporary Aspects that describe an effect of the stress you have taken. Like other Aspects, they can be compelled, or even sometimes invoked. For example, a Minor Physical Consequence might be a *Sprained Ankle*, while a Severe(P) Social Consequence may be *Wanted Dead or Alive*.

In addition, the first invoking or compelling of a Consequence is free and the Severe(P), Extreme(P) and Defeated(P) Consequences are considered “persistent”, allowing you to always invoke or compel them for free.

Note that Extras are often unable to take the full allotment of Consequences.

Conflicts, stress and consequences are discussed in more detail later on. *Divine Blood* uses the Single Set method of Stress that is used in *Dresden Files RPG*.

**DIVINE BLOOD IS ACTION HERO AND REALITY BENDING IMPOSSIBLE**

*Strands of Fate* calls this the Awesome vs Realism segment, and I’m saying essentially the same thing that they said. This game is not about realism. The setting of *Divine Blood* is about getting together with your friends and telling a story. The Rule of Cool and Rule of Funny are the kings here. In this setting, the Norse Deity of the Underworld is going to high school in Australia, wars using humanoid robots are being fought in Eastern Europe, General MacArthur created his own evil empire in Burma near the end of World War II and close to fifty-five million people are secretly psychic or not human.

Realism is typically not a guideword in this world.





*A happy gorgon is beautiful no matter what sort of inhuman form they've changed into. An angry or scared gorgon, however...*



# CHAPTER 5

## CAMPAIGN CREATION

**IN THE MAJORITY OF GAMES**, the campaign setting and overall storyline are placed as the burden of the gamemaster, and that is still something that can be done within the FATE system. However, the whole reason I am using the FATE system for these sample rules is because of the capability of the players to help write the story along with the gamemaster. As such, the semantics of labeling this section of the book the *Campaign Creation* chapter, of which the creation of player characters is probably the most important part of the campaign.

The steps here are given in a specific order, but you can move them around if you want. Maybe you want to make the characters before you come up with the campaign. Maybe you want to come up with the campaign last. And, of course, the GM can completely take over the task of campaign building and the players simply focus on the characters. It all depends on what works best for you and your group.

### STEPS OF CAMPAIGN CREATION

1. Determine the theme and mood of your campaign.
2. Determine the Ring of your campaign
3. Consider player character concepts
4. Create initial locations and situations
5. Create initial NPCs and Organizations
6. Create player characters

#### STEP #1 THEME AND MOOD OF YOUR CAMPAIGN

As stated before, you can go the traditional route and have the GM set the base storyline and situation, which is easiest for the players, perhaps. Or you can make the characters first and then create the campaign on the fly based on them, which is probably the easiest on the gamemasters initially.

However imagine you run your character creation session and, after setting what power level you want to have, you find yourself having a party consisting of a basic human high school student, a raven singer, an Avalon soldier and a Youxia psychic spy. Just what sort of campaign are you going to run with that combination? Aside from the Youxia and the Avalon soldier, when would they even ever cross paths?

While it is possible that a successful story could easily be run with that combination, but it's going to be rough riding getting them together to start. Bizarre combinations of party members is part of the fun for some gamers, but to mitigate the difficulty involved it is generally a good idea to know what sort of campaign your wanting first.

To help do this, the group as a whole, gamemaster and players, need to agree on three aspects to describe the campaign.

Aspects were discussed somewhat in the introduction chapter and will be discussed in detail more later on. For now, we'll just go over the basics. Aspects are short descriptions of various things and people. These can have an impact on the game in various ways when the players and GM either "invoke" them to gain a benefit or "compel" them to apply a penalty. Through aspects, players and GMs cooperatively build the story.

Aspects can be positive or negative but they should never be bland. When you're choosing an aspect, you need to consider what sort of situations it would have an aspect. Think of at least three different ways that it can be used in the game. That's a good benchmark for whether the aspect is a useful one.

For permanent aspects, there are two traps. The most obvious is to use a bland and uninteresting turn of phrase like *Dangerous*. The second is to over think things and get hung up on getting just the right turn of phrase. The best aspects are ones that are at least a little bit double-edged and are more than just a blunt-force statement. It should be evocative and, more importantly, narrative.

*Dangerous* can be used to do things like increase the damage of an attack or create a dangerous situation. However, it is very vague and there is no guiding direction to make it very usable in a narrative manner. Now, instead of *Dangerous* why not *Sleeping Dogs Lie Unquiet*. Both statements give an impression of danger, but the second one gives more specific descriptions on what the nature of the danger is.

Now you have an impression of something that has been lying unnoticed for a long time and is about to be awakened. This could be a sealed Nameless Thing, a cult that has been quiet for a few years or a defunct government program that produced sleeper agents. Really, it can be all of those things. This aspect will also pop up when trying to uncover secrets and a player might even invoke for a bonus when an NPC does something to arouse them as a 'sleeping dog'.

**Campaign Aspect** – This would be a sort of one-liner summary of the nature of the story essentially.

Example Campaign Aspects:

- ✓ The Demon Next Door
- ✓ Keeping up with the MacArthurs
- ✓ Immortal Détente
- ✓ Occult Investigations
- ✓ A Modern Troy

**Theme Aspect** – This would be an aspect that sets some of the generally direction of the story as well as some troubles and situations that would affect the characters fairly frequently.

Example Theme Aspects:

- ✓ Innocent Slice of Life
- ✓ Slice of Life and Death
- ✓ Uneasy Truce
- ✓ Quest of Discovery
- ✓ Open War

**Mood Aspect** – This is an aspect meant to set the general tone of the story as a whole. Whether it is intended to be comedic or serious and so on.

Example Mood Aspects:

- ✓ Wacky Hijinks
- ✓ Serious and Soul-Searching
- ✓ Politics and Intrigue
- ✓ Sleeping Dogs Lie Unquietly
- ✓ No One is Talking to Each Other

Once you have some basic idea of the nature of your campaign, move on to the next step.

## STORY ASPECTS AND IMMEDIATE ASPECTS

**Strands of Fate** has a section by this title as well. The basic thrust of this is that Personal and Location Aspects generally focus on one of two things: The broader story or the immediate situation.

Story aspects suggest a direction for the campaign to follow. When they are Compelled or Invoked they are used as often for “effect” as for a mechanical bonus.

For example, *The Community High School* references The Community, which is the grassroots organization supporting civilian psychics and non-humans. This Aspect could be compelled to say some Kolchak investigator is poking around looking for proof of the existence of psychic powers and paranatural beings. It could also be invoked by the players to declare that there is a network in place for relaying information.

Immediate Aspects generally discuss a more limited set of circumstances. Look on down and you’ll find *Too Cluttered* and that’s a bit harder to use to direct the story.

Instead, *Too Cluttered* would be used to make researching something more difficult because it’s hard to find stuff in the area in question. Or it could be used to make it easier to hide in the same area.

Now, it would be a mistake to look at these as hard and fast categories. Story aspects can certainly be used to benefit a specific situation, such as granting a bonus to a Knowledge roll relating to psychic and nonhuman lore with *The Community High School* because such stuff might be common gossip. Or using *Too Cluttered* to suggest a plot point where something important is buried in the cluttered office and has to be found.

## STEP #2 DETERMINE THE RING AND LIMITS OF YOUR CAMPAIGN

The Ring of your campaign is what sets how many points the players have to create their characters while the limits says what is the highest they can spend on any one Ability or Advantage.

Ring	Refresh	Ability Points	Advantage Points
Ring 12	4	26	3
Ring 11	5	27	6
Ring 10	5	28	9
Ring 9	5	29	12
Ring 8	6	30	15
Ring 7	6	27	20
Ring 6	6	27	30
Ring 5	6	27	40

For Abilities, it is suggested that you limit characters to reaching a maximum of 4 in any ability at character creation and 5 in game.

For Advantages, it is suggested that you limit characters to spending a maximum in any one advantage at character creation based on how much you want psychic powers to be a facet of the game.

Proficiency Level	Max APs	Reason
Amateur	4	Allows for the basic levels of most of the blatant Powers.
Professional/Talented Amateur	7	Allows for taking high end Controls or several modifiers in one power
Elite	9	Allows for all powers and advanced versions of basic powers.

Be careful in allowing a player to spend more than 9 points in any one power. It can present them with quite a powerful tool. However, in some games or for some characters it might be acceptable. If you're playing a campaign where you're running some of the most powerful or skilled Gods, Demons, Sorcerers and Soldiers in the world, then yeah, you might take off the maximums.

**Every character starts with 3 free Expert Advantages.**

### STEP #3 CONSIDER CHARACTER CONCEPTS

At this point the players should be considering what sort of character they each want to play. Whether they are running with the overall character concept or picking something counter to the rule, they should have an idea what to expect from the game at this point. In addition, having some basic concepts for a character will help in the fourth and fifth steps of campaign creation. If you want, you can take this moment to skip to step six, make all the player characters and then go back to creating the campaign. That's up to you.

### STEP #4 CREATE INITIAL LOCATIONS AND SITUATIONS

One of the main problems with starting a campaign is in determining how characters know or meet each other and figuring out just why they would be working together. Also, you're going to need to know where the campaign is occurring and have some basic starting areas to root around in as the campaign starts to progress. As such, this step of the creation process involves setting some basic locations, which themselves will suggest a starting situation.

Each location will have:

1. A **Defining Aspect**
2. An **Atmosphere Aspect**
3. A **Trouble Aspect**

There are five basic location types.

### SETTING

The overall location for the whole campaign, whether it is a city, a school or the world. The campaign will mostly stay within the bounds of that setting. It will contain all the other locations within it and become slowly more defined as the campaign proceeds. This does not have to be a physical location so much as it is a definition of the types of places that the campaign will go to.

#### Some Example Settings

- ✔ The Community High-School
  - ✔ Teenagers and Secrets
  - ✔ Ahh Puberty
- ✔ The Berlin Front
  - ✔ Long-Standing Battle Lines
  - ✔ Unending Battle
- ✔ The Ragged World Across Earth
  - ✔ Thankless Job
  - ✔ Hidden Evil
- ✔ The Hunt for Occult Lore
  - ✔ Search for Knowledge
  - ✔ Sleeping Dangers
- ✔ Where Immortals Dwell
  - ✔ Eons of Memory
  - ✔ Long Bloody History

## COMMON GROUND

This is a single location that all the characters have in common. This is the place that they are most likely to meet and the place they will likely hang out in between adventures throughout the campaign. Some of these locations are mobile, for example, base camp in a war zone might be in a different place at any given time.

*Some Example Common Grounds:*

- ✔ Home Room
  - ✔ The Bond of Homeroom-mates
  - ✔ The Rival Homeroom
- ✔ Base Camp
  - ✔ Temporary Accommodations
  - ✔ Flimsy Tents and Quonset Huts
- ✔ The Safehouse
  - ✔ Keep It Secret, Keep it Safe
  - ✔ Isolated from the Outside
- ✔ The Museum of Antiquities
  - ✔ Vast Collected Lore
  - ✔ No Idea What Already Lies Within
- ✔ Diner to Heaven and Hell
  - ✔ Unofficial Neutral Ground
  - ✔ Distrust and Intrigue

## COMFORT ZONE

There will be one of these for each character. This is the personal space that is special to each character and can range from their apartment to a hidden grotto or a place in the rafters of an opera house. Once again, some of these might represent mobile settings.

*Some Example Comfort Zones:*

- ✔ The Raven's Private Recording Studio
  - ✔ Hidden from prying eyes.
  - ✔ Never any visitors

- ✔ The Upright Bay
  - ✔ A place to focus
  - ✔ Not Really Mine
- ✔ Driving My Car
  - ✔ Time to Think
  - ✔ Vulnerable in Transit
- ✔ Private Office
  - ✔ All my research
  - ✔ Too Cluttered
- ✔ A Yomi Apartment
  - ✔ Shelter from the Mortal World
  - ✔ Disconnected from the Mortal World

## NEUTRAL GROUND

This is an area that acts as a buffer between the characters and the rest of the campaign. This might not necessarily be a safe place, for example, a war-time no-man's land can count as a Neutral Ground. There will be at least one neutral ground, but feel free to start with more.

*Some Example Neutral Grounds:*

- ✔ The Mall
  - ✔ Food Courts and Trend Stores
  - ✔ Mall Security Doesn't Like Loitering Teens
- ✔ No-Man's Land
  - ✔ Blasted Flat
  - ✔ Prone to Explosions and Combat
- ✔ The Civilian World
  - ✔ Not Especially Dangerous
  - ✔ Not Especially Safe

- ✔ Offices of Common Academics
  - ✔ Fellow Scholars
  - ✔ Irritable Skeptics
- ✔ Meeting Shards
  - ✔ Official Neutral Grounds
  - ✔ Bound by Rules and Regulations

**HOSTILE TERRITORY**

This is the section of the school ruled by the rival clique or the territory held by the enemy forces. The characters are not welcome in this place. You do not have to start with one of these to begin with as your characters may not be aware of an active hostile presence yet. If a hostile territory is present to begin with, they will usually be a source of constant enemies, such as in a high-school or open war situation, or else they represent the mission that the characters will be starting out on.

*Some Example Hostile Territories:*

- ✔ The Room of Entitled Jerks
  - ✔ Claimed by the Rich Brats
  - ✔ More Cents than Sense
- ✔ Enemy Territory
  - ✔ Armed to the Teeth
  - ✔ Desperate and Reckless
- ✔ Throne Weapons Research Program
  - ✔ Secret and Well-Guarded
  - ✔ Experimental Dangers
- ✔ The Persian Dig Site
  - ✔ Booby Traps and Curses
  - ✔ Crumbling Seals
- ✔ Rogue Safehouses
  - ✔ Not Following the Treaties
  - ✔ Must Stay Out of Sight

**STEP #5 CREATE INITIAL NPCS AND ORGANIZATIONS**

While there are already some of the major-hitter organizations stated later in this book, it might be a good idea to present some smaller scale organizations for the local situation. For example, instead of considering the whole of the Path of the Golden Dawn, simply focus on the cell in the immediate area which the characters are interested in. Instead of describing the Community as a whole, describe the local neighborhood. In addition, having some starting names would be good. Do not worry too much about giving these NPCs a full set of stats until they're needed. More or less consider them as created on the fly characters. All you really need to know is their names and an aspect or two. These characters might become help or foe aspects for your characters later, or, if you've already created your characters, they'll be based on those. It is encouraged that each player supply two NPCs or organizations to this step.

**SAMPLE NPCS**

- ✔ Mrs. Renner, the Psychic Librarian
- ✔ Sgt. Blitzart, NCO hard-ass
- ✔ Thel Kerund, Order of the Throne Assassin
- ✔ Assad, Hater of Tomb-Raiders
- ✔ Janice, Mortal Faustian

**SAMPLE ORGANIZATIONS**

- ✔ The Paranormal Research Club
- ✔ Squad Seven
- ✔ Personal Network of Contacts
- ✔ Local Psyche Office
- ✔ House Charite

**STEP #6 CREATE PLAYER CHARACTERS**

If you haven't already skipped to this step. It is now time to make a character.

**EXAMPLE OF CAMPAIGN CREATION**

This is an example of campaign creation involving one GM, Luke, and two players, Ann and Doc. Ann has read the novel and short stories; Doc knows of them but hasn't read them. Luke starts off by explaining a little bit about the process and some of the campaign options they could use as examples.

The players decide that occult investigation is a good idea to run with.

### STEP #1 THEME AND MOOD OF YOUR CAMPAIGN

Now, for the basic name of the campaign, the players decide to go along with an idea Luke had had in the past for a campaign revolving around a Van Helsing killing minor races and psychics. As such, the Campaign Aspect is noted as **Hunter of Beasts**.

For Theme Aspect, the players want to be members of a small investigative company and Ann suggests that the Theme Aspect be “Something Like a Business tagline.” Doc suggests “Taking Care of Business” and then Ann suggests “We seek the information you want” to go with the private investigators thing. Doc confirms that he was envisaging a small-time PI company. So the Theme Aspect becomes “**We Seek the Information You Want**” for this campaign.

For the Mood Aspect, Doc suggests “Light in the Darkness.” Ann modifies that to “Flashlight in the Darkness” because she’s already in two games that have rather grim settings and wants something a bit lighter. The GM finds the idea amusing and goes with it, already imagining times when flashlights flicker in the dark and noting that it allows for both serious and quirky. So that makes **Flashlight in the Dark** into the Mood Aspect for the campaign.

### STEP #2 DETERMINE THE RING AND LIMITS OF YOUR CAMPAIGN.

At step two, they discuss what level of power to have their characters at. The GM explains the Rings and notes that the lower the number, the more powerful the characters with 12 being “Skilled Mortals” and 1 being “PHENOMENAL COSMIC POWER” the fact that the creation chart only goes to Ring 5 doesn’t come up. Luke is hoping for lower level characters for this campaign since it involves investigating local crimes, so he suggests Rings 11, 10 and 9. Ann and Doc go for Ring 9 in order to have a little bit more power and capability. Also, the players both note as a joke that it is a multiple of 3, being 3 squared and thus it is a good number.

#### RING 4 AND BELOW

This core book is not meant to handle people with this level of Power, but several of the Powers below will make reference to “Ring 4” characters being able to take some modifiers an extra time. Ring 4 and 3 would essentially be Cosmic or Infinity Class Super Heroes by Strands of Power’s CamPL chart. Ring 2 and Ring 1 characters are off that chart. Future supplements might deal with this level of power and skill, however, so it was decided to leave the reference in.

### STEP #3 CONSIDER CHARACTER CONCEPTS

Doc has in mind a 20-something intern who is unaware that he is the child of a God and a mortal woman. He asks if it’s okay if his character will eventually change genders and turns out to be the child of a Goddess and a mortal woman. Luke is fine with that concept, noting that that both happen without much comment among Gods and Demons. After some discussion as to whether he’d prefer a God or a Demon, Doc finally settles that his character is a child of Morrigan, Goddess of Bloodshed. His mother has not yet told him anything about his heritage but he has prescient flashes, such as answering phones before they ring, and has a nascent shape-changing ability that will cause the gender change.

Ann initially wants to have a connection to the Demons, but changes her mind and decides to make an “avatar”, a magician who has called upon a particular God so often that their surface thoughts and perceptions are essentially an open book to that Immortal. She decides to go with the Goddess of Cheer, Thalia. To further detail matters, Ann decides that her character is a low level mortal Herald there to keep a watch over Doc’s character since the Gods are aware of him and are looking out for things a bit. They further decide that the investigation agency is a Herald funded front built around providing for Morrigan’s son. This gives the characters an inherent link and Luke okays it.

### STEP #4 CREATE INITIAL LOCATIONS AND SITUATIONS

The next step is to create the basic locations for the campaign. Doc wants a Gothic location with a heavy occult background. He suggests London, New York, Hong Kong and Tokyo, which Luke both notes are probably bad locations due to the fact that Hong Kong is in Burmese hands and Tokyo was completely rebuilt after being nuked in the late 40’s by MacArthur and so might not have the same atmosphere they want. He does note that London is a good place though and that there’s lots of intrigue going on in Britain. He further suggests Edinburgh as one of the inspirations of **The Strange Case of Dr. Jekyll and Mr. Hyde** and that the buried city presents a lot of opportunities for danger. Doc and Ann both like the idea and go with it.

They decide that the Setting Aspect will be **Edinburgh** and, for an Atmosphere Aspect, they choose to highlight the fact that the modern city has, in many cases, been built on top of the older cities. So **A City of Lights on a City of Lore** becomes the Atmosphere Aspect. Now they have a Trouble Aspect to assign. Doc suggests Hidden Pathways and Evil Under the Streets. Ann suggests “In with the new, but the old does not want out.” After some discussion, Luke goes with **Evil Under the Streets** for both its brevity and ease of speaking.

The next location is their Common Ground, a place that both the characters spend a lot of time. They decide that it's the Oberon Detective Agency. Luke has some thoughts the side and approves the name. **The Oberon Detective Agency** becomes the Location Aspect for the Common Ground, and they move on to Atmosphere and Trouble for the place. They decide on **Always a Quip** as the Atmosphere due to the personalities of both of their characters and **Finding Our Own Time** as a Trouble because the agency is always busy.

Next is Comfort Zone and there are two of these, one for each character. For Doc, his character's Comfort Zone is **My Big Cast Iron Tub** which has an Atmosphere of **Tranquil and Warm** and a Trouble of **Hypnotic Sonambulance**. Luke is envisioning that Doc's character spends a lot of time soaking. For Ann, she decides that her Comfort Zone as an Avatar of Cheer is **Patronizing the Arts**. From there she chooses **Where Genius and Pretention Meet** for the Atmosphere and **Life Lost in Art** for the Trouble to discuss how she loses track of time while attending stand-up comedy shows or other art performances. Doc suggests **Chronic Procrastinator** and Luke makes a note to himself to suggest that as an Aspect for Ann's character rather than a location.

The next location is a Neutral Ground that is between the characters and the real danger in the city. After much discussion they settle on a strange combination of a rare book store and seedy pub. **The Capstone** becomes the Location Aspect with **Seedy Bar and Rare Books** as the Atmosphere and **Where the Surface Touches the Tunnels** as the Trouble Aspect. Luke is already considering that the bar is a Faustian hangout which is going to be a good but problematic resource for the Herald since Faustians are technically the enemy, but both groups also serve as a back door of information exchange between Yomi and Nirvana.

The last location is Hostile Territory, which is rather hostile, but there's one already standing out. Luke suggests Forgotten Tunnels and the players like it. Granted, the under-city in Edinburgh aren't really tunnels per se, but then, that's the under city that everyone knows about, so **Forgotten Tunnels** is still a go. Besides, this is an alternate Earth, the under city can be tunnels if you want it to be. That leaves the Atmosphere and the Trouble. A suggestion of **The Light Doesn't Reach** dovetails nicely with the Mood Aspect of the campaign and becomes the Atmosphere Aspect. **What Is Lurking** becomes the Trouble Aspect. Luke notes that a forgotten under-city would usually be prime residence for minor races that can't pass for human and that this one being mostly empty is troubling. Well...apparently empty.

#### STEP #5 CREATE INITIAL NPCs AND ORGANIZATIONS

Creating NPCs and Organizations is an optional stage, but there are several that stick out here. First, Luke puts out **The**

**Van Helsing** as their starter-villain. Doc suggests a **Long-Suffering Superior** while Ann suggests her **Herald Superiors**. Doc further suggests his character's mother as **A Far Too Young Mother** who is fleshed out further as a mostly amateur magus who ironically owns a New Age store. No specific organizations are named, aside from the Oberon Detective Agency and the Heralds. Luke assumes that the Faustians are around and has ideas for a couple of others that he's going to keep under his hat.

#### STEP #6 CREATE PLAYER CHARACTERS

All that remains is for the players to make their characters, and they reserve that for a later session.

## STEPS OF CHARACTER CREATION

Think about the character concept and pick out a cool name.

1. Select five Character Aspects
2. Purchase Abilities
3. Select five Specialty Aspects
4. Purchase Advantages
5. Purchase starting equipment

### STEP #1 THINK ABOUT THE CHARACTER CONCEPT AND PICK OUT A COOL NAME

If you've gone all the way through campaign creation you probably already thought of this part of character creation. If you haven't done a campaign creation and are starting straight with character creation, then you're starting fresh. In any case, the first step of character creation is in coming up with what concept you want to play.

Keep the campaign in mind and what sorts of challenges are likely to face your character. You should have a character that could reasonably fit within the campaign. If you're going to be doing the Eastern European war, then a high school student is highly unlikely. If you're doing a campaign where some people are discovering the existence of psychics and other paranaturals, then you're unlikely to have a Psyche employed freelancer. Unlikely, but it is not necessarily impossible. Try to focus on some simple questions on at a time.

- ✔ Human or nonhuman?
- ✔ Psychic or not?
- ✔ Immortal or mortal?
- ✔ Is the character used to physical danger?
- ✔ Is the character used to supernatural phenomena?

Depending on your campaign, you could have a teenager discovering a hidden genetic legacy, a bad-ass spec-ops soldier, a charming super spy, an independent journalist, a mecha pilot, a God, a Demon or someone who hopes to be one some point in the future. The **Divine Blood** setting provides for a wide range of possible character types.

## STEP #2 SELECT FIVE CHARACTER ASPECTS

If you've looked at the campaign creation section and gone through the process, then you've already created somewhere around thirty different Aspects for locations and the campaign. Now you're creating Aspects that relate specifically to your character. When picking aspects, you should have a good mix of story and situational aspects. That is aspects which you can use to give yourself a bonus when you need them and aspects which can help guide the storyline.

Remember to go for cinematic, narrative "cool" aspects as adverse "powerful" aspects. An aspect that can't easily be compelled against you is one less aspect that can provide you with a Fate point and one less way to drive the campaign's story. *Strong* may sound powerful and useful, and it certainly is, but it's rather boring. By comparison *Massive Destructive Potential* gives a specific idea of how the character is strong and also gives a hint of some trouble that could find the character, such as how they could destroy something accidentally.

Your character starts with a total of five character Aspects. The first is your character's Defining Aspect and is a good one-line summary of your character concept as a whole.

Once you have the Defining Aspect you are going to move on to picking four more aspects. **Strands of Fate** uses a set of guidelines called the Aspect Alphabet. It provides a good set of benchmarks of things you want your first character aspects to address.

### "A" IS FOR AMBITIONS

What are your character's goals and ambitions?

### "B" IS FOR BACKGROUNDS

This is about where your character comes from. Where did you grow up? Who is your family? What job did you have before these adventures started?

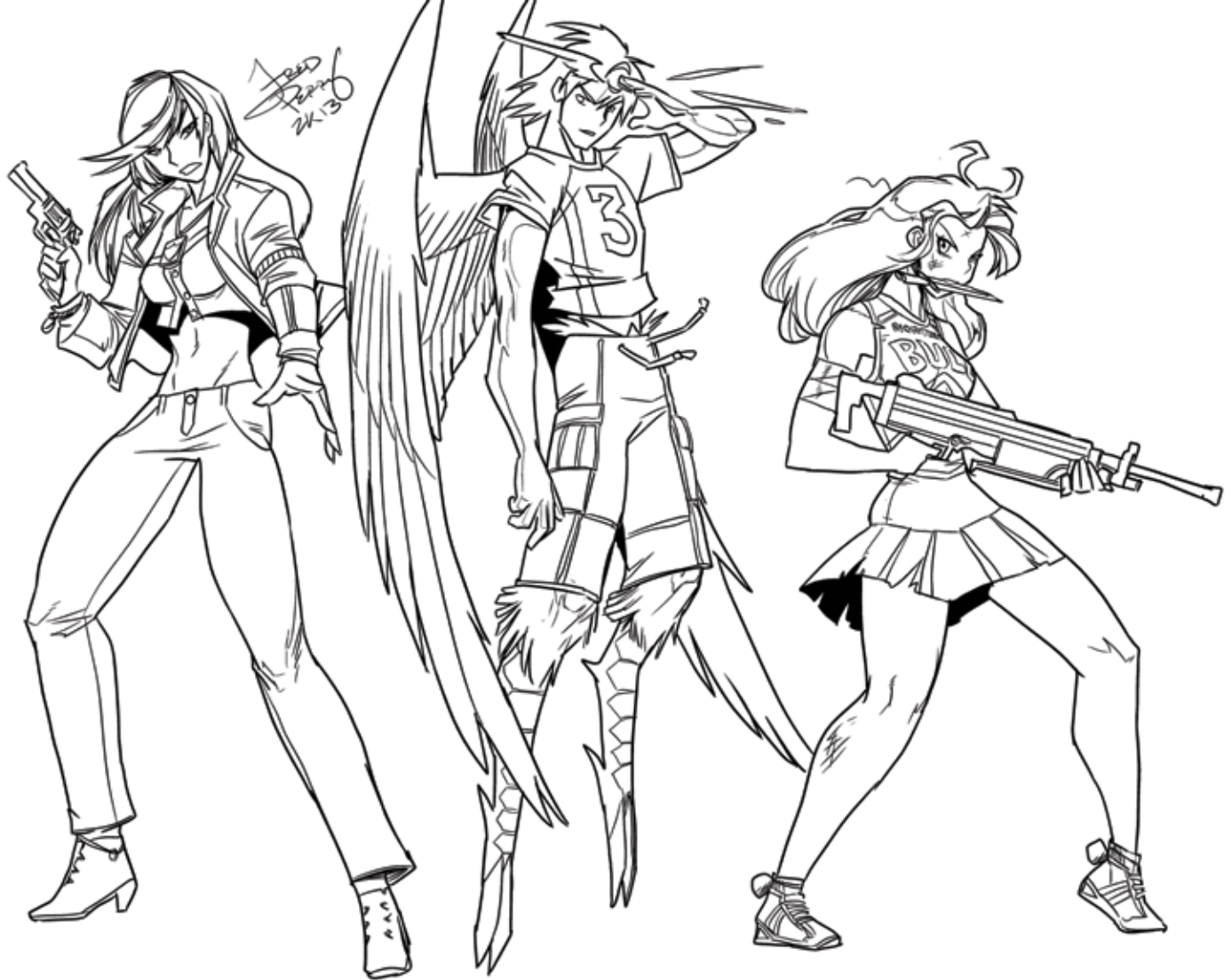
### "C" IS FOR CONVICTIONS

For this think about the sort of things that your character believes in. What are their philosophies, motives, driving causes and needs? What drives your character?

### "D" IS FOR DISADVANTAGES

So your character has these goals and convictions, but that's the thing. He has these goals, why aren't they complete yet. What gets in the way of their goals throughout their lives? What troubles do they have?





A cop working with a raven psychic and a gun-toting cheerleader? Go for it.

### STEP #3 PURCHASE ABILITIES

The Aspects are arguably the most important, well, aspect, of a character in the FATE system, but Abilities give us a good idea of what a character is capable of doing. Characters have a rank defaulting to 0 in each of the following fifteen Abilities. These Abilities are very broad interpretations of your character's capabilities, which are further defined with Specialty Aspects and Advantages.

The abilities used in **Divine Blood** are as follows:

#### PHYSICAL ABILITIES

**Agility** – Speed, grace, dexterity, physical stealth, defending in melee, attacking with ranged attacks, picking locks, sleight of hand and so on.

**Endurance** – Health, resilience, vigor, ability to handle pain and resist toxins, disease and hunger. This adds to your Physical Stress Track.

**Perception** – The physical sciences, initiative, defense against ranged weapons, assessing things in the immediate area.

**Strength** – Raw power, picking stuff up, attacking in melee, grappling, anything using physical strength. This adds to your Physical Stress Track.

#### MENTAL ABILITIES

**Craft** – Creative works, programming, engineering, singing, sabotage, mixing medicines, building circles and so on.

**Knowledge** – Anything regarding knowledge of facts. This includes things like science, history, biology, memory, pop culture, literature. This attribute can be used to make Declarations.

**Reasoning** – The attribute used in logic, riddles, puzzles, math, and application of knowledge to unique situations. It can be used to make Declarations. This adds to your Mental Stress Track.

## FISH OUT OF WATER CHARACTERS

So, your characters are set to take on the Thule Society in a globe spanning trek chasing clues from one location to another. That means you can't play a college student who's never even thought of psychic powers and espionage before, right?

Well, not entirely true.

As long as you plan your character with the globe-trotting espionage in mind, it could be fun to play someone unprepared for that sort of life.

Likewise, playing the badass superspy or sorcerer is doable in a game that's not expected to have much if any fighting.

However, being unprepared and unfit for the planned campaign should not equate to incapable of dealing with the planned campaign. Make sure your character has some ability to handle the challenges ahead even if that's just a large amount of Fate Points.

Maybe that college student has a psychic talent they're not even aware of. They might even be one of the minor races, a late blooming changeling or something else, and not even know it. It won't mean that they freak out any less over been targeted by human supremacist Brazilian Nazi sorcerers, but there not exactly helpless.

It also might provide a reason for why your fish out of water has been drawn into the situation in the first place.

**Willpower** – Mental resistance, used to resist everything from addiction to brain-washing, temptation and often used as the defense in mindscape conflicts. This adds to your Mental Stress Track.

## SOCIAL ABILITIES

**Deception** – Mental trickery, lying, seduction, cheating, stealing, running long term con jobs, Shadowing a person, going unnoticed in a crowd or planning a break in.

**Empathy** – Reading a person's emotional state. Counter deception, help treat psychological damage. Empathy can be used to make Assessments.

**Persuasion** – Intimidation, sex appeal, performance, bargaining, dealing with your contacts, convincing others of an argument's truth. This adds to your Social Stress Track

**Resource** – This is a combination of your character's money, property, vehicles, equipment and how well they make use of the resources they have. This adds to your Social Stress Track.

## PSYCHIC ABILITIES

The highest of these Abilities are added to one other based on the character's race to find the character's Life-Force Stress Track. Most people have Os in all three of these, most of the Community have points in one of these while freelancers, Gods, Demons and sorcerers usually have all three.

**Manipulative** – This represents the character's skill with influencing the physical world around them. Telekinesis, the healing of others and the control of energies all fall into this category.

**Metabolic** – This represents the character's skill with controlling their own physical body. Examples include self-healing, shape-shifting, enhanced strength.

**Sensitive** – This represents the character's non-physical senses and control of his mind and others. Telepaths, oracles, Visionaries, and death-seers in particular make use of this skill.

## STEP #4 SELECT FIVE SPECIALTY ASPECTS

The average person in the world of *Divine Blood* has 2s in most of their Abilities, maybe a couple of 3s. Some might have an Advantage or two. These give them some rather predictable capabilities. Only a handful of people have more than one defining Aspect and even fewer have the full range of Aspects that a PC does. Aspects represent the less definable qualities that make some people stand out from the majority of the population. Aspects allow people to do things that a logical mind would say was impossible, or suffer

setbacks that most would say are unlikely at best. Either way, they stand out.

A player character comes up with five specialty aspects representing these capabilities. These aspects could be anything from a minor psychic talent up to a close bond with a family member or other loved one, or intense enemies and very bad skills. Specialty Aspects have a much more narrow focus than Character Aspects do but they should still be designed to be more cinematic or narrative in nature. For example, a soldier might have a *Well-Honed Tactical Instinct (Reasoning)* while a straight-A high school student might have *Truly Exemplary Student (Knowledge)*. On the other hand, a Demonic spy thousands of years old might have *Not a Warrior (Strength)* as an aspect showing that she's not good at fighting upfront.

Notice that Specialty Aspects are associated with an Ability. This does not restrict the use of that Aspect to only that one Ability. The association is meant entirely to better define the intent of the Aspect, not to limit its use. For example, *Sorcerer's Sanctum (Knowledge)* would represent knowledge of the skills and techniques of setting up and working in a secure place while *Sorcerer's Sanctum (Resources)* would represent the actual physical components of the sanctum and *Sorcerer's Sanctum (Willpower)* would represent the increase in confidence that the sorcerer has while operating within their sanctum.

It might be possible for a character to spend a Fate Point in order to apply a bonus to an Ability other than the one it is associated with. For example, a *Master Class Swordswoman (Agility)* would be able to use the aspect to get a bonus toward appraising the quality of a sword or perception in analyzing a fighting style.

Like Character Aspects, we can continue looking to the Aspect Alphabet as a guide for selecting Specialty Aspects. For instance, maybe a particular character just doesn't have a particularly close friend or terrible enemy. You could give them another gear aspect or extraordinary skill aspect.

### "E" IS FOR EXCEPTIONAL SKILL

These Aspects represent some sort of special training or knack that the character has. For example, say a soldier or freelancer has the Aspect *Body Hardening (Endurance)* in order to represent the fact that their skin has been toughened up. A particularly intelligent person might have the aspect *Intelligence Beyond All Scales (Reasoning)* and a friendly high-school student might have the aspect *Omnifriendly (Persuasion)*. Or it might be something as simple as *Straight-A Student (Knowledge)*.

### "F" IS FOR FOE(S)

Foe Aspects represent enemies that you have. This can be a specific enemy such as *Drak, Psycho for Hire (Persuasion)*, or an organization such as *The Thule Society (Persuasion)* or *Classroom 3-A (Persuasion)*. It could even be a type of person rather than any specific group or individual such as *Bloody New Agers (Persuasion)* or *Red-Tape and Bureaucrats (Persuasion)*.

### "G" IS FOR GEAR

Any particular item or resource that connected to you can be represented by a Gear aspect. This could be a readily recognizable and identifiable item such as *Backscratcher of Imminent Beat-down (Resources)* or something like simply *Family Money (Resources)*. Or it can be an attitude toward equipment and resources such as *This could be useful later... (Resources)* for a person with something of a pack-rat attitude.

### "H" IS FOR HELP

Almost everybody has friends, but some friendships are beyond just simple acquaintances. Help Aspects represent those special relationships. This could be your family *My Brother and Sister (Persuasion)*, a specific individual *My Classmate Issa Massri (Persuasion)*. It can be an organization that they are part of such as *One of Tinuviel's Dunadan (Persuasion)*. Or it could indicate your comfort and ease with a class of people or being such as *Friendly with Ghosts (Persuasion)*.

### "I" IS FOR INFERIOR SKILL

Everybody has something they're bad at, but some people have things that they are more than just bad at. They are consistently and unbelievably bad at it. Perhaps they're a *Transparent Liar (Deception)* or they're *Humorously Weak (Strength)*. It could even represent a curse of some sort such as *Hated by Animals (Persuasion)* or a problem with one's psychic talents such as *I Didn't Mean to Set it on Fire (Manipulative)*.

## STEP #5 PURCHASE ADVANTAGES

Advantages represent training or special abilities that the character has. These are much more specific than most Aspects, but like the Aspects, these define a lot about the character can do.

Advantages are purchased out of your starting Advantage Points (AP) and, as discussed in the introduction, come in three types: Expert, Heroic and Power Advantages. Unlike Specialty Aspects, most Advantages do not have to be invoked or compelled to have an effect. However, everyone has 3 free Expert Advantages.

Expert Advantages cost one AP and tend to grant you some sort of constant benefit, such as a +1 or +2 bonus on some specific uses of an Ability or the option to use one Ability in the place of another in some circumstances. Generally, these Advantages are the result of years of training or practice in a specific field. Expert advantages never cost the use of a Fate point.

Heroic Advantages cost 2 AP and are more like the sort of things you see people pulling off in action movies. Only where as those events take stunt-men multiple takes and setting up the situations to the finest detail your character can pull it off almost every time. It often takes a Fate Point to activate a Heroic Advantage or else require a set circumstance to occur to take advantage.

Power Advantages (or “Powers”) are the special abilities and trainings of the world. These include Talents, Realms, Domains, Channeling, Shaping, Magic, genetic modifications and even a few examples of extremely high levels of skill. The AP cost of powers varies dependent on the power and how many modifiers it has.

### REFRESH, ADVANTAGE POINTS AND EXPERIENCE POINTS

If the GM allows it, a player can exchange Refresh for Advantage Points, but they cannot drop their Refresh below 1.

- ✔ 2 Refresh = 3 Advantage Points

You can also change Refresh and Advantage Points for Experience Points.

- ✔ 1 Refresh = 15 Experience Points
- ✔ 1 Advantage Point = 10 Experience Points

Experience points can be used to increase Refresh, add new Aspects and improve your Abilities as detailed in the section on Character Advancement.

### STEP #6 PURCHASE STARTING EQUIPMENT

Now that you have Advantages, Aspects and Abilities, it is time to move on to equipment. Look at your Aspects and write down five pieces of standard equipment that relate to them.

These items, while free, should not have a higher Cost rating than your Resources Ability rating. If you want something more expensive, you'll have to buy it as normal. You can pick these items from the equipment list further on, or talk with your GM if you want an item that isn't listed.

For example, a character with an aspect like *Spec-Ops Soldier* is likely to have a high-powered firearm available while a *Trained Medic* might have a medical kit. In both cases, the

connected equipment is something that such a person would normally be seen with.

You are also expected to have access to any 0 cost item that would make sense for someone in their situation to have. These items begin as being free to anybody that would normally have access to them, such as the carpenter who wants a hammer or the artist who has a paintbrush.

If you have Advantages that might affect a Resources roll, you can apply those to increase your limited Resources score for some of these purchases and free equipment pieces.

### FACILITIES

You may also start the game with a single Facility at a rating equal to your Resources rating. This usually represents your comfort zone, but it could also be a safehouse, a sorcerer's sanctum, a private studio or any of a number of things.

The normal purpose of a facility is to give a bonus to rolls related to a specific Ability. The bonus is equal to the facility's rating. Normally, facilities are bought to work with Knowledge or Craft representing a library where one can do research or a workshop where one can build things. However, you could have a house that is set up to be more comforting and make Persuasion rolls easier. Or maybe someone has set up their house to make Strength rolls easier in order to compensate for being physically weak. And, of course, a shaper might have a workshop to make rolls with psychic Abilities easier.

While most facilities are general purpose, providing a bonus to every use of the Ability at that location, it is possible to have a specialized facility, such as a room designed just to make intimidation or interrogation easier. In this case, the facility gains a +1 to the rating. This would be the studio that only provides a Craft bonus to recording music or audio tracks of some kind, the workshop that is specialized towards building guns and the healer's room that specialized for healing rituals only.

Finally, a facility could represent a single difficulty for someone else to accomplish a task. In which case, this increases the rating of the facility by +2. For example, this could be the safehouse that is difficult to find, a building that is hard to break into or a warded facility that prevents hostile shapings from connecting.

Additional facilities at character creation must be paid for with Advantage points. In game, a facility of the appropriate rank may be purchased or replaced by making Resource and then Craft rolls. The difficulty and number of the rolls is equal to the desired rating of the facility -1 for a specialized facility and -2 for setting a difficulty applied to others.

## EXAMPLE OF CHARACTER CREATION

This character is an example of an Advantage-based character and gives examples of the following complex Power Advantages:

- ✔ Conceptual Control
- ✔ Life-Force Channeling

...and the following optional choices:

- ✔ Trading Refresh for Advantage Points
- ✔ Trading Advantage Points for Experience Points
- ✔ Trading Experience Points for Ability Points

There is a comic on hand to illustrate the steps of this character creation.

### STEP 1 – CONSIDER CONCEPT AND A COOL NAME

For this character, we're going to be assuming a relatively high powered Ring 7 campaign involving most of the main movers and shakers of the world. We could play a wide range of characters in this campaign but we'll start with the basic of playing a female character. This could be a normal teenaged girl, human with no special powers at all. She could also be an akira, psychic and either unaware or irresponsible. Perhaps she's a member of the Community, either a human from a family of Talents or something like a young Raven hoping for a singing career.

All three of those would be fish out of water characters for this campaign, which could be fun but let's look at some other character concepts. This campaign is going to involve Avalon and a few governments, so there's plenty of room for a highly-trained soldier in this campaign. Another possibility would be a fully trained sorcerer from one of the families. Then, of course there is the possibility of playing a Goddess or Demoness. But instead, let's take a look at Psyche and think about playing one of their secretaries.

And we'll name her Loren Mutabah.

### STEP 2 – SELECT FIVE CHARACTER ASPECTS

Now that we have our basic concept down it is time to pick out some character aspects. To reiterate, the assumption is that you will use the Aspect Alphabet at least until you're more comfortable with the process of coming up with Aspects. Eventually, you'll probably feel comfortable with dropping the ABCs and wing it. But for the example, we'll use them as a guide.

#### DEFINING ASPECT – WHAT IS YOUR CHARACTER'S CONCEPT?

Loren is a more than just another butterfly, occasionally taking jobs from Psyche contacts and doing her own thing otherwise. She's a regular agent, taking on jobs they consider especially dangerous or sensitive. This fact makes her a *Psychic Spy* of sorts. The temptation is there to make her the typical Bond-Girl style sex kitten, however, let's have a little fun and do something a little off the normal by adding a couple other words to this Aspect: *Plain Jane Psychic Spy*.

#### AMBITION ASPECT – WHAT ARE THE CHARACTER'S GOALS?

Now, secretaries are the main assistants and bodyguards to the regional directors of Psyche. As such, playing a full secretary would tie Loren down and limit the stories she could get involved in. After all, if she's the boss's bodyguard, why would she be away from him for extended periods? As such, we'll assume she's not a full secretary yet and say she's part of the Psyche secretarial pool. However, she wants to be one of the ten secretaries, so let's make her Ambition Aspect *Will Be the Best Secretary Ever*.

#### BACKGROUND ASPECT – WHERE DOES SHE COME FROM?

Psyche has been rising over the past hundred years or more with a reputation as being the closest thing the Community has to law enforcement. Several of the sorcerer families got together to form it and it has a bit of prestige attached to it. Most of the people involved in Psyche come from the Community, and Loren is no different. She comes from a talented family, and she has a *Family History of Psychics*.

#### CONVICTION ASPECT – WHAT DOES THIS CHARACTER BELIEVE IN?

Now what drives Loren, why is it so important for her to be a member of Psyche and be one of the ten full secretaries? It could be about glory and reputation with her, but let's say it's something more than that. Let's say that she sincerely wants to be able to put an end to the evil and violence that occurs around her. She is a *Protector of the Peace*.

#### DISADVANTAGE ASPECT – WHAT STOPS THE CHARACTER FROM ACHIEVING HIS GOALS?

Finally, for Loren's disadvantage, let's go with something moderately humorous *Bizarre Circumstances*. Loren has bad luck, more than that, she has strange luck. Weird things happen around her and more often than not they get in her way. Things like finding herself at a poker game with a bunch of Wolfen disguising themselves as dogs.

At this point, we've described a lot about Loren Mutabah and have an idea of what drives her.

### STEP 3 – PURCHASE ABILITIES

Abilities are next on the docket. These represent the basic abilities of what our characters are capable of. Loren is in her mid-twenties and from a family with a long line of psychic powers and developing those abilities. She's wanted to be a secretary for a long time.

Physically speaking, she's in good but not exceptional condition, with Agility and Endurance 2. She pays attention better than most people represented by her Perception of 3. However, she is not physically very strong, having a Strength of only 1.

So far Loren has spent most of her time studying the skills of a channeller and occult lore. She does not yet do much crafting or enchanting, so she has a Craft of 1. She is reasonably intelligent, with a 2 in both Reasoning and Knowledge, but she is driven and isn't easily dissuaded so she has a Willpower of 3.

Socially speaking, Loren is no great shakes. She lacks some social confidence preferring research, investigation and combat to actually talking to people. However, she mostly only has trouble with her money and resources. She's had to build up her social skills at least a little to deal with some of the investigative aspect of her job, so Persuasion, Empathy and Deception are all 2. Despite being a certified accountant herself, she tends to leak money like a sieve and has a Resources 1.

Now we come to her psychic Abilities and we have 4 Ability points left to spend. She's primarily a specialized telekinetic so, we're going to put 2 in Manipulative, but she's also a channeller and has some sensitive training. So she gets a 1 in each of those.

Looking at this doesn't match my thoughts of Loren, however. Being in the secretarial pool, she should have some pretty high psychic chops. I'm going to jump ahead a little bit and draw from Advantage points a bit early. 5 Advantage Points buys 50 Experience Points which allows Loren to increase Abilities by 5 points. We put this into her psychic abilities. Again, she comes from a family of telekinetics so we bump her Manipulative up to 4. I also already imagine her as a very physical person despite her average Agility and Endurance as well as her low Strength. So we're leaving the Sensitive at 1 and putting the Metabolic rating to 4.

Loren is now a powerhouse psychic. Now she needs some Advantages to use those psychic Abilities with.

### STEP 4 – SELECT FIVE SPECIALTY ASPECTS

As said earlier, Specialty Aspects behave just like Character Aspects with the only differences being that they have a much more narrow focus. Specialty Aspects are not meant to be applicable to as many different situations as a Character

Aspect does. It represents skills that they are especially good or bad at or important relationships.

For Loren, we'll start with her Exceptional Skill. We could represent her telekinetic abilities, but we want her to be more than just a psychic with a gimmick. She's trained and she knows the value of other skills and tools. Also, even as a warrior with lots of telekinetic potential, human psychic warriors tend to find that enhancing existing weapons is more efficient than blasting away. To represent this, we'll envision Loren as a weapon-user and just for the fun of it, we're going to match her socially-awkward, common appearance with the skill set of a swashbuckling swordswoman. She's a swashbuckler without the quips, a *Master-Class Swordswoman*.

Next we move on to Loren's Foes. Loren hasn't attracted much attention yet and doesn't have any specific enemies, however, like many real psychics, she has a really short fuse when dealing with people that claim to be psychics or paranormal researchers and have no understanding whatsoever of the real stuff. She really can't stand dealing with all their crackpot theories and when they turn around and dismiss her as a skeptic it just annoys the hell out of her and makes her want to cry out *Bloody New Agers*.

Now we come to a piece of gear that is connected to Loren. We could further go with the sword-work thing, but I kind of have the feeling that replacing swords is part of why her resources are so small. Besides, it looks like a good idea to address her psychic abilities at least indirectly. Loren is a limited telekinetic, she has control over cloth, so it makes sense that she always tries to make sure there is an *Omnipresent Roll of Cloth*.

Now we come to Loren's positive relationships. Her social awkwardness and drive, which probably feed into each other, have kept her from making too many long-term friendships. However, being a *Member of Psyche's Secretarial Pool* is sort of like being an FBI agent to most of the Community. So she can gather a lot of respect by proxy from that association. This can also be used on some Knowledge rolls relating to paratural and business knowledge that would be normal for these Psyche agents.

Finally we come to something that's been talked about a lot but hasn't be demonstrated much yet. Loren's Social Abilities are pretty much straight average except for Resources. Despite this, she's been discussed as socially awkward, in those words, a couple of times now. She wouldn't have much trouble if she were interrogating someone or discussing business, but she *Fumbles her Words in Conversation*. Maybe her drive is an attempt to cover up this lack, or maybe this lack is a result of her single-mindedness. Either way take her out of a case or an account book and she gets tongue-tied.

WHAT'S YOUR CONCEPT?

LET'S START WITH "FEMALE"  
WHY? THE WRITER LIKES WOMEN.

PERVERT...

HOW ABOUT  
A PSYCHE  
SECRETARY?

THE NORMAL  
TEENAGE GIRL?



AN AKIRA?



A MEMBER OF THE  
COMMUNITY?



A HIGHLY TRAINED  
SOLDIER?



A TRAINED  
SORCERER?



GODDESS OR  
DEMONESS?



**LOREN MUTABAH**

DEFINING ASPECT:  
PLAIN JANE PSYCHIC SPY  
"TRUST ME LOREN, THIS IS MORE PRACTICAL."



AMBITION ASPECT: WILL BE  
THE BEST SECRETARY EVER



BACKGROUND ASPECT:  
FAMILY HISTORY OF  
PSYCHICS.



CONVICTION ASPECT:  
PROTECTOR OF THE  
PEACE.



DISADVANTAGE ASPECT:  
BIZARRE CIRCUMSTANCES.





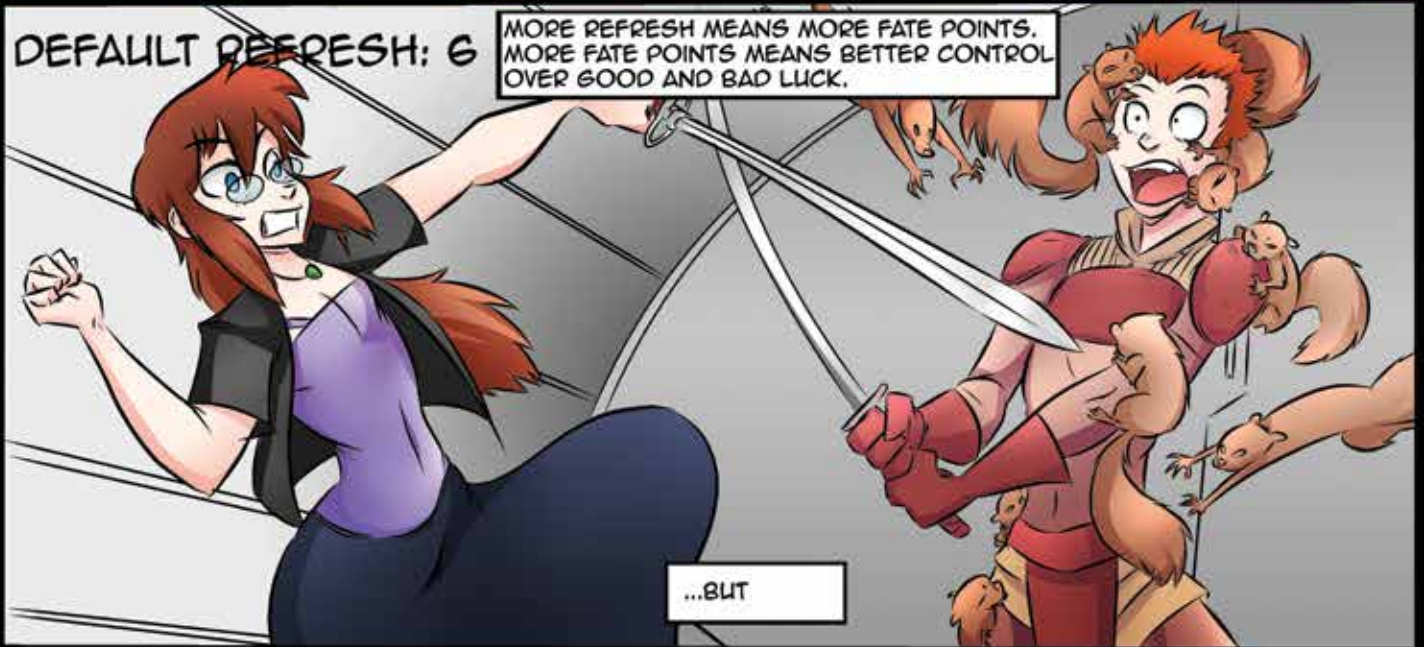
# POWER LEVEL- RING 7

ABILITIES: 27 - MAXIMUM ABILITY: 6 - ADVANTAGE POINTS: 20  
- FREE EXPERT ADVANTAGES: 3



DEFAULT REFRESH: 6

MORE REFRESH MEANS MORE FATE POINTS.  
MORE FATE POINTS MEANS BETTER CONTROL  
OVER GOOD AND BAD LUCK.



REFRESH CAN BE TURNED TO AP.  
AP CAN BE TURNED INTO XP.  
XP CAN BE TURNED INTO ABILITY POINTS. SO...

-4 REFRESH ----> +6 AP  
-5 AP ----> +50 XP  
-50 XP ----> +5 ABILITY



# LOREN'S ABILITIES

1-WEAK 2-AVERAGE 3-GOOD 4-AMAZING 5-LEGENDARY 6-SUPERHUMAN

AGILITY: 2  
ENDURANCE: 2  
PERCEPTION: 3  
STRENGTH: 1



CRAFT: 1  
KNOWLEDGE: 2  
REASONING: 2  
WILLPOWER: 3



DECEPTION: 2  
EMPATHY: 2  
PERSUASION: 2  
RESOURCES: 1



MANIPULATIVE: 4  
METABOLIC: 4  
SENSITIVE: 1



FOE: BLOODY  
NEW AGERS.



HELP: MEMBER PSYCHE  
SECRETARIAL POOL.



INFERIOR SKILL:  
FLUMBLES HER WORDS  
IN CONVERSATION.



EXTRAORDINARY SKILL:  
MASTER-CLASS  
SWORDS WOMAN.



GEAR: OMNIPRESENT  
ROLL OF CLOTH.



DEADLY GRACE



MELEE ATTACKS USE AGILITY INSTEAD OF STRENGTH.

ACROBAT



+1 TO SURVIVING FALLS AND NEGOTIATING DIFFICULT TERRAIN

SOFT STYLE X2



+1 DEFENSE IN MELEE (TAKEN TWICE FOR +2)

WEAPON SPECIALIST: SWORDS



+1 TO ATTACK WITH ANY SWORD

OCCULTIST



+1 TO KNOWLEDGE ROLLS ON SUPERNATURAL SUBJECTS.

PROFESSIONAL: ACCOUNTING



+2 TO ACCOUNTING KN. ROLLS +1 TO MAKING DECLARATIONS.

### RESILIENCE

SHE'S TOUGHER THAN SHE LOOKS.



### ROBUST LIFE FORCE

HER CHI IS STRONGER THAN MOST PEOPLE.



### SIGNATURE ITEM

HER ROLL OF CLOTH IS EASIER TO USE.



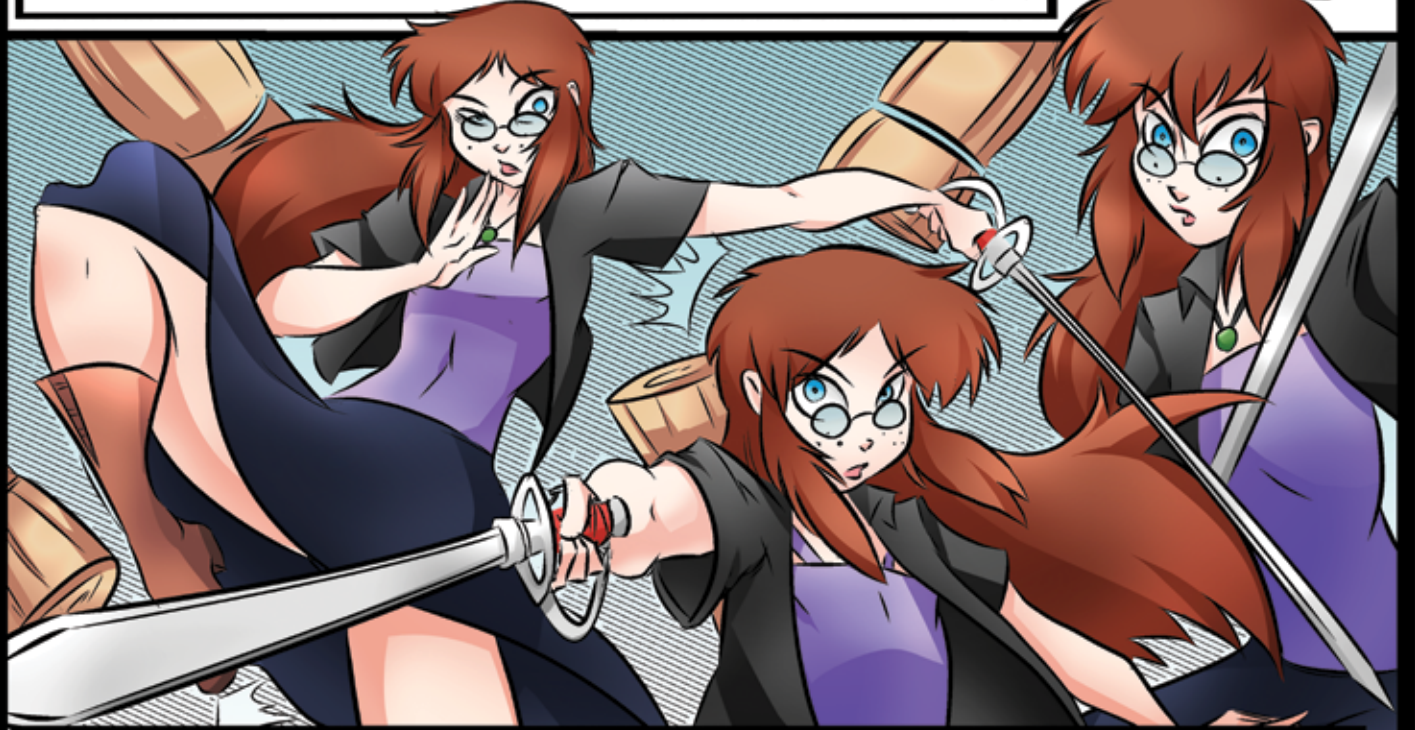
### EASY MINDSCAPE

CAN DEFEND HERSELF BOTH TELEPATHICALLY AND PHYSICALLY AT THE SAME TIME.



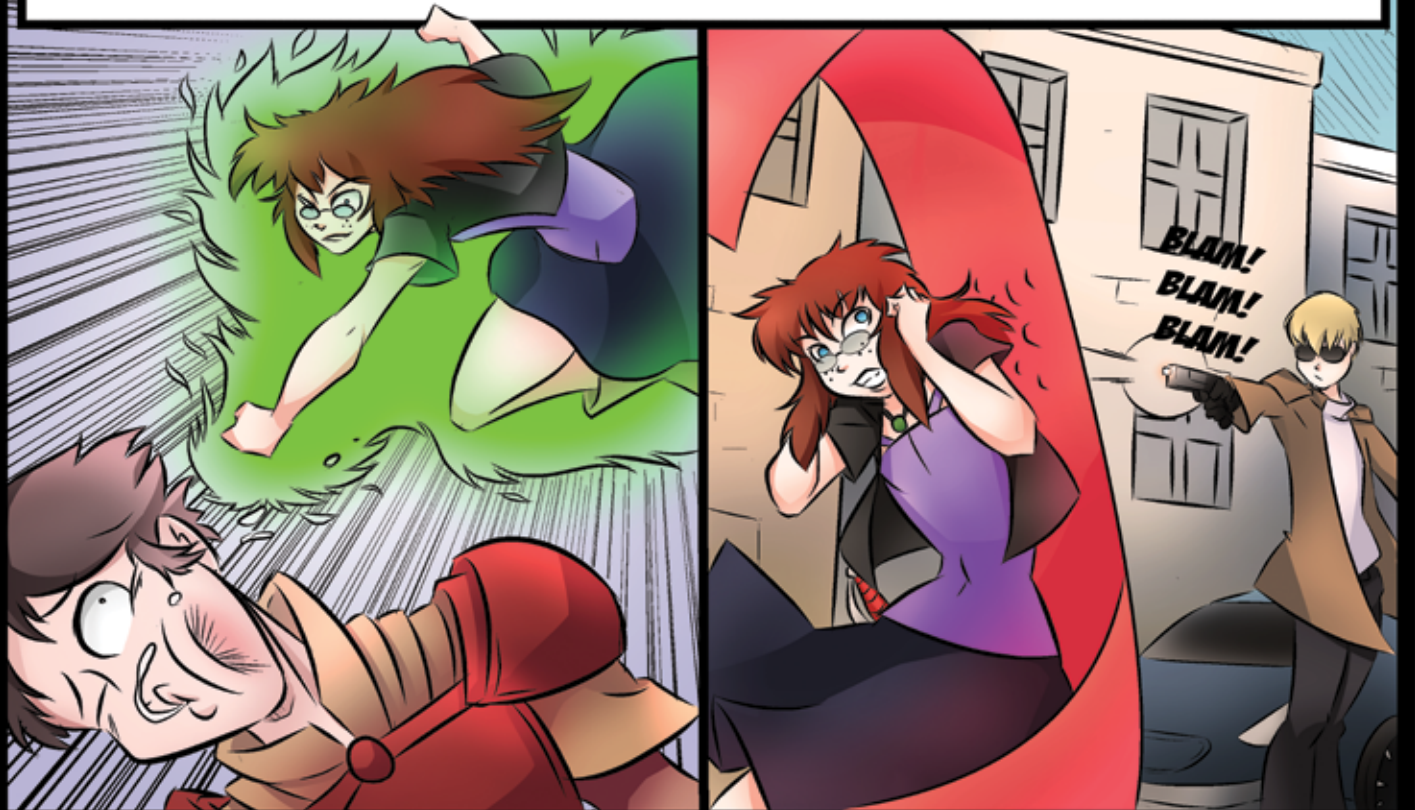
LOREN HAS THREE MAIN POWERS, ONE OF WHICH REPRESENTS AN EXTREME LEVEL OF SKILL RATHER THAN A PSYCHIC ABILITY.

**WEAPON MASTERY: MASTER OF THE RAPIER (P)**



WEAPONS MASTERY IS LIKE MOST POWER ADVANTAGES. IT IS SIMPLE, IN THIS CASE GIVING AN EXTRA ASPECT, AND EASILY EXPLAINED.

HER NEXT TWO POWERS ALLOW HER TO SIMULATE A LARGE NUMBER OF OTHER ABILITIES AND ARE THUS SOMEWHAT MORE COMPLEX.



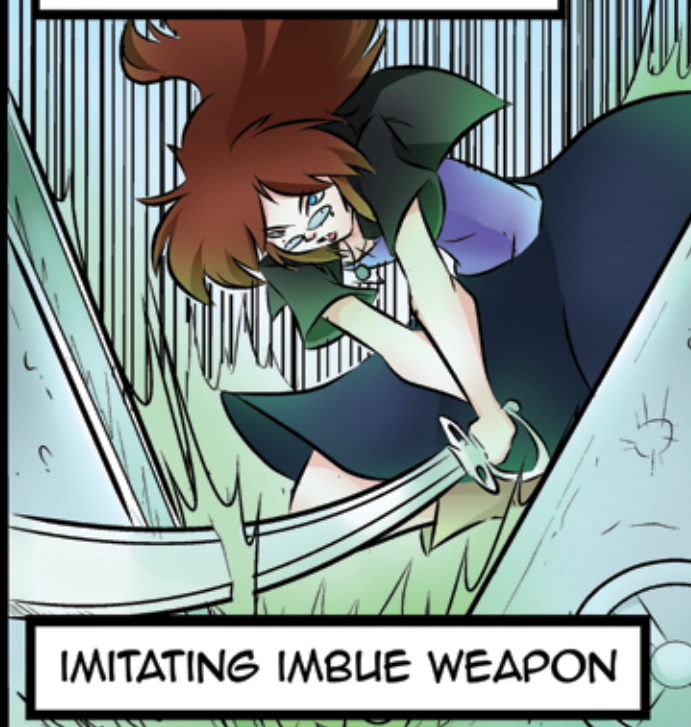
CHANNELLING IS THE USE OF ONE'S LIFE-FORCE IN BLATANT DISPLAYS OF FORCE AND POWER. THE BOOK HAS SEVERAL EXAMPLE ROTES INCLUDING THOSE BELOW.

ACCELERATED METABOLISM



IMITATING HEALING.

CHI-ATTUNED SWORD



IMITATING IMBLUE WEAPON

CHI-SPED REFLEXES



IMITATING ENHANCED REFLEXES

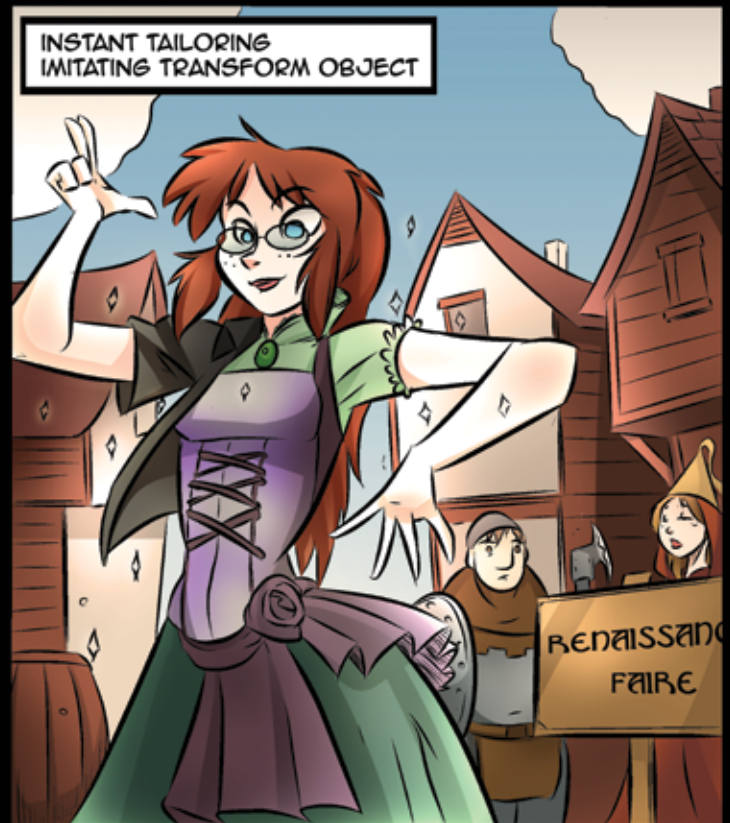
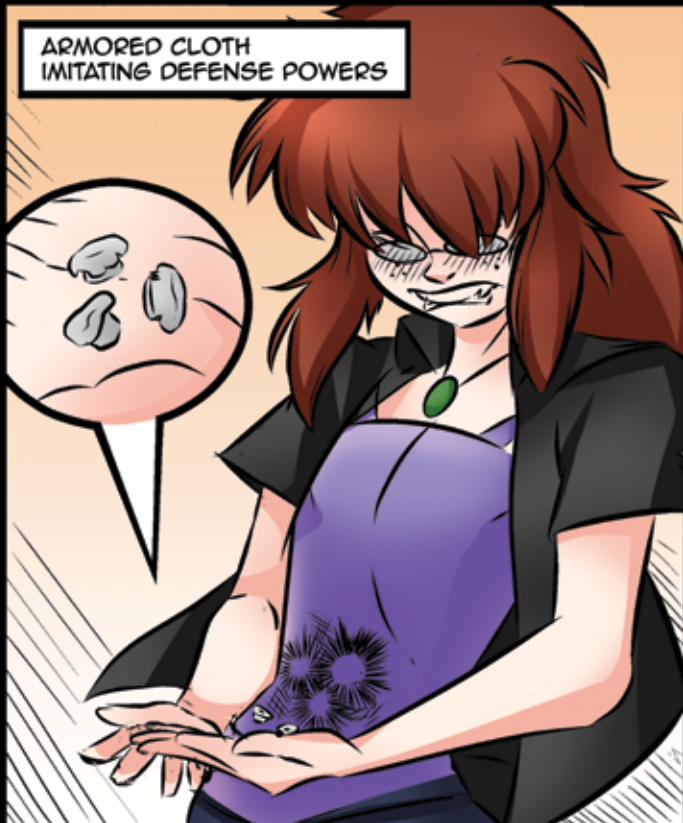
CHI-SLASH



IMITATING POWER ATTACK

# CONCEPTUAL TALENT: CONTROL CLOTH

HER INBORN TALENT IS BOUGHT AS A "CONTROL" SIMILAR TO CHANNELLING IT WORKS BY ALLOWING THE PLAYER TO IMITATE OTHER POWERS.





**FACILITY: MYSTIC CRIME LAB**

**OMNIPRESENT ROLL OF CLOTH: ROLL OF CLOTH.**

**PROTECTOR OF THE PEACE: "FILES"**



**MEMBER OF THE PSYCH SECRETARIAL POOL: EMERGENCY FUNDS**

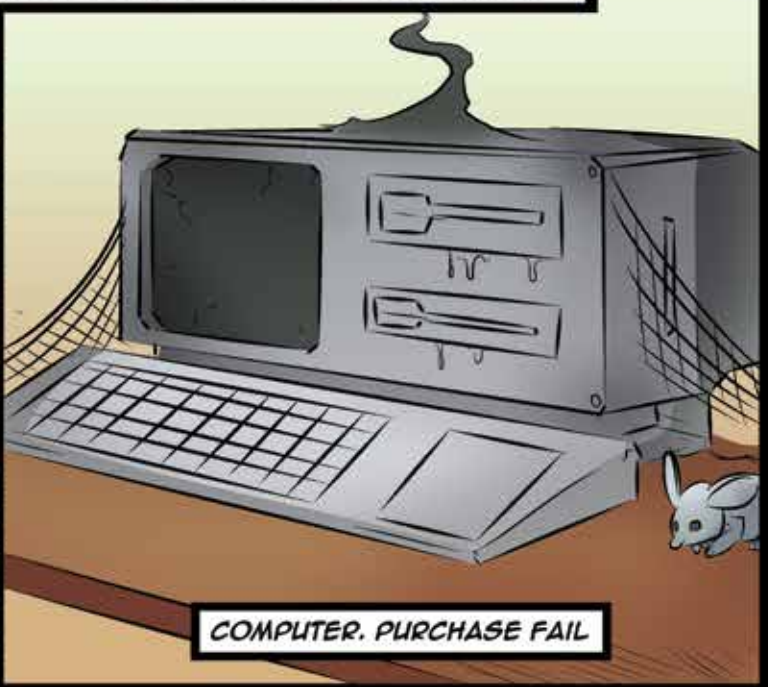
**ROLL OF BUTTERFLY PAPER**

**FAMILY HISTORY OF PSYCHICS: TOME ON CHANNELLING TECHNIQUES**

**BEYOND HER FIVE FREE ITEMS, LOREN NOW TRIES TO MAKE PURCHASES.**



**RAPIER. PURCHASE SUCCESS**



**COMPUTER. PURCHASE FAIL**

## STEP 5 - PURCHASE ADVANTAGES

Advantages are the special abilities and training that set the character apart from the average person. All characters have 3 Expert Advantages for free and, at Ring 7, they have 20 Advantage Points to spend. She has already spent 5 of those points increasing her Abilities, leaving her with 15.

We've stated a few times that we've envisioned Loren as very talented, in both meanings, driven and skilled, but that she has horrible luck and a rather bad case of stuff happens. To represent that high level of skill and sense of something external being in control of her, we're going to trade out some of her Refresh for more Advantage Points. Trading 2 Refresh grants a character 3 more Advantage points and we're going to drop Loren from the default 6 Refresh at her power level to a Refresh of 2, getting her 6 more Advantage Points.

Now we have 3 free Expert Advantages and 21 Advantage points to play with.

To start with, we're going to go with the 3 free Expert Advantages and for that we're going to hit the high cost stuff that defines her, her Talent and her psychic training.

For the free Expert Advantages, we're going to deal with stuff that someone in her occupation should know. That would be: business, paranatural knowledge and combat skills. To start with, we're going to give her the Advantage **Professional: Accounting**. This is the business training that allows her to carry out the cover and day-to-day tasks of a Psyche secretary. So apparently she can keep accounts as long as they're not hers. For the next of these advantages, we're going to go with **Occultist**. Being versed in paranatural lore is a necessary thing for a secretary. And last, we'll address some of her basic combat abilities, and to match with the Aspect on being a swordswoman, we're going to give her **Weapon Specialist: Swords**. With these three advantages, she has a +1 to attacks using swords, +1 to Knowledge rolls on supernatural subjects, +1 to making Declarations related to accounting and +2 on other accounting related Knowledge rolls.

From here we're moving to the big-ticket items: her powers. To start with we're going to pick up her Talent. Now there are several ways that we can do her control over cloth. For instance, we could purchase telekinesis limited only to cloth, but we want her to be able to do more than just move cloth around. We want her to be able to manipulate it, harden it, change it and any of a number of other such things. The amount of sheer versatility we want her capable of speaks of a **Control** power Advantage for 5 AP which will allow her to copy other Power Advantages and perform other actions as long as she explains it through her control of cloth. Power Advantages come with an Aspect related to that power; in

this case that aspect is *Conceptual and Physical Control of Cloth*. Adding the conceptual in there makes this power close to the nature of a God's Domain or a Demon's Realm.

Control powers come with rites which are specific, frequently used variations of the power. When the character uses these rites, they gain a bonus to the activation rolls. Rites generally cost 5 XP to purchase, but a character starts with a number of rites equal to the connected Ability score. In this case, that score is Loren's Manipulative of 4. Rites do not have Aspects the way the primary Control does, but it is still helpful to name the rites for ease of reference.

For Loren, we're going with the following four rites: a movement rite relating to her essentially creating flying carpets and walking on them to make moves, we'll call this "Carpet Walking"; another rite represents her breaking down a piece of cloth into threads so that she can wrap someone up, calling this "Entangling Threads"; the third will be a rite used to turn whatever cloth she's wearing into armor, calling it "Armored Cloth"; and the last will be a power allowing her to change the look, color and cut of her clothing and we'll call that "Instant Tailoring."

Now we go to the next Power Advantage for her, which will represent some of her psychic training beyond just being a Talent. As a warrior, she went to channeling over shaping. **Life-Force Channeling** costs 2 AP and, like Control, comes with rites. This is connected to her Metabolic Ability and so she again gets four rites. In this case she'll get a rite for healing faster which will simply be called "Accelerated Healing"; a rite for enhancing whatever sword she's carrying with her chi which will be called "Chi-Attuned Sword"; a rite for enhancing her reflexes which will be called "Chi-Sped Reflexes"; and a "Cloaking" rite to be able to move unseen.

We're going to give Loren one last power for 2 AP: **Weapon Mastery**. Weapon Mastery gives the character a persistent Agility or Strength Aspect titled *Master of X(P)* where X is a specific sort of weapon. Now, the standard thing for the swordswoman in this day and age is a katana, with European knight swords coming close to closing the gap. But we're going to go with the bygone favorite of the early movies and make her a master of the rapier. It fits with the swashbuckling image of her combat skills and is amusing since people wielding rapiers are usually regarded as suave, socially confident and witty which Loren is anything but.

Now we've spent 9 of our 21 AP, and we're going to go on to some Heroic Advantages. Each of these costs 2 AP. First, we're going to purchase **Signature Item** and apply it to the *Omni-present Roll of Cloth*. This allows her to bring it into play in a scene for free and invoke it for free once per scene. Next she'll take **Resilient** which allows her to take a second Minor Physical consequence. This helps her deal with her rather small

**LOREN MUTABAH**

**Campaign Power Level:** Ring 7

**Defining Aspect:** *Plain Jane Psychic Spy*

**Ambition Aspect:** *Will Be the Best Secretary Ever*

**Background Aspect:** *Family History of Psychics*

**Conviction Aspect:** *Protector of the Peace*

**Disadvantage Aspect:** *Bizarre Circumstances*

Agility	2	Endurance	2	Perception	3	Strength	1
Craft	2	Knowledge	2	Reasoning	2	Willpower	3
Deception	2	Empathy	2	Persuasion	2	Resources	1
Manipulative	4	Metabolic	4	Sensitive	1		

**Extraordinary Skill Aspect:** *Master-Class Swordsman(Agility)*

**Foe Aspect:** *Bloody New Ager(Persuasion)*

**Gear Aspect:** *Omnipresent Roll of Cloth (Resources)*

**Help Aspect:** *Member of Psyche Secretarial Pool (Persuasion)*

**Inferior Skill Aspect:** *Fumbles her Words in Conversation (Persuasion)*

**Expert Advantages:** **Deadly Grace, Acrobat, Soft Style x2, Weapon Specialist (Swords), Occultist, Professional (Accounting)**

**Heroic Advantages:** **Resilience, Robust Life-Force, Signature Item (Omnipresent Roll of Cloth), Easy Mindscape**

**Power Advantages:**

**Channeling (Chi-Channeling Warrior)**

**Accelerated Metabolism (Feed the Injury, Self-Only, Efficient Acceleration x2, Difficulty 6)**

**Imbue Weapon (Chi-Attuned Sword(P), Melee Only, Damaging, Accurate, Difficulty 6)**

**Enhanced Reflexes (Chi-Enhanced Reflexes, Strenuous, Improved Reflexes, Difficulty 6)**

**Attack (Chi-Slash, Ranged, +6, Difficulty 8)**

**Conceptual Control (Conceptual Control of Cloth, No Rituals)**

**Flight (Carpet-Walking, Slow and Clumsy Flight, Difficulty 6)**

**Snare (Binding Threads, Lock-Down, Improved Snare, Difficulty 6)**

**Protection (Armored Cloth, AR 5, Difficulty 6)**

**Mold (Instant Tailoring, Turn cloth into clothing of any desired fashion, Difficulty 3)**

**Weapon Mastery (Well-Trained Warrior, Mastery of the Rapier(P))**

**Refresh:** 2



**Physical Stress Track** ○○○ **Mental Stress Track** ○○○○  
**Social Stress Track** ○○○ **Chi Stress Track** ○○○○○

**Bio:** The Mutabahs are an oddity in the Community, a family of Talents that also traditionally become channelers and witch hunters. Loren is the latest in a list of trained telekinetics to take up the calling. Loren is unique amongst her family as well, her Talent is a conceptual control that manifests as manipulation of cloth of all sorts though she prefers to limit it to a specific roll of cloth she carries with her at all times, hoping people would think it is the cloth that is special not something she's doing.

Physical stress tracks a little easier, addressing a weakness. Next it will be **Robust Life-Force** which allows a second Minor Life-Force consequence, which enhances a Strength. The last Heroic we're going to give her is **Easy Mindscape** which allows her to defend herself telepathically and physically simultaneously.

So now we have spent 17 AP of our 21 AP and we're going to purchase four more Expert Advantages. **Soft Style** which increases her melee defense by +1. You can take that up to three times at Loren's level, so we're going to take it a second time (**Soft Style x2**) giving Loren's melee defense a +2 bonus total. Next we're going to give her **Deadly Grace** which allows her to use her 2 Agility to attack in melee rather than her 1 Strength, not a huge difference, but duplicates her +1. Finally, we're giving her **Acrobat** for the swashbuckler image and giving her a +1 for surviving falls and traversing difficult terrain.

That covers Loren's Advantages.

## STEP 6 – PURCHASE STARTING EQUIPMENT

Now we come to purchasing starting equipment. Loren gets five free items connected to her aspects. These are limited to Resources 1 items, which is going to be tough on her.

### ROLL OF CLOTH

This isn't listed on the equipment lists, but this isn't going to be very expensive. Unless she wants extremely expensive cloth, she'll be fine with a \$30 bolt of cloth. This is in connection to her *Omnipresent Roll of Cloth* aspect and the fact that it's a **Signature Item**.

### EMERGENCY FUNDS

Using her **Professional: Accountant** Advantage, Loren has arranged for herself to have emergency funds enough for one Resources 3 purchase. This comes from her *Member of the Psyche Secretarial Pool* Aspect, as the Psyche secretaries are supposed to be business savvy and would be able to set up an emergency fund relatively easily.

### Book on Channeling Techniques

This is connected to her *Family History of Psychics*. Someone in her family left behind a tome of techniques on channeling Life-Force. This gives her a +1 to actions made to analyze channeling techniques used based on evidence if she has the book on hand.

### NOTEBOOKS

Really cheap, and what she uses to take notes. This is connected to her *Plain Jane Psychic Spy* Aspect.

### FILES

Piles upon piles of notebooks from her past cases connected to her *Protector of the Peace* Aspect. Simply lots of old notebooks, not really expensive.

### OFFICE – FACILITY

Psyche doesn't pay for its employees' workspaces as a result; Loren has a dingy little office in the main room of her apartment. The entire space would look like a cross between a TV homicide department office and a paranormal investigator. It is a specialized facility for organizing information on a case, granting her a rating 2 Mystic Crime Lab that adds +2 to Reasoning rolls related to her current investigation.

Now that we've got the five free items and facility out of the way, it's on to making purchase rolls. First comes a rapier, which is a cost 3 item. Making a roll, she gets a total of 1, but invokes her *Master of the Rapier(P)* Aspect from Weapon Mastery to purchase a Rapier. This doesn't cost her a Fate point since it's persistent. That wouldn't be the normal use of that aspect, but it is feasible that a master of the rapier would have a rapier on hand. So it is an allowed invocation.

Next she tries for a computer, but gets a -1 result when she needed a 3. Having failed, she has to do her crime solving without a computer and pre-game purchasing stops.

That completes Loren Mutabah.

# CHAPTER 6

## ABILITIES AND SPECIALTY ASPECTS

### ABILITY LISTINGS

The Abilities used in *Divine Blood* RPG are listed in greater detail below, organized by type. Each entry tells you what the Ability is commonly used for. In addition, each entry contains the following:

**Sample Specialty Aspects:** Here you'll find a series of sample Specialty Aspects that you might use to better define your character. These are simple Aspects so you may want to spice them up a bit to make them your own. Or you may be happy with them as is.

**Common Uses and Actions:** Each Ability has a number of common uses that they are used with. The GM should look at these as suggestions for how to model specific circumstances rather than hard and fast rules. They're fairly simple, easy to follow and based on common sense for the most part. The chapter on the five basic actions will go into more detail about the way each of those actions works later on.

Remember that the basic concept of whether or not you accomplish a task is based on whether or not you meet a certain difficulty or not. Sometimes that difficulty is set by the actions of an opponent, but it still remains the same. You roll a die and try to get a higher number than the obstacle or opponent has. Every rule dealing with success and failure is based on that simple mechanic.

### PHYSICAL ABILITIES

#### AGILITY

This Ability is the measure of your character's balance, hand-eye coordination, manual dexterity, speed, reflexes and generally just conveys the level of control the character has over his own body. It is used for the majority of physical rolls that do not depend on brute strength (Strength) or your body's ability to resist effects (Endurance).

Agility covers running, jumping, climbing, swimming, and other broadly physical activities you might find in a track and field event.

Characters with high Agility include athletes, soldiers and outdoorsmen.

As Agility is often the "when in doubt" physical Ability and it can get a lot of use, there's sometimes confusion as to when to use Agility and when to use Strength. As a rule of thumb Agility is used to move yourself, Strength is used to move other things and people. When an action calls for both, they may modify one another. Also if there is no clear indication which should be primary, default to Agility as primary and Strength as the modifying Ability.

Don't ask the players to roll their Agility Ability for something mundane - like climbing over a low wall, unless they're being chased or need to quickly get to cover to avoid an impending explosion.

#### Sample Specialty Aspects:

*Deft Hands*

*Gold Medal Winning Sprinter*

*Butter Fingers*

*Trained Tight-Rope Walker*

*"My arthritis is acting up"*

*Master Martial Artist*

*"One shot, one kill"*

#### Actions:

- ✔ **Overcome:** If an action requires you to control your own body's movement then it will likely require Agility. Acrobatics, leaping, and climbing are all things you will use Agility for.
- ✔ **Maneuver:** Agility can be used to place situational Aspects on yourself like *Evasive Maneuvers*, *Take the High Ground* or *"I run faster than you."* It can also be used for placing a Maneuver on a zone, reaching out and snagging something like a jar of marbles to scatter over the battlefield for example. Or cause other characters to trip up and fall.
- ✔ **Attack:** Agility is used to attack with ranged weapons.
- ✔ **Defense:** Agility is used to defend in melee and against thrown projectiles. It can be used to defend against explosions.
- ✔ **Block:** Agility can be used to block movement or other Agility based actions. Physical stealth is also essentially an Agility Block action against Perception.

## ENDURANCE

Endurance is the ability to keep performing physical activity despite fatigue or injury. It's also a measure of the body's resistance to shock and strain. In addition to fatigue, Endurance measures how well a character shrugs off poisons, disease and supernatural afflictions. Characters with a high Endurance include explorers, athletes and sailors.

Endurance is a passive Ability. Players will very rarely need to ask for an Endurance roll. Instead, the GM will usually tell you when an Endurance roll is needed.

Endurance can particularly come into play in long-term actions; as a secondary, restricting Ability; where the character's need to keep performing at his peak is limited by his capacity to overcome fatigue and pain. This is why top athletes have their Endurance on par with (or better than!) their Agility. Someone without solid Endurance may be a good sprinter, but will find themselves winded and falling behind in a marathon.

Endurance is also used to determine the character's Physical Stress Track.

### Sample Specialty Aspects:

*Long-Winded*

*Built up an immunity*

*"Sorry...my allergies are acting up."*

*Always a Bit Sickly*

*Short of Breath*

*"I want you to hit me as hard as you can."*

*Never Took a Sick Day*

### Actions:

- ✔ **Overcome:** Endurance is used in an Overcome action to heal Physical Consequences. Other than that it will rarely be used for an Overcome test. Perhaps some Challenges or Contests will require it in cases where Endurance is a factor.
- ✔ **Maneuver:** Endurance is rarely used to maneuver. However, it could be reasonable to use this to make a maneuver to add a situational Aspect to help fight off a poison or disease. Such an Aspect could be *Sweating It Out* or *Feeding a Cold*, or to go on working in spite of one, *Soldiering on*.
- ✔ **Attack:** Endurance is not used in attack.

- ✔ **Defend:** Endurance is used to defend against poisons and diseases and physical stressors that operate in a similar manner. It can be used to defend against explosions.
- ✔ **Block:** Endurance isn't used for Blocking in most circumstances.

## PERCEPTION

Perception is a measure of the character's level of awareness and his ability to stay on his toes and react to sudden changes in the environment. Characters will also notice things they are not actively searching for by using their Perception. High Perception characters are rarely surprised, strike early in a fight and tend to pick up on the details of a scene simply by entering it.

Characters with high Perception include bodyguards, outdoormen and criminals of a sneaky variety.

Players may be called on by the GM to make Perception rolls to see if they notice hidden objects, people, clues or other such things. Or the player may state that he wants to make a Perception check to look for something specific, or to look in a specific place. In this case, the GM might provide bonuses. For example the GM might call for a Perception roll to notice the fingerprints in the dust on top of the dresser. If the character is searching the dresser, the GM might instead set the difficulty at 0 or just declare the search a success.

When calling for a Perception roll, the GM should describe the scene to the person who did best first, then for each person down the line, tell them what they don't see. Doing it in this order lets the players get a clear picture, while making the limits of their characters' knowledge very clear.

In some cases it may be a good idea to combine a Perception roll with Reasoning if there is a good chance that logic could lead the character to the clue.

### Sample Specialty Aspects:

*Eyes Like a Hawk*

*Exceptional Hearing*

*Colorblind*

*"Where are my glasses?"*

*The Nose Knows*

*"Can't feel a thing in these three fingers."*

*"Legally Deaf"*

**Actions:**

- ✔ **Overcome:** Perception is used to overcome difficulties related to finding hidden things and to overcome stealth attempts.
- ✔ **Maneuver:** Perception can be used to create situational Aspects such as *There's a pattern to his attacks*, *Small Exhaust Port* or *Hidden Alcove*. It can also be used to identify hidden Aspects.
- ✔ **Attack:** Perception is not used to attack.
- ✔ **Defend:** Perception is used to defend against high-speed physical and Life-Force ranged attacks.
- ✔ **Block:** Perception is not often used to Block.

**STRENGTH**

This is a measure of pure physical power, be it raw physical might or simply the knowledge of how to use what Strength one has. In general, if you are trying to move someone or something besides yourself, you use Strength.

So for lifting, moving and breaking things, Strength is the Ability of choice. Strength may be used indirectly as well, to modify, complement or limit some Ability uses.

Characters with a high Strength include brutal fighters, laborers, trolls and body builders.

Strength is also used when attacking with your bare fists or feet, or when wielding a melee weapon such as a baseball bat or sword.

Strength is also used to determine the size of your Physical Stress Track.

**Sample Specialty Aspects:**

- 18 Inch Biceps*
- "I spent all morning lifting ... increasingly lighter beer cans."*
- Looks Like a Mostly Shaved Bear*
- "I'm an accountant, not a lumberjack."*
- Spent Youth Swinging a Blacksmith's Hammer*
- Professional Boxer*
- High School Wrestler*

**Actions:**

- ✔ **Overcome:** Strength is used to overcome obstacles that require brute force. Lifting things, breaking things and bending things.
- ✔ **Maneuver:** Strength can be used for a lot of maneuvers where brute force is the key requirement. This can be *Weakened Structure*, *Dented* or other such things. While Agility can be used for nimbly toppling some light things, Strength can be used to push over large things like bookcase or old pillars to create an Aspect of *Littered with Debris*.
- ✔ **Attack:** Strength is used to perform melee attacks.
- ✔ **Defend:** Strength is rarely used to defend.
- ✔ **Block:** Grappling is a Strength-based block preventing the target from taking any actions. Holding a door closed is also a Strength-based block.

**MENTAL ABILITIES**

**CRAFT**

Craft represents your character's ability to create something, from works of art to computer programs. While often combined or restricted with Knowledge or Reasoning, Craft can be used to repair items or take them apart.

Characters with high Craft include engineers and artists; as well as professional carpenters and blacksmiths.

**Sample Specialty Aspects:**

- Gifted Painter*
- Mechanical Inclination of a Fish*
- "I can rebuild an engine block with a paperclip and some string."*
- "I program in binary."*
- Finest Sword-smith in the Land*
- Travelling Cartographer*
- Famed Novelist*

## Actions:

- ✔ **Overcome:** You use craft in overcome actions when you are building or repairing objects and also when you are sabotaging something or taking it apart in a concentrated fashion.
- ✔ **Maneuver:** You can use maneuver for creating jury-rigged tools or obstacles to give you an advantage such as *Macgyverised Parachute*, to jury-rig a safe way to fall out of an airplane. Or *Tossed Monkey-Wrench* to represent a quick and inelegant sabotage.
- ✔ **Attack:** Craft is rarely used for attack. Perhaps controlling some sort of machine that isn't normally meant for attacking.
- ✔ **Defend:** As with attacking, unless you're using a machine for something it wasn't meant for, you won't use Craft for defense.
- ✔ **Block:** Craft can be used for a block by, say, tying someone up, or by rigging a circle barrier, or by creating a jamming device. This usually requires some time however.

## KNOWLEDGE

Knowledge is the sum total of everything your character has learned regarding science, literature, history and more. Any time you need to determine whether or not your character knows a fact, or how to do something, you roll Knowledge.

This is probably the most broadly defined of all the Abilities because it covers a wide range of topics. When building a character, you'll want to further identify his fields of study with Advantages and Specialty Aspects.

Characters with high Knowledge include college professors, Shapers, historians, scientists, and engineers.

There may sometimes seem to be a fine line between Knowledge and some other Abilities, such as Reasoning and Craft. Remember that Knowledge refers to the information that's already in your head, not your capability to learn new things or draw conclusions from discovered fact, which are the province of Reasoning. Also, while it may provide theories and lessons, it isn't a measure of your capability to apply that information, which is what Craft usually reflects.

The player can ask the GM "What do I know about this subject?" or "What does this mean?" Often, there will be no need to roll, especially if the subject is within the character's specialties as defined by his Aspects; but if the GM feels the information is something that should be hard to attain (such as a clue) then he may call for a roll against a difficulty he sets.

## Sample Specialty Aspects:

*"I know all the capitol, of all the nations."*

*"Read it? I'll wait for the movie."*

*Published "Concepts and Philosophies of the Enlightened Mind" at Age 14*

*"String theory is a load of garbage. Here...I can prove it."*

*Professor of Chemistry at MIT*

*"Biology? Isn't that the study of living orgasms?"*

*"Everything I know I learnt from TV."*

## Actions:

- ✔ **Overcome:** Knowledge is used to remember facts your character would know, such as understanding what a clue is. Look to a character's Aspects for determining difficulties for this. A *Master Shaper* might have an easy time on a question of psychic phenomena and metaphysics, but know only the basics of nuclear physics. An *Accomplished Physicist* on the other hand, would likely have that situation reversed.
- ✔ **Maneuver:** Knowledge can be used to recall a fact that would grant you a useful situational Aspect such as *I Know this Methodology* which could be used to provide bonuses to predict a next step or find ways to trip an opponent up.
- ✔ **Attack:** Mental or social attacks based on fact alone. Interpreting the facts would mean reasoning, and making things up would be deception.
- ✔ **Defend:** In mental/social conflicts, use Knowledge to reply with facts to debunk an attack.
- ✔ **Block:** Block Deception maneuvers by presenting the facts which are contradicted by your opponent's lies.

## REASONING

Reasoning represents your character's capacity to learn new things, as well as decipher complex puzzles and problems. It could also be said to be the measure of the character's "common sense" and is sometimes used to measure the character's short term memory.

So while Knowledge represents what the character already knows, Reasoning is used to learn new things and put his Knowledge into action.

Knowledge and Reasoning are often used to compliment or restrict each other.



Characters with high Reasoning include survivalists, soldiers, code breakers, inventors, philosophers, freelancers and so on.

Reasoning is also used to determine the size of your Mental Stress Track.

**Sample Specialty Aspects:**

*Psychoanalyst*

*Psycho Analyst*

*Survived Three Weeks alone in the Amazon Rain Forest*

*Absent-Minded Genius*

*“Ooh! What’s my horoscope say?”*

*NSA Encryption Analyst*

*“Judging by the angle of the shot, I’d say our shooter...”*

*“Rock music has messages from the devil in it when you play it backwards!”*

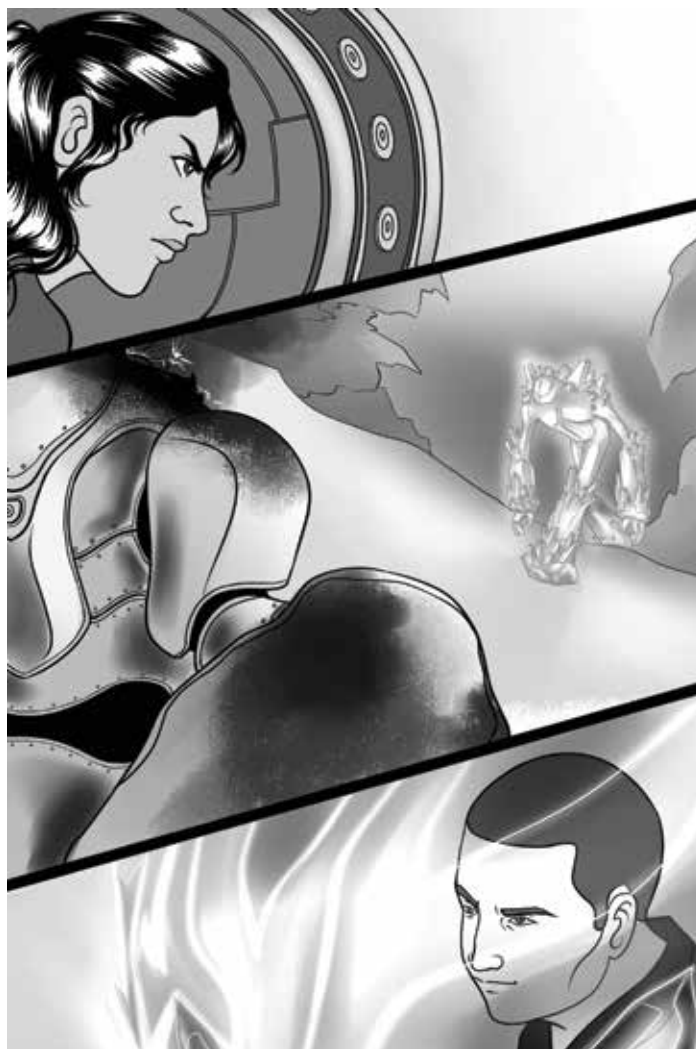
**Actions:**

- ✔ **Overcome:** Reasoning is used to defeat obstacles where deductive reasoning, inductive reasoning or some other form of logic is needed. Riddles, connecting clues and pointing out logical fallacies.
- ✔ **Maneuver:** Reasoning can be used to create situational Aspects such as *Flawed Argument* to notice a small mistake in the opponent’s reasoning that can be used immediately or held back for a later use.
- ✔ **Attack:** Reasoning is used for social or mental attacks based on deduction or interpretation of fact.
- ✔ **Defend:** Defending against deception or persuasion based social and mental attacks by logical argument.
- ✔ **Block:** Reasoning can be used to block someone else’s reasoning or deception attempts.

**WILLPOWER**

Willpower is a measure of a character’s self-mastery, as expressed through things like courage and resolve. It’s an indicator of coolness under fire and also represents the drive not to quit. It plays a key part in efforts to resist torture or mind influencing powers.

Willpower is almost always rolled in response to something, rather than on its own. Its primary role is as a defense against most kinds of mental manipulation or distraction. Willpower also shines in situations which have spun very much out



*Willpower is what allows you to stand up against foes that far outgun you.*

of control. Characters with a high Willpower Ability have a distinct advantage in continuing to keep their head about them and respond calmly. Similarly, when all seems lost, a character with a strong Willpower is often capable of soldiering on. It is the mental parallel to physical Endurance.

It’s important to remember that a failure of a Willpower roll should never take total control of a character out of a player’s hands. A bad Willpower roll affects how the character carries himself and how well or poorly he convinces everyone else that he’s unfazed by events. If a character is exposed to something disconcerting, Willpower is useful to see how well they “keep it together”. Failure may result in a Mental Consequence, but the nature of that Consequence and the character’s actions, such as whether they run from the room, is a decision the player makes. Such decisions can be influenced by Aspects, but the failure only removes control of the character when he is Defeated.

One good way to handle stressful situations or other crises where keeping your cool or otherwise keeping it together is paramount, is to use Willpower as a modifier or restriction on whatever other Ability the character is using, the same way one would use Endurance to restrict Abilities when tired.

Willpower is also used to determine the size of your Mental Stress Track.

### Sample Specialty Aspects:

*Trained to Resist Torture*

*"Sticks and stones may break my bones, but words will never hurt me."*

*Quit Smoking After 20 Years, Cold Turkey*

*Eternal Optimist*

*Will Win, or Will Die Trying*

*:I never met a sin I didn't like."*

*Can't Resist a Good Meal*

### Actions:

- ✔ **Overcome:** Like with Endurance, Willpower is rarely used to overcome obstacles. A roll for Willpower might be called for in cases where an extended action requires one to stay focused.
- ✔ **Maneuver:** When you are moving to psyche yourself up or rouse yourself to resist something, you use Willpower to create a situational Aspect such as *Remember How Your Friends Died, He Must Be Stopped* or *Don't give in to temptation!*
- ✔ **Attack:** Willpower is rarely used for attacking even in psychic and mindscape conflicts.
- ✔ **Defense:** Willpower is frequently used for defense in mental and mindscape conflicts. It is also used to resist mental psychic assaults.
- ✔ **Block:** As a mostly defensive Ability, Willpower is rarely used for a block.

## SOCIAL ABILITIES

### DECEPTION

Deception is the ability to lie, simple as that. Be it through word or deed, it's the ability to convey falsehoods convincingly.

Characters with a high Deception Ability include con artists, spies, Faustians and politicians

For simple deceptions, a contest between Deception and an appropriate Ability (usually Empathy, Perception or Reasoning) is all that is necessary, but for deeper deceptions, like convincing someone of a complex lie or selling someone the (non-existent) New York Starport, a Mental Conflict may be appropriate complete with Deception attacks and mental stress being dealt. Sometimes, Deception is the undercurrent rather than the forefront of an action, and as such, the Ability may be used secondarily to modify, restrict or complement another Ability's use by laying out maneuvers to help you achieve a major deception.

The GM needs to be very careful about adjudicating Defeated results in Mental conflicts where Deception is in play. Deception should never create behavior that is at odds with the basic nature of the target; an honest man won't be tricked into stealing, for example, though he may be tricked into, say, holding stolen goods if he has no reason to think they're stolen.

When Deception is most successful, the target is put in a position where his own nature forces the decision that the liar wanted him to make, much the same way the compulsion of an Aspect does. An honest man won't steal, unless he feels he has to do so to protect something more important than his honesty. Some of the greatest crimes in history are perpetrated by people believing they are doing the right thing for their family or their country. Part of the reason a character with a high Deception is going to want a decent Empathy is to know what direction to spin things towards.

### Sample Specialty Aspects:

*Fast Talking Salesman*

*Master of Disguise*

*"It's not cheating if you don't get caught."*

*Honey Tongued Seductress*

*Innocent Face*

*Clinches Hands When Nervous*

*Legendary Cat-Burglar*

### Actions:

- ✔ **Overcome:** Deception is used to lie to unimportant extras or disguise yourself. Some sleight of hand uses might also be performed with Deception.
- ✔ **Maneuver:** Deception can be used to place situational Aspects such as distracting a guard to give you a *Head Start* for a chase scene. Or you could lay a *False Trail*. Perhaps you could feint in a battle in order to set the opponent *Off-Balance*.

- ✔ **Attack:** Deception is often used in social and mental conflicts as an attack.
- ✔ **Defend:** Deception can be used to defend against attempts to discover something about your character or to barefacedly deny the truth of a social attack.
- ✔ **Block:** Stealth by way of fitting into the environment functions as a Block against either Perception or Empathy.

## EMPATHY

Empathy measures your capacity to understand what other people are thinking and feeling. This can be handy if a character is trying to spot a liar or wants to tell someone what that person wants to hear. Empathy is usable as a defense against Deception, and is the basis for initiative in a mental conflict.

Characters with a high Empathy Ability include gamblers, diplomats, Heralds, Shadows, Eyes of Ra, Psyche Secretarial Pool, reporters and socialites.

### Sample Specialty Aspects:

*Good Judge of Character*

*“Better them than me!”*

*Keen-Ear for Lies*

*Equates Anger to Fear*

*Sucker for a Pretty Face*

*“If it sounds too good to be true, it probably is.”*

*Hates Minorities*

### Actions:

- ✔ **Overcome:** Empathy is like a mental version of Perception in that it is used primarily to discover things about behavior or personality. It is used in animal handling as well as recognizing lies and when people are hiding stuff.
- ✔ **Maneuver:** Empathy maneuvers are mostly used to discover hidden Aspects rather than placing situational ones. However, you could try to place such Aspects as Distracted by Personal Issues. However, that should mostly be limited to unimportant extras. For PCs and GMPCs you can still place such Aspects provided you have some logical reason why it makes sense. For example, if a character was just in a fight with their girlfriend as you watched, that is sufficient explanation for placing that Distracted Aspect.

- ✔ **Attack:** Empathy is not used to attack.
- ✔ **Defend:** Empathy is used to defend against Deception actions and also against attempts to place Aspects on you in social situations in general.
- ✔ **Block:** Empathy can't really be used as a blocking Ability.

## PERSUASION

Persuasion is the ability to manipulate people through social contact, and perhaps convince them to see one's side of things. Any time a character wants to communicate; this is the ability to use, which makes it appropriate for flirting, interviewing, intimidating and interrogating.

Characters with high Persuasion include actors, models, politicians, Faustians, Heralds, performers, reporters and cops.

Persuasion is often the fallback social Ability. While Empathy and Deception are fairly specific in their applications, Persuasion is the catchall that covers everything else.

Persuasion is often used to determine first impressions, as it is also a measure of your presence and overall appearance. It is also used to keep emotions from showing on your face.

Persuasion is also used to determine the size of your Social Stress Track.

Simply knowing things or being able to reason them out flawlessly is only half the battle when it comes to using them to convince others. As such Persuasion often modifies or is modified by knowledge or reasoning for social and mental attacks based on raw facts or careful deduction.

### Sample Specialty Aspects:

*Always Quick with a Smile*

*“Honey catches more flies than vinegar.”*

*Member of the 101<sup>st</sup>*

*Easy on the Eyes*

*Calm and Regal Demeanor*

*“He's a bit of a scary fellow.”*

*Friends with the Red Eye Gang*



Persuasion is both charm and intimidation...sometimes at the same time.

### Actions:

- ✔ **Overcome:** Persuasion is used when a person is trying to induce some sort of emotional state in another being. Whether through intimidation, friendly banter, seduction or debate, if you're trying to impress on people or animals some attitude or course of action, you'll use Persuasion. Against most extras, this will only require a simple roll, but against GMPCs or other PCs you'll likely need to have a contest.
- ✔ **Maneuver:** Any sort of emotional state that you can inflict on someone can be represented by a Persuasion maneuver. *Enraged, Shocked, Hesitant, Elevated Confidence, Inspired, Joyful Forever, Aroused, Talkative* and *Helpful* are all Aspects that can be placed.
- ✔ **Attack:** Persuasion can be used to attack in mental and social conflicts. Inflicting Consequences that are

often more permanent than the Aspects placed by Maneuvers.

- ✔ **Defend:** Persuasion is the usual Ability used to defend yourself in social conflicts rather similar to the way Will is used for defense in mental conflicts.
- ✔ **Block:** You can use Persuasion to actively block people from convincing others to perform some action.

### RESOURCES

Usually Resources is simply a measure of available wealth, but the specific form this takes, from a family trust fund to a well invested portfolio, can vary from character to character (and may be indicated and enhanced by their Aspects). Usually this Ability passively informs the GM what the character's available resources are, but Resources may still be rolled for large expenditures, like purchases and bribes. Some large-scale conflicts may involve trying to out-spend the other guy; here, Resources can even act as an attack or defense ability.

How much specific things cost is covered in the Equipment chapter, but there are a few things to bear in mind when players start throwing money around. Most importantly, as the GM, be willing to be generous. Characters with a high Resources *should* be throwing money around. That was the whole point of them putting ranks in that Ability. The important thing to remember is that money should be able to remove some obstacles, but it should not solve all problems. A fat contribution to the mayor's re-election campaign should get you an audience with him to plead your case, but it should not get him to solve your problem for you (unless he's fantastically corrupt or it otherwise makes the plot of the story more interesting).

When a character is in a place where they can't draw upon their usual Resources, she may suffer a penalty on Resource rolls when making a purchase – anywhere from a -1 for a modest amount of red tape, to a -4 if she's limited solely to the already converted local currency that happens to be in her pockets. This penalty needn't indicate an increase in the actual cost rating of the purchase; it instead represents the increased effort necessary to make the purchase happen.

Characters with high Resources include successful freelancers, crime lords, CEOs and aristocrats.

Resources is also used to determine the size of your Social Stress Track.

Finally, Resources is used to determine what sort of equipment and facilities a character can start with.



Resources can be a valuable tool or a cruel weapon.

**Sample Specialty Aspects:**

*Big Winner on Wall Street*

*“This isn’t a ‘Gun’. This is an M104 Archon Assault Rifle with a gyroscopic recoil compensator and...”*

*Small but Steady Pay*

*“My wife got it all in the divorce.”*

*Trevain Family Sword*

*“Please sir, could I have some more?”*

*“Pick a (credit) card, any card.”*

**Actions:**

- ✔ **Overcome:** Resources is used to purchase items, make bribes and other such expenses. It might be used in a Challenge to create something as a purchase of supplies.
- ✔ **Maneuver:** You might use resources to set up the

aforementioned Crafting or Bribery attempt by placing aspects such as *High Quality Parts* or *If I scratch your back...* on the situation or people involved.

- ✔ **Attack:** Without an appropriate Advantage, Resources is limited in attack potential.
- ✔ **Defense:** Without an appropriate Advantage, Resources can’t be used directly for defenses.
- ✔ **Block:** Resources can be used for blocks by hiring or bribing others to be obstructive.

**PSYCHIC ABILITIES**

**MANIPULATIVE**

Manipulative is a measure of the character’s raw talent for the control of matter and energy in the environment around her. The ability to nudge molecules, atoms and smaller fragments of matter in order to accomplish a variety of things are examples of Manipulative. This is the Ability used whenever a character is making a physical change in something other than herself. It is often the flashiest of the psychic Abilities and one of the easiest to point out. Everyone has some level of telekinetic potential, and it can be trained so that it is improved. However, not everyone has the Talents to use it efficiently.

Characters with high Manipulative scores include Kinetic Talents, Shapers and Healers

**Sample Specialty Aspects:**

*Massive Destructive Potential*

*Telekinetic Akira*

*Healing Hands*

*Practiced Pyrokinetic*

*Leaking Cyrokinetic*

*Rain Dancer*

*Master Enchanter*

**Actions:**

- ✔ **Overcome:** Without a Power Advantage, there is not much use for Manipulative Overcomes. Perhaps in the use of some Equipment, but generally not much.
- ✔ **Maneuver:** Manipulative is used when performing maneuvers with powers controlling the physical world. Anybody, even those without training or Talent, and even dryads can use Manipulative against a Difficulty of 3 to create a subtle change in the environment around

them once per scene that seems to appear as a *Lucky Break*. This plays out in ways that seem coincidental, but the mechanics are as follows:

- ⊕ *Failure* – You can choose to fail or else to succeed by taking Life-Force stress equal to the difference between what you rolled and the amount necessary for success.
  - ⊕ *Tie* – The GM grants you a Boost giving you a bit of luck that provides momentary advantage.
  - ⊕ *Success* – The GM grants you a situational Aspect that provides a lasting advantage with one Free Invoke which you can use as needed.
  - ⊕ *Success with Spin* – You decide the shape of the Aspect formed by the *Lucky Break*. You can invoke it once for free.
- ✔ **Attack:** Without a proper Power Advantage, Manipulative can't be used to Attack.
  - ✔ **Defense:** Without a proper Power Advantage, Manipulative can't be used to Defend.
  - ✔ **Block:** Without a Power Advantage, Manipulative can't be used to block. Manipulatives can use their Powers to block similar or opposing Powers. For example, a Talent with a fire-blast could use it to block cold powers but not fire powers. Those with fire-control powers, however, could block either fire or cold powers. A channeler could block another channeler's action, and shapers can use it block a lot of physical powers and even movement with preparation.

## METABOLIC

While Manipulative is a control of the physical world around a person, Metabolic is a control of their own body and Life-Force. The most common Metabolic Talents are those that can enhance themselves in particular fashion while the most well-known are shapeshifters. Channeling is a Metabolic skill as well, though channeling is the least common of the trained skills behind shaping and magic. Metabolic potential exists within every living being, though mostly in sentient beings. Manipulating matter and energy while it is still within your body requires a different sort of focus and concentration that you need for controlling the outside world.

Characters with high Metabolic rankings include Psyche secretaries, Rakshasha, Einherjar, channelers, and shapeshifters.

### Sample Specialty Aspects:

*Crippled by My Own Power*

*Raven Martial Artist*

*As Strong as I Need to be.*

*Casual Shapeshifter*

*Faster than the Crack of a Whip*

*Akira Shapeshifter*

*Fast Healer*

### Actions:

- ✔ **Overcome:** Without a Power Advantage, there is not much use for Metabolic Overcomes.
- ✔ **Maneuver:** Depending on the Powers of a psychic, the maneuvers one can perform with metabolic are rather broad but usually involve targeting their Power Aspects for free invocations. However, people unaware of psychic phenomena, and even dryads, can use Metabolic against a Difficulty of 3 once per scene to have a *Flash of Potential* to perform actions beyond what can be explained just by adrenaline. For non-psychics to use this, it must be in a fairly extreme situation, such as accidentally dipping your hand in grease. The results play out as follows:
  - ⊕ *Failure* – You can choose to fail or else to succeed by taking Life-Force stress equal to the difference between what you rolled and the amount necessary for success.
  - ⊕ *Tie* – You have a boost that the GM names and immediately uses on your behalf.
  - ⊕ *Success* – You have a situational Aspect which the GM names and for which you have a Free Invocation.
  - ⊕ *Success with Spin* – You can name the created situational Aspect for which you have a Free Invocation.
- ✔ **Attack:** Without a proper Power Advantage, Metabolic can't be used to Attack.
- ✔ **Defense:** Metabolic can be used in the place of Endurance to resist Diseases and Poisons.
- ✔ **Block:** Since Metabolic affects one's own body, it is almost never used for Block action.

## SENSITIVE

Metabolic and Manipulative are the psychic skills that deal with the physical world, Sensitive is the skill that deals with the mind and other things that are outside the direct control of physical phenomena. While Manipulatives and Metabolics usually more fit the image people ascribe to the words "superhero" or "wizard", Sensitives are the sort of psychic that

most firmly fit the image ascribed to “psychic”. These are the mind readers and fortune tellers that are so frequently imitated by con artists. Sensitives are usually the least flashy of the psychics.

Characters that have high Sensitive rankings include magicians, telepaths, feng shui shih, Faustians, Heralds and death-seers.

**Sample Specialty Aspects:**

*Minds are an Open Book*

*I See Dead People*

*An Artist in White Magic*

*Make the Voices Go Away!*

*A Bad Case of the Cassandras*

*Prophetic Akira*

*“I can’t tell if they like me or if I made them like me.”*

**Actions:**

- ✔ **Overcome:** Without a Power Advantage, there is not much use for Sensitive. Perhaps in the use of some Equipment, but generally not much.
- ✔ **Maneuver:** Depending on the Powers of a psychic, a large number of maneuvers can be performed using Sensitive. Normal people and even dryads can also have *Hunches*, which are brief flashes of knowledge or awareness. For example, someone might glimpse an image of a piece of paper fallen in the back of a filing cabinet and have an urge to search the cabinet. They might also catch a momentary whisper of someone else’s projected thoughts. Regardless of the nature of the *Hunch*, they roll Sensitive against a Difficulty of 3 resulting in the following situations:
  - ⊕ *Failure* – You can choose to fail or else to succeed by taking Life-Force stress equal to the difference between what you rolled and the amount necessary for success.
  - ⊕ *Tie* – You receive a Boost decided on by the GM who immediately uses it in your benefit.
  - ⊕ *Success* – You receive a situational Aspect decided on the GM and one Free Invoke to be used when you desire.
  - ⊕ *Success with Spin* – You name the situational Aspect created and gain one Free Invoke.
- ✔ **Attack:** Without a proper Power Advantage, Manipulative can’t be used to Attack.

- ✔ **Defense:** Sensitive can be used in the place of Willpower to resist some Psychic attacks.
- ✔ **Block:** The Binding power allows a psychic to place a Block on psychics preventing them from using their Powers. Sensitive can also be used to block other Sensitive Powers.

**PSYCHIC ABILITY SPECIAL RULES:**

**Concentration Techniques:** A large number of psychics make use of certain actions in order to help them control their powers. Some concentrate on an otherwise mundane item that functions as a psychological lucky charm. Others vocalize attack names, kiai or spells in order to keep their mind focused. A fair number also use gestures for the same purpose. Regardless of the method, these give many psychics a slight but useful psychological edge to their rolls.

Anyone can spend a Supplemental Action performing one of these concentration techniques: gripping the charm, thrusting dramatically with their hands or calling out the attack; in order to gain a +1 bonus on their roll to activate a psychic ability. This is roughly the equivalent of performing a Maneuver and immediately cashing it out, (ie: the bonus is reduced to +1 by the -1 Supplemental Action penalty.)

Alternatively each Power does have its own Aspect which can be invoked for a bonus as normal. It is easily possible to explain the bonus and Fate Point expenditure as making use of one of these concentration tricks. In this case, the character would receive a full +2 bonus as normal since invoking an Aspect does not normally require a Supplemental Action.





# CHAPTER 7

## FATE POINTS AND ASPECTS

### WHAT ARE ASPECTS?

An Aspect is a phrase that describes something unique or noteworthy about whatever it's attached to. They're the primary way you spend and gain fate points, and they influence the story by providing an opportunity for a character to get a bonus, complicating a character's life, or affecting the way the story moves out.

### WHAT ARE FATE POINTS?

GMs and players each have a pool of points called Fate Points you can use to influence the game. You typically represent these as tokens so that you can keep track of how many you have. Players start with a certain number of points every scenario, equal to your character's refresh rate. You'll also reset to your refresh rate if you ended a mid-scenario session with fewer fate points than your rate. GMs, you get a budget of Fate Points to spend in every scene.

When your Aspects come into play, you will usually spend or gain a Fate Point.

### TYPES OF ASPECTS

As the rules in this book are based on both **Strands of Fate** and **Fate Core**, it is time to talk about Aspects. Every Fate game has a few different kinds of Aspects. **Strands of Fate** uses a larger list of variably named Aspects while **Fate Core** went more simply with five kinds of Aspects. I've split the difference by using six sort of Aspects and expanding upon Game and Character Aspects.

All of these Aspects act in pretty much the same way. The different Aspects mainly differ in how long they last and what they are attached to.

### GAME ASPECTS

Game Aspects are permanent fixtures of the game, hence the name. While they might change over time, they're never going to go away. If you've already gone through game creation, you've already defined these. This game uses rather more Aspects in its process than **Fate Core** does since I sort of went with the idea presented by the **Dresden Files** City Creation process which would tend to produce several

factions and areas of the campaign and give Aspects to each of them.

Those Campaign Aspects, Neutral Ground Aspects, and Hostile Territory Aspects are all examples of Game Aspects. These Aspects describe themes, problems and atmospheres that exist in the campaign and its physical setting.

Everyone can invoke, compel or maneuver a Game Aspect at any time. They're always there and available for anyone else.

### PERSONAL ASPECTS

Personal Aspects are just as permanent, but smaller in scope, attached to an individual PC or NPC. They describe a nearly infinite number of things that set the character apart.

- ✔ **Character Aspects** – These describe core concepts about the character and are meant to define the central nature of the character and their personal Story Arch. One of these Aspects is a Defining Aspect. Player Characters start with 5 Character Aspects and can have as many 7. For the ease of people not used to Fate, it suggested the other 4 starting Character Aspects be related to one each of the character's Ambitions, Background, Convictions and Disadvantages. (The alphabetical nature is deliberate, players of **Strands of Fate** will recognize the pattern)
- ✔ **Specialty Aspects** – These represent skills, weaknesses and relationships of the character. These are used mostly in situational manners. Characters start with 5 Character Aspects and can have as many as 10. Some powers grant Specialty Aspects. For the ease of people not used to the Fate System, it is suggested for the initial five Specialty Aspects relate to one of the character's Exceptional Skills, Foes, Gear, Help and Allies and Inferior Skills. (Once again, the alphabetical nature of these suggestions is deliberate to help remember them)
- ✔ **Power Aspects** – These exist to define the nature of various Power Advantages. For the most part these are even less broadly used than Specialty Aspects. There is no real maximum number of Power Aspects a character can have, beyond the points available at the campaign power level and experience earned in the game.

You can invoke or call for a Compel on any of your Character Aspects whenever they're relevant. GMs, you can always propose compels to any PC. Players, you can suggest compels for other people's characters, but the GM is always going to get the final say on whether or not it's a valid suggestion.

## SITUATION ASPECTS

A situation aspect is temporary, intended to last only for a single scene or until it no longer makes sense (but no longer than a session, at most). Situation Aspects can be attached to the environment the scene takes place in – which affects everybody in the scene – but you, can also attach them to specific characters by targeting them when you maneuver.

Situation aspects describe significant features of the circumstances the characters are dealing with in a scene. That includes.

- ✔ Physical features of the environment: *Intimate Lighting, Wonderful Acoustics, Dark and Smelly Tunnels, Parkour Paradise*
- ✔ Positioning or placement: *Perfect Seats, From Here I Hear Everything, High Ground, On the Inside Track*
- ✔ Immediate Obstacles: *Crowded Room, Construction Zone Noise, Cloud of Chlorine Gas, Sophisticated Firewall*
- ✔ Contextual details that are likely to come into play: *Distracted by Friends, Boring Lecture, Old and Crumbling Architecture, First Anniversary Sale*
- ✔ Sudden changes in a character's status: *Flattered, Surprised, Tripped, Inspiration!*

Who can use a situation aspect depends a lot on narrative context – sometimes it'll be very clear, and sometimes you'll need to justify how you're using the aspect to make sense based on what's happening in the scene. GMs, you're the final arbiter on what claims on an Aspect are valid.

Sometimes situation aspects become obstacles that characters need to overcome. Other times they give you justification to provide active opposition against someone else's action.

## CONSEQUENCES

A Consequence is more permanent than a Situation Aspect, but not quite as permanent as a Character Aspect. They're a special kind of aspect you take in order to avoid getting taken out in a conflict, and they describe lasting injuries or problems that you take away from a conflict. *Drained Chi, Shot-Up, Scared Silly, Suspected of Murder*

Consequences stick around for a variable length of time, from a few scenes to a scenario or two, depending on how severe they are. Because of their negative phrasing, you're likely to get a lot of grief from them while you have them. Anyone who can justifiably benefit from the consequence can invoke it or maneuver on it.

## LASTING ASPECTS

Lasting Aspects are similar in nature to consequences and mostly represent curses and diseases that a character might run afoul of. Like Consequences, they're phrased to be mostly negative. As such, a character that has one will likely find themselves suffering a number of difficulties. The main difference between these Aspects and Consequences is that Consequences are usually taken to avoid being taken out while Lasting Aspects are deliberately placed on the target.

Some examples include: *Die by your child's hand, Bad-Luck, Grave-Mold Infection, Influenza, I heard he doesn't like football \*gasp\*, Recurring Nightmares.*

## BOOSTS

Boosts are a super-transient kind of Aspect. You get a boost when you're trying to maneuver and don't quite succeed, or as an added benefit to succeeding especially well in an Attack, Defense or Overcome action. You get to invoke them once for free, but as soon as you do, the aspect goes away.

If you want, you can also allow another character to invoke your boost, if it's relevant and could help them out.

Boosts are not always beneficial. Sometimes, such as when you barely succeed in activating a power, you will have suffered a Boost which represents a transitory situation that is harmful to you. The free invoke of these goes to your enemies.

## WHAT ASPECTS DO?

In *Fate*, whether **Dresden**, **Strands**, **Core** or **Spirit of the Century**, Aspects do two things primarily:

- ✔ They tell you what is thematically important about the game, character, scene or object.
- ✔ They help you decide when to use the mechanics.

## IMPORTANCE

Your collection of game and personal aspects tells you what you need to focus on during your game. These are the concepts that you and your players have decided that they want to follow along. The stuff that should come up over and over again should be drawn from this list of ideas. If the idea of what you want to have happen changes, then those Aspects will change and give you new sign posts on the road toward your destination.

GMs, when you make scenarios for **Divine Blood**, as with any

**Fate** game, you're going to use those Aspects and the connection between Aspects to generate the problems your PCs are going to solve. Players, your Aspects represent the reason why your PC stands out from every other character that might have similar skills – Lots of characters might have a high Metabolic score, but only Cade is the *Child of the Goddess of Bloodshed*. If Morigan comes into the play or else some enemy of hers takes action, it gives the game a personal touch that it wouldn't otherwise have had.

The Game Aspects do something similar on a larger scale – they tell us why we care about playing this particular game in the first place, what makes it concrete and compelling to us. We can all say, "Oh, I want a game about mecha battles," but until we sit down to the specifics of the situation to determine such things as *Ten Years of Stalemate* or *Scrounging for Spare Parts* that we get a firm idea of what the campaign is going to be about.

Situation Aspects make the moment-to-moment interactions of play interesting by adding a bit of flavor and complexity to what might otherwise be a boring scene. An attack on a mad scientist's secret laboratory is rather stock for such sci-fantasy situations. However, when you throw in something like "THAT door is open!" is much more memorable as "that fight when the mad scientist opened the vault to send a bunch of ghouls coming at us and her guards." The unique traces of the story add interest and emotional attachment.

### DECIDING WHEN TO USE MECHANICS

Because Aspects tell us what's important, they also tell us when it's most appropriate to use the mechanics to deal with a situation, rather than just letting people what happens by merely describing what they do.

GMs, this comes up for you most often when you're trying to figure out whether to require a player to roll dice. If a player says, "I walk down the hall and open the door," and there's nothing really special about the wall or the door, then there's no real reason to ask for a roll of the dice to open the door. However, if the Situation Aspects tell you that the hall is an *Ancient and Forgotten Mess of Tunnels* and the door is *Protected by Traps, Decoys and False Walls* then you suddenly have an element of pressure and risk that makes it worth going to the dice for.

Players, this comes up for you most often when invoking your Aspects and considering compels. Your Aspects highlight what makes your character an individual, and you want to play that up, right? So when the opportunity comes up to make your character more awesome by invoking, go for it! When you see an opportunity to influence the story by suggesting a compel against your character, do it! The game will be much richer for it as a whole.

## THE MECHANICS OF ASPECTS

So, above I gave you a rundown of what the purpose of Aspects in a game are. The language above there is mostly taken from **Fate Core**. However, there has not been a specific discussion of exactly how the Aspects and Fate Points work in a mechanical sense.

### INVOCATION

When a player wants to take advantage of an Aspect for their own benefit, they are invoking that Aspect. Aspects can be invoked in one of three ways.

- ✔ +2 Bonus to a roll
- ✔ Make a Reroll
- ✔ Invoke for Effect

Invocations can be made retroactively, turning a failed roll into a success. The GM should provide a moment for the player to decide to let a failure stand before describing what happens as a result of the die roll. Likewise, the player should wait for the GM to decide whether or not to invoke his NPCs Aspects before narrating their actions with regards to the die roll.

### COMPEL

When an Aspect is used to the detriment of the person it is attached to, we call that a Compel. These operate pretty much identically to an invocation with the exception of the negative nature of things as seen below.

- ✔ -2 Penalty to a roll
- ✔ Force a reroll
- ✔ Compel for Effect

Like Invocations, Compels can be retroactive.

### FOR EFFECT

The third option of both invoking and compelling is to do so "for effect." The use of Aspects will always direct the story in at least small ways. The first two options allow you or the GM to affect the result of particular actions. The third allows you to push the story along more directly. You're basically introducing a new element related to the invoked Aspect to the situation.

For a subtle example of this, imagine that your character has the Specialty Aspect of *Veteran of the 6<sup>th</sup> US Upright Battal-*

ion (*Persuasion*) and you're getting pulled over by a police officer. You could spend a Fate Point to declare that the police officer is someone you know from the same unit. The GM allows it which opens up the chance to make maneuvers on that Aspect for getting out of this with no ticket, or even with a contact you might be able to use later in the game.

For a more extreme example that is still within the bounds of normal life, imagine a Character Aspect of *Dangerous Family Connections* to represent that your character's mother runs some sort of criminal organization. At some point you and your friends are pinned down by some enemies and you decide to spend a Fate Point to invoke the Aspect such that your character's family comes riding in to "rescue" you.

Of course, once you bring Aspects representing powers and supernatural abilities into it, you can affect the world around you a bit more broadly. There is a section later on about using Aspects to represent Powers that gives examples of how you could use invocations and compels for that set of powers. Other powers can be used in similar ways. Or perhaps you have an Aspect that relates to something as nebulous and uncontrolled as "luck" such as Loren's *Bizarre Circumstances* Aspect. For example, maybe she's been thrown off a bridge without any cloth to control and give her a ride down, but spend a Fate Point to invoke the Aspect and suddenly you find your fall broken by a truck full of chocolate and whipped cream. So, why is Loren naked? And why does someone have an entire truck full of chocolate and whipped cream? Well, it is a **Bizarre Circumstance**.

Now so far, I've mostly discussed the way a player can invoke for effect, but remember that the GM can also compel in the same way. This will always be to your detriment, though usually in ways that make the story more interesting. For example, if you're playing a Demon taking lunch at a friend's house who's unaware of what you are the GM might compel the Aspect that refers to your race to state that your host has made some sort of dish sprinkled with garlic or onions which you can smell. You're now faced with a couple of choices including explaining that you can't eat garlic or onions, or else trying to otherwise avoid the potentially lethal food. Then, of course, there's the chance that someone without real knowledge might misidentify you as a vampire and start stalking you with stakes and mirrors. Whether your campaign is serious or comedic will determine how that goes.

Also be aware that if you invoke for effect, the GM has the final word on whether he will allow a particular invoke or not. For example, if the GM has already decided on the identity of the cop pulling you over in the first example, he or she is in their rights to deny the invoke. Also, invoking for effect will open the door for the GM. For example, as part of the rescue the character's *Dangerous Family Connection* ended up kidnapping her away from the plot for a while. If the GM did

allow the cop pulling over your character to be an old military friend, that old friend might be insulted that you'd play such a card to get out of a ticket.

The GM may also compel an Aspect in order to make someone behave in a certain way. For example, if you have an Aspect like *Leap and Maybe Look Later* then the GM might offer you a Fate Point to suggest for you to have your character act right now without waiting to talk it out with the other players in the situation. As you leap to your reckless action the rest of the table is likely to groan and say "oh no, what now," but it will likely make things all that much more fun.

Game and Situational Aspects may also be invoked for effect. For example, a character might invoke the Aspect of *Chemical Factory* to state that there's a lot of very flammable chemicals around that can be set *On Fire!* Or perhaps you could invoke *Flashlights in the Darkness* for the spot of hope it represents and declare you stumble upon something that will help you out of a desperate situation. Likewise, the GM can compel the same things, such as by saying your flashlight gives out while exploring the tunnels under Edinburgh.

More about Compels and Invocations for Effect will be discussed later.

## PERSISTENT ASPECTS

Persistent Aspects represent things that are a major part of a character, place or scene. For example, perhaps the parking lot outside your city is *Snow Covered* due to a recent storm. This means that it might take you some extra time getting the car out of the lot. However, it could be worse, you could be *Buried in Snow!*(P) and face nearly constant obstacles to even getting out of the parking lot. Another example might be someone who is a *Master Class Swordsman*(*Agility*) and can thus occasionally produce some amazing results in battle where as someone with the Aspect *Master of the Rapier*(P) is so skilled with their chosen weapon that their feats are consistently beyond belief.

The main difference between a normal Aspect and a Persistent Aspect is that the latter permanently has a free invocation attached. As soon as the free invocation is used, another takes its place. This constant free invoke cannot be used for effect, as described further below, but otherwise acts as a normal free invocation or compel. The major downside is that while you don't have to pay a Fate Point in order to get a +2 bonus or reroll, the GM likewise doesn't need to give you a Fate Point when compelling to add a penalty. For example, the *Master Class Swordsman* would receive a Fate Point if the GM applied a -2 penalty to an Attack when using a weapon other than a sword, such as an axe, but the *Master of the Rapier*(P) would not get a Fate Point for that same -2 penalty for using the unfamiliar weapon.

In addition, invocation and compels for effect still cost or provide a Fate Point. If, for example, you wanted to use your mastery of the rapier to slash through an opponent's sleeve causing their clothes to fall about in the way of the opponent while also cutting through a bundle of wires of some device or another. This sort of stunt will require the use of a Fate Point. Likewise, if someone sees you feinting and recognizes your style because of the fact that you're a known *Master of the Rapier(P)* thus ruining any disguise you held, then you would receive a Fate Point.

In cases where two Aspects are similar and one is Persistent you can still use both of them. For example, looking to our swordswoman Aspects, Loren has both of these Aspects. If she wanted to use both Aspects, she would spend a Fate Point to invoke *Master Class Swordsman* but would get the benefit from *Master of the Rapier(P)* for free, resulting in a total of +4 bonus to the roll. Likewise, if a fight was going on in a setting that is both *Snow Covered* and *Buried in Snow!(P)* it would be the same, spend a Fate Point to invoke *Snow Covered* and *Buried in Snow!(P)* to give an opponent a -4 to a roll to maneuver in the snow.

Persistent Aspects can be maneuvered like any other Aspect, and the resultant stack of free invocations can be used as completely normal: for effect, bonus or reroll.

## MAKING A GOOD ASPECT

Because Aspects are so important to the game, it's important to make the best Aspects you can. So, how do you know what a good Aspect is?

The best Aspects are double-edged, say more than one thing and keep the phrasing simple.

### DOUBLE-EDGED

Players, good Aspects offer a clear benefit to your character while also providing opportunities to complicate their lives.

An Aspect with a double edge is going to come up in play more often than a mostly positive or mostly negative one. You can use them frequently to be awesome, and you'll be able to accept more compels and gain more fate points.

Try this as a litmus test – list two ways you might invoke the Aspect, and two ways someone else could compel it against you. If the examples come easily to mind, great! If not, add more context to make that Aspect work or put that idea to the side and come up with a new Aspect.

*Let's look at the Aspect **Computer Genius**. The benefits of having this Aspect are pretty obvious – any time you're*

*hacking or working with computers, you can invoke it for a bonus or reroll. But it doesn't seem like there's a lot of room for that Aspect to work against you. So let's think of a way we can spice that up a bit.*

*What if we change that Aspect to **Paranoid Visionary Hacker**? That still carries with it the connotations that would allow you to take advantage of it while working with computers, but it adds a downside – namely that you sometimes imagine people to be plotting against you. This might mean that you would be compelled in a situation to act as if you were suspicious of one of the NPCs you're dealing with, or perhaps even another player character. In addition, it adds the "Visionary" nature to the character, which allows for some truly bizarre, almost unreal, programming skills coupled with the potential for migraines and episodes of sensory overload or people accidentally flitting into your mindscape.*

GMs this is just as true of your Game and Situational Aspects. Any feature of a scene you call out should be something that either the PCs or their foes could use in dramatic fashion. Your Game Aspects do present problems, but they also present ways for the PCs to take advantage of the status quo.

Of course, Consequences and the Lasting Aspects created by diseases and curses are going to be entirely negative when you suffer them. If you can find a way to make use out of one of these Aspects for your own benefit, that's fine, but for the most part these are meant to work against you.

### SAY MORE THAN ONE THING

Earlier, we noted several things that a character might describe: personality traits, backgrounds, relationships, problems, possessions and so forth. The best Character Aspects overlap across two or more of those categories, because that means you have more ways to bring them into play.

*Let's look at the Aspect **Werecat**. It does have a double edge, however, since it can be compelled to cause you to accidentally change forms in front of some mundane friends, or it can be invoked to give you a benefit toward climbing or jumping or other such cat-like activities. It also implies that you have some level of secrecy about your life, especially if you live in the Community and have an otherwise normal life.*

*Unfortunately, it is a bit bland. Unlike other settings,*

there's no single source of beings that can be called "werecat" in *Divine Blood*. All we know is that the character can shapeshift into a cat or cat-like form. We don't know what sort of culture the character hails from or exactly how their shapechanging works. They could be a therianthrope whose family prefers a feline form to a canine one. Or perhaps they're a human who has a Talent. Or maybe they're something else entirely.

To broaden on the idea, the player expands upon the idea by adding a term to the front of this one word Aspect: **Bast-ard Werecat**. Now we have a bit more of an idea of where their ability comes from. It's likely something they inherited from their divine parent. In this case, the player intends to be a daughter of Bast. This now has you obliquely involved in Immortal politics and implies that the appearance of Demons and Gods is not unlikely. Depending on the intent of the campaign this could be either humorous or dangerous, since Demi-gods and Half-Demons aren't protected by the Compact unless both of their parents are.

Players, for Specialty Aspects you don't have to worry too much about this. Specialty Aspects are intended to be more focused and specialized in their implication. This is why you are allowed to have a maximum of ten Specialty Aspects and the reason that they cost less experience points than Character Aspects. For GMs you likewise don't have to worry too much on this for Situation Aspects. After all, Situation Aspects are only intended to hang around for a limited period of time.

## CLEAR PHRASING

Because Aspects are phrases, they come with all the ambiguities of language. If no one knows what your Aspect means, it won't get used enough.

This doesn't mean that poetic or fanciful language is to be avoided. *Horrible Singing Voice* does not create quite the same sort of picture as *Sings Like a Cat*, after all. If you are going for something like that, go for it. It'll help give your character voice and personality.

However, don't do this at the expense of clarity. Avoid metaphors and implications, when you can get away with just saying what you mean. That way, other people don't have to stop and ask during play if a certain Aspect would apply, or get bogged down in discussions about what it means. Or at least such discussions will be limited.

Now let's look at **Hollow and Dangerous** as an Aspect. This

is very vague. How are they dangerous? What is meant by "hollow"? Are they dangerous because they're hollow, or are they hollow because they're dangerous? Which came first? More importantly, how would you use this to help you in the game? How would the GM use it against you? Just looking at the rather vague nature of the questions here implies that some specification needs to be done.

Now talking around a little, you might explain that your character has lived their entire life being used as a tool in some manner and gotten to the point that they consider that their normal station in life. Eventually, they decided that if they were going to be a tool, then they would at least they would decide what sort of tool and who they would serve. Stepping aside from their old life, they moved on to become a soldier finding fulfillment in obeying what she hoped were the orders of good, righteous people. This presents the idea that she is **A Weapon in the Hands of Her Captain**. This is arguably just as poetic, if not more so, and also gives a clear indication of a military life with implications of the emotional hollow.

The best test for whether or not an Aspect is unclear is to ask the people at your table what they think it means. If you get a plethora of reaching, uncertain comments, you probably want to change your Aspect.

## IF YOU GET STUCK

Now that we've gone over what makes for a good Aspect you should have gotten some ideas on what you wanted to pick. However, you still have an almost limitless number of potential choices for Aspects. If you're stuck about what to choose, here are some tips to make things a little easier on you.

## SOMETIMES, IT'S BETTER NOT TO CHOOSE

If you can't think of an Aspect that really grabs you and the other people at the table, you're better off leaving that space blank. Keep the ideas you had on hand. Sometimes it's much easier for you to come up with ideas as the game moves along and situations arise that give you a clear idea as to how your character would respond.

So when in doubt, leave it blank. Maybe you have a general idea of the Aspect but don't know how to phrase it, or maybe you just have no idea. Don't worry about it. There's always room during the game to figure it out as you go.

The same thing is true if you have more than one idea that seems juicy, but they don't work together and you don't know which one to pick. Write them all down in the margins or in your notes and see which one seems to sing in play. Then fill the space in later, with the one that gets the most mileage.

### ALWAYS ASK WHAT MATTERS AND WHY

We said above that Aspects tell you why something matters in the game and why we care about it. This is your primary compass and guide to choosing the best possible Aspect. When in doubt, always ask: what do we really care about here, and why?

As a guideline, the character creation helps with this by using an Aspect Alphabet that suggests you choose your Aspects to represent:

#### A Defining Aspect

- ✓ Ambition – What your character hopes to accomplish.
- ✓ Background – Where your character comes from.
- ✓ Conviction – What beliefs your character holds to.
- ✓ Disadvantage – What causes your character trouble.

#### And for the Specialty Aspects:

- ✓ Extraordinary Skill – Some skill, Talent or task you are exceptionally skilled at.
- ✓ Foes – Enemies or situations that seem to seek you out and give you trouble.
- ✓ Gear – Some special piece of equipment you make use of.
- ✓ Help – An organization, friend, family member or situation that acts to help you.
- ✓ Inferior Skill – Something you are exceptionally bad at performing.

*Katherine "Kat" Kopheesh is on her Specialty Aspects and trying to figure out what to put for her last couple of slots. She's been mostly following the Aspect Alphabet since she's new to the system and still needs an Inferior Skill to round out her list. Kat is being designed for a mostly light-hearted, comedic campaign centered on school life with a handful of psychics and non-humans in the school mixed with the normal humans.*

*Looking at her previous Aspect choices she notes the*

*cat theme that started with her Defining Aspect of **Bast-ard Werecat** and decides to follow along with that for her Inferior Skill. Kat decides that she Sings Like a Cat. The GM accepts this with a disturbing smile as he considers the idea that he might be able to compel that Aspect to give Kat the sudden urge to sing whether or not it is currently appropriate.*

### VARIETY AND SPECIALTY

One of the reasons for using the Aspect Alphabet is the fact that it suggests for you to take Aspects relating to several different facets of a character: beliefs, history, enemies, friends, skills, weaknesses, troubles and personality. However, you might not be interested in your character having a contact or organization that they get along well with. Or perhaps they don't have any particular belief or ambition. Perhaps you want them to have multiple Extraordinary Skills. In such cases, it might benefit you to drop one of the normal alphabet choices and instead take up something that better fits your character.

*Minaba as a whole is not someone many people want to spend much time with. She can be quite unpredictable and thus her presence wears thin on other people. Her player doesn't really see her as having much in the way of Help as a result. Instead she decides to take a second Exceptional Skill in the form of **Creating Chaos for Fun and Frustration (Reasoning)** to better represent her exceptional ability to create overly complex plans or schemes.*

In addition, you might find your character is focused entirely on some theme and you want to vary it a little. Maybe all of your Aspects so far are very pragmatic and skill oriented and you want to add something in that's just for pure personality to lend depth to the character. Or perhaps everything you have is comedic and goofy and you want at least one serious Aspect. If all your Aspects pertain to combat or battle, for instance, you'll have issues roleplaying in non-combat situations.

*Kat's Aspects are almost all comedic in nature; However, in the midst of the silliness she does take the **Master her Power** Ambition Aspect. This is an Aspect that can still be used for humor but is phrased such that it can equally be used for occasional serious storylines related to the dangers of being a minimally trained shapeshifter.*

## LET YOUR FRIENDS DECIDE

Character creation in **Divine Blood** is based primarily around the **Strands of Fate** model and is thus somewhat less mechanically collaborative than **Fate Core** or Dresden Files. However, your first game session should still be character and campaign creation rather a story session. Listening to the other players and providing suggestions is a great way for everybody to get ideas on how to build their characters.

There is always the option for you to turn to the GM or other players and ask for suggestions on an Aspect. It's likely that you've been sitting there listening to them discuss their character background while you've been discussing yours. What matters to them? What are they excited about? Do they have suggestions about how to make the events of the phase more dramatic or intense? What aspect do they think would be most interesting or appropriate?

You have the final decision as to what your character's Aspects are, so don't look at it as giving up control. Look at it as asking your ever-important fan club and audience what they want to see, and using their suggestions to jump start your own train of thought. If everyone has a bit of input on everyone else's characters, the game will benefit from that sense of mutual investment.

## USING ASPECTS

Normally, when using Aspects, each Aspect can only be used once on any particular action. The only exception is Tagged Aspects, which will be described below.

*For example, it is a **Dark Night** and you and some friends are trying to sneak past a guard. You can either spend a Fate Point to compel the **Dark Night** and give the guard a -2 penalty to his Perception rolls, or you could Invoke to give yourself a +2 bonus to your Agility stealth roll. You cannot do both on the same action.*

## INVOKING ASPECTS

Primarily, Aspects are going to be used by players to gain a benefit. If you're in a situation where the Aspect is beneficial to you, you can invoke it. There are some rules, however:

- ✔ A player cannot normally Invoke an Aspect to affect an action that does not involve him or her.
- ✔ A player cannot Invoke an Aspect that is not attached to them or something they can use.

- ✔ A player cannot Invoke an Aspect to affect an action they are unaware of.

*Bella is using her shapeshifting power to impersonate a vampyr taxi driver they suspect has been targeted by a local van helsing. James moved on ahead of them to get into position at the location the car was called out to and where they suspect the killer is waiting. Chelsea is lying down in the backseat of the car trying to stay out of sight as they approach.*

*Chelsea cannot spend her Fate Points to Invoke Bella's Aspects so that the demigoddess has a better chance of passing on her disguise. She is not involved in the shapechanging action. Even if she were involved, she does not have access to Bella's Aspects in order to invoke them. However, when the killer later takes a shot at Bella through the window of the taxi, Chelsea can use the **Blessing of Protection** Aspect she placed on the car earlier to give Bella a bonus to her Defense as long as Bella has not already invoked it. Chelsea cast the blessing and the bullet has to pass through it to hit Bella, as such, Chelsea is involved in that action.*

*James is watching from on high as Bella and Chelsea approach. He can't do anything to help Bella roll for her defense since he doesn't have any involvement at all. Nor can he spend Fate Points to help Chelsea stay out of sight. He can, however, invoke the **Perfect Perch** Aspect he set up for himself earlier to improve his chances of seeing the enemy and later use his **Paranoid Visionary Hacker** Aspect to calculate a path for the van helsing escaping back into the building and take a shot through several walls, perfectly missing all the solid obstacles to pass only through dry wall, to strike the man in the leg.*

*Bella, meanwhile, took the power Prophet, which allows her to subconsciously tweak the future in small ways. This is usually expressed as the spending of Fate Points to apply benefits or penalties. She is, in essence, involved with any action she is aware of. Even ignoring that, she could use her driving skill to raise a block against noticing Chelsea and use her Fate Points and Precognitive Detective Aspect to improve that block by driving in a manner which minimizes Chelsea's exposure. However,*



she could do nothing to help James when James was moving to the site ahead of them since she had no awareness of what was going on. Likewise, her ability to benefit James on the site is limited since she doesn't know precisely where he is or what he is doing.

Environmental Aspects and Aspects attached to objects and tools represent Aspects that a character can have access to. These can be invoked as normal for their bonuses.

GMs should follow these same limits for their characters to a degree. This doesn't affect the NPCs spending Fate Points for each other, of course, because NPCs all draw from the same pool of Fate Points. However, the GM cannot use the NPC Fate Point pool on behalf of a Player Character even if one of the NPCs on hand would want to help them. For one thing, the NPC Fate Point pool is usually meant for the NPCs that oppose the players, not aid them. For another, the NPCs don't have access to the Player Character's Aspects in order to invoke them.

### COMPELLING ASPECTS

Compelling Aspects has significantly fewer limits. A compel represents something in Fate working against a character for some reason. The rules for when an Aspect can be compelled are as follows:

- ✓ Your character has to be involved in the scene in which the Aspect is compelled. Fate Points represent your story. You can't use them to affect stuff you're not taking part in.
- ✓ The Compelled Aspect has to be attached to the target of the Compel or else something the target has to interact with.

*As the team is driving up, James is able to Compel the **Broken Streetlamps** Aspect to give the van helping a penalty on his Perception roll to notice that he's being drawn into a trap. James is involved in the scene and cares about the results of that roll. He does not have to know where the van helping is precisely to spend the Fate Point in this manner either, since the Aspect is situational and affects the entire scene. However, in an earlier scene in which Chelsea was speaking to her patron Goddess, he could not use his Fate Points to Compel any of Thalia's Aspects because he was not there and thus his story was not impacting hers at the moment.*

*Back at the serial killer hunt, Chelsea performs a Rea-*

*soning Maneuver suggesting that if the streetlamps are broken then the offices are likely in disrepair as well. She is successful and creates the Aspect **Needs Maintenance**. Later, when the killer is trying to escape, she compels that Aspect to give him a -2 on his Stealth roll as the sounds of the building give him away. Bella can invoke Chelsea's **Needs Maintenance** Aspect for effect stating the stairs give out under the killer's weight as he runs down them.*

*Again, this is a situational Aspect and she doesn't need to be precisely aware of his position to compel it against him. She could not Compel her **Stuck in Introspection** Aspect against the Serial Killer to make him stare into space for a bit because it is not attached to him. It would make no sense for her mind's tendency to wander to affect the killer.*

*If a player is using a Fate Point to make these Compels, then that Fate Point goes straight to the killer. In this case, players are using free Tags and so no Fate Points are exchanged.*

### TAGGED ASPECTS

You don't always have to pay a Fate Point for an Aspect – sometimes it's free. Of course, the Aspect could be Persistent, but this can also happen as a result of maneuvers.

Unless a power Advantage is changing the rules in some way, when you succeed at a maneuver, you "tag" the Aspect that you created once. If you succeed with style, you tag it twice. Anytime you inflict a consequence on someone, you also get to tag that once. Sometimes other actions will grant you a Boost, one-shot Aspect, which you can use once after which it goes away.

Tags can be used like a normal Compel or Invocation except in two ways: no Fate Points are spent or exchanged and you can stack them with a normal invocation for a better bonus. So you can use a Tag and pay a Fate Point on the same Aspect to get a +4 bonus on the roll instead of a +2, two rerolls instead of one, or you can give another character a -4 penalty. Or you could split the benefits and get a reroll and a +2 bonus. You can also stack multiple Tags together.

*Earlier, James shot gave the van helping a **Shot Through The Leg** Consequence. As such, when Bella compels the **Needs Maintenance** Aspect to have the stairs collapse under the killer, James uses the free tag on the Conse-*

quence to make the killer's attempt to save himself from a fall harder by giving him a -2 penalty. When the killer succeeds on a lucky roll anyway, James can still spend a Fate Point to Compel the Consequence normally and force the man to reroll. This time he fails and tumbles down the stairwell, taking a **Battered and Bruised** Consequence before he has to face the shape-shifting Demigod in a fight to avoid capture.

If you want, you can pass your Tag to another character. That allows you to get some teamwork going between you and a buddy. This is really useful in a Conflict if you want to set someone up for a big blow – have everyone maneuver and pass their Tags onto one person, then that person stacks them all up at once for a huge bonus to their attack.

## TAGGING AND PERSISTENT ASPECTS

As stated earlier, Persistent Aspects always have at least one Tag on them that can be used to provoke rerolls or +/2 roll adjustments. Other than that, they can have Tags stacked on them via maneuvers as normal. However, Fate Points cannot be spent on a Persistent Aspect except to Invoke or Compel for Effect. That first free Tag that never goes away is essentially the “normal” compel or invocation that is stacked with the accumulated Free Tags.

*Chelsea is an **Artist with White Magic (Sensitive) (P)** she can perform a maneuver to stack Tags on that Aspect by spending some time studying her grimoire before going on with casting her spell. Assuming she succeeds in her maneuver and getting two Tags, when it comes time to cast the spell, she can use both those Tags at once and use her normal Persistent bonus as well for a total of +6 or +4 and a reroll, or +2 and two rerolls, or three rerolls. She cannot spend a Fate Point on top of those.*

## DEALING WITH EFFECT COMPELS

While Compelling for penalty will be fairly frequent, especially when you take into account Consequences and maneuvers, the Compel for Effect circumstance is probably the more infamous sort of Compel your characters will face. When the story takes some sort of turn for the dramatic, hitting your character with complications and trouble, it is very much likely to be based on an Aspect in some form or fashion. The Aspect can be connected to the campaign, the location, the scene, the character, an object or almost anything else the character might interact with.

When an Aspect is being Compelled for Effect, it should be explained what the Aspect has to do with the current situation. A Fate Point is then offered in exchange for the complication. After that, you explain what the Effect is going to be. There might be some negotiation as to the extent of the Effect that will show up, but eventually it will come down to two choices:

1. The character can accept the Fate Point and the Effect.
2. The character can refuse the Fate Point and the Effect.

Once the Effect is accepted, the complication occurs despite what anybody tries to do – once you've made a deal and taken the Fate Point, you can't use your Abilities and Advantages or anything else to mitigate the situation. Nor can anybody else mitigate it for you. You will have to deal with the new story developments that arise from the complication.

If you decide not to accept the Fate Point, then you and the group decide how you Manage to avoid the situation. Sometimes this means that the event just never happened. Sometimes it means that your character did something proactive. Whatever you need to do in order to make it make sense works fine, as long as the group is okay with it.

GMs, you're the final arbiter here, as always – not just on how the result of a Compel plays out, but on whether or not a

## CUTTHROAT COMPELS

Sometimes a particular Compel might be so heavily tied to the Aspect in question that instead of letting a character choose to just accept the Fate Point or not, he actually charges the player a Fate Point to decline the Compel. This is a good way to influence a character to stay true to his character but be careful not to bully the player.

Also, Cutthroat Compels might be the standard in a campaign where the GM wants to make things a bit more dicey and desperate. Fate Core games play Cutthroat Compel as the default.

No matter what the case, any Compel for Effect related to a Persistent Aspect is automatically a Cutthroat Compel.

Players cannot make Cutthroat Compels. If they are Compelling a Persistent Aspect, the charged Fate Point goes to the NPC Pool instead of the player proposing the Compel.

Compel is valid in the first place. Use the same judgment you apply to any other Compel or Invocation for Effect. Everything should make sense within the context of the story being told. At most it should require a small amount of explanation.

Finally, and this is very important: **if a player wants to compel another player, it costs a Fate Point to propose the complication.** The GM can always Compel for free, and any player can propose a Compel on his or her own character for free.

### GM ESCALATION

Another tactic the GM might use with Compels for Effect is to, following the first refusal, escalate the compel by offering a second Fate Point and suggesting that the complication comes a little bit further down the line.

*Cade has the **Aspect The Ever-Present Danger of Inanimate Objects (Agility)** and while making coffee for a guest, the GM offers a Fate Point suggesting that he gets scalded by hot water in the attempt. Cade turns the offer down and decides that nothing terrible happens. At which point the GM offers him two Fate Points to say that while he avoids injury, in switching out the filters, he dumps some of the old grind into the top of the machine and puts the new filter down over it. Thus the coffee is going to be horrible when the guest, a rather beautiful sidhe woman named Rose Braelough, drinks it.*

*Cade accepts the two Fate Points and Miss Braelough gets a horrible cup of coffee.*

Only the GM is allowed to escalate in this manner and it is suggested that if the player refuses the first escalation that you go no further. After all, if they're turning down two Fate Points they must really not want to deal with that and the point of these games is to have fun, not to railroad your players into doing what you want them to.

### TYPES OF EFFECT COMPELS

There are two major categories for what an Invoke or Compel for Effect looks like in the game: events and decisions. These are tools to help you figure out what a Compel or Invoke for Effect looks like and help break any mental blocks. These are by no means hard and fast rules of the way things have to be phrased.

After all, the entire rules section of this book is merely a suggestion. And, yes, that gets said a fair amount in this book.

### EVENTS

An event based Effect happens to the character because of how the world around her responds to her. An Invoke(Compel) for Effect looks like this:

- ✔ You have \_\_\_\_\_ Aspect and are in \_\_\_\_\_ situation, so it makes sense that, (un)fortunately, \_\_\_\_\_ would happen. Praise (Damn) your luck.

Here are a few examples:

*Alicia has the **It's Good to be the Queen** Aspect and is currently trying to impress people at her new school, so it makes sense that, fortunately, someone who has seen her in an article would come up to her to ask about her travels in other countries thus giving her a chance to pontificate endlessly about a subject which revolves all around her. Praise her luck.*

*Alicia also has the **Possessed High School Girl** Aspect and is currently trying to impress people at her new school, so it makes sense that, unfortunately, while she is chatting and mixing with the students, that she is subjected to a distracting internal dialogue as the entity within her suddenly gets an urge to see what erasers taste like causing her to shove one into her mouth and start chewing. Damn her luck.*

*Bella has the **Child of the Bloody Nightmare** Aspect and is in a losing battle, so it makes sense that, fortunately, friends of her Mother appear to help her escape the situation, likely turning the tide heavily in her favor. Praise her luck.*

*Bella also has the **The Ever Present Danger of Inanimate Objects** Aspect and is investigating a house that is strewn with booby traps, so it makes sense that, unfortunately, after tiptoeing through a host of tripwires and bombs, she accidentally knocks over an ironing board which triggers several traps all at once. Damn her luck.*

The point of the Effect, as you'll see later on, is to create a direction for the story to go. GMs and players should be careful to use this mechanic to heighten the story. It might be technically possible for allies of Morrigan, the Bloody Nightmare, to appear when her child is in danger once or maybe

twice. Especially in a dramatic moment when all hope seems lost. It even makes a moment when NPCs save the day the result of player decision and thus still revolves around the character rather than stealing the spotlight from them. However, a story will get boring if every problem is solved by throwing mommy's Goddess status at it. Likewise, an Aspect ceases to be dramatic if it can be expected to cause something wrong to happen in every scene.

Sometimes a particular Invocation or Compel might actually be better represented by a bonus, penalty or reroll.

*Bella wants to Invoke her **Child of the Bloody Nightmare** Aspect to create a **Bloody Seeming** to intimidate a prisoner during an interrogation. While it is possible to spend a Fate Point to create such a new Aspect on herself, it is probably more effective to simply spend the Fate Point to give herself a +2 on her Persuasion roll to intimidate for that action. If her goal is to have multiple Aspects she can use for higher bonus, she might instead create the indicated appearance by performing a maneuver to stack Tags onto her Aspect so that she can use them all at once.*

In general, Invoking or Compelling for Effect should create new story directions in some form or fashion.

*After Invoking **It's Good to be the Queen**, Alicia has created the story thread in the form of a throng of hangers on to listen to her talk about things. This could go in any of a number of directions and can create at least a small subplot for the next few sessions. She is a perfect position now to lay the seeds for how the school talks about her or anybody else she is interested in.*

*After Compelling **Possessed High School Girl**, the GM has cause Alicia to be seen as a little weird in front of a large number of people. Depending on how she can talk her way out of it, this might cause her earlier Invocation to turn on its head against her. Now she's going to have to put some fires out and track down several rumors.*

*After Invoking **Child of the Bloody Nightmare**, Bella and her comrades have been rescued from certain defeat by the timely appearance of several warrior Gods. Now comes the question of just why the heck these important people were coming to see a Demigoddess.*

*Perhaps there's something Nirvana wants her to do.*

*After Compelling **The Ever Present Danger of Inanimate Objects**, the GM has placed Bella in danger for her life and limb against the attacks of several booby traps in the room with her. More than that, the noise of the claymore mine that she just barely got cover against has alerted the neighbors after destroying half the west wall of the building. Any moment now, police are going to be streaming in to lock down the area.*

There are a number of benefits to this. With Invocations for Effect, it allows the PCs to have some control over the universe, brings your story arch to the front and takes a bit of the storytelling burden off of the GM. For Compels for Effect, this lets the GM keep the story moving when it looks like the characters are losing the thread of what they are supposed to be doing. It gives them something new to chase when they feel like they've lost the thread.

As always, the GM has the final say on whether an Effect goes or stays.

## DECISIONS

Decisions are almost always Compels for Effect. A player does not need to spend a Fate Point in order to follow their Aspect. But they should get a Fate Point when GM decides to use the Aspect to suggest a character decision. They look like this:

- ✔ You have \_\_\_\_\_ Aspect in \_\_\_\_\_ situation, so it makes sense that you'd decide to \_\_\_\_\_. This goes wrong when \_\_\_\_\_ happens.

*Kat has the **Sings like a Cat** Aspect when the school decides to hold an intra-class choral competition, so it makes sense that she'd decide to refuse to sing. This goes wrong when the homeroom teacher gets angry with her refusal and gives her detention.*

*Alicia has the **Big Fish, Bigger Pond** Aspect while she's organizing her class's activity for the coming fundraising festival, so it makes sense that she would start to act like she's in charge and superior to everyone. This goes wrong when someone more likeable than her starts taking over the project.*

*Bella has the **Get off the Damn Phones!** Aspect when she is trying to impersonate a secretary on a case, so it makes sense that she'd lose her patience answering the phones. This goes wrong when the person she's inves-*

tingating calls and she snaps sarcastically at him.

The real impact of these compels is the things that go wrong because of what a character decides to do. Without the \*this goes wrong when...” part of the Effect, it’s just a normal situation. The GM might as well simply ask the character to make a roll against a difficulty. It doesn’t provide any story direction or anything of real interest, unless they failed that roll. The player gets the Fate Point because the GM is basically suggesting here “let’s say you failed a roll and go with the consequences.” In one sense this is sort of a railroading mechanic, but it generally only works to railroad you in the direction you said you wanted to go and you have some ability to tell the GM “no I don’t want that to happen” by refusing the Fate Point.

The decision part should be self-evident and something the player may have been thinking about doing anyway. The same goes for players trying to Compel NPC decisions or each other’s PCs – make sure you have a strong mutual understanding of what that NPC or other character might do before proposing the Compel.

GMs and players remember that the owner of a particular character has ultimate responsibility for what they say and do. You can offer decision based Compels, but if the player doesn’t feel like the decision is one that the character would make, don’t force the issue. Negotiate the terms of the Compel for Effect until you find a decision the player is comfortable making. Then create a complication that chains from that decision. Unless the Aspect in question is a Persistent Aspect, do not make these into Cutthroat Compels. Players, realize that if you have made any of your Specialty Aspects Persistent, that you may be forced down certain roads more than other players.

Players, if you need Fate Points, this is a really good way of getting them. If you propose a decision-based Compel for Effect for your own character to the GM, then what you’re basically asking is for something to go wrong somehow. You don’t even have to have a complication in mind – simply signaling the GM should be enough to start a conversation. GMs, as long as the Compel isn’t weak (as in, as long as there’s a good, juicy complication), you should go with this. If the Compel is weak, poll the rest of the group for ideas until something more substantial sticks.

If you offer a decision based compel, and no one can agree on what the decision part should be – just drop it. If the Aspect in question is a Persistent Aspect and most of the table agrees to the decision part, then the player should still have to pay a Fate Point to counter it. Otherwise countering a decision based Effect should just mean that the “goes wrong” part doesn’t happen.

### RETROACTIVE COMPELS

Sometimes, you’ll notice during the game that you’ve fulfilled the criteria for a Compel for Effect without a Fate Point getting awarded. You’ve played your Aspects to the hilt and gotten yourself into all kinds of trouble, or you’ve narrated crazy and dramatic stuff happening to a character related to their Aspects just out of reflex.

Anyone who realizes this in play can mention it, and the Fate Point can be awarded retroactively, treating it as a Compel after the fact. GMs, you’re the final arbiter. It should be pretty obvious when something like this occurs, though – just look at the guidelines for event and decision Effects above and see if you can summarize what happened in the game according to those guidelines.

Basically, if stuff went wrong and the stuff that went wrong could be related to one or more of a character’s Aspects, then they probably deserve a Fate Point.

Of course, do not retroactively charge Fate Points for Invocations for Effect just because the player was roleplaying to the hilt and everything went right for them and you happened to have the story run in a direction that related to their Aspects.

### EFFECT WITH SITUATION ASPECTS

You can use Situation Aspects the same way you can use all other Aspects: to invoke for either bonus, reroll or for effect. Because Situation Aspects are usually external to characters, you’re almost always looking at event-based compels rather than decision based ones. The character or characters affected get a Fate Point for the Compel.

Here are some examples:

*Because the Laboratory they’re raiding is **In the Middle of Lockdown** it makes sense that, unfortunately, their way into the building is sealed closed. Damn their luck.*

*The school office is **Busy and Crowded** so it makes sense that the teachers are a little distracted and Alicia will have to calm down the annoyed teacher whose*

attention she gets. *Damn her luck.*

*Because there has been a **Sudden Freeze** the members of Beta Company will have to work all night to keep their Uprights in working condition despite the cold. Damn their luck.*

This is no different for Invokes either.

*Because Alicia is **Sitting Next to the Door** it makes sense that she would have a head start when the bell rings for lunch. Praise her luck.*

*Because James has a **Prepared Position** it makes sense that he would be difficult to spot when the operation starts. Praise his luck.*

*Because Freddy is dealing with a **Familiar Style** it makes sense that he would have an easier time analyzing a particular circle.*

## USING ASPECTS FOR ROLEPLAYING

Finally, Aspects have a passive use that you can draw on in almost every instance of play. Players, you can use them as a guide to roleplaying your character. This may seem self-evident, but it is worth it to call out anyway. The Aspects on your character sheet are true of your character *at all times*, not just when they're invoked or compelled.

Think of your collection of Aspects as a sort of roadmap, checklist or oracle. They give you a big picture of what your character is all about, and they can reveal interesting implications if you read between the lines. If you're wondering what your character might do in a certain situation, look at your Aspects. What do they say about your character's personality, goals and desires? Are there any clues in what your Aspects say that might suggest a course of action? Once you find that suggestion, go for it.

Playing to your Aspects also has another benefit: you're feeding the GM ideas for Compels. You're already bringing your Aspects into the game, so all she has to do is offer you complications and you're good to go.

GMs, you'll use your NPCs Aspects the same way, but you get an additional way to look at things – you can also use them as a way of figuring out how the world responds to the characters. Does someone have the Aspect *More Bark than Bite*? That might be the sort of person who makes a lot of claims and threats. It's a reputation that might precede the character and cause people to treat him a bit carefully or even stand-offish.

It also suggests something about how loud the character is and how impressive they look as compared to how dangerous they actually are. You know that a lot of people are going to give a snarling thug a wide berth even if the person in question isn't as dangerous as he makes out to be.

Of course, no one is going to ignore the character. Inserting these kind of Aspect related details into your narration can help your game seem more vivid and consistent, even when you're not shuffling Fate Points around.

## Removing or Changing an Aspect

Game and Character Aspects change through advancement. The experience point section will deal with that.

If you want to get rid of a Situation Aspect, you can do it in one of two ways: roll an overcome action specifically for the purpose of getting rid of the Aspect, or roll some other kind of action that would make the Aspect make no sense if you succeed. For example, if you're *Grappled*, you could try to sprint away. If you succeed, it wouldn't make much sense for you to be *Grappled* anymore, so you'd get rid of that Aspect.

If a character can interfere with your action, they get to roll a block against you as per normal. Otherwise, GMs, it's your job to set passive Difficulty or just allow the player to get rid of the Aspect without a roll, if there's nothing risky or interesting in the way.

Finally, if at any point it simply makes no sense for a Situation Aspect to be in play, get rid of it.

## CREATING AND DISCOVERING NEW ASPECTS IN PLAY

In addition to your Character Aspects, Game Aspects and the Situation Aspects that the GM presents, you have the ability to create, discover or gain access to other Aspects as you play.

For the most part, you'll use Maneuvers to create new Aspects. When you describe the action of your Maneuver, the context should tell you if it requires a new Aspect or if it derives from an existing one. If you're bringing a new circumstance into play – like throwing sand in someone's eyes – you're indicating you need a new Situation Aspect.

With some Abilities and Advantages, it's going to make more sense to Tag an Aspect that's already on some other character's sheet. In this case, the PC or NPC you're targeting would provide the active opposition to keep you from being able to use that Aspect.

If you're not looking for a Tag, and you just think it'd make sense if there were a particular Situation Aspect in play, you

don't need to roll the dice or anything to make new Aspects – just suggest them, and if the group thinks they're interesting, write them down.

### SECRET OR HIDDEN ASPECTS

Some Abilities also let you use Maneuvers to reveal Aspects that are hidden, either on NPCs or environments – in this case, the GM simply tells you what the Aspect is if you get a tie or better on the roll. You can use this to “fish” for Aspects if you're not precisely sure what to look for – doing well on the roll is sufficient justification for being able to find something worthy of a Tag.

Generally speaking, we assume that most of the Aspects in play are public knowledge **for the players**. The PCs' character sheets are sitting on the table, and probably the main and supporting NPCs are as well. That doesn't mean that the characters know about those Aspects, but that's one of the reasons why the Maneuver action exists – to help you justify how a character learns about other characters.

Also remember that Aspects can help deepen the story only if you get to use them – Aspects that are never discovered might as well never have existed in the first place. So, most of the time, the players should always know what Aspects are available for their use, and if there's a question as to whether or not the character knows, use the dice to help you decide.

Finally, GMs, we know that sometimes you're going to want to keep a NPCs Aspects secret, or not reveal certain Situation Aspects right away, because you're trying to build tension in the story. If the PCs are investigating a series of murders of psychics and non-humans, you don't exactly want the culprit to have *Fanatic Van Helsing* sitting on an index card for the PCs to see at the beginning of the adventure.

On those cases, we recommend you don't make an Aspect directly out of whatever fact you're trying to keep secret. Instead, make the Aspect a detail that makes sense in context after the secret is revealed.

### THE FATE POINT ECONOMY

This is the big issue with any Fate system. The game thrives on an ebb and flow of Fate Points. Action will tend to get very boring and frustrating if the players run out of Fate Points for too long. You'll want to use something physical to indicate how many Fate Points you have. Marbles, poker chips, and glass beads are items that I have used in the past.

Ideally, you want a consistent cycle of Fate Points going on throughout your sessions. Players spend them in order to be awesome at a crucial moment, and they get them back when

their lives get dramatic and complicated. So if your Fate Points are flowing the way they're supposed to, you'll end up with these runs of success and trouble that make for a fun and interesting story.

So here's how that works.

### REFRESH

Each player gets a number of Fate Points to start each session with. That total is called the Refresh Rate. The refresh for a default, starting character is determined by the Power Level of the campaign, but will usually be somewhere between 4 and 6. Characters can opt to lower their Refresh by 2 in exchange for 3 Advantage Points, to a minimum of 1 Refresh. Characters can also opt to spend Advantage Points in order to increase their Refresh above the default level.

Refresh costs 15 experience points to raise. This experience may be spent via normal experience or any organic experience gained. Sometimes, something may happen that causes a significant change in your character and the GM might allow you to exchange your Refresh for more Advantages, but your Refresh can never go below 1.

In the default style of play, you begin every session of play with your Refresh in Fate Points. Sometimes it might make more sense if you begin the play session with the same Fate Points you ended with, especially if you ended a play session in the middle of a battle that was yet to be finished. Also, some campaigns might decide to allow players to keep any Fate Points they received in excess of their normal Refresh between game sessions.



**PSYCHIC**



**HUMAN**



**SUPER NATURAL**

*Advantages let you duplicate trained sorcery, intense skill and innate supernatural Talents.*



# CHAPTER 8 ADVANTAGES

## WHAT ARE ADVANTAGES?

For the most part, Advantages are what separate the heroes from the masses. They are similar to Specialty Aspects in that they further define what a character can do with their Abilities, but, while Specialty Aspects can be turned against you, Advantages are entirely positive.

There are three types of Advantages: Expert, representing training and education; Heroic, representing special talents or high degrees of skill; Power, representing psychic abilities and levels of skill that reach legendary heights.

## EXPERT ADVANTAGES

Expert advantages represent training or natural talent in a particular skill or field of knowledge. They cost one Advantage Point (AP) each and usually grant one of the following benefits:

- ✔ **+1 bonus on rolls to a certain type of action, no matter what Ability is used.** When rolling to perform a task, such as engaging in a mental conflict to seduce another character, you gain +1 bonus.
- ✔ **+2 bonus on specific uses of an Ability.** This bonus should only apply to very specific uses of an Ability that's likely to only occur rarely, such as a +2 bonus to Perception when attempting to read lips.
- ✔ **Substitute one Ability for another in specific situations.** A character's training in one Ability may bleed over into a field normally associated with a different Ability. For example, a martial artist may use Agility instead of Strength to attack unarmed or with melee weapons.
- ✔ **Special.** Any small benefit the character may have, such as not forcing you to suffer the -1 penalty for taking a certain action as a supplemental action. These benefits should be small and function without the need of an Aspect.

Later in this chapter you will find a list of suggested Expert Advantages, the majority of them copied from *Strands of Fate* and *Strands of Power* by Void Star Studios. A few that are specific to *Divine Blood* have been added and you are free to think of your own Expert Advantages using the guidelines mentioned above.

## HEROIC ADVANTAGES

A sorcery inclined private investigator running cases for in-human clients, the Faustian working inside a criminal organization to cause it to self-destruct, the teenager with huge psychic potential running from a shadowy secret society; these are the kinds of people that have Heroic Advantages.

Heroic Advantages allow you to perform special actions or grant larger bonuses than those gained from Expert Advantages. Some of the more powerful effects generated by Heroic Advantages cost a Fate Point to activate.

Heroic Advantages cost two Advantage Points to purchase, and you will find a list of several such abilities later in this chapter, most of them from *Strands of Fate* and *Strands of Power*. And, as with Expert Advantages, you will likely think up some more special abilities you think would make for good Heroic Advantages.

As a guideline, Heroic Advantages tend to provide some of the following benefits, usually to grant the character some style or "flavor". They are also usually accompanied by some sort of limitation to keep them balanced and interesting.

## SAMPLE BENEFITS

- ✔ Provide a +2 bonus to a broad use of a given Ability or a +3 bonus to a very limited, specific use of a given Ability for 1 FP.
- ✔ Make a Specialty Aspect you already have into a Persistent(P) Aspect or gain a new non-physical Persistent (P) Specialty Aspect.
- ✔ Spend a FP to make a scene or zone Aspect into a Persistent (P) Aspect for you only.
- ✔ Allow your character to take more than one Minor Consequence for a particular Stress Track.
- ✔ Increase the amount of Stress each Consequence negates when taken by +1.
- ✔ Get a special benefit after generating Spin in a roll.
- ✔ Attack a foe by spending 1 FP if you generate Spin in a defense roll.
- ✔ Infinite Ammo
- ✔ Acting first in any combat.
- ✔ Gain a benefit for using two weapons in combat.

- ✔ Perform a Maneuver as a free action in exchange for 1 FP if you generate Spin on an attack roll.
- ✔ Breaking or ignoring a specific game rule for 1 FP.
- ✔ Being able to ask your GM for clues.
- ✔ Not having to roll for obtaining a specific benefit (making friends, buying equipment, etc)
- ✔ Make an Assessment when you normally wouldn't be able to.
- ✔ Delaying the effects of Defeat in a specific type of conflict.
- ✔ Granting extra XP to improve other traits.
- ✔ Increasing your Refresh rate.
- ✔ Basic training in some psychic skills such as Feng Shui, Magic or Shaping.

### SAMPLE LIMITATIONS

- ✔ Limiting the use of the Advantage to once per roll, turn or scene.
- ✔ Advantage activates after taking a Consequence.
- ✔ Advantage activates after generating Spin.
- ✔ Advantage activates only on the first attack/defense roll.
- ✔ Advantage activates only in specific situations. (social, outdoors, when driving a vehicle, in business meetings, etc)

### POWER ADVANTAGES

While Heroic Advantages dip into the supernatural abilities that exist within the world, it is with Powers that the characters really purchase these Advantages. In **Divine Blood**, whether they're called Talents, spells, shaping, channeling or so on, most powers collectively identified as psychic abilities and all work in the same way. There are a few examples of powers that are entirely physical in nature, such as a Raven's clawed feet or the body hardening produced by genetic enhancement and transformation rituals. Other Powers represent an intense mastery in a particular skill.

One thing to note about the **Divine Blood** setting and its powers, this has already been stated, but a good number of the supernatural abilities are things anybody with the right training can do. It is only access to the training that is limited.

Several sample Powers are detailed in this chapter, both to serve as Powers you can pick and choose from; and examples of those you can make on your own. The Powers in Fate are "effects-based" which means, they're mostly only concerned with the mechanical effects of the ability and allow you, the player or the GM, to describe the way that effect is produced. So, you're not going to find a power called "Fireball" or "Lightning Bolt" but you will find "Power Attack" which can be bought as a ranged attack and described as being a fireball or lightning bolt.

Most of these powers come from *Strands of Power* and **Strands of Fate**; however, as noted earlier the Powers have been changed up to better fit the setting. So, if you're coming to **Divine Blood** from basic **Strands of Fate**, don't assume that everything is exactly as you know it from that book.

As with most things in this game, Powers have Aspects that define the way they accomplish their effects. For example, the armor power might be a result of biological differences, a channeler's aura, genetic enhancement or body hardening. The effect of increased armor value remains the same for each, but can be differentiated with Aspects such as *Protective Chi Aura*, *Genetic Body Hardening*, *Gargoyle Skin* or *Psychic Body Hardening*.

### PURCHASING A POWER

When you purchase a Power, there are a few things you need to do, some of which may not be necessary depending on the Power.

- ✔ Pay the Power's base cost in Advantage Points
- ✔ Select the Power Aspect to define the trappings of your Power.
- ✔ Determine the variables of the Power, such as how much stress it deals as an attack, what shape you change into and so on.
- ✔ Decide on and purchase any modifiers you may want.
- ✔ Consider how this Power may be used in conjunction with a "Meta-Power"
- ✔ Record any additional Aspects granted to you by the Power, if any.

Those who are familiar with **Strands of Fate** may notice that two of the steps from that book are skipped here. This is because most powers will State which Affinity Ability they require in their description and most Powers in **Divine Blood** require a roll to activate.

## POWER ASPECTS

As already stated, powers in Fate and **Divine Blood** are “effects based”. What this means is that a power which is intended to do damage to an opponent will be purchased as a Power Attack regardless of whether the damage is dealt via fire, Chi-blasts, Vitae-enhanced blades, electricity or telekinetically projected rocks. It doesn’t matter, the end result is that they all do damage so they are all purchased as the same power. The definition of how the damage is dealt or how an effect is achieved comes through the “Power Aspect”. For example, a channeler capable of forcing their Life-Force into razor sharp discs might have the power aspect of *Condensed Chi Disc* for a Power Attack while someone who fills an area with smoke might have an Imbue Zone power with an aspect of *Smoke Screen*.

These Aspects can be compelled or invoked as usual for any Aspect. For example, the *Condensed Chi Disc* might be compelled such that the effect breaks down some distance from the user, reducing the impact of the attack at longer ranges. The *Smoke Screen* might be torn apart in a place with high winds. On the other hand, the *Condensed Chi Disc* might be invoked for effect, calling on that cutting razor disc imagery to make a maneuver rather than a direct attack. The smoke screen aspect might be invoked to give someone in the area a coughing fit, making it easier to find hidden foes aside from merely obscuring the caster.

## POWER CATEGORY

There are three primary categories of powers each of which are associated with one of the three psychic Abilities. These are Manipulative, Metabolic and Sensitive powers. In order to tell what sort of power you have, check the activation roll as it will name which psychic Ability to roll with in order to activate the powers. **Strands of Fate** would call this the power’s “Affinity”. Some powers can be matched to any of the three Abilities dependent on the Aspect connected to it, and this will be noted in the power description. A rundown of the categories is as follows:

- ✔ Manipulative – These are powers that cause a physical change in either the environment or in a creature other than the psychic. Telekinesis, pyrokinesis, geokinesis and healing touches are all examples of Manipulative powers.
- ✔ Metabolic – These are powers that cause a physical change in the psychic themselves. Shapeshifting, super-strength and self-healing are all metabolic powers.
- ✔ Sensitive – These are powers that affect either the mind or the Life-Force rather than the physical body. Mind control, curses, telepathy, and animal control are Sensitive powers.

## POWER SOURCES

Aside from the categories of powers mentioned above, there is the matter of what the source of the power is. While all powers work in basically the same way; by the telekinetic manipulation of quantum matters surrounding the psychic resulting in a predictable chain reaction; the manner in which people acquired these powers is not always the same. The ways people can acquire power are listed below:

- ✔ **Talent** – A Talent is an ability that a character was born with. The processes and actions necessary to producing the effect are as built into their brain as breathing is built into other people. While Talents benefit greatly from understanding how their powers work, they don’t require the same sort of detailed knowledge that sorcerers do. Likewise, their powers are much faster than shaping and much more efficient than channeling. Most Powers exist as Talents somewhere within the population.
- ✔ **Shaping** – These are powers brought about by occult ritual. From an outside perspective, shapers seem to follow a mystical, quasi-religious sort of practice, but the majority of shapers are more akin to scientists in their perspectives. Most Talents can be reproduced as a shaping ritual, but whereas a Talent can be brought to use in an instant, a shaping ritual might take anywhere from ten minutes to an hour to complete.
- ✔ **Channeling** – These are powers brought about by raw use of force. Channeling has limited uses, mostly within the area of self-enhancement and offensive abilities. Specific energies cannot be reproduced by channeling; rather what will be produced is the raw Life-Force of the individual involved. As such, channelers cannot reproduce actual fire, but they can create a chi-blast that appears and behaves superficially like fire. It won’t ignite anything, and won’t do as physical damage as similar amounts of actual fire, but will wash over obstacles to reach a target, for example. In general, however, channelers that make an effort to apply such flourishes are considered to be wasting their effort.
- ✔ **Magic** – This is the borrowing of powers that are not yours. By connecting with a Talent in a way that allows your mind and body to make use of the instincts embedded in their genetics, you are able to replicate their Talent. This comes either through Low Magic, which involves a genetic sample of the Talent being borrowed, or High Magic, which involves gaining magic through the Gods or Demons.
- ✔ Shapeshifting – Technically, shapeshifting is a Talent,

however, it is a Talent that can replicate several other Powers. Pretty much any power that can be explained as a change or difference within the psychic's own body can be replicated by shapeshifting. This includes diseases and poisons created within the body, the growth of claws and so on.

- ✔ **Telepathy** – These are powers that can be modeled by the Telepathy Control Advantage. They represent the ability to get into a person's mind and either communicate with them or change things to your desire ranging from implanting a specific idea all the way to inducing brain death.
- ✔ **Touched** – There are some Talents that are complex enough that they simply cannot be replicated by Magic, Channeling or Shaping. There is something intrinsic about the psychic themselves that make the power possible.
- ✔ **Training** – For the most part, when someone trains to be psychic, they become a channeler, shaper or magician. There are very few powers that can be trained without a broader grounding in Life-Force manipulation. Most of these are of a metabolic nature and the training involved is meant to force the body to make a reactive change. This can also involve an actual genetic level change in the person rather than literal training. For example, genetic therapies and shaping rituals exist which can harden the skin and make a person more resistant to being damaged. In other cases, the training might represent someone who has trained to an extreme level. For example, a person with enough experience and training to effectively have enhanced reflexes, simply by being that good, with no psychic or scientific interference. In general, a power that is "Trained" without being either Channeling, Shaping or Magic is not truly a psychic ability, but an everyday ability honed to levels that seem improbable.

Normally, the Aspect used to define the Power will make it obvious what the source of the power is. A *Protective Aura* for example might provide the same protection as *Body Hardening* but one represents an active, draining use of Life-Force and thus a true psychic ability while the second represents long effort spent altering the physical structure of the skin and muscles.

### WHAT EXACTLY DO POWER ADVANTAGES DO?

Powers Advantages will do one of two things: they will add action options to one or more of the Psychic Abilities or they will add some sort of passive benefit. If both of these things sound a lot like what Expert and Heroic Advantages do, you'd be exactly right. Some of them even cost the same as Expert and Heroic Advantages. So what exactly sets them apart so that they have their own section?

Thematically speaking, all of the Power Advantages represent the capacity to do things that most of the world believes to be impossible. Some of them can be used to represent the pinnacle of mundane skill but even then, you're discussing the levels of skill from which legends are made.

### POWER ASPECTS

Each Power provides the character a Power Aspect that defines exactly how the Power works. These are similar to Specialty Aspects in that they have more impact on events than on story usually. Not that they can't suggest story scenarios, but Power Aspects are more about the details and nitty gritty than the broad implications. Usually a psychic will have a more story applicable Aspect related to their abilities within their Character Aspects.

If you are wondering whether or not your character or a player's character if you're the GM, can or cannot do something, then you should check their Power Aspects. For example, a channeler is not going to be setting anything on fire unless there's a convenient lantern, torch or some other source of fire nearby. As such a *Chi Blast* cannot be used to perform a maneuver to start a fire. Meanwhile, using a *Fire-Blast* to try and just knock someone over still carries the risk of setting them *On Fire*.

### ACTIVATION

There will be a description of the Power below that and what benefit it provides. In cases where it adds a new action, the action will be described there. Most Powers will have an "Activation" Difficulty listed in their description. Activation is an overcome action that is part of the normal use of the Power that obeys the following action chart.

- ✔ **Overcome** – First thing first, you will need to roll your Manipulative against a Difficulty set by the power. This is usually 4 but Powers meant to be activated only once in a scene, such as most shapeshifting powers, have a default Difficulty of 6.
- ✔ **Fail** – Either the Power fails or else it activates but you take Life-Force stress equal to the amount by which you failed the roll.
- ✔ **Tie** – The Power activates, but you suffer a Boost representing the strain of using the Power.
- ✔ **Success** – The Power activates no problem.
- ✔ **Success with Spin** – The Power activates and you have a Boost that you can invoke for a bonus on using the Power.

**WHY A DIFFICULTY 4?**

Part of this is because the default Difficulty for Strenuous powers in Strands of Fate is 4. However, the Difficulty was not simply passed on without examination. The majority of psychics in play will have Psychic Abilities with ratings of 1 or 2. Combat trained psychics will reach 3 fairly often.

A Difficulty of 4 insures that Life-Force Stress will be a common concern in most of the low powered games where characters are playing people who are still new to using their Abilities in crisis situations even if they have been trained for it. It enforces the theme that using psychic abilities is a strain and that endurance must be built up, just like exercising the muscles.

If the player wants to perform some minor effect based on their powers for flavor, without actual game impact, the GM has some options.

They can ask the player to spend a Fate Point and invoke the Power's Aspect.

They can point out to the player the Power Tricks Meta-power Advantage

Or they can just let the player do that if it is a rare occurrence and nothing really important comes of it.

However, it should be noted that if a player spends a lot of time performing "flavor" actions and that these actions are having an impact on the direction of the game, then the Power Tricks Advantage should be strenuously encouraged.

**POWER DESCRIPTION**

Each Power includes a description that gives the basic concept of the Power followed by a determination of what benefit or actions it provides. If the Power provides an action and that action uses a slightly different than usual version of the basic Overcome, Maneuver, Attack, Defend and Block actions, then a list of results will be provided as well. If a result list is not provided, then assume it operates as a standard action of its type.

**POWER MODIFIERS**

Powers will also usually be listed with modifiers. In some cases these represent higher degrees of development and control of a particular power, especially for some of the more iconic powers of the setting such as death-seer. In other cas-

es, the modifiers are there for you to more closely model the Power into the exact Talent or technique that you want. If there are things in the base power that you don't want to be able to do, there might be a modifier allowing you to take the Power cheaper by dropping that ability. If you want to have some ability that's not in the basic capability, check to see if there's a modifier that will let you do that. If it doesn't exist, talk to your GM about creating it.

**STRANDS OF FATE POWERS**

There are a lot more Powers that can be brought over from **Strands of Fate**. However, there are some things to note.

- ✔ Tech Level does not modify powers in Divine Blood.
- ✔ Attack type Powers should start with a Weapon Rating of 2. Roughly equivalent to Herculean Strength, one level of Hard Style or picking up a small knife.
- ✔ Healing as it stands in Strands of Fate is rare in Divine Blood. Increase the base purchase cost to 6 AP. Accelerate Metabolism and Exchange Health are the only common methods of using psychic powers to heal physical injuries in Divine Blood.
- ✔ Metro Super Powers are rare, even among Gods and Demons. Super Powers beyond that are exceedingly rare.
- ✔ Strenuous is the default setting of all Powers in Divine Blood unless otherwise stated in this book.
- ✔ The Effortless modifier, activating a Power by spending a Fate Point, costs 2 Advantage Points in Divine Blood.
- ✔ If a Power requires an Extended Roll, instead it requires either a Challenge or a Contest, whichever makes the most sense.
- ✔ Telekinesis is a basic power in Strands of Fate not to be confused with a -Kinesis control. -Kinesis controls are meant to be used to model control of specific energies like light, heat or cold. It is possible to build a -Kinesis control based around Telekinesis, but purchasing the basic Power is likely to be more efficient.
- ✔ Insubstantiality in living beings, even Gods and Demons, is unheard of, but this does not mean it is impossible. The standard Insubstantial Power in Strands of Fate is already fairly expensive at 6 AP. Increasing the cost beyond that might be punitive, as GM you can simply say "it's not thematic" and tell a player "no", you may allow it as it stands or you may increase the base cost to 8 AP. If you do allow a player to take Insubstan-



tial, be aware of ways you can provide them obstacles without eliminating the benefit of the Power.

- ✔ Flight is another rare power and most individuals that have it also possess or can acquire wings. You can require a player to take Extra Limbs to have flight. If you want to allow wingless flight, that is fine and doesn't require increased cost. Some beings do possess that knack after all. It should be noted, however, that a majority of those capable of flight are also capable of teleportation in some capacity.

### MORE ADVANTAGES

You will find a wider variety of Power and Heroic Advantages in **Strands of Fate** from Page 101 to Page 204. In addition, the entire Strands of Power book is focused on other Heroic and Power Advantages.

### SAMPLE EXPERT ADVANTAGES

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

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

**Alertness** – You gain a +2 bonus on 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 maneuvers related to animal behavior.

**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're 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 +1 bonus on all rolls to break into a location undetected, as well as make maneuvers relating to casing a place.

**Chewbacca Defense** – You may use Deception to block Reasoning actions by either flooding the topic with nonsense or throwing actual falsehoods into the situation.

**Circle Expert** – You gain a +2 bonus to create, analyze or use circles in regards to psychic abilities.

**Con Man** – Substitute Deception for Empathy when trying to perform a maneuver 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.

**Deep Pockets** – Normally in social conflicts, Resources would be used to set up Aspects and Leverage prior to the actual conflict. However, with this Advantage you can use the mere threat of resources as a social attack or defense.

**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.

**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 specific field or a +1 bonus to make relevant maneuvers. 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 maneuvers related to your specific field. You may take this Advantage multiple times, each time selecting 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 Opponent** – Select a particular type of person such as trial lawyers, soldiers, artists or the like. When you are in a mental conflict with a person of that type, you gain +1 to all mental rolls including attack and defense rolls.

**Favored Target** – Select a particular type of vehicle, such as tanks, helicopters, upright or automobiles. When you are in a physical conflict with a vehicle of that type, you gain a +1 to all physical rolls including attack and defense rolls.

**Favored Rival** – Select a particular type of person such as rich kids, cheerleaders, jocks or the like. When you are in a social conflict with a person of that type, you gain a +1 to all social rolls 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 to 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** – You gain a +2 bonus to 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.

**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. Ring 11 characters can take this twice. Ring 10 and lower characters can take this Advantage 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 ratings of one Facility you already own by +1.

**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, crossbow or ranged power, 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.

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

**Note:** Natural Empath is the **Strands of Fate** “Sensitive” Advantage renamed so as to avoid confusion with the Sensitive Psychic Ability. You cannot take both Advantages.

**Occultist** – You gain a +1 bonus on all Knowledge rolls regarding psychic abilities such as magic, shaping, channeling, Talents, minor races, entities and so on. 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.

**Professional** – You are an authority in a specific professional field, be it law, marketing, finance, publication, human resources or accounting. You gain a +2 on all Knowledge rolls, or rolls to make maneuvers related to your specific field. You may take this Advantage multiple times, each time selecting new field to gain the bonus.

**Psychic Diagnostics** – You can tell if a physical or mental ailment is actually a result of Life-Force corruption without the need of psychic abilities or training.

**Psy-Line Training** – You have a +1 to defenses against ranged Psychic Powers. Ring 11 characters can purchase this twice. Ring 10 and lower characters can purchase this three times.

**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 or Free Invokes 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 to Persuasion rolls to frighten others.

**Scene of the Crime** – You 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.

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

**Shard Crafting** – You gain a +2 bonus on building permanent Shards. You must have an Aspect related to being a shaper to take this Advantage.



**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 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.

**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. Ring 11 characters can take this twice. Ring 10 and lower characters can take this Advantage 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 on all rolls to gather information and on Persuasion rolls when dealing with the homeless, gangs, prostitutes or other “street people.”

**Striking Looks** – You gain a +2 bonus 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 or water in the wilderness.

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

**Tide of Trivia** – You can block Reasoning actions by producing a host of things you know about why their argument is faulty.

**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 ride a living creature.

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

**Urban Warrior** – Gain a +2 bonus on rolls to set ambushes and lay traps in the urban environments.

**Vehicle Specialist** – Choose a variety of Vehicle such as Wheeled, Tracked, Uprights, Spider-Tanks, Helicopters, Jets, Personal Boats or so on. You gain a +2 bonus on rolls to drive that sort of vehicle or you may grant that bonus to your vehicle when it needs to make rolls. This can be taken multiple times, each time for a different class of vehicle.

**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.

#### WEAPON CATEGORIES

You can use the categories as defined in Strands of Fate, but it is best to define your own categories. As long as the category represents a significantly limited number of weapons, you should be fine.

A specialty in pistols or rifles is fine.

A specialty in all firearms is not.

You might feel that unarmed specialty should include natural weapons such as a Raven’s claws, another GM might feel that requires a separate category.

Players should be allowed to take this for some categories of psychic Powers. Again, it should be a significant limit. For example, a specialty with Telekinesis rather than all Talents. A specialty with Channeling Blasts should not carry over to a Demon’s Realm.

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

**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 rolls, such as when attempting to push, pull, throw, restrain, pin or trip another. Ring 11 characters can take this twice. Ring 10 and lower characters can take this Advantage three times.

**Xenobiology** – The character gains a +2 to roles pertaining to the anatomy or body chemistry of beings other than their own race.

## SAMPLE HEROIC ADVANTAGES

**Note: Unless otherwise stated, 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.

**Dim Mak** – The character can spend a Fate Point in order to perform a supplemental Maneuver with their unarmed attacks during the scene in order to delay the effects of the attack for later. The Aspects placed by the Maneuver determine when the attack will be felt. The triggering Aspects should reflect a biological trigger. So time could be expressed in heartbeats or footsteps. Things such as falling asleep or even just lying horizontal could also be a trigger since those involve at least minimal effects on the body.

*A dim mak expert is harassed by a handful of toughs and they don't want to be bothered with a full fight just now. He attacks the leader and uses a maneuver to apply **Painful Nausea** as an aspect and performs a supplemental action to apply the aspect **After Two Hundred Heartbeats** as well. Since nothing immediately happens, the toughs laugh it off and walk off after minimal trouble only to have their leader double over two minutes later.*

*A dim mak expert learns that some soldiers are planning an ambush on some of her friends. Killing or incapacitating these soldiers will just cause their commanders to replace them with someone else and she's busy trying to escape herself and can't follow the soldiers or be sure to get the information across to warn them. Instead she spends several rounds attacking the soldiers with a mix of normal attacks and dim mak ones, dealing minimal apparent damage before escaping, but riddling all of them with delayed attacks triggered on **When the Adrenaline Flows Just Before the Ambush Hap-***

*pens. Later, when they're getting ready to attack her friends and she's elsewhere, the soldiers start dropping like flies for no apparent reason. Unfortunately, one or two kept calm enough that her trigger maneuver never happened for them, but the ambush is still weakened.*

**Easy Mindscape** – When entering a mindscape, the character is still able to split their perceptions between the physical world and the mindscape. However, while operating on both levels, they have the aspect *Mind and Body Are Split*.

**Favored Visualization:** The character receives a Specialty Aspect related to a particular visualization they prefer to use in mindscape conflicts. They enter mindscapes with this visualization at the basic stats of WR 2 or AR 2. If it is a zone visualization, they can immediately place the aspect on a single zone. If the visualization is ever corrupted or disrupted, they may spend a Fate point to return it to its base level. A character may only have one each of favored weapon, protection and zone visualizations.

**Feng Shui:** The character may spend a Fate point to make maneuvers to affect the psychic environment without use of powers. For example, a maneuver might allow the character to apply an Aspect of *Cleansing Flow of Life* to a room for a scene in order to make it easier for someone's Life-Force to heal. Another Feng Shui Shih might perform a Maneuver to apply the aspect *Never Fight a Feng Shui Shih On Their Home Ground*.

For longer term or wider area effects, see the section on Facilities and Shards.

You may also take the Professional Expert Advantage and apply it to Feng Shui.

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

So you've got one turn to do something before you must settle the effects of the Defeat.

**Gate Expert** – You can use Knowledge in the place of Sensitive to identify and open Gates as well as break Seals.

**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.

**Herculean Might** – You are incredibly strong, a mountain of muscle and power. You gain a +2 bonus to 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.

**Iron Will** – Each time you take this Advantage, you may take one additional Mental Minor Consequence. You may take this up to 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, the GM may not allow you to use this Advantage if you have been previously stripped of your gear.

**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.

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.

**Pressure Points** – You are very knowledgeable of the weak points of the body. You are able to make an attack by tapping seemingly harmless points on the body.

With a successful roll of Agility versus the target's Perception, they might not even be aware of being touched and thus not be aware of the cause of any sudden pain suffered. The consequences that can be laid by Pressure Point attacks include *Nausea, Internal Bleeding, Pain, Fatigue, Paralysis, Heart Attack* and so on.

You can also use this Advantage to provide a +2 bonus to any attempts to provide medical aid.

The first time per scene you use this ability is free, but all subsequent times require the expenditure of a Fate Point.

**Rebounding Life-Force** – Each Life-Force Consequence you take reduces the Stress of that Attack by +1.

**Reputable** – Each time you take this Advantage, you may take one additional Social Minor Consequence. You may take this up to three times.

**Resilient** – Each time you take this Advantage, you may take one additional Physical Minor Consequence. You may take this up to three times.

**Robust Life-Force** – Each time you take this Advantage, you may take one additional Life-Force Minor Consequence. You may take this up to three times.

**Signature Item** – Select an item you have obtained by taking a Resource Specialty Aspect. 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 Loren Mutabah uses her **Omnipresent Roll of Cloth** in order to protect a crowd from stray gunfire, she might invoke that Aspect to gain a bonus on her Manipulative roll. If it is the first time she is using her **Omnipresent Roll of Cloth Aspect**, then she would get to Invoke it for free as if she had a Tag because of this Advantage.*

**Tenacious** – Each Mental Consequence you take reduces the Stress of that Attack by +1.

**Toughness** – Each physical Consequence you take reduces the Stress of that Attack by +1.

**Untouchable** – Each Social Consequence you take reduces the Stress of that Attack by +1.

**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, taking a Minor Physical Consequence reduces the amount of stress suffered by 4 instead of 2.

**Visualized Defense** – When you are defending your own mindscape, your *Home Turf* Aspect is persistent.

**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.

## SAMPLE POWER ADVANTAGES

### ACCELERATE METABOLISM

**Sample Aspects:** *Healing Touch, Accelerated Healing*  
**Base AP Cost:** 2

**Activation:** Manipulative Difficulty 4

**Activation Time:** Simple Action

**Power Type:** Channeling (Self Only), Magic, Shaping, Talent

This power allows you to accelerate a person's healing rate so that they recover from injuries miraculously fast. However, it does tend to leave the patient feeling hungry or thirsty.

The basic use of this power is to heal the target by making an overcome action. With a touch, you can heal the sick and close wounds by accelerating their metabolism to the point so that they heal faster. The downside of this is that their body runs through their sustenance faster as well.

After activating the power, roll Manipulative again against a difficulty determined by the injury.

Consequence	Difficulty
Mild	4
Major	6
Severe	8
Extreme	10
Defeated	Requires modifier

**Overcome** – Cause an injury to reduce in severity.

- ✔ **Fail** – You can either fail to heal the injury, or the injury is downgraded, but the target suffers an amount of stress equal to the amount by which you failed the roll.
- ✔ **Tie** – The injury is replaced with one related to hunger or starvation.
- ✔ **Success** – The injury is downgraded to the next lower severity. That consequence is still an injury and must be treated separately.
- ✔ **Success with Spin** – The injury is downgraded to the next lower severity. That consequence is related to hunger or thirst. The injury is gone and further medical treatment (aside from dealing with starvation) is unnecessary.

**Maneuver** – Perform maneuvers related to the control of body metabolism. This would include maneuvers such as

*Burning out Illness* to help against disease. Or *Short Hospital Stay* which might prevent the risk of starvation related Consequences in exchange for simply cutting the treatment times in half.

**Modifiers:**

**+2 (Self-Acceleration):** You can accelerate your own metabolism. This is +0 if you can only accelerate your own metabolism. When affecting oneself use Metabolic instead of Manipulative.

**+1 (Efficient Acceleration):** Your Manipulative is increased by +2 for the purposes of using this Power. This may be taken twice by characters of Ring 8+ and three times by characters of Ring 4+.

**+3 (Miracle Worker):** You can downgrade Defeated Consequences aside from Death by rolling against a difficulty of 12.

**+3 (Regrow Limbs):** Normally, you can only encourage the regrowth of limbs if the person you're healing has that ability. With this modifier, you can cause the regrowth of limbs by increasing the target difficulty by +2.

### ANIMAL WHISPERER

**Sample Aspect:** *Wolfen Animalist, Shark Whisperer*

**Base AP Cost:** 3

**Activation:** Sensitive Difficulty 6

**Activation:** Simple Action

**Duration:** Special

**Power Type:** Talent, Shaping, Magic, Telepathy

You are able to telepathically control the actions of non-sentient creatures; such creatures rarely have a strong enough sense of self to have a mindscape to defend with and are thus more vulnerable to such control. However, they also require more constant control in many cases and there are not many telepaths capable of Managing the necessary manipulations to effectively prod their instincts to serve the psychic's interests. As such, this is usually something seen in Talents rather than as a developed skill.

The psychic first rolls their Sensitive Overcome to activate the Power. After which, they make an Attack against the target animal's mind. This works as per Influence Thoughts; however, there is usually no need to prime the target to suffer higher levels of influence. The GM may Compel the Power Aspect to declare that the target animal has a greater than normal sense of self and thus has a mindscape to defend with if they wish to.

**Modifiers:**

**+1 (Master Whisperer):** Your Sensitive is considered +2 higher for the purposes of Activating this Power.

**+1 (Forceful Whispers):** You gain a +2 bonus to Attack rolls with this Power. Characters of Ring 8 or lower may take this modifier twice. Characters of Ring 4 or lower may take this modifier three times.

**+2 (Herd Instinct):** You can target every susceptible animal within a zone.

**-1 (One Class of Animals):** Only affects one class of animal such as mammal, reptile, bird, fish, etc.

**-2 (One Family of Animal):** Only affects one family of animal such as canines, sharks, raptors, etc.

**-3 (One Species of Animal):** Only affects one species of animal such as wolves, dogs, domestic cats, etc.

**ANTI-VEHICULAR**

**Sample Aspects:** *Surprisingly Strong, Massive Destructive Potential*

**Base AP Cost:** 2

**Power Type:** Magic, Talent, Channeling, Shaping

Normally, a character is unable to effectively damage a vehicle that is designed to take some punishment. Characters with appropriate Power Advantages or Aspects might be able to spend Fate Points to get around this limitation. However, this Power allows you to partially even the odds.

Your physical attacks and Talents are treated as if they have the *Anti-Vehicular* Aspect. This allows you to damage Vehicles and structures more easily than other characters. The Vehicle won't necessarily be easy to damage. It will have an Armor Rating equal to its Size x3 in addition to any Advantages it has. The nature of how you are able to damage Vehicles is up to you.

You also gain a +2 bonus to any rolls made to break objects.

**Modifiers:**

**-1 (Strenuous):** You must make either a Metabolic or Manipulative Overcome roll against a Difficulty of 4 to gain the benefit of this Power. If you are complementing another Power Advantage then you instead increase the Difficulty of activating that Power by +2.

**-1 (Limited Attacks):** Instead of applying to all your attacks, this is applied only to one specific attack such as a Power Attack or the use of Super Strength.

**+1 (Equal Standing):** Vehicles do not get their Size x3 as additional Armor against your attacks.

**+1 (Destructive):** You must already have **Equal Standing** to take this modifier. When attacking other creatures, you increase your Weapon Rating by +2.

**ARMOR**

**Sample Aspects:** *Protective Aura, Body Hardening, Genetically Altered Skin*

**Base AP Cost:** 1

**Activation:** Metabolic Difficulty 4

**Activation Time:** Free Action

**Duration:** Scene

**Power Type:** Channeling (Auras Only), Shapeshifting, Shaping, Training, Talent

You have the ability to instantly wrap yourself in some form protection. This may be hardened skin, a channeler's aura, scales, a gargoyle's skin or other such things.

When activated, this Power grants a natural Armor Rating of 1. Unlike most bonuses, the Armor Rating provided by this Power does not stack with that provided by wearing actual armor. Nor does it stack with other sources of Armor Rating unless stated otherwise. You simply use the greater of the two Armor Ratings provided.

**Modifiers:**

**+0 (Mental Armor):** Instead of protecting against physical attacks, your armor provides its Armor Rating 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 natural fear.

**+0 (Determination Boost):** Instead of protecting against physical or psychic mental attacks, your armor provides its bonus against mundane mental attacks. You do not roll to activate this Power; you spend a Fate Point to activate it instead.

**+0 (Popularity Boost):** Instead of protecting you against physical attacks, your armor represents your popularity in with people and protects you against social attack. You do not roll to activate this Power; you spend a Fate Point to activate it instead.

**+1 (Life-Force Armor):** Instead of protecting against physical attacks, your armor provides its Armor Rating against direct Life-Force Attacks such as a Power Attack that attacks your Life-Force Stress Track or Life-Force Afflictions and Poisons. Note that this Power will not protect against damage to the Life-Force taken from over-exertion.



**+1 (Ablative Armor):** Your Armor provides a short Stress Track the same way mundane armor does. Your armor gains a Stress Track of ○○ 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 ○○ more stress boxes, to a maximum of ○○○○○○.

**+1 (Improved Armor):** For every additional AP you spend on this Power, the Armor Rating provided is increased by 1.

**+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 1 points of the granted Armor Rating from this Power with that of worn armor or another source of Armor Rating.

**+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 make an activation cost the first time this Power is used in a scene.

**+2 (Heavy Compatibility):** You may stack up to 2 points of the granted Armor Rating from this Power with that of worn armor or other sources of Armor Rating. You may not also purchase Light Compatibility.

**+2 (Passive):** Purchased most often to represent permanent body hardening, scales or tough skin. Your armor is "always on" and does not need to be activated.

Passive cannot be taken for Armor of more than 4 points and is not considered an active psychic ability. All Trained armor powers will have this modifier.

Passive cannot be taken with the Insulating modifier.

If Passive is taken with the Ablative modifier, then the *Damaged* consequence heals as if it were a Major physical consequence, but does not count against the normal consequence track.

## AWE

**Sample Aspects:** *Born Commander, Strangely Trustworthy, Emotional Broadcasting*

**Base AP Cost:** 2

**Activation:** Sensitive difficulty 4

**Activation Time:** Free Action

**Duration:** Scene

**Power Type:** Magic, Shaping, Talent, Training, Telepathy

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, or create one of your own. 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.

If you have an idea for another sort of Aura, you can make your own. These are just examples.

### Modifiers:

**+2 (Pure Skill):** Your aura is not an active psychic ability and more or less represents an extreme level of skill and talent with invoking a particular atmosphere.

You do not roll an activation roll to activate this power. Instead spend a Fate Point to activate the Power for the scene.

This Power is not affected by Binding or other powers that target psychic ability.

**+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.

The Passive modifier can be taken with Pure Skill.

## CLOAKING

**Sample Aspect:** *Channeling Cloak, Vampyr's Talent*

**Base AP Cost:** 3

**Activation Difficulty:** Sensitive 6, (limited Cloak 3)

**Activation Time:** Simple Action

**Duration:** Scene

**Power Type:** Channeling, Talent, Shaping

This is the ability to pull one's Life-Force deep within one's body and shut off any residue coming off. This has the result that most people will simply fail to notice the cloaked individual. A person is essentially overlooked as an inanimate, or at least unimportant, object in the area. As long as the character does not interfere with the people around him, they go unseen and unnoticed.

People will subconsciously walk around you or otherwise do what they can to avoid becoming consciously aware of you. If you perform some overt action, such as slamming a door or pushing someone, they may roll their Willpower or Sensitive with a +1 Bonus to see you. The more overt the action, the bigger the bonus the GM may grant them to detecting the character.

Of course, this fails when filtered through a visual recording device of some kind since the individual is already ready to pay attention to non-living images. And cameras will record your passage.

Also, while cloaked, you may not use any other non-passive psychic ability as your Life-Force is currently suppressed. However, you may choose to limit the cloaking effect by just taking a +2 bonus to stealth rolls and allows you to roll stealth despite moving at full-speed and in the open. The reduced cloak has a Difficulty of 3 rather than 6. This allows you to use any psychic ability you have, though the most blatant will likely still break the cloak.

### Modifiers:

**-1 (Limited):** You are only capable of the reduced version of the cloak that gives +2 bonus to stealth rolls.

**+1 (Master):** You may use any other psychic ability that only affects you as you have learned to suppress your Life-Force just under the skin rather than deeper.

## COORDINATE SHIFT

**Sample Power Aspects:** *Coordinate Shift Device*

**Base AP Cost:** 4

**Activation Difficulty:** Manipulative 5 + modifiers

**Activation Time:** Simple Action

**Power Type:** Touched

Coordinate Shift is only available to humans and currently only available through technological means powered by at least a nuclear reactor.

For a brief period of time, two points in space are folded together to touch just long enough for the travelers to lock themselves on the new location and away from the old one. This is given the *Touched* aspect because it is currently only available to very massive machines.

Coordinate Shift is primarily intended for large-scale travel of things such as vehicles, units and cargo over large distances. It is not ideally suited to traveling short distances. Imagine a sheet of paper; it is much easier to bend the paper to touch at the edges than to match two particular points in the middle. You do not even have to crease or otherwise permanently damage the paper for the edges to meet; meanwhile, trying to fold together two close points might make a mess of the sheet.

Note that dimensional travel, unless involving the minor shards, is generally fairly easy, especially in moving from any surrounding shard back to Earth. The deep shards are especially hard to get back from because they no longer have a steady orbit around Earth and simply drift beyond the cosmology, folds of space in between Earth and other planets.

Travel gets prohibitively more difficult and less efficient the closer the point of departure and the point of arrival get. And the size of the shift is likewise a cause of difficulty. Coordinate shifting is safest and easiest when affecting a space of about twenty foot diameter. Smaller than that and the calculations to avoid accidents become difficult, greater than that and more energy is required. Note that everything within the affected area that is not considered part of the terrain will transport in the shift.

Failed shifts can cause any of a number of effects dependent on the GM's whim. It could simply fail, the passengers can suffer physical stress from accidents upon arrival, including such consequences as *Part of the Wall*, the passengers could suffer Life-Force stress affecting their mind due to the circumstances of travel. A particularly cruel GM might cause the travelers to shift an entire timeline or universe out of sync. In which case, getting back will be the effort of a story and can't simply be accomplished by retrying without risk of totally losing all reference to where you started.

Dimensional Travel	Modifier to Difficulty
Any Orbiting Shard to Earth	-2
Earth to Major Shard	-1
Shard to Major Shard	+0
Earth to Minor Shard	+1
Shard to Minor Shard	+2
Deep Shard to Earth	+3
Deep Shard to Major Shard	+4
Deep Shard to Minor Shard	+5

Distance Traveled	Modifier to Difficulty
Earth to Mars	-4
Earth to Moon	-3
Continent to Continent	-2
Country to Country	-1
Region to Region	+0
Neighborhood	+1
Within Neighborhood	+2
Within Sight	+3

Size of Shift	Difficulty Added
Self-Only	+2
Immediate area around self (ex: 5 ft radius)	+1
Surrounding area around self (ex: 10 ft radius)	+0
Entire Zone (for each zone)	+1

## CURSE

**Sample Aspect:** *Curse of Unwanted Affection, Curse of Bad Luck, Curse of Painful Magic, Curse of Hostility*

**Base AP Cost:** 5

**Activation:** Sensitive Difficulty 4

**Activation Time:** Simple Action

**Duration:** Permanent until removed

**Power Type:** Shaping, Talent

**Maneuver** – This grants you the ability to roll a maneuver to place a lasting Aspect on the target.

You are able to lay curses on targets to bring misfortune to their lives. After activating the Power, you enter a contested roll of your Sensitive against the target's Sensitive, if you succeed, the victim has to spend a number of Fate Points equal to the amount by which you succeeded, or else you place an Aspect on them identical to your Power Aspect for this Power.

The target is not aware of this Aspect unless told about it. The curse has a Subtlety and Potency of 3. The Subtlety is used in trying to find and diagnose the curse. Potency is used as the

difficulty for trying to remove a curse.

This power can trigger a mindscape if the GM chooses by compelling its Power Aspect.

### Modifiers:

**-1 (Short Term Curse):** Make a Sensitive roll and compare to the time chart to determine how long your curse lasts.

**+1 (Variable Curse):** Take another Power Aspect for each AP you spend on this modifier. When you place your curse, you can choose any of the Power Aspects to place.

**+1 (Hidden Curse):** You increase the Subtlety of the Curse by +2.

**+1 (Stubborn Curse):** You increase the Potency of the Curse by +2.

**+2 (Retributive Curse):** Any attempt to remove the curse deals an attack against the target rolling the curse's Potency against the target's lowest Psychic Ability.

## CURSES, AFFLICTIONS AND POISONS

The Curse, Affliction and Poison Power Advantages can all create what people in the setting would refer to as a curse when Affliction and Poison are purchased to affect the Life-Force. The difference is in the sort of curse they are used to create.

The Poison Advantage can be used to create a curse that is meant to kill or cripple within minutes or even seconds. It is immediately obvious that the attacker has done something to the victim.

The Affliction Advantage is also used to create curses that are meant to be lethal or crippling, but they might not take effect for some time and allow the caster hours or even days to get somewhere they can't be found before someone realizes what has happened.

The Curse Advantage is meant to create much more sophisticated curses. Things that aren't immediately damaging to the victim and take some effort to even notice they're there. Either their effects are very subtle or else the triggering event is uncommon. This can range to periodically provoking episodes of poor control by tapping the victim's psychic abilities all the way to causing them to suffer painful consequences whenever they use High Magic.



**+1 (Curse-Maker):** Your Sensitive is considered +2 higher when using this power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Powerful Curse):** The Aspect created by this curse is Persistent.

## DEATH-SEER

**Sample Aspects:** *Blood Red Eyes, Walks with Death*

**Base AP Cost:** 3

**Activation:** None

**Activation Time:** Free Action

**Power Type:** Magic, Shaper, Talent

The basic form of this Power is passive and requires no Activation roll. However, the Power does provide new action options for Sensitive and the Social Abilities basically by expanding the number of entities that a character can interact with.

**Medium:** Death-Seers are able to see and speak to ghosts as easily as any normal person and have an instinctive ability to tell the living from the dead, even if the ghost in question has been around enough to look like they were in life rather than at the time they died. However, the ghosts do tend to notice being noticed.

Undead are immediately recognizable to a death-seer and usually provoke feelings of disgust, fear, anger or other such things in most death-seers. Corrupted death-seers rarely care about undead.

Death-seers are immediately recognizable to each other by a sort of glow that exists around them representing their “guiding light”. This glow can come in a number of different colors, often slightly unique to the individual death-seer. White, purple, green, yellow, gray and even black light has been reported.

Fallen death-seers close the passage that allows ghosts to pass on. As a result, their guiding light has taken the form of a sort of darkness. The color does not change, but instead of highlighting the area around them, their darkness obscures instead. For example, if a fallen death-seer had a black guiding light, the black color would fall on items and ghosts around them and make them seem more real and easier to perceive. Meanwhile, if the same death-seer were to close their light and become “fallen” that black light would obscure details and make things more difficult to see for ghosts and other death-seers.

**Spirit Guide:** The death-seer acts as a consistent focal point through which ghosts can pass on beyond the confines of the mortal world. This cannot be forced, but if the death-seer can persuade or lead the ghost to the point they’re ready to move on, then the passage opens around them. With common

ghosts, this takes the form of a social contest using Empathy and Persuasion to gain the ghost’s trust and then help it past its own lingering needs. For more story important ghosts, more roleplaying will be required.

This is the only way to permanently get rid of a ghost. However, while most death-seers see this as the optimal, a few encourage or force ghosts to remain either as their own servants, or even going so far as to pushing the dark emotions of a ghost until they become a vengeful, evil wraith.

Either sort of death-seer is likely to have ghosts around them at any given time. Corrupted death-seers keep ghosts serving and dependent on them, normal death-seers might have ghostly friends or even servants (especially if they’re working on an “evil” ghost), but the roster usually changes out as some cross over and new ones come.

**Grip of Death:** Death-Seers are able to see how close to death a person is. This is usually several years away, but if there is injury, illness or poison, then that can change. A roll on their Sensitive affinity allows them to identify how much time a person has to live if their current state of health, injury or illness continues. If a person is likely to die within the next twenty-four hours, it stands out to the death-seer.

Immortals stand out immediately, even if they’ve covered up their marks somehow, unless they’ve taken extreme methods to avoid identification, such as inflicting themselves with a very slow-acting lethal curse in order to appear to be mortal to a death-seer.

**Death-Cry:** If someone dies suddenly and unexpectedly, whether by an accident or violence, a death-seer will be able to feel the event as long as it occurs within a number of zones equal to their Sensitive affinity.

### Modifiers:

**+1 (Practiced Death-Seer):** Your Sensitive is considered +2 higher when using this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Natural Exorcist):** The Death-Seer gains an Attack action.

- ✔ **Attack** – They may inflict mental stress on a ghost by making an attack based on their Sensitive against the ghost’s Willpower. This can be used to drive a ghost out. However, most death-seers avoid this if possible. It’s hard to generate the trust necessary to help a ghost cross over if you’ve previously cleaned its clock.

**+1 (Scatter the Soul):** A death-seer must already have **Natural Exorcist** to purchase this.

- ✔ **Attack** – The death-seer gains a second Attack option targeting the ghost's Life-Force instead of mind. They may inflict stress on the target ghost and disincorporate them temporarily. This is still a temporary solution.

**+1 (Ghost-Sealer):** The death-seer must already have **Scatter the Soul** to purchase this. By purchasing this, they acquire a second Defeated option for when they've faced a ghost.

If the death-seer successfully pushes the ghost to defeat, then they can seal the ghost indefinitely. The seal takes a physical aspect dependent on the individual death-seer such as black pearls, small statues, paper seals or even drops of their own blood.

A ghost can allow itself to be sealed and the environment of the seal is not necessarily unpleasant, and can even be therapeutic. Gods do this to provide older ghosts a place to rest in between attempts to convince them to pass on.

**+1 (Tongue of the Dead):** Any death-seer may try to convince a ghost to see things from their end at least temporarily, but some are especially skilled at it. They gain a +2 to any social contest involving the dead.

## TELEPORTATION AND RACES

Divine Blood has essentially three methods of teleportation and all three of them are limited to a particular race. Demons use Dimension Burst, Gods use Medium Travel and humans use Coordinate Shift. Teleportation should not be a Power Advantage a GM should allow characters to take in order to get around this race-locked limit. Teleportation requires massive amounts of energy which is fueled by Ashvattha for the Gods and Orochi for the Demons. Humans currently can only manage it by use of massive, dedicated technological devices.

If you want to give other races the ability to teleport, then modifying the Teleport Power Advantages in Strands of Fate is doable with some caveats. The first is that methods of achieving teleportation are likely to be very different from one species to the next, so take some time developing the mechanics to make it unique. The second is that no race but the Demons and Gods have a personal ability to teleport. All other races must use technology or extremely specialized shaping rituals in order to achieve it.

The creation of Gates and Sealed Spaces, which will be examined more thoroughly in a later supplement, is strangely not nearly as taxing. So, yes, it is actually easier to build an extradimensional pocket capable of sustaining life than it is to teleport.

**+1 (Dead Enough):** The death-seer may use any of their abilities on disembodied spirits such as those of coma victims. They cannot be crossed over, but they can be sealed if the death-seer has that ability. Sealing a projector or spirit whose body is in a coma will result in the death of the body if the spirit is not freed and returned to the body soon enough.

**+1 (Purifier):** The death-seer must already have **Dead Enough** and **Natural Exorcist**.

- ✔ **Attack** – With this, the death-seer can treat any undead as if it is a ghost possessing a body. This allows the death-seer to attempt to push the spirit out of the animated corpse by dealing Life-Force stress to the undead. This essentially destroys the undead regardless of weaknesses, but leaves a ghost behind.

**+1 (Murder Eyes):** Due to their perception of death and its approach, the death-seer also has an instinctive perception of how to kill living beings.

Activation: 4

- ✔ **Maneuver:** The death-seer gains the ability to make maneuvers with their Sensitive affinity in order to either identify a weakness in a living opponent prepare to make use of an already identified weakness by placing Free Invocations on it; or to place Aspects on them which can be used within that scene.

**+1 (Death's Spring):** This adds both Maneuver and Overcome action options to the Sensitive.

Activation: 4

- ✔ **Maneuver:** You can tell the condition that is most dangerous to the patient right now. This allows you to make maneuvers to place free Invocations on an already identified Aspect; identify an Aspect such as a disease or curse; or place an Aspect related to identifying a possible way you could treat the situation.

For example, looking at a smoker would likely show that the individual would be dying of lung cancer in some years. The smoker is then shot in the arm; smoking will still likely be seen as the cause of death. The smoker is then shot in the chest, and the bullet wound is now the main likely culprit for death. Once the chest wound is healed to the point of no longer being a threat, its back to the lung cancer...at least until the shot in the arm develops gangrene.

**+1 (Where Death Has Tread):** This allows an Overcome option for the death-seer.

Activation: 4

The death-seer may begin to see the way the people around them have been touched by or dealt with death as per the chart below:

Phenomena	Meaning
Red Haze	Witnessed Violent Death
Black Haze	Witnessed Painful Death
White Haze	Witnessed Peaceful Death
Faded Red Splotches	Feels Guilty About a Death, but did not themselves cause it
Red Splotches	Has Killed, Number of Splotches = Number of Deaths
Black Splotches	Has Murdered, Number of Splotches = Number of Murders
Red Breath	Has become inured to dealing death
Black Breath	Enjoys murder

For the purposes of this chart, a murder is a death which, at the time was done without need or regret and which the killer enjoyed to a certain extent. Soldiers, spies, and professional hit men are less likely to have black splotches. Black splotches develop out of very personal confrontations or obsessive individuals such as serial killers.

Red breath might simply be a veteran soldier who saw lots of action and is unlikely to kill for no reason. Black breath means the person kills simply because he enjoys killing or because he can't help himself.

## DEMIGOD

**Sample Aspects:** *Daughter of Morrigan, Daughter of Hecate, Son of Zeus, Spawn of Poseidon*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Touched

One of your character's biological parents was a God. You have a second Life-Force stress track based on your Empathy + the highest of your Psychic Abilities. This stress track is Mana and comes with a complete run of Life-Force Consequences just like normal. In addition, this Mana stress track is marked with the Aspect *Unskilled Mana(P)*. Mana can be tapped when the character thinks that the character of Mana is best suited to the job at hand. It is also possible to Invoke Aspects of both Life-Force tracks, though in that case, the

stress you take in activating a power hits both your Mana and your other Life-Force track equally.

In addition, your character gains a +2 bonus to resist any attempt to transform your Life-Force in any way and will recover from physical transformations as if 2 places lower on the Time scale table. This resistance and recovery bonus happens regardless of whether your character wants it or not unless the transformations are a result of the character's own power or decision, such as becoming a full Immortal.

However, the character will have some tendency to think similarly to the Gods. For example, they might have some difficulty with yes, no or true, false questions due to the instinctive perception of a third "maybe" option. There may be other issues at hand though they should all be less severe than would afflict a God. Also, remember that while method of thought processing is inherited, moral values in **Divine Blood** are acquired. A child of Zeus, for example, will not necessarily become a narcissistic rapist.

If, at any point in time, your character were to successfully become a full God, this power and all Modifiers connected to it can be converted to other relevant Advantages such as Resilient Life-Force.

### Modifiers:

**-1 (Grandchild):** You are only the grandchild of a God. Your Mana Stress Track is half the size it would normally be.

**+1 (Novice):** Change the *Unskilled Mana(P)* Aspect to a *Novice Mana* Aspect.

**+1 (Skilled):** You must have already taken the **Novice** modifier. Remove the *Novice Mana* Aspect.

**+1 (Split Usage):** You must have already taken the **Skilled** modifier. When you Invoke both your *Mana* Aspect and your other Life-Force, you split the Stress taken in the activation between both tracks equally, rounded up, rather than take the full amount of Stress to both.

*A Demi-God human telekinetic activates their Telekinesis Power with a high level of Strength. To succeed, they use Fate Points to Invoke both human **Chi** for efficiency and Godly **Mana** for stability. They still don't quite make the Activation Difficulty and take 5 Stress. Normally, this 6 Stress would hit both the Mana and Chi Tracks. However, because this Demi-God has **Split Usage** the Stress splits. 5 divided by 2 is 2.5 which rounds up to 3. So the Demi-God takes 3 Stress to each track, which effectively deals one extra Stress.*

## DIMENSIONAL BURST

**Sample Power Aspects:** *Burst Evac Specialist, Ambush Burst-er, Demonic Civilian Traveler*

**Base AP Cost:** 2

**Activation Difficulty:** Manipulative 5 + Dimensional modifiers

**Activation Time:** Simple Action

**Power Type:** Touched

Dimensional Burst is a power only available to Demons.

Demons teleport by breaking through the walls of dimensional shards and propelling themselves towards another shard. With practice they can instead rebound off of another shard and return to the shard they started at in another position. Of the three types of teleportation, it is the quickest.

At its base level, it only works for dimension to dimension travel and uses the Dimensional Travel difficulty modifiers under Coordinate Shift listed above. Also, when teleporting, any velocity that the Demon already has remains unless they have specifically picked up the **Versatile** modifier below.

*A falling Demon uses **Dimensional Burst** to move from falling toward a bunch of sharp rocks to falling toward a snow drift. He isn't falling any slower, but at least he'll have a softer landing.*

### Modifiers:

**+1 (Dimensional Bounce):** By taking this modifier, you are able to use the Dimensional Burst to bounce off an extradimensional body, such as a shard or seal, and then return to the starting location somewhere within your original line of sight.

Activation: 6.

**+1 (Long-Range Bounce):** You are able to use Dimensional Bounce to teleport to any point in existence. The difficulty of this is modified based on your familiarity with the place you are bouncing to and your position to it within the cosmology. In addition to the Dimensional Travel modifiers, use the following.

Activation: 6 + Familiarity Modifiers

Familiarity	Modifier
Heard a description of the place	8
Seen the place on a map	4
Seen a picture of the place	4
Been to the place once	2
You frequent the place often	1
Your home	0

**+1 (Precision Teleportation):** You gain a +2 bonus on your activation roll. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Blink):** The Activation time for this Power is a Free Action instead of a Simple Action. You may still only perform a burst or bounce once per round.

**+2 (Versatile):** You can negate your velocity when you teleport. And by spending a FP, you can elect to maintain your velocity but change your direction of travel.

**+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.

## DOPPELGANGER

**Sample Aspect:** *Wolfen Dog Impersonator, Woman of a Thousand Faces, Mutable Face*

**Base Cost:** 1

**Activation:** Metabolic Difficulty 6

**Activation Time:** One Minute

**Duration:** Permanent until you change back.

**Power Type:** Talent, Shapeshifting

You are capable of changing your features so that you can resemble another member of the same species. For example, a human could look like other humans, or a wolfen could look like different wolves. This gives you a near perfect disguise and makes it easier to impersonate specific people.

You activate this Power by performing a Metabolic Overcome roll at Difficulty 6 as usual for a Power. Upon activation, you take your new form.

The doppelganger can shift their mass or height by 10% in either direction. They may also change their skin, eye and hair colors within the normal range of their species. This includes the wide range of hair colors possessed by born Talents. Bone and facial structure can also be changed as needed. In addition, a doppelganger can shift around their Physical Abilities by an amount equal to your Metabolic Ability.

*Bella has a Metabolic of 4 so she can shift around 4 points of her Physical Abilities.*

Doppelgangers gain a +2 bonus to disguising themselves as specific people. They may also imitate species that are similar to their own, but this requires a Deception roll as per a normal disguise as small features, like the star-shaped pupil and unusual eye colors of a succubus, will not be duplicated.

Highly skilled or talented doppelgangers are able to copy other species completely, even to the point of duplicating racial Talents.

**Modifiers:**

**-1 (Prolonged Transformation):** It requires an hour to complete the transformation between forms, during which time you pass into a comatose state.

**+1 (Quick Change):** It takes you only a single round to change from one form to another.

**+1 (Instant Transformation):** You can shift between forms as a Free Action. You must also have **Quick Change** to take this modifier.

**+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 (Gender Shift):** You can change your gender as well as your other features.

**+1 (Species Seeming):** With this benefit a doppelganger would be able to effectively impersonate the small differences in species that have a similar appearance. They will not, however, duplicate any Advantages or Aspects connected to that species. So a fake sidhe would still lack the uncanny perfection that race is known for, nor would a fake succubus have the empathic portion of a succubi's nature.

This can only allow you to impersonate species with the same basic physical structure as you. A human can impersonate lemurians, succubi, sidhe, Demons, Gods and so on because they all share the same basic structure. They cannot impersonate Ravens, wolfen or some gargoyles because of the differences in form.

**+1 (Species Mask):** You must also have the **Species Seeming** modifier. You have 2 AP with which to duplicate Advantages or Aspects related to the physical form of an imitated species. This may be taken multiple times.

**+1 (Species Mind):** You must have **Species Mask** to take this modifier. You can use your AP to duplicate Sensitive Talents related to a specific species.

**+1 (Perfect Imposter):** You gain an additional +2 bonus to disguise yourself as a specific person. This may be taken twice by characters of Ring 8 or lower.

If you have **Species Mask** and/or **Species Mind** you may duplicate Advantages or Aspects related to inborn Talents or Abilities. You cannot however, duplicate Advantages or Aspects related to training. If a particular Aspect of the person you are impersonating relates to both training and inborn talent, alter it to refer only to the innate portion.

*Bella eventually picks up the Ability to copy Talents as well as Appearances and is impersonating her ward, Rokugo San who has Super-Speed with the **I'm the Fastest** Aspect. Because Rokugo is a woefully untrained aki-  
ra, this is no problem. Later she impersonates a villain with Super-Strength and the Aspect **Perfectly Controlled Power**; however, since she can't copy the training, she reproduces the Aspect as **Incredible Power**.*

**+1 (Change Mastery):** Your Metabolic is +2 for use with this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4 or lower.

**DREAMS**

**Sample Aspects:** *Sidhe Dreamcaster, Dreaming Deal Breaker*  
**Base AP Cost:** 5

**Activation Difficulty:** Sensitive Difficulty 4

**Activation Time:** Simple Action

**Power Type:** Touched

**Maneuver** - This allows you to place a lasting Aspect on the target.

This is the power that the sidhe so far believe to be unique to themselves, with only a few of even their own possessing it. Through this power, the sidhe can affect the perceptions of those around them. The dreamcaster shapes the overall criteria for how they want the target to view reality and then releases the power. Once released, the dreamcaster has no direct control over the dream. The target's own mind and expectations will fuel the dream until such time as it fades, meaning that the dreamcaster is never entirely sure what the target will perceive to achieve the desired effect.

Dreamcasters can place a dream upon themselves as well, but once they have done so, they will assume the dream is the reality even though they constructed it themselves. Some of the most common forms of self-induced dreams are used by the sidhe to catalyze their power into the deals they make. Basically they are giving themselves an increase in power and focus through sheer belief that such deals increase their power. However, this has nasty effects if deals are ever broken.

The first step to placing a dream is to activate the Power with a Sensitive roll against a Difficulty of 4. Then they perform a maneuver on the target rolling their Sensitive against the target's Willpower. If successful, the dreamcaster places an Aspect on the target representing the general nature of the Dream they created such as: *Sees a different woman when looking at me* (useful for avoiding identification, when the target sees the dreamcaster, the physical features he or she sees will appear different than reality) or *English is German*,



*German is English* (in order to make two people think they're speaking in a language that affords them privacy when they're really telling the dreamcaster everything), *I'm perfectly fine* (to convince someone that the dreamcaster is unhurt and happy) or *Intense Self-Confidence* (to improve the confidence of the target.)

The amount by which the attack succeeds determines the duration that the dream lasts. Once placed, the dream is fueled by the target and the dreamcaster can't control how long it will last aside from casting it again. The Aspect placed should be considered a curse and if placed on a player, they should be unaware of the Aspect until evidence of its existence is made undeniable. For example, if two people describing the same person each describe two totally different appearances or if you think you're speaking German when someone tells you that you're speaking English.

Once the target is confronted with the existence of the dream, they may roll a test of their Reasoning vs their own Willpower. If their Reasoning wins out, then the dream breaks, but if the Willpower wins out, then the dream will persist. If Willpower succeeds, then the amount by which it succeeds is compared to the time increment with the dream lasting that much longer.

For dreams with positive effects, the GM should alter the relevant difficulties of the target by two, or else occasionally reroll a NPCs result in a contest. However, note that no dream has entirely positive effects. The *Intense Self-Confidence* for example could be compelled to force the character to not ask for advice.

Once a dream fades away; the character is made to attempt a Reasoning vs Willpower roll; or the dream is compelled to force a character decision rather than the GM merely describing things falsely, the player receives a Fate Point. The character might still remain unaware of the dream aspect, especially if it had faded.

#### **Modifiers:**

**+2 (Dreaming Deal):** The dreamcaster can draw strength from major, long-lasting deals that they have made with other beings in order to strengthen their Dreams. They gain one aspect related to a major deal requiring ongoing effort, one that has broad ramifications for both the sidhe and the one they made the deal with and may invoke that any time they use Dream. If they break the deal related to the gained aspect, it may no longer be invoked for bonus and can now be Compelled for a penalty.

If the deal ever completes and no longer requires effort on the part of the sidhe, they lose the aspect. The aspect may be replaced for free as soon as an appropriate deal is made.

Rendering the deal moot also removes it from being a negative should the sidhe break a deal.

**+1 (Litany of Deals):** Requires the Dreaming Deal modifier. The dreamcaster ties their dreams to another deal and gains another aspect. They may only have as many Deal Aspects as their ranks in Sensitive.

**+1 (Keeper of Deals):** Requires the Dreaming Deal modifier. As long as the dreamcaster follows through on all deals, minor or major, they gain a +1 bonus to uses of Dream. If the sidhe ever breaks any deal, Aspected or otherwise, then this bonus becomes a -1 penalty. This modifier may be taken twice by Ring 9 characters and three times by Ring 7 characters.

Recovering from deal breaking with this advantage is the same as recovering from a defeated Social consequence.

**+1 (Forever Binding):** Requires the Dreaming Deal and Keeper of Deals modifiers. The duration of any Dream is increased by 1 time increment for free. This may be taken twice by Ring 5 characters and three times by Ring 3 characters.

If the sidhe breaks a deal, the power of all existing dreams is fractured. Every Deal aspect is instantly compelled, to no fate point gain, to reduce the power of every pre-existing Dreams cast by that sidhe which also suffer from the stacking penalty from any levels of the Keeper of Deals modifier. Also, all duration bonuses from this modifier are immediately lost.

Recovering from this deal-breaking will require the sidhe to use XP to buy off each Deal modifier and then use more XP to buy them up again.

**+2 (Bondless):** By essentially making a deal with themselves never to be bound up by a deal the sidhe undermines the power of deal keepers. When involved in a conflict with another dreamcaster, the hostile dreamcaster gains no benefit from any dream modifiers. The power aspect must relate to this and, as this is a self-induced Dream, it can be compelled to make you forget deals that you want to keep..

**+2 (Dreamland):** You may simultaneously place the same basic dream on a number of people up to your Sensitive rank. Note that each person will still have their own unique interpretation of the dream you place.

## EXCHANGE HEALTH

**Sample Aspects:** *Vampiric Healing, Acceptance of Wounds*

**Base AP Cost:** 4

**Activation:** Manipulative Difficulty 4

**Activation Time:** Activates with touch, Simple Action

**Power Type:** Talent, Magic, Shaping

**Attack** – You gain an attack option that harms one target to heal another. You must be one of the two targets.

You have the ability to exchange the health of one person to another. You can either grant someone else a portion of your own health or draw off life from someone else to heal yourself.

This power requires you to make physical contact with your target. If the target is unwilling, either because they don't want their life drained or because they don't want you to drain yours, then 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 Manipulative as an attack against your target (who may defend with Endurance). If you are healing someone else, then you are rolling against your own Endurance. Armor does not help defend against an Exchange. The amount by which you succeed is the stress you deal to the target (possibly you).

Each time you cause a consequence to one party in the Exchange, the other party downgrades one of their own physical Consequences of a like (or lesser) type. So if you inflict a Major Consequence, you may downgrade a Major (or Minor) Consequence. This downgrade works like normal healing.

### Modifiers:

**-1 (Leech):** You are only able to steal life from others to heal yourself.

**-1 (Martyr):** You are only able to sacrifice your own life to heal others.

**+1 (Life Force Exchange):** You deal Life Force Stress and clear Life Force Consequences. This may trigger a mindscape.

**+1 (Psychic Exchange):** You deal Mental Stress and clear Mental Consequences. This may trigger a mindscape.

**+1 (Multiple Exchange):** You must have either the Psychic Exchange modifier or the Life Force Exchange modifier to take this modifier. You can switch between draining/healing Physical and the other stress track. If you have both Life Force Exchange and Psychic Exchange, you can switch between all three.

**+1 (Vicious Exchange):** Your Exchange is considered to have

Weapon Rating +2. Each time you select this modifier that Weapon Rating is increased by another +2.

**+2 (Efficient Exchange):** The severity of the Consequence you downgrade can be 1 level higher than the severity of the Consequence you inflict. Inflicting a Mild Consequence allows you to heal a Major Consequence, for example.

**+2 (Store Health):** If you are already healthy and use your Exchange on an enemy, you can store the consequences you deal. The stored consequences downgrade at the end of an hour, but they can be used to heal yourself or someone else later.

You can store any number of Consequences, but if you are storing more Consequences than your Endurance, you will start each scene with an amount of Stress filled equal to the number of extra Consequences held. You cannot hold more extra Consequences than your maximum Life-Force Stress Track. The severity of the stored Consequences don't matter.

**+1 (Extended Storage):** You must have the **Store Health** modifier to take this modifier. The stored Consequences downgrade after a day.

## EXORCISM

**Sample Aspects:** *Sin-Eater, Curse-Breaker*

**Base AP Cost:** 3

**Activation:** Sensitive Difficulty 4

**Activation Time:** One Turn

**Power Type:** Talent, Shaping

**Overcome** – This power grants you an Overcome action for finding, analyzing and removing curses.

You are able to find and remove curses from people. After making the activation roll, roll your Sensitive against the

### CURSES: IDENTIFYING THE SOURCE

The majority of curses that afflict people are naturally occurring curses. Most exorcists will assume that a curse is natural unless it seems far too tailored to the subject. If a character rolls to identify a source and fails, then they are usually confused and uncertain about it. If they choose to succeed with minor cost, then they might get some minor details wrong. If they choose to fail with serious cost, then they might get a major detail wrong. They might get almost all the circumstances and causes generally correct, but mistake a natural curse for a witch's attack or vice versa. This can obviously lead to false accusations or allowing a witch to operate freely.

Subtlety of the Curse to find it. Once the curse is found, you may attempt to analyze it by making a Knowledge roll against its Subtlety + 3 or you may simply attempt to remove it by rolling your Sensitive against the curse's Potency.

When analyzing a curse, the exorcist is normally trying to determine its Potency or Aspect. An exorcist may also try to identify the source of the curse. For example, it would make it possible to tell if the curse was placed deliberately or else developed naturally. A roll with spin might even allow a character to pinpoint some details such as the species of the person who laid the curse or some general characteristics of the circumstances where they picked up a natural curse.

#### Modifiers:

**-1 (Diagnosis Only):** You are only able to find and analyze curses, you can't remove them.

**-1 (Limited Case Studies):** You lack the experience and knowledge necessary to analyze the source of a curse.

**+1 (Eye for Flaws):** You gain a bonus to your Sensitive roll to find curses of +2. You gain a further +1 for each additional AP you spend on this modifier.

**+1 (Cleansing Force):** You gain a bonus to your Sensitive roll to remove curses of +2. You gain a further +1 for each additional AP you spend on this modifier.

**+1 (Precise Analysis):** You gain a bonus to your Sensitive roll to analyze curses of +2. You gain a further +1 for each additional AP you spend on this modifier.

**+1 (Surgical Precision):** You provide your subject with an AR equal to your Sensitive against Retributive Curses while you're removing them.

#### EXTRA LIMB

**Sample Aspects:** *Bat-Wings, Four-Arms*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Talent, Shapeshifting

You have one or more additional fully functional limbs, be they extra arms, legs, tentacles, etc as defined by the Power's Aspect. This Power Aspect is also persistent. Unless the tail is prehensile, this power is not needed to represent it.

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.

#### Modifier:

**-1 (Strenuous):** It requires some effort on your part to call forth, or effectively utilize, your extra limb. To activate this Power, as a simple action, you roll Metabolic 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.

**+2 (Telekinetic):** You must have taken the Strenuous modifier to take this modifier. The extra limbs are not physical, but formed of projected force, they act in all ways like normal limbs. This version of the power can be duplicated by Magic. The Ability connected to this Power is Manipulative.

#### HALF-DEMON

**Sample Aspects:** *Son of Jack O'Lantern, Daughter of Moloch, Scion of Balor*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Touched

One of your character's biological parents was a Demon. You have a second Life-Force stress track based on your Perception + the highest of your Psychic Abilities. This stress track is Vitae and comes with a complete run of Life-Force Aspects just like normal. In addition, this Vitae Aspect is marked with the Aspect *Unskilled Vitae(P)*. Vitae can be tapped when the character thinks that the character of Vitae is best suited to the job at hand. It is also possible to draw on Aspects of both Life-Force tracks, though in that case, the stress you take in activating a power hits both your Vitae and your other Life-Force track.

In addition, your character gains a +2 bonus to resist any attempt to transform your Life-Force in any way and will recover from physical transformations as if 2 places lower on the Time scale table. This resistance and recovery bonus happens regardless of whether your character wants it or not unless the transformations are a result of the character's own power.

However, the character will have some tendency to think similarly to the Demons. This includes a tendency to dismiss some information as irrelevant where other people would take time to confirm whether that is true or not. They can come across as sketchy or reckless. However, the difference is not as severe as with full Demons.



If, at any point in time, your character were to successfully become a full Demon, this power and all Modifiers connected to it can be converted to other Advantages.

**Modifiers:**

**-1 (Grandchild):** You are only the grandchild of a Demon. Your Vitae Stress Track is half the size it would normally be. Round up.

**+1 (Novice):** Change the *Unskilled Vitae(P)* Aspect to a *Novice Vitae* Aspect.

**+1 (Skilled):** You must have already taken the **Novice** modifier. Remove the *Novice Vitae* Aspect.

**HIDDEN COMPARTMENT**

**Sample Aspect:** *Body Seal, Cybernetic Compartment*  
**Base AP Cost:** 1

**Activation:** None

**Power Type:** Talent, Shapeshifting, Shaping, Training

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



*Most succubi naturally look very nearly human, but when in danger, they are able to drape themselves in a monstrous illusion given substance by telekinesis.*

## Modifiers:

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

**+1 (Expanded Compartment):** Your compartment must have first purchased the Personal Seal 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 (Seal):** Either you or a shaper of your acquaintance has turned a piece of your body, object or clothing into a gate anchor reaching into a small dimensional shard. Your compartment is this shard

but can be 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 "the palm of my left hand" or "my rear pocket."

## ILLUSIONS

**Sample Aspect:** *Foxfire Artisan, Succubus Trickster*

**Base AP Cost:** 2

**Activation:** Manipulative Difficulty 6

**Activation Time:** One Turn

**Duration:** Scene

**Power Type:** Talent, Shaping, Magic, Telepathy (Figments only)

**Block** – This power essentially grants you the Ability to place a sensory block to avoid realizing that what someone perceives is fake. Other characters will try to Overcome the block to identify the illusion.

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.



All kitsune are skilled with illusions.

After you activate this Power, roll your Manipulative again. 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 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 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 Manipulative roll to determine how believable it is.

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

**Modifiers:**

**+1 (Illusion Mastery):** Your Manipulative Ability is considered to be 2 higher for the purposes of using this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Audible Illusion):** 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):** As stated above, the base version of this Power allows you to create static illusions. This modifier allows your illusions to move around in a convincingly life-like manner. 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 (Figments):** When using figments, Illusion operates with

Sensitive instead of Manipulative. Your illusion only appears in the mind of your victims, which can be a number of people equal to your Sensitive rank. If you have also purchased Phantasms or Illusory Creature, any stress the Figment 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 figment. This can trigger a mindscape.

**+1 (Dual Canvas):** You can create both mental figments and standard illusions.

**+2 (Phantasms):** 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 Manipulative, 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 **Phantasms, Audible** and **Mobile Illusion** modifiers).

The total number of ranks it has in its Agility, Endurance and Strength are equal to your Manipulative rank x3, and can be distributed however you choose so long as no single Ability is greater than your Manipulative 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 Manipulative.

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.

**+1 (Illusory Disguise):** You are able to create an illusion over yourself to disguise your true nature. The believability of the illusion is determined as normal. If you have the Audible Illusions modifier, then you can change the sound of your voice as well.

**+3 (Invisibility):** You may hide yourself from view by increasing the activation difficulty to 6. If you have the Audible Illusions modifier, then you can conceal any sound coming from you as well. Other non-visual senses might still find you, however.

**-1 (Personal Illusions Only):** You are only able to use illusions to alter things about yourself. You must have Illusory Disguise, Invisibility or both to take this modifier.

**+1 (Illusory Attacks):** You can make maneuvers to distract or startle people with appearances of bursts of fire or the like. The first time you use an illusory attack, roll a Block as per a normal illusion. This is the difficulty people have to notice that the attack is not real. Then roll your maneuver as normal.

Each additional time you use the same illusory attack in the same scene, reduce its Block by 1 as it becomes easier to spot the flaws.

Any illusory attack can be used to make Mental attacks just as if they were goading the target with taunts or other tricks. However, once the target sees through the Block, they are unaffected by that attack. Given the right circumstances, a new illusion might work, however.

If you have the **Figments** modifier, this can be used as an attack to deal Life-Force stress, but this risks a mindscape.

If you have the **Phantasms** modifier then this can be used as an attack to deal real Physical stress.

In the case of figments or phantasms, defeating the illusion's Block will grant the target a +2 on their Defense rolls against these attacks due to being able to clearly see where the danger is and isn't.

## LIFE-FORCE SIGHT

**Sample Aspects:** *Purple Eyes, Life-Force Coloring Ritual*

**Base AP Cost:** 1

**Activation:** Sensitive Difficulty 6

**Activation:** Free Action

**Duration:** One Round

**Power Type:** Talent, Shaping, Magic

Normally, Life-Force remains invisible unless agitated and condensed by psychics for various reasons. You, however, are one of the very rare few who can see Life-Force while it is lying at rest. This ability doesn't usually manifest until those who have it are already late in life, however, there are a few spells that can duplicate the full effects.

At the base level, you are able to occasionally see vague hints of light about people or in the air around them. By making a Sensitive roll, you can make out more detail such as deter-

mining a specific color from the muddled hints. This can be useful to determine the species of another person, note traces of black or white magic, and in analyzing the direction residual Life-Force is flowing to better practice feng shui.

The very, very few people who have this power have eye colors ranging from a brilliant blue at the weakest levels of the power to a vibrant purple in those who have purchased all the modifiers available. The blue eyes can appear in many psychics, but only those with Life-Force Sight have purple eyes.

### Modifiers:

**+1 (Easy Focus):** The difficulty to activate this power is reduced to 4.

**+1 (Extended Vision):** You must already have the **Easy Focus** modifier. When you successfully activate your Life-Force Sight, it lasts for the scene.

**+1 (Vision of Flows):** You can perceive the flow of residual Life-Force without needing to fully activate your sight. You must already have the **Extended Vision** modifier. The larger the local population of sentient life, the harder it is to distinguish flows enough to have an idea of what the most popular places in the city are.

If you have both this modifier and **Vision of Color** then Life-Force Sight is essentially passive and no longer needs to be activated.

**+1 (Vision of Color):** You can perceive the color of Life-Force without needing to fully activate your sight. You must already have the **Extended Vision** modifier. However, the GM should still place penalties, such as when trying to pick out a non-human's residual Life-Force in the sea of Chi in most cities.

If you have both this modifier and **Vision of Color** then Life-Force Sight is essentially passive and no longer needs to be activated.

**+1 (Clarity):** You must already have both **Vision of Flows** and **Vision of Color** to take this modifier. You gain a +2 bonus to attempts to discover hidden Aspects with this sense.

**+1 (Analysis of Power):** You must already have the **Clarity** modifier to take this modifier.

- ✔ **Maneuver** – By watching the way a psychic uses Life-Force, you are able to analyze how the Power works by making a maneuver to learn the Power's Aspect. You can use this knowledge to aid your defense, tailor a binding or curse or in any other way you can think to use that knowledge.

**+1 (Analysis of Feng Shui):** You must already have the **Clarity** modifier to take this modifier.

- ✔ **Maneuver** – You are practiced at watching the natural flows of residual Life-Force and can distinguish places where the environment has been designed to flow in a specific way and can determine what the overall purpose of the feng shui is meant to be as well as how well it has been maintained. You can make maneuvers to this regard.

**+1 (Read Aura):** You must already have the **Vision of Color** modifier to take this modifier.

- ✔ **Maneuver** – You are able to make maneuvers to analyze the target’s emotional state of mind.

**+1 (Read Health):** You must already have the **Vision of Color** modifier to take this modifier.

- ✔ **Maneuver** – You are able to make maneuvers to analyze the target’s physical health.

**+1 (Read Soul):** You must already have the **Vision of Color** modifier to take this modifier.

- ✔ **Maneuver** – You are able to make maneuvers to analyze the target’s psychic health, including whether or not they have any curses.

**MEDIUM TRAVEL**

**Sample Power Aspects:** *My Medium is Blood, My Medium is Laundry, My Medium is Crossroads*

**Base AP Cost:** 3

**Activation Difficulty:** 3 + familiarity and dimensional modifiers

**Activation Time:** Simple Action

**Affinity:** Manipulative

**Power Type:** Touched

Gods dimensionally travel by moving between incidents of similar phenomena. For example, one Goddess can walk in between rows of laundry hung out to dry and appear in another such row somewhere else in the world or in one of the shards of Earth’s cosmology, another can travel through pools



*Gods travel through mediums such as steel, mirrors, rock or laughter.*

of blood, another requires black cloth. Regardless, the Gods can travel through such things as if teleporting themselves and, with little effort can learn other useful tricks as well.

Medium Travel uses the same Dimensional modifiers from Coordinate Shift and the same Place Familiarity modifiers from Dimensional Burst. However, it can also be used to target specific objects that represent the God's medium, such as a particular piece of black cloth wherever it happens to be.

Familiarity with Object	Modifier to the Difficulty
Heard a description of the thing	8
Seen a picture of the thing	4
Held or used the thing once	2
You are the owner of the object	0
It is of personal significance to you	-1

This has the *Touched* aspect because it's only available to Gods.

**Quiet:** Medium travel is the absolute quietest way to teleport of all. Psychics and technological equipment suffer a +2 difficulty to even detect that a medium travel has taken place.

#### Modifiers:

**+1 (Medium Master):** Your Manipulative is +2 for use with this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+2 (Hold the Way):** The God can allow others to come through the portal with them by continuing to make Manipulative simple actions with a difficulty equal to the half the original difficulty plus the number of rounds that the medium has been held open. The portal allows one person per round to pass through at a time and the God is always either the first or the last one to complete the journey.

**+2 (Go Now):** As a maneuver, the character may send people through their medium.

- ✔ **Maneuver** – As long as the target is within the phenomenon of the God's medium, or touching it somehow, that God can send the person through the medium and away from them with a touch. Add the target's size the Activation difficulty.

**+1 (Dismiss):** The God must have **Go Now** to purchase this.

**Maneuver** – The God can send away anyone in the same zone as long as they are in contact with the medium. They do not have to touch the target but they must be within a number of zones equal to their Sensitive.

**+2 (Everyone Leave):** The God must have **Dismiss** to purchase this.

- ✔ **Maneuver** – The God may selectively banish people within the same zone of them as long as all are within or in contact with the God's medium.

**+2 (Medium Viewing):** The God can see and hear events near something they use as a medium as if they had the clairvoyance power taken as a scry window. They must actually be in contact or within their medium to make use of this.

**+2 (Summons):** This allows a God to pull someone from the other side of the medium to their position.

- ✔ **Maneuver** – Technically, all a God has to do to bring someone to their location is hold the way open for one round and grab them back. If they have **Medium Viewing** and **Go Now**, however, and purchase this modifier as well, they can snatch up someone in contact with their medium from a distance.

## MINDLINK

**Sample Aspect:** *Telepathic Conversation, Soul-Bonded*

**Base AP Cost:** 1

**Activation Difficulty:** Sensitive 4 +1 per person linked

**Activation Time:** One Turn

**Duration:** Scene

**Power Type:** Talent, Shaping, Magic, Telepathy

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 Sensitive 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):** 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.

**+2 (Effortless):** You do not need to roll Sensitive to activate the Power. You simply need to spend a Fate Point. You must then roll your Sensitive with the result being the number of people you can connect in that attempt.

**+1 (Distant Link):** 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 + modifier determined by your familiarity with the person. Add the Sympathy modifier that most accurately describes your relationship with the target.

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.

**+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 Sensitive against your target's Willpower or Sensitive. If you fail, the link is not forged. If you succeed, the target is added to the link. This allows everyone else 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.

**1 (Permanent Link):** Instead of the normal form of Mindlink, you have a Specialty Aspect of *Mindlink to X(Sensitive)* where X is the person you are linked to. They must also have this Advantage with the **Permanent** modifier.

**+1 (Soul Link):** You must have the **Permanent Link** version of Mindlink. The Specialty Aspect granted by this becomes Persistent. The other person must have the same Advantage and modifier.

## MIND PROBE

**Sample Aspects:** *Spell of Truth Searching, Telepathic Probing*  
**Base AP Cost:** 4

**Activation:** Sensitive Difficulty 6

**Activation Time:** One Turn

**Duration:** Scene

**Power Type:** Talent, Shaping, Magic, Telepathy

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.

**Attack:** When activated, you may make a mental attack against your opponent using your Sensitive and the target may resist using his Willpower or Sensitive (but suffers a -2 penalty if unconscious). You may continue making attacks until you disconnect from the target mind without needing to reactivate. Once you leave the target's mind, willingly or otherwise, you have to start from scratch.

- ✔ **Fail** – The attack fails and you suffer stress equal to the amount by which you failed. You are kicked out of the target's mind and must start the probe from scratch if you wish to continue.
- ✔ **Tie** – You deal no stress, but are not kicked out of the target's mind.
- ✔ **Success** – You deal stress as normal. If you deal a consequence you have different options. Only Minor Consequences may be dealt safely, larger consequences require the target to be primed or a mindscape will trigger.
  - ⊕ **Minor Consequence** – Single word answer to a question. Or you may place a *Primed for Major Consequence* Aspect.
  - ⊕ **Major Consequence** – A simple sentence answer to a question. A bit of sensory information or mental image. Or you may place a *Primed for Severe Consequence* Aspect.
  - ⊕ **Severe Consequence** – An answer consisting of a few sentences. Experience one entire scene the target was present for. Or you may place a *Primed for Extreme Consequence* Aspect.
  - ⊕ **Extreme Consequence** – Results in the probing character learning just about any fact the target knows. Experience several days of the target's life.

**Success with Spin** – You deal stress as normal and immediately place an Aspect of *Primed for X Consequence*. Where X is the next highest consequence not yet primed for.

Any triggered mindscapes need to be resolved before consequences are placed, and if the psychic with the Mind Probe loses the mindscape battle, then no consequences are placed.

Both **Influence Thoughts** and **Mind Wipe** from **Strands of Fate** and Strands of Power are altered in the same manner as **Mind Probe** is here. They both have to progress slower or else start a mindscape.

**Modifier:**

**+1 (Deep Probe):** 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 another +1. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Ranged):** You can use this Power at range instead of requiring touch. The range is equal to your Sensitive. You cannot breach mindlinks at range.

**+1 (Destructive):** When you Influence thoughts, you deal Life-Force stress as well as drawing information. The Life-Force Stress and consequences must be healed normally. Mindscape is triggered if you deal 4 or more Life-Force stress in any one attack regardless of whether the target was primed.

**ORACLE**

**Sample Aspects:** *Doomsaying Oracle, Oracle of the Best Path*  
**Base AP Cost:** 2

**Activation Difficulty:** Sensitive Difficulty 10

**Activation Time:** Free Action

**Power Type:** Touched

You have the ability to perceive flashes of events in different points along the timeline.

You gain a character Aspect that must include the word *Oracle*. This Aspect can be compelled by the GM to grant you painfully vivid impressions of either the past or the future. Like any other compel, the player may refuse and reject the offered FP and flash of insight. However, should he accept, the oracular 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 a Bonus of +0 to +6 depending on the intensity of the vision and the character may defend using his Willpower.

These Compels should happen when the character is in a place where events of great emotion have occurred or when a significant event is about to happen. They should be connected to major events.

Perceived future events are not set. When the oracle sees an

event, they introduce a change in the timeline. Oracles have small personal visions all the time, but these are not compels since they're minor and usually connected to events that are immediately invalidated by the vision itself. For example, if an oracle who has realized they're seeing the future goes to the craps table to gamble. They have a vision of themselves rolling a 7; however, their state of mind is now changed from what it would have been so when they actually roll, which causes them to make different motions than they otherwise would have and thus they get a different number. When an event is already well along the way to occurring, or else is something that they have less influence over the result of then it is more likely to be accurate. The small flashes of the past they have are similarly pointless and don't usually give the oracle any real advantage.

However, the character can invoke the *Oracle Aspect* to gain a bonus like any Aspect. For example, they could invoke to get a +2 bonus in a poker game, where the cards that have already been dealt are less likely to change, or to remember where they left something important. Or a +2 bonus to detect an ambush by flashing on the bad guys setting it up, or +2 to know what argument someone is about to use to see it coming.

Unless the Oracle also has *Clairsentience*, they can only perceive the past and future of their location or people and things that are present at the location.

**Modifiers:**

**-1 (Postcognitive):** You only have visions of the past.

**-1 (Precognitive):** You only have visions of the future.

**+3 (Future Viewing):** By taking a few seconds to meditate, the Oracle can make a Sensitive roll against a difficulty of 10 to get a deliberate impression of the future. Future Viewing follows the normal limits about viewing as regular visions. They have to be looking at the future of their current location or that of a person or object in their presence. The Oracle cannot read the future of the President by watching him on TV but they can attempt to read the future of a particular investment. Oracles with decent resources aren't rare, but just as many are too distracted by their visions to focus on such things.



The following modifiers can be applied to this Difficulty:

Connection to a Future Event	Difficulty Modifier
You are looking longer a year into the future.	8
You are looking longer than a season into the future.	5
You are looking longer than a month into the future.	2
You are looking longer than a week into the future.	1
You are looking longer than an hour into the future.	0
You are in the presence of two factors or more that will be present at the future time.	-1
You are in presence of four or more factors that will be present at the future time.	-2
The targeted future is less than a week in the future	-1
The targeted future is less than a day in the future	-2
The targeted future is less than an hour in the future.	-3
The targeted future is less than a minute in the future.	-4

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 information the GM should relate back. The player should also note that this vision is the most likely future that existed before they looked into the future, but not the only possible one. After all, now that the Oracle knows what's going to happen, there's a good chance that things are going to go at least slightly differently.

*The PCs are standing outside the door of the cult's lair. But before they burst in, Harry wants to get an impression of what will happen should they do so by using his oracle power. He tells the others to wait, closes his eyes, and opens his mind to the flow of time. He's only looking at the immediate future, less than a minute away, so that gives him a -4 to the Difficulty. His final difficulty is 6.*

*He rolls his Sensitive and gets a total of 5. He chooses to suffer 1 Life-Force Stress in order to make it a success.*

*The GM already knows that the cultist know the PCs are outside. He also knows that they are heavily armed and have a number of pre-placed shaped traps and 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 Harry that in his moment of insight he sees himself and his friends burst in, only to die in a flash of gunfire and chi bursts. The player, now armed*

*with this knowledge, informs his teammates that they'd better sneak around and try the back entrance.*

**+3 (Past Viewing):** By taking a few seconds to meditate, the Oracle can make a Sensitive roll against a difficulty of 8 + Familiarity modifiers. Otherwise, this works exactly like Future Viewing.

Connection to an Event	Familiarity Modifier
You have heard about the event.	8
You've heard or read a description of what happened at the event.	5
You have witnessed a similar event.	2
You frequently witness similar events.	1
You were present for the event	0
You triggered the event.	-1

**+1 (Master Oracle):** Your Sensitive is +2 for use with this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**OREAD**

**Sample Aspects:** *The Boy Who Never Grew Up, Unaging Warrior, Immortal by Accident, 16 for more than half my life*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Touched

You are among the rarest individuals in the world. You are someone who ate a dryad fruit and escaped both death and transformation into a dryad. The parasite has embedded itself into your system but failed to dominate completely. As a matter of mutual survival your body and the dryad vine have come to a near-perfect symbiosis. Unlike a dryad you still have access to your Life-Force; in addition, you have access to the parasite's Mana-like Life-Force as well. Unfortunately, while a dryad's body will continue maturing so as to be a better mother, your body is frozen at the point it was when you ate the fruit. Some things, like the logical faculties of the brain, will finish maturing as normal, but if you ate the fruit as a teenager you'll be dealing with puberty and its associated hormones for the rest of your, likely very long, life. Likewise, while wounds heal, youth is not regained the way an older person who became a dryad would.

Also, Gods, Demons and other people who have acquired immortality in some other way cannot become oreads, they either defeat the parasite entirely, or they die. Visionaries, while not immortal, have similar self-defenses and will either defeat the parasite completely or die. They do not become dryads or oreads.



Like a Half-Demon or Demi-God you have a second Life-Force. For all intents and purposes, it is identical to Mana and is thus equal to your highest Psychic Ability plus your Empathy. When using psychic Talents or skills you may choose to stress either your normal Life-Force or this Mana. However, the Mana of an oread does not heal on its own. It requires meditation and feeding the parasite some of your own Life-Force. This works as two Overcome rolls using the oread's Metabolic rating. The first roll is made at the start of the treatment period, and the second is made at the end.

Condition	Difficulty	Time Required
Stress	2	Five Minutes
Minor Consequence	2	Twenty Minutes
Major Consequence	4	1 Hour
Severe Consequence(P)	6	1 Hr/Day for a Week
Extreme Consequence(P)	8	1 Hr/Day for a Month
Defeated Consequence(P)	—	Maybe Impossible

#### ✔ Fail

- ➕ **Treatment Start** – The treatment does not begin or else your own Life-Force suffers Stress equal to the amount by which you failed the roll.
- ➕ **Treatment End** – Continue the course of treatment for the same time frame as before or your own Life-Force suffers stress equal to the amount by which you failed the roll.

#### ✔ Tie

- ➕ **Treatment Start** – Increase the time required by one level. In the case of an Extreme Consequence(P) the time increases to 1 year.
- ➕ **Treatment End** – The Consequence is downgraded or the Stress is cleared, but the character suffers a Boost in the next scene representing complications that can be used against them.

#### ✔ Success

- ➕ **Treatment Start** – The treatment begins as listed on the chart above.
- ➕ **Treatment End** – The Stress is cleared or the Consequence is downgraded

#### ✔ Success with Spin

- ➕ **Treatment Start** – Reduce the time required by one level on the chart above. In the case of Stress, immediately check to see if it clears.
- ➕ **Treatment End** – The Consequence downgrades two levels. The in case of Stress or Minor

Consequences, you gain a Boost representing your renewed health that can be used in the next scene.

## POISON

**Sample Aspect:** *Neurotoxic Bite, Blood-Thinning Touch, Genetically Engineered Venom Sac*

**Base AP Cost:** 1

**Activation:** Metabolic Difficulty 4

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

**Power Type:** Talent, Shapeshifting, Magic, Shaping, Training

**Maneuver** – Through a natural skin penetrating attack such as a bite or claw strike, you can make a roll against Metabolic 4 to deliver a vicious poison to your target as a free action by placing this Power's Aspect as a situational Aspect. This poison Aspect works as described below.

The round after the target is exposed to the poison; they receive an attack from the Poison based on its Potency, which defaults to 3. This attack is defended against with Endurance. The poison continues to attack on the exposed character's turn each round until the end of the scene or until the poison is stopped by some other means such as by some healing Talent or just by induced vomiting, when appropriate.

The poison has a base Subtlety of 3 representing the difficulty on Perception checks to notice symptoms and the difficulty on Knowledge checks to analyze the poison.

#### Modifiers:

**+1 (Lethal Dose):** You may increase either your poison's Subtlety or Potency by 1.

**+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.

**+1 (Envenoming):** You must also have the **Taint** modifier to take this. You may cause a touched weapon to deliver the poison. The weapon must be a cutting or piercing weapon to be envenomed and the poison is only delivered if Stress is dealt on the next hit. If an AR prevents the Stress, the poison is wasted.

**+1 (Lasting Venom):** You must have the **Envenoming** modifier to take this. Instead of lasting for only one hit, the user of the venomous weapon must make a Reasoning Overcome, similar to maintaining ammunition, roll against a Difficulty equal to the Potency of the poison minus the poisoner's relevant psychic Ability. Each additional hit increases the Difficulty by 1. The venom is only lost if the Overcome roll is failed.

Example, Magda is using a dagger which Freddy Lopez had poisoned earlier using a ritual. Freddy's Manipulative is 2 and the Potency of the poison is 6. So for the first hit, Magda needs to roll a Reasoning Overcome against a difficulty of 4. On the second hit, she needs to roll against a difficulty 5. This continues until she fails a roll and the poison is all used up.

If the activation roll used to apply the venom was a success with spin, decrease the Difficulty of the Reasoning Overcome roll by -2.

**+1 (Venomed Ammunition):** You must also have the **Lasting Venom** modifier to take this. You may envenom ammunition.

**+2 (Ranged):** You may administer the poison at range, as poison spittle or the like. This attack has a range of 1. If you make the poison simply materialize, then this becomes a Manipulative power.

**+1 (Increased Range):** You must already have the **Ranged** modifier. The range of the Power instead equals either your Metabolic or Manipulative Ability depending on how the poison becomes ranged.

**+1 (Antidote):** You are able to reduce a poison afflicting someone else by an amount equal to the Potency and Subtlety of your own poison. If you reduce the potency to 0, you cure your target.

**+1 (Antibiotics):** You must have the modifier of **Antidote** as well. You can tailor your poison to target micro-organisms. If you inflict any consequences, you replace any disease related consequence with a poison related consequence. It still requires healing, but if all disease inflicted consequences are replaced, then the disease is cured.

**+1 (Chemotherapy):** You must have the **Antibiotic** modifier as well. You can tailor your poisons to target cancer cells. This works exactly like **Antibiotics**, only you replace cancer related Consequences with poison related ones. Once all the cancer consequences are replaced, the cancer is gone for now.

**+1 (Spiritual Poison):** The poison deals Life-Force stress instead of Physical. If you have Antidote, Antibiotics and Chemotherapy, those modifiers only work against Curses that duplicate poisons, diseases and cancers, but not Physical versions of the same.

**+1 (Dual Poison):** You must also have the **Spiritual Poison** modifier. You may produce either Life-Force poisons or physical poisons.

## PSYCHOMETRY

**Sample Aspects:** Object Reader, Handler of Charged Objects

**Base AP Cost:** See Below

**Power Type:** Talent, Magic

Your character has an ability to pick up objects and glean images and emotions from the Life-Force that remains in an item. To have this ability, the character needs to have at least one of their Specialty Aspects relating to the ability. It can then be Compelled by the GM to give the character sudden, distracting images after he touches something or else Invoked by the player to try and read information about a targeted object. In general, psychometry should require the psychic to touch their flesh to the object. If the character purchases the **Persistent Specialty** for the Aspect related to this power, then the GM should feel free to Compel it any time the character touches anything with their skin of their hands.

At the GM and players option, they may decide this relates to touching people as well, though for a more focused, controllable power, they should purchase **Read Thoughts** or **Read Emotions** with a **Limitation** of touch in addition to have psychometry. A player might also consider taking the Oracle power to represent more focused looks into the past.

## PROPHET

**Sample Aspects:** *What Do You Mean I'm Destined?, Something's Coming*

**Base AP Cost:** 2

**Activation:** Fate Point

**Activation Time:** Free Action

**Power Type:** Touched

Prophets are individuals that seem to be destined to lead people either into great times or through terrible ones. People that tend to hang around a prophet tend to find themselves frequently struck with moments of inspiration that either lead them to great successes. Usually, it is easier to identify a prophet after the fact rather than during their period of activity but even that is more than a little problematic.

Prophets constantly and unconsciously perceive a random distance into the future and share that perception with the people around them. The outward result is that people near a prophet tend to come upon inspirations that might otherwise have taken them hours or even years to otherwise reach.

In essence, prophets make the future that they and their friends want more likely to occur by giving them earlier access to skills and ideas that might otherwise not have had until it was too late.

**Font of Inspiration:** Spend a Fate Point. You are granted a number of Fate Points equal to your Sensitive affinity to freely distribute to any PC or NPC allies within a number of zones equal to half your Sensitive affinity. This is a free action, and these extra Fate Points must be spent during this scene or be wasted.

These Fate Points may not be later given away or traded using other Advantages.

**Bringer of Progress:** People around a prophet are likely to learn faster than they otherwise would have. Allies of the prophet gain organic experience when their roll the same on all four dice, not just when they roll all +’s or all -’s, so long as the prophet witnesses the action.

**Temporal Distortion:** Prophets cause a constant filtering through the timelines which make prediction of what’s to come next to impossible. At a distance, the distortion is easier to compensate for, but the closer an oracle gets to a prophet, the more inaccurate they get.

When someone near a prophet attempts to perceive the future, they have an increase in difficulty around the prophet equal to the prophet’s Sensitive Affinity score. Each zone of distance reduces this penalty by 1.

#### Modifiers:

**(+1)Prophet of Doom:** The tendency a prophet has to make their subconscious perceptions come about means that when they’re having a bad day, the world seems to be out to get them. This sometimes leads to the prophet developing an extremely pessimistic outlook that is naturally catching.

The prophet gains a +2 bonus to resist positive emotions and induce negative ones.

The Power Aspect must be changed to represent the negative aspect: *I Have A Bad Feeling About This, The World Is A Dark And Lonely Place*

The character cannot have both Prophet of Hope and Prophet of Doom. To have both positive and negative influences, the character must upgrade to Moods of Destiny below.

**(+1)Prophet of Hope:** The tendency a prophet has to make their subconscious perceptions come about means that when they’re looking up, the world tends to go in their favor. This sometimes leads to the prophet developing an extremely positive outlook on things that is naturally catching.

The prophet gains a +2 bonus to resist negative emotions and induce positive ones.

The Power Aspect must be changed to represent the positive attitude: *We Can Do This!, Someone Up There Likes Me*

**(+2)Moods of Destiny:** This replaces either Prophet of Hope or Prophet of Doom and serves as a general +2 to attempts to resist or induce emotions of any type.

The Power Aspect must be changed to represent the attitude: *My Good Days Are Very Good but My Bad Days Are Very Bad; Fortune is Fickle*

## READ EMOTIONS

**Sample Aspect:** *Born Empath, Eye for Emotions*

**Base AP Cost:** 2

**Activation:** See below

**Activation Time:** Simple Action

**Duration:** One Round

**Power Type:** Talent, Shaping, Magic, Training, Telepathy

You have the ability to sense the emotions of another thinking creature. As a simple action, roll your Sensitive against a base difficulty of 4. If you succeed, you instantly become aware of what emotions your target is feeling. You do not suffer corruption from this power it succeeds or fails.

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 multi-tailed Kitsune may suffer a -4 on his Sensitive roll, or a -2 if used on a dog.

Use of this Power identifies an Aspect on the target related to the emotion he is feeling. The user of Read Emotions who discovers this Aspect gains one free Tag on it with 2 Tags for any success with spin as normal. 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 reduce the base difficulty of activating this Power to 0 and will successfully gain information without stress anytime you roll a result higher than 0 on your Sensitive roll too check. However, you also gain the Aspect *Empathically Sensitive*, which your GM may compel when you are exposed to strong emotions.

**+2 (Pure Skill):** Your ability to figure out what emotions someone is feeling comes from a highly attuned eye for behaviors and micro-expressions. You can spend a Fate Point to activate this instead of making an Activation roll. The Gamemaster may rule that you cannot use this with people from significantly different cultures unless you have the **Universal Empathy** modifier as well. Alternately, the GM might apply a penalty instead. This power cannot be hampered by Binding or other Powers that attack psychic abilities.

## REGENERATION

**Sample Aspects:** *Goddess of Cheer, Luminous Being*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Talent, Telepathy (Mental only), Channeling (Life-Force Stress only)

Your body, mind or spirit recovers completely from injuries. Even if you lose a limb or other organ, as long as you survive, you will heal completely. The basic version of this does not improve speed of recovery, just the extent of recovery. In **Divine Blood**, people that recover completely though slowly are more common than those that recover quickly.

### Modifier:

**+1 (Speedy Recovery):** Reduce the time required for a Physical Consequence to downgrade to a lower severity by 1 time increment. Once per scene, you can remove one Mild Physical Consequence.

For example, normally it requires about a month to reduce an Extreme(P) Physical Consequence to a Severe(P). However, if you have Regeneration, it only takes a week.

**+2 (Extreme Recovery):** You must already have **Speedy Recovery**. Reduce the time required to recover by 1 more time increment for a total of 2 time increments. Twice per scene, you may eliminate one Mild physical consequence.

Faster recovery times than this generally only exist in Nameless Things and Titans.

**+0 (Resilient Soul):** You don't regrow limbs, but you recover from Life-Force Stress Consequences faster by 1 time increment.

**+0 (Resilient Mind):** You don't regrow limbs, but you recover from Mental Stress Consequences faster by 1 time increment.

**+1 (Untaintable):** You must have the **Resilient Soul** modifier to take this. Curses do not last long against you. You heal from curses as if they were a Severe Consequence. Exorcism

is still quicker, but you do not require it.

**+1 (Soul Recovery):** You must have the **Resilient Soul** modifier to take this. You recover from Life-Force consequences that would otherwise be irrecoverable.

**+1 (Mental Recovery):** You must have the **Resilient Mind** modifier to take this. You recover from mental consequences that would otherwise be irrecoverable.

## SEALING

**Sample Aspects:** *Oubliette Crafter, Sealer of Threats*

**Base AP Cost:** 3

**Activation Difficulty:** Manipulative 8

**Power Type:** Shaping, Magic, Talent

This Power Advantage represents specialized knowledge of how to create shards especially for sealing enemies away. It is usually represented as a shaping ritual, but it can be emulated by Demons, Gods through Domains and Realms. Since it can be reproduced through Domains and Realms, it can also be cast as a High Magic spell. In theory it could be developed as a Talent, but it would be very rare.

Activating this Power is a normal Overcome roll against a Difficulty of 8. In the next round, the character makes an Overcome roll opposed by the target. The sealer uses his Manipulative while the target resists with their Manipulative.

- ✔ **Fail** – The attack has no effect.
- ✔ **Tie** – You receive a Boost against the target as they just barely Manage to avoid the seal.
- ✔ **Success** – The target is trapped into shard with a Size of 2, Vitality 4 and a Seal of 3. They spend 1 Fate Point to avoid this Fate.
- ✔ **Success with Spin** – As per Success, but the target has to spend 2 Fate Points to avoid being sucked into the Seal.

Left behind is a physical object about half the size of an adult human. These objects are referred to as “gates”. The exact description depends on the individual creating the shard but it can vary widely. Anybody with the proper training can open the Seal from the outside; the trapped target can attempt to break out by attempting to break through the Seal. Rules about breaking seals are in the Facilities and Shards section.

The shard is not stable and will fall apart after any serious disruption. Opening the seal usually causes that disruption. When the shard falls apart within a number of rounds equal to its Size, so does the gate, anyone still inside is lost in the

loose cosmology and only Demons and Gods can easily escape from that.

Usually, this Power is used to seal a target in a temporary prison while a more permanent and secure shard is built around them.

#### Modifiers:

**+1 (Two-Way Seal)** – The seal of the shard prevents both entry and exit.

**+1 (Compact Gate)** – The gate you create is about the size of a medium sized dog or footlocker.

**+1 (Vital Shard)** – The Vitality of the Shard is improved by 1. This may be taken twice by someone of Ring 8 and three times by someone of Ring 4.

**+1 (Skilled Sealer)** – The target resists with the weaker of Agility or Strength.

**+2 (Strong Locks)** – The Rating of the internal Seal of the shard is improved by 1. This may be taken twice by someone of Ring 8 and three times by someone of Ring 4.

**+1 (Sizable Shard)** – The Size of the Shard is improved by 1. This may be taken twice by someone of Ring 8 and three times by someone of Ring 4.

**+3 (Zone Seal)** – You can target everyone within a target zone. Those who successfully defend against sealing move to an adjacent zone.

**+1 (Selective Seal)** – You must have the **Zone Seal** modifier to take this. You only seal the targets you want to seal.

**+1 (Seed of a Prison)** – Your Power Aspect is Persistent for the purpose of creating

of stable, permanent prison shards.

**+1 (Master Sealer)** – You gain a bonus of +2 to rolls made to activate this Power. This may be taken twice by someone of Ring 8 and three times by someone of Ring 4.

## SELF-EVOLVING

**Sample Aspects:** *Oread Warrior, God of Fire, Incidental Immortal, Three-Tailed Kitsune*

**Base AP Cost:** 1

**Activation:** None

**Power Type:** Touched

The character is sheltered from changes by outside forces.

Unless you spend XP on the inflicted change, you will eventually return to the state you were before. You are flat immune to Life-Force transformations and physical transformations will heal as if they were major consequences.

This power grants you a character Aspect detailing exactly how you are Self-Evolving.

#### Modifiers

**+0 (Ageless):** Most of the Self-Evolving are immortals of one kind or another and all immortals are self-evolving. This doesn't add anything of any particular mechanical importance to the character and exists as an option.

If the character also has the **Luminous Being** modifier, then they do not suffer the accumulation of defects and cancers that serves as the aging for those beings.

**+1 (Luminous Being):** The character's body is a condensed construction of their Life-Force. It may have started as a biological form, or it may have been constructed by their parent similarly, but currently, it is primarily pure Life-Force and thus bends more to the will than for others. This is a curious phenomenon since it is normally believed that the physical body produces Life-Force in conjunction with a sentient mind. One theory for how this works points to the fact that the self-evolving still need food and thus there might still enough chemical and biological interactions going on to produce the Life-Force that creates the body.

Luminous beings are immune to viral infections; however they are still vulnerable to parasitic, fungal and bacterial infections. Also, since their physical body is unconsciously shaped and maintained by them, they are vulnerable to developing cancers. In fact, luminous being aging is a slow accumulation of defects and tumors. Some theories assume that outward signs of aging are due to the unconscious self-image of the luminous being. Still, luminous beings seem to age slower and yet still often have shorter lifespans than they should.

This doesn't change the way they suffer wounds, but it does grant them some control over their form. Powers with the *Shapeshifting* tag are considered to have the *Magic* tag for the character and they can learn shapeshifting advantages if they have the opportunity and training. However, there will be some interesting matters when genetics are compared since the genetics of the body when analyzed will not always match the way the body looks. This is especially true of Gods and Demons, only some of whom have anything like human DNA.

**+1 (Resilient):** You must have taken the **LUMINOUS BEING** modifier. Your body exists without as much of a need for internal organs, as a result your Severe Physical Consequence is not persistent.

**+2 (Extremely Resilient):** You must have taken the **Resilient** modifier. Neither your Severe nor Extreme Physical Consequences are persistent.

### SELF-HALLUCINATION

**Sample Aspects:** *Customizable User-Interface, The Power of Make Believe*

**Base AP Cost:** 2

**Activation:** Sensitive 3

**Activation Time:** Simple Action

**Duration:** See Below

**Power Type:** Talent, Magic, Telepathy

At its most basic level, this appears to be an extremely active imagination due to the fact that, unless someone is reading their perceptions, only the sensitive themselves is actually aware of the shifts that they are inducing in their perceptions.

**Maneuver** – An individual with Self-Sensory Alteration may alter the way they perceive the world around them. For example, for someone with the ability to alter the sense of taste, they would be able to make hamburgers taste like a milkshake or oatmeal taste like popcorn. Control over scent would allow them to change the smell of roses for the smell of baked rolls. And a person with control over sight might be able to make their significant other look like their favorite movie star.

This way the sensitive may perform maneuvers to tag aspects on objects or people in the scene such as *Cat Bell, Smells Like Roses, Trailing Yellow Line* or *I'm Hearing Different Questions Than the Interrogator Is Asking*. These might be used to make the ninja create bell-like sounds everywhere he is for the duration of the scene, tolerate a bad smell that's distracting or leave a trail that can be used to return to where the sensitive started. The target must be perceptible to when the alteration is made, but afterwards it will follow them for 1 round, plus 1 for the amount of spin gained on the roll.

GMs should allow simple hallucinations, especially those made entirely for flavor, to require no roll. Other difficulties should be determined by the GM with regard to the extent and complexity of the hallucination. This maneuver is always placed on the user themselves and thus cannot be interfered with unless someone is in the psychic's mind at the time.

#### Modifiers:

**+1 (Extra Sense):** May Self-Hallucinate one extra sense for each +1 AP. If the sensitive has this power for more than one sense, they may provoke synesthesia. For instance, than can make purple taste like B-sharp if they can alter sight, sound and taste.

**+1 (Persistent Alteration):** For a Fate Point the aspect applied

by the basic use of this power lasts for a scene. This power must be purchased per sense if it is to affect multiple senses.

**+1 (Permanent Alteration):** An alteration to a specific sensation can be made permanent. Such as permanently making oatmeal taste like sugar or make a tasteless, odorless, colorless poison bright neon purple or you could hear the word "Uranium" repeated over and over when you're close enough to Uranium. This cannot be made to specific items or people. This modifier must be purchased per permanent alteration.

**+1 (Practiced Visualization):** The sensitive gains a +2 to actions taken in a mindscape because they are far, far, far more practiced at imagining a flexible reality than most other people. This CANNOT be purchased per sense.

**+2 (Defensive Sensual Override):** If the sensitive is being attacked in their own mindscape, thus meaning the attacker is in contact with their frame of reference, they may override the attacker's sensual input and may thus place illusion Aspects on the mind in contact.

**+2 (Clairsentience):** As per the power with one chosen sense. Yes, you can see if there's poison gas ahead without exposing yourself to it. However, while this power is active, the sensitive has the persistent aspect *Mentally Open(P)* meaning that anyone with mental powers within line of sight of the player's sense point can make a psychic contact. This works exactly like Clairsentience and is effectively limitless in range.

**+1 (Enhanced Sense):** As per the power.

**+2 (Filtering):** As per X-Ray vision. This allows the sensitive to disregard intervening noise or cover to perceive something. For example, remove the static from a recording, or extra smells away from the smell you're looking for.

**+1 (Notice Edits):** The sensitive with this power is always aware of when they've made a change to the way they perceive things, but some are also skilled at spotting illusions created by others as well. This grants a +2 bonus to defeat illusions, however, if the roll succeeds by 2 or less, the sensitive is aware of the illusion, assumes they created it for themselves and forgot, failing to realize the illusion is foreign.

**+1 (Practiced Visualizer):** Your Sensitive is +2 for use with this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.



## SKILL MASTERY

**Sample Aspect:** *Invocation of Lugh's Skill, Genius Engineer*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Magic, Training

When you take this Power, you must select a specific type of skill (tactics, science, writing, 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 skill of choice.

You may select this Power multiple times, each time you may select a different type of skill.

### MASTERY POWERS AS TALENTS

It may seem like it breaks one of the key principles of Divine Blood to allow **Weapon Mastery** or **Skill Mastery** as Talents. After all, it does sort of undercut the idea that powers can't substitute for training. However, if the GM allows, a player may decide to take this power to represent a conscious or unconscious empathic capability that the character uses to get an edge in that particular field or skill.

In this case, the GM should keep in mind the Aspect chosen by the player. Someone with **Empathic Musician** for example, would only display their increased level of skill when performing live. A recording could not gain the benefit of their Mastery. A person with an **Empathic Fighting Skill** fighting an actual trained soldier might find his empathy used against them. After all, they're just taking actions that come to mind without an actual understanding of the widespread consequences.

The benefit of such empathic powers is being able to, for example, be able to perform in any fighting style used by people around you are matching your musical performance directly to the emotions of the audience.

## SPIRIT BINDING

**Sample Aspects:** *Binding Touch, Psychic Dampener*

**Base AP Cost:** 3

**Activation:** Sensitive Difficulty 4

**Activation Time:** Simple Action (Attack)

**Duration:** Permanent (Victim remains bound until the binding is removed)

**Power Type:** Shaping, Magic, Talent, Telepathy (Telepathic Binding only)

**Maneuver** – This operates as a maneuver that places a Situational Aspect on the target that, itself. The placed aspect shares the name of the Power Aspect and operates as a block described below.

- ✔ **Fail** – You fail to touch your opponent and may be at a disadvantage yourself as normal for failed Maneuvers.
- ✔ **Tie** – You trigger a mindscape and must resolve that before you can place the binding.
- ✔ **Success** – You place the binding and roll your Sensitive to determine the rank of the Block.
- ✔ **Success with Spin** – You place the binding with a Boost you can use on the Block roll.

By use of this Power, a psychic can render another psychic incapable of using their own skills and Talents. This is used commonly by Gods and Demons to keep underaged reincarnating Immortals from endangering themselves by using Power they remember from past lives. It has also been used by psychics as a way of incapacitating criminal psychics.

This operates as a block on the character preventing any sort of active psychic ability from activating. Passive abilities remain in operation.

In a conflict, this is resolved as a maneuver, using your Agility (defended against by Agility) to touch your target. Armor may make skin contact more difficult, adding its AR as a bonus to the victim's defense roll, unless it takes the form of body hardening, though normal clothing is usually thin enough not to matter. If the Maneuver is successful, the character placing the bond then rolls Sensitive to determine the size of the Block being placed.

This means that using the Power requires three rolls. One to activate the Power, one to touch the target and a final one to determine the Potency of the Block.

Depending on how the binding was placed, the victim might not know they've been bound until they try to do something with their Talents or psychic skills. A bound psychic can attempt to break a binding by attacking the block with one of their psychic Abilities. If they surpass the Potency of the block, then they reduce that Potency by one. If they surpass the Potency with Spin, then they can spend a Fate Point to break it entirely. Someone else only has to beat the block once to unbind a person, assuming they have the proper Talent, spell or shaping.

The GM can compel the Power Aspect to trigger a mindscape regardless of how the maneuver is rolled.



**Note:** Technically, reincarnated Demons and Gods have hampering binds on them to prevent them from using their powers until they're mature enough to handle it. However, this is represented by reduced stats. Breaking or stretching those bindings should be represented by spending experience points.

**Modifiers:**

**-1 (Hampering Bond):** The bind does not completely remove the ability to use psychic powers, but essentially caps the character's Psychic Abilities to 5 minus the binder's Sensitive to a minimum of 0. For example, a Sensitive 3 with a hampering bind would make it impossible to operate at a level higher than rank 2 for their Psychic Abilities. This can be broken the same way as a normal bind; resisting the bind one's self uses one's normal Psychic Abilities.

Note that a Person whose been put in a Hampering Bind powerful to put them at 0 can still use all of their powers, they'll just be tiring themselves out heavily to do so.

**+0 (Crippling Bond):** Instead of laying a Block on the target, the bond applies a penalty to the target's rolls to activate powers. This means that the target can still use Power Advantages but will suffer much more stress than normal for doing so. Unlike a normal Block, a victim cannot defeat the bond themselves and need someone to remove it for them.

**+1 (Variable Bonding):** The character can choose to create hampering, crippling or normal bonds.

**+0 (Release Condition):** The binder can choose to place an Aspect describing a situation in which the bind comes off on its own. The release can be temporary or total. For example: *Turns physically eighteen.* Or *Says "Not Funny"*. This is usually the case when the bind is in place for safety reasons such as on underage Immortals or psychics that need to be kept from harming themselves.

**+2 (Ranged):** Your binding has a range of zones equal to your Sensitive and Armor no longer helps protect against the bind.

**-1 (Specific Binding):** You can only choose to bind one sort of power at a time rather than all of their abilities. In the case of Realms, Domains, Channeling and other variable powers, you can only block the use of one particular Rote or application with each attack.

**+2 (Punitive Binding):** If the target tries to break the bind themselves, they suffer Life-Force Stress. Determine the difference between their attempt to break the bind and the Potency of block then add 3. That is the amount of stress they suffer for each attempt. The result being that they will take some stress unless they Manage to beat the Potency of the bind with spin.

**+0 (Telepathic Binding):** The binding does not truly limit the target, but a telepathic instruction is placed making them believe that they have been bound. In this case, they must roll their Willpower against the binding rather than their relevant Psychic Ability and stress taken is Mental instead of Life-Force.

**TERRIFY**

**Sample Aspects:** *Terrifying Mein, Fear Inducing Pheromones, Interrogation Techniques*

**Base AP Cost:** 2

**Activation:** Sensitive Difficulty 4

**Activation Time:** Simple Action, activates as an attack

**Power Type:** Talent, Shaping, Magic, Training, Telepathy

**Attack** - You have the ability to instill a sense of terror in your foes. Upon activating your power, roll your Sensitive as an attack against your target. 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 Sensitive 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 Sensitive roll and your victim's Willpower roll.

You do not need to roll to activate this 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.

This power can trigger a mindscape at the GM's discretion.

**Scary** and **Promise of Pain** normally work with natural intimidation and cannot be used with this Power Advantage.

**Modifiers**

**+1 (Horrific):** Gain a +1 bonus on all rolls to use this Power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Aura of Terror):** You may attack every person in the zone you occupy or an adjacent zone.

**+1 (Supernatural Terror):** Your opponent defends with Sensitive instead of Willpower.

**+1 (Piercing Terror):** Your opponent defends with the weaker of Sensitive and Willpower. You must have **Supernatural Terror** to take this.

**+1 (Fear of the Unknown):** The target need not see you. You need only be able to see the target yourself. In this case, Con-

sequences 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.

**+1 (Terrifying):** You deal +2 Stress on successful attacks with this power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (They've Seen Worse):** You can use your terror to Block outside intimidation attempts against your allies, either natural or supernatural. You're scarier, and you're on their side so what do they have to fear?

**+0 (Biochemical Terror):** You produce a pheromone or chemical in your body that induces the terror. The activation and attack rolls are made using your Metabolic rating.

**+0 (Electrochemical Imbalance):** You somehow use control of the surrounding energy to induce the fear, perhaps bio- or electrokinesis, or else you give a terrifying display of your power. Use the Manipulative Ability to activate and attack with this power.

**+2 (Pure Skill):** Your intimidating manner is from pure understanding of how to threaten other people. Instead of making an activation roll, spend a Fate Point to activate this power and then roll an attack based on your Persuasion versus their Willpower. This Power is unaffected by Binding or other powers targeted at Psychic Abilities. The stress dealt is not affected by the **Mental Armor** version of Armor, but is affected by the **Determination Boost** modifier of Armor.

**Scary** and **Promise of Pain** stack with this version of the Power.

You cannot take the **Fear of the Unknown, Supernatural Terror, Piercing Terror, Biochemical Terror, or Electrochemical Imbalance** modifiers.

**+1 (Invocation of Dread):** If someone brings up your name in the context of you being angry or upset, you may spend a Fate Point to use this Power against them as if you were in the scene. If you also have **Aura of Terror** you may affect everyone in the scene. You must have the **Pure Skill** modifier to take this modifier.

## TRANSFORMATION

**Sample Aspects:** *Genetic Therapy, Transformative Curse, Enhancement Rituals*

**Base AP Cost:** 5

**Activation:** Fate Point, Special

**Activation Time:** Special

**Duration:** Permanent

**Power Type:** Shaping, Science, Telepathy (mental only)

This Power is exclusively here to provide mechanics for the application of transformative shaping rituals, genetic treatment, surgical procedures and brainwashing. It is not really practical for most player characters. It represents any of the numerous ways in which a person can cause a transformation in someone else and all of them take a fair amount of time to accomplish. The modern world has a large number of ways to do this ranging from the ancient ascension devices of the Gods and Demons to genetic therapy of modern medicine or even simple cosmetic surgery. You may select the type of transformation made each time you buy the power.

For most game purposes it will be more expedient to have the transformation function as an expenditure of experience points or to decide its success or failure based on plot necessity. However, in case you want to have this be an issue, the mechanics are provided. For the most part, this will be a tool of the GM's rather than a player's power though it can be utilized via Shaping Rituals and Science procedures. GMs should be wary of allowing players to enhance their NPC allies through this power and players should not expect the GMs to simply let them have this just because it is in the book.

To transform another, you must activate this Power while the subject is within touch range. The subject must be either helpless or willing. Even in the case of a willing participant it is often best to have them restrained, sedated or both since transformation is always a traumatic event for the body and mind.

First, spend a Fate Point and then roll your Ability. In the case of medical transformations, the Ability is Reasoning, for shaping transformations, use Manipulative. This is a Challenge utilizing Abilities relevant to the method of the transformation. Science based Transformations would use Knowledge, Resources and Craft. Psychic based Transformations would use Knowledge, Manipulative and Sensitive.

The base Difficulty is 2 but add modifiers based on the extent of the Transformation.

Extent of Transformation	Difficulty Modifier
Minor Cosmetic	+1
Major Cosmetic	+2
Extreme Cosmetic	+3
Major Height/Mass Change	+2
Gender Change	+3
False Species Change	+4
Total Species Change	+6
Added Advantage up to 2 AP	+3
Added Advantage up to 4 AP	+5

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. Usually, however, you'd make sure that such things weren't going to be a problem.

Once the transformation is successful, then the target suffers at least two attacks, one against the Physical stress track and another against the Mental stress track. If the transformation results in a change of species, and thus Life-Force, then they also receive an attack against their Life-Force. The weapon rating of these attacks is determined by the extent of the transformation as indicated by the chart below. The physical attack is tested against the subject's Endurance. The mental attack is tested against the subject's Willpower. If they're subjected to a Total Species Change, then the Life-Force attack is tested against the target's Metabolic.

Deliberate total species changes are rarely successful. Even the Gods and Demons mark around 1 in 100 people successfully becoming a God or Demon. In this case, the expenditure of experience points (XP) for player characters represents the unknown metaphysical something that is required for the success of a total species change. For NPCs it is up to the GM's decision. If the transformative procedure fails, the subject does not suffer stress since the transformation never happens.

If a character takes enough stress to match a full consequence, then they have to take that consequence, but they can take multiple consequences if they desire. For example, if they suffer 8 stress, they can take it as a mild and a major and leave the remaining 2 stress hanging if they want.

If the character performing the transformation fails their activation roll, this can make the potential impact on the subject even worse. The success and failure of the transformation activation roll is as follows.

- ✔ **Fail** – The character performing the transformation can simply choose to fail or choose to succeed with cost as normal.
  - ⊕ If he chooses to fail, the GM can Compel the Aspect of the transformation power to perform an attack on the subject, possibly even performing an unintended transformation. This would be a Cutthroat Compel. If the player decides to spend a Fate Point to stop it, then the procedure is aborted before anything horrible happens.
  - ⊕ If the character performing the transformation decides to succeed with cost, then they take stress as normal and also the attack on the subject is also increased by the amount by which the roll failed. Alternately, the GM may introduce an unintended transformation into the procedure.
- ✔ **Tie** – The subject suffers a Boost which can be used against them when they resist the attack connected to the transformation.
- ✔ **Success** – The transformation proceeds as this Power describes.
- ✔ **Success with Spin** – The subject receives a Boost which they can use to resist the attack connected to the transformation.

*For example, a simple cosmetic surgery involving improving the subject's beauty, perhaps the stereotypical breast enlargement or nose job, along with some liposuction is successful. The subject has lost about 10% of their body weight, which is +1 Attack; altered their nose +0 Attack; and increased their chest size, +1 Attack. This is a total Attack of +2. The Mental attack roll is ⊕, ■, ■, ■ for a total of 2 against the subject's Willpower roll of ⊖, ⊖, ■, ⊕ added to their Willpower of 2 for a total of 1. As such, the woman suffers 1 mental stress. However, the Physical attack is a total of 3 versus a total roll of -1, meaning the subject suffers 4 physical stress. This is enough for a Major Consequence, **Bruised**. She spends the next day recovering from the surgery and then enjoys her new self.*

*In another case, a young transman decides to undergo a procedure to become physically male. In addition, he desires to be taller and bulkier after the procedure. This results in an Attack of +4 for +20% height/mass and a true gender change. The Mental attack rolls a total of 2 versus the subjects Willpower total of 0. Since 2 is*

enough Stress to produce a minor consequence, the subject has to take that consequence. They cannot simply place the 2 on their Stress track as if this were a normal attack. The Physical attack rolls a 5 versus the subject's Endurance of 1, resulting in being **nauseous** for a day.

Finally, a mortal Herald is brought to Nirvana to become a God. The process is successful and the Herald suffers an Attack of +11 because this is a total species change that comes with several Advantages. The newly ascended God rolls well against the attacks and the mental attack deals 6 stress while the physical attack deals 7 stress and the Life-Force attack deals 4 stress. Because he is required to take on Consequences, he decides to suffer a Minor and Major Mental Consequence, a Minor and Major Physical Consequence and a Minor Life-Force Consequence.

The process normally takes around three hours, but the impact on the subject and the Difficulty can be reduced by drawing the change out longer.

Time of Treatment	Reduction of Attack and Difficulty
Several treatments over three days	-1
Several treatments over a week	-2
Several treatments over a month	-3
Several treatments over a season	-4
Several treatments over a year	-5

**Modifiers:**

**-1 (Limited):** You may only change your subjects into one specific form, such as only being able to change them into Gods or Demons.

**-1 (Backsliding):** There is a chance of some of the effort being undone between each roll. Between each roll, roll the target's appropriate Ability (Endurance, Willpower or Sensitive/Metabolic) against your relevant Ability for this power. If the target succeeds reduce the accumulated total of the extended roll by the Threshold they achieved. If the accumulated total reaches 0, then the procedure has failed and will have to start again.

**+1 (Skilled Transformation):** Your relevant ability with this Power, whether scientific or psychic, is considered 2 higher. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+1 (Short-Term Transformation):** The transformation you place on the subject is automatically reversed after a set period of time by a transformation back to the original form. Increase the initial difficulty by 10. The victim will suffer two sets of attacks one for the transformation and one for when the transformation is reversed.

**+1 (Delayed Transformation):** The transformation you place doesn't happen immediately, it occurs at a later time. You can delay a transformation's actual effect up to time increment equal to the Ability used for this Power, either Reasoning or Manipulative. This delay only works with genetic and shaping procedures. Increase the initial difficulty by 5.

**+3 (Transformational Curse):** You must have both the Short-Term Transformation and the Delayed Transformation modifiers to take this modifier. Increase the initial difficulty by 20. You lay a curse on a person that causes them to periodically transform into something or somebody else. You place an Aspect on the target that designates a trigger for when the transformation initiates and when it undoes itself. In this case it operates as a basic curse with Potence and Subtlety of 3. Those ratings can be increased by taking the modifiers from the **Curse** Power Advantage. **Exorcism** can be used to remove the curse.

*For example, the classic cinematic werewolf curse involves the victim becoming a wolfman for the three days of the full moon each month. This particular transformation involves a physical species change (+3) and a 40% change of mass (+4) for a WR of +7. The first night the victim undergoes the first transformation and suffers a physical attack of 5 vs his Endurance roll of 0, causing 5 Stress and resulting in a Major Consequence as well as a mental attack of 9 vs a Willpower of 1, resulting in 8 Stress and a Mild and a Major Consequence. At the end of the night, the victim turns back to human and suffers another two attacks. The wolf form has regeneration and recovers from the physical Major Consequence, but the Mental Consequences are still there. The next two attacks deal another Mild Mental Consequence and Physical Consequence. The next night this happens again and this time the victim suffers a Severe Mental Consequence. By the end of the third night the victim has been Defeated on the Mental stress track and is now certifiably insane, even if it is hard to see.*

## TRANSMOGRIFICATION

**Sample Aspects:** *Gorgon Shapeshifter, Fleshcrafting*

**Base AP Cost:** 4

**Activation Difficulty:** Metabolic Difficulty 6

**Activation Time:** Simple Action

**Duration:** Permanent, though you may undo all changes at will.

**Power Type:** Talent, Shapeshifting

You can transform your body at will, making physical alterations on the fly.

When you activate this Power, you gain a number of shapeshifting points equal to your Metabolic rank. 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 shapeshifting points as if you had used Advantage Points. The Advantage(s) gained must in some way relate to a physical change 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 shapeshifting 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:

**-1 (Temporary):** Your transmogrifications only last for 1 day

**-2 (Momentary):** Your transmogrifications only last for 1 scene.

**-1 (Difficult):** Your transmogrification Aspects are not Persistent.

**+1 (Master of the Flesh):** Your Metabolic is considered 2 ranks higher for the purposes of activating this Power. This does not add to the number of Advantage points that can be allocated. This may be taken twice by characters of Ring 8 or lower.

**+1 (Flowing Flesh):** You gain +2 more shapeshifting points when you change. This can be taken twice by characters of Ring 8 or lower and three times by characters of Ring 4 or lower.

**+1 (Swift Shape):** You may use this Power on yourself as a free action.

## TRANSFORM OBJECT

**Sample Aspects:** *Touch of Alchemy; Petrifying Look*

**Base AP Cost:** 4

**Activation Difficulty:** Manipulative 4 + Size + Modifiers

**Activation Time:** Simple Action

**Duration:** Permanent

**Power Type:** Talent, Magic, Shaping

You can transform targeted objects in various ways. For example, you can take your clothes and change their style and color. You can make repairs or change what they are, such as changing a Ford Sedan into a Toyota Truck. Some psychics with this power can even change the nature of the component matter or even change one sort of energy into another. And, of course, there are those rare individuals that can transform other living beings into inert matter such as the infamous petrifying gaze possessed by some gorgons.

To transform an object, you need only activate the Power within line of sight of your target. To activate this power, roll your Manipulative against a difficulty of 4 + the size of the object + modifiers based on how you are changing it. The quality of the object is determined by a roll with Craft, but it also benefits from any related Advantages such as Artist or Engineer when appropriate.

Change	Attack Bonus	Sources	Description
Minor Cosmetics	+0	All	Ethnicity, Coloring, Minor Plastic Surgery
Major Cosmetics	+1	All	Major Plastic Surgery, Mass changes of less than 9%
Extreme Cosmetics	+2	Genetic, Shaping	Features alien to the species, bone structure changes
Major Height/Mass Change	+1	All	Each +/- 10%
Gender Change	+2	Genetic, Shaping	True gender change, Apparent change can be accomplished by Major and Extreme cosmetics, includes neuter and bigender.
False Species Change	+3	Genetic, Shaping	An imitation of another species.
Total Species Change*	+5	Shaping	A true change from one species to another
Grant Minor Advantage	+2	Shaping, Genetic	Granting an Advantage up to 2 AP
Grant Major Advantage	+4	Shaping, Genetic	Granting an Advantage up to 4 AP

Modifier	Change Applied
+0	Cosmetic changes that do not affect the value or functionality only.
+1	Each 25% decrease in mass, leaves debris.
+2	Each 25% increase in mass, drawn from ambient similar matter in the area.
+2	Slight changes in value or functionality. Kitchen knife into a combat knife, or a combat knife into a kitchen knife. Pants into dress. One model sedan into another.
+3	Significant changes in value or functionality. Summer blouse into winter coat. Sedan into luxury sedan. Basic car into a lemon. Dagger into a screwdriver. Dagger into a wooden spoon. Sledgehammer into sword.
+4	Great changes in value or functionality. Sedan into truck or sports car. Cotton behaves looks like silk. Silk becomes as rough as denim. Iron behaves and looks like gold. Wood behaves like steel. Steel becomes as brittle as ice.

The duration of this change is permanent.

### Modifiers:

**-1 (Limited Result):** You are only able to change objects into a specific sort of matter, object or energy.

**-1 (Limited Target):** You are only able to target one sort of matter, object or energy.

**+1 (Master Transmuter):** Your Manipulative is considered 2 higher for the purposes of activating and attacking with this power. This may be taken twice by characters of Ring 8 and three times by characters of Ring 4.

**+2 (Change Atomic Structure):** While the basic power allows you to alter the molecular structure enough to give iron the appearance and behavior of gold, it is still iron and will eventually be discovered as such by an expert performing a check. With this modifier, you become able to alter the atomic structure such that the change literally is a change from one substance to another. This adds further difficulty to the roll.

Modifier	Degree of Change
+2	Within same category. Plant matter to plant matter such as bark to sap. Or pollen to nectar. Common metal to common metal such as iron to steel.
+4	Change to related category. Plant matter to animal matter such as oak to scales. Common metal to precious metal such as iron to gold.
+6	Change of category. Plant matter to metal such as wood into steel. Steel to water.

**+1 (Thin Air):** When you increase or decrease the size of an object, it neither leaves debris nor does obvious damage to the terrain. The gained or lost mass is released or drawn from the atomic structure of gasses in the air. This increases the difficulty by +1.

This requires the Change Atomic Structure modifier.

**+1 (Nuclear Process):** This requires the **Change Atomic Structure** modifier. You can render inert matter radioactive or you can render radioactive matter inert. This adds a +4 to the difficulty of the roll.

**+1 (Targeted Fallout):** This requires the **Nuclear Process** and **Thin Air** modifiers. You can make an attack by rendering the area around the target intensely radioactive for a few moments. The Activation Difficulty for this attack is 4 + the size of the target (0 for humans) + 4 for creating radiation + desired Weapon Rating. Consequences applied relate to radiation sickness and ignore armor.

**+3 (Energy Transfer):** You are able to transform one sort of energy into another as well as matter. Or you may transform matter into energy.

Modifier	Change Applied
+0	Cosmetic. Change color of light.
+2	Heat into Light.
+3	Heat into Electricity.
+4	Heat to Sound.
+5	Any energy to any matter.

**+3 (Organic Transformation):** You may transform living creatures in the same way you can transform nonliving matter or energy. This requires an activation roll 6 and then the psychic must enter an extended check rolling against a Difficulty equal to 8 + the target's Endurance + a duration modifier + a degree of change modifier. Sample modifiers can be found below.

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

Modifier	Degree of Change
+2	Living Human to Water
+3	Living Human to Stone
+4	Living Human to Air
+5	Living Human to Fire



*Some powers simply represent extremely high levels of skill.*

If the object your victim is transformed into is destroyed, such as shattering a character transformed into glass, drinking a character turned into water or putting a character turned to air into high winds, they are killed.

**UNDERSTANDING**

**Sample Aspects:** *Paranoid Visionary Hacker, Visionary Strategist, God of Wisdom, Demon of Power*

**Base AP Cost:** See Below

**Power Type:** Touched

One of the most esoteric and hard to stat parts of the *Divine Blood* universe is the basic nature of Gods, Demons and the human talents known as Visionaries. There is no way to easily stat the

varied nature that isn't ridiculously complicated and involves lots of cross checking of penalties and bonuses. However much of what makes those with the Understanding what they are can be duplicated with Aspects. In order to have the Understanding, your Defining Aspect should use either God, Demon or Visionary in the description somewhere. Note that these individuals will likely have multiple Aspects relating to their status.

There will be a section on The Understanding later discussing possible Compels and Invocations.

**WEAPON MASTERY**

**Sample Aspect:** *Invocation of Ares' Skill, Life-time of Sword Training*

**Base AP Cost:** 2

**Activation:** None

**Power Type:** Magic, Training

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.

**META POWERS**

**EMOTIONAL LINK**

**Sample Aspect:** None, this is a modifier to an existing power

**Base AP Cost:** 3

**Activation:** None

The extent of your Powers is limited by your emotions to some degree. You cannot reach the highest levels of your Power unless you are in a particular emotional state. This can come about because of Consequence or due to performing Maneuvers on yourself to create the emotion. Some sample emotional conditions are below:

- ✔ **Calm** – You are only able to use your full power when you are absolutely calm.
- ✔ **Anger** – You require rage to fuel the highest levels of your Talent.
- ✔ **Joy** – You require happiness to fuel the highest levels of your Talent.
- ✔ **Fear** – You require fear to fuel the highest levels of your Talent.

Other emotional states are acceptable as decided by the GM. Regardless of the emotional state selected, you gain 3 AP with which to purchase Modifiers for the linked Power Advantage that you are only able to access while experiencing the necessary emotion. Once selected, you cannot change these modifiers.

If you are experiencing the emotion through a Consequence, such as *Detached* for Calm or *Deliriously Happy* for Joy, then you are prone to making mistakes in using your power. If the GM Compels you to force a dangerous misuse of the Talent or Power, it is considered a Cutthroat Compel and you must spend a Fate Point to refuse it.

### Modifiers

**+0 (Emotional Extreme):** You don't need a specific kind of emotional state to use full power, but you require more extreme levels of emotion than usual. You require at least a Major Consequence or two self-induced Maneuvers related to the same emotion in order to gain the benefit of this Meta-Power.

**-1 (Emotional Limits):** You must have the **Emotional Extreme** modifier to take this. Your use of the connected power must be related to your current emotion. A gorgon shapeshifter who is currently suffering fear would likely be limited to creating Armor or abilities geared toward escape. The same gorgon when feeling happy would be limited creating pleasing appearances (unless they're a psychopath and find joy in killing).

**+1 (Additional Emotional Link):** The same Power Advantage is affected differently by two or more different emotions. You gain another 3 AP which can be used to purchase modifiers that only exist while feeling a separate emotion. You may take this multiple times, each time for a different emotion.

**+1 (Ramping Emotions):** You gain another 3 AP for modifiers that only exist when are suffering a higher degree of emotion than normal for the link. You must be under the effect of at least a Major Consequence or two self-induced Maneuvers to access this higher level of Power.

If you have the **Emotional Extreme** modifier then this higher level of Power is triggered by a Severe(P) or higher Consequence or 3 self-induced Maneuvers related to the same Power.

**-1 (Auto-Trigger):** You have control issues related to your Talent and its connected emotion. The GM can compel your Power Aspect to cause you to use it accidentally while experiencing the connected emotion. This is rarely a dangerous activation in and of itself, though there is an increased chance of that if the emotional state is coming from a Consequence,

but can cause you to take unplanned Life-Force Stress as well as reveal your Talents to people around you.

### POWER TRICKS

**Sample Aspect:** *Playful Illusionist, Parlor Tricks, Casual Pyrokinetic*

**Base AP Cost:** 1

**Activation:** None or Ability Difficulty 4

**Activation Time:** Simple Action

**Power Type:** Varies

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. This could represent a subtle control over your power, or it could be that small tricks are the extent of your ability.

While your character is not limited to a set number of tricks, a trick must make sense in the context and general theme of your Talents or psychic skills. For example, a shapeshifter may be able to temporarily change his hair color, but he probably shouldn't be able to make sparks dance between his fingers.

You only need to take this Power once. It represents the casual use of all your Powers.

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 making a roll with your associated Psychic Ability against a Difficulty of 4, 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:** If you spend a Fate Point then you can make a physical or mental attack with your Power Tricks. This attack can target any single target in range, and is made with your relevant Psychic Ability (WR: 0). The target may defend with whatever Ability is most suitable to the attack.

**Modifiers:**

**+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.

**WEAKNESS**

**Sample Aspects:** None. This is a modifier to an existing Power and does not have its own Aspect.

**Base AP Cost:** See Below

You have some sort of weakness, be it an 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**

	Exposure to garlic or onions results in a physical attack (+2 Weapon Rating) resisted by your Endurance.
+1	You cannot harm an innocent.  You must perform elaborate rituals or consume some mundane substance each day or temporarily lose your Powers.
+2	You cannot tell a lie or willingly allow another to be deceived.  You cannot enter a house without being invited in.  Reduce an Ability with a rating of 0 to -1, effectively becoming crippled with that Ability
+3	You suffer double the physical stress when attack 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 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.



## CONTROL POWERS

In *Strands of Fate*, Control is a meta-power that allows you to, well, control stuff. What exactly you can control is chosen upon the creation of the power and some things cost more than others. For example, being able to control Matter provides a lot more freedom than being able to control Earth and thus costs more points. In *Divine Blood*, the Control metapower is used as the basis for several other abilities as listed below.

- ✔ **Telepathy** – Every sentient is at least mildly telepathic and empathic. That’s the reason that almost anybody can learn to perform magic. Several Talents also have the ability to perform a specific trick or two. However, telepathy as it appears in comic books and movies is a quite a bit rarer. When your character has enough versatility to their telepathy to be able to duplicate several other powers, it is probably best modeled as a Control
- ✔ **Kinesis** – The physical control of matter or energy is another ability that most sentients possess in small degrees. Again, this is another thing that has a broad spectrum of abilities that are often best related as a control. Whether it is biokinesis, telekinesis, electrokinesis or anything else, the versatility of such powers is usually fairly broad.
- ✔ **Conceptual** – Conceptuals appear to be standard sort Talents, usually a –kinesis, but are actually quite a bit more broad. The primary sign that a particular Talent is a conceptual user is when the phenomena or matter they’re able to control is unusually narrow in definition, such as cloth. However, they are not truly limited to controlling cloth. The fact is that they can make changes to most of the world around them, but they are limited by a “concept” through which they express that control. Most conceptual are primarily Manipulatives, but all are, in theory at least, Metabolic and Sensitive psychics as well.
- ✔ **Domains/Realms** – These are the logical progression of the Conceptual Talent. The primary difference between a Domain, Realm or Conceptual is that the Domains and Realms pretty much all straddle the line of manipulative, metabolic and sensitive powers. Gods/Demons each have a Domain/Realm, respectively, and their culture has dealt with such Talents for millions of years.
- ✔ **Channeling** – This is a trained skill geared toward making blatant use of raw Life-Force. These abilities are not subtle and primarily developed with a focus on martial use. A channeller can’t produce a burst of

electricity or fire. The most accurate way to describe channeling is to compare its practitioners to the sort of martial artists that appear on comics and movies tossing about chi blasts and making seemingly impossible jumps while shrugging off devastating attacks.

- ✔ **Magic** – The practice of borrowing the abilities of other beings is most properly reproduced as a control that places its focus on Focused Channels and Ritual Controls.

All Controls are based around six primary applications of the Advantage.

- ✔ **Attack** – Use the Control to attack an enemy.
- ✔ **Defense** – Use the Control to either prevent yourself from being struck or else reduce damage from attacks.
- ✔ **Block** – Use the Control to inhibit the actions or perceptions of other people.
- ✔ **Maneuver** – Use the Control to create effects on the setting and people around the character.
- ✔ **Mold** – Use the Control to control the Shape of the controlled phenomena
- ✔ **Emulate** – Use the Control to duplicate another Power Advantage

Every use requires an Overcome action to Activate the Power as normal. It is possible to increase the activation difficulty in order to create a more powerful effect. Like most powers, if you fail the activation roll, the power still activates but you suffer stress. However, if your roll is less than the Base Activation Difficulty –3, then the power does not activate and you take Stress.

### ATTACK

This is probably the most obvious applications of most Control powers: turning the thing you control into a deadly weapon. This can be done by turning a flashlight into a laser with control of light or unleashing a terrible mental attack with a telepathic control.

This is a normal Attack action. It works like any other Attack action.

However, like any active Powers, you must first Activate the attack. The exact features of the shaped attack determine the difficulty of this Activation roll. Attacks from Control powers have a base activation difficulty of 3.

The procedure for making the attack is as follows:

Determine nature of attack: Physical, Mental or Life-Force.

- ✓ Determine Weapon Rating of the attack.
- ✓ Name an Aspect
- ✓ Add any modifiers to the attack and determine activation difficulty.
- ✓ Make the activation roll.
- ✓ Make the attack roll and calculate Stress and Consequences as normal.

The nature of the attack is based on the source. A telepathic spike through someone's mind will do mental stress while a blast of lightning or fire will do physical. A channeled bolt of chi could deal either physical or Life-Force stress. This has no direct impact on the difficulty of using the power. The attack should be given an Aspect of some sort at this point. It should be a simple description of the attack such as *Whipping Cloth*, *Bolt of Lightning* or *Spike of Telepathic Pain*.

The Weapon Rating is a simple matter of choosing a number. Each point of Weapon Rating increases the difficulty of the activation roll by 1. So a Weapon Rating of 2 will increase the difficulty of the activation roll by 2.

Next you will add any desired modifiers to the attack, available modifiers are listed below:

- ✓ **Ranged** – Ranged attacks generally have a range equal to your connected Psychic Ability and increase the Activation difficulty by +2. You can increase this range further by increasing the Difficulty by +2 for each additional +1 range.
- ✓ **Area of Effect** – You can affect a zone rather than a single target, turning the Weapon Rating into an Explosive Rating. Doing so increases the Activation difficulty by +4. Each additional zone increases the difficulty by +1. For each extra +1 difficulty, you can protect one person in the area of effect from the attack. You can be damaged by your own attack if you don't account for it.
- ✓ **Persistent Effect** – Your attack deals damage over time for an increase to the Activation difficulty based on how often the attack occurs. Each round your target suffers an amount of stress equal to what they suffered last round -3. So if they took 7 Stress with the initial attack, they'd take 4 Stress the next round and 1 Stress the round after that with the effect ending on the third round when damage equals 0.

Activation Difficulty Modifier	Time Increment
+6	Round
+5	2 Rounds
+4	3 Rounds
+3	4 Rounds
+2	Scene
+1	Hour

- ✓ **Ignores Armor** – Your attack somehow avoids armor. For example: using Telepathy to create an aneurism thus circumventing both physical and mental armor; or using a pheromone to induce an Awe effect to circumvent mental armor. Or it might be an especially subtle and insidious curse trying to get past any spiritual armor.

Once the Weapon Rating and modifiers of the attack are in place, you need to roll the Appropriate Psychic Ability against the total difficulty. Attacks from Control powers have a base activation difficulty of 3. A failed roll causes the psychic to suffer feedback Stress like any other power, but the power succeeds.

Each Attack needs an Aspect to describe how it is accomplishing its task. This can be compelled and invoked as normal.

*One of Loren Mutabah's Channeling techniques is a Chi-Slash. This is Weapon Rating 4 ranged attack. As such the total Activation Difficulty of this power is a 9. Loren makes a roll and adds her metabolic of 4 getting a total of 6. She thus suffers 3 stress but the power goes off.*

Once the power is activated, an attack roll is made against the opponent's defense roll to see if the attack hits and how much damage is done. The Ability that can be used to defend against the attack depends on the nature of the attack. Note that the Activation roll and Attack roll are different.

- ✓ Melee and bursts of energy are defended against by Agility.
- ✓ High speed projectiles and blasts are defended against by Perception.
- ✓ Poisons, diseases and other biological attacks are defended against by Endurance.
- ✓ Mental attacks are defended against by Willpower.

## DEFENSE

This is the counter to the attack action. Using your Power, you defend yourself.

This can range from blocking a telepathic assault via your own Talent all the way to causing fireballs to fizzle out into smoke clouds before they reach you. This simply allows you to roll your Psychic Ability instead of one of your normal abilities to counter an attack.

Regardless of the nature of it, this is a standard Defense action and, once activated, follows the rules for a normal Defense action.

Activating the Defense is a free action that can be taken at any time and simply requires you to roll against a base Activation Difficulty of 2. A failure results in Stress suffered but you will still be able to roll your psychic Ability against the attack.

In addition, you can increase the difficulty by +2 to add a +1 to the Defense roll. This can be done multiple times.

Each Defense has an Aspect name to describe how it is working that can be compelled and invoked as normal.

If you want this Defense to last for an entire scene rather than a single round, increase the Difficulty by +2.

*A bunch of cultists throw a salvo of Molotov cocktails at Lilitu, Demoness of Smoke. She defends herself by using her Realm of Smoke to cause the cocktails to Smoke Out well before they reach her. This allows her to use her Manipulative 5 score to defend against them rather than her Agility 3 score.*

*The base difficulty of is 2 so she simply has to beat a 2 with her Manipulative of 5 in order to succeed with no stress.*

*Now that the power has been activated, she rolls her Manipulative to defend against the attacks and ends up being surrounded in a lot of smoke and unlit gasoline as not one of the impromptu bombs ignites.*

*Eija Semezou could also use her Channeling Advantage to create a defense by causing incoming projectiles to be diverted away with lines of Chi.*

*However, Eija's Perception of 3 is higher than her Manipulative of 1. As such, for the most part this would be of no benefit to her.*

*She could add a bonus to the roll of +3, allowing her to roll a Defense of 4 (Manipulative 1 +3) instead of 3 (Perception) against incoming bullets or arrows. This would require rolling against a difficulty of 8 and almost certainly taking Chi Stress. She is more likely to simply use her Perception to protect herself.*

*Of course, both Eija could use the channeling effect to protect other people, which might make the almost definite Chi Stress more worth it.*

**Protection:** Alternately, a psychic can opt for protection instead of defense. By rolling against a basic difficulty of 3, the psychic gains an AR 2. This AR can be increased by adding +1 to the Activation difficulty for each +1 of AR. This protection also needs an Aspect name to explain how it is shaped.

For a +2 to the Difficulty, this can stack with other forms of Armor Rating.

If you want the protection to last for the entire scene rather than just a single round, then increase the Difficulty by +2.

*Naiki sees an incoming rocket heading her way. She immediately fashions a **Shield of Chi** to block the Rocket. She decides to raise an AR of 10 because she expects the rocket to deal a lot of damage. The base difficulty is 3 so she has a total difficulty of 11. She rolls her Manipulative of 3 and Manages to get a total of 4. Naiki suffers 7 Life-Force stress, but blocks all the physical damage from the rocket.*

## BLOCK

By using your powers you make it difficult for other people to perform actions. Perhaps you place a block in a person's mind preventing them from suspecting that you're lying. Maybe you've filled the area with smoke to prevent someone from seeing things. Or perhaps you're telekinetically grappling the target.

Regardless, this functions as a normal block action simply performed with your psychic Abilities.

Before you roll the block, you first have to activate the Power. To activate you roll against an Activation difficulty of 2. If you fail, you suffer stress equal to the difference between the difficulty and your roll but the block activates. To place the block roll your Ability, this represents the Potency of the Block. A +1 can be applied to the Potency roll for each +1 by which the activation difficulty is increased by.

Maintaining the block is a supplemental action that causes the psychic to take a -2 to all other actions taken each round the block is maintained.

Each Block should have an Aspect name that describes how it works which can be compelled or invoked as normal.

- ✔ **Extended Coverage:** By increasing the difficulty by +2, you can extend the block to one more person. For every additional +2, you will affect another person. For a +3 you can affect an entire zone with one more zone added for each additional +3 added to the Activation difficulty. Zone-wide blocks can be broken entirely by one person beating the block with spin. Applying the block at ranged increases the activation cost by +2 and range is figured normally.
- ✔ **Extended Duration:** By spending a Fate Point, you can cause your block to last for the entire scene without further concentration.

*Eija wants to prevent people from catching sight of her, Hel and Yooji on a battle field. She uses her knowledge of Cloaking and Channeling to create a **Pocket of Cloaked Space** by placing a block against Perception in her current zone. This is one zone and Channeling has a base difficulty of 2 so the total difficulty is 5. She easily makes that roll and hides herself and the other girls from hostile forces. Unfortunately, since Eija cloaked the zone not the people, when Yooji stands up she is seen and captured.*

## MANEUVER

Most of the time, if you want to perform some unusual task with your power, you are going to perform a maneuver. Setting the zone on fire via pyrokinesis, inducing a sense of depression in an opponent to weaken their performance, jump-starting a car with electrokinesis and other such things can be represented with maneuvers. The basic difficulty for activating your power to perform a maneuver is 3 though exceptionally complex maneuvers might require a higher difficulty.

For the most part, the Aspects created by these maneuvers are temporary or easily removed but that can be altered by increasing the difficulty of the activation roll. As can variables like area of effect.

In some cases, your maneuver will be resisted by the opponent. If this is so, after rolling to activate the power, you should roll your psychic Ability against an appropriate defense Ability by the target. If the defender wins, they shake off the effect

somehow. Remember, the Attack roll and Activation roll are different, just like with Attacks above.

This operates as a normal maneuver action used to place, discover or place tags on Aspects.

- ✔ **Reliable Maneuver** – Sometimes you'll want to make sure that a particular maneuver is successful. By increasing the activation difficulty of a power by +2, you gain a +1 to rolls made to make sure the power succeeds.

*Zelus, the God of Zeal, is creating an Aspect of **Curse of Apathy and Frustration**, as a result of essentially draining the zeal from people around him. The purpose is to make it difficult for the target he and his brother and sisters want to capture to get through the airport and to their plane. He definitely wants this to succeed and, as such, wants to add a bonus to his contested rolls. He increases the activation difficulty by +6 to get a +3 to his Sensitive roll vs the Willpower of his targets. The current difficulty of this effect is now 9.*

*Once Zelus rolls the maneuver, he will be adding +3 on top of his Sensitive of 3 for a total of +6 to the dice. It is quite likely that once the power is activated and he uses it, that he will easily beat every will in the building.*

- ✔ **Lasting Aspect** – For every +2 you increase the difficulty of the activation, you can increase the duration of the created Aspect by one step higher on the Time Increment table.

*Zelus also wants this Aspect to last for quite some time and thus increases the base difficulty by +2 in order to increase the duration of the effect from 1 round to 1 scene. The current difficulty of this power is now 11.*

- ✔ **Expansive Aspect** – For maneuvers that don't directly affect combat, such as controlling weather to create an aspect of *Thunderstorm*, the GM might allow you to increase the area of effect of the Aspect. The difficulty is increased by the Size rating of the area to be affected.

For maneuvers that directly affect combat, they may affect one zone for an increase in activation difficulty of +2 per zone affected.

If you want to selectively affect people in the zone, you can increase the difficulty by +1.

*The God of Zeal needs to affect more than just one employee. He wants to affect every employee in the*

airport. The GM rules that the airport is roughly size 5, which is about 50 zones and roughly the size of an aircraft carrier. The difficulty of using this power is now 17.

- ✔ **Persistent Aspect** – By increasing the activation difficulty by +3, you can make the created Aspect Persistent.

Zelus really wants this Aspect to be pervasive and hard to resist. He increases the cost by +3 to make the created aspect persistent. The difficulty of using this maneuver is now 20 and will be followed by a roll of Zelus's Sensitive versus the Willpower of the targeted employees.

## MOLD

Depending on the nature of your Talent, it may be possible to shape energy or matter into a desired form. It will be noted in each description as to whether or not to use the Mold option for a particular power or not. The activation difficulty of this is dependent on what you want to create.

Mold only requires the Activation roll to be successful. If the Overcome action is successful, the created item or creature is immediately put into place.

Every creation will have an Aspect to describe what it is. This is usually something simple like *Sword*, but can be more complex.

- ✔ **Create** – You may take the raw substance of what you are able to control and Mold it into something usable. The created object will last for the duration of this use of control after which it will fall back apart. The base activation difficulty of this is based on the complexity of the item to be created as indicated on the following chart.

After determining the complexity of the item and the base difficulty, you will then add a modifier equal to the size rating of the item to be created x2, with a minimum of 0. Thus the activation difficulty is equal to Base Difficulty + Size x2.

The Succeed with Spin result for Create actions is different from usual Overcome actions.

- ✔ **Fail** – You either fail or succeed though suffer Stress equal to the amount by which you failed the roll.
- ✔ **Tie** – You succeed but suffer a Boost applied against you that relates to the strain of the effort.

- ✔ **Success** – The item is created.
- ✔ **Success with Spin** – The created item gives a +1 bonus to rolls relating to its intended function.

Item to be created	Base Difficulty
Stone Age. Crude spears and other tools	1
Iron Age. Swords, crossbows, herbal medicines	2
Renaissance. Complex metal armors, muskets, printing press, early internal combustion engines	3
RL Modern Day. Automatic weapons, computers, cars	4
DB Modern Day. rail guns, virtual reality, uprights, etc	5

If Loren Mutabah wants to mold her roll of cloth into a **Rapier of Psychically Hardened Cloth**, that is a base difficulty of 2. The size of a sword is less than 0, as such the base difficulty is 2. However, Cloth is an inappropriate material to this use, as mentioned under Conceptual powers, and that increases the base difficulty by +2 for a total difficulty of 4. Loren rolls her 4 Manipulative and succeeds with a roll of 7. She has made an exceptional sword from her cloth and gains a +1 to rolls made using the sword in either attack or defense.

- ✔ **Create Something from Nothing** – This is usually an option that is limited to conceptual Talents. The individual Advantage will note whether this is an option or not. Regardless, the effort of creating something out of nothing increases the difficulty by +2.

Your power has to be able to create something from nothing in order to be able to do this at all.

- ✔ **Lasting Creation** – Created objects will last for the scene before returning to their constituent parts. For every +2 you increase the activation difficulty by, you can move the duration of the creation up the time increment chart by one step. You cannot create a Permanent item without using the Craft Power Item ability.

- ✔ **Create Minion** – Some psychics have the ability to bring together their controlled phenomena into the shape of what appears to be an actual creature and use it to perform errands or to attack enemies. You must have enough matter or energy on hand to create the desired minion and must give it an Aspect name describing it such as *Earthen Hound*, *Man of Fire* or *Telepathic Phantasm*

The base activation difficulty for a created minion is 5.

The creator has a number of points equal to their Ma-

nipulative or Sensitive x2 to assign to the creature's Abilities.

More points can be added by Increasing the Difficulty by +1 for each added Ability point.

You can trade Ability points for Advantage points on a 1 to 1 basis. Any purchased Advantages must fit the nature of the created minion.

There are only 6 Abilities important to the minions created by these powers: Agility, Endurance, Perception, Strength, Reasoning and Sensitive.

The Physical Abilities work as they do for other creatures. The maximum rank of Physical Abilities is equal to the creator's Manipulative or Sensitive +1, depending on which was used to create the minion.

- ⊕ Reasoning – For each point of Reasoning, the minion can be given one simple command to obey. If Reasoning is 0, the creator has to command it directly each round as a supplemental action. The minion's Reasoning can not be higher than the creator's. Commands can normally only be changed while the creator has a line of sight to the minion.
- ⊕ Sensitive – For each point of Sensitive, the minion can operate up to 1 mile away from its creator and still receive new commands. For +2 Difficulty, it can share sensory information with its master. The minion's Sensitive cannot be higher than the creator's.

The creature's Aspect can be invoked to represent abilities that are pertinent to its nature. This requires using the creator's Fate Points. Or maneuvering on its Aspect and then using tags

The creature can take a number of consequences equal to your appropriate Psychic Ability (either Manipulative or Sensitive) before being destroyed. The maximum number of consequences that they can suffer is 4.

The creation of more complex companions is largely impossible within the limits of Talents alone. A later supplement will deal with companions more extensively. Minions that can think or otherwise act independently are largely the result of extensive scientific or shaping processes. Until then, to simulate more advanced and generally permanent minions, can use the *Companion* rules found on page 317 of **Strands of Power** or the *Summon Creature Power* Advantage found on page 175 of **Strands of Fate**.

## EMULATE OTHER POWER

Depending on your particular Talent, you may be able to emulate the use of other powers. For example, if you are a biokinetic, you might be able to create antibodies in a target to fight a disease (emulating the Poison Advantage with the Antibodies modifier) or you might be able to see a long distance by altering the way light reaches your eyes via photokinesis (emulating Enhanced Vision).

In all honesty, almost every other power can be duplicated via the Attack, Defense, Block, Maneuver and Mold powers. Most of the Power Advantages in this game operate through those basic functions in some form or fashion. Even a number of the more unusual powers operate by manipulation of the Aspect system more than anything else. As a result, this application of control should only be used when you cannot reproduce the effect you desire by the other means. This is, in fact, a limitation of the Control. You'll see it noted below that Control cannot duplicate a power that performs one of its basic functions in a more efficient manner and that cuts out many of the pre-made powers.

When emulating another power, use the following guidelines:

- ✔ **Cost Limitation** – The total AP cost of the Power cannot be higher than your connected psychic Ability. For Conceptuals or Domains and Realms, this would be the psychic Ability most appropriate to the desired effect.
- ✔ **Purchase** – When emulating a power, you decide on all aspects as if you were purchasing it with Advantage Points. You may select Modifiers and 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 Modifiers or Meta-Powers that reduce the cost without impacting your ability to use the power. The GM has final say on whether a power use is acceptable.
- ✔ **Limits of Emulation** – You may not emulate a power if doing so would produce a better result than if you simply used the other features of Control. For example the Power Attack, Armor, Cloaking and Imbue [X] Advantages are all more efficient than the basic use the Attack, Defense, Block and Maneuver applications of control. As such, those powers cannot be emulated.
- ✔ **Activation Difficulty** – The activation difficulty of powers emulated by a Control is equal to the base difficulty of the emulated power +2. For example, Exchange Health has a base difficulty of 4 so emulating it would have an Activation difficulty of 6. If the power does not require an activation roll or Fate Point to

activate it, assume the activation cost is equal to the AP cost of the emulated power  $\times 2$ .

- ✔ **Ability** – Most controls require the same ability to activate as is used to actually use the power. Magic is the exception. Again note that activating the power and using it (especially if the power is targeted) are often separate rolls. However, the Control Activation roll takes the place of the normal Activation roll for the Power. Basically, if the Power requires two rolls normally, then the emulated version will require two rolls.
- ✔ **Duration** – An emulated Power has the same duration that it would normally have. If the emulated power does not normally have a duration, then it has a duration of “Scene” while being emulated. This may be changed to a full day by spending a Fate Point, but only for powers that do not normally have a duration.

## INAPPROPRIATE MATERIALS

Some Talents are able to alter the most basic nature of the material they’re manipulating. This allows psychics to do things like create swords as strong as the best steel out of cloth or physically manifesting hope as a shielding light, for two examples. If this is an option, it will be noted under the specific Advantage. This increases the Activation cost of the power by +2.

## FOCUSED CONTROL

Sometimes, a character will decide to take extra time in order to complete a particularly powerful effect. In this case, the character is involved in a Contest against his own Power. This is handled like any other contest, as described earlier on in this book. However, defining the opposition might be a little tricky.

Figure out the Activation Difficulty as normal. If you decide to use it as a Focused Control instead of a normal use of Control, then divide that Activation Difficulty by 4 and round up. This becomes the opposition stat in the Contest which is set up as follows.

**Psychic:** Intent: Perform an Action with their Power.

**Power:** Intent: Cause a backlash.

This works as usual for a Contest with the first “side” to reach three victories to achieve their goals. As normal the Psychic may attempt to perform maneuvers at each step to help him, though failing such maneuvers will mean he gets no attempt to make a Contest roll. These have a static difficulty equal to the Power’s skill.

The Power can perform maneuvers as well, which can be actively opposed by the psychic. This represents the Life-Force being hard to Manage. Or the GM can compel Aspects of the psychic or spell to interfere, though these will provide Fate Points.

*Zelus decides to make his **Curse of Apathy** as a Focused Control. The Activation Difficulty is 20 so the skill of the Power in this case is +5. Zelus has a Sensitive of +3.*

*In the First round, Zelus tries to activate the **Four Point Circle** he inscribed earlier with a maneuver. The GM decides that the distraction of focusing the Power allows the Curse to act as a Passive Difficulty of 5. Zelus rolls a +1 for a total of +4 and decides to spend a Fate Point invoking his **Practiced Shaper** Aspect for a +2 bonus to make the Maneuver a success.*

*Zelus now rolls his Sensitive against the Curse. The Curse rolls a -1 on the dice for a total of +4, Zelus rolls a +0 for a total of 3. He decides to use his free Invoke of **Four-Point Circle** to gain a +2 on the roll for a total of 5. The GM compels the **Mana** Aspect of Zelus’s Life-Force and reminds him that Mana is slow to build, reducing Zelus’s roll back to 3. Zelus considers spending a Fate Point to deny it, but decides he’s used enough resources this time.*

*Zelus – 0*

*Curse – 1*

*Once again, Zelus tries to roll a maneuver to activate his circle. This time he gets a +3 result on the dice for a total of +6. He spends the Fate Point he got from the GM to invoke his **Practiced Shaper** Aspect and increase that to +8 allowing him to succeed with Spin against the Difficulty of 5. He now adds two Free Invokes of his Circle for a total of three.*

*Now come the Contest rolls. Zelus rolls a +2 on the dice for a total of 5. The Curse rolls a +1 on the dice for a total of 6. Zelus uses one of his two free Invokes for a new total of 7 and the GM lets it pass, giving Zelus the victory this time.*

*Zelus – 1*

*Curse – 1*



*Zelus forgoes maneuvering this turn and goes straight to the contest rolls. He rolls a +2 on the dice for a total of +5 before invocations. As usual, he waits for the opposition to roll before deciding how to use his free Invokes. The curse rolls a +3 for a total of +8. So Zelus forces the curse to re-roll with his last free Invoke of the **Four-Point Circle** and the new roll is -3 for a total of +2.*

*The curse goes off and Zelus looks down to his **Four-Point Circle** which still has three free Invokes on it. He considers it briefly and immediately goes about forming a second effect to layer on the first since he has it ready to use.*

**Backlash:** As stated, if you cannot maintain your Focus for some reason, or you get distracted, then you suffer backlash in the form of an attack. The longer you've been focusing, the more power you've built up and the more dangerous that backlash is. The attack you receive as a backlash has a rating equal to the total you have accumulated so far while focusing.

The stress you receive will be related to the effect you were trying to create. As such, a pyrokinetic will suffer burns when they fail to create a massive fireball, a channeler will be wracked by stressed Life-Force and a telepath will suffer headaches or terrifying visions. You defend against the attack with Endurance, Willpower or your relevant Psychic Ability as is most logical for the sort of effect you were hoping for.

If you are attacked while focusing, you must make a Willpower roll against a difficulty equal to the stress caused by the attack suffered accounting for inflicted consequences. If you fail, then the Focus is disrupted and you suffer backlash as normal. Stress suffered from Focus rolls does not trigger this.

If your Focus roll results in a Consequence, then you have to make a Willpower check against a difficulty determined by the severity of the Consequence. Difficulty for this check is 2 for Minor, 4 for Major, 6 for Severe, 8 for Extreme. Failing the Willpower roll causes the Focus to fail and backlash to occur as normal.

Environmental situations such as loud noises or shaking ground might also cause enough distraction to disrupt a focus. In the presence of such things, the GM should assign an appropriate difficulty to the Willpower roll. As normal, a failed Willpower roll results in backlash.

By spending a Fate Point, the psychic can choose to take only half the backlash with the remaining backlash spilling out into the world around him and attacking any valid targets in

the zone around the psychic. You suffer at least half (round up) of the backlash as per normal and the rest affects the zone around you, enemies and friends both, as an attack based on your relevant psychic Ability + the remainder of the backlash.

The normal way the backlash is inflicted is as raw damage usually to Physical or Life-Force tracks. For example, if a pyrokinetic managed to start the creation of that fireball but then loses it, they'll have gotten burned and take physical damage. On the other hand, they could have been working their way up to bringing the fire into existence and take Life-Force Stress from the effort of controlling the chaotic energies, resulting in the typical bursting blood vessels. However, it is possible to express the backlash as mental damage, especially when trying to use sensitive powers, or as short term curses. The GM can also choose to demonstrate the backlash in other ways if they choose.

*Hel is trying to get herself out of detention through her Realm as the Demoness of Prisons, detention being a kind of prison. She is using a simple circle to bolster her ability since she still lives under the minor-binding. She has an effective Sensitive of 1 (after the binding) and another +1 from the circle. While she's working, Naiki is trying to get her attention and the GM rules that she's been persistent enough to be a distraction. Hel fails a Willpower roll and turns around to snap at Naiki demanding to know what she wants. This causes backlash. Normally, this would cause Hel damage as the power of her psychic Talent grounds out through her, but instead the GM rules that her Talent goes off but that the effect benefits Naiki instead of Hel. The Demoness can only sputter as Naiki gets released from detention rather than her.*

## 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. In this case, you only need to spend one FP instead of one per roll. This usually takes the form of a meditation of some sort.

- ✔ 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 relevant Psychic Ability is 3 or greater, you instead gain a +1 every 10 minutes. No matter how much time you spend, however, the maximum bonus allowed is equal to your relevant Psychic Ability.

- ✔ There are a number of items that can be used to make rituals easier ranging from the quartz crystals used by humans to the specially grown familiars and runes of the Demons and Gods. Some of these you will find in the section on equipment or companions. In preparation for a ritual, the character can spend a Fate Point to determine a Cost and make a Resources roll to acquire materials for the ritual. If you're successful, you get a bonus to the ritual roll equal to the Cost you set in the beginning.
- ✔ Circles are another common way to enhance a person's power for the performance of a ritual. Circles can perform a number of different functions and those that are drawn up quickly and non-permanently are mostly used for Focusing or emergency Rituals. The character can spend a Fate Point to set a Potency, they then make the roll on their Craft Ability with the determined Potency as a Difficulty. If successful, they receive a bonus to the Ritual's activation equal to the Potency of the circle.

It is possible for a psychic to pull so much Life-Force through their systems that they burn out their bodies, minds or spirits. Such sacrifice adds a bonus to the roll for completion. Each consequence you take adds another bonus to the roll. Major +3, Severe +6, Extreme +9 and Defeated +12.

The Defeated result requires the death of the participant for all intents and purposes. Either their mind, body or spirit is burned out entirely and their soul passes on to the afterlife, or hangs around as a ghost.

These consequences need to be all of the same variety. For example, they can all be Mental consequences or they can all be Physical consequences.

*Zelus's Curse of **Apathy and Frustration** that he wishes to place on the airport employees has a difficulty of 20, and since he has the time, he plans to perform it as a ritual. He has a Sensitive rank of 3, so he plans to spend at least 30 minutes on the ritual itself, giving him a +3. He also has a Rune on hand which adds another +3 to his rolls involving his Domain of Zeal, which this falls under. Finally, he decides to build himself a circle by cutting into the roof of the airport in an unwatched corner. He sets the Potency of his circle at 6 and completes the Craft check successfully with a 7. He decides not to make any other ritual purchases and doesn't want to take any injuries himself. His final bonus to the roll is +15 [Sensitive (3) + 30 minutes (3) + rune (3) + circle (6) = 15]. He spends the Fate Point for the ritual*

*as well as the crafting of the circle and makes his roll, getting a +2 on the dice for a total of 17. He decides to take the 3 Stress to make up for rolling less than 20 and now his Curse sweeps out over the airport creating a bunch of apathetic, unenthused employees and increasingly annoyed customers creating all manner of chaos and delays.*

## ROTES

When you take the Control Power, you should sit down and work up several different uses of that Control that you think you might want to use regularly. Take the time to think things through ahead of time so you don't take up too much time trying to put together a power at the table when you want to use your Control. **Strands of Fate** calls these "Rotes", the psychics within the **Divine Blood** setting call them different things for different Controls as noted in the description of each power but we will call them "rotes" as a general term.

Some of the Control powers below give you a bonus to your rolls if you're using a rote that you already have, others give you a penalty if you don't use a rote and still others do not allow you to use anything but your known rotes except under special circumstances. Each Control will explain how they deal with Rotes including what name they are known by, if they are known by any particular name.

What constitutes an individual Rote is different from application to application. Attack, Defense and Emulate Power are the applications treated the most restrictively.

- ✔ **Attack:** Changes in Weapon Rating do not require separate rotes. Changes in modifiers (ranged, area of effect, persistent and ignore armor) or Aspects do require separate rotes. So a single target **Fire Lance** (ranged) would be a separate rote from a multi-target **Fireball** (AoE) and a **Telepathic Thrust** (ranged attack) would be a third rote.
- ✔ **Defense:** Each change in Aspect requires a separate rote. Protections are a separate rote from defenses.
- ✔ **Block:** Each change in Aspect requires a separate rote. Extended coverage and duration do not require separate rotes. Small changes in Aspect such as changing the X in **Blindspot for X** do not require separate rotes.
- ✔ **Maneuver:** Each separate Aspect requires a separate rote, but the modifiers to that maneuver do not. Small changes in Aspect such as changing the X in **Blindspot for X** do not require separate rotes.

- ✔ **Mold:** Create and Create Minion require separate rites. Other modifiers do not.
- ✔ **Emulate Power:** Each Rote applies to a particular power within the limits of the AP cost.

## CHANNELING

**Sample Aspects:** *Breholm Warrior, Gargoyle Sentry, SG Expeditionary Psychic*

**Base AP Cost:** 2

**Activation Difficulty:** Metabolic per Control

**Activation Time:** Simple Action, Free Action for Defense

**Power Type:** Training

Channeling is the trained skill of molding and controlling one's own Life-Force so that you might use it to accomplish amazing things. In some ways, it is the least versatile of the Controls but a well-trained channeler is usually more dangerous than the average psychic. While there are plenty of mundane uses for the skill, channelers are primarily focused on being a more effective combatant.

Channeling is divided into three overall Skills within which there are multiple techniques:

- ✔ **Blasts** – These are primarily damaging attacks of pure Life-Force. Contrary to the implication of the name, this includes melee attacks. Dazzling sparks meant to distract or blind, bursts meant to displace air quickly enough to make a loud sound, surges of force meant to knock over but not damage and harmless, entertaining monochromatic illusions are also all included as blasts.

Life-Force dissipates quickly once released and it takes a lot of effort to create a blast that will have much range. Because of this Ranged channeling effects have +1 Activation Difficulty in addition to the +2 difficulty for adding Ranged to other powers.. (This means making ranged attacks is a +3 Activation Difficulty total)

Blasts can target the Physical or the Life-Force Stress Tracks.

Blasts can be used to create a Defense effect by diverting incoming attacks with sudden bursts of Life-Force.

- ✔ **Auras** – These are manifestations of Life-Force which cling to the channeler. They are primarily of a defensive nature. Only one aura can be active at a time and, since they are usually tailored to specific attacks, this means channelers are commonly better protected from one sort of attack than another.

Auras mostly use the Defense options for Control,

usually Protection, and follow the same rules. Auras designed to protect against environmental concerns like poisonous gas or vacuum would instead *Emulate Environmental Protection* found in **Strands of Fate** on page 131.

- ✔ **Enhancements** – These are internal manipulations of the physical body or hand-held tool via Life-Force. The body is performing most of the work here with the Life-Force bridging the gap or providing support where necessary. This can extend to some enhancements to concentration or perception as well. Any number of enhancements can be active at once though each active enhancement increases the Activation difficulty for subsequent enhancements by +1.

Channeling refers to its rites as “techniques” and a channeler receives a number of starting techniques equal to their Metabolic Ability. Channelers receive a +2 difficulty when they try to use powers outside of their established techniques. Also, Channeling cannot be used in a ritual normally.

Most schools of channeling have an identifiable flavor to them that experienced people can recognize. This can identify an attacker, give insight into the probable philosophies of an opponent and may even predict flaws in their fighting style.



Channelers are the martial artists of the psychic world.

Identifying the flavors requires that one has an Aspect implying some experience with Channeling or some supernatural analytical ability. The difficulty to recognize a style is set by the GM based on how common it is and/or how likely it is the character has seen it before. Some difficulties should thus naturally be 0. Recognizing a style is a reflexive free action. If a character fails to recognize the style automatically, they may try to take a simple action to analyze it. Analyzing an unknown channeling school has a difficulty of 4.

Channelers can hide their style by increasing the Difficulty of all uses of the Power by +1 as long as they are keeping their style concealed. Hiding their flavor increases the difficulty to recognize it or analyze it by the lower of the characters Deception or Metabolic Ability.

You can change your style by changing the Power Aspect for Channeling to represent the changes in training and personality that have caused your style to drift. Changing an Aspect typically costs 5 experience points.

Note that Molding is rare for Channelers. For channelers Molding is always a use of Inappropriate Materials and thus add +2 to the Difficulty. Also, instead of having a set duration, the channeler must maintain the Mold by taking a supplemental action each round and rolling against half the Activation penalty of starting the Mold. They must remain in contact with the Mold or it will dissipate completely.

Channeling activation stress is dealt to the Life-Force Stress Track. Channeling may Emulate any Power marked as Channeling.

#### Modifiers:

**+1 (Skill Specialization):** You receive a +1 to Activation rolls for one of the three techniques: Blasts, Auras or Enhancements. This can be taken three times, once for each Skill. This does not affect Attack rolls or other rolls made to actually use the Power after it has been activated.

**+2 (Skill Expertise):** You receive a +2 to Activation for one of the three Skills: Blasts, Auras or Enhancements. This can be taken three times, once for each Skill. This is cumulative with specialization. This does not affect Attack rolls or other rolls made to actually use the Power after it has been activated.

**+2 (Indiscriminate Channeling):** You no longer receive a -2 penalty for improvising rites on the fly. You instead gain a +2 bonus when you use your already established techniques.

**+1 (Dark Style):** When hiding your style you add the higher of your Deception or Metabolic to the Difficulty to analyze or recognize it.

**+1 (Blank Style):** Requires and replaces **Dark Style**. When hiding your style you add both your Deception and Metabolic to the Difficulty to analyze or recognize it.

**+1 (Ritual Channeling):** You must have at least one Shaping ritual. You can perform a channeling technique as a ritual if you desire.

#### SAMPLE ROTES

##### Semezou Channeling:

**Attacks:** *Cutting Chi Disc* (Ranged Attack – Blast)

**Defenses:** *Deflecting Chi Disc* (Defense vs Physical – Blast); *Sheltering Chi Disc* (Protection – Blast); *Battle Aura* (Protection – Aura)

**Blocks:** *Disrupted Chi* (Block psychic abilities in humans - Blast), *Cloaked Field* (Block Perception – Aura)

**Maneuvers:** *Flash of Chi* (Blast), *Chi Assisted Jump* (Enhancement)

**Mold:** *Chi-Patch* (bolster a damaged object temporarily – Blast)

**Emulate Powers:** *Cloaking* – 3 pt Emulation of Cloaking (Aura), *Chi-Strength* – 4 pt Emulation of Super Strength (Enhancement)

##### Mutabah Channeling:

**Attacks:** *Chi Slash* (Ranged Attack – Blast)

**Defenses:** *Chi-Parry* (Defense - Blast)

**Blocks:** *Chi-Static* (Block Psychic abilities in an area - Blast)

**Maneuvers:** *Chi-Attuned Sword* (Enhancement)

**Mold:** *Chi-Patch* (bolster a damaged object temporarily – Blast)

**Emulate Powers:** *Chi-Sped Reflexes* – 3 pt Emulation of Enhanced Reflexes (Enhancement), *Accelerated Metabolism* - 2 Emulation of Accelerate Metabolism, Self-Only (Enhancement)

## CONCEPTUAL CONTROL

**Sample Aspects:** *Physical and Conceptual Control of Cloth*

**Base AP Cost:** 5

**Activation Difficulty:** per Control rules at beginning of this section + stretch Modifier

**Activation Time:** Simple Action; Free Action for Defense

**Power Type:** Touched, Magic

Talents with Conceptual Controls are among the rarest of Talents. They appear to be basic kinetics for the most part, though often with what appears to be a psychological block limiting their controls to specific materials or elements. This is a common enough thing and usually the first assumption. However, Conceptuals go beyond anything those with a similar -kinesis can accomplish.

For example, a magnetokinetic might be able to magnetically control metal to provide a defense against attack and a Talent with Conceptual Control of magnetism could do the same. However, the Conceptual Talent could parlay that all the way out into a seduction power based on animal *magnetism*. Basically, Conceptual Controls run on PC logic, however, GMs are encouraged to add penalty modifiers the more tenuous a connection is (see Domain/Realm for some suggested modifiers). Despite this, most Conceptuals are still limited to physical manifestations of power, even if those manifestations are only metaphorically related to the control aspect. As they grow in ability they may become able to internalize the concept as well, both mentally and biologically.

Conceptual controls will use all three Psychic Abilities. Primarily, they will tend to use Manipulative, but Metabolic occurs fairly frequently and Sensitive is of use occasionally, especially defensively and detecting the controlled phenomena or substance.

Like with kinetics, Conceptual Controls have no particular name for their Rotes. They start with a number of rotes equal to their ranks in Manipulative. In addition, Conceptual Controls suffer a -2 penalty to Activation rolls when they are not using their rotes. This is because the extent of what they're manipulating is very complex.

Forcing a phenomenon to behave or react in ways counter to what is physically possible makes the use of a Conceptual Control more difficult. This is an Inappropriate Material use and thus increases the difficulty by +2.

Conceptual Control cannot Emulate Telepathy Powers unless they have the **Telepathic Conceptual** modifier. They cannot Emulate Shapeshifting Powers unless they also have **Shapeshifting, Morph, Transmogrification** or **Self-Evolving** with the **Luminous Being** modifiers. Some Powers have

multiple types because they can be fluffed in multiple ways. In these cases, ignore this restriction. Use your common sense.

*Read Thoughts* has the Telepathy type and can't really be simulated without assuming Telepathy and thus cannot be Emulated by **Conceptual Control** unless they have the **Telepathic Conceptual** modifier. **Affliction** has the Shapeshifting type because being able to alter your internal structure provides a rationale for being able to produce weaponized diseases. However, that is not the only way to produce an **Affliction**, and thus **Conceptual Control** can emulate it. **Morph** and **Transmogrification**, however, can only be explained as shapeshifting and thus can only be Emulated by the **Conceptual Control** if the character has shapeshifting from an independent source.

Conceptual Control activation stress is dealt to the Life-Force Stress Track.

### Modifiers:

**-1 (Inability to Focus):** You may not spend additional rounds to focus on a use of Control

### BE WARY

GMs should be careful in allowing characters to take Conceptual Control powers. This is reality warping levels of magic. It is not quite as versatile as a Domain or Realm, but it quite a bit cheaper. The amount of freedom can be problematic with some players.

The power gamer looking for a win button is the obvious problem, however, some players are almost paralyzed by the fact that what they can do is limited by their imagination rather than the rules.

If a player takes on a Conceptual Control, sit down and figure out with them exactly what it can and cannot do before the game starts. Check with the other players whether or not they are okay with the inclusion of the power. This goes for all the Control powers to a degree, but Conceptual Control probably has the most volatile combination of versatility and lack of restraint to it out of the other Controls.

In the hands of a good, trustworthy player, however, this is an excellent gaming tool.

**-1 (No Rituals):** You may not utilize the ritual option of Control.

**+2 (Summon From Nothing):** You are able to summon the phenomena you're able control even though it is not present by pulling together quantum matter in the area to fit the necessary mass or energy for the desired phenomena.

**+2 (Telepathic Conceptual):** At this point, there is very little difference between a Conceptual and the Domains and Realms of the Gods and Demons.

Whereas before your power extended to physical phenomena that had a tenuous, metaphoric connection to your theme, such as making cloth act like armor because you can control cloth, now you can perform things that are entirely metaphorical. For example, a Talent with Conceptual Control of Fire could rouse the flames of rage and start a riot, enkindle the fires of passion when trying to seduce someone or stir the embers of a person's courage.

Telepathic Conceptuals are also able to have a wider variety of themes they center around. For example, some might have a Conceptual Control over Hope, which would still allow them to call a light because of the idea of hope being the light at the end of the tunnel.

If you start the game with this modifier, you start with a number of rites equal to the higher of your Sensitive or Manipulative.

If you have this modifier, you can Emulate Powers marked as Telepathy.

## SAMPLE ROTES

### CONCEPTUAL AND PHYSICAL CONTROL OF CLOTH

**Attacks:** *Remote Garrote* (ranged attack, ignores armor); *Piercing Threads* (ranged attack)

**Defenses:** *Iron Cloth* (Protection); *Dancing Cloth* (Defense vs physical); *Concealing Curtain* (Defense)

**Blocks:** *Cloth Snare* (block motion); *Silk Manacles* (Block all actions)

**Maneuvers:** *Fraying Threads*; *Ariadne's Thread*

**Molds:** *Steel-Cloth Rapier*, *Fancy Dress*, *Cloth Puppet*

**Emulate Power:** *Carpet Walking* – 4 pt Emulation of Flight, Relative Speed; *Trip Threads* – 2 pt Emulation of Barrier, Permeable, Alarm

## DOMAIN/REALM

**Sample Aspects:** *Demoness of Smoke*, *God of Thunder*, *Demon of the Sun*, *Goddess of Victory*

**Base AP Cost:** 2

**Activation Difficulty:** per Control Rules at beginning of this section

**Activation Time:** Simple Action, Free Action for Defense

**Power Type:** Magic, Talent

**Requirement:** You must have a defining characteristic that identifies you as a God or Demon

Only Gods possess Domains and only Demons possess Realms. The other races cannot take this power and Half-Demons and Demi-Gods can only take this power if the other half of their make-up is the other type of Immortal.

While Domains and Realms come about through differing means than Talents, they function similarly enough that the game mechanics for a fully developed Domain or Realm to work with essentially the same systems. However, while all Gods and Demons have access to these powers, only a handful actually make much effort to develop their powers.

At the basic cost, a Domain or Realm functions exactly like the Power Tricks Meta-Power Advantage. As the Demon or God learns (or relearns) more about the manipulation of the world around them, they acquire more of the basic functions of a control. They still have all the basic limits of Power Tricks or Control, so a Demon who has upgraded to using Emulate Power but not attack would only have the ability to attack within Power Tricks' limits.

The difference between a Conceptual Control and a Domain or Realm is in how the psychic reaches the ability. A Conceptual Control Talent operates almost entirely on instinct and has something of a head start. Domains and Realms occur because Gods and Demons are one of the few species that is equipped to actually analyze directly what happens when certain powers are used. In essence, Domains and Realms are the ultimate goal of the sorcerer.

Gods and Demons still make use of the Conceptual visualization tools to make things easier. They tend to fudge the lines much more than Conceptual Talents, which is a result of the fact that their themes are deliberately formed visualization tools rather than a psychological block. This is similar to Inappropriate Materials but goes well past that. Whereas Inappropriate Materials deals with causing the phenomena you're able to manipulate to behave in a physically unusual manner, they are actually able to manipulate reality as a whole. It is merely much easier for them to do so within the concepts defined by their Domain or Realm. The more tenuously connected to their Domain or Realm Aspect, the more

difficult it is for them to affect. GMs are encouraged to increase the Activation Difficulty. Some suggested difficulty modifiers are given below.

Modifier	Connection to Domain
+1	Close Metaphorical connection to Domain. Smoke to Illusion. Cheer to Celebration.
	Close physical connection to Domain. Smoke to Fire.
+2	Metaphorical connection to Domain. Cheer to Bravery.
	Raw manipulation of Mana similar to a Channeling effect, but flavored by your Domain, such as creating a blast of Mana that appears to be blue flame.
+3	Physical connection to Domain. Smoke to Heat
	Distant Metaphoric connection to Domain. Cheer to Respect.
+4	Raw Manipulation of Mana with your Domain flavor hidden.
	Distant Physical connection to Domain. Smoke to Mist.
+5	No Metaphoric connection to Domain.
+5	No Physical connection to Domain

Modifier	Connection to Realm
+1	Close Physical connection to Realm. Smoke to Fire. Sun to Light
	Physical connection to Realm. Smoke to Heat
+2	Close Metaphoric connection to Realm. Sun to Hope
	Raw manipulation of Vitae similar to a Channeling effect, but flavored by your Realm.
+3	Distant Physical connection to Realm. Smoke to Mist
	Metaphoric connection to Realm. Sun to Healing
+4	Raw manipulation of Vitae with your Realm flavor hidden.
	No Physical connection to Realm.
+5	Distant Metaphoric connection Realm. Sun to Time
+5	No Metaphoric connection to Realm.

### UNDER THE HOOD

The Domain/Realm thing is really sort of a broken down Control. If you just take the basic 2 pt cost, you essentially have Power Tricks.

If you upgrade with **Attack, Defense, Block, Maneuver, Shape and Emulate Power**, then you will have spent 7 extra AP.

In the end, you've essentially purchased Power Tricks + a Telepathic Conceptual Control. The main difference you'll see is that Domains and Realms suggest using slightly different modifiers.

*Lilitu Geisthexe is the Demoness of Smoke. According to the chart above, she can make effects related to fire at a +1 Difficulty because Fire has a close physical connection to Smoke. If she wants to make illusions with sound or a level of realism beyond smoky figures, however, she has a +2 Difficulty because she is a Demon with a Realm and Smoke to Illusion is a close metaphoric connection.*

There will always be something of the character's Domain or Realm in their use of this power, even if it is just raw use of Vitae or Mana or else has no connection to their normal Domain.

*Lilitu could, in theory, create an apple pie by taking a +5 Difficulty to a Mold maneuver. However, it would taste or smell smoky. Likewise, when her auras will have a smoky semi-gaseous appearance and the decay patterns of her blasts will appear to be red smoke.*

Even if a Demon or God is sticking straight to their Realm or Domain, making things behave in ways that are normally physically impossible still increases the difficulty just the same as if they were using a Conceptual control.

*Lilitu is able to condense enough smoke into one place that it forms a physical, impassable wall. It is still smoke, but it is behaving in ways that would normally be impossible so that power use would have a +2 Difficulty, because it is an Inappropriate Material. If she wanted to make a brick wall, however, that would be a +5 Difficulty increase for her since brick walls have almost nothing to do with smoke.*

*Likewise, she could force smoke into the Mold of a pie that has the same texture as an apple pie with a +2 difficulty. But eating that pie would be eating pure, solidified smoke and would taste like it. Meanwhile by taking a +4 Difficulty as described above, she can make an actual apple pie, albeit one with a pleasantly smoky flavor or aftertaste. If she wanted it to have no connection to her Realm at all, she could increase the Difficulty by a total of +5 and have a normal apple pie.*

*Likewise making a **Labyrinth of Smoke** does not increase the Difficulty beyond the basic requirements for any maneuver as long as it remains simply thick smoke. Even making it harmful to the health doesn't increase the difficulty. If she makes it solid enough to hamper motion, though, that's a +2 Difficulty. If she makes the*



*smoke into actual walls of smoke, that's a +4 Difficulty. If she suddenly turned that smoke labyrinth into walls of smoky jade, that would be a +5 to her difficulty.*

Domain and Realms refer to their roles as "spells" just like High Magic does. This is hardly surprising because Domains and Realms are the source of all High Magic. Any use of power a God or Demon makes with their Domain or Realm is a power that any trained magician can duplicate with enough study or meditation. Demons and Gods have difficulty preventing people from using their magic this way, even if the target of the power is themselves. They can deliberately initiate a mindscape to stop it, but short of that they don't have much option. The prices are the best effort they've made to metaphorically poison that well. At the start, players receive no roles and are simply assumed to be able to do anything that can be accomplished via Power Tricks easily enough.

Once a Demon or God has upgraded to one or more of the basic Control uses and gained their first spells. They gain a +2 on the Activation roll whenever they are using one of their own established spells.

*Lilitu's **Harmless Cigarette** spell is a simple maneuver with a difficulty of 5 representing the extended duration of 1 scene. She casts it with a +2 bonus because it is her spell; she created it and is the source of it. If she improvises a spell, she does not get the +2 bonus.*

Demons with the Demigod Advantage default to the Realm modifiers. Gods with the Half-Demon Advantage default to the Domain modifiers. Purchasing the **Hybrid Vigor** modifier allows them to default to which ever modifier is most favorable to them for that spell.

Domains and Realms can Emulate any Power that is not marked as Touched. Stress from Domain/Realm activation is dealt to the Life-Force Stress Track.

**Communal Mindscape:** Gods or Demons must choose to be part of either Ashvattha or Orochi. They cannot connect to the other through normal means (they can go through the mindscape of a citizen of the other mindscape, however) due to blocks that are in place to prevent it. However, they are always connected to their chosen mindscape and can thus skip the connection phase of Magic if they take that power.

#### **Modifiers:**

**+1 (Attack):** You can use your Domain/Realm for attacking as per Control rather than Power Tricks. Gain 1 Attack spell.

**+1 (Defense):** You can use your Domain/Realm for Defense as per Control. Gain 1 Defense spell.

**+1 (Block):** You can use your Domain/Realm to make Blocks as per Control. Gain 1 Block spell.

**+1 (Maneuver):** You can use your Domain/Realm to make Maneuvers as per Control. Gain 1 Maneuver spell.

**+1 (Mold):** You can use your Domain/Realm to Mold things as per Control. For cases where your Domain/Realm doesn't cover a physical phenomenon, creating a physical incarnation of your Realm or Domain (either object or creature) is covered by metaphorical connection. For example, a God of War could create a sword with a +1 Difficulty because weapons have a Close Metaphoric connection to War. Creating a map would be more difficult. Gain 1 Mold spell.

**+2 (Emulate Power):** You can use your Domain/Realm to Emulate other powers within limits as per Control. Gain 1 Emulation spell.

**+1 (Hybrid Vigor):** You must either be a God with the Half-Demon Advantage or a Demon with the Demigod Advantage to take this modifier. You take the most favorable modifier between both the Domain and Realm charts.

*Lilitu is a Demoness and thus has more difficulty with Metaphoric stretching of her Realm than she does with Physical stretching of her realm. However, she also has the Demigod Advantage and thus chooses to take **Hybrid Vigor** as a modifier. She now uses whichever chart is most beneficial to her because she has an easier time shifting between Demonic and Divine thought patterns. She now decreases the difficulty of illusions to +1.*

**+1 (Connection Specialty):** You use a particular connection to your Domain/Realm very frequently. You reduce penalties to use of this not-quite your Domain/Realm theme by -1 to a minimum of +0. The chosen specialty should be very limited however and this has no effect on other stretched connections. This can be taken multiple times and, in theory, with enough time and experience, a particular God or Demon could eventually have no penalties in any manipulation of reality whatsoever, but given the nature of Gods and Demons, they find it more efficient to specialize and borrow tricks from friends than to try to do everything themselves.

You must have at least one of the following modifiers to take this modifier: **Attack, Defense, Block, Maneuver, Mold, or Emulate Power.** You must also have at least one of your own spells that uses that connection.

*In addition to having **Hybrid Vigor**, Lilitu specializes in illusions and trickery. She takes **Connection Specialty** to represent that. When she creates an illusion*





Lilith Geisthexe's Realm is Smoke, which is why she always has cigarettes on hand.

on the fly, she receives no increased difficulty (**Hybrid Vigor** allows her to use the favorable Difficulty increase of +1, Connection Specialty reduces that to +0). She is still the **Demoness of Smoke** but she would stand equal with a Goddess or Demoness of Illusion in her skill at creating such things.

These samples double as High Magic spells too, and are thus organized by Black Magic and White Magic. Black Magic has one Domain spell in the form of "Dark God" and White Magic has one Realm spell in the form of a "Holy Demon".

### SAMPLE BLACK MAGIC

**Attack:** *Sun Ray*, "The Burning Sun, bright and blazing star above the desert sands, comes forth to sear my enemies." Source: Moloch Baal (Demon of the Sun), WR: 4, Ranged, Activation Difficulty: 9. Requires the presence of sunlight.

**Defense:** *Warrior Scales*, "The Warrior Serpent, caimant of Tiamat's glory, lends me her scales for this battle." Source: Illujanka (Demoness of Snakes), AR: +2, Compatible with other Armors, Activation Difficulty: 5. Creates an aura with a somewhat scaled appearance.

**Block:** *Desert Gale*, "Emptiness, that presence between breezes, denies your presence here!" Source: Shu (Demon of Wind), Block movement, +3 on Block roll, Activation Difficulty: 5 (Single Person), 8 (one zone). Winds push against the target or anyone entering the targeted zone.

**Maneuver:** *Wetted Cloth*, "The Impetuous Male, that wild son of the heavens, soak this cloth with the rain." Source: Amatsukami Susano'o (God of Storms). One scene duration. Activation Difficulty: 5 (7 in an especially dry environment) It makes the targeted piece of cloth or clothing wet as water vapor condenses over the target creating a momentary, targeted rain. Most magi prefer not think about why Susano'o has a spell specifically to get clothing wet.

**Mold:** *In Triplicate*, "That girl that is no warrior will get me a copy." Source: Rene Jones (Demoness of Paperwork), Create a copy of a targeted piece of paperwork or document. One scene duration (long enough to get to a mechanical copier) Create something from nothing. Activation Difficulty: 4

**Emulate:** *Searching Eyes*, "The Thousand Eyes see more than my own ever could." Source: Ravanna Vitra (Demon of Eyes), Clairsentience (SoF pg 124), Clairvoyance (vision only). Activation Difficulty 8+Sympathy modifiers. Requires a sensitive of 2.

### SAMPLE WHITE MAGIC

**Attack:** *Gremlin Wave*, "Font of Misfortune, bring your gift to this place." Source: Dhanistha (Goddess of Misfortune), WR: 6, Area of Effect, Activation Difficulty: 13. Only affects machines, this includes simple machines like windmills and catapults. Dhanistha last used this in response to a local computer gaming café that had opinions about female gamers.

**Defense:** *Fated Parry*, "Queen of Soldiers, daughter of heaven and hell, guide my hands to be a shield." Source: Urd Jotundottir (Goddess of Fate), Use Sensitive for Defense, +2 on Defense roll, lasts one scene. Activation Difficulty: 8. Gives the caster a glimpse of intended attacks against him and suggests proper defenses.

**Block:** *Sheltered Child*, "Mother of Many, seeker of redemption, let no one harm this precious child." Source: Kishimo-jin (Demoness of Children), Block attacks against the child for one scene. +3 Potency to Block roll. Activation Difficulty: 7. Individuals must defeat the Block with a Willpower roll in order to even be able to attack or endanger the protected child. This does not protect from accidental harm. This spell unfortunately has a reputation among heralds for being abused with regard to youth contact sports such as soccer or American football.

**Maneuver:** *All Access(P)*, "Silver Traveler, far wandering traveler, I ask your words clear my path of all obstacles." Source: Hermes (God of Messengers), Persistent, One Scene. Activation Difficulty: 7. This spell makes you seem trustworthy and causes people to not question your presence so you can get in and out of a building with no trouble.

**Mold:** *Need a Tool*, "Clubbed Foot, master of the forge, I have need of a tool." Creates a tool, Create Something From Nothing, Activation: (Varies, 2+ Complexity Difficulty from the chart in the Mold section).

**Emulate:** *Knowledge Seen*, "Burden of Wisdom, from the wise who sits under the great tree, I seek to have sight of that which you know." Source: Vishnu (God of Wisdom), Emulate: **Life Force Sight** with **Easy Focus** and **Extended Vision**. Activation Difficulty: 6. Grants Life-Force Sight for a scene.

**-KINESIS**

**Sample Simple Aspects:** *Photokinesis, Pyrokinesis, Electrokinesis, Umbrakinesis, Biokinesis, Geokinesis*

**Sample Dramatic Aspects:** *Font of Light, Firestarter, Living Battery, Miasma, Plague-Carrier, Earthquake Control*

**Base AP Cost:** 5

**Activation Difficulty:** Manipulative or Metabolic per Control Rules at beginning of this section.

**Activation Time:** Simple Action; Free Action for Defense

**Power Type:** Touched, Magic

Basic telekinesis is handled by one of the basic powers of the game, but for powers that control other physical phenomena a variety of powers would normally be needed. In the case of most Talents, who are specialized in specific uses of broader categories, purchasing individual powers is fine. However more versatile powers are best represented by a control. These Talents are usually Manipulatives though biokinetics are more often Metabolic with some Manipulative capabilities.

There are a wide variety of these sorts of Manipulatives and they're usually related to less versatile but more specialized Manipulatives. As such, there is no specific name for the rites used by these psychics. Individual psychics will refer to their rites as whatever strikes their fancy. Akiras who aren't part of the Community and not familiar with the lexicon will even erroneously call them spells. It is theorized that pyrokinesis and cyrokinesis are essentially the same capability but with a psychological block limiting the user to cold or heat. Likewise for cases of Telekinesis compared to control of things like metal or earth.

Kinetic power activation stress is applied to the Life-Force Stress Track.

GMs should consider the theme of the -Kinesis when deciding whether or not to allow this modifier or not. It is appropriate for energy controls and some forms of specific matter control, like earth. Also, the GM might allow this but say no to specific applications. For example, the creation of a complete animal via biokinesis should be impossible for this power. Such complex cloning is possible only through shaping and various scientific methods.

**Modifiers:**

**-1 (Inability to Focus):** You may not focus over several rounds to produce more powerful effects.

**-1 (No Rituals):** You may not utilize the ritual option of Control.

**+2 (Summon From Nothing):** You are able to summon the phenomena you're able control even though it is not present.

**SAMPLE ROTES**

**ELECTROKINESIS**

**Attacks:** *Electrified Touch* (Attack); *Lightning Bolt* (Ranged Attack); *Chain Lightning* (Ranged AoE Attack)

**Defenses:** *Disrupt Shock* (Defense vs Electricity); *Reactive Field* (Defense vs Physical attacks); *Grounded* (Protection vs Electricity)

**Blocks:** *Jamming* (Block Perception of Electrical phenomena); *Power Loss* (Block of Actions requiring electricity); *Neural Shut Down* (Block Actions by Living Beings)

**Maneuvers:** *Static Field*; *Joy Buzzer*; *Heart-Starter*; *Zone of Interference*

**Molds:** (normally would not be possible, the GM may decide otherwise)

**Emulate Powers:** *Sense Electricity* - 3 pt Emulation of Sense Common Phenomena; *Electrified Wall* - 3 pt Emulation of Barrier, Wall, Damaging Energy; *Overcharged Reflexes* - 3 pt Emulation of Enhanced Reflexes, Strenuous

**PHOTOKINESIS**

**Attacks:** *Laser* (Ranged Attack); *Laser Barrage* (AoE Attack)

**Defenses:** *Distracting Flashes* (Defense vs Visually aimed attacks); *Photonic Field* (Protection); *Dissipate Lasers* (Defense vs Lasers);

**Blocks:** *Bend Light* (Block vs Visual Perception); *Dispel Darkness* (Block Darkness effects)

**Maneuvers:** *Flash of Light*; *Blinding Spark*; *Dazzling Light Show*; *Dynamic Lighting*

**Molds:** (normally would not be possible, the GM may decide otherwise)

**Emulate Powers:** *Holograms* - 3 pt Emulation of Illusions, Mobile Illusions; *Disguise Field* - 3 pt Emulation of Illusion, Illusionary Disguise

**EARTHQUAKE CONTROL**

**Attacks:** *Earth Spike* (Ranged Attack), *Avalanche* (Ranged AoE Attack); *Chasm* (AoE Attack)

**Defenses:** *Disrupted Footing* (Defense vs Physical Attacks)

**Blocks:** *Stabilized Zone* (Block Seismic Events)

**Maneuvers:** *Shaking Ground; Sapping Stability*

**Molds:** *Earthen Club, Stone Spear*

**Emulate Powers:** *Stone Wall* – 1 pt Emulation of Barrier, Wall

## MAGIC

**Sample Aspects:** *Herald Magician, Family Magician, Faustian Magician*

**Base AP Cost:** 3

**Activation Difficulty:** Sensitive per Control Rules at beginning of this section; See Below

**Activation Time:** Simple Action; Free Action for Defense

**Power Type:** Trained

Magic is the skill of borrowing the Talents of other psychics. Technically it is possible to find the instructions for any Talent by going deep enough into the mind to find the instinctual thought processes. However, for most sentient beings, the instincts for Talents are so deep in the mind that you're more likely to kill a person before even a fully capable telepath could find them. However, it was discovered long ago that the how's and whys of a Talent can be found in material which a psychic has left behind. This is generally a genetic sample of some sort, blood being the most common. This can range from a few drops of blood to a full sacrifice leading to the death of the source of the Talent. This is called Low Magic and probably the most common sort of magic.

However, there are magicians who prefer High Magic, casting the spells of Black and White Magic. Gods and Demons have minds that make it possible to access the instincts of how to perform wonders without even attracting much notice from the Immortals, much less hurt them. However, both Black and White Magic have prices involved. The casting of spells has a series of steps that must be taken.

Magic is essentially a highly specialized form of telepathy. It doesn't require much in the way of telepathic talent, in fact anybody can learn how to do it, but it is quite a bit different an application from common telepathic methods. As such, while there are certainly overlaps between magician and telepath families, it is not really common for one person to be both. In any case, this comes to an odd situation. Magic is a Sensitive category psychic ability, because it is essentially telepathy, however most of the powers that can be borrowed in this way are Manipulative or Metabolic. As such, while you need Sensitive to activate any particular power, you need the appropriate Psychic Ability to use many of those abilities effectively.

*Chelsea is a Herald magus with Sensitive 4 but no ranks in any of the other Psychic Abilities. She could quite easily find a White Magic spell for creating fire, but once she cast it, she would be attacking with her Manipulative Ability of 0.*

## LOW MAGIC

Low Magic is entirely based around the ritual casting rules stated in the general Control section above. At a minimum, Low Magic requires a similar viable genetic sample to use as the center of a ritual. Contrary to a lot of the rumors concerning magic that are passed among people that only believe they know what they're talking about, things like fingernail clippings, dead hairs or bits of dead skin are rarely all that useful. The preferred ingredient is blood as it can be collected with minimal harm to the donor and still actually be of use; however, hairs with live follicles are also sometimes used. In extreme cases, magicians have mutilated, tortured and killed donors for the sake of rituals, but most magicians find such rituals to be as abhorrent as any layman.

Since every sentient has some level of Psychic Ability, there is at least some use out of donations from any individual. The average unaware person's blood can be used in a number of simple recipes that can do things like give a person a glimpse of the emotions held by the donor, even provide some memories of the use of particular skills or cast a curse transferring a cancer from one person to another. Common magicians can do a lot with blood regardless of who it comes from, but for most of the obviously supernatural recipes, blood from a Psychic is necessary.

Low Magic is more like psychometry than telepathy in action, since it is taking advantage of the fact that the material in front of them was once connected to a living entity and thus has lingering telepathic impressions without the nearly impregnable fortress of a complete mind. The result is, however, likewise fragmented and subdued compared to the real deal. Also, a particular donation is typically only usable once before it is burned out.

Low Magic works exactly like a normal use of a Control Power as modified by Ritual Control: set the Activation Difficulty; make your preparations; make a single roll to see if you succeed.

Low magic refers to its rites as "recipes" and a magician knows a number of recipes equal to their own Sensitive Ability and suffers a -2 penalty on rolls to perform any recipe that they do not know and require some form of reference material to work from. This is usually a scroll or tome, but USB memory is not an unknown way to document magical recipes.

Stress taken in activating Low Magic is dealt to the Life-Force

Stress Track primarily, but the GM may occasionally rule that it is dealt to the Mental (if the recipe calls for a horrifying sacrifice, or causes a jarring change in perspective), Physical (if the material is introduced into the caster's body and may be harmful), or Social (if word of the practice, whether actually benign or not, reaches prejudiced acquaintances) Stress Tracks instead.

Most magicians also end up purchasing Perfected Recipes as described in the Rituals section below.

### HIGH MAGIC

High Magic is the process of invoking Gods and Demons to borrow the power of their Domains or Realms for a time. This is possible due to the nature of the Gods and Demons minds and the differences from the minds of most mortals. There are a handful of humans with similar mental structures, but they are not, as of yet, well known and most do not have much in the way of Talents that can be borrowed for much effect.

Magi fall into two categories: those that are knowingly part of Immortal politics and those that learned their art from family or a book without being much aware of the situation between Gods and Demons. The number of magi who are actively part of Immortal politics (Gods, Demons, mortal Faustians and Heralds) are in the minority. Most magi believe the Gods and Demons to be a sort of entity that occasionally possesses a host to give the appearance of having a physical life, an attitude which causes most Gods and Demons to question the sanity of these magi. After all, entities mostly lack understanding of physical existence and have been known to cause massive troubles when they cross paths with mortals and Immortals alike.

High Magic works similarly to the rules for Focused Control in the general Control section above; however, instead of spending a Fate Point for each round the magi continues casting, they begin to suffer Stress when they remain connected for too long.

Casting a spell is essentially a Challenge, but instead of using 3 different Abilities, you roll your Sensitive at least twice. Depending on how well you roll the first two rolls, you might not need the third. This means that spell casting will take at least 2 rounds of a conflict though will take 3 rounds for most people.

**Connecting:** This is the first step of High Magic. It is a simple action made to reach the desired mindscape and begin the search for the spell you intend to cast. You roll your Sensitive against a difficulty of 4. The success or failure of this is determined with the following result table.

Demons and Gods skip this step as they are constantly connected to the communal mindscapes. Avatars and Appren-

tices can spend a Fate Point to skip this step by connecting first directly to their patron. See the modifiers below to see a more extensive explanation.

- ✔ **Fail** – You fail to connect to the desired mindscape. Alternately, you succeed but immediately take 1 stress and begin taking 1 stress per round you stay connected.
- ✔ **Tie** – You connect for 1 round, after which you begin to take 1 stress per round.
- ✔ **Success** – You connect for this round +1 round for each point you rolled more than the difficulty.
- ✔ **Success with Spin** – You connect as with the success, but also gain a Boost which can be used with the Conjunction or Incantation phase.

*Chelsea has a Sensitive of 4 and is moving to cast a spell. She has a persistent Specialty Aspect **Artist in White Magic (P)** and uses that to gain a +2 to the roll. She also has a rune that makes it easier for her to cast magic by adding a +1. She gets a +2 on the dice for a total of 9. This is a success with spin and 5 over the Difficulty. As such, she can remain connected for this round and 5 more before she begins suffering stress. She also has a Boost that named **Like Always** to use on the spell casting.*

**Conjunction:** Once you have connected to the proper mindscape, you must find the God, Demon or communal pool of spells that you are looking for. Take an Overcome action against a Difficulty determined below, modifiers are cumulative.

Situation	Difficulty
Obscure God or Demon	+8
Uncommon God or Demon	+6
Common God or Demon	+4
Delved Spell	+2
Patron God for avatars	+0
Patron Demon for apprentices	+0
Newly Learned Spell	+2
Using Reference Material	-1
Frequently Used Spell	-2

The success or failure of the overcome action is determined as follows:

- ✔ **Fail** – You have the choice of outright failure or else succeeding with major cost.
- ✔ **Tie** – You succeed with a minor cost.



- ✔ **Succeed** – You succeed in completing the Conjunction.
- ✔ **Succeed with Style** – You can immediately apply any of result over the Difficulty toward Activating the spell.

Chelsea is continuing to cast the spell she started last round. She's casting a Life-Force Sight spell from Vishnu. Vishnu is the High King of Nirvana, but his spells are not often written down for mortal and books of such knowledge are actively tracked down and destroyed so the base Difficulty would be 6 to account for the combination of a well-known but rarely invoked God. It is a delved spell increasing the Difficulty to 8. However, Chelsea's grimoire is one of the few references that has such spells in it, giving her a -1 to the Difficulty and she has used it fairly often, so that gives her another -2. The Difficulty is thus 5.

Chelsea rolls her monstrous bonus for White Magic and gets a +2 on the dice for a total of 8 including her tools. She easily completes the conjuration with Spin and doesn't have to invoke either her **Like Always** boost or **Artist of White Magic (P)** Aspects. She could still do so if she wished and apply the extra results to the Incantation portion of the spell.

**Incantation:** Once you have connected both to the proper mindscape and the desired Immortal or pool of spells, then you must make an Incantation check. The Difficulty for this check is the Activation Difficulty of the spell you are casting as per the rules for Control. A common major cost for a failed Incantation is for the spell to take longer than a round to complete.

The Incantation Difficulty for the spell that Chelsea was trying to cast was a 4 and she rolled 4 over the Conjunction Difficulty. Since that was more than the Difficulty for the Incantation, she immediately casts the spell after completing the Conjunction. In fact, she decides to invoke her Persistent Aspect and her Boost for an extra +4 on the Conjunction so that she completes the Incantation with spin and has a Boost to apply to the actual use of the spell.

**Maintaining Connection:** When you first connect you determine how many rounds you may stay connected without suffering Stress. For each round past that that you remain connected, you suffer 1 stress as either Orochi or Ashvattha try to politely encourage you to leave.

Chelsea successfully managed to initiate Connection such that she can remain connected for a total of 6 rounds without problem. Casting her spell took 2 of those rounds, including the Connection and the blow-away Conjunction. She can remain in Ashvattha for another 4 rounds without a problem, making her future spell casting take less time. On the 7<sup>th</sup> round, she begins to suffer 1 Life-Force stress per round until she disconnects or is Taken Out.

**Price:** Gods and Demons extract a Price from their Magic. White Magic gives the source Immortal the perceptions and surface thoughts of any magus invoking one of their spells while Black Magic casters owe "favors". This was originally a God and Demon split, but in the last few thousand years, there's been a fair amount of side-switching. Now White Magic refers to spells from any entity in Nirvana, God or Demon, while Black Magic refers to spells that come from any entity in Yomi. Most magi will go their entire lives without suffering too much from either Price. PCs, however, should be special cases.

Whenever a PC casts a High Magic spell, they should acquire an Aspect related to the Price. Black Magic Price Aspects should note the severity of the favor involved such as *Invoked Rene for a Minor Favor*. White Magic Price Aspects should note the situation during which the spell was cast such as *Invoked Hermes during negotiations with the Sidhe*. They should get one of these Aspects each time they cast a spell and the Aspects should last until the GM calls them due.

Black Magic favors are the easiest Price to call due but possibly the most problematic depending on campaign style. However, Yomi Immortals do not actually need to be talking to someone face to face in order call a debt due. It is considered polite to negotiate the manner in which a debt can be fulfilled, but a Demon can always just enforce it without warning. When the debt comes due, the magus receives a Fate Point and is overcome by an urge to do something. Sometimes it's rather minor, sometimes it's rather major. Also, a Demon does not have to cash in the favor at its highest level of effectiveness if they don't want to.

A player can refuse to accept this Fate Point as normal, but unlike normal, they must also lose a Fate Point in order to escape this Compel.

White Magic is the more difficult Price to apply in a game. The answer is fairly simple though requires some bookkeeping. Through the Aspects accrued, you have a reasonable idea of what information the character has given to Nirvana. In order to make them feel the impact, you can assume that some other White Magician ended up with that information through a spell or such and it ended up getting in the hands

of the character's enemies... or allies if that would be equally problematic. The magus should receive a Fate Point once it becomes obvious that the information was used against them. However, they will not get a chance to turn down the Compel, since it will originally occur when they are not aware of it.

Cross out these Aspects once they are used. You may decide to keep them written down to serve as a source of history and also might provide ideas for game play later. For example, if you've frequently followed through on favors for a particular Demon without any trouble, then you have some justification for that Demon to come to them for a favor.

Do not necessarily use all of their debt Aspects, but use them often enough to make them consider carefully whether or not to cast spells regularly.

**Spells:** High Magic rites are referred to as spells and a character begins with a number of spells equal to their Sensitive Ability. High Magic stress is dealt to Life-Force, though occasionally it can be ruled by the GM to deal Mental damage if it is deemed appropriate to do so. That will usually be a compel and result in the player gaining a Fate Point.

**Delving:** Magi begin with a number of spells equal to their Sensitive Ability. Unlike most other Controls, Magi cannot just improvise powers off the cuff. They are mostly limited to the spells they have studied in grimoires. However, Magi can acquire spells aside from those they know through a process called Delving.

Delving takes place as a contest between you and the spell with each roll taking an hour. If the character is in a hurry, they can take on a Boost such as *Hurried Casting* or *Cutting Corners* to perform the delving at 10 minutes per roll. If they are in an extreme hurry, that Boost will be a situational Aspect with one free Invoke which the GM can use against you.

### SPELL POOLS

The Gods and Demons have made especially complex familiars and runes trees which act as a sort of library of commonly used spells. The most unique and powerful spells are generally not in pools. The more specialized the sorts of spells within a pool are, the more likely you are dealing with a pool created for the convenience of a more select set of Immortals.

When drawing from a pool, the caster gives the price to all Demons or Gods that have access to that pool. This is actually less of a problem with Black Magic, since the magus only owes a favor to the first citizen of Yomi to call it in, but with White Magic, it means that everything you do is privy to a large population of Nirvana.

In order to delve for a spell, they must first Connect to the appropriate mindscape as normal. This step is the same as connecting for the immediate casting of a spell: a roll of Sensitive against a Difficulty of 4 with the same result table for Connecting as normal with one exception: the time that the character can remain connected is based on how many delving rolls they make, not how many rounds they remain connected. The rationale is that if they're not hurriedly poking around everywhere then they attract less attention.

The second part of the challenge is to determine the Activation Difficulty of the desired effect. Divide this by 4 and this becomes the active opposition to your spell casting. The character must then make 3 victories before the spell does. If the spell wins the Contest, the character suffers some sort of cost. This could be anything from a curse that leaves them flagged by the mindscape in question all the way to direct attention by one of the Immortals. The exact nature is up to the GM.

Magi can delve for spells ahead of time but the total Activation Difficulty of spells you've delved for cannot be more than the magus's Sensitive x4. These may be held for up to 24 hours or until the magus sleeps. Though the magus has a chance to lose hold of these unfamiliar spells any time they cast them.

If a pre-delved spell is used, the caster needs to roll their Sensitive against a Difficulty of 3. Each additional time they use the spell before releasing it and delving again increases the Difficulty of that roll by 1. If the roll fails, the spell is lost until re-delved. This is mechanically the same as checking to see if the ammo runs out in a gun and represents the difficulty of holding onto unfamiliar spells. The price is accrued for each time the spell is cast.

When it comes to delved spells, casters acquire a new favor debt every time they recast a Black Magic spell. The price for a delved white magic spell is ongoing from the first time it is cast until it is finally let go. This means that even instant cast attack spells become a gate way for Immortals to watch you for an extended time.

If a caster wishes, they may spend XP to make any delved spell a permanent spell on their lists. This costs the normal amount for adding rites: 5 XP.

*Chelsea has a massive Sensitive of 4 allowing her to hold on to any number of spells whose Activation Difficulties equal a total of 16 or less. For example, she could delve for a ranged attack spell of +2 WR which would be an Activation Difficulty of 7, a +3 AR spell with an Activation Difficulty of 3 and an emulation of **Life-Force Sight** with **Easy Focus** and **Extended the Activation** Difficulty of which would be 6 because emulat-*

ing powers adds +2 to the Activation Difficulty. That would be 7+3+6, for a total of 16.

The first time she used any of these spells, she would roll Sensitive 3 in order to maintain a connection to the spell's location in Ashvattha. The second time she used any particular spell, she'd roll Sensitive against a 4 Difficulty. If she holds onto the spell through successive uses, she still loses hold when she goes to sleep.

Chelsea wants to Delve for a maneuver spell that allows her to blanket an area of the city in cheer for a full day. This is a maneuver Base Difficulty 3 + Expansive Size 5 + Lasting Duration 6 = 14 Activation Difficulty. The Delving Difficulty of this is there for 28. Including Aspects, she rolls an 8 on the Connection check which is a success with spin and thus gains a Boost **Easy Does It** to use on the delving. She can also remain connected

for a total of 5 rolls, including this one before taking stress.

For the delving itself, 28 divided by 4 is 7, meaning she is in a contest against a 7 skill, which is very dangerous. She has set up prior to this with a **Four-Point Circle** with one free Invoke. She also has Artist of **White Magic (P)** and **Avatar of Thalia (P)** as Aspects.

In the first rolls of the contest, she tries to activate her **Four-Point Circle** with a Knowledge maneuver and gets a +2 on the dice for a total of 4 against a difficulty of 7. She decides to invoke her **Artist of White Magic (P)** and spend a Fate Point on her **Long Line of Avatars** Aspect, bring her to a total of 8. This is a success on the maneuver allowing the player to add a new Tag on the Circle representing the benefit they get from their effort to get the circle working.

Spell Activation Difficulty	Severity of Favor	Example Favor
0 to 4	Minor	Talk with the source of the Debt
		Pay some money
		Start being suspicious of fellow conspirators
		Work against a common foe
5 to 8	Major	Come to see the source of the debt when convenient
		Bring a friend to a talk, you can't start any hostilities
		Pay a sizeable amount of money
		Leak information about your fellows' secrets
		Work against someone you have only heard of
		Come to see the source of the debt when possible
9 to 12	Severe	Surrender to the source of the Debt
		Grant a hard to acquire resource
		Turn states evidence against fellow criminals
		Fight acquaintances for the source of the debt
		Come to see the source of the debt as quickly as you can
13 to 16	Extreme	Surrender yourself and others to the source of the Debt
		Give all your money to charity
		Confess your crimes and those of your friends without looking for a deal.
		Fight any of the creditor's enemies, even your close friends.
		Ignore all obstacles to reaching the source of the debt



Now it comes to the Contest rolls. She rolls a -1 on her check for a total of 3 before Aspects, 5 with her rune bracelet and grimoire. The spell also rolls a -1 for a total of 6. Chelsea opts to Invoke her persistent Aspects for an extra +4 to give her a total of 7. The GM compels the weak nature of Chi since she's a human and has to use her chi to bring down the Mana. This brings her total down to 5. Chelsea then has the choice of either saving or using one of her free invokes. She decides to use the Boost Easy Does It and save the free invokes on her circle for later. Her total is now 7 again and she succeeds.

Chelsea - 1

Spell - 0

The third hour of the spell starts with the second round of the contest. She opts to forgo further activating the circle and goes straight to the contest. She rolls a -2 result for a total of 2 while the spell rolls +1 for a total of 8. If she allows this, the spell will succeed with spin and have two victories. She decides to use one of her Persistent Aspects for a reroll and gets a -1 for a total of 3. She adds in her second persistent to bring her to a total of 5. The spell is still going to succeed with spin. However, she has 2 stacked invokes of her **Four-Point Circle** and decides to use all of them for a +4 bonus, and spends a Fate Point to invoke **Long Line of Avatars** for another +2 to give her a total of +11. This would give her spin and end the contest.

The GM decides to compel the fact that this is **White Magic** and therefore tends to be slow, increasing the spell to a 10 and giving Chelsea a Fate Point. The Contest continues.

Chelsea - 2

Spell - 0

In the fourth hour, Chelsea again moves to activate her circle rolling a knowledge maneuver and get a -2 on the dice. She uses her **Artist of White Magic (P)** for a reroll and Manages a total of 5. She spends another of her acquired Fate Points invoking **Long Line of Avatars** to get to a total of 7. This gives her enough of a total to place a new free Invoke on the **Four-Point Circle**.

The GM points out that **White Magic** is prone to behave in strange, abstract ways. As such the spell attempts a maneuver to stack the **White Magic** Aspect with a Free Invoke. Chelsea interferes rolling a -3 on the dice for a total of 1 against the spells' roll of +0 for a total of 7. Chelsea uses her **Avatar of Thalia (P)** aspect for a reroll, citing that she's very used to the way White Magic works. Her new roll is a +2 for a total of 6. She then invokes her **Artist of White Magic (P)** Aspect for a +2 and a total of 8.

The spell fails the maneuver. This would normally mean that it doesn't get a roll this round. Since that would mean the end of the contest, the GM rules that, instead, the spell grants Chelsea a free Invoke of **White Magic**. So now Chelsea is likely going to succeed this round, but it's not certain.

The Contest comes and Chelsea rolls +1 for a total of 5 before Aspects. The spell rolls -1 for a total of 6. Chelsea uses her Persistent Aspects and free Invokes for a total of +8 bringing her to 13. The GM could compel certain Aspects to reduce this, but there's no point really. Chelsea succeeds with spin, granting her 4 victories total.

Chelsea - 4

An environment of unreasoning cheer comes down on a large portion of Edinburgh.

**Modifiers:**

**+1 (Apprentice):** You have a permanent connection to one of the citizens of Yomi. You gain a Specialty Aspect *Apprentice of X (Persuasion)*. Casting spells from this Immortal no longer accrues favor Aspects, but then again, you are permanently indebted somehow to this Citizen of Yomi so they may call on you for favors at any time. Being an apprentice covers a wide range of possible relationships. Sometimes this connection represents a very professional student to teacher relationship. Other times it indicates a romantic relationship. In some cases, the apprentice is a guardian to a newly reincarnated Demon. There are Demons and Dark Gods who are actually apprentices to each other. You may rename the Aspect to represent the specific relationship you have with your Patron.

Apprentices may spend a Fate point in order to connect directly to their Patron's mindscape at any time, which can allow them to skip the Connection roll in spell casting. This does not necessarily insure conversation with the Demon or Dark God at the other end, but at least you're in position to make a racket and attract attention. For conversational scenes

## DELVING UNDER THE HOOD

The primary intent of delving is in preventing people from just whipping out whatever spell they can think of. This might seem odd since someone with Channeling, or the other Control type powers can just whip up any mechanical effect they want and Domain/Realm can whip up any thematic effect they want.

However, in order to have the full mechanical use of magic, Domain/Realm requires 6 more AP than Magic costs. Meanwhile, taking advantage of the themes beyond those related to their particular Domain or Realm increases the difficulty of Domain Activation rolls significantly.

Magic being able to reproduce any theme and any mechanic is very powerful, hence its time limitations. This fits with the lore of the setting as given in the novel, as well, given that even Thalia Charites (as opposed to Thalia Muse to whom Chelsea is an Avatar) has mentioned having learned new spells.

In any case, delving is supposed to make the combat use of spells outside those you know already unfeasible since even at its quickest, you will be performing the first roll while perhaps twenty to thirty rounds of combat go on around you. If you are in a position where you are going to need to get started on delving for a spell while battle happens around you, you might have to improvise a method of meshing the two time scales.

One method is to apply a persistent Aspect of Delving on the caster but allow him to perform other actions within limits. The Aspect could be Compelled to apply a negative at any time and if he starts to do too much the GM can Compel the Aspect to cause them to have to choose between the delving and their current action. Thus you would have the magician sitting in their circle with a pistol and shooting out from cover while chanting or focusing, shifting in and out of the mindscape.

Note that having high Sensitive and the **Delving** modifiers below means you can hold a large number of spells in mind by pre-delving. The GM should examine any character designed to that carefully. They are also encouraged to Compel the assorted consequences of that tactic heavily. Delving should never be a humdrum thing that goes on off-camera the way wizards memorize spells in Dungeons and Dragons. Delving should be a special effort and come with its own dangers.

within the patron's mindscape, the normal rules for staying connected can be dispensed with if desired. Since they used a Fate Point to get there, they certainly deserve some uninterrupted time. However, if time or situation goes past conversation to become critical, the difficulty of remaining within Orochi should again be an issue.

You cannot also have **Avatar** but you can connect to Ashvattha, in fact Gods and Demons use Apprentices and Avatars as ways of keeping a back door of communication without directly contacting each other.

You can only be an Apprentice to one Immortal.

**+1 (Avatar):** You have a permanent connection to one of the citizens of Nirvana. This works exactly like Apprentice but for a God or Holy Demon.

You cannot also have **Apprentice** but you can connect to Orochi, in fact Gods and Demons use Apprentices and Avatars as ways of keeping a back door of communication without directly contacting each other.

You can only be Avatar to one Immortal.

**+1 (Close Relationship):** You must also have **Avatar** or **Apprentice**. The Specialty Aspect you gain from that modifier becomes Persistent. This means you no longer gain Fate Points when your Patron interferes in your life, but you gain the chance for a +2 or reroll on related magic or other rolls pretty much constantly.

**+1 (White Magic Specialist):** You gain a +1 bonus to your Connection rolls for staying connected to Ashvattha. Immortal citizens of Ashvattha, Gods or Demons, cannot take this modifier. They are permanently connected already. If a magus later becomes a God as part of Ashvattha, this modifier becomes **Ashvattha Citizen**.

**+2 (White Magic Expertise):** You gain a +2 bonus to your Connection rolls for staying connected to Ashvattha. This is cumulative with White Magic Specialist. Immortal citizens of Ashvattha, Gods or Demons, cannot take this modifier. They are permanently connected already. If a magus later becomes a God as part of Ashvattha, this modifier becomes **Ashvattha Native**.

**+1 (Ashvattha Citizen):** You reduce Stress suffered by casting White Magic by 1. Only Immortal residents of Ashvattha can take this modifier.

**+2 (Ashvattha Native):** Consequences suffered from casting White Magic reduce Stress received by 1 more than usual. Only Immortal residents of Ashvattha can take this modifier.

**+1 (Black Magic Specialist):** You gain a +1 bonus to your Invocation rolls for casting Black Magic.

**+2 (Black Magic Expertise):** You gain a +2 bonus to your Invocation rolls for casting Black Magic. This is cumulative with Black Magic Specialist.

**+1 (Recipe Specialist):** Your Sensitive is considered +1 higher for determining how much of a bonus you gain from taking extra time on a recipe.

*Normally a magician can gain a +1 bonus for every 1 hour (10 minutes for magicians with Sensitive 3 or higher) they spend on mixing a recipe to a maximum bonus equal to their Sensitive rank. A magician with a sensitive of 3 would gain a +3 bonus if they spent 30 minutes on preparations and they would gain no more benefit from spending longer. A magician with a sensitive of 2 could gain a maximum bonus of +2 by spending 2 hours on preparing the ritual but gain no more benefit for any other time spent.*

*With this modifier, the magician with the Sensitive rank of 3 can gain a bonus of up to +4 by spending 40 minutes on the preparation. The magician with the Sensitive rank of 2 can gain a bonus of up to +3 by spending 3 hours on the preparation.*

**+2 (Recipe Expertise):** Your Sensitive is considered +2 higher for determining how much of a bonus you gain from taking extra time on a recipe. This is cumulative with **Recipe Specialist**.

**+1 (Delving Adept):** You can hold a total Activation Difficulty worth of Delved spells equal to your Sensitive x5.

**+2 (Delving Master):** This requires and replaces **Delving Adept**. You may hold a total Activation Difficulty worth of Delved spells equal to your Sensitive x6.

*A magus with Sensitive 2 can normal hold a number of spells with a total Activation Difficulty equal to 8. If they also have **Delving Adept** they can hold a total Activation Difficulty of 10. If they have **Delving Master**, they can hold a total Activation Difficulty of 12.*

### SAMPLE RECIPES

**Attack:** *Essence of Disease*, WR: +4, ranged, area of effect, ignores armor stopped by Resistance: Disease. Activation Difficulty 15. Requires the blood of a person suffering from a

### WHITE AND BLACK MAGIC MODIFIERS

White Magic is slow and steady, even when invoking a “Holy Demon”. The benefits for White Magic allow the caster to remain for connected for a longer time and take all the time they need to achieve their end goals.

Black Magic is swift and sudden, even when invoking a “Dark God”. The benefits for Black Magic allow the caster to finish spells quicker. The same sort of combat spell cast in White Magic might take a round longer to go off than it does for Black Magic.

White Magic Specialist and Expertise are of no use to Immortals, however. The **Ashvattha Citizen** and **Ashvattha Native** modifiers were created to address that. Thematically, reducing the Stress caused by spellcasting by Immortals is similar to allow mortals to stay connected longer. Orochi does not have similar modifiers because the **Black Magic Specialist** and **Expertise** modifiers work fine for both mortals and Immortals.

major illness. This doesn’t actually infect the target with a lasting disease, but causes them to suddenly suffer several symptoms at once and possibly damage their body. The attack is made by throwing the vial containing the potion. The potion should be air tight to prevent accidental triggering.

**Defense:** *Thickened Skin*, AR: +2, one scene. Activation Difficulty: 5. Requires the blood of a person with some form of body hardening. Natural born talents and individuals who have been modified either through scientific or shaping processes both count. Actually hardens the skin temporarily.

**Maneuver:** *Leansidhe Blood Wine*(P), creates the stated Aspect, Persistent, Duration: one hour. Activation Difficulty: 10. Requires the blood of someone with a good amount of artistic talent. Gives the drinker one hour to enjoy a personal view of the donor’s artistic vision. This is usually done as a Perfected Recipe so that it can be created and kept good for a time.

**Mold:** *Effigy*, creates a statue of the donor out of the donor’s blood and other available materials. Create Renaissance quality statue, inappropriate materials. Activation Difficulty: 5 The statue lasts for one scene and grants a bonus equal to the caster’s Craft to targeting the connected individual with long-distance shaping or magic rituals. Only works against the donor.

**Emulate:** *Drink of Death*, grants basic function of the **Death-Seer** Power Advantage, Activation Difficulty: 6, Requires the blood of a death-seer.

## TELEPATHY

**Sample Aspects:** *Psyche Telepath, Mind-Weaving Succubus, Dream-casting Mind-Reader*

**Base AP Cost:** 7

**Activation Difficulty:** Sensitive per Control Rules at beginning of this section

**Activation Time:** Simple Action; Free Action for Defense

**Power Type:** Touched, Magic

There are a number of Power Advantages that represent various applications of telepathic ability and all sentient life-forms have some degree of empathy or telepathy. This includes even dryads, though their capabilities are the closest to non-existent. However, there are only a handful of fully versatile telepaths that are capable of dipping into all the various Powers listed.

Telepaths are one of the few Control Talents, as adverse the trained abilities of Magic and Channeling that is common enough for there to be families that maintain training in its use. As such, it is one of the few Talents that have a name for its rites. Telepathic Rites are primarily referred to as “methods”, though akira or otherwise isolated telepaths will often use other terms to describe what they do as they as they lack formal training and the standardized terminology linked to it.

Telepaths gain a +2 bonus to their Activation rolls when using methods. They can use abilities outside their known methods, but these receive no bonus to their Activation rolls.

Stress taken from telepathy can affect the Mental Stress Track rather than the Life-Force Stress Track sometimes. This happens when either the GM compels it by giving a Fate Point or the player invokes it by spending a Fate Point.

Note that every single use of Telepathy except for those that target the self has a risk of starting a mindscape. Some powers, such as Influence Thought have, specific rules on how to judge when this happens. Alternately, the GM may simply decide to have it triggered when plot relevant by compelling aspects that indicate telepathic powers.

*A telepath makes a probe into an enemy mind and rolls low on the activation, suffering stress. The telepath's Life-Force Stress is fairly high, so the GM compels the nature of the attack to say that the mental gymnastics were a strain on his sanity and applies the stress to the Mental Stress track instead. The telepath receives a Fate Point when he accepts the compel.*

*Later, the telepath is in a battle and has stressed his*

*Life-Force a lot already as such; he spends a Fate-Point to apply the Stress of his next action to his relatively unharmed Mental Stress Track.*

### Modifiers:

**-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.

**+0 (Mental Stress Standard):** Instead of Life-Force Stress being assumed, Mental Stress is. In this case, Life-Force Stress is dealt through compels or invocations as described above.

### SAMPLE ROTES

**Attacks:** *Aneurism* – ranged, ignores armor, physical; *Mind-Killer* – ranged, mental; *Thought-Shredding Touch* – No modifiers; *Mind Scream* – Area of Effect.

**Defenses:** *Limericks and Rhymes* – Defense vs Mental Attacks; *Wall of Silence* – Protection vs Mental Attacks; *Off-Target* – Defense vs Physical or Spiritual Attacks

**Block:** *Cloak* – Block Perception; *Mental Grapple* – Block Actions; *Blindspot for X* – Block Knowledge or Reasoning rolls related to the specific thought or subject matter

**Maneuvers:** *Cheerful Attitude* – induce a cheerful attitude in the subject; *Suspicious of X* – induce a suspicious attitude in the target; *Fearless and Brave* – create a feeling of confidence and bravery in the target.

**Mold:** Telepathy cannot use the Mold application.

**Emulate Power:** *Mental Probe* – 4 pt Emulation of Mind Probe; *Mind-Net* – 3 pt Emulation of Mindlink with Sense Link and Extended Duration; *Unreasoning Terror* – 4 pt Emulation of Terrify with Aura of Terror and Terrifying.

## RITUALS: SHAPING AND PERFECTED RECIPES

The ritual working of Life-Force is the most common day to day use of psychic ability around the world. The majority of trained psychics are shapers and magicians and they make much more active use of their abilities than Talents born with power or channelers who are primarily focused on combative uses of Life-Force. Most of the psychics who make a living on their abilities rather than on any mundane skill are one of these two types of ritualists.

A ritual duplicates a Power Advantage and gives the caster

one use of that Advantage. However, whereas most powers can be activated and used at a moment's notice, rituals require a lot of time and effort to arrange. For magicians this means mixing potions and poultices with the donations they receive (or take) from other people. For shapers, this is a period of intense concentration meant to push Life-Force to behave in the desired manner.

The rules for purchasing a ritual are somewhat different between Shaping and Perfected Recipes, and will be discussed below. Each also has effects on the Activation difficulty for performing the ritual and how the Powers may be created. However, the basic process of performing the ritual is the same.

**Challenge:** Rituals are a challenge against three of the performing psychic's Abilities, usually Craft, Knowledge and one of their psychic Abilities, usually Sensitive or Manipulative. If there is significant distraction or trouble, the GM might call for Willpower to replace either Craft or Knowledge. The difficulty of two of the rolls is set by the GM but the difficulty of the Psychic Ability overcome action is the Advantage Point cost of the ritual.

Each roll in the challenge, whether it is a Maneuver to make things easier or one of the three required rolls, takes one hour normally.

*A ritual designed to duplicate Imbue Zone and call a dangerous thunderstorm on the area would cost 7 AP (Imbue Zone, Regional, Hazardous, Complex Effects) for a Shaping effect as such the difficulty is 7. The GM decides that the Knowledge roll for using shaping to create a thunderstorm is a Difficulty 7 and the difficulty of the Craft check is 5.*

*Gregory, the shaper in this situation, has a Manipulative of +2. As such he decides to start with some maneuvers.*

*He begins with a Resource roll to produce an Aspect of **Expertly Cut Quartz**. The GM sets the Difficulty at 4 since the shaper in question would have the contacts necessary but they wouldn't always be available. The shaper rolls his resources of 3 and gets a +1 for a total of 4, which gives him a Boost instead of an Aspect, he names it **Whatever Crystals You Have**. The first time he uses those crystals they're going to shatter, but at least he gets one use out of them.*

*Gregory then uses his Knowledge roll to see if he can remember or find methods other shapers may have used to do the same thing. He wants an Aspect of **It's***

**Been Done Before.** *The GM decides this is fairly obscure stuff, so he sets a Difficulty of 5. He has a Knowledge of 4 and the Occultist Expert Advantage, so he gets a +1 on this roll. His roll is +0 for a total of 5. This is another Boost which he calls **Found One Other Example** which will give him a benefit at least once.*

*He now decides he's going to begin the ritual. He starts with the Craft roll. He has a Craft of 3 and gets a -1 on the dice. He does, however, still have his Occultist Advantage as well as a Circle Expert Advantage, which gives him +2 to maneuvers and rolls involving the use and creation of Circles. That gives him a total of 5 which is successful with minor cost. He has the option to use one or both of his Boosts right now, but decides the benefit wouldn't be worth the cost. As a minor cost, the GM rules that the Crafting roll is taking longer than he expected.*

*The shaper's player is a little bit suspicious now, since he didn't think time was a factor, but he presses on.*

*For the Knowledge roll, he makes a roll of -4 which is a total of 1 once the Occultist is taken into account. He has the option now to let the ritual fail or else take succeed the roll at a major cost. The shaper opts to use one of his Boosts, **Found One Other Example** and take a reroll and sacrifice the organic XP. His reroll is a +1 for a total of 6. This is still a failure, but he decides to spend a Fate Point to Invoke his Theoretical Shaper Aspect for a +2 bringing him to a total of 8 for a success at no cost.*

*Now comes the last roll. With Gregory's Manipulative of 2 he rolls a +2 on the dice for a 4 total. He makes use of the **Whatever Crystals You Have** Boost to raise that to a 6. Since he's using a circle for this, his Circle Expert Advantage also adds a +2 bringing him to a final total of 8 and a success.*

*He then rolls against the Activation difficulty of 8 (doubled for the regional effect). He rolls a +0 for a total of 2 on the roll, plus Circle Expert for a total of 4. This is a failure on the dice and he opts to succeed in the Activation at the cost of 4 stress to his Life-Force Stress Track. He rolls Manipulative again to determine the*

size of the thunderstorm and gets a +1 on the dice. With Circle Expert and Manipulative, that comes to a total of 5 or roughly the size of an aircraft carrier or industrial complex.

The thunderstorm occurs and as the shaper is cleaning up from the ritual he gets a visit from the Psyche secretarial pool agent who was coming to inquire just why a run of the mill shaper was researching how to create a deadly thunderstorm. And now he understands why time was an issue.

Once completed, the ritual usually has to be used right away, but Perfected Recipes and Shaping Rituals handle that in different ways so you should take a look at each one to see what the set up is for them.

**Empowering Rituals:** Upon completing a ritual, you have the option of performing a number of maneuvers equal to your relevant Psychic Ability. These maneuvers, if successful, can then be used to improve the effectiveness of the Power or make it easier to activate without stress.

**Ceremony:** There are two parts to any ritual. There's the part that is pure technique and predictable result that is the core of the process of both magic and shaping. Then there's the part that the individual magician or shaper uses to help themselves focus on the desired outcome.

This ceremony is a visualization and focusing tool first and foremost. They are mostly relied upon by more inexperienced ritualists, but over time they become a sort of habit and still provide some use for even the experts to get in the right state of mind.

The GM may grant a bonus of +1 to +5 if the player describes in detail what actions he is performing and why he performs them. This can be anything from making sure that the ritual space is pristinely clean before starting all the way to ominous Latin chanting. Some of these actions are likely practical while others are merely an act of self-hypnosis and focusing.

**Shapechanges:** Powers that can only be explained by major changes in the affected subject's form can be modeled as either one of the shapeshifting powers: **Alternate Form**, **Doppelganger**, **Transmogrification** or **Shapeshifting**; or as **Transform**.

Shapechange rituals modeled as **Transform** will be resisted by anyone who is **Self-Evolving** or has one of the shapeshifting powers. It will be permanent until another **Transform** reverses it on anybody else. In either case it will deal Stress to one or more of the subjects Stress Tracks.

Shapechange rituals modeled as one of the shapeshifting powers will just flat not work for anybody who isn't already a shapeshifter. It is rare to see rituals such as these outside families where shapeshifting talents exist and shapers learn them as a way to help family members learn new shapes. Even in that case, it is mostly non-human families that have a stable enough history of shapeshifting for there to be someone who makes those studies.

## PERFECTED RECIPES

Magicians collect blood and other genetic samples from various people to create their recipes. Usually, they are forced to work with whatever they have on hand so their attempts are usually rather clumsy from the fact that they rarely have the chance to practice with the same ingredients over and over again. There are some recipes that can be created from blood collected from people without any active psychic abilities. Even then, however, much of what can be done with a particular donation is limited. Despite this, every magician has a few recipes that they have perfected to point where they can work at it until it is finished without the worry of catastrophic failure...or really much any failure at all.

Perfected recipes represent the practice and surety that the magician has with that particular recipe by representing them as an actual ritual rather than a ritual use of a Control power. First this means that the player can model the ritual off a power and likely have a much lower Activation difficulty. Second this means that the roll to activate the ritual is an extended check rather than a single roll. The only way a magician worries about suffering Stress or a failure with one of these recipes is if circumstances conspire against him: in other words, if the GM throws out a Fate Point and compels some Aspect against him.

For every 1 AP spent toward a Perfected Ritual, you gain 5 "Recipe Points".

- ✔ Metabolic and Sensitive powers are the most efficiently synthesized via low magic. Every Recipe Point spent toward making a recipe that models one of these Powers is bought normally as if the Recipe Points were Advantage Points. The power purchased this way can only be used as a Recipe. However, recipes that deal with shapeshifting require the user to have shapeshifting ability themselves to work.
- ✔ Manipulative Powers are a bit harder to model for magic. 3 Recipe Points are required for each 2 AP cost of the modeled Power.

*A lightning bolt purchased as a **Power Attack** with the **Ranged** modifier is a 4 AP cost power. As a Perfected Recipe, however, it is a 6 Recipe Point cost.*

If you take the modifiers available to Recipes described below, they don't count against the calculated cost of the Power for the purposes of the penalty to Manipulative recipes.

If the *Lightning Bolt* recipe above was also purchased with **Shelf Life** and **Delayed Power** modifiers that is a total cost of 8 Recipe Points. The modeled Power had a 4 AP cost, thus took 6 Recipe Points to purchase it, then each of the two modifiers cost 1 more Recipe Point for a total of 8 Recipe Points.

- ✔ Powers gained through Perfected Rituals cannot last longer than 24 hours.
- ✔ Recipes that permanently transform or enhance the user or subject should be reserved for NPCs since they require the death of the donor. Permanent transformations might require either a particularly slow and torturous death to draw out the most Life-Force possible or else the death of several victims. Someone who has it as a Perfected Recipe has practiced it, meaning they have killed multiple times and transformed either themselves or someone else multiple times.

At the end of the mixing of the recipe, the resultant balm must be used within the same hour or it will decay and be useless. If it is used or consumed but the power is not activated, the person holding the Power suffers Life-Force Stress as normal for Activated powers. The result of the recipe may be used by anyone on the scene, not just the magician.

**Modifiers:**

**+1 (Master Magician):** Your Sensitive is considered 2 ranks higher for the purposes of casting Rituals and activating Ritual Powers.

**+1 Recipe Point (Shelf Life):** You may purchase a Power for one additional Recipe Point to take this modifier. You need not use the balm or potion which holds the Power gained from the ritual immediately. Instead, you may store it for later use. Roll your Sensitive the result is how many extra hours the recipe lasts. The contained Power must still be Activated within the same scene it is used or the user will suffer stress as normal.

**+1 Recipe Point (Accelerated Ritual):** You may purchase a Power for additional Recipe Points in order to reduce the time between each roll in the Challenge. Each time you do so, the amount of time is reduced as indicated below to a minimum time of 1 Minute per roll

Times Taken Accelerated Ritual	Time Increments
0	1 Hour
1	30 Minutes
2	10 Minutes
3	5 Minutes
4	1 Minute

**+1 Recipe Point (Delayed Power):** Once the Recipe is consumed or applied, it must normally be used immediately or the Life-Force of the effect will release in an uncontrolled manner within you. However, by spending a point on this modifier, the user can increase the time they have to use the Power before it starts to tear them apart. Roll your Sensitive and compare the result to the Time Increment chart to see how long you can hold the Power in before you need to release it.

The total Advantage Point cost of all Powers you hold delayed can never exceed your Sensitive  $\times 4$ .

**+1 Recipe Point (Extended Shelf Life):** A Recipe must also have the **Shelf Life** modifier to take this. Your Sensitive roll now shows how many days the recipe may be stored before use. Unless you also have **Delayed Power** it must still be Activated in the scene it is used.

**+1 Recipe Point (Stable Shelf Life):** You must also have the **Shelf Life** modifier to take this. You can automatically store the recipe for 24 hours. If you also have the **Extended Shelf Life** modifier on this recipe, then it will last for one week.

**+1 Recipe Point (Stable Decay):** You must also have **Delayed Power** to take this. Upon use of the created recipe, the user may hold the Power for a full 24 hours before needing to use it. After which, if they have not activated the Power, they will suffer the stress as normal.

**SHAPING RITUALS**

Shaping is accomplished by concentrating and focusing the Life-Force within one's self in particular manners. It is used to create enchanted objects, conduct healing rituals, investigate and analyze the Life-Force in an area, place and remove curses or other such things. In general Shaping rituals are meant to have a longer term impact on a situation, person, place or thing. Unlike magicians with their recipes, shapers are able to practice the majority of their rituals as often as they want. In addition, their rituals do not require such a limited ingredient as the blood of another person. However, while shaping is more geared to permanence than magic, there are some things it does not do as well.

The process of shaping is one of mathematical precision and calculated patience for the most part. It is not a process that

can simply be reproduced or improvised on the fly. Shapers learn a broad number of rituals which pertain to their particular specialty. Their rituals are safe from the possibility of catastrophic failures which are a risk of the Control powers performed via ritual, but they lack versatility.

The Ritual Power described here is mostly meant to reproduce rituals that are on the temporary side for shaping, as in most of these rituals are meant to last for a few hours or a day at most. Or else they are meant to be used to correct or change some point which is not expected to reassert itself. For enchanting tools and facilities for long term use, the Craft Power Item advantage is more appropriate.

Spending 1 AP provides the shaper with 6 Ritual Points with which to purchase Powers. These Ritual Points are spent exactly like AP but the Powers created this way may only be used as a Ritual.

- ✔ Shaping Rituals use Manipulative for controlling Life-Force or other physical phenomena and Sensitive for mental effects.
- ✔ Shapers rarely create Metabolic powers, but it is possible within the limits of using Life-Force to reinforce the normal function of the body. Usually a Power meant to enhance someone is designed to be performed on someone else. Creating a metabolic version is rather like the idea of a doctor performing surgery on himself: highly unwise. GMs are encouraged to use Compels to simulate this since there is a wide range of things that can go wrong.

Shapeshifters are something of an exception to this since they have experience with controlling their body actively.

Most Metabolic style effects produced by shapers should be reproduced with the **Imbue Creature** Advantage. More severe effects, such as **Super-Strength** or **Super Agility** require the **Complex Effects** modifier.

Powers that require an actual change in the physical structure of the body can only be granted by **Transformation**.

- ✔ Shaping rituals modeling **Shapeshifting**, **Morph** or **Transmogrification** only work for characters that already have one of those Powers or **Self-Evolving** with the **Luminous Being** modifier. Those same characters will resist transformational rituals.
- ✔ Shaping cannot directly heal physical injuries, even the **Accelerate Metabolism** Power would be too prone to complications developing from attempts to heal the body. It is used primarily for treating corruption and

other assaults on the Life-Force such as curses. Treatments of physical injuries via shaping are limited to the placement of Aspects through the Imbue Creature Advantage which can be used to make recovery checks easier which is analogous to a doctor keeping a patient suffering from heavy corruption on an IV until the internal bleeding stops.

The **Poison** Power Advantage has healing applications that can be used to target diseases, cancers and physical poisons, however. When used to treat a physical health issue, **Poison** requires the **Complex Effects** modifier below.

- ✔ **Accelerate Metabolism, Exchange Health** and **Healing** can be purchased as normal when the intent is to heal Life-Force Consequences such as corruption.
- ✔ Shaping rituals can reproduce lighting, fire and the like but it requires one of the modifiers below.
- ✔ There are a relatively large number of shaping rituals designed to temporarily change someone into an animal by modeling a **Transformation** power that has two **Delayed Transformations** attached. It is important to note that this is a more or less superficial change. If the character were to be examined while still in animal form, there would be a large number of abnormalities to their anatomy.

In the same way, shaping rituals can reproduce a surface change in species, but are rather less successful at actually accurately changing one species into another. The Demons were successful at creating an actual change of species and the Gods copied them, allowing for humans to become either one, but neither of the Immortal species has worked to create any other such rituals.

As such, a human who is transformed into the appearance of a chiang-shih or succubus would still actually be a human or something else entirely, and would likely not possess the inherent abilities of the assumed race.

Transformations are permanent unless the subject is a shapeshifter themselves in which case it “heals” like a Severe Consequence unless the shapeshifter spends XP to make it permanent. A ritual needs to include the **Short Term Transformation** modifier in order for the effect to be temporary.

Transformation rituals as used by players primarily allow for an excuse for spending XP on some physical change.



**Modifiers:**

**+1 (Master Shaper):** Your relevant Psychic Ability is considered 2 ranks higher for the purposes of casting Rituals and activating Ritual Powers. This may be taken twice by Ring 8 characters and three times by Ring 4 characters.

**+1 Ritual Point (Accelerated Ritual):** You may purchase a Power for additional Recipe Points in order to reduce the time between each roll in the challenge.

Times Taken Accelerated Ritual	Time Increments
0	1 Hour
1	30 Minutes
2	10 Minutes
3	5 Minutes
4	1 Minute

**+1 Ritual Point (Delayed Power):** Once the ritual is complete the Power must usually be used immediately. With this modifier, however, the shaper can hold off on when they release the Power. When you finish the ritual, roll your relevant Psychic Ability and that is the number of hours that the ritual may be held before using it.

The total Advantage Point cost of all Powers you hold delayed can never exceed your Metabolic  $\times 4$ .

**+1 Ritual Point (Stable Decay):** You must also have **Delayed Power** to take this. Upon use of the created ritual, the user may hold the Power for a full 24 hours before needing to use it. After which, if they have not activated the Power, they will suffer the stress as normal.

**+2 Ritual Points (Complex Effects):** This Power may reproduce a special effect such as electricity, cold or fire.

**+1 Ritual Point (Extended Duration):** Normally, permanent Powers modeled by a Shaping Ritual will last 24 hours at which point the duration may be extended with the expenditure of a Fate Point. With this modifier, the effect will continue for a number of days equal to the result of a roll with the relevant Psychic Ability. After which, the shaper may extend the effect by spending one Fate Point for each additional day as normal.

Transformations are the exception. All transformations are permanent unless purchased with the **Short-Term Transformation** modifier.

**CIRCLES**

While circles are useful to any psychic, but they are most well-known as tools of shapers and it is in studying shaping that most circle users learn about them. Circles are used to magnify Life-Force and lock in certain effects within an area or around a particular object. Very often, when found, circles include a number of other ritualistic embellishments such as symbols of one sort or another, but these are basically a sort of short hand or reminders of steps in their process. There are really only two things important about circles: the points on a circle and the lines between.

A circle provides psychics with extra stability, power or speed when they are performing their actions. Simple circles can be drawn by tracing them in the dust or dirt or by drawing them with a marker. There has to be some sort of solid surface, simply tracing a circle in the air is not enough. This works as a Maneuver to create an Aspect on the affected surface or object.

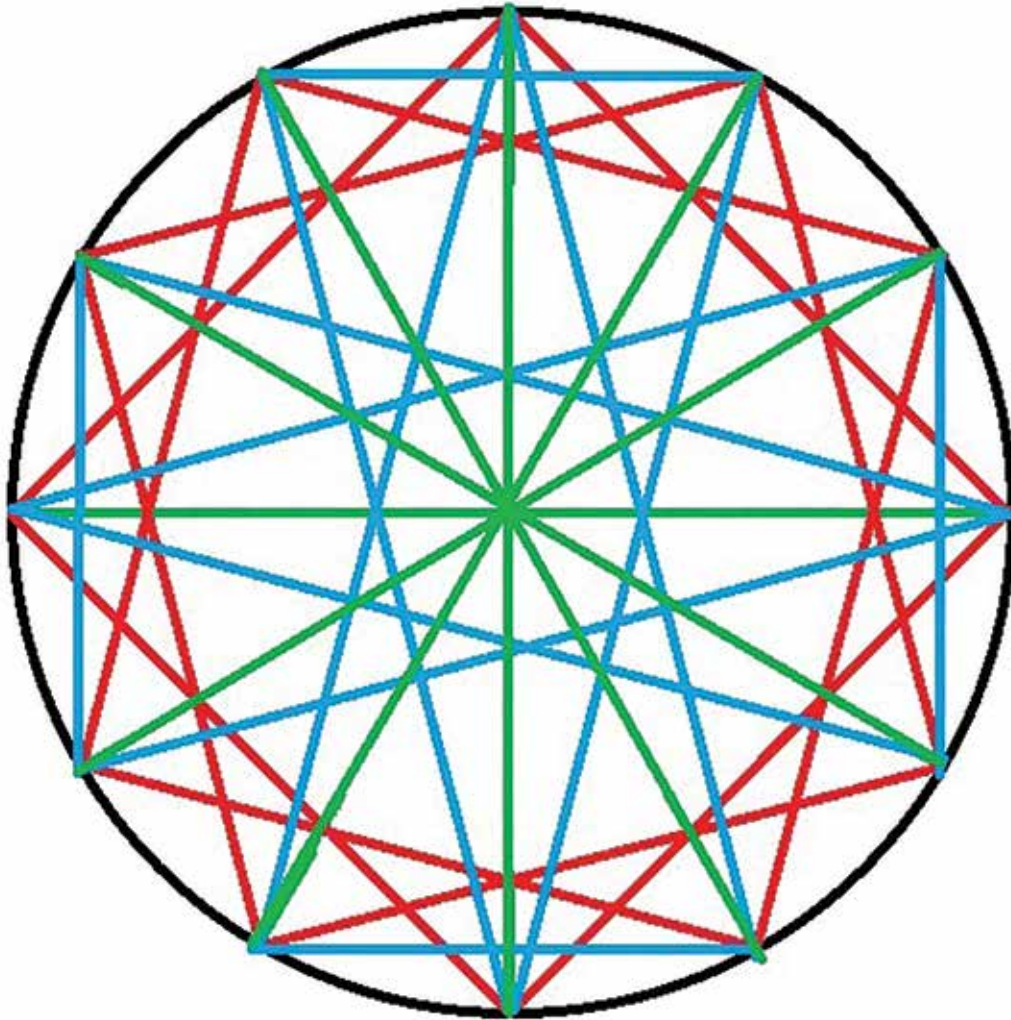
Anybody with an Aspect related to magic or shaping has the basic knowledge to draw circles.

*Naiki Semezou is a channeler and Talent. She doesn't really know any recipes, rituals or spells. However, she does have the Aspect **Trained by Mao Semezou** and Mao is a well-respected sorceress. As such Naiki has the basic knowledge necessary to perform Maneuvers that involve creating circles.*

The roll to create a simple, temporary circle is a Craft Maneuver with a Difficulty determined by the GM; however this chart can provide some benchmarks.

Purpose	Difficulty
Aid in the active use of psychic Abilities	3
Maintain some specific effect	4
Enhance the object or surface the circle is drawn on	5
Last for an hour	Add 1
Last for a day	Add 2

*Naiki wants to do a favor for her new friend, Issa, so she decides to inscribe a simple circle to protect his locker against damage for a bit. She's enhancing the locker and wants the effect to last the next day, so her Difficulty is 7. She rolls a +2 for a total of 6 and then decides to invoke **Trained by Mao Semezou** and **Unaware Demi-Goddess** so that she succeeds with spin and gives the locker the Aspect **Circle of Protection** with two free tags. Later on, when there is an explosion in the locker area, Issa's model kit and other possessions are well protected.*



*A twelve point circle like this actually is not nearly as simple as it seems on first glance.*

More permanent circles which provide a larger bonus to the rolls act as Facilities which add their bonuses to rituals, meditation and the like. Circles used in the enchantment of objects are assumed to be part of the process of the Crafting as described in the equipment section.

Some example temporary circles are listed below. All of these represent minor effects not quite to the level of a full Power Advantage or Shaping Ritual. Five pointed and more complicated circles would effectively be a combination of two or more simpler circles and require multiple Craft checks to create.

- ✔ **Single-Pointed Circle** - This is essentially a bare circle with no lines. This is the most basic of basic circles. This is the result of a Tie on the Maneuver roll and represents a one-shot Boost rather than a full Aspect.

- ✔ **Two-Point Circle** - Two pointed circles are a circle with a single line inscribed within. They are very flexible and can be Invoked to help change the shape or form of Life-Force easily, such as deflecting an enemy attack to head somewhere else or in converting an imbued Aspect into something else. However, the flows of Life-Force created by two pointed circles are easily disrupted. These are also referred to as Human Circles.
- ✔ **Three-Point Circle** - Three pointed circles are a circle with an inscribed triangle. They are very stable and reliable and often used to help form defenses or long lasting effects. However, they are rather slow to reach full activation and can be user-unfriendly. These are also referred to as God Circles.
- ✔ **Four-Pointed Circle** - Four pointed circles are a circle with an inscribed square. They create a lot of power and can be Invoked for raw force, such as to add to the

strength of an attack. However, they are also hard to control and prone running wild if not handled carefully. These are also referred to as Demon Circles.

- ✔ **Circle of Protection** – A simple circle meant to infuse the object they're drawn on with a protective aura until the circle burns itself out. They are likely created with three-point circles.
- ✔ **Trap Circle** – A simple circle meant to be triggered as a trap, performing a Life-Force attack of some kind. As simple effects focused on power, these are often created with four-point circles. As Maneuvers, they likely only have a WR of +0.
- ✔ **Control Circle** – Often a two point circle used to link other circles. For example, acting as a common trigger for a placed Barrier shaping ritual and Attack shaping ritual. Or for several simple circles, so as to control the order in which things trigger.

## ASPECTS AS POWERS: VISIONS AND THE UNDERSTANDING

There are a number of facets of the *Divine Blood* universe that operate entirely as a function of an Aspect without any more specific rules applying. Actually, if you go down the list of Power Advantages in *Strands of Fate*, you'll see the default mechanic for many powers is to spend a Fate Point and they work for the scene. Rather like invoking an Aspect for storyline effect, curiously. *Divine Blood* changes from that basic function because; for the most part I want psychic powers and such to be draining to the user. However, the fact remains that a lot of Powers work as applications of an Aspect:

- ✔ Flight is basically invoking your Power Aspect to fly for a scene.
- ✔ Power Attack is basically invoking the Aspect to get a bonus to damage and/or ability to fight at range.
- ✔ Affliction is basically invoking the Aspect to cause a disease in the target.
- ✔ Enhanced Reflexes and the Imbue powers are literally implemented as Aspects
- ✔ Shapeshifting and Control Powers are using an Aspect to shift around some of your spent points for a bit.

Recognizing this, I have implemented some of the more abstract and strange powers as pure Aspects. In at least one case, I don't even really require Advantage Points to be spent for it. I simply expect one or more of the character's character

Aspects to be noted as related to the power in question. I am going to go over suggestions for four of these powers in particular below.

### CLAIRSENTIENCE

Clairsentience comes in a large number of flavors, but we're going to focus on those who have a Talent for this sort of thing. Clairsentients are able to perceive things at a distance through a variety of means but in general clairsentients experience the world, at least partially from, a non-Euclidean perspective. They often have odd understandings on the spatial relationships between one place and the next. They very often have to tune their senses to better allow to operate the same as other people.

For those Talents that create a sort of scrying window, things are easier. In these circumstances, they default to a spatial perspective that is close or identical to the manner in which the average person perceives space. These sorts represent someone who is actually more capable of small scale teleportation than an alteration of their senses. The scrying window in this case usually functions as a consistent teleportation effect that brings light, sound and/or smell from the distant location.

Clairsentients that operate by a non-standard perspective on space have a tendency to get lost. Their understanding of how two particular places are linked is often faulty. This can make them seem quite absent-minded. In addition, due to the extension of their consciousness into the world, clairsentients can often find themselves provoking mindscapes if they focus too long or hard on a particular person. Between clairsentients, Oracles and Prophets, the common sensory clairsentient tends to be the most distracted.

### Invocations:

- ✔ You gain a +2 or reroll to searching an area as you get images of places that are out of the normal line of sight.
- ✔ You gain a +2 to or reroll directing an indirect ranged attack such as a thrown grenade or artillery strike.
- ✔ You can read the cards held by your opponents by redirecting your sight to behind their shoulders.
- ✔ You can eavesdrop on a conversation in another room by shifting the source of your hearing
- ✔ You can taste something without putting it in your mouth, for example recognizing poisons without actually exposing your body to them.

### Compel for both kinds of Clairsentience:

- ✔ You witness some horrible event that you are unable to do anything about but watch.

### Compels for use of Direct Clairsentience (no scrying device):

- ✔ You are drawn into a mindscape confrontation.
- ✔ You suffer a penalty of -2 or are forced to reroll while trying to run away from someone because you have trouble focusing on being “here”
- ✔ You suffer a penalty of -2 to Defense as your senses disconnect at the wrong time.
- ✔ When trying to put together a jigsaw puzzle, fix a machine or assemble a piece of furniture, you suffer a penalty of -2 because of your unusual sensory abilities.
- ✔ You discover that your description of the place the group just was is different from everyone else's.

### COMPELS FOR USE OF A SCRYING DEVICE:

- ✔ The scrying window you opened is accidentally two way and the people on the other side can possibly notice you.
- ✔ Your scrying is flawed and you have to physically move the scrying device around to get a different view of the target area.

## ORACLES

Oracles are actually already explained fairly well under their own listing in the Advantages, but it will be repeated here. Oracles are able to perceive along the timeline without limit. Most people can remember the past that they perceived with their own senses and they can make predictions about the future, oracles can actually perceive the past and future as if they were the present. This sometimes leaves them a bit disconnected since their perceptions stretch out over eternity.

Most of the time, an oracle will perceive actions that are occur temporally close to their bodies. Sort of like the way most people generally only pay attention to the area immediately around them. Occasionally, however, something in the distance catches their eye for a little bit and they have a flash of something that happened in the far past or will happen in the far future. Rather like it would draw attention if an explosion were to occur in the distance as someone was driving along a highway.

The future is fluid and can be changed by the actions of individuals who have seen an upcoming future. In fact, this is a constant thing for the oracle. As described in the Power description, oracles have frequent visions, most of which do not come true because of the fact that they are primarily about the oracle. For example, an oracle has a vision of being pulled over by a police officer and discovering that they forgot their wallet somewhere. As a result, the oracle becomes extra careful of both their wallet and their driving resulting in the vision not occurring. Likewise, oracles often glimpse back into the past accidentally as well, but for the most part don't see anything really out of the ordinary.

Initially, many Oracles are of the opinion that their Talent is just a furtive imagination. It isn't until they have an image of a major event; one over which they have no direct control, or something from the past that is certainly not run of the mill; that they begin to realize what they're doing. For example, they're out shopping and glimpse backwards to see an assault or murder take place, or they have a vision of people reacting to news of a natural disaster or major attack. Whereas the normal vision just gives Oracles a somewhat detached attitude, these heavier events are often traumatic in rather the same way that walking into an actual murder scene would be.

Oracles always seem to be the slightest bit disconnected from their surroundings. Their senses wander to the past and future, so they don't always pay attention to the present. Despite this, they usually get around fairly well, since their visions are usually limited to their physical proximity. There may occasionally be oddities, for example, an Oracle in the grocery store might direct their cart to go around a display that won't exist for another week, but by and large they strike people as slightly absent minded.

### Invocations:

- ✔ You gain a +2 to a Defense roll as you see what the enemy plans to do to you.
- ✔ You gain a +2 to an Attack roll as you see how the enemy will try to avoid you.
- ✔ You gain a +2 to search an area as you have a small flash of the past.
- ✔ You can invoke the Oracle Power Aspect in order to peer into the past or future of a location. This deliberate searching is prone to causing mental trauma similarly to if the character to just happened to stumble into an extraordinary event.
- ✔ You can invoke the Oracle Power Aspect in order to attempt to identify other Oracles or Prophets. This allows for a Sensitive roll against a difficulty based on what you are trying to do. It is easy to recognize the presence of a

Prophet, though hard to pick through the distortions to identify a specific individual this way. Conversely, the impact of an Oracle in the area is much more difficult to pick up on, but once it is clear that an Oracle is in the area, it is very easy narrow down who the other Oracle is.

Talent	Identify Presence	Identify Individual
Oracle	5	3
Prophet	2	6

- ✔ An oracle may try to hold onto a vision and experiment with differing decisions to see if they can alter the future desirably. This is of questionable use, however, since once an oracle has seen it, they've already changed the future to something else. This will cause a mental attack as normal for more powerful visions.
- ✔ An oracle may also try to determine whether a particular decision is likely to invalidate a desired result. Again, this involves looking forward and will thus result in a mental strain.

**Compels:**

- ✔ In the midst of an action, your character receives a sudden vision of a terrible failure. This isn't serious enough to rate as a mental assault, but the shock and strike to your confidence result in either a -2 or a forced reroll. Alternately, a vision of success might flood the Oracle with self-defeating confidence.
- ✔ Your character suddenly receives a mental image showing that one of her comrades will betray her and the group relatively soon.
- ✔ In the presence of a Prophet or other time distortion, the Oracle suffers a sensory overload, dealing Mental stress.
- ✔ The character's detached state of mind is disquieting to the people around her and she suffers a -2 on a Persuasion check as a result.
- ✔ Due to focusing at the wrong time frame, the character suffers a -2 to a Perception roll.
- ✔ Your character receives images of a major battle or terrible crime that happened at this location sometime in the past. The vision doesn't necessarily relate to the current situation. In either case, it results in possible mental trauma.
- ✔ Some organization that knows of your Talent moves to kidnap you to make use of it.

- ✔ You use your Aspect to avoid a physical attack by taking a +2 Defense. However, you still saw and experienced the hit landing, thus the GM may Compel to cause you to suffer a Mental attack in place of the Physical attack you just avoided.

**PROPHETS**

Prophets are similar to Oracles in that their temporal senses are freer than those of most people. They can look up and down the timeline as normal. However there are two things that distinguish a Prophet from an Oracle. The first thing that distinguishes the two is that Prophet does not simply look at their own timeline; they can look through any timeline though the more closely the timeline relates to their current one, the easier it is for them. The second, most important, thing is that a Prophet doesn't only look at the future; they actually form the future as they watch.

In general, the editing a Prophet performs on the future is limited to the imprinting of ideas that otherwise would not have developed in the minds of people around them. They cannot directly force people to make decisions, but they can affect the information that the people around them base their decisions on. For example, a Prophet might cause the title of a book to enter the mind of several people around her. These people might never have heard of this book before, but the existence of it is now in their minds. Some of those people could very well choose to purchase the book, others will dismiss it. However, these changes don't affect the past at all. The knowledge of the book enters their head spontaneously and no explanatory event arises to explain how they heard of it.

Prophecy does occasionally affect the physical world as well. This is not usually more than a brief spark of energy or small bit of matter. For example, a Prophet is searching the abandoned apartment of a suspect. He invokes his Prophecy Aspect to determine that there is a clue somewhere. Unbeknownst to the character, this causes a duplicate of a relevant clue left behind in an alternate timeline to appear where he can find it. These physical manipulations likewise come into existence spontaneously. In the example mentioned above, the suspect would not remember dropping any clues because no such clue existed prior to the Prophet splicing it into this timeline.

Prophecy occurs largely unconsciously. This does not mean that it just passively sits there waiting for the GM to use it against you. You, the player, may invoke this Aspect frequently even if your character is not aware of doing anything at all. The player of a Prophet needs to play the character's subconscious as well as conscious minds in order to get full use out of this Power.

### Invocations:

- ✔ You gain a +2 bonus or reroll on your current action because you have a vision of yourself succeeding and thus edit that event into reality.
- ✔ You gain a +2 to search an area for clues due to the fact that clues which did not previously exist are now there to be found.
- ✔ A glitch in a missile or grenade causes it to be a dud after it's fired or thrown your direction. The GM may call for a Sensitive roll to make this happen.
- ✔ The person you are looking for has a sudden desire to go get food and thus coincidentally shows up in the same restaurant that you do.
- ✔ The unit of elite mercenaries decides to fire at the rogue God chasing you rather than you and your friends.
- ✔ Someone in your area gains a +2 or -2 (or reroll) to a particular action as you visualize their future success or failure.
- ✔ You have a sudden guess as to where someone might have hidden their operations.
- ✔ Traffic is especially clear for you.
- ✔ You win the lottery (unless you spend XP to have a permanent increase in resources, this is like to be a small sum).

### Compels:

- ✔ You gain a -2 or forced reroll on your current action because you have a vision of yourself failing and edit it that into reality.
- ✔ You gain a -2 or forced reroll on an area search as clues that had existed are suddenly erased from existence because of your pessimism.
- ✔ A grenade or other explosive being stored nearby detonates spontaneously.
- ✔ The person you are looking for has a sudden desire to leave for lunch just before you arrive at their office.
- ✔ The guard patrol comes by a couple of minutes early.
- ✔ University security decides to stop and question you for no reason.
- ✔ One of your allies has a -2 to a particular action, or one of your enemies has a +2 to a particular action (or re-

rolls) as you pessimistically predict bad luck and accidentally call that into being.

- ✔ Traffic is blocked by a major accident.
- ✔ A clue you discovered via prophecy is accused of being planted evidence.
- ✔ Money mysteriously disappears from your account.

### THE UNDERSTANDING

This is the Power characteristic of Gods, Demons and Visionaries. If your Defining Aspect contains references towards one of those sets of individuals, then you have this Power. It does not cost any AP because it doesn't really have a hard and fast set of rules unlike Clairvoyance, Oracle or Prophet. Put simply, someone with The Understanding has an understanding of the way the universe works.

The Understanding is usually described as being something unconscious or subconscious, but that is not entirely accurate. Demons, Gods and Visionaries actually perceive phenomena to a far greater detail than most people. This is because they are all three also Luminous Beings. Their bodies are constructed through psionic manipulation of raw Life-Force until it takes on the shape and function of the organs necessary for a physical life. Their entire bodies double as sensory organs. The perceptions are separated out based on their empathic perceptions of the senses of other sentients. Thus Gods, Demons and Visionaries "see", "hear", "smell", "taste" and "feel" in ways that allow them to communicate and understand other beings.

Those that were not born with the Power, converted Gods and Demons, have commented on the differences between actual sight and the understanding. For example, a visionary can identify the color blue because the light spectrum of blue is distinctly separate to their perspective than the spectrum of red, black or the like. However, blue to the Understanding is a perception of individual light particles behaving in a set pattern that can be identified as blue. Reading text on a page for the Understanding is rather like watching a synchronized dance with certain bundles of motion indicating the black text and others the white paper. Looking at a blueprint or diagram even allows them to consider the end result of a design in three dimensions.

Gods and Demons are aware of the distinction between the Understanding and normal perception, because they regularly recruit humans to become Gods or Demons and, thus, memories of what blue looks like to an ordinary person exist within their mindscape. This awareness of ordinary perspective is partially why the God and Demon mindscapes are much less chaotic than the Visionary mindscape. They are able to enforce that aesthetic for the ease of visitors. Human Visionaries,

however, are largely unaware that what they see is exceptionally different from what another person sees. Thus they equate their abilities with invention and science as a sort of unconscious Understanding, something that just happens. They don't realize that what they perceive is different.

In youth, Gods, Demons and Visionaries will be perceived to be exceptionally gifted with science. Lower level science classes mostly consist of identifying various entities or phenomena and trying to describe them in abstract by demonstration to a class. However, much of what humanity has concluded via various experiments is stuff that Visionaries witness every day. As such, for them, the science class isn't so much describing something abstract as it is labeling something no one has ever named for them before.

Despite this advantage, the Understanding does not come hand in hand with real intelligence. Rather similar to the way that being able to see with clear color vision does not immediately equate to artistic ability. Visionaries have a relatively easy time acquiring a technical competence at anything they focus much energy on enough so that they can be perceived as geniuses sometimes. For example, when presented with a plan and a non-functioning prototype, a Visionary, God or Demon that has studied engineering could work up the precise reason why something isn't working and probably could work up a solution. They could also come up with incredible efficiency fixes in both mathematics and engineering to make a particular item perform much more fluidly. Most people with the Understanding usually end up creating something that bends the understood limits of a field backwards. However, they generally only have consistent innovation in one or two fields.

The risks of the Understanding are different for Gods and Demons than they are for Visionaries. Since Gods and Demons have a stable, consistent mindscape and protection of their psyches, they have less to worry about in terms of healthy maintenance. Visionaries have to balance between connecting to the mindscape often enough to ease some of the sensory overload they experience daily and avoiding staying connected so long that they lose themselves. All with the Understanding have to worry about privacy and keeping some information secret from others in the same mindscape.

In addition, Gods and Demons have gotten out of the habit of doing much with their Understanding. They spend almost all of their attention on the examination of psychic phenomena and even in that case, it is mostly spent on figuring out how to accomplish X effect they want to produce. This application of the Understanding is pretty well expressed by the Domain/Realm Power Advantage. Precious little of the attention from Gods and Demons is spent on innovating. It's almost like most of them have forgotten how to come up with anything really new.

Any Aspect that labels a character as a Demon, God or Visionary, can be tapped and used as if it related to the Understanding. The more such Aspects one person has, the more developed their Understanding is. In this case, Aspects that don't mention being a Visionary but mention an area of expertise connected to the Aspect mentioning Visionary can also be invoked for the Understanding.

It should be noted that while the Understanding can be used to perhaps acquire most other sensory abilities that would be represented by actually purchasing those senses for the most part. Death-Seers, for example, are able to perceive ghosts and occasionally other entities which exist a bit outside the normal bounds of the physical universe which the Understanding best deals with. Life-Force sight at its highest levels of development is much more efficient at what it does than attempting to do the same thing with the Understanding untrained. It is no coincidence that both the Demon Queen and the High King of the Gods have fully developed Life-Force sight.

Do not allow a player to replace these Powers entirely. However, you can allow them to do things like register the presence of entity by noting fluctuations caused by their consumption of Life-Force and the identification of psychics by category with a few moments of analyzing them.

**Invocations:**

- ✔ You gain a +2 or a bonus reroll on an Assessment action. For this to relate to emotional or interpersonal situations, it may require that it fits within the individual's area of interest/expertise.
- ✔ If a God or Demon, you can gain a +2 or bonus reroll to an action regarding your Domain or Realm.
- ✔ Create an item within your area of expertise that goes beyond the current expectations of that class of item. For example, you could build a laptop that functions like cutting edge desktop or older supercomputer. The more related Aspects you tap for this, the more exceptional the item.
- ✔ Intuit the exact place where a plan or machine is breaking down if it relates to your training or area of interest.
- ✔ Reduce the time taken for any analytical or mathematical action by one increment. For example, it would take most people months to analyze a particular major company's financial practices, but it would take you days.
- ✔ Reproduce a physical or scientific process you've seen performed with technical precision. Spend experience to make it more permanent.

- ✔ Connect to the appropriate mindscape and search for information or to communicate with particular individuals.
- ✔ Call for help when attacked in a mindscape.
- ✔ Place a false memory or image into the mindscape.
- ✔ You can analyze whether a person in front of you is an active psychic and what category they have. This requires exposure to psychics of various types.
- ✔ Find an effective shortcut that takes an almost unreal amount of time off of your travel.

### Compels (All):

- ✔ You're distracted by a spike in the constant sensory bombardment and take a -2 to a Perception roll.
- ✔ You describe a phenomenon you have no words for based on what you actually perceive and take a -2 to your Knowledge roll as you try to explain things to people.
- ✔ A daydreamer has wandered into your mindscape. You may or may not notice. This is a fairly frequent occurrence; it should only provide a Fate Point when there is something significant about this particular intrusion. For example, the daydreamer is about to figure out they're not just daydreaming and are trying to attack. Or you're a Visionary and are about to accidentally absorb their mind.
- ✔ You begin to go into a tangent rant relating to your particular area of expertise as it pertains to the subject at hand.
- ✔ A piece of information you glean from the mindscape is a false plant by another God, Demon or Visionary.
- ✔ A particular piece of evidence you have in an argument is based on your perceptions and is something not accepted by the scientific community yet.
- ✔ Something you're trying to keep secret ends up on the mindscape.

### COMPELS (GODS AND DEMONS):

- ✔ A magician comes into your head for spells. Again, this should only matter if it is a significant event, such as if said magician is about to try to cast said spells on you or a friend.

- ✔ Someone tries to use you as a backdoor into Orochi or Ashvattha.
- ✔ Someone attacks the entire mindscape that you are a part of. You included.
- ✔ You have difficulty understanding the purpose of inventing a new machine to do something you could do psychically and take a -2 on this Craft roll to invent something because you aren't trying as hard as you could be. Runes and familiars would not suffer from this problem. Also, some Gods and Demons have an innovative/engineering mindset that would also be less likely to suffer from this.

### Compels (Visionaries):

- ✔ An unusual event nearby provokes a painful spike of sensory information prompting either a Mental or Life-Force attack as determined by the GM
- ✔ You have started to accidentally devour a friend's psyche after they visited your mindscape.

**Warning:** The only current way to stop this once it starts is for the friend to become a God or Demon and both characters will still end up mind linked permanently. So only go with this if both of your players want to go that route.

- ✔ You are possibly losing a part of yourself to the Visionary mindscape (or a particular visionary). This operates as an attack that may change one of your Aspects if it goes on too long.

If you have not connected regularly to the mindscape, you begin to suffer frequent headaches.

You slept poorly as a result of poor maintenance of your connection. It takes you a long time to fully wake up.

You suffer an aneurysm from irregular mix of connections and abstinence. For example you could follow up months of practically never connecting with a full day of heavy use. This occurs as a Physical attack.



## CHAPTER 9 RACES

**THE FIRST THING TO NOTE** is that for most in the Community, the term race is generally interchangeable with species rather than ethnicity. The second is that psychics do not differentiate races or species of sentient beings in the same manner that traditional science does. For the Community and Psyche, the first test of race is determined when you can produce a visible Life-Force and seeing what color it is. That will at least get in the right ballpark as to which set of races they are related to.

Differing shades, how bright, dark or faded the Life-Force is, physical and behavioral cues give even more detail. For example, while green is wildly considered the human color, there are a number of human descended races that have a sort of green Life-Force that is significantly outside the normal range of greens for a human. Races created or tampered with by the Immortals will often have a mix of red or blue into their Life-Force, depending on whether or not the Immortals used their own base build to shape the nature of that people.

Another clue can come in watching how a person comes to decisions. While most modern species share humanity's binary logic processes, a few others have a differing base logic system. True-false questions sometimes stall a God for an easily noticeable amount of time and while Demons deal with them easier, they still hesitate when first presented with the two choices.

All told, the combination of biology, Life-Force and thought processing method usually gives enough information for a race to be pinpointed even if the individual does not know what they are.

### MAJOR AND MINOR RACES

Major and minor designations for races are not so much a matter of individual power as they are a matter of adaptability and global dominance. Currently, there is only one race that can be called "major" and that is the human race. Humans were noted as the third major race sometime around thirty thousand years ago. Since then references to the first and second major races, the chanar and the slithine have been found but there is very little hard information about them. Put simply, a major race represents the vast majority of sentient life on the planet. Suffice to say, there is generally only ever one major race at a time.

In general, minor races have a higher average of true active

psychics, with some races being entirely psychically active. Primarily this is because they are either offshoots of humanity that developed after it or evolutions of another animal that developed to mimic the more common and dominate life form. A large amount of interbreeding has also occurred, and most members of the minor races have at least a trace of human ancestry.

When it comes to potential, most races are about equal and only outsiders tend to relate the terms major and minor race to the sort of propaganda put out in Germany in the 1930's or similar regimes.

### PACE OF EVOLUTION

Evolution is slow and plodding with occasional leaps and bounds. Then something with sentience comes into being and things start moving at a breakneck pace. Sentience causes a swift evolution of the mental framework of a species. Philosophies, skills and disciplines advance quickly as do ways of recording information for later. What becomes considered average and normal changes rapidly from one generation to the next. Sentient beings start to produce tools that cause a change in the environment and the preferable traits change rapidly.

Then someone discovers psychic abilities and the use of Life-Force and now not only are there ways for the species to control the environment and change their manner of thinking swiftly, they now have a chance to alter the very framework of their biology and genetics within their own lives. When they start teaching the skills of Life-Force manipulation, eventually inborn talents start to arise.

Once multiple species have evolved to sentience, you start seeing things move to an even swifter pace. Reproduction between sentient species is not as limited by genetics as non-sentient species. Every being has some trace of psychic potential and sentients have enough to make small alterations that are generally impossible to notice right away. This includes making it possible to have children with another species simply because they haven't thought that it should be impossible. This usually happens at about the point where two species have become physically similar in appearance.

### THE IMMORTALS

Both Gods and Demons have had a more than incidental impact on evolution on Earth. In addition to the effect that demigods and half-Demons have on the gene pool of Earth, even by the third generation when the Immortal Life-Force no longer shows up in an individual, both the Gods and the Demons have deliberately created new species to act as proxies among the humans in their wars with each other. Most of those species are either extinct or independent in the current



*Amber Lot, student; Lt O'Neill, Avalon soldier; Braden Coel, sorcerer; Adelaide Kuroiki, rogue scientist*

times, most having been separate from the politics of Nirvana and Yomi so long that their own origins are considered flavorful myths.

Also, while both Gods and Demons experience far fewer accidental mutations, such as those that result in cancer or spontaneous mutation, they can both deliberately evolve themselves. Their human appearances are proof of that. The human appearance of the Immortals is not a simple disguise, modern Gods and Demons consider that their natural form even on an unconscious level. They are even born in those forms. The beings of a hundred thousand years ago that eventually became Gods and Demons wouldn't recognize the modern variety as being of the same species and might be insulted by the assertion regardless of the fact that the produced Mana and Vitae would be the same.

### **THOUGHT VERSUS VALUES**

Even within species, thought is not carried out in exactly the same way. Take two humans in significantly different areas of the intelligence scale, and the way their minds work will also be significantly different. For that matter, take a talent-

ed athlete and a renowned artist of approximately the same age and IQ score and it is likely that their minds will process data in at least slightly different manners. Trained psychics think differently from talented ones and both think differently from mundane humans. Since humans are the most numerous, they have a wider range of thought processes than most other races and thus, as a species, the easiest time relating to other races. There's always some individual that thinks close enough to the non-human species to serve as a good diplomat.

A common misconception is that alien thought automatically equates to alien values. While there are some physiological needs and differences that cause occasional issue, values are largely acquired on the nurture side of the equation. As such, the various non-human races generally end up conforming to the cultural norms of the area they live within. Races with strong independent cultures, such as the Immortals and the sidhe, maintain some semblance of their own non-human culture as do those species that either choose to remain out of sight or are forced to do so due to physical differences.

## **A NOTE ON SOME TERMS**

There are some terms that apply to broad groups of actively psychic and non-human races that are best considered here. Popular culture amongst humans has clouded the lines of a lot of groups. In addition, some terms have become more than just broad terms, but actual slurs.

### **DEEP ONES**

The term deep one is used to refer to any race or individual that is adapted to aquatic life in some form or another. Originally, deep one was an acceptable term for such individuals and had been used for several hundred years. Technically it only referred to the race now known as Lemurians, but no one really minded being grouped with them. This lasted until the early 20<sup>th</sup> Century and Lovecraft's activities, among them tricking a submarine of the US Navy to torpedo a settlement of deep ones living off the New England shores. Then he had fictionalized accounts of the story published using the term Deep One.

There was an ongoing population boom of psychics and non-human similar to the one occurring now, but both smaller and better observed. In any case, a large number of young psychics, new apprentices and young non-humans were introduced to the term deep one through Lovecraft's writings. Individuals with clearly aquatic Talents and visible mutations were referred to as deep ones and discriminated against in ways that occasionally continue today. The deep ones themselves stopped referring to themselves as such and mostly picked up to leave for new places to live.

Any visible mutation that might be related to the ocean is something that might get one called by this term. This could be as mild as simply having a mouth full of sharp teeth rather than only a couple of fangs or molars all the way up to having visible gills and fish-like eyes. Demonstrating the ability to breathe underwater and swim very well or other such abilities are also likely to get you pegged as such.

Most Gods, Demons and individuals older than one or two hundred years still tend to use the term deep one without intending rancor, but most have tried to kick that habit. They tend to equate the word to people who have a great-grandfather that is either a sea Demon or sea God, maybe one of each. Oddly enough, some Immortals related to the sea often get called Deep Ones, which rather confuses them.

### **DEMONS AND GODS**

These two words are bandied about quite a bit without referring to Demons and Gods. Typically, if a use does not refer specifically to one of the two Immortal Races, then it is not

capitalized. These are originally human words which were used to describe the two races often early in the interactions between the older races with the humans. In fact, in many early instances, humans used the words without regard to which species they were talking about. Also, it has only been in the past two or three centuries of English's spread across the world that the use of these two terms has been standard ways to refer to one race or another. Some Demons are equally likely to respond to terms like jotun and youkai, just as the Gods are likely to respond to loa or kami. All of those are similar broad spectrum terms that don't refer to a specific species. In essence, the Immortals were seeking to escape the legacy of their insane elders and superiors and so dropped their original species names.

People outside the Community and members of the Community who aren't well educated in terms of magic are likely to use the terms demon and god to refer to beings of incredible power of uncertain source. There is also the fact that the word "God" is used to refer to the Judeo-Christian creator figure quite frequently as well creating further confusion. In general, demon is used to refer to malignant entities and god is used to refer to benevolent entities, though it can often be given the appellation "false" as well.

Demon is also often used for things that look similar to the classical Christian images of a demon, many of which ironically don't look much like most real Demons. Bat wings, horns, red-skin, hooved feet and certain sorts of tails are likely to get one marked as a demon.

Likewise, human psychics and non-humans that mostly look human can often get called gods for displaying superhuman physical prowess and a high degree of beauty leaning toward highly developed musculature and broad-shouldered, stately dignified appearances. This actually is rather close to what the Gods really look like in their human guises.

### **ELVES AND FAERIE**

These are other broad-reference term that covers several species of similar appearances and power sets. Both are often used to describe blends, mimics and changelings that could be considered very beautiful with a deceptively fragile appearance. Those with clearly physically powerful forms tend to get mislabeled gods as described above. The more inhuman such appear, the more likely the term faerie will be used. Wings, especially insectile wings of multiple colors, pretty much guarantee that a character will be called faerie at least once. Illusion or "nature" related powers are further things that can get one labeled as an elf or faerie. Besides the beauty and powers, a long life span is also considered standard for such beings, ironically, one of the most commonly identified of the elves, the sidhe, doesn't have a substantially longer life-span than humans do.



*Ravanna, the Demon of Eyes, reincarnated high school student; Rene, Demoness of Paperwork; Jack Lantern, Demon of Fear; Ethlinn, Demoness of Family, infamous criminal*

Sidhe, some Gods and Demons, succubi, kitsune and some psychic humans and sorcerers have all been referred to as elves or faerie, though succubi are more often called demons. This is again a mark of an outsider lack of knowledge. Even the Community knows, however, that the Faerie refers to the Faerie Courts, an organization rather than a specific species. The Faerie Courts have a rather severely negative reputation however and it is probably safest not to refer to anyone as Faerie. They might simply correct you, or it might start a fight.

### LAMIA AND NAGA

In modern popular usage, lamia and naga both refer to a being with the lower body of a snake and the upper body of a humanoid being. The origins of the terms are unknown to most modern members of the Community and certainly not well known to those outside the Community. The truth of the matter is that Lamia was a particularly voracious undead entity operating sometime during the early days of the Roman Republic. She was at times likened to both sharks and serpents in her hunger, but it is not actually believed that she took anything but a human shape.

The nagas were a race of sentient beings evolved from snakes that went extinct around twenty-two hundred years ago. Their extinction was not so much a matter of failing to thrive as it was a matter of finding other races more appealing than their own. It is thought that a substantial number of modern day humans are directly descended from a naga. This is especially true of individuals from South-East Asia. Nagas did fit the modern description of naga, but often underwent transformative shaping rituals to permanently take on a more humanoid form.

Since they went extinct long before anybody was taking good documentation there are only limited guesses as to what their standard talents were beyond some hazy records of skill with warding and protective blessings. In any case, their Talents have likely worked into the overall pool of humanity. It is theorized that gorgons lacked the ability to go from two legs to a tail until naga blood joined into one of the bloodlines that periodically create gorgons.

That said, most people that get labeled naga are actually humans with a shape-changing talent, gorgons taking a naga-form and some Gods and Demons who get miss-iden-

tified. There isn't currently a known non-human race for whom the lower body being a serpent is the default.

## **VAMPIRES**

This is a mispronunciation of the vampyr race and a rather recent term that has come into use for describing a broad selection of beings who share in common the fact that they tend to drink blood. Vampire has been extended to cover other sorts of activities viewed by the layperson as feeding on another being, but most generally is still only used to describe blood drinkers.

For some entities, such as the vampyr and the chiang shih, the blood drinking is a biological requirement, but they don't particularly need human blood. Also, in the modern world, there are a lot of easy alternatives such that even most vampyr will go through life without realizing entirely what they are. The vampyr are a race of necrotic latents that will be described below. They are a sort of occasional throwback that is produced by certain human bloodlines.

Chiang shih are a race descended from spiders that often have a disturbingly drawn and skinny image to their forms that can sometimes be described as corpse-like. Unlike the related jurougumo in Japan, they have become completely humanoid with two arms, two legs and a head. They subsist on a liquid diet but have no trouble feed on livestock and fruit juices. After Burma conquered most of China, the majority of Chiang Shih were scattered to different parts of the world. Their numbers are likely to start dwindling very soon due to a lack of children. They were already operating on low numbers due to a lack of concern for reproduction.

Other vampires are cultural in nature. The Leanansidhe, for example, are a semi-cult, semi-religion of sidhe that make deals with artists of various races. They give the artist a Dream to help them follow their muse while the artist provides them samples of his or her blood. The Leanansidhe then take that blood and use it in a low magic ritual to create a potion which allows them to experience the imaginations of the artist. This relationship has been known to become unhealthily addictive for both sides, though the Leanansidhe and their artists are quick to defend the matter. For that matter, low magicians in general are often accused of being vampires due to the ease of using blood in forming the necessary sacrifice for a low magic ritual.

The last group known as vampires is the undead, and it is for this reason that the term should be used with care. The undead are universally hated and feared, not the least of which because there's really no known way to permanently deal with them. Most people doubt that any undead would ever be willing to cross over onto whatever comes after life and being a ghost, and there's really no other way to handle

them to their mind. Because of the depredations of the undead, the term vampire has a mildly insulting feel to it even though it is not considered a slur.

## **WERE**

Werewolves, werecats, weresnakes and so on refer to people that have a human or near human form who are also able to change into animals or animal like forms. If a person can shape-change into many different things, or able to change shape in ways unrelated to specific animals, this term is not used. Individuals only get called "were" if their shapechanging is seen to be limited to being related to a particular type of animal. That said, a number of Gods and Demons who favor specific animal forms might be referred to as were-creatures by the ignorant despite the fact that their shapeshifting is very broad in capability.

Therianthropes represent the clearest examples of werereatures. They generally have two forms, a human-form and a form that can be mistaken for a normal animal but has observable anomalies. Occasionally, therianthropes also pick up "hybrid" forms akin to those descended in cinema from the classic Universal Pictures werewolves. Others pick up the ability to branch out into completely different animal forms, which is how the families branched out over time. Despite this, most rarely find a need to take more forms than the two they are born with.

Psychic humans with shapechanging Talents are often limited to an animal form or else start off with that. This includes demigods and half-Demons who are children of Immortals that favor shape-changing abilities. These werereatures are more likely to match the Hollywood image of what a werewolf or the like is. In fact, normal animal forms are often more difficult for these Talents, since they're most used to their human form.

Shapers can perform a transformative ritual on themselves to temporarily take an animal form. They may also transform another person into a specific animal. Very talented shapers can shape curses that cause the transformation to be repeated at certain times. These are transformations, however, not shapechanges. The difference being that a shapechange is meant to be temporary and a transformation is not. Transformations have a negative impact on physical and mental health that can be easily dealt with over two or three transformations across a long enough span of time. Repeatedly transforming back and forth with shaping rituals or curses has a tendency to drive people mad. Note that enchanted items meant to provide a trigger for transformation suffer the same addictive and unhealthy side-effects as any other transformation.

Most transformation rituals have a built-in second transformation designed to reverse the first ritual after a certain time has passed. Though this sounds more complicated, it is eas-



*Euphrosyne "Euphie" Charite, Goddess of Mirth, reincarnated middle school student; Aldric Mares, God of Records, merchant; Urd Jotundottir, Goddess of Fate; Zeus Tinnia, God of Mastery.*

ier to get a body, mind and soul to accept such a built in limit than to force a change that will last forever without have the total commitment of the person to be changed.

All that said those beings that are already shapeshifters are able to handle transformations fairly easily and with enough exposure can pick up the transformation to expand their shapeshifting abilities. Rituals specifically to make shape-shifters into not shapeshifters are extremely rare and usually more trouble than they're worth.

## SPECIES PACKAGES

When you are playing a race other than human, your Defining Aspect should reflect that race in some way. The cost of these packages assumes that any Specialty Aspects are bought in addition to your normal five. That is not required. You may take those Specialty Aspects as part of your normal five instead.

## CHIANG SHIH

Chiang Shih are a species of biological vampires that descend from spiders. To humans they appear very corpse like and grotesque, but to them humans and many other species appear to be bloated and disgusting as well. They are all capable of web-production, but only a few are capable of production to a degree that would be useful in a crisis. They were scattered when Burma spread over much of South-East Asia and are now a dying race due to their disconnection from others of their kind.

**Sample Defining Aspects:** *Chiang Shih IT Tech, Reclusive Chiang Shih, Spidery Web-Master*

**Specialty Aspect:** *Silk Production(Metabolic), Corpse Like-Looks(Persuasion)*

**Heroic Advantage:**

- ✔ Resilient

**Power Advantages:**

- ✔ Poison

**Package Cost:** 4 AP (1 AP of Power Advantages + Heroic Advantage + 2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Willpower

**Life-Force Name and Color:** *Shengji*, Brownish-Yellow

**Average Life Expectancy:** 150 years

**Suggested Power Advantages:** Animal Whisperer (usually spiders only), Augmented Movement, Body Weaponry, Morph, Snare, Transmogrification,

**DEMON**

Demons are one of the most ancient races and one of the few that predates humans. They possess the Understanding as a race and are part of either the Orochi or the Ashvattha collective mindscapes. For Demons, trust and self-determination are two of the most important virtues one can have. They usually appear as human beings with a slender, athletic look and small fangs. Demons are born with an unlimited life-span, save those that were born as humans, of course. Most Demons reincarnate themselves every 400 years or so in order to keep mentally and spiritually healthy.

**Sample Defining Aspects:** *Demonic Feather Merchant, Impulsive Young Shadow, Young-Again Demon Girl*

**Power Advantages:**

- ✔ **Realm** – Power Aspect should be their title – *Demoness of Smoke, Demon of Doom, Demoness of Power, Demon of the Sun*
- ✔ **Self-Evolving** with **Ageless** and **Luminous Being** modifiers – Power Aspect should be their Conjunction: *Disciple of Fire, The Evil Eye, Little Mother, The Sun's Glory*
- ✔ **Regeneration**
- ✔ **The Understanding** is implied by the Aspect relating to being a Demon

**Package Cost:** 6 AP (6 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Agility

**Life-Force Name and Color:** *Vitae*, Red

**Average Life-Expectancy:** Unlimited

**Suggested Power Advantages:** Any, but especially: Channeling, Dimension Burst, High Magic, Shaping Rituals

**DRYAD**

No one is born as a dryad. Dryads are the victims of a God-created parasite that cripples their psychic abilities and even inhibits their musculature to a degree. All dryads are female, whether they were before eating the fruit that carries the infection or not. Men who eat the dryad-fruit usually die and those that don't become female when the parasite takes over their nervous system. The dryads seem to have been created as part of a breeding experiment as their children are often very powerful or intelligent, though sometimes they are deformed or insane.

**Sample Defining Aspects:** *Dryad Adventuress, Dryad Soccer Mom, Resentful Dryad*

**Physical Abilities:** Strength Maximum of 2

**Psychic Abilities:** All at -1. These attributes can't be improved.

**Heroic Advantage:**

- ✔ Variation of **Absolutely Stunning** provides *Maternal Beauty(P)* Persistent Aspect

**Power Advantages:**

- ✔ **Self-Evolving** with **Ageless** modifier
- ✔ **Resistance:** Disease with **Improved Resistance** modifier
- ✔ **Regeneration** with **Speedy Recovery** modifier

**Package Cost:** 1 AP (Heroic Advantage + 6 AP of Power Advantages -7 AP of Weaknesses)

**Life-Force Stress:** Per original species. Minimum of 1.

**Life-Force Name and Color:** Inapplicable, probably relates to their original species.

**Average Life-Expectancy:** Unlimited

**DVERGAR**

Dvergar range from five to eight feet in height and are very broad and stocky. They all appear to be extremely masculine but are actually hermaphroditic. In the ancient past they were thought to have been driven to extinction by the Purges, but some have been making an appearance recently showing they survived

somehow. They were created by the Gods to be brilliant craftsmen. Many suffer from a genetic defect that results in the loss of an eye. This defect only rarely seems to affect both eyes.

**Sample Defining Aspects:** *Master Dvergar Blacksmith, Sociates Group Dvergar Weapons Designer, Vengeful Dvergar*

**Specialty Aspect:** *Crafting Instinct(Craft)(P), Forged Tough(Endurance)*

**Heroic Advantages:**

- ✔ **Herculean Strength**
- ✔ **Persistent Specialty:** *Crafting Instinct*

**Package Cost:** 5 AP (2 Heroic Advantages + 2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Craft

**Life-Force Name and Color:** *Brilliance, Jade*

**Average Life-Expectancy:** 90 years

**Suggested Power Advantages:** Armor, Resistance, Shaping Rituals, Sleepless, Super Strength, Super Endurance

**GARGOYLE**

Gargoyles are a species that left the Earth to settle in the cosmology. They evolved from bats and appear as large, grey-skinned creatures. They are tough to kill and in their shards outside Earth maintain an advanced but rigidly controlled culture all their own. They maintain some anchors to Earth just in case and sometimes use spies transformed to appear human via shaping rituals. They guard the entrances to their dimensional shards jealously, resulting in such myths as the Jersey Devil.

**Sample Defining Aspects:** *Gargoyle Shard Sentry, Jersey Devil, Gargoyle Isolationist*

**Heroic Advantage:**

- ✔ Resilient

**Power Advantages:**

- ✔ **Echolocation** with **Passive**
- ✔ **Enhanced Hearing** with **Passive**

**Package Cost:** 6 AP (4 AP of Power Advantages + Heroic Advantage)

**Life-Force Stress:** Highest Psychic Ability + Endurance

**Life-Force Name and Color:** *Solidity, Brown*

**Average Life-Expectancy:** 110 years

**Suggested Power Advantages:** Armor, Channeling, Extra Limb (Wings, sometimes Tail), Low Magic, Shaping Rituals, Terrify. Flight is very rare among gargoyles due to their rather high weights, but is a possibility.

**GOD**

The second of the Immortal races, the Gods predate humans but have begun to take the form of humans with blue facial marks and often bulky builds ranging from the seductively curvy and the heroic masculine to the healthily plump and even somewhat rotund. Gods hold duty and consideration to be the most important virtues to possess. They possess the Understanding as a whole race and possess an unlimited life-span. As with the Demons, they reincarnate every few hundred years to maintain their health. Also like the Demons, many Gods were born human.

**Sample Defining Aspects:** *Mischievous Young God, Recently Ascended Herald, Humorless Eye of Ra*

**Power Advantages:**

- ✔ **Domain** – Power Aspect should be their title: *God of Mastery, God of Wisdom, Goddess of Mercy, Goddess of Cheer*
- ✔ **Self-Evolving** with **Ageless** and **Luminous Being** modifiers – Power Aspect should be their Conjunction: *The Bloody Nightmare, The Angel of Night, The Good Father, The Burden of Wisdom*
- ✔ **Regeneration**
- ✔ **The Understanding** is implied by the Aspect relating to being a God

**Package Cost:** 6 AP (6 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Empathy

**Life-Force Name and Color:** *Mana, Blue*

**Average Life-Expectancy:** Unlimited

**Suggested Power Advantages:** Any, but especially: Channeling, High Magic, Medium Travel, Shaping Rituals.

**GORGON**





Harold Orrin, Therianthrope Accountant; Julie Kesik, Raven Music Student; Seyrah Yevin, Succubus Nurse; Lisa Carter, Dryad Mother; Hikaru Matsumoto, Jurougumo Doctor.

Gorgons are a race of shapeshifters descended from humanity. In fact, gorgons are occasionally born to human parents. Some gorgons go their entire life without ever awakening their powers. However, once awakened, they can never quite appear human again. The appearance of the gorgon reflects their own state of mind. A happy and friendly gorgon will appear beautiful, if somewhat alien, while one that is angry or scared will appear frightening and ugly. They always appear reptilian, however. Their powers are stronger in the throes of extreme emotions. Some are healers; others can actually turn people into stone.

**Sample Defining Aspects:** *Gorgon Healer, Rage-Riding Gorgon, One Cool Snake*

**Power Advantages:**

- ✔ **Transmogrification** with **Momentary** modifier
- ✔ **Emotional Link** for **Transmogrification** with **Emotional Extreme, Emotional Limits** and **Auto-Trig-ger** modifiers

**Package Cost:** 3 AP (3 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Persuasion

**Life-Force Name and Color:** Entity, Silver

**Average Life-Expectancy:** 90 years

**Suggested Power Advantages:** Emotional Link for most Talents, Exchange Health, Transform Object (with Limited Result, Limited Target, Organic Transformation, Living Being to Stone)

**HUMAN**

Humans are the most populous race on Earth. They look very much like humans do in our own world, though they live significantly longer due to the advances in genetics and related medicines. While humanity has learned how to produce actual clones, these generally have short lifespans. What the public refers to as the first clone was created in almost the same fashion that a homunculus is, only the process does not make use of shaping or psychic ability at all. She was artificially conceived from two genetic samples and then artificially gestated in a machine until she matured as an infant.



Diane Wessen, Therianthrope Shapeshifter; Masaru Song, Raven Martial Artist; Meyri Danclift, Succubus Soldier; Shirley Adler, Dryad Adventurer; Kimi Yashida, Jurougumo Thief.

The governments in most nations have banned process of artificial gestation until the reasons why are apparent. However, several organizations still engage in this practice secretly and many have solved the problems that the publicly known “clone” suffered.

**Sample Defining Aspects:** Any

**Package Cost:** 0 AP (Humans are the default and have such a large population and a huge variance)

**Life-Force Stress:** Highest Psychic Ability + Knowledge

**Life-Force Name and Color:** Chi, Green

**Average Life-Expectancy:** 90 years

**Suggested Power Advantages:** Any

## JUROUGUMO

A species distantly related to the chiang-shih, jurougumo have frequently married humans. Every generation, fewer jurougumo are born, though not because they are having fewer children. It is assumed that eventually, the jurougumo will be simply the ancestors of a particular group of humans. They themselves are fine with this. Jurougumo look almost entirely human but have two black spots over their eyes where most people have eyebrows. A close look reveals these spots as extra, compound eyes. A number of jurougumo have a poison touch, but most who do have trained to use it in ways that promote healing.

**Sample Defining Aspects:** Jurougumo Doctor, Spider Burglar, Jurougumo Storyteller

**Specialty Aspects:** Extra Eyes (Perception), Almost Human (-Deception)

**Package Cost:** 1 AP (2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Persuasion

**Life-Force Name and Color:** Seimei, Greenish-Yellow

**Average Life-Expectancy:** 95 years

**Suggested Power Advantages:** Augmented Movement (swinging), Binding (web-shooting), Poison (with Touch Advantage, often with healing modifiers), Morph, Shapeshifting (spider themed), Transmogrification, Wall-Walker

## KITSUNE

Kitsune are an enigma to most of the other races. They are a fox-like species of illusionists, though how fox-like they are seems to vary from Kitsune to Kitsune. Some appear like humans with fox ears and a tail while others appear to be bipedal foxes. They hide what they are from humans via their illusions. All kitsune have at least one tail, and some few have as many nine. Those with nine are often very odd, mentally speaking, almost as if they were multiple people in one body. How a kitsune acquires more tails is not something they talk about much. Kitsune are almost universally bisexual.

**NOTE ON TAILS AND GESTALTS**

Details on the process will be dealt with in a later supplement, but multi-tailed kitsune have absorbed one person for each tail beyond the first they have. The alternate forms are foxish versions of that original person's body and the reason that multi-tailed kitsune act like they have multiple personalities is because they actually do. This process is only healthy when all participants are willing and each successive time a soul is added to the group, it takes the kitsune's body longer to settle down to the point where it is safe to accept someone new. No kitsune has lived long enough to add a tenth tail yet and nine-tailed kitsune are practically immortal.

There are individuals who ignore the restrictions of willing subjects and the time between absorptions, but doing so drives them insane.

Note that this means that kitsune could have Talents from almost any other race. Demons, Gods, Visionaries, oreads and dryads cannot be absorbed successfully. However, it is possible for one of the kitsune's other forms appear to be a foxish troll, sidhe or most other species.

**Sample Defining Aspects:** *Kitsune Trickster, Foxy Lady, Three-Tailed Stranger*

**Power Advantages:**

- ✔ **Illusion** with **Illusory Disguise** modifier

**Package Cost:** 3 AP (3 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Deception

**Life-Force Name and Color:** *Chakra, Amber*

**Average Life-Expectancy (One Tail):** 75 years (each tail increases potential lifespan)

**Average Life-Expectancy (Nine Tails):** Unlimited

**Suggested Power Advantages:** Channeling, Body Weaponry, Doppelganger (requires Gestalt Mind), Gestalt Mind, Shaping Rituals



*Eric Cheung, Kitsune student; Hreetsh, Gargoyle Scholar; Mason Tallone, Dvergar Steelworker; Elise Marsh, Fishmonger; Aideen Slane, Sidhe Artist*



Roche, Three-Tailed Kitsune; Shrin, Gargoyle Sentinel; Karl Marinos, Dvergar Warrior; Leeson Eliot, Lemurian Brawler; Lord Lamonte, Sidhe Dreamcaster.

## LEMURIAN

Lemurians once upon time were known as Deep Ones. That was before Lovecraft targeted them with a campaign of prejudice generating propaganda. They eventually changed the name they called themselves and began to consider Deep One to be a slur. They still have a poor reputation among other supernaturals in the world.

**Sample Defining Aspects:** *Lemurian Fisherman, Vengeful Deep One, Fishy Lifeguard*

### Power Advantages:

- ✔ **Breathing Expansion:** Water Breathing
- ✔ **Environmental Adaptation:** Underwater and High Pressure

**Package Cost:** 3 AP (3 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Endurance

**Life-Force Name and Color:** *Vigor, Pink*

**Average Life-Expectancy:** 85 years

**Suggested Power Advantages:** Animal Whisperer (Aquatic), Armor, Body Weaponry, Hydrokinesis, Morph

## OREAD

Oreads are a result of the same parasitical plant that creates dryads. An oread is a person who ate a dryad fruit and managed to at least partially fight off the parasite. Instead of becoming a dryad, their body has become frozen at the age it was when the fruit was eaten. The parasite has entangled and replaced much of the person's nervous system, but has not entirely reached a place where it can finish its job or cripple the victim. Other than their agelessness and an ability to "feed" the parasite in order to build up a reserve Life-Force, oreads remain the same species and gender they were before eating the fruit. Oreads have never successfully become a God or Demon.

**Sample Defining Aspects:** *Age-Nonconforming Infiltrator, Eternal Child, Accidental Immortal*

**Power Advantages:**

- ✔ **Self-Evolving** with **Ageless** modifier
- ✔ **Oread**

**Package Cost:** 3 AP (3 AP of Power Advantages)

**Life-Force Stress:** Per original species.

**Life-Force Name and Color:** Per original species

**Secondary Life-Force Stress:** Highest Psychic Ability + Empathy

**Secondary Life-Force Name and Color:** *Mana, Green*

**Average Life-Expectancy:** Unlimited

**Suggested Power Advantages:** As per birth species.

**RAVEN**

The Ravens are the combination of several avian descended species into one whole. They have bird-like taloned feet as well as wide wings, though rarely are they capable of true flight. Ravens have no means to disguise what they are, but most groups have a close relationship with Psyche and the Community and exist sheltered by that relationship. Ravens are polyandric, meaning women usually take multiple husbands.

**Sample Defining Aspects:** *Tengu Martial Artist, Harpy Wannabe Idol, Raven Researcher*

**Specialty Aspects:** *Beautiful Voice(Persuasion), Hyperactive Energy(Agility)*

**Power Advantages:**

- ✔ **Body Weaponry:** *Raptor Talons WR 2*
- ✔ **Extra Limbs:** *Raven Wings* with **Efficient** modifier

**Package Cost:** 4 AP (3 AP of Power Advantages + 2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Reasoning

**Life-Force Name and Color:** *Auspice, Purple*

**Average Life-Expectancy:** 80 years

**Suggested Power Advantages:** *Audiokinesis, Armor (as*

*Auras rather than tough skin), Channeling, Enhanced Agility, Enhanced Sight, Flight, Influence Thoughts (as Hypnotic Voice), Power Attack, Shaping Rituals*

**SERAPH**

Seraphim are a genderless race that reproduces via what is known as a homonculus ritual wherein the genes of separate individuals are combined into a new life which is grown within specially enchanted psychic tools. They appear to be rather bland humans, and probably even descend from humans, having likely been created by the Gods. They are thought to be extinct in the Purges, but there have been some who have seen them returned of late.

**Sample Defining Aspects:** *Guardian Angel, Fallen Angel, Seraphim Shaper*

**Power Advantages:**

- ✔ Choose one of the following: **Awe** or **Terrify**
- ✔ Choose one of the following: **Accelerate Metabolism** with **Efficient Acceleration** OR **Exchange Health** with **Martyr**

**Package Cost:** 5 AP (5 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Willpower

**Life-Force Name and Color:** *Grace, Gold*

**Average Life-Expectancy:** 120 years

**Suggested Power Advantages:** *Channeling, Enhanced Agility, Power Attack, Shaping, Super-Agility, Super-Endurance, Super-Strength*

**SIDHE**

A race of deal-makers with a singularly disturbing perfection of appearance, the sidhe are the only known species that produces people capable of creating dreams. In the past they were a major power in the world, with a nation driven by their own perceived superiority over other species. In modern times, only a small number of sidhe remain allied to the old ways with most living among humans. Sidhe cannot breed with other sidhe and must seek out humans in order to have viable children, all of whom will be sidhe.

**Sample Defining Aspects:** *Sidhe Dreamcrafter, Blood-Drinking Muse, Sidhe Oathbreaker*

**Heroic Advantages:**

- ✔ Variation of **Absolutely Stunning:** provides *Unnerving Perfection(P)* as an Aspect

**Package Cost:** 2 AP (Heroic Advantage)

**Life-Force Stress:** Highest Psychic Ability + Deception

**Life-Force Name and Color:** *Glamour, Cream*

**Average Life-Expectancy:** 95 years

**Suggested Power Advantages:** Channeling, Dreams, Influence Thoughts, Illusions, Low Magic, Read Emotions, Read Thoughts, Shaping Rituals, Telepathy

### SUCCUBUS, IMMATURE (AGE 13-23)

Succubi were originally created by Demons in the period between usurping their insane elders and uniting into a political whole. They are an entirely female race that reproduces via biokinesis, using sex only as a way to hype their ability. They are thought extinct; having been one of the races targeted by the Purges, but sightings are still reported now and again. In natural form, they are set apart from humans only their eyes, which have four-pointed pupils and lavender sclera, which would be white in a human.

They have illusions to conceal that and can also use an illusion of the more stereotypical demonic woman as a self-defense method. Succubi latch onto a feminine archetype early in life and subconsciously mold themselves to fit that archetype by using their empathic nature to find the ideals in the minds of those they grow up with and their biokinetic ability to alter their genetics accordingly. Like many supposedly extinct species, people have been claiming to meet succubi of late.

**Sample Defining Aspects:** *Earth-Born Succubus, Cosmology-Born Succubus*

**Specialty Aspect:** *Lacks Adult Sexuality (Empathy), Perfect [Archetype](Persuasion)(P)*

**Expert Advantage:**

- ✔ Striking Looks

**Heroic Advantage:**

**Persistent Specialty:** *Perfect [Archetype](Persuasion)*

**Power Advantages:**

- ✔ **Power Tricks:** related to biokinesis, empathy and illusion
- ✔ **Illusions with Illusory Disguise and Personal Illusions Only** modifiers, Limited – 1 Illusion Only: Human

**Package Cost:** 6 AP (2 AP of Power Advantages + Expert Advantage + Heroic Advantage + 2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Empathy

**Life-Force Name and Color:** *Essence, Yellow*

**Average Life-Expectancy:** 200 years

**Suggested Power Advantages:** Armor (as an Aura), Awe, Biokinesis, Body Weaponry (telekinetic limbs), Emotional Link, Extra Limb (strenuous, telekinetic), Improve Illusions, Read Emotion, Emotion, Terrify





Talks with Teeth, Wolfen Channeler; Matija Novak, Vampyr Death-Seer; Sam, Serpah Soldier; Hillary Englund, Gorgon Shapeshifter; Xiang Yu, Chiang Shih Sorcerer; Nathan Gilbert, Troll Mercenary.

## MATURE SUCCUBI

The mature succubus represents a more expensive basic package than the other races here, which I've tried to keep to a maximum of 6 AP. The mature succubus is included primarily because this is the level of Talents that a succubus will acquire without trying to perfect her Talents and thus serves as a model for improving the immature succubus, who hasn't developed their defensive illusion yet. Once mature, the wings or other extra limbs of their demonic illusion are reinforced by a subtle telekinesis and can be used as weapons.

Biokinesis, full Illusion powers and full Empathy or Telepathy requires a succubus to actually train in those skills. They all have some tricks in this range, they couldn't even reproduce without a minimal level of empathy and biokinesis, but having the powers in terms of game stats means that that succubus has worked to develop those skills.

This is the reason that not all succubi have fully realized **Biokinetic Control**, **Telepathic Control**, **Illusions** or even limited applications of those like **Accelerate Metabolism** or **Influence Thoughts**.

## SUCCUBUS, MATURE (AGE 23+)

Succubi appear to age at a human rate and then slow down. However, they do not hit a true puberty until they are in their mid-twenties. Before that, they appear to be adult from a human standard, but still have a childish lack of sexuality. In their twenties, they start to become bisexual.

**Sample Defining Aspects:** *Socrates Group Succubus Nurse, Emissary of the Cosmological Settlements*

**Specialty Aspect:** *Perfect [Archetype](Persuasion)(P), Unconscious Empath(Sensitive)*

### Expert Advantage:

- ✔ Striking Looks

### Heroic Advantage:

- ✔ **Persistent Specialty:** *Perfect [Archetype](Persuasion)*

### Power Advantages:

- ✔ **Power Tricks:** related to biokinesis, empathy and illusion
- ✔ **Illusions with Illusory Disguise and Personal Illusions Only** modifiers,
  - ⊕ Limited – 2 Illusions Only: Human and Demon girl
- ✔ **Linked with Forced Link,**
  - ⊕ Limited – must use demon-girl illusion
  - ⊕ **Extra Limbs** with **Strenuous** and **Telekinetic**
  - ⊕ **Body Weaponry:** *Telekinetic Illusions*
  - ⊕ **Armor:** *Phantasmal Demon Disguise*
  - ⊕ Choose one: **Awe**, **Terrify**

**Package Cost:** 12 AP (8 AP of Power Advantages + Expert Advantage + Heroic Advantage + 2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Empathy

**Life-Force Name and Color:** *Essence*, Yellow

**Average Life-Expectancy:** 200 years

**Suggested Power Advantages:** Accelerate Metabolism, Affliction, Biokinesis, Imbue Creature, Influence Thoughts, Read Emotions, Read Thoughts, Telepathy

## Therianthrope

The single most successful non-human, mortal, race today. Therianthropes are shapeshifters descended from wolves. They are probably the most well known of werewolves in the psychic world. However, over time, many have learned to take other animal forms than those of wolves and many families have forgotten the wolf form. As such, therianthropes also include weretigers, weresharks, werebears and any of a number of other such people.

**Sample Defining Aspects:** *Therianthrope Accountant*, *Natural Born Werewolf*, *Therianthrope Shapechanger*

**Power Advantages:**

- ✔ **Morph:** [Animal] Form with **Prolonged Transformation** modifier
- ✔ **Enhanced Smell** with **Passive** modifier

**Package Cost:** 5 AP (5 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Willpower

**Life-Force Name and Color:** *Spirit*, Orange

**Average Life-Expectancy:** 90 years

**Suggested Power Advantages:** Additional Morphs, Channeling, Doppelganger, Shaping Rituals, Shapeshifting, Transmogrification

## Troll

Trolls are an all male race created as warriors by the Demons ages ago. Like many of the races created by the Gods and Demons, they were targeted by the Purges. Unlike many, it is known that several bloodlines survived to the modern day. However, there seem to be more of them lately. Trolls are six to nine feet tall purple men appearing to have a primitive, almost neanderthal, appearance. They reproduce with the women of other species, the male children being trolls while daughters having a slight purplish tint to their skin and being somewhat stronger than normal, but otherwise of the mother's species.

**Sample Defining Aspects:** *Troll Warrior*, *Troll Laborer*, *Big Purple Person*

**Heroic Advantages:**

- ✔ **Herculean Strength**

**Power Advantages:**

- ✔ Choose at least one Power Advantage worth at least 2 AP)

**Package Cost:** 4 AP (Heroic Advantage + 2 AP worth of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Strength

**Life-Force Name and Color:** *Potence*, Reddish-Violet

**Average Life-Expectancy:** 120 years

**Suggested Power Advantages:** Any, Channeling, Low Magic, Shaping Rituals

## Vampyr

Vampyr are a rare species occasionally born to select human bloodlines. They fit the appearance of the stereotypical vampire, complete with fangs. They are biologically incapable of digesting most solid foods and most live on a specialized diet prescribed for them by a doctor. Most vampyr go through life without knowing what they are. The trait that determines the birth of a vampyr always seems to skip generations and even the children of two vampyr is rarely another vampyr. Vampyr also have troubles with bright light and some that don't take precautions go blind early in life.

**Sample Defining Aspects:** *Unaware Vampyr*, *Vampyr Death-seer*, *Nocturnal Witch Hunter*

**Specialty Aspects:** *Rarefied Diet and Light Sensitivity*(Endurance), *Stronger than they Look*(Strength)

**Heroic Advantages:**

- ✔ **Unyielding Fortitude**

**Package Cost:** 3 AP (Heroic Advantage + 2 Specialty Aspects)

**Life-Force Stress:** Highest Psychic Ability + Perception

**Life-Force Name and Color:** *Breath*, Grey-Green

**Average Life-Expectancy:** 150 years

**Suggested Power Advantages:** Shaping, Channeling, Low



Magic, High Magic, Cloaking (all Vampyr talents have Cloaking), Exchange Health, Death-Seer

### VISIONARY

Visionaries are a variation of humanity that possesses the Understanding similar to the Gods and Demons. Unlike the Gods and Demons, their collective mindscape is not stable or secure. They often suffer from various maladies, both mental and physical, as a result of the overwhelming barrage of information that comes through them at any given time. Visionaries seem to be especially vulnerable to the development of cancers overtime. For some reason, most Visionaries have been born to previously unremarkable human bloodlines, though the children of Visionaries have proven to lean in that direction more often. The result being that they're the only psychic Talent that most governments and organizations like Avalon understand better than the Community. Despite being young bloodlines, Visionaries are already displaying unusual hair and eye colors.

**Sample Defining Aspects:** *Paranoid Visionary Hacker, Unaware Visionary Genius, Regretful Visionary Strategist*

#### Power Advantages:

- ✔ **Self-Evolving** with the **Luminous Being** modifier
- ✔ **Regeneration**
- ✔ **The Understanding** is implied by the Aspect relating to being a Visionary

**Package Cost:** 4 AP (4 AP of Power Advantages)

**Life-Force Stress:** Highest Psychic Ability + Knowledge

**Life-Force Name and Color:** *Chi, Green*

**Average Life-Expectancy:** 60 years

**Suggested Power Advantages:** Weakness: Chi Stress Track is half-normal sized (roughly -2 AP "cost")

**Note:** Visionaries mostly don't have access to the Community or other places where psychic skills are trained and usually don't have other Talents. There are exceptions though.

### WOLFEN

The wolfen are one of the only remaining sentient species that has nothing like a humanoid appearance. They appear as wolves for the most part, though recent generations have started to be born with the Talent of shapeshifting into the appearance of other canines such as dogs. They have a telepathic ability which they use to communicate with and to control lesser

animals to act as their hands. All wolfen seem capable of growing or shrinking as necessary to the situation as well.

**Sample Defining Aspects:** *Wolfen Dog Impersonator, Wolfen Security Dog, Wolfen Traditional, Telepathic Wolf*

#### Power Advantages:

- ✔ **Mindlink**
- ✔ **Grow**
- ✔ **Shrink**
- ✔ **Body Weaponry:** WR 2 *Claws and Fangs*
- ✔ **Animal Whisperer** with the **One Class** modifier (usually birds)
- ✔ **Weakness:** No hands and can't talk

**Package Cost:** 6 AP (6 AP worth of Power Advantages -1 AP of Weakness)

**Life-Force Stress:** Highest Psychic Ability + Perception

**Life-Force Name and Color:** *Heart, Bronze*

**Average Life-Expectancy:** 85 years

**Suggested Power Advantages:** Doppelganger, Improvements to Animal Whisperer, Telepathy

### SKILL PACKAGES

These packages assume that the suggested Specialty Aspects will be taken as part of the base five and are thus not included in the package cost. The reason for the difference between racial packages and these skill packages is that the Specialty Aspects listed in the racial packages represent innate parts of the race rather than learned skills are essentially required. AP was allocated to those to represent that fact and to leave the free five Specialty Aspects available to define your character further as normal. For skill packages, specific Aspects are not required and only suggested.

### AKIRA

There are two kinds of akira. The first is the sort that isn't aware of what they are or has just barely discovered it. They were often born outside the normal psychic and non-human families or else were orphaned and adopted. Those that are non-human are usually of the sort that very closely resemble humans or else don't show their true heritage until puberty. They often do unwise things out of ignorance.

The second kind of akira is the sort that thinks their powers are the answer to every question. They tend to be arrogant or at least recklessly well-meaning. They do not consider that they need to train to control their powers and often use Talents to perform tasks that are better suited to mundane means. They frequently cause a problem out of ignorance multiplied by overconfidence.

**Sample Character Aspects:** *Unaware Succubus, Akira Telekinetic, Wannabe Superhero*

**Suggested Specialty Aspects:** *What's Happening to My Body?(Metabolic); Who Needs School? I've got fireballs!(Manipulative); Make the voices stop! (Sensitive)*

**Abilities:** At least 1 point in a Psychic Ability is suggested but not required.

**Advantages:** Purchase either 2-6 AP worth of Power Advantages or one of the more human-seeming racial or hybrid packages.

**Package Cost:** 2-6 AP or based on racial or hybrid package

## CHANNELER

Channeling is the martial art of the psychic. It is the shaping of raw Life-Force into blatant displays of power. There are three basic categories of channeling techniques: blasts which manifest externally to the channeler, auras which surround the channeler and enhancements which operate within the channeler. Channelers aren't able to reproduce lightning, fire or other such specific energies, but they are still very versatile and powerful. More so since there are far more channelers and channeling techniques than there are teachers of any specific Talent.

**Sample Character/Power Aspects:** *Plain Jane Psychic Spy, Chi Channeling Warrior, Veteran Rakshasha, Adventurous Einherjar*

**Suggested Specialty Aspects:** *Enhancement Specialist(Metabolic), Versatile Blaster(Manipulative), Unbreakable Auras(Manipulative)*

**Abilities:** Trained channelers should have at least a 1 in both Metabolic and Manipulative, but usually higher than that.

**Advantages:**

✔ **Channeling**

**Package Cost:** 2 AP (2 AP worth of Power Advantages)

## FENG SHUI SHIH

Feng shui shih practice the art of feng shui, something that was called geomancy in Europe once upon a time. Feng shui use their knowledge to manipulate the flow of residual Life-Force left behind by people so that it can be turned toward a

useful purpose. This assumes a real feng shui shih, of course, and not just a glorified interior decorator. Most feng shui shih are human or trained by humans as it is a method originally developed by humans. Many other races, and indeed many humans, are still unconvinced with the effectiveness of feng shui. One thing people in know look for in hiring a feng shui shih is whether or not they give any nonsense about color. Real feng shui shih are often shapers as well.

**Sample Character Aspects:** *Practiced Feng Shui Shih, Places have their own magic, Self-Taught Geomancer*

**Suggested Specialty Aspects:** *My Feng Shui is Strong(Craft), An Eye for the Flows(Sensitive), Well-Versed in the Science of Feng Shui(Knowledge)*

**Abilities:** Feng shui shih usually have good Craft and Knowledge Abilities and usually have a Sensitive of at least 1.

**Heroic Advantages:**

✔ **Feng Shui**

**Package Cost:** 2 AP (Heroic Advantage)

## MAGICIAN

Magicians make use of blood donated by their connections to create various potions that other people can use. Cures, temporary Talents, insights and peeks into the minds of other people are all possible. However, so are curses, poisons weapons and other diabolical things. A good local magician is like a good doctor, but there's always the one.

**Sample Character/Power Aspects:** *Neighborhood Magician, Blood-Drinking Muse, Borrower of Blood*

**Suggested Specialty Aspects:** *Every person's blood has a use or two(Craft), Bleed a Curse Away(Sensitive), An Honest Magician(Persuasion)*

**Abilities:** Magicians have a Sensitive of at least 1, usually higher, and frequently have high Craft as well.

**Advantages:**

✔ **Magic** (all rites would be recipes), 10 Recipe Points for **Perfected Recipes**

**Package Cost:** 5 AP (5 AP worth of Power Advantages)

## MAGUS

While magicians mess with blood and other genetic samples to create their recipes, the Magi often eschew the path of Low Magic and instead opt for one of the two sorts of High Magic: White Magic and Black Magic. This is the act of telepathically connecting to the citizens of either Nirvana or Yomi, respectively, and borrowing their power through spells. This is in some ways safer since it doesn't require anyone to bleed, but in other ways more dangerous. Magi generally come in two varieties, those that have no other direct contact with the Immortals and those who do.

Heralds and Faustians both actively recruit mortals to their ranks, with an eye toward hopefully adding them to the ranks of Nirvana and Yomi respectively. These mortal emissaries are often taught how to call for spells and are usually in on the intentions of both nations. Relations between mortal emissaries of the Immortals varies from place to place with some being wary friends and others being mortal enemies. Heralds and Faustians usually have a good idea of which Gods and Demons are trustworthy, decent folk and which will use you up in a heartbeat.

Then there are the self-taught magi, or the magi of cults or secret societies that have collected spells for thousands of years. The majority of these believe that the Gods and Demons are some sort of bodiless entity rather than living, breathing beings. Some get by without ever attracting the attention of those they borrow spells from, but just as many are subtly manipulated by the Immortals and their allies. These are the most likely to find themselves serving the cause of rogue Gods and Demons.

**Sample Character/Power Aspects:** *Long Line of Avatars, Self-Taught Magus, Lemurian Priest, Apprentice to the Kraken*

**Suggested Specialty Aspects:** *Artist in White Magic(Sensitive), Dabbler in Spells(Knowledge), Unwise Spellcaster(Willpower)*

**Abilities:** Magi have a Sensitive of at least 1, usually higher, and usually have good Knowledge as well.

### Advantages:

- ✔ **Magic** (all rites would be spells)

**Package Cost:** 3 AP (3 AP worth of Power Advantages)

## NEW AGER

New Agers have jumped on the growing psychic bandwagon. They know all the most recent science on the issue and they can cite every time the police have used a psychic. However, they usually latch on to all the wrong ideas. They ignore all the legitimate science on any particular issue and follow all the most

absurd methods. Mostly they're simply miss-informed, but some are outright frauds. Many believe they have psychic Abilities with no real evidence, others don't believe in psychics. One key to telling apart a New Ager from a real psychic is the fact that most New Agers hype the mysticism which trained shapers consider so much bull. The preponderance of New Agers is the primary reason that many people still deny the existence of psychic phenomena. If it weren't for these morons, the truth of psychics and non-humans would have already been revealed. This makes Psyche's goal of going public difficult since every time they have to debunk a fraud, they up the potential tension that will occur when people realize just how real psychics are.

**Sample Character Aspects:** *What You Don't Know..., Psychic Degree from the back of a Crackerjack Box, I Know Everything about Magic*

**Suggested Specialty Aspects:** *Tobin's Spirit Guide Autographed by the Cast(Resources), There needs to be Chanting(-Knowledge), Dangerous Misinformation(Knowledge)*

**Abilities:** They usually have low Reasoning and decent to high Willpower.

### Advantages:

- ✔ **CHEWBACA DEFENSE**

**Package Cost:** 1 AP (Expert Advantage)

## SHAPER

Shapers are those trained to systematically manipulate their Life-Force with great precision so as to give rise to a large number of various possible results. They are ritualists who perform healings, exorcisms and even transformations as requested by their clients. As with anything else, there is also a dark side to their skills and a shaper can miss-use their talents in any of a number of ways.

**Sample Character Aspects:** *Sidhe Hallow Crafter, Yomi Curse Crafter, Psyche Exorcist, Dvergar Artifact Smith*

**Suggested Specialty Aspects:** *Enchanter Specialist (Craft), Curse Breaker(Sensitive), Weather Maker (Manipulative)*

**Abilities:** Usually have a Sensitive of at least 2 and often have Manipulative 1 or higher. They usually have good Knowledge and Craft as well.

### Advantages:

- ✔ 10 Ritual Points for **Shaping Rituals**

**Package Cost:** 2 AP (2 AP worth of Power Advantages)

## SORCERER

Sorcerers are individuals who have trained in both shaping and channeling. There aren't many people that study both arts. Among humans, this is mostly limited to the leaders and elite members of the Sorcerer Families with only a small number of independents. This is mostly because it is the Families that have access to the best and most complete training programs. As for other species, Gods and Demons have significantly higher percentage of sorcerers. Sidhe and Gargoyles also have a fair number of sorcerers.

**Sample Character Aspects:** *Breholm Sorcerer, Freelance Sorceress, Sidhe Lord*

## TALENT

Most Talents are born to families that have a long history of psychic ability. Most talent families are much more laid back and less organized than the Sorcerer and Magician Families. That's because Talents are just born with their powers, they don't aggressively pursue them. Since Psyche and the Families keep most of the danger away from the Community, Talents tend to develop without stress and thus only a few of them take up dangerous occupations.

**Sample Character Aspects:** *Pyrokinetic Cook, Doppelganger Actress, Young Death-Seer*

**Suggested Specialty Aspects:** *A Million and One Uses (Manipulative), My Talent is not Important (Willpower), Watch this Cool Trick! (Metabolic)*

**Abilities:** Trained or practiced Psychics have at least 1 in the Psychic Ability relevant to their Talent.

**Advantages:** Purchase at least 2 AP worth Power Advantages.

**Package Cost:** 2+



*Most lemurians look human unless you pay very close attention. Other lemurians look like they came from the Black Lagoon.*

## SAMPLE CHARACTERS

### DEMI-KITTIES AND SPIRITS

Campaign Power Level: Ring 10

Maximum Ability: 4

Maximum Advantage Cost: 7

Theme Aspect: *High School Hijinks*

Mood Aspect: *Supernatural Social Silliness*

### ALICIA CARROLL

**Defining Aspect:** *Possessed High School Girl*

**Ambition Aspect:** *Now You've Made Me Curious*

**Background Aspect:** *Globetrotting Archeologist Parents*

**Conviction Aspect:** *It's Good to be the Queen*

**Disadvantage Aspect:** *Big Fish, Bigger Pond*

Agility	2	Endurance	2	Perception	2	Strength	2
Craft	1	Knowledge	2	Reasoning	2	Willpower	2
Deception	3	Empathy	3	Persuasion	3	Resources	3
Manipulative	0	Metabolic	0	Sensitive	1		

**Extraordinary Skill Aspect:** *You are an Open Book to Me (Empathy)*

**Foe Aspect:** *My Rival, My Romance: Hiram McDaniels(Persuasion)*

**Gear Aspect:** *Monster in my Pocket (Knowledge)*

**Help Aspect:** *My Name Carries Weight (Resources)*

**Extraordinary Skill Aspect:** *You are an Open Book to Me (Empathy)*

**Foe Aspect:** *My Rival, My Romance: Hiram McDaniels(Persuasion)*

**Gear Aspect:** *Monster in my Pocket (Knowledge)*

**Help Aspect:** *My Name Carries Weight (Resources)*

**Inferior Skill Aspect:** *Clean Hands, Clean Heart (Willpower)*

**Expert Advantages:** **Academic, Linguist** (Latin, Sanskrit, Ancient Egyptian), **Acrobatic**

**Heroic Advantages:** **Vicious Comeback, Strategist**

**Power Advantages:**

**Life-Force Sight** (*Awakening Potential, Easy Focus*)

**Gestalt Mind** (*Incorporeal Spirit, Psychically Divergent, Conversational*)

*Alicia's Spirit*

Craft	0	Knowledge	4	Reasoning	2	Willpower	2
Deception	2	Empathy	1	Persuasion	1		
Manipulative	0	Metabolic	0	Sensitive	3		

**Mental Stress Track** ○○○○

*Insatiably Curious About Physical Life (Willpower)*

*Boundless Flow of Psychic Lore (Knowledge)*

**Limitation:** Gestalt is through the Amulet she wears. Without the amulet, she is cut off from her spirit friend/passenger.

**Refresh:** 3

**Equipment:** The Fox-Spirit Amulet, Eclectic Wardrobe from Cultures around the World, Cell phone, Laptop, Rain Stick

**Facility: Study Station:** Rating 3 (bonus to any Knowledge rolls)

**Physical Stress Track** ○○○○ **Mental Stress Track** ○○○○

**Social Stress Track** ○○○○○○ **Chi Stress Track** ○○○

**Bio:** Alicia Carroll has traveled the world alongside her parents for most of her life, rarely settling down for long. On one of their recent excavations in Japan, she stumbled upon an amulet of some sort unaware that it was a slightly faulty seal with an entity inside. The entity claims to be a fox spirit, but doesn't seem to have much understanding of what a fox is. It does seem to know a lot about psychic phenomena however and Alicia enjoys having it for conversation, even if it occasionally hijacks her body or makes her do something strange. Contact with the spirit seems to be changing her as her eyes have turned blue and are starting to get to an unnaturally bright and deep color. Also, when she concentrates really hard, she can see the flows of life around her.

## KATHERINE “KAT” KOPEESH

**Defining Aspect:** *Bast-ard Werecat*

**Ambition Aspect:** *Master her Power*

**Background Aspect:** *“You have two mommies.”*

**Conviction Aspect:** *Truth, Justice and the Right to Milkshakes*

**Disadvantage Aspect:** *“Your initials are KK...” “Shut up!”*

Agility	3	Endurance	2	Perception	2	Strength	1
Craft	1	Knowledge	3	Reasoning	2	Willpower	2
Deception	1	Empathy	3	Persuasion	2	Resources	3
Manipulative	0	Metabolic	2	Sensitive	1		

**Extraordinary Skill Aspect:** *“Don’t ask me how I know to weave baskets, I just do.” (Craft)*

**Foe Aspect:** *“DOOOOG!!!” (Persuasion)*

**Gear Aspect:** *Rune Pendent Gift from Bastet (Resources)*

**Help Aspect:** *Nice Girl Reputation (Persuasion)*

**Inferior Skill Aspect:** *Sings like a cat (Craft)*

**Expert Advantages:** **Artist** (Basket Weaver), **Animal Empathy**, **Free Runner**, **Deadly Grace**

**Power Advantages:**

**Demigoddess** (Daughter of Vigilance)

**Shape-shifting:** (Werecat, Themed: Cats and Cat-Human Hybrids),

**Limitation:** (Kat’s Werecat power requires both a Fate point and a Difficulty 6 Activation roll due to her lack of skill)

**Power-Tricks:** (Kitty Change Powers, Can perform minor shapeshifts, maneuvers and talk to cats.)

**Refresh:** 5

**Equipment:** Cell Phone, Rune Pendent (+1 to Shapeshifting), Bicycle, Backpack of Holding (Holds three times what it looks like it can.), Notebook

**Facility: Shapeshifting Practice Circle:** Rating 4 (bonus to shapeshifting rolls)

**Physical Stress Track** ○○○    **Mental Stress Track** ○○○○  
**Social Stress Track** ○○○○    **Chi Stress Track** ○○○○○  
**Mana Stress Track** ○○○○○    *Unskilled(P)*

**Bio:** Kat has two mothers and it isn’t that concerned with hiding the fact. A lot of people assume that means she’s a product of the so-called Artificial Conception. In reality, one of her mothers was the Goddess of Vigilance, Bast and her human mother is a human magus in the heralds. Other than that, she’s lived a fairly normal life and is now attending high school. Her shapeshifting Talent started to wake up a few years ago and she’s sort of still working at it. So far she hasn’t studied any magic or other psychic skills. She enjoys talking to cats, but they seem to find her “accent” strange since she doesn’t always get the body language down with a human or human-ish body.

## FREDDY LOPEZ

**Defining Aspect:** *Collector and Maker of Occult Things*

**Ambition Aspect:** *Power and Vengeance*

**Background Aspect:** *Massacre Survivor*

**Conviction Aspect:** *The Ends Justifies...*

**Disadvantage Aspect:** *Stare Long Enough into the Abyss*

Agility	2	Endurance	2	Perception	2	Strength	2
Craft	3	Knowledge	3	Reasoning	2	Willpower	3
Deception	2	Empathy	2	Persuasion	2	Resources	2
Manipulative	2	Metabolic	2	Sensitive	3		

**Extraordinary Skill Aspect:** *Clever Shapings (Sensitive)*

**Foe Aspect:** *Oskar Kaufer, Thule Sorcerer (Persuasion)*

**Gear Aspect:** *Crafting Tools (Craft)*

**Help Aspect:** *Contacts High and Low (Persuasion)*

**Inferior Skill Aspect:** *Blind to the Others (Empathy)*

**Expert Advantages:** Circle Expert, Occultist, Psy-Line Training, Scary

**Heroic Advantages:** **Exceptional Facility, Experience** (40 xp, +2 Metabolic, +2 Manipulative)

**Power Advantages:**

**Half-Demon** (*Son of Ravanna, Novice, Skilled*)

**Channeling** (*Demon Trained channneler, Indiscriminate Channeling*)

- ✔ **Attack** - *Chi Blast*, Ranged, WR +4, **Activation Difficulty** - 6
- ✔ **Defense** - *Chi Deflect*, Defense +4, **Activation Difficulty** - 6

**Shaping Rituals** (Master Shaper, 30 Ritual Points)

- ✔ **Clairsentience** (*Scry Window, Power Conduit*)
  - ➕ **Sensitive Difficulty** - 5, **Activation Difficulty** - 6 + Familiarity modifiers
- ✔ **Curse** (*Curse of Dangerous Misfortune, Subtlety 5, Potency 7, Retributive Curse, Hidden Curse, Stubborn Curse ×2*)
  - ➕ **Sensitive Difficulty** - 10, **Activation Difficulty** - 4
- ✔ **Exorcism** (*What They can place, I can remove, Eye for Flaws,*

*Cleansing Force, Precise Analysis, Surgical Precision*)

- ➕ **Sensitive/Manipulative Difficulty** - 7, **Activation Difficulty** - 4
- ✔ **Imbue Zone** (*Veil of Darkness(P), Shroud of Fear(P), Additional Effect, Regional Effect, Accelerated Ritual, Delayed Power*)
  - ➕ *Veil of Darkness*, **Manipulative Difficulty** - 5, **Activation Difficulty** - 8, Second Manipulative Roll for Size
  - ➕ *Shroud of Fear*, **Sensitive Difficulty** - 5, **Activation Difficulty** - 8, Second Sensitive Roll for Size

**Refresh** 2

**Facilities:**

**Shaping Lab:** Rating 5 (Bonus to Sensitive Rolls for Shaping Rituals)

**Secluded:** Rating 4 (Difficulty to find the Facility)

**Physical Stress Track** ○○○○ **Mental Stress Track** ○○○○  
**Social Stress Track** ○○○○ **Chi Stress Track** ○○○○○  
**Vitae Stress Track** ○○○○○

**Bio:** Freddy might have had a fairly normal life, as Half-Immortals go, if it weren't for the Society of Thule. He was born in Columbia after the Cartels had their little meltdown and elements of Yomi moved in to quietly take over the properties for their own purposes. He was twelve when one of those properties was brutally attacked by men in tactical gear wielding both firearms and psychic abilities. The estate attacked was populated entirely by mortals and half-mortals, so the invaders probably saw it as a failure, but they still Managed to kill over a dozen mortal Faustians, plus the mortal lovers and children of at least three citizens of Yomi. Freddy was one of the only survivors, and he's been directing his life toward revenge since then.





# CHAPTER 10




## WHEN WORLDS COLLIDE

**YOU ROLL THE DICE** when there's something going on to prevent you from just succeeding in what you want to do and the potential failures are as interesting as the successes. If there's nothing interesting to be gained from opposition, or even failure, you just simply succeed at what you're trying to do.

As we've said in prior chapters, characters in a Fate game solve their problems proactively. Players, during the game you're going to do a lot - you might break into the house of a sociopath, pilot a humanoid shaped vehicle into battle, negotiate with servants of the Demons and Gods or even, gasp, perform a high school musical.





Whenever you take action, there's a good chance that something or someone is going to be in your way. It wouldn't be an interesting story if the bad guy just rolled over and handed you victory on a plate. The sociopath might have strewn his house with booby traps. You might go into battle only to discover that someone has sabotaged your weapons. The negotiation with Heralds and Faustians might be undermined by rogue elements in either side. And high school musicals... are high school musicals, just inherently problematic.

So that's when you take out the dice:

- ✓ Choose the most appropriate Ability for the roll. Sometimes several Abilities seem like they could work, go with what makes best sense.
- ✓ Roll the four Fate/Fudge dice.
- ✓ Add together the symbols showing on the dice.  is a +1,  is a -1 and  is 0.
- ✓ Add your Ability rating and any Advantage bonuses to the dice roll. The total is your result.
- ✓ If you want to invoke Aspects and Tags for either a +2 to the dice or a reroll.

*Kat has just noticed that she dropped the rune pendant given to her by her mother; Bast, Goddess of Wardens. She is more than a little worried that it will disappear and decides she wants to get permission to leave class to go look for it. The GM obliges and decides to make it a basic Overcome roll.*





*Kat decides to go with Persuasion rather than Deception*

*and tell the truth about what's bothering her and rolls the dice to get a , , ,  for a total of -2. Combined with her Persuasion that's a 0.*

### DIFFICULTY

As we said in the section on "What is the **FATE System**", whenever you roll the dice, you're comparing your roll to a target number. This is referred to as "Opposition" by **Fate Core** and "Difficulty" by **Strands of Fate**. Normally, we use the term Difficulty in **Divine Blood**.

The Difficulty can be determined actively, by rolling dice against you, or passively, meaning that it's just a set rating which represents the influence of the environment or situation you're in. GMs, it's your job to decide what the most reasonable source of Difficulty is.

*Dreading the result, Kat still decides to wait to see what the teacher rolls before making her choices. The GM puts the teachers Willpower at a little above average at 3. The teacher rolls a , , ,  for a +0 and a total of 3.*

*Kat now has to decide whether to spend a Fate Point on a reroll, fail to get permission or else get permission with a serious cost.*

### ACTIVE OR PASSIVE

If a PC or named NPC can reasonably interfere with whatever the action is, then you should give them the opportunity to roll active opposition. This does not count as an action for the opposing character. It's just a basic property of resolving actions. In other words, a player doesn't have to do anything special to earn the right to actively oppose an action, as long as the character is present and can interfere. If there's any doubt, having an appropriate Situation Aspect helps justify why a character gets to actively oppose someone else.

If there is no character in the way, then look at your Situation Aspects in this scene to see if any of them justify some sort of obstacle or consider the circumstances (like rough terrain, a complex lock, time running out, a situational complication or other such things). If something sounds interesting choose a passive Difficulty related to that obstacle.

Sometimes you're going to run into edge cases, where something inanimate seems like it should provide active Difficulty (like an automated gun) or an NPC can't provide proactive resistance (like if they're unaware of what the PC is doing). Follow your gut and use the type of Difficulty that fits the

circumstances or makes the scene more interesting while still making sense.

## THE FOUR OUTCOMES

When you roll the dice, either you're going to fail, tie, succeed or succeed with spin.

Every roll you make in a Fate game results in one of four outcomes, generally speaking. The specifics may change a little depending on what kind of action you're taking, but the game actions fit this general pattern.

### Fail

If you roll lower than the Difficulty, you fail.

This means one of several things: you don't get what you want, you get what you want at a serious cost, or you suffer some negative mechanical consequence. Sometimes, it means more than one of those. It's the GM's job to determine an appropriate cost.

### Tie

If you roll equal to the Difficulty, you tie.

This means that you get what you want, but at a minor cost, or you get a lesser version of what you wanted.

### Succeed

If you roll higher than the Difficulty, you succeed.

This means you get what you want at no cost.

### Succeed with Spin

If you roll higher than the Difficulty by 3 or more, you succeed with spin.

This means that you get what you want, but you also get an added benefit on top of that.

## SERIOUS COST VS MINOR COST

When you're thinking about costs, think about both the story in play and the game mechanics to help you figure out what would be most appropriate.

A serious cost should make the current situation worse somehow, either by creating a new problem or exacerbating an existing one. Bring in another source of opposition in the scene or the next one (such as a new opposing NPC or obsta-

cle to overcome), or ask the player to take a Consequence at their lowest free level, or give someone who opposes the PC a Tag on an existing or new Situation Aspect.

A minor cost should add a story detail that's problematic or bad for the PC, but doesn't necessarily endanger progress. You could also ask the PC to take Stress or give someone who opposes the PCs a Boost.

It's okay if the minor cost is mainly a narrative detail, showing how the PC just barely scratched by. We give more advice about dealing with costs later on.

## HOW HARD SHOULD ABILITY ROLLS BE?

For active Difficulties you don't need to worry about how hard the roll is - just use the NPCs Ability level and roll the dice like the players do letting the chips fall where they may. There will be guides about NPC Ability levels later on in the book.

For passive Difficulties, you have to decide what rating the player has to beat. This can be a bit tricky because every situation is different and it's difficult to fashion an exact level of difficulty.

**Divine Blood** bases its difficulties on the scale used by **Strands of Fate** as presented below. These are different from the **Fate Core** difficulties by a factor of +1. **Fate Core** sets its Average at a lower level.

Difficulty	Task Difficulty	Fate Core Equivalent Opposition
0	Requires little effort or even thought	Poor (-1)
1	Requires a small amount of effort	Mediocre (+0)
2	A simple task, but requires some effort. An average person would succeed about half the time.	Average (+1)
3	A moderately difficulty task.	Fair (+2)
4	Usually requires some training or for you to get lucky.	Good (+3)
5	A difficult task. You need to be really good to pull this off.	Great (+4)

If the point of a scene is to show how awesome the characters are, then keep the Difficulties comparatively low. If you want some tension and some possibilities of failure without overwhelming them, then keep the Difficulties close to their ratings and skill levels. High Difficulties are best when you want to emphasize how dangerous, important or strange the current circumstances are.

One thought I would have, when determining difficulty, consider narrative sense. If it doesn't make sense for a particular

thing to be of monumental difficulty don't just ramp up the difficulty just because you don't want the character to have an easy time of it. Alter the circumstances to account for the increase in Difficulty.

## DIFFICULTIES AND HIGH BONUSES

The standard Difficulties determined by the table above all basically relate to things that a character would be able to perform with minimal or even no equipment in the course of a few seconds to a few minutes depending on the scale. Through the use of Facilities, Equipment, Aspects and Advantages, getting bonuses in excess of +10 is not unlikely.

*A player wants his character to be a truly legendary sniper. They're playing in a Ring 12 Campaign, the lowest power level. He decides to buy his Agility up to 4, the maximum for the campaign. For his free Expert Advantages, he takes Weapon Specialist: Rifle, Sniper and Far Shot. He reduces his Refresh by 2 to get 3 extra AP and purchases Weapon Expertise: Rifle, Assassin Shot and Weapon Mastery: **Master of the Rifle (P)**. He now rolls a +7 to his Attack when using a rifle. If he is attacking from ambush, he gets a +3 for one shot, bringing his total attack bonus to +10. Assuming he has Maneuvered to place the **In My Sights** Aspect and gotten two Tags he can either get 2 rerolls or increase his bonus by +4. Likewise, he finally has a Persistent Aspect for another +2 or free reroll. Assuming all the Aspects get spent on bonuses, he has a total of +16 to hit from Ambush with his Rifle on the first shot with a round or two of preparation and spending no Fate Points (assuming he succeeded the **In My Sights** with spin without spending Fate Points).*

More complex tasks should not be given a Difficulty, at least not at Personal Scale. At Campaign Scale or even Skirmish Scale, some complex tasks can be figured as a single die roll, but even here some things really shouldn't be given a Difficulty. There are some tasks which, to be realistic, would require a Difficulty that is absurdly high.

*Two friends are discussing what it would take to have a roll to cure cancer, or at least one kind of cancer, in the Divine Blood system. After a bit of discussion and throwing the idea around as more or less a thought exercise, one of them suggests that it would be something like a Challenge with Difficulties around a ridiculous 100 and probably require the efforts of an entire*

*research firm. In other words it would require an Organization.*

**Fate Core** advises against this, citing the zero sum game and noting that in the end a roll with a bonus of +15 against a Difficulty of 18 is the exact same as a roll with a bonus of +3 against a Difficulty of 6. This is true. However, there is another side to this. The higher Difficulty gives a sense of the magnitude of the task and there is a feeling of awe and self-achievement that a player receives when they Manage to roll an incredibly high result. Sure, it is mechanically and statistically the same as a roll against lower Difficulties with lower Bonuses, but the psychological impact of those higher numbers is a reality.

In addition, approaching that high Difficulty roll can be the basis of a Campaign in some cases.

*The two friends from before gather a couple of other friends with one as a GM and the other as a character. They create a small research laboratory as a Facility between them and create some characters. This includes a human geneticist, a jurouguimo medical doctor and shaper, a financial and legal whiz and a security guard.*

*In the first scenario, the doctor and geneticist start up their research together while the bureaucrat wrangler starts working on prepping them for the red tape they'll have to cut through. In the midst of it, some junkies try to raid their lab for drugs, which the security guard has to deal with. Following that, with permits and grants under their wings, they begin to seriously go at advancing their initial research while the financier continues to handle the day to day running and hiring of staff. Meanwhile, the junkies from before have leaked word and now some local criminals want to see about forcing these doctors to manufacture some stuff for them.*

*After surviving the pressure from the street gang and drug lord, the scientists have achieved their first major breakthrough on the road toward making an attempt at that 100 Difficulty roll. In the process they've created something, a treatment or drug of some sort, that can be marketed and so the financier has to start working on presenting to the FDA and running trials. Meanwhile, they've attracted the attention of some rival pharmaceutical corporations and the security guard has to deal with corporate espionage all of a sudden.*

With the success of their first drug under their wings and the growing complexity of their work as well as their growing issues, they start to hire a staff, bringing in units of researchers, security guards, marketers and lawyers. Sometime in the course of this next batch, the jurouguimo makes the shocking discovery that there is Life-Force corruption at the source of this particular type of cancer. He now has to introduce the world of shaping and psychic phenomena to the rest of the party. The industrial espionage continues as larger companies start to take notice of the firm.

Next, their rivals have leaked their studies into the "occult" among other things and the group is facing protesters from all over the place. Some religious, some protesting the cloning of animals only to be used as test subjects and so on. The security staff led by the security player character has to deal with extremists among the protestors and actual professionals still attempting to steal secrets. In the course of this, they discover that the cancer in question has both a physical and a Life-Force component to the cause, so it can't wholly be cured by just treating one side of the issue. In addition, they decide to upgrade from Units to a full Organization.

Their little Organization has now attracted attention from more nefarious groups like the Path of the Golden Dawn and M5:9. They've begun to have to deal with more subtle attacks or corruptions of their company as well as the frequent distractions from their primary research by the parts of the business that allow them to stay in business. They even have a legal issue in the form of an overzealous researcher getting ahead of himself and breaking protocol, creating a major issue when he starts selling an unfinished compound as a cure and it causes major health issues.

Eventually, the players have accumulated enough individual discoveries and keys to the source of this entire campaign and feel that they have enough on hand to make an attempt at that Difficulty 100 Challenge. On failure, well they go back and start figuring out why they failed. On success, now they have to test it, figure out if it has side effects. Find a way to reproduce the treatment without having to go public about the psychic

aspect to it (assuming they haven't revealed that to the public in some form or another. They have to deal with the FDA again, which should be old hat for them, but this product is so revolutionary that they're really going to have go for bust.

Finally, huzzah, a cure for cancer! (Well, one cancer at least).


For Attack and Defense, this can often be somewhat counter-productive. If you roll a massive Attack roll and only Manage to scratch your target that can seem rather disheartening

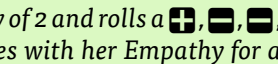
### A NOTE ON PENALTIES AND BENEFITS

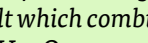
You may occasionally run into situations where it seems appropriate to provide a different benefit or penalty for a given action result rather than the one listed. It's okay to go back to the basic descriptions of the outcomes and sub in something that makes sense.

For example, on the overcome action, it says you get a Boost in addition to success when you succeed with spin. But if that overcome roll is going to end the scene, or you can't think of a good Boost, you may choose to offer a story detail as an extra benefit instead.

Kat is still trying to get out of class to go and find her pendant and finds herself faced with a really obstinate teacher in her way. She tries one more time to convince the teacher to let her go, this time trying to use her rather poor Deception and claim to need to go to the bathroom.

The GM agrees but reminds Kat that the teacher has the You've Asked Before Boost from her failed Persuasion check. Kat agrees and rolls a  and wonders why she couldn't have gotten that for her Persuasion. With her Deception of 1, this gives her a total of 3.

The teacher rolls her Empathy of 2 and rolls a , which is a -1 that combines with her Empathy for a total of 1. The GM spends the Boost to force Kat to reroll.

With a cry of "unfair" Kat takes up the dice again and rolls . This is a -1 result which combines with her Deception of 1 for a total of 0. Her Overcome is a failure.

"Kat, you just asked me permission to go look for your necklace 20 seconds ago," Mr. Cole says to her before turning back to teach algebra.

"This is so unfair!"

instead of producing that feeling of triumph. Still, even here the psychological impact of these large numbers can be used to underscore the epic nature of this confrontation. A battle between a Tier 1 Demon going all out and a Grand Master feng shui shih sorcerer on their well prepared home ground, for example, might involve tossing about levels of power that could be seen as insane. Sure, the end result is a scratch here and a bruise there, just as if the Bonuses were lower, but the characters might feel more excited for those high numbers.

That said, the **Fate Core** opinion of the zero sum game is worth noting. High Difficulties and high bonuses should be fairly situational and relatively rare. As noted above, beating a Difficulty 100 on an Overcome or Challenge roll might require something like an entire campaign's worth of preparation. This isn't something that can be easily done in combat.

And how about cases where the Difficulties are humongous but the characters' bonuses aren't? For example, using an anti-vehicle weapon against a tank still results in the tank having a bonus to its AR equal to its Size times 3. So a main battle tank might have a total AR of 4 against other vehicles but 13 against foot soldiers or psychics with anti-vehicular capability. Likewise, a Tier 1 God or Demon, or that feng shui shih sorcerer operating from prepared grounds might have Attacks, Maneuvers and Defenses with bonuses around 20.

In this case, change the focus of the scene to the players doing their absolute best to minimize the power of their enemies. Instead of rolling Attacks and Defenses, give them Overcome rolls to get into and out of cover or line of sight. Have them perform Maneuvers to make some impromptu explosives or gum up the tank's targeting sensors. Perhaps try to sabotage the sorcerer's circles or feng shui arrangements, trick them into turning their power against their own tools. In the case of the God or Demon, try to catch them unawares by performing stealth checks to stay out of the line of sight and stay under cover from area effect attacks. Such a scene could very easily be an awesome conclusion to a campaign.

Do not just say "oh, hmm, he has a +20 to attack before any Fate Points are spent and you have a +4 to Defend" and leave it at that. Remember, this is your character's stories. Engineer a near miss to highlight the power of what they're dealing with and then let them innovate.

*James, Chelsea and Bela are dealing with "Mother" who, unbeknownst to them, is a devourer with somewhere in the neighborhood of a hundred separate bodies and absorbed souls. In all honesty, she has the capacity to simply wipe them out with ease. However, the GM decides to limit "Mother" by her own misunderstanding of her nature. He decides that she's of the opinion that she has to wait for someone to contact her mind in order to de-*

*vour them and thus doesn't attempt to devour when she's using her Sensitive Talents to attack. Likewise, he decides that she's got a phobia for Visionaries since she fears that merging with one will cause her to lose herself rather than just absorb new abilities. Likewise, due to her devouring practices, she has no Manipulative or Metabolic Talents to make use of.*

*Through the entire Conflict, he has her limited to harassing them over the intercom and unleashing various traps and biological horrors like the ghouls. Eventually there is a mindscape conflict, but the GM makes sure that it is against James, whom "Mother" would go out of her way to avoid having much contact with and thus causing her to limit her actions. In the end, he decides Mother just wants to write off this situation and let them believe they killed her since she's afraid of using her Sensitive Abilities around James in case it lets him devour her.*

*After the fight and the players are talking about it, James' player eventually asks the question: "Wait...did... did we just punch out Cthulhu?"*

*To which the answer was, "Yes, yes you did....and, trust me, she'll remember that."*

## THE FIVE ACTIONS

When you make an Ability roll, you're taking one of five actions: overcome, maneuver, attack, defend or block.

There are five types of actions that you can take in a game of **Divine Blood**. When you make an Ability roll, you have to decide which actions are appropriate for that skill and under which circumstances. Usually, the action you need to take will be pretty obvious from the Ability descriptions, your intent, and the situation in play, but sometimes you might have to talk it over with the group to find out which is most appropriate.

### OVERCOME

Use the overcome action to achieve assorted goals appropriate to your Ability.

Every Ability has a certain niche of miscellaneous endeavors that fall under its purview, certain situations where it's an ideal choice. A character with Burglary tries to jimmy a window, a character with Empathy tries to read the mood of a

crowd, a character with Crafts tries to fix the broken gate to get it open or a person with Manipulative tries to activate his Power smoothly.

When your character is in one of these situations and there's something between him and his goals, you use the overcome action to deal with it. Look at it as the "catch-all" action for every Ability - if it doesn't fall into any other category, it's probably an overcome action.

Overcome actions are basically the equivalent to common "checks", "rolls" and "tests" made in other game systems.

Difficulty can be active such as when you're trying to sneak past some guards (Agility vs Perception) or it can be passive such as when you're trying to pass a math test (Knowledge vs set Difficulty).

- ✔ When you fail an overcome action, you have two options. You can simply fail, which means you don't attain your goal or get what you were after, or you can succeed at a serious cost.
- ✔ When you tie an overcome action, you attain your goal or get what you were after but at a minor cost.
- ✔ When you succeed at an overcome action, you attain your goal with no cost.
- ✔ When you succeed with spin at an overcome action, you get a Boost in addition to achieve your goal.

## PSYCHIC POWERS AND COSTS

The standard cost for a Psychic Power is the suffering of Stress. However, the GM might also occasionally consider using some other cost for the lack of control rather than dealing damage to the psychic in question. Perhaps the Power being used goes wild due to some mistake by the psychic.

This is especially thematic if your character is an akira of any stripe.

## MANEUVER

Use the maneuver action to make a Situation Aspect that gives you a benefit, or to claim a benefit from any Aspect you have access to.

The maneuver action covers a broad range of endeavors unified around the theme of using your Abilities to take advantage of the environment, situation or the information you have.

Sometimes this means you're doing something to actively change your circumstances (like throwing sand in an opponent's

eyes or setting something on fire), but it could also mean that you're discovering new information that helps you (like learning about the fact your rival for the school lead isn't human), or taking advantage of something you've previously observed (like your opponent's predisposition to a bad temper).

When you perform a maneuver, you must specify whether you're creating a new Situation Aspect or taking advantage of an Aspect that's already in place. If the former, are you attaching that Situation Aspect to a character or to the environment?

The main purpose of Maneuvers is to create Tags which can be used to help against the difficulty situations.

The Difficulty might be active or passive depending on the circumstances. If your target is another character, their roll always counts as a defend action.

If you're using a Maneuver to create a new Aspect use the following results.

- ✔ When you fail, you have two choices: you fail to create the Aspect or else you create the Aspect at a serious cost.

## MANEUVERS AND FAILURE

In Fate Core the default cost for a failed maneuver is that the initial Tag you create goes to an opponent rather than you or an ally. Said opposition can then immediately set about hoisting you on your own petard. This can be an option for you as well, but it might be more thematic to Divine Blood's idiom of success through sacrifice to instead give the player a Boost, but at the cost of suffering Stress of some kind. You might even give them all three options.

*Before pushing the issue Kat tries to give herself Sad Kitty Eyes by making a subtle shapeshifting trick. She is performing the Maneuver on herself so she has a passive Difficulty of 6, the standard for shapeshifting.*

*She rolls a +2 which adds to her Metabolic of 2 for a total of 4. Not quite enough for a successful use of her power. Normally, this would give Mr. Cole a Tag on an Aspect her action created. However, given the nature of psychic abilities, the GM could always cause her Stress to make the maneuver successful as a Boost. Instead, the GM offers another option and suggests that she's too successful about the shapechange and literally has Cat Eyes without realizing it. Kat accepts.*

- ✔ When you tie, you create a Boost instead of an Aspect. This may require renaming the Aspect to relate to its temporary nature.
- ✔ When you succeed, you create a Situation Aspect with a Tag.
- ✔ When you succeed with spin, you create a Situation Aspect with two Tags.

*Still trying to get permission to leave and find her pendant, Kat decides to go into a full Conflict and opens up with a Maneuver of trying to lay an Aspect of **She Really Cares About This** on the teacher.*

*“Please, Mr. Cole! I’ll be real quick. I know right where I last was and it won’t take me long to find it at all.”*

*She rolls her Persuasion of 2 and gets a result of +2 for a total of 4.*

*Mr. Cole rolls his Will of 3 and gets a +0 for a total of 3. Kat’s maneuver is a success and she gets a Tag.*

If you’re performing a Maneuver with an existing Aspect,

- ✔ When you fail, you take a serious cost.
- ✔ When you tie or succeed, you place a Tag on the Aspect.
- ✔ When you succeed with spin, you place two Tags on the Aspect.

### DIVINE BLOOD AND COSTS

For Divine Blood I have already set some of the appropriate costs for some things. For example, with the activation of most Power Advantages, the cost of failure is to suffer Stress to the Life-Force Track and thus potentially take a Consequence. I have leaned toward this option fairly often. The idea of characters suffering to achieve success is very appropriate to Divine Blood. The small changes made to the mechanics from Fate Core all lean in the direction of allowing players to succeed with a cost.

You might decide to allow them the chance to simply fail the roll rather than take Consequences, that is up to you. Still, many of the physical and mental traumas accrued in the novel and short stories are self-inflicted, so it wouldn’t be out of theme for your characters to be doing more damage to themselves than the enemies do.

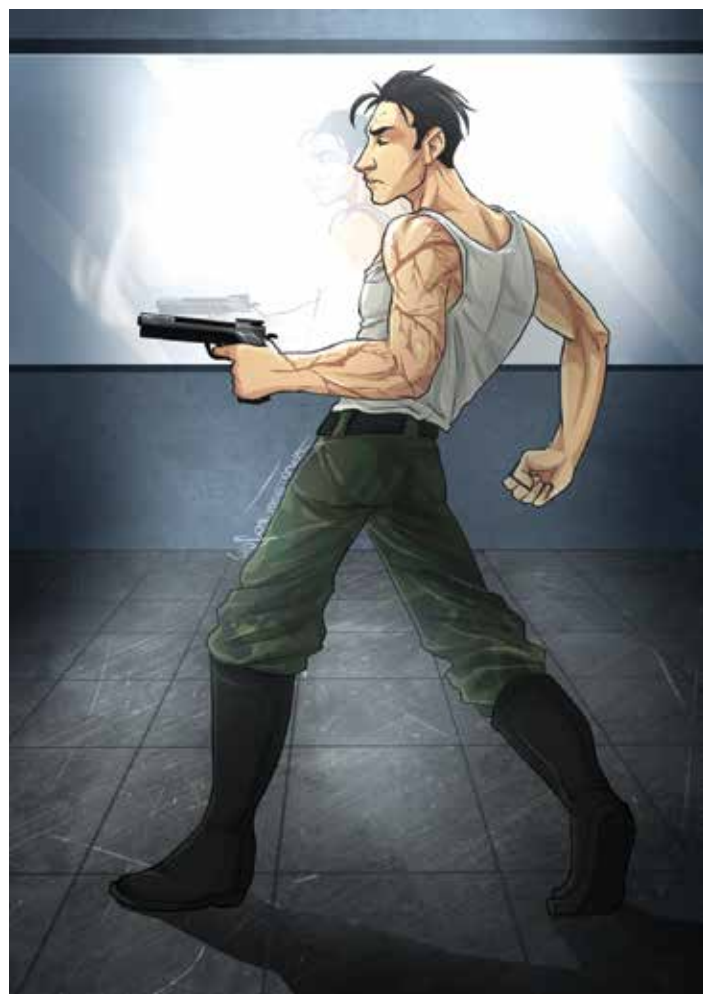
### ATTACK

Use the attack action to harm someone in a conflict or take them out of a scene.

The attack action is the most straightforward of the five actions - when you want to hurt someone in a conflict, it’s an attack. An attack isn’t always physical or psychic in nature, this also covers attempts to ruin someone’s reputation, scare them and play mind games with them instead.

Most of the time, your target will actively oppose your attack. Passive Difficulty on an attack means you’ve caught your target unaware or otherwise unable to make a full effort to resist you, or the NPC isn’t important enough to bother with dice.

In addition, passive or not, the Difficulty always counts as a defend action so you can look at these two actions as being inexorably intertwined.



*With a good roll, a skilled gunman can wound even the most powerful Immortal warriors.*

- ✔ When you fail at an attack you don't cause any harm to your target. (It also means that your target succeeded at a Defense action and thus they might have gotten a Boost depending on how well they succeeded.)
- ✔ When you tie an attack, you get a Boost rather than deal any damage.
- ✔ When you succeed on an attack, you deal an amount of Stress equal to the amount by which you beat their Defense.
- ✔ When you succeed with spin on an attack, you deal damage as with a successful attack but you can also choose to reduce the damage by one in order to gain a boost as well.

### WEAPON RATINGS (WR)

In **Fate Core**, Weapon Ratings are optional. Usually Weapons are represented as a Situation Aspect that can be maneuvered and thus gain a benefit to the die roll to do more damage. In **Divine Blood**, Weapon Ratings are standard for use. If you the attack you're using has a Weapon Rating, then you will deal that amount of damage extra on a successful hit.

The result with ties depends on the nature of the opponent.

- ✔ Minions/Extra - Deal Weapon Rating Stress
- ✔ Significant NPCs- Deal Weapon Rating Stress OR get a Boost
- ✔ Major NPCs/GMPCs - Get a Boost

This is different from how **Fate Core** handles Weapon Rating, however, it is more thematic and in keeping with **Divine Blood** for a near defense in a climactic battle to result in being thrown off balance and ill-prepared for the next attack rather than for the opponent to simply take damage. Major battles should involve accruing advantages and Tags until you can defeat your opponent in a single major effort of awesome, meanwhile, extras are meant to be dispatched with ease and you shouldn't need Boosts against them.

*Kat is now ready to make her attack against Mr. Cole as she clutches her hands together and intones "Pleeease?" as plaintively as she possibly can. She rolls a -2 on the die, but immediately expends the **Sad Kitty Face** Boost to get a reroll. The reroll is a +1 and she has a total attack of 3 now.*

*The teacher rolls his Will defense and gets a -3. Kat opts to spend her Tag on **She Really Cares About This***

*to make her attack a 5, further characterizing it by leaking out tears and saying "It's from my mother, the one I don't get to see much ever. I don't want to lose it!" Thus she deals 8 Mental Stress to Mr. Cole.*

*Mr. Cole suffers a Major Consequence of **I Made Her Cry**, as well as 3 Stress. He concedes the Conflict and gives Kat Permission to go look for her pendant.*

### EXPLOSION RATINGS (EXR)

Explosion Ratings are similar to Weapon Ratings with a couple of exceptions. The first is that an attack with an Explosion Rating will hit everybody in the target zone. The second is that while Weapon Ratings only add to the Stress dealt by already successful attacks, Explosion Ratings add to the Attack roll itself.

### DEFEND

Use the Defend action to avoid an Attack or prevent a Maneuver against you.

Whenever someone Attacks you in a conflict or tries to Maneuver against you, you always get a chance to defend. As with attacks, this isn't always about avoiding physical or supernatural sources of danger. Gossip, insults, legal action and red tape are all things that can be used to attack your reputation, sanity, wealth and freedom.

Because you defend as a reaction, your Difficulty is almost always active. If you're rolling a Defend action against passive Difficulty, it's because the environment is hostile to you somehow (like a blazing fire), or the attacking NPC isn't important enough for the GM to bother with dice.

- ✔ When you fail at a defense, you suffer the consequences of whatever you defending against. You might take a hit or have an Aspect placed or Tagged on you.
- ✔ When you tie a defense, you grant your opponent a Boost.
- ✔ When you succeed at a defense, you prevent whatever your opponent was trying to do to you.
- ✔ When you succeed with spin at a defense, you prevent whatever your opponent was trying to do to you and you gain a Boost as well.

### ARMOR RATINGS

Armor Ratings are another optional rule in **Fate Core** which are standard in **Strands of Fate** and **Divine Blood**. Armor



ratings reduce the amount of damage you take on a failed defense and can also suffer some amount of Stress before they have to be repaired.

### NO STACKED EFFECTS

You'll notice that the Defend action has outcomes that mirror some of the outcomes in Maneuver, Attack and Block actions. For example, it says that if you tie an attack that you grant the attacker a Boost while the Attack outcome states that if you tie the defense that you gain a Boost.

That doesn't mean you get two boosts - it's the same result just looked at from two directions. It is written that way so that you don't have to look up both Attack and Defense to see all the results for a specific roll.

*The GM has offered Kat a Fate Point for a Compel of her "You have two mommies" Aspect. And says that one of the school bullies is going to notice her and use it as an excuse to pick on her.*

*Kat accepts the Fate Point and finds her pendant. She takes a deep relieved breath before turning back around to head to class only to find herself faced with Sandra, a would be queen bee who reminds Kay of a sociopathic version of her friend and classmate Alicia.*

*"Well, well, if it isn't the science experiment with two mommies," the leader of the three girls said. "What are you doing out of class? I thought you were some sort of straight laced girl."*

*The GM rolls the attack using Sandra's Persuasion 3, the Ability of choice for direct Social and Mental attacks. She gets a +2 for a total of 5.*

*Kat rolls her defense using her Will of 2. She rolls a +0 for a total of 2 and takes 3 Mental Stress.*

### BLOCK

Use Block to prevent other characters from acting on their turn.

You always have the chance to speak up and declare that you're getting in the way of an overcome action if it would make sense that you could interfere with it, rolling your dice to set the target's Difficulty, though you don't get any special benefits for preventing their action. You also can always use the Defend action to prevent someone from successfully attacking or maneuvering against you. Block is used when you want to

prevent one or more targets from even trying to take an action.

For a block you take some action to prevent someone else from being able to do anything. Perhaps you rattle off on an endless stream of nonsense to prevent them from getting any sort of word in at lunch. Maybe you pelt the area ahead of them with suppressive fire making it dangerous to move through. You might be outright grappling them and holding them down. From a psychic standpoint you might be preventing them from being consciously aware of your presence.

In any case, a block is an active effort to nail down an enemy. This is a sort of a hybrid of a specialized Maneuver action and a Defend action.

You will usually be rolling against an active Difficulty, usually a Defend action, since you will usually be placing the Block on a targeted character. Some Advantages or equipment might allow for you to place a block on an area instead, in which case your roll will be against a passive Difficulty.

The Block is represented by an Aspect such as *Grappled* or *Bound* or *Filibustered* which can be Tagged or invoked.

- ✔ When you fail, the Block is ineffective. If you were rolling against a target, they likely succeeded a Defense roll as well and may now have a Boost against you.
- ✔ When you tie, the Block is partially effective. The target has a Boost representing the momentary or limited interference placed on them.
- ✔ When you succeed, the targeted character is unable to perform the Blocked actions. This can range from "seeing me" to "physical actions" and should fill the limits of common sense.
- ✔ When you succeed with spin, the targeted character is Blocked as with a success but you also receive a Boost against them.

*Sandra's two friends decide to help keep Kat corralled while their leader picks at her. One of them Maneuvered to create an Aspect of **You're Outnumbered** with one free tag while the other creates a Block meant to bar Kat's passage around them.*

*She rolls her Agility of 2 versus Kat's Agility of 3. The goon-girl gets a roll of +1 for a total of 3 while Kat gets a roll of +0 for a total of 3. The goon uses the Tag on **You're Outnumbered** to raise her roll to a 5 and successfully put a block in place preventing Kat from leaving the area.*



*Ambushes can hit you like a full-sized truck from nowhere*

## MAINTAINING THE BLOCK

There are two kinds of Blocks: active and passive.

A Passive Block is one that is created at the level which it is rolled at and left behind. It does not require maintenance by the player and will remain in play until destroyed or defeated in some way. This is often the case with created walls, handcuffs and binding rituals.

An Active Block requires the character to sacrifice their action each round in order to keep it running. Anytime a person tries to get past the Block, the character rolls actively against them. This is usually the case for maintaining suppressive fire, grapple or a running filibuster.

As long as the Block is maintained, the targeted character must make an Overcome roll in order to try and get past the Block somehow. This requires an Action. The blocked character can take actions not affected by the block without problem, but if they try to do anything that the block would prevent, they must first spend an action getting out of the block.

*The goon-girl helping Sandra is using an Active Block, as soon as she spends an action doing something else, it goes away. However, every time Kat tries to get around her, she gets to actively roll to prevent her from doing so.*

## SPECIAL SITUATIONS

Most situations can be simulated with the process of making a Maneuver or Invoking an Aspect. However, sometimes there will be situations that might be rather clunky to explain with the usual rules. This is true of every game system and one of the main reasons I repeatedly remind people that these rules are suggestions for ways to generate drama, keep the game fun, moderate disagreements and generally produce “Oh! Awesome!” moments. If the rules get in the way alter them. For some of the situations that appear fairly regularly, I putting forth some suggestions that were used in the playtesting fairly consistently.

### AMBUSH OR UNEXPECTED ATTACK

**Divine Blood** assumes the **Strands of Fate** method of dealing with Ambushes.

First, there must be some sort of reason why the defender would not see an attack coming. Sometimes this takes the form of an Aspect, *Hidden in the Shadows*, but if it's just common sense that someone might not see something coming, then it's fair to treat it as an ambush.

For the attack, the defender starts with an Overcome roll of an appropriate Ability against an appropriate Ability of the attacker's. For example, if this is a physical attack from stealth then it would Perception versus Agility most likely. If this is a surprise line of questioning in a debate or trial then it would likely be Empathy versus Deception. This is automatic and does not require an action by either side. If the defender is successful in their Overcome roll, then the attack proceeds as normal. If the defender fails in their Overcome action, then when they roll Defense they do not add any Ability to it.

*A freelancer had been sent to deal with a missing person's case but has since joined the missing so Psyche upped the ante by sending in Loren to investigate. She's tracked down an operation by a branch of the True to get an underground psychic research facility started in the area. Upon arriving at the site, an agent tries to get a shot at her from stealth. He rolls his Agility of 3 versus her Perception of 3. He rolls -1 for a total of 2 while Loren rolls a total of 4. She sees the attack coming and is able to make a normal defense.*

*In another circumstance, Yin Zhu, a soldier who after an experimental genetic treatment meant to save her life, now appears significantly younger than she used to. This results in an assignment as undercover security officer at a DOD sponsored boarding school in Shang-dong. On her first day of classes, she and her team-members identify a suspicious janitor and maneuver to get around him without him noticing. Finally, when the halls are clear they make their move and Yin Zhu moves to make a mental attack against the janitor based on her placing a gun to the small of his back and threatening him. The janitor rolls his Empathy of 3 and gets a -1 for a 2 while she rolls her Deception, since she was blending in as a student rather than literally going unseen. Her roll is a +1 for a total of 4 and she succeeds in her ambush. When the attack comes, Yin Zhu rolls her Persuasion plus her Scary Advantage and gets a total of 4. The janitor rolls a +1 but can't add any Ability to it since this was a successful Ambush. He takes 3 Mental Stress off the bat.*

### MULTIPLE TARGETS

Some of the powers and equipment have an Explosion Rating, which is the same as a Weapon Rating only it hits everybody within the targeted zone rather than only one target. How-

ever, perhaps you want to improvise an attack on multiple people such as saying calming down a crowd of people or striking out against three armed enemies in one go. In this case, it's best to go with common sense.

One person standing up in front of a crowd to calm them down is fairly easy to do. Unless there is a significantly important NPC in the scene, this can be done by treating the crowd as a unit and running the conflict as per a single person versus a unit, which will be discussed later. If there is a significant NPC in the scene you might instead treat it like a social combat between the PC and the NPC, with their social stress representing the direction the crowd goes toward. Or, if there are a small number of people involved but they're all individual NPCs, you might just allow the PC to make one roll against which everybody listening defends, as per the case with the individual making a physical attack on several different people at once.

Well, the first option is again to make the group as a unit. This causes their collective attacks to be considered as one roll against the PC and the PCs roll to be a series of attacks against them. In a case with three significant NPCs, it might make sense for multiple attacks to be possible. For example, the PC might be a *Master Class Swordsman* or have *Master of the Pistol(P)* through the *Weapon Mastery Power*. In this case, it might make sense for the character to spend a Fate Point invoking an Aspect such as those already listed in order to be allowed to make a multiple attack. Another option is for the flurry of attacks to be treated as a Maneuver instead of an Attack. Yes, you're still dueling or shooting, but the end result is in placing an Aspect on the situation which you can use for later.

## SIZE AND LIFTING STRENGTH

Living creatures and inanimate objects come in all sorts of shapes and sizes and the following table can be used as a guide to assigning them a Size or Weight category.

The amount of weight that a character can lift without the need to roll is equal to their Strength multiplied times the weight associated with their effective Size.

*All the races included in this book are Size 0 in adulthood and thus their base lift weight is 50 kg or 100 lbs in weight. As such a character with Strength 2 can lift 100 kg or 200 lbs without needing to roll in most circumstances. Trolls and a few other species are exceptionally strong, but do not normally reach size 1. Their strength is represented by Advantages.*

If the character is in a rush or else the weight is significantly more than their basic Lifting Capacity, then moving it or lifting it requires a Strength Overcome roll against a Difficulty set by the GM. What constitutes a significantly higher weight or complicated situation depends on the individual GM.

*Naiki Semezou has Strength 3 and the Super Strength Power Advantage. While her Power is inactive she can easily lift 150 kg with no roll needed. If she activates her Power, then she can easily lift 1,500 kg with no roll.*

*First example, Naiki hasn't activated her Super Strength and wants to lift a 250 kg shark on her shoulder. The GM sets the Difficulty at 4 since it is almost double her base lifting ability. She then wants to carry it to a vendor in order to sell it. With the shark already on her shoulder, the GM sets the Difficulty at 3.*

*Second example, Naiki has activated her Super Strength and wants to lift a 2,500 kg armored jeep. This is of similar magnitude of difference to the earlier example of lifting the shark earlier so the GM sets the same Difficulty of 4. However, if Naiki wants to thrust the armored jeep away in one motion, that is significantly more difficult, so the GM sets the Difficulty of that action at 6.*

Rating	Size	Weight
-4	Bacteria, Nanites, Viruses	.5 g (.001 lbs)
-3	Grasshoppers, Mice, Coins	5 g (.01 lbs)
-2	Baseball, Handgun, Toaster	.5 kg (1 lb)
-1	Most Sentient Children, Chair, Small Dog	5 kg (10 lbs)
0	Most Sentient Adults, Door, Barrel	50 kg (100 lbs)
1	Bear, Large Motorcycle, Table	500 kg (1,000 lbs)
2	Elephant, Car, Small Shack	5,000 kg (10,000 lbs)
3	Fishing Boat, Tank, Small House	50,000 kg (100,000 lbs)
4	Airplane, Large House, Battleship	500,000 kg (1 million lbs)
5	Aircraft Carrier, Industrial Complex	5 million kg (10 million lbs)
6	Military Installation, Space Station	50 mil kg (100 mil lbs)
7	City, Super-Carrier, Oil Tanker	500 mil kg (1 bil lbs)
8	Large Island, Asteroid	5 bil kg (10 bil lbs)

# CHAPTER 11

## CHALLENGES, CONTESTS AND CONFLICTS

### FOCUSING ON THE SITUATION

Most actions taken in a game won't actually have a roll involved. For example, carrying a glass of water across the room and picking up a knife is a fairly simple task that doesn't require much skill, nor are the consequences of failure that interesting. Other situations will call for a single die roll, for example if the water is a bit too full and you want to cross the room without spilling it for some reason. The consequences of failure are a bit more interesting and the task is slightly more difficult. However, it is still not all that interesting a task.

There are situations that are much more dramatic. For example, maybe the room you have to cross is composed of rickety bridges and standing columns rising out of a bottomless chasm at the other end of which is a magic knife which can kill even a demon from hell and you have to carry the glass of water to the knife without spilling a single drop or else you will fail in recovering it. This is a much more complex and dangerous situation and is the sort of thing that might deserve more than a couple of rolls.

Most fight scenes will fall into this category, but anything with a significant amount of attached drama can be zoomed in on. Car chases, court trials, high-stakes poker games and even races to complete a certain research project.

We are borrowing from **Fate Core** to give you three ways to zoom in on the action in **Fate**.

- ✓ **Challenges** – Situations where one or more characters try to achieve something dynamic, complicated and/or interesting.
- ✓ **Contests** – Situations where two or more characters are competing for a goal.
- ✓ **Conflicts** – Situations when two or more characters are trying to directly harm each other physically, mentally, socially or spiritually.

### CHALLENGES

As stated above, most actions will either have no dice roll attached them or will be something that can be handled by a single dice roll. Anything that is rather straightforward but

has some consequences for failure can be handled simply after which the game goes on. Researching historical incidents, picking a lock, jumping a chasm, disarming a bomb, sorting through gossip for real information and other such things are mostly of this nature. If you don't really have a reason to examine the methods that the character uses to accomplish a goal and just need to know whether they are successful or not, you should stick to simple Overcome actions.

The characters are PCs; however, their lives tend to get a bit complicated. Researching a historical incident becomes much more important when you're trying to find certain information before another party does, for instance. Or you have to jump a chasm while dodging the psychically active killer bats trying to swarm you as you race for cover.

A challenge is a series of Overcome actions that you can use to resolve an especially complicated or dynamic situation. Each Overcome skill requires the use of a different Ability. This sounds a bit odd at first because if you're trying to research



*A challenge is used when a character has a complex task involving the environment rather than a living foe: such as holding up a collapsing ceiling.*

an obscure topic that's clearly a set of separate Knowledge rolls. However, that first Knowledge roll should represent all the Knowledge related situations of the Challenge. In addition, check the section on Advantages and Challenges below.

This makes you wonder if research, even important research is something that requires a challenge. So let's look at some criteria for deciding whether or not a particular task is appropriate for a challenge or not.

- ✔ Is each separate task something that can generate tension and drama independent of the other tasks? If all the tasks are really part of the same overall goal, like \*researching exorcism\*, \*researching ghosts\* and \*researching undead\* when you're trying to find a way to defeat a particular undead monstrosity, then that is likely going to be a single Knowledge overcome action.
- ✔ Does the situation require different skills to deal with? First you might need to track down information about the undead (Resources) and acquire access to the necessary archive (Persuasion) before you can even start your studies (Knowledge). This represents a good foundation for something that can be handled as a challenge.

To set up a challenge, simply identify the individual tasks or goals that make up the situation and treat each one as a separate overcome roll. Sometimes you might have to make the rolls in a specific order, other times they can be done in any order. Depending on the situation, one character might be making several rolls or multiple characters may be able to participate.

*Katherine "Kat" Kopeesh and her class are working to put together a booth for an upcoming school festival so that they can do some fundraising for an upcoming field trip. For her part, Kat has decided to create a few prizes for the games her class is running, because basket-weaving is her main creative source.*

*The GM considers this and decides to set it up as a challenge. Kat has three problems in front of her. She has to get the materials that she needs for the prizes. She has to actually create the prizes. Finally, she has to create prizes that people would actually want to win. As such, she's going to need to use three Abilities. The first two are easy enough, Resources and Crafts, for the third, the GM decides to call for an Empathy roll in order to understand what sort of prizes would appeal to people.*

*The GM decides to set all the difficulties at 3 for a "moderately difficult task" and Kat will be rolling against each of these difficulties with their individual Abilities separately.*

To conduct a challenge, call for each Overcome action in whichever order seems the most interesting, but don't decide anything about how the situation as a whole turns out until after you've collected all the results – you want to have the freedom to sequence the events of each roll in the order that makes the most sense and is the most entertaining. Players, if you get a boost on one of your rolls, feel free to use it on another roll in the challenge, provided you can justify it.

GMs, after the rolls have been made, you'll consider the successes, failures and costs of each action as you interpret how the scene proceeds. It could be that the results lead you into another challenge, a contest or even a conflict.

*"Well, let's get to this," Kat declares, rolling up her sleeves to get to basket-weaving.*

*First up, Kat decides to try her hand at understanding what sort of baskets would make people think are cool and worth paying money to play her class's games. She has an Empathy of 3 but doesn't have any particular Advantages toward knowing what's cool. She rolls the dice and gets a +3 for a total of 6. That is a Success with Spin giving her a Boost that she calls **I know just the thing!***

*Flush with victory, Kat pumps her fist and then moves onward toward purchasing the necessary materials that she'll need to weave her uber-cool baskets. Kat has a Resources of 3 as well, so this should be fairly easy. But, she rolls a -1 on her dice for a total of 2. She could let this roll fail, and thus risk the whole project or she could choose to succeed with a major cost. However, she decides to use the Boost she got from the first roll to increase her roll to 4, stating that she has a very specific shopping list and isn't randomly grabbing stuff she doesn't need.*

*Finally, she moves on to the Crafts roll. Kat has a Crafts of 1, but she has an Artist: Basket Weaving Advantage that adds +2 to her rolls when basket-weaving. She also has a Specialty Aspect related to Basket Weaving, "**Don't ask me how I know to weave baskets. I just do.**" She makes her roll and gets a -2 when on the dice. With her Crafts and Artist Advantage, she has a total roll of 1.*

*With that roll of 1, she has the same options as before. She can succeed with cost, she can fail...or she can spend a Fate Point and invoke her Aspect for a +2 to get a total of 3 which barely meets the difficulty set allowing her to succeed with a minor cost. The GM determines that Kat's*

*baskets come out rather...catty and thus applies the Boost, Wow, lots of Cat Baskets to the end result of Kat's efforts.*

If you have any boosts that went unused in the challenge, feel free to keep them for the rest of this scene or whatever scene you're transitioning into, if the events of the challenge connect directly to the next scene.

### **ADVANTAGES IN A CHALLENGE**

A number of different Advantages provide bonuses to rolls of certain abilities or else provide other benefits. This usually won't be a problem since usually only a related set of Advantages will apply to each situation. For example, the Occultist Advantage applies to researching ghosts, undead and exorcism. However, if you're trying to figure out the plans of a small cult based on their spending habits and what sort of things can be done with what they've purchased then Occultist really only applies to the \*what can they do with this stuff\* part of the question.

There's a couple of different ways that you can handle this.

- ✔ Apply only the lowest of Advantage bonuses.
- ✔ Apply only the highest of Advantage bonuses.
- ✔ Apply all relevant Advantages to the roll.
- ✔ Consider each Advantage as being a different Ability. Be careful with this last one and only use it where the consequences of each roll are significantly different from each other.

You can choose a standard method or vary it from situation to situation. Examples based on the Accounting and Occultist example are below.

- ✔ Use the lowest Advantage bonus only. Your knowledge of various occult practices doesn't give you any insight into whether or not the money trail shows any real patterns or not. You simply can't tell if you're looking at a routine restock or if they're setting up some new ritual.
- ✔ Use the highest Advantage bonus only. Your knowledge of the various sorts of materials and the species connected to them allows you to identify a purchase of a lot of carnelian as an important piece of information.
- ✔ Use both Advantage bonuses. The separate subjects of Accounting and Occultist somehow synergize so completely in this circumstance that knowledge of one aids in the knowledge of the other. The cult has been purchasing land and interests in acquiring carnelians, which you know are connected to the vampyr species leading

you to look for money spent on medical associations, likely in order to track down a vampyr living unaware of their nature. In this case take both bonuses.

- ✔ **Separate Abilities.** The subjects of Accounting and Occultist don't really dovetail at all. You might have a minor cost on the Occultist roll and fail to understand the significance of carnelian while a major cost on the Accounting roll means you failed to notice that one of the cult's front companies purchased some land recently. Overall, you still identify they're setting up a bit of lethal low magic, but you don't know where and you don't know who their target is.

### **MANEUVERS IN CHALLENGES**

You can try to perform maneuvers during a challenge either for yourself or to help someone else out. Performing a maneuver doesn't count towards completing one of the challenge goals, but failing the roll could create a cost or problem that negatively impacts one of the other goals. Be careful using this tactic; maneuvers can help complete tasks more efficiently and create momentum, but trying to perform them is not without risk.

### **ATTACKS IN CHALLENGES**

A challenge is always up against a passive difficulty in a challenge. As such, you'll never require the Attack action. If you're in a situation where it seems reasonable to roll an attack, you should start setting up a conflict.

### **CONTESTS**

If you have two or more characters with mutually exclusive goals, but they aren't trying to hurt each other directly, they're in a contest. Arm wrestling match, races or other sports competitions, and public debates are all good examples of contests.

GMs should consider the following questions when you're setting up a contest:

- ✔ What are the "sides"? Is every character in the contest in it for himself, or are there groups of people opposing other groups? If you have multiple characters on a side, they roll together using the Teamwork rules.
- ✔ What environment does the contest take place in? Are there any significant or notable features of that environment you want to define as Situation Aspects?
- ✔ How are the participants opposing each other? Are they rolling against each other directly (like a straight



A contest could be a race to a literal finish line, or it could be an attempt to convince someone of something crazy.

sprint race or a poker match), or are they trying to overcome something in the environment (like an obstacle course or a panel of judge)?

- ✔ What Abilities are appropriate for this contest? Does everybody have to roll the same one or do several apply?

*Alicia Carroll is a part of Kat's class is in the office to place the application for their class booth. As she comes into the office, she sees a list and notes that there's only one slot available for contests or games left. She blinks and looks across the room to see that, Gina, a member of a rival class is also in the room and looking at the same list showing one remaining slot for contests and games. There is a narrowing of eyes and both set about to go for the applications and get them in first.*

*The GM sets the scene and states that the office is **Busy and Crowded**. The contest is going to be between Gina and Alicia. A number of Abilities could be used in this contest: Knowledge for getting the right application, Agility for getting through the office without getting in the way, and Persuasion for being polite to the office staff.*

Now you can get started.

A contest proceeds in a series of rounds. In a round, every participant gets to make one Ability roll to determine how well they do in that leg of the contest. This is basically an Overcome action.

Players, when you make a contest roll, compare your result to everyone else's.

- ✔ If you get the highest result, you win the round. If you're rolling directly against the other participants, then that means you got the highest rank on the ladder out of everyone. If you're all rolling against something in the environment, it means you got the most shifts out of everyone.

Winning the round means you score a Victory (which you can just represent with a tally mark or check mark on a scratch paper) and describe how you take the lead.

- ✔ If you succeed with style and no one else does then you get to mark two Victories.
- ✔ If there's a tie for the highest result, no one gets a victory and an unexpected twist occurs. This could mean several things depending on the situation – the terrain or environment shifts somehow, the parameters of the contest change, or an unanticipated variable shows up and affects all the participants. GMs, you should create a new Situation Aspect reflecting this change.
- ✔ The first participant to reach three victories wins the contest.

*Alicia and Gina begin their contest.*

*The first round comes up and the race is on. The first thing the GM calls for is to see who can get to the applications first. Gina decides to use Agility to try to dash through the crowded office to get to the applications while Alicia tries to use her Empathy to politely get through the same office ahead of her opponent.*

*Alicia rolls a +2 on the dice which adds to her Empathy of 3 for a total of 5. Gina rolls against her Agility of 3 and gets a -2 for a total of 1. The GM compels Alicia's **Possessed High School Girl** defining Aspect, causing the inhuman entity sealed within her to choose that moment to make her say something bizarre. This is the difference between Alicia succeeding with style and just succeeding. So she just gets only one Victory this round.*

*She still gets to the applications first.*

**Alicia - 1**

**Gina - X**

*The second round comes up and Gina and Alicia both roll against their Knowledge to fill out the applications*



quickly and correctly before the other one does. This time, Alicia rolls a -2 against her 2 Knowledge for a total of 0. Gina also rolls a -2 against her 2 knowledge, but she also has the **Professional: Bureaucrat** Advantage that gives her a +1 bonus to situations dealing with red tape, like applications. She further spends a Fate Point to invoke her Aspect of **This is My Home Ground**. So that she succeeds with spin and gets two Victories.

**Alicia - I**

**Gina - II**

For the third round, Gina and Alicia both decide to roll their persuasion when drafting their description of their proposed class booth. Alicia unluckily rolls a -1 against her Persuasion of 3 while Gina rolls a +1 with her Persuasion of 2, which comes to a 4 because the GM rules that this is still bureaucracy and red tape. This time Alicia decides to spend a Fate Point to invoke her **My Name Carries Weight** Aspect as she cashes in on her family reputation. This time the two girls tie and neither of them gain a victory. As a twist, the GM determines that a minor emergency has **Called Away** the teachers responsible for the applications.

**Alicia - I**

**Gina - II**

The fourth round begins and the two girls are a bit confused as to how to handle this. Alicia's next tactic was going to be using persuasion face to face. Gina was thinking along similar lines. Gina decides that she's determined that she'll hang around until the responsible teacher comes back and give the application to her directly. Alicia meanwhile decides that she is going to leave the application behind with the secretary. They're both rolling Persuasion, one to be allowed to stay in the office and the other to make a good impression with the school secretary. Normally, they'd be rolling against different targets, but for a contest they're essentially rolling against each other.

Alicia rolls a +2 to her Persuasion for a total of 5. Gina rolls a +2 for a total of 4. Alicia decides to use the Boost of **Called Away** for a free +2, stating that her method

of leaving the application behind is least likely to annoy the staff. This gives her a total of 7 but Gina counters by spending a Fate Point again and, for a second time, going with **This is my Home Ground** to represent her good relationship with the teachers here to give herself a +2. Alicia decides to spend a Fate Point to invoke her **It's Good to be the Queen** Aspect. The totals are now 9 vs 6. Alicia succeeds with spin and gains two Victories for a total of three and the contest is won.

**Alicia - III**

**Gina - II**

### **MANEUVERS IN A CONTEST**

During a round, you can try to perform a maneuver before you make your contest roll. If you're targeting another participant, they get to defend normally. If someone can interfere with your attempts, they provide active opposition as normal.

Doing this carries an additional risk - failing to perform a maneuver means you forfeit your contest roll, which means there's no way you can make progress in the current round. If you at least tie, you get to make your contest roll normally.

If you're providing a bonus via the Teamwork rules, failing to perform a maneuver means the lead character doesn't benefit from your help this round.

James is a hacker in a contest against a mad scientist as he tries to hack through some computer systems to create an escape route for his friends who are busy fighting a bunch of ghouls elsewhere in the facility. As a way to get ahead of her, he decides to unleash a virus elsewhere in her systems to distract her. The mad scientist rolls her Reasoning 4 against his Crafts 4 with a **Black Hat Advantage** that gives him +2 on attacks against computer systems.

James rolls a +2 for a total of 8 versus the scientist's roll of 0 for a total of 4. He places a **Viral Attack** Aspect on her and gets two free invocations of it because he succeeded with style. The next round, James rolls a -1 for a total of 5 versus the scientist's +1 for a total of 5. This is a tie, but James uses both of those free Invocations for a +4 for a total of 9 which gives him a success with style and two Victories added to one he already had and successfully getting himself and his friends out of the death trap.

## ATTACKS IN A CONTEST

If someone tries to attack in a contest, then they're doing direct harm, and it ceases to be a contest. You should immediately stop what you're doing and start setting up for a conflict instead.

### ON AWARDING FATE POINTS

Before we move on to the discussion of these moments of excitement, let's address the matter of when a character can use the Fate Points they are awarded during the game. **Fate Core** makes the assumption that any Fate Points awarded during a Challenge, Contest or Conflict are only received after everything is resolved. This way the threat of running out of Fate Points is more immediate and makes things a bit dicier. On the other hand, it also allows a GM to compel those Aspects more often without taking away from the drama of the moment and frees up the player to be willing to use their Fate Points on hand since they are getting some back at the end of the situation.

However, if you choose, you may decide that any Fate Points received, with the exception of those received from concession, can be immediately used to affect the current problem. This causes players to worry less about running out of Fate Points, but also means that they are less likely to use them in large numbers to achieve amazing things. This is especially true since that huge pile up is likely to end the Conflict or Challenge or so on and then leave the character with zero Fate Points left; not a desired situation. So you're more likely to have a rather consistent display of ability as adverse moments of glory as things grow desperate.

Which method you prefer is up to you.

## CONFLICTS

In a conflict, characters are actively trying to harm one another. It could be a debate, a fist fight, an upright battle, an interrogation or two shapers trying to curse each other. As long as the characters involved have both the intent and the ability to harm one another, then you're in a conflict scene.

Conflicts are either physical, mental, social or spiritual in nature, based on the kind of harm you're at risk of suffering. In physical conflicts you suffer bruises, scrapes, cuts and

other injuries. In mental conflicts, you suffer loss of confidence and self-esteem, loss of composure and other psychological trauma. In social conflicts you suffer loss of popularity, wealth or attention from the legal system. In spiritual contests, you can suffer what appear to be physical and mental symptoms as well as more esoteric conditions such as flaring Vitae, frozen Mana or hollowed chi.

Setting up a Conflict is a little more involved than setting up Contests and Challenges.

- ✔ Set the scene, describing the environment the conflict takes place in, creating Situation Aspects and zones. Establish who's participating and what side they are on.
- ✔ Determine the turn order.
- ✔ Start the first round
- ✔ On your turn, take an action and then resolve it.
- ✔ On Other people's turns, defend or respond to their actions as necessary.
- ✔ At the end of everyone's turn, start again with a new round.

You know the Conflict is over when everyone on one of the sides has conceded or been taken out.

### SETTING THE SCENE

GMs and players, you should talk briefly before you start a conflict about the circumstances of the scene. This mainly involves coming up with quick answers to variations of the four W-questions, such as:

- ✔ Who's in the Conflict?
- ✔ Where are they positioned relative to one another?
- ✔ When is the conflict taking place? Is that important?
- ✔ What's the environment like?

You don't need an exhaustive amount of detail here, like precise measures of distance or anything like that. Just resolve enough to make it clear for everyone what's going on.

GMs, you're going to take this information and create Situation Aspects to help further define the arena of conflict.

*Bella, a shapeshifting demigoddess, James, a Visionary hacker, and Chelsea, a human Herald, are staging a raid on an underground facility where a digital copy of*

a journal that may contain instructions on creating something undead is being stored. Their aim is to get in and delete it. However, on their way in they alert the mad scientist running the facility, Adelaide Kuroki, whom they know as "Mother."

## SITUATION ASPECTS

GMs, when you're setting the scene, keep an eye out for fun-sounding features of the environment to make into Situation Aspects, especially if you think someone might be able to take advantage of them in an interesting way in a conflict. Don't overload it – find three to five cool and interesting things about your Conflict location and make them into Aspects.

Good options for Situation Aspects include:

1. Anything regarding the general mood, weather or lighting – dark or badly lit, storming, creepy, crumbling, blindingly bright, etc.
2. Anything that might affect or restrict movement – filthy, mud everywhere, slippery, rough, etc.
3. Things to hide behind – vehicles, obstructions, large furniture, etc.
4. Things you can knock over, wreck, or use as improvised weapons – bookcases, statues, etc.
5. Things that are flammable.

In addition, you should decide whether any of these Situational Aspects is dominant enough to be considered Persistent. Persistent Aspects, remember, cause almost constant benefits and problems to the people that have to deal with them.

*After toying with them for a bit, Kuroki triggers an alarm and sits back to watch the fun as her guards go looking for the cause of the alarm. For added fun, she locks down the facility and starts to open the locks leading to a group of ghouls that she's been researching.*

*The GM sets the Situational Aspects of **Underground Research Laboratory**, **"Mother" is Watching**, **In the Middle of Lockdown**, and **THAT door is open!!** on the scene to represent all of this.*

As the scene unfolds, players might suggest features of the environment that are perfect as Aspects. If the GM described the scene as being poorly lit, a player should be able to invoke the *Shadows* Aspect to help on a stealth roll even if she hadn't

previously established it as an Aspect. If the feature would require some intervention on the part of the characters in the scene to become Aspect-worthy, then that's what maneuvers are for. Usually the barn doesn't catch *On Fire!* without someone kicking over the lantern or summoning fire out of nothing. Usually...

## ZONES

GMs, if your Conflict takes place over a large area, you may want to break it down into zones for easier reference.

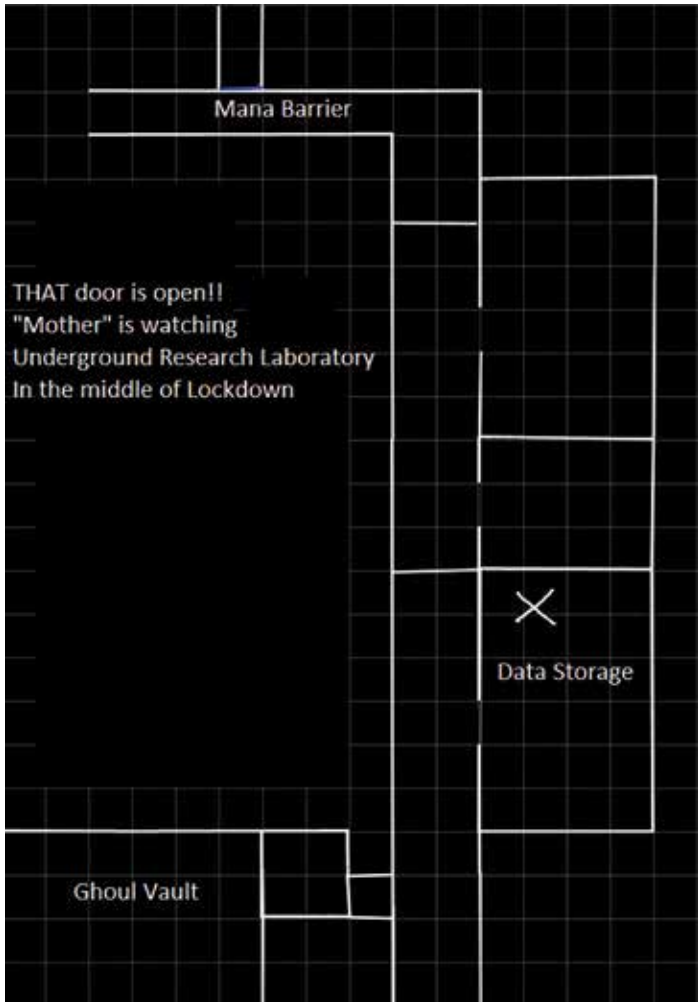
A zone is an abstract representation of physical space. The best definition of a zone is that it's close enough that you can interact directly with someone (in other words, walk up to and punch them in the face).

Generally speaking, a Conflict should rarely involve more than a handful of zones. Two to four is probably sufficient, save for really big conflicts. This isn't a miniatures board game – zones should give you a tactile sense of the environment, but at the point where you need something more than a cocktail napkin to lay it out, you're getting too complicated.

- ✔ If you can describe the area as bigger than a house, you can probably divide it into two or more zones – think of a cathedral or shopping center parking lot.
- ✔ If it's separated by stairs, a ladder, a fence or a wall, it could be divided into zones, like two floors of a house.
- ✔ \*Above X\* and \*below X\* can be different zones, especially if moving between them takes some doing – think of the airspace around something large, like a blimp.

When you're setting up your zones, note any Situation Aspects that could make moving between the zones problematic. They'll be important later, when people want to move from zone to zone. If that means you need more Situation Aspects, add them now.

The map for the scene in Mother's base is below, complete with a Mana barrier summoned earlier by Chelsea to prevent some chlorine gas from following them into the facility. Back before Mother decided that watching them battle her guards would be interesting research.



## ESTABLISHING SIDES

It's important to know everyone's goal in a conflict before you start. People fight for a reason, and if they're willing to do harm, it's usually an urgent reason.

The normal assumption is that the player characters are on one side, fighting against NPCs who are in opposition. It doesn't always have to be that way, however – PCs can fight each other and be allied with NPCs against each other.

Make sure everyone agrees on the general goals of each side, who's on which side and where everyone is situated in the scene (like who's occupying which zone) when the conflict begins.

It might help, GMs, to decide how these groups are going to divide themselves to face one another – is one character going to get mobbed by the bad guy's henchmen, or is the opposition going to spread itself around equally among the PCs? You might change your mind once the action starts, but if you have a basic idea; it gives you a good starting point to work from.

*The sides in this conflict are pretty easy, except they're not. Mother wants to see how these intruders will handle her security and what they're looking for. She doesn't particularly care about her guards or the four cloned akira girls also in the facility. The guards want to get out of this alive and are being paid well. The aforementioned akira girls are terrified of mother and need a medicine she provides to avoid dying, something she doesn't hesitate to remind them of. The ghouls are contagious, mindless bioweapons that will destroy anything they can get their hands on that isn't another ghoul. Bella, James and Chelsea want to delete the last copy of this undead making instruction manual and get out alive.*

*However, it can be broken down pretty simply into "things that want to kill the players" and "things that don't want to kill the players."*

## TURN ORDER

Your turn order in a Conflict is based on your Abilities. In a physical conflict, everyone roll your Perception Ability and that determines the turn order. In a mental or social conflict, you roll your Empathy Ability. In a spiritual conflict, you roll your Sensitive Ability.

If there's a tie, compare the raw Ability first. If there is still a tie, compare a secondary or tertiary Ability. For physical conflicts, you first check Agility and then Strength. For mental conflicts, you check Reasoning and then Willpower. For social conflicts, you check Persuasion and then Resources. For Spiritual conflicts, you check Manipulative and then Metabolic.

GMs, for a simple option, pick your most advantageous NPC and use them to determine their place in line and all the remaining NPCs take place on that spot in the turn order as well.

*James rolls his Perception and gets a total of 6. Bella rolls her Perception and gets a total of 5. The GM rolls for the NPCs and gets a 3. Chelsea rolls her Perception and gets a total of 1. This sets the initiative order for the Conflict.*

**THE ROUND**

Rounds in a conflict are a bit more complicated than in contests. In a round, every character gets a turn to take an action. GMs, you get to go once for every NPC you control in the conflict.

Most of the time you're going to be attacking another character or performing a maneuver on your turn because that's the point of conflict – taking your opponent out, or set things up to make it easier to take your opponent out.

However, if you have a secondary objective in the conflict scene, you might need to roll an objective action instead. You'll encounter this most often if you want to move from one zone to the next and there are Situation Aspects that make movement difficult.

You can make as many defend actions as you want at no penalty. You can even make defend actions on behalf of others, so long as you fulfill two conditions: it has to be reasonable for you to interpose yourself between the attack and its target, and you have to suffer the effects of any failed rolls.

**SUPPLEMENTAL ACTIONS**

Supplemental Actions are actions which usually require no roll taken in combination with a more complex action. For example, moving from one zone to another and attacking; drawing a weapon and attacking; or crying out alarm while taking aim on an enemy.

Moving from zone to zone, drawing a weapon and crying out alarm are usually actions that take no roll to perform. However, they can complicate things when taken in combination with the other actions. Moving an entire zone is a significant amount of movement requiring you to travel ten to twenty feet, if not more, or else go through doors. All of that can make your attack at the end of the movement a bit more haphazard. Likewise, drawing a weapon is easy but drawing a weapon and attacking at the same time means skipping some of the proper stance and taking proper aim, thus complicating the attack. Finally, calling out alarm will probably make you turn your head up and adjust your stance to get the most volume to your shout that you can and this will destabilize your stance while you're attempting to aim.

Supplemental Actions place –1 penalty to the primary action. You may take up to two Supplemental Actions in a round. Supplemental Actions should not be something that requires rolls in and of itself. In order to perform multiple primary actions you will need to take the Surge Power Advantage.

**FULL DEFENSE**

If you want, you can forgo your action for the exchange to concentrate on defense. You don't get to do anything proactive, but you do get to roll all defend actions for the round at a +2 bonus.

**STUNTING**

At times a player may come up with an exceptionally good description of how they are accomplishing something. In these cases, it is okay to add a +1 to their roll to reward the roleplaying.

One of the most common sorts of stunting is in the form of psychic focusing methods. Psychic have a tendency to perform specific actions as a way of helping themselves focus on the task at hand. These actions are entirely optional, but they never quite go obsolete. An apprentice channeller might push their Ability a little by speaking a bit of nonsense as they perform a blast, or a telekinetic might get some aid via making hand gestures, but neither action is necessary to the use of the power. Likewise, when they've mastered their talent or training, they might find they no longer need to perform such things but it still gives them a benefit.

Never assume stunting. If the player does not go out of their way to describe his action, then they do not get the bonus.

**RESOLVING ATTACKS**

A successful attack lands a hit equivalent to the amount by which it beats the target's defense plus any Weapon Rating it might have. So if you beat the opponent's defense by 3, then you do 3 damage. If you happen to be using a knife with a +2 Weapon Rating, then you do 5 damage.

If you get hit by an attack, one of two things happens: either you absorb the hit and stay in the fight, or you're Taken Out.

Fortunately, you have two options for absorbing hits to stay in the fight – you can take Stress and/or Consequences. You can also concede a conflict before you're taken out, in order to preserve some control over what happens to your character.

**STRESS**

One of your options to mitigate the effects of a hit is to take stress.

The best way to understand stress is that it represents all the various reasons why you just barely avoid taking the full force of an attack. Maybe you twist away from the blow just right, or it looks bad but it's really just a flesh wound, or you exhaust yourself diving out of the way at the last second.

Mentally, stress could mean that you barely Manage to ignore an insult, or clamp down on an instinctive emotional reaction or something like that.

Stress also represents a loss of momentum – you have only so many last-second saves in you before you've got to face the music.

On your character sheet, you have at least four Stress Tracks, each with a different number of boxes. These Stress Tracks are decided by combining two of your Ability scores.

- ✔ **Physical Stress** – This is the total of your Strength and Endurance. Physical Stress represents your ability to avoid taking serious injury. Damage to Physical Stress represents minor cuts and bruises as well as fatigue.
- ✔ **Mental Stress** – This is the total of your Reasoning and Willpower. Mental Stress represents your ability to keep calm in the face of adversity. Damage to Mental Stress represents a fraying patience or nerve; or the fact that you're running short on ideas.
- ✔ **Social Stress** – This is the total of your Persuasion and Resources. Social Stress represents your ability to preserve your public image among your peers. Damage to Social Stress represents rumors and whisperings; or momentary disapproval.
- ✔ **Life-Force Stress** – This is the total of your highest Psychic Ability and a mundane Ability dependent on your race. Life-Force Stress represents your ability to withstand the rigors of using psychic skills and talents and also, less often, to resist attacks on your spirit. Damage to Life-Force Stress represents fatigue and often minor physical or mental symptoms.

When you take stress, check off a box from the Stress Track. Each box has a value corresponding to its place in the track. The further along the track a box is, the more stress that box is able to absorb. However, you may only fill one Stress Box per attack. You cannot, for example, absorb an 8 damage hit by filling both the 3 box and the 5 box.

With the exception of Social Stress, Stress Boxes clear once you have the chance to take a minute or two to catch your breath. Social Stress requires a day for the whispers and conversation to die down before it goes away completely.

## CONSEQUENCES

The second option you have for mitigating a hit is taking a consequence. A consequence is more severe than stress – it represents a form of lasting injury or setback that you accrue from the conflict, something that's going to be a problem for your character after the conflict is over.

Consequences come in four levels of severity – Minor, Major, Severe (P) and Extreme (P). Each one has a different value of Stress that it can absorb: 2, 4, 6 and 8 respectively. Each Stress Track has its own set of Consequences and some Advantages can provide more.

When you suffer a Consequence, you reduce the stress dealt by the attack by the value of the Consequence suffered. This allows you to bring a high Stress hit down to a level where you can absorb it without being Taken Out or Defeated.

There is, of course, a downside. When you take a Consequence, you have to write down the sort of Consequence it is. Perhaps ducking that last blow left you *Winded* or perhaps that flesh wound is *Worse than it Looks*. Perhaps deflecting that last insult left you *Incensed* and your comeback against a rival just made you *Look Petty*. Maybe you didn't handle that last power quite right and now your *Chi Feels Stretched* or you develop numerous *Blood Blisters*. In any of these represent effects that have an impact on your ability to perform.

Consequences are Aspects. The opponent who forced you to take one gets a Free Invocation of it, which he may pass along to another NPC if desired. They can be compelled to give you penalties to your actions or force you to reroll. They can be targeted by a maneuver in order to add more Free Invocations later in the conflict. It behaves like any other Aspect; however these are more likely to be used against you because they are far more negative in nature than even the Disadvantage and Inferior Skill Aspects.

Unlike Stress, Consequences may take a long time to recover after the conflict is over. To remove a Consequence you will need to receive some sort of treatment or otherwise take some measure or else the Consequence will persist. For Minor Consequences, this doesn't take much more than taking a couple of minutes to catch your breath, just like with Stress, but for more severe consequences, it requires more treatment.

You will also notice that the two worst consequences have a (P) next to them. This is because consequences taken at that level are Persistent. These are injuries, mental breakdowns, social stigmas and spiritual strains so severe that they consistently give you a penalty whether or not you get a Fate Point for it or not.

## MULTIPLE CONSEQUENCES IN ONE HIT

**Fate Core** only allows you to take a single Consequence in one hit. **Strands of Fate** allows for the possibility of taking multiple Consequences in one hit, but that game defaults to a different method of tracking Stress. For **Divine Blood**, I am splitting the difference.

If taking the highest Consequence you have available is not enough to reduce the stress to what you can handle and you still have unused Consequences, then you can take additional Consequences.

This choice is deliberately done to represent the sort thing you get in anime and action movies where characters are so severely injured but still remain in the fight through sheer force of will. It also represents the fact that characters stuck by a single overwhelming blow might still push through for a few more final efforts rather than being obliterated.

**Divine Blood** draws heavily from anime, Saturday morning action shows, superhero comic books and over the top action stories like the **Die Hard** movie series or the **Remo Williams and Dresden Files** book series. It is hard to kill main characters in a lot of these stories, and it should be the same in **Divine Blood**.

## NAMING A CONSEQUENCE

Here are some guidelines for choosing what to name a consequence.

Minor Consequences don't require immediate attention. They hurt and provide an annoyance, but they aren't going to force you into a lot of bed rest. For mental and social consequences, these are mild things that will go away once you (or the public) have a chance to calm down.

Good examples of each type are listed below:

- ✔ **Physical** – *Winded, Battered, Black Eye, Cramp, Fever*
- ✔ **Mental** – *Irritated, Concerned, Flustered, Shaken*
- ✔ **Social** – *Rumors, Public Disapproval, Parking Ticket, Written Warning*
- ✔ **Psychic** – *Blood Blisters, Hot Vitae, Stretched Chi, Sluggish Mana*

Major Consequences are fairly serious injuries that you'll want to have someone look at or otherwise attempt to treat. It will take you a day or more to get over these Consequences, depending on how well treatment goes. On the social and mental side, these are things that will be talked about for some time.



*Being caught in an explosion would result in a Physical Consequence.  
Watching a friend caught in an explosion would result in a Mental Consequence.  
Getting found out as the cause of an explosion would result in a Social Consequence.*

Good examples of each type are listed below:

- ✔ **Physical** – *Deep Cut, First Degree Burn, Concussion, Pulled Muscle, Nauseous*
- ✔ **Mental** – *Angry, Worried, Confused, Frightened*
- ✔ **Social** – *In the Gossip Column, Shamed, Warrant, Suspension*
- ✔ **Psychic** – *Internal Bleeding, Flaring Vitae, Thin Chi, Frozen Mana*

Severe (P) Consequences are things that should have you in the hospital or asylum as soon as possible. These are just short of crippling injuries and mental breakdowns. Socially speaking, these are demotions, major legal issues and crushed reputations.

Good examples of each type are listed below:

- ✔ **Physical** – *Broken Bones, Deep Stab, Dangerous Fever, Broken Jaw, Hernia*
- ✔ **Mental** – *Enraged, Overcome by Worry, Can't Make Sense of Things, Terrified*
- ✔ **Social** – *Social Pariah, Laughing Stock, Felony Warrant, Demoted*
- ✔ **Psychic** – *Aneurysm, Burning Vitae, Hollow Chi, Solidified Mana*

Extreme (P) Consequences are life changing. These are injuries and setbacks that are not easily recovered from and, indeed, may be something you never wholly recover from unless you have access to a healing Talent or some really cutting edge technology or an epic PR consultant.

Good examples of each type are listed below:

- ✔ **Physical** – *Severed Arm, Major Stroke, Massive Bleeding, Death's Bed, Brain Damage*
- ✔ **Mental** – *Berserk, Paralyzed by Concern, Catatonic, Depths of Paranoia*
- ✔ **Social** – *His Name is Mudd, Acceptable Target, Object of Hatred, On Trial, Fired*
- ✔ **Psychic** – *Massive Bleeding, Vitae Inferno, Empty Inside, Petrified Mana*

There are also Defeated(P) Consequences for when your character is Taken Out, but we will deal with those later on.

## RECOVERING FROM A CONSEQUENCE

As stated above, when a character suffers too much Stress for their track to handle, they have to take a Consequence in order to reduce the Stress or else be Taken Out. These Consequences have to be healed over time.

For healing Stress this is easy, at the end of any scene in which the characters can take a few minutes to wait and catch their breath, clear any filled Stress Boxes. Consequences, however, take longer to recover from.

After a certain amount of time determined by the severity of the Consequence, the injury downgrades. Extreme (P) becomes Severe (P), Severe (P) becomes Major, Major becomes Minor, and Minor goes away completely. For Minor injuries this happens automatically with no roll required as soon as the character has five minutes to rest. In other words, Minor

Consequences disappear when Stress Boxes do.

For Major, Severe (P) and Extreme (P) Consequences, the character must first receive treatment of a sort. The treatment starts them on the road to recover. Unless it is a point of drama or circumstances are really spotty, the treatment should be considered a success as long as you have someone on hand with the proper training for that sort of treatment.

Some suggested treatments for each severity and type of consequence are listed below.

- ✔ **Major** – Paramedic attention, Encouragement from a Friend, Public Appearances or Photo Ops, Meditation
- ✔ **Severe (P)** – Hospital Stay, Professional psychiatric treatment, PR campaign, Special room preparations or intense rest.
- ✔ **Extreme (P)** – Intensive Care Unit, Committed, Massive Reparations, Sequestered within a healing facility

If a character is unable to acquire treatment for some reason, they may make a Recovery roll in an attempt to start the process of healing without it. This does not take the place of the Recovery Roll itself, but merely allows for healing to get started. This could be the situation for an akira or goatman, for example. Both of those psychics are unlikely to have access to the best facilities for healing Corruption.

Once treatment is received, it is a good idea to change the name of the Consequence to represent the fact that it has been treated and is starting to heal. Some examples of such changes are below. The change in Aspect name is really so that you have a reminder that you suffered a Consequence but are trying to heal it.

- ✔ *Broken Leg* becomes *Leg in a Cast*
- ✔ *Terrified* becomes *Looking Past the Terror*
- ✔ *Social Outcast* becomes *Taking the High Road*
- ✔ *Empty Inside* becomes *Taking Life In*



After a set period of time, the character rolls against a Recovery Difficulty. If successful, the Consequence downgrades to the next severity. The downgraded consequence should also represent the fact that healing is happening. Physical, Mental and Psychic Consequences heal at the same rate; Social Consequences have their own timeline.

Severity	Physical, Mental or Psychic	Social
Minor	Scene	1 Week
Major	1 Day	1 Month
Severe (P)	1 Week	3 Months
Extreme (P)	1 Month	1 Year

### CONCEDING THE CONFLICT

Some of the Consequences you can suffer can be downright horrible. If a conflict is going poorly, it can sometimes be a wise idea to just give in and let the other guys win. That might sound crazy at first, unless you've played Fate before, but this can be your last chance to have some control over how the fight ends. At any time in a conflict, you can interrupt an action to concede the fight as long as dice have not yet been rolled. Once dice are on the table, what happens happens.

Concession gives your opponent what they want, or else removes you from the scene if there is more than one combatant. In either case, you are out of the Conflict and can no longer affect it in anyway.

This isn't all bad; you do get a Fate Point for conceding. You also get one additional Fate Point for each Consequence you took before conceding. These Fate Points are awarded at the end of the conflict and thus can't be used right away.

Second and this is the main point of conceding, you can avoid the worst parts of your defeat. Your character lost and the way you narrate the results have to reflect that. Nor can you undermine the opponent's victory, either. They achieve the victory they wanted to achieve. What this gives you control of is the consequences done to you.

This is important, if you concede it might be that the enemy believes you to be dead and leaves you behind without finishing the job. If you're taken out, by comparison, you might wake up to find yourself captured, in a prison cell, shackled and without any equipment. That's a fairly significant difference.

*Naiki is facing entirely too many enemies on her own due to a moment of panic induced recklessness earlier. She has been pushing herself and taking consequences to her Life-Force through the entire fight. Someone shoulders a rocket launcher and she doubts her ability to successfully resist that attack without taking herself*

*out of the scene due to Corruption. She opts instead to concede suggesting that blocking the rocket will place her in critical condition but not outright kill her. The GM agrees to this and the scene plays out.*

### GETTING TAKEN OUT

If you don't have enough Stress and Consequences to absorb all the damage of a hit and you did not concede before the dice were rolled, then you are **taken out**.

Being Taken Out is bad – it means that not only can't you fight anymore, but that the person who took you out gets to decide what your loss looks like and what happens to you after the conflict. Obviously, they can't narrate anything that's out of scope for the conflict (like having you die from shame), but that still gives someone else a lot of power over your character that you can't really do anything about.

There is no need to automatically choose the worst possible fate for someone you've taken out. You can rule that you've knocked someone unconscious, or that they can find no counter argument to what you just said. You can also determine that someone you've taken out is killed in a brutal and messy fashion or else suffers a major mental breakdown of some sort.

Depending on the nature of the narration, the GM may decide to place a Defeated (P) Consequence on the person who was taken out. Defeated (P) Consequences represent injuries, madness and changes in social status that are next to impossible to completely get rid of. Things like *Shattered Body*, *Depths of Madness*, and *Universal Hatred* are potential Defeated (P) Consequences. In many cases, a Defeated (P) Consequence might mark the end of a character. At the very least, they involve massive changes to the character.

If the situation is one where being taken out will result in a Defeated (P) Consequence, the characters should be aware of it so they can way their choices on whether or not they allow themselves to be taken out.

### LAST RESORT VETO

If a character is taken out and that character's player does not like the end result of how they are taken out, the player has a last resort. The character can spend all of their remaining Fate Points in order to request that the taken out result be changed in some way such as "don't kill my character." This might sound familiar to conceding a conflict but there are some differences.

Conceding a conflict has to be done before the dice are rolled and the result tallied. It allows you to set a limited criterion

as to how your character is removed from the conflict. It does not, in general result in any additional Consequences being suffered. Finally, Concessions grant a player Fate Points.

Vetoing removes all of your Fate Points to avoid a fate that you don't want to deal with. Since you are probably only using it to avoid something like death or total madness, it is likely you will still suffer a Defeated(P) Consequence of some sort. However, Vetoing can be done after the results are tallied and the manner they are taken out is spoken.

If a player does determine a Veto, try to keep to the spirit of their request. Changing the manner they are taken out from being killed by decapitation to being killed by impaling is not appropriate. However, you can rule that they go from death to a coma.

## LIFE-CHANGING CONSEQUENCES

Extreme (P) and Defeated (P) Consequences are injuries and setbacks that change things about a character on a fundamental level. For example, if you are convicted, wrongly or otherwise, of a serious crime and sent to prison you will likely never recover completely from the harm to your reputation. Or, at least, you will never recover in a way that people forget about the conviction. Likewise, a total mental breakdown or severed limb will leave behind lasting impacts on the character.

When a character receives an Extreme (P) Consequence, they must either change one of their Character or Specialty Aspects, or purchase a new one via Experience Points if they have room for a new one, to represent the lasting impact of the injury or setback. Changing an Aspect in this case should cost no experience, but adding a new one should cost the normal xp since they are avoiding losing one of their existing Aspects. There are some Advantages that can circumvent this but those will be noted in their descriptions.

The nature of the Aspect to be changed/acquired should usually be obvious given the nature of the Consequence provoking it. For example, a *Severed Arm* consequence would result in a *One-Armed Man* Aspect or *Cybernetic Arm*.

If a character suffers a Defeated (P) Consequence, then they should have to change a Character Aspect, at least, before they can remove the Consequence. Some Defeated Consequences can never be removed without the use of extraordinary effort or the possession of a Talent or the like. With Defeated(P) Consequences it is entirely possible that multiple Aspects are made obsolete and will have to be changed.

Sometimes, certain Advantages will no longer make sense in relation to a particular Consequence. Someone who has been thoroughly demonized in the public eye might find that Five

Minute Friends is increasingly more difficult to use. In these cases, the GM should allow the player to make changes to their Advantages as needed without requiring they spend 1 XP to cash out an Advantage.

As one good example of this, a God or Demon who has been used to push access through to their respective mindscapes would likely have the consequence *Broken Marks* which would change their *Demon/God of X* Aspect to *Broken Demon/God*. On recovery, it is likely that their Realm or Domain might change as might their Conjunction.

*A young **Demoness of Sparks** with the conjunction **Brightly Burning Star** was captured by the Gods in times long past before the truce was in effect. Her captors broke through her mindscape's defenses and pushed into the Demon mindscape as a whole. The Demoness suffered the Defeated (P) Life-Force Consequence of **Broken Marks**. After she was rescued by Yomi and given medical treatment, she came out a **Demoness of Smoke** with the conjunction **Ashen Lady** to represent her newly cynical view on the world following the trauma. She has to change a few modifiers she took for her Realm when it was Sparks that are no longer fitting. The GM does not charge her for cashing out these points and using them to spend on more appropriate modifiers for her new Realm*

## SOCIAL CONSEQUENCES AND CONFLICT

It has already been noted that Social Consequences are somewhat different from the other sort of Consequences in the game. The difference already noted is the fact that they take longer to go away. This is because Social Consequences and Stress represent the way people are talking about you. Even Social Stress takes a full day before it goes away. Consequences can take anywhere from a full week to a year to recover from, longer in the case of Defeated Consequences. However, there is another sort of difference.

Physical, Mental and Psychic Stress and Consequences represent your own personal health. The conditions they represent carry with you where ever you go. It doesn't matter if you are in Shandong, Australia, Egypt, Brazil or England; your personal health won't change simply by changing locations, but that doesn't make sense for Social Stress and Consequences. Heck, even changing cities or neighborhoods might change how you're perceived socially.

Most of the time this won't be an issue, even if you're playing a game where you're hopping around the globe, your char-

acters will still have a particular social circle that they'll be in touch with and their Social Stress Track and Consequences will refer mostly to that group of people that they mostly interact with. There might be times, however, where the characters' social status with multiple circles is an issue.

The realistic option is to use the Social Stress Track as a sort of base and use separate tracks for different social circles as they come up in play. This has the potential to produce a lot of extra record-keeping if your characters involve themselves with a lot of different social circles. Also, this leaves things open for abuse such as if they don't worry about Social Consequences taken in relation to a group of people that they don't plan to deal with again.

The simple, recommended, option is to assume that, unless a character goes to some major lengths, his reputation in one social circle will leak in part to nearby social circles. For example, most people might not understand what the term "akira" means, but they'll likely recognize an insult when they hear it. Generally phrased Social Consequences represent a general reputation even among people that don't know the details of the situation or the people involved.

### LASTING ASPECTS

These aren't inflicted as a result of taking Stress and trying to avoid being taken out. They are, however, similar in that they are usually negative status effects that take an extended amount of time to remove. They are instead usually applied as a result of a Power Advantage or exposure to some environmental concern. They are usually used to represent diseases and curses as noted by the **Affliction** and **Curse** powers. These can result in the course of a Conflict as a result of the use of those Powers but they do not count against the normal Consequence list. This means that one person can find themselves loaded down with multiple curses and diseases, though that would likely be a rare circumstance. Lasting Aspects usually won't leave until they are deliberately treated or at least the proper circumstances for removing them occur.

### CHARACTER DEATH

If you are taken out, there's not a lot preventing the person you're dealing with from killing you. This is certainly reasonable when you're talking gunfights, mindscape battles and other such things. Character death can mean many things ranging from actual death, to madness, to life-imprisonment or even getting lost in the cosmology. Anything that permanently removes your character from the campaign should be considered character death.

In practice, however, this assumption might be pretty controversial depending on what kind of group you're in. Some

people think that character death should always be on the table, if the rules allow it – if that's how the dice fall so be it.

Others are more circumspect and consider it very damaging to their fun if they lose a character upon whom they've invested hours and hours of gameplay, just because someone spent a lot of Fate Points or their die rolls were particularly unlucky.

It is generally preferable to assume the latter approach. Unplanned and unexpected character death generally causes more frustration than interest in a campaign and the owning-player's feelings are only a part of the issue. When a character dies it means leaving behind a lot of loose story threads as well as requiring that a new character be made and somehow worked into the story. The campaign stalls while the characters are introduced to this new character and the GM has to decide how to handle plot threads related to the prior character.

This does not mean that no character should ever die. Some character concepts come with a pre-supposition that they are going to die at some point. In other cases a player might want to change characters or else just feels that a death at this particular time is a great story thing. They might already have a character in mind to play after the fact. There are also, of course, cases where it just doesn't make sense for a character not to die in the current situation.

Whenever you are going into a situation where the consequences are severe enough that a character could be removed from the game, you should make the lethal intent of the enemies plainly obvious. The players should know which opponents are going to flat out kill them and which have less severe goals in mind.

### MOVEMENT

In a conflict, it's important to track where everyone is relative to one another, which is why we divide the environment where the conflict is taking place into zones. Where you have zones, you have people trying to move around in them in order to get at one another or at a certain objective.

Normally, it's no big deal to move from one zone to another. As long as there's nothing preventing you, you can make a **standard move** to go from one zone to the next in addition to taking an action for the round but the movement is considered a supplemental action.

If you want to move a little faster, you can **Hustle**, moving through the adjacent zone and into a second zone. This can be done as two supplemental actions.

If you want to move faster than a hustle, you'll have to **Run**. Running takes you through two zones similar to a hustle, but you may then make an Agility roll against a Difficulty of 2. For every point by which you exceed 2, you may move an additional zone. This is assuming it is easy to move through the zones.

If you desire, you may make a last ditch action at the end of the same turn in which you run. However, you will do so at a -4 to the roll. Sounds harsh, but in real life, mad dash charging tackles don't usually work for untrained people. Football players and cops spend hours training how to properly do it. If your character is regularly charging across the battlefield to lay the smack down, you should probably invest in some Aspects or Advantages to relate to that tendency.

Some scene Aspects may also make movement through or between zones more difficult. Trying to move from zone to zone when you're dealing with Lilitu's *Smoke Labyrinth*, for example, is likely to give you some difficulty, especially if it's a *Toxic Smoke Labyrinth*. These aspects can be compelled to place penalties, force rerolls or even to require you to make an Overcome action in order to move past them. Persistent Aspects won't even provide you with a Fate Point for this trouble.

Occasionally, the character might find that they have several obstacles in their way, for example, if they have to move through the *Debris Strewn Ground*, ascend the *Old Ladder* and cross the *Narrow Rope Bridge* in order to get where they want to go. Normally, you'd have them do this over several actions, but some characters have the capability to be just that fast. This will be an Overcome action, determine the difficulty of crossing the hardest obstacle and then add +1 for each additional obstacle that the character would have to pass along the way.

Sometimes your characters may want to make movements you hadn't considered possible, such as doing a Koolaid Man impression through the wall next to them. In such cases you'll either deny the action outright, which is your right, or you might choose to allow them to make an overcome action to attempt success if it makes sense at all. If the person bursting through walls is a superhumanly strong man empowered by a possessing entity, for instance, let them try it. If, on the other hand, they're a somewhat under-muscled sixteen year old girl with no supernatural abilities....have fun describing them bounce off the wall.

## MANEUVERS IN A CONFLICT

Remember that Aspects you create as a maneuver follow all the rules for situation aspects – the GM can use them to justify overcome actions, they last until they're made irrelevant

or the scene is over, and in some cases they represent as much a threat to you as an opponent.

When you maneuver in a conflict, think about how long you want that Aspect to stick around and whom you want to have access to it. It's difficult for anyone besides you and your friends to justify using an Aspect you stick to a character, but it's also easier to justify getting rid of it – one overcome action could undo it. It's harder to justify getting rid of an aspect on the environment (it'll generally take more than one action for even a pyrokinetic to put out an entire zone *On Fire!*), but anyone in the scene could potentially find a reason to use it.

In terms of options for maneuvers, the sky's the limit. Pretty much any situational modifier you can think of can be expressed as a Maneuver. If you're stuck for an idea, here are some examples:

### DEADLIER SETTING

If you want a deadlier setting, then you can disallow taking multiple Consequences in one hit. This way, if the character gets hit by a single attack that does so much damage that they can't absorb the stress with one box and one Consequence, they will be taken out rather than take multiple Consequences.

Another thing that can be done is to reduce the character choices as regards what Consequences they take. Normally, a player can choose whether to take a Minor, Major, Severe(P) or Extreme(P) Consequence when they are hit. You can require that when they can't absorb with just stress that they must take the Consequence that most closely matches the amount of Stress dealt by attack without going over. They may still choose to take a Consequence to reduce the Stress for any attack.

*Alicia Carroll is in a debate with a rival and suffers a 5 Stress attack. Their mental stress is 4 so this is too much for them to just absorb on Stress. Normally, they could choose to take a Minor Consequence and thus reduce the Stress to 3. If you opt for the option in the paragraph above then they would have to take a Major Consequence and reduce the Stress to 1.*

What the second option does is make it more likely that the first Consequence suffered will be a serious one. This is especially true if you are dealing with someone who has a large Stress Track. It also means people will likely take Minor Consequences more frequently in order to avoid filling their highest Stress Tracks and making it more likely they have to take a heavier blow.

- ✔ **Temporary Blinding:** Throwing sand or salt into the enemy's eyes, taking a step to the side so the sun glares in their face or flipping the switch on the lights in the room are all staple actions of the action story. This places a *Blinded* Aspect on the target, which could require them to get rid of the Aspect with an overcome action before doing anything dependent on sight. *Blinded* could also give you opportunities to compel the opponent, such as by saying they accidentally shoot one of their comrades instead of one of yours. Keep in mind that the opponent could use this to replenish their Fate Points, however.
- ✔ **Disarming:** You can knock an opponent's weapon away, disarming them until they can recover it. The target will need to make an overcome action to recover their weapon, possibly with you interfering.
- ✔ **Positioning:** There are a lot of ways to use maneuvers to represent positioning, like **High Ground** or **Cornered**, which you can invoke to take advantage of that positioning as context demands.
- ✔ **Winded and Other Minor Hurts:** Some strikes in a fight are debilitating because they're painful rather than because they cause injury. Nerve hits, groin shots and a lot of other "dirty fighting" tricks fall into this category. You can use a maneuver to represent these, sticking your opponent with *Pain-Blindness* or *Stunned* or whatever, then following up with an attack that exploits the Aspect to do more lasting harm.  
  
This sounds very similar to Minor Consequences, and you'd be right. The difference is that a maneuver inflicted Aspect like this can be cleared by taking an action to make an overcome roll and get past the pain or other minor impact while a Minor Consequence will last at least until the next scene.
- ✔ **Taking Cover:** You can use maneuvers to represent positions of cover and invoke them for your defense. This can be as general as *Found Cover* or as specific as *Behind the Big Oak Bar*.
- ✔ **Altering the Environment:** You can use maneuvers to alter the environment to your benefit, causing barriers to movement by scattering *Loose Junk* everywhere, starting a *Minor Earthquake* or setting things *On Fire!* That last one seems to pop up a lot in Fate-based games.

## OTHER ACTIONS IN A CONFLICT

At the beginning of this it was noted that most of the time you will either be maneuvering, attacking or defending against one of the other two in a conflict. However, you might find

yourself needing to do something else. Perhaps someone needs to hack the computer to open the door and extend a bridge across the chasm to the secure central lab of the evil mad scientist while the rest of the party fights off a pack of ghouls. Or maybe while your roommate is in a debate against their running opposition you have to avoid being noticed by the mortal death-seer that noticed you during her debate.

Whatever the case, you find yourself that doesn't involve attacking or trying to maneuver to take advantage of something. In this case, you're going to be facing a modified sort of challenge where one of the necessary skills is "defend myself." In any round where someone attacks you or tries to maneuver against you then you must roll a defense. If you successfully defend yourself, then you can use your action to take on one of the challenge rolls.

*James is hacking a computer to delete the journal while his group is under fire by guards. The GM determines that he will need to make Knowledge and Reasoning rolls to both analyze the data base's systems and figure out the best way to attack them.*

*The first round he is not successfully attacked so he can make a Knowledge roll. He successfully Manages that and puts one step of the hacking behind him. However, in the second round, one of the guards Manages to hit him and he is unable to make the Reasoning roll that round. He instead opts for a maneuver to **Take Cover** against future attacks. The third round he doesn't suffer any successful attacks and makes his Reasoning roll, succeeding with spin and finishing the challenge.*

*He picks up his rifle and starts to help out with the combat.*

Of course, sometimes someone else is directly working against you on your goal. For example, if both you and someone else are trying to grab the same memory clip while your comrades try to shoot you and each other. In this case, you're going to perform a modified contest. As with the modified challenges above, if someone successfully attacks or maneuvers against you during a round then you can't use your action above, which means that your opponent will likely get ahead of you. However, you can use your action to take maneuvers or attacks against your opponent to ruin their chance to achieve the goal as well.

Of course, a contest taking place within a conflict can easily degenerate down into just another part of the conflict because the characters will be more willing to attack each other than characters not already in a battle circumstance.

## ENDING A CONFLICT

Under most circumstances when all members of one side have either conceded the conflict or have been taken out, the conflict is over.

GMs once you know a conflict has definitively ended, you can pass out all the Fate Points earned from concession. Players get to clear their Stress Tracks and should make note of any Consequences they received in the combat.

## TRANSITIONING TO A CONTEST OR CHALLENGE

You may find yourself in a conflict scene where the participants are no longer interested in or willing to harm one another, because of some change in the circumstances. If that happens, and there's still more to resolve, you can transition straight into a contest or challenge as you need. In that case, hold off on awarding the end-of-conflict Fate Points and whatnot until you've also resolved the contest or challenge.

## TEAMWORK

Characters can help each other out on actions. There are two versions of helping in Fate: combining Abilities for when you are all putting the same kind of effort into an action (like using Strength to push a bus over on its side) and stacking Maneuvers, for when the group is setting a single person up to do well (like causing multiple distractions so one person can use Stealth to get into the teacher's room).

When you combine Abilities, figure out who has the highest skill level among the participants. Each other participant who has at least a +2 via Abilities and/or Advantages to the same task adds a +1 to the highest person's Ability roll and then the lead character rolls. So if you have a cult with five people skilled in magic helping you perform some ritual, you would get a +5 to the roll.

If you fail a roll using combined skills, all of the participants share in the potential costs – whatever complication affects one character affects all of them, or everyone has to take consequences. Alternatively, you can impose a cost that affects all the characters the same.

When you stack maneuvers, each person takes a maneuver action as usual, and gives whatever free invocations they get to a single character. Remember that multiple free invocations from the same Aspect can stack.

*Now that Mother has determined to attempt to kill everybody at the facility, including her guards, Bella has organized the remaining humans together in an attempt to get out of the facility before all the oxygen*

*is drained out of it, suffocating them all. They still have to deal with the ghouls, however, which are just about through the vault. Bella sets them up around a corner in firing positions and waits for the ghouls.*

*As soon as the ghouls come around the corner, the guards and those akira girls with guns all perform a maneuver to create an aspect called **Hail of Bullets** and stack invocations on it. All told, they successfully place five invocations on that Aspect. When Bella's turn comes around, she takes advantage of the five invocations to fire into the pack of ghouls with a +10 on her attack roll, virtually obliterating them.*

# CHAPTER 12 MINDSCAPE CONFLICTS

**MINDSCAPE CONFLICTS ARE USUALLY** one on one confrontations between a defending mind and the attacker. There are cases of multiple minds involved, but, as this is usually only the case for networked species, it is far more common for the defenders to outnumber the attacker.

## INITIATING MINDSCAPE CONFLICTS

Individuals connected via a mindlink or a collective such as Orochi or Ashvattha can choose to initiate conflicts against each other, but this is rather rare. Some rituals can be used to initiate a mindscape conflict as well. The most common way a mindscape conflict is initiated is when a sensitive is too aggressive in the use of a telepathic power or in the laying of a curse.

The Power Advantages all discuss mechanics which can lead to a mindscape. The GM can use those mechanics or else simply decide mindscape conflicts occur when they make dramatic sense. In which case, it is advised to offer players a Fate Point and compels an Aspect to start the mindscape conflict.

## SETTING THE SCENE

A mindscape conflict begins in the mindscape of the defending party and will thus have an appearance dependent on the nature of that target. Use the individual's personality and race to determine what the mindscape looks like. The Life-Force color of the defender will figure prominently in the look of the mindscape. The mindscapes section in the setting notes should give you some idea of how to handle these descriptions.

## DECLARE ASPECTS

Now that the scene has been set, the GM needs to reveal aspects on the scene. There should be two Aspects on the mindscape. One should relate to the race of the defender and the other should be related to one of the Character Aspects of the defender.

*James Mutabah's defining characteristic is **Paranoid Visionary Hacker**. When he is attacked by another psychic initiating a mindscape conflict, the battle begins in his mindscape and the GM sets Aspects on the conflict of **Oppressive Suspicion**, describing James' paranoia;*

*and **Cacophony in Emerald**, describing the chaos of a Visionary's mindscape.*

In cases where both sides of the conflict are part of the same shared mindscape, usually Orochi, Ashvatta or the visionary mindscape, then there will be one Aspect from each individual plus an Aspect describing the shared mindscape.

*James' opponent is a **Sociopathic Visionary Biologist** as such they are both Visionaries and part of the same mindscape. **Cacophony of Emerald** effectively describes their shared mindscape, so it stays. The GM adds **Organic Horror** to the scene as well to account for the enemy psychic's defining Aspect.*

## DETERMINE ZONES

The zones within a mindscape are created as the conflict extends. To start with, a mindscape has a number of zones equal to the defender's Willpower ability. More zones are created as the owner of the mindscape needs them, basically anytime he or she moves outside the current zones. Zones stay in existence as long as this mindscape conflict lasts.

James' Willpower is 2 so the mindscape begins with 2 zones.

## ESTABLISH INITIATIVE

Initiative is established using Empathy as per normal methods.

*James has an Empathy of 2 and the psychic he's fighting has an Empathy of -2. James rolls a +0 for a total of 2. The enemy sociopath rolls a +2 for a total of 0. James gets to act first.*

## TAKING ACTIONS

For the most part, Mindscape Conflicts are the same as other sorts of Conflicts. You Attack to deal Stress, you Maneuver to set up an Advantage, you Defend to keep from being Attacked or successfully Maneuvered against and you occasionally use Overcome rolls to keep track of opponents, move from zone to zone or so on.

The Abilities used for these Conflicts come from your Mental and Social Abilities for the most part. The standard uses for these are shown below.



Some mindscapes can be out and out bizarre.

obstacles within intervening zones might levy further penalties.

Loren is two zones away from the witch trying to place a curse on her. She whips out her mindscape rapier and dashes over to slash up her opponent. To anybody able to watch the fight, Loren would appear to acrobatically cover the entire distance and slash into the witch. However, the truth is that they're still two zones apart and Loren is simply making a ranged attack with her rapier at a -2 to the roll for the range.

The Sensitive Ability is used for three things in general: the creation of Visualizations, the shaping and shifting of the terrain and attempts to break contact. These three represent semi-unique parts of a Mindscape Conflict.

Another unique thing within a Mindscape Conflict is in the impact of Mental Consequences.

## VISUALIZATION

Visualization is the act of giving one's emotions, ideas or passions a concrete form. A fan of kung fu movies might suddenly find himself able to perform every single improbable wire-fu final attack they've ever seen used on TV. You're suddenly able to shoot lightning or gain a hold of a magic sword. Like cartoons? Maybe your favorite wacky, looney characters show up to help you. Maybe the monster that you were always afraid of as a child makes an appearance to take apart your enemy. Whatever the case, Visualizations are primarily used to help a mind defend itself from attacks.

A psychic or someone defending themselves might imagine attacking with a giant sword right off the bat and roll their Persuasion to do so. However, that is not a visualization, that's an Attack pure and simple. The giant sword itself provides no bonus to attack or damage, there's no reason or even way to destroy it. It will have an inherently transitory feel to it and might not be directly related to any of the psychic's Aspects. It's just the player adding some description to the Attack. In the same way, a cane used to perform a Maneuver in the Conflict is simple fluff.

A Visualization is a substantial manifestation of the character's nature, beliefs, skills and powers. It requires effort to produce and is always colored by the individual's personality and history. Visualizations are obvious on sight. If two people are using martial arts moves in their attacks and defense with

Ability	Action
Knowledge	Maneuvers, Defend Reasoning/Knowledge Maneuvers
Reasoning	Maneuvers, Defend Reasoning/Knowledge Maneuvers
Willpower	Defense, Maneuvers
Deception	Maneuvers, Defend against Empathy Maneuvers
Empathy	Maneuvers, Defend against Deception Maneuvers
Persuasion	Attack, Maneuvers

A note on Maneuvers and Attacks within a mindscape that needs to be made is that any attack can be melee or ranged. A sword slice will rip through the air to reach a distant opponent or else space will warp so that the space your blade passes through contains your enemy despite being in different zones. However, for each zone between you and the target you suffer a -1 to Attack or Maneuver. The presence of any



one using simple Attacks and the other having Visualized an Attack Bonus first, then the one without the Visualization will appear noticeably more amateur than the one with a Visualized attack skill. This is true even if in real life the one performing raw attacks is a martial artist and the one Visualizing the skill is just a fighting game geek with psychic know-how. The Visualization has a greater sense of realism and danger, no matter how silly it might look.

### CREATING VISUALIZATIONS

Each Visualization is based on a fundamental part of the character's psyche. In mechanical terms, this means you have to base the Visualization on one of the character's permanent Aspects: Character Aspects, Specialty Aspects and Power Aspects. Each Aspect can have one active Visualization, though that one Visualization could have several traits.

To create the Visualization you take an Overcome action using your Sensitive rank. The Difficulty will be determined by the nature of what you are trying to create, which will be discussed below. Compare your roll with the determined Difficulty and check the chart below to see the result of your attempt.

- ✔ **Fail** – You choose between failing to create the Visualization or succeeding at a serious cost. By default the serious cost is paid in stress equal to the margin you failed by. The GM can name a different cost if they think it appropriate. For example a Visualization going rogue or revealing a major secret.
- ✔ **Tie** – You succeed in creating the Visualization with a minor cost. There might be a Boost on it that the opponent can manipulate. Maybe it is a little bit weaker than you planned. Maybe it potentially reveals something personal.
- ✔ **Success** – You succeed in creating the Visualization.
- ✔ **Success with Spin** – You succeed in creating the Visualization and gain a Boost to use in the Conflict.

### THE VISUALIZING MINDS

Within a mindscape, there are several categories of minds that need to be considered as far as Visualizations go. Those are as follows.

- ✔ **Native Mind** – This is the mind of the owner of the current mindscape. Or else one of several minds that forms a collective mindscape. Native minds get a +2 bonus to creating and protecting Visualizations. The individual members of a Soul Link are also considered Native Minds within each other's mindscapes.

- ✔ **Visiting Mind** – A mind which enters the mindscape and is welcome. Most mind links fit into this category. Anybody who contacts a Demon, God or Visionary is also considered a Visiting Mind by default.
- ✔ **Alien Minds** – Alien minds are present in the mindscape but were not invited. They are subject to hazards and obstacles placed within a mindscape whether they are friendly or not. It requires a deliberate Maneuver for a Demon, God or Visionary to declare a mind Alien.
- ✔ **Enemy Mind** – Enemy minds are those that are actively trying to harm you. They are by default targeted by hazards and obstacles. This does not have to be declared, but do note that an enemy mind does not necessarily mean an alien one.

### PERSONAL VISUALIZATIONS

Personal Visualizations are those that improve the character's performances in the mindscape. Primarily, these are enhancements to attack, defense, movement or ability to hide. Any of those examples from the introduction to this section that represent something that is attached to the character itself falls under this category. Personal Visualizations are the mindscape equivalent to real-world equipment, though they might take the appearance of an animal or friend. Personal visualizations are created at a difficulty equal to the bonus they will provide, plus a modifier based on the type.

- ✔ **Armor Rating** – This acts to reduce Stress taken from successful Attack against you by its Rating. This is just like armor in the physical world. You may only have one Armor Rating active at a time.

**Difficulty:** 0 + Rating

**Examples:** Apparently rapid healing, Iron skin, Actual suit of armor, Force Field, Turning the character's flesh into cushions, etc...

- ✔ **Weapon Rating** – This increases the Stress you deal by a successful Attack by the amount of its Rating. This is just like a weapon in the physical world. You may have any number of Weapons active at a time, but it is usually more efficient to stick with one.

**Difficulty:** 0 + Rating

**Examples:** A sword, Lighting, Guns, Claws, Trained Attack Animals, Puppets, A magical hand that shoots bees, etc...



- ✔ **Attack Bonus** – This adds its Rating to your attack roll, making it more likely for you to have a successful attack. You may only have one Attack Bonus active at a time.

**Difficulty:** 2 + Rating

**Examples:** Sudden Kung Fu skills, Superhuman speed, Homing lasers, Targeting scopes, etc...

- ✔ **Defense Bonus** – This adds its Rating to your Defense roll, making it less likely for you to be successfully attacked. You may only have one Defense Bonus active at a time.

**Difficulty:** 2 + Rating

**Examples:** Improbable wire-fu evasion, superhuman speed, Shield, Active defenses, Phasing, etc...

- ✔ **Armor Stress** – This allows you to add Stress Boxes that can soak up damage for you. This doesn't have a rating like the other Visualizations. You can take this multiple times but each additional box is more expensive as shown below.

**Difficulty:** Total value of the added Stress Boxes. (ie: One box is Difficulty 1. Two would be 3, 1 for the first, +2 for the second. Three would be Difficulty 6, etc.)

**Example:** Apparently rapid healing, Ablative shell, Voodoo dolls which suffer wounds in your stead, etc...

- ✔ **Task Bonus** – This adds its rating to your attempts to perform a specific task like movement, stealth, avoiding traps and other such things. Each Task can only have one Bonus active at a time.

**Difficulty:** 1 + Rating

**Example:** Acrobatic skills, Hover boards, Jet Packs, Flight, Super speed, etc...

- ✔ **Mirror Advantage** – This Visualization converts a passive bonus that the character has in real life, modeling real skills. Rating of this Visualization is always equal to the bonus being converted, and must be less than the psychic's Sensitive ranks. Active skills or bonuses created through the use of other Advantages, such as Controls, do not count for this. In addition, bonuses to mental skills such as Knowledge rolls, lying, seduction or intimidation do not need to be mirrored unless they're being used improve an attack. For example a computer hacker visualizing attacks as a virus in the mindscape could model their *Black Hat* Advantage as a +2 to attack.

**Difficulty Modifier:** Rating – 1

**Examples:** A soldier or martial artist Visualizing their real-world skills, An acrobat modeling their real world skills, etc...

*Loren creates 3 Personal Visualizations.*

*By visualizing her **Master of the Rapier (P)** Aspect, she manifests a quality rapier with a +2 Attack bonus (ie: a rating 2 attack bonus, Difficulty 4). She applies her real world Weapon **Specialist: Swords** Advantage to the creation and wielding of her visualized rapier, which provides a +1 bonus to attack with swords. She has a Sensitive of 1, so she is able to Mirror this advantage. (Rating 1 – 1 = Difficulty 0) Including both of the bonuses her visualized rapier will provide the final Difficulty is 4.*

*By Visualizing **Protector of the Peace** as a suit of "swsahbucklery" tactical armor complete with fanciful gauntlets, greaves and shoulder guards over Kevlar that would make any video game ninja or musketeer proud. This gives her a 3 armor rating and 2 extra Stress Boxes. This has a Difficulty of 6 (0+ Rating 3 for Armor Rating, +1 for the first armor stress, +2 for the second).*

*By Visualizing **Will be the Best Secretary Ever** she manifests a huge arm holding a comically overlarge green highlighter she uses to highlight things and make it easier for her to overcome attempts to stay hidden within her mind. This gives her a +3 to Empathy rolls to perceive her opponent. The Difficulty for this is 4 (Rating 3 + 1)*

## ZONE VISUALIZATIONS

Zone Visualizations are those that are used to make the environment difficult or even dangerous to move through. Fog banks, moats, lava, mine fields, thunder storms and cyborg moshpits all are good examples of this. Zone Visualizations are the mindscape equivalent to the real-world physical obstacles and hazards of a battlefield. The main difference is that they can come out of the blue and don't have to make near as much sense.

Zone visualizations can overlap and the same zone can contain a visualization from both sides in a mindscape conflict. This would cause that zone to be rendered unsafe or inconvenient for both parties and force some maneuvering or else force one mind or another to destroy a zone visualization within the target zone.

- ✔ **Hindrances** – Obstacles present a passive Difficulty that prevents a specific action like movement, perception or attacking. They require an enemy to roll an Overcome roll to defeat the static Difficulty.

**Difficulty:** 2+Rating

**Example:** Fog, Walls, Shadows, Cover points, An infectious and overpowering ennui etc...

- ✔ **Hazards** – A hazard requires Alien Minds that enter their zone to make an Overcome roll using an appropriate Ability (Usually Reasoning, Willpower or Empathy) against its Rating. If the roll fails, they take damage equal to the amount by which they failed the roll.

**Difficulty:** 2+Rating

**Example:** Lava, Caltrops, Intense cold, Crowds of confused elephants etc...

- ✔ **Obstacles** – These are obstacles that are more than just a static existence. They make active rolls to Block the targeted task using their Rating as a bonus.

**Difficulty:** 3+Rating

**Examples:** Swirling fields of cloth, Strong and unpredictable winds, A feast of drunken Jotun etc...

- ✔ **Traps** – These are hazards that make an active attack against an Alien Mind that enters their zone. They use their Rating as the bonus to their attack roll.

**Difficulty:** 3+Rating

**Examples:** Steam powered elf launchers, Cascading bolts of lightning, A pack of guard dogs, etc...

- ✔ **Stress Boxes** – Similar to the Armor Stress that can be applied a Personal Visualization, adding Stress to a Zone Visualization makes it more difficult to remove.

**Difficulty:** Total value of the added Stress Boxes. (First Box 1. Two would be 3. Three would be 6 etc)

*Loren creates three Zone Visualizations as well.*

*She Visualizes her **Chi Channeling Warrior** Power Advantage as a Hindrance, creating a **Field of Obscuring Chi**. This Visualization is used to block enemy attempts to see her. This provides a passive Difficulty of 3 to keep an eye on her within or through the affected zone. Creating this requires a Difficulty of 5. (Rating 3 + 2)*

*Then she creates a **Scattering of Four-Sided Dice, Legos, Jacks and Sewing Needles** Visualizing her **Bizarre Circumstances** Aspect as a trap. This will do damage to any Alien Mind passing through the affected zone unless they can roll higher than a 4. This would be a Difficulty 6 (Rating 4 + 2 for Hazard)*

*Finally she creates a **Zone of Nonsense** which is a cacophony of voices spouting off nonsense about psychic phenomena which are inherently wrong, Visualizing her **Bloody New Agers (Persuasion)** Aspect as an Obstacle. This acts as a Block to enemy attempts to Visualize things, actively rolling its rating of 3 versus the enemy's Sensitive. This would be a Difficulty of 6 (3 Rating +3 for Obstacles)*

## ACTIVE VISUALIZATIONS

Visualizations that act independently and don't require a command are actions of your subconscious to defend you against Alien Minds. While a Personal Visualization or Zone Visualization could appear as a robot or creature, they are limited in their actions. A Personal Visualization would attack, but only when the Visualizer actively directs it to. A Zone Visualization could appear as a bunch of robots or dogs, but they would only act within the zone and in the manner they are 'scripted' to. An Active Visualization will act on its own following the intention it was created with. They need not be creatures either. They can be earthquakes, windstorms, bad luck.

Active Visualizations are the equivalent of real-world allies and companions with the caveat that real world allies and companions are largely more trustworthy and capable than a figment of your subconscious mind.

- ✔ **Difficulty** – The Base Difficulty is the desired Rating plus 4. This Rating will be used for its Defense, movement and Overcome rolls and performing its Task. All Active Visualizations move. An Active Visualization may have one Task it performs using its Rating.
- ✔ **Attack** – The Active Visualization attacks Alien Minds.
- ✔ **Maneuver** – The Active Visualization places Maneuvers from a list against Alien Minds.
- ✔ **Destroy Visualizations** – The Active Visualization attacks the Visualizations of Alien Minds.

The Active Visualization can be improved using the following traits as well.

- ✓ **Stress Boxes** – Similar to the Armor Stress that can be applied a Zone Visualization, adding Stress to a Visualization makes it difficult to remove.
- ✓ **Difficulty Increase:** Total value of the added Stress Boxes. (First Box 1. Two would be 3. Three would be 6)
- ✓ **Minor Consequence** – The Active Visualization can take a minor consequence to reduce suffered Stress. The Visualization has to have at least 1 Stress Box in order to have a Minor Consequence.
- ✓ **Difficulty Increase:** 3
- ✓ **Major Consequence** – The Active Visualization can take a major consequence to reduce suffered Stress. The Visualization must have a Minor Consequence and at least 3 Stress Boxes to have a Major Consequence.
- ✓ **Difficulty Increase:** 6
- ✓ **Armor Rating** – The Stress Suffered by attacks on the Active Visualizations are reduced by the Armor Rating. The Visualization must have at least 3 Stress Boxes to have an Armor Rating.
- ✓ **Difficulty Increase:** Armor Rating
- ✓ **Weapon Rating** – The Stress inflicted by successful attacks by the Active Visualizations are increased by the Weapon Rating. Only Visualizations with the tasks Attack or Destroy Visualizations may have a Weapon rating.
- ✓ **Difficulty Increase:** Weapon Rating

Loren creates 3 Active Visualizations.

To start, she creates focuses on her **Conceptual Control of Cloth** Aspect to create a **Clinging Cloth** that pursues its target and Maneuvers against them by wrapping them up. It uses a rating of 2 for its Maneuver and Defense rolls. This has a Difficulty of 6 (2 Rating + 4 for Active Visualization)

She then focuses on her **Member of the Psyche Secretarial Pool (Persuasion)** Aspect to create a Visualization of various freelancers, Psyche secretarial pool agents or even conventional authorities whom she has worked with in the past and sends them to destroy the enemy's visualizations. She gives them 2 Stress Boxes and a Minor Consequence and sets their rating to 2. This has a Difficulty of 12 (2 Rating +4 for Active Visualization +3 for 2

Stress Boxes +3 for Minor Consequence).

Finally she turns to her **Family History of Psychics** Aspect and Visualizes one of her most respected ancestors to fight beside. She gives this ancestor three Stress Boxes, Minor and Major Consequences, an Armor Rating of 3 and a base rating of 3. This has a Difficulty of 28 and is probably well past her ability to just whip up without killing or severely crippling herself. (3 Rating + 4 Active Visualization + 6 for three Stress Boxes, +3 Minor Consequence +6 Major Consequence +3 Armor Rating).

## BUILDING VISUALIZATIONS

As you can see from some of the examples above, the Difficulty in creating a truly powerful Visualization can be quite high. The fact is that these more powerful Visualizations rarely see use. Most of the time, simple Visualizations are plenty and the more powerful ones are prohibitively difficult to create, especially in comparison to their benefit. However, when a large number of psychics all battle in the same mindscape Active Visualizations were more common and sometimes some truly terrible things were created. This is usually done by building the Visualization slowly instead of all at once.

In order to add capabilities to a Visualization, you simply create another Visualization based on the same Aspect. Since each Aspect can only have one Visualization connected to it at a time, the new capabilities are folded into the first Visualization. This carries some risk since all it takes is destroying or subverting one Visualization to ruin your hard work, but it can still be effective.

For Active Visualizations, the Difficulty that must be met for each add-on is equal to the modifier of the add-on plus half the rating of the base Visualization, rounded up. However, an Active Visualization cannot be altered once released since the subconscious takes hold of it. All that can be done is to remove the visualization and start from scratch. That said the psychic can choose to hold back an Active Visualization until it has all the desired characteristics. It should be noted that unless a Zone Visualization is used to conceal what is going on, it will be obvious that you're building something.

Loren decides to improve upon the rapier she created connected to her **Master of the Rapier (P)** Aspect. She wants to give it a Weapon Rating of 3 in addition to its Attack Bonus of +2. This would be a Difficulty 3 (3 Rating +0 Weapon Rating). Her mindscape rapier now gives her a +3 to Attack and will deal +3 Stress when she successfully hits on top of that. However, if her rapier is destroyed or subverted, she loses both bonuses.

Likewise, Loren is in the process of building her uber Ancestor. First she creates a Rating 3 Active Visualization for a Difficulty of 7 (3 Rating + 4). She then adds two Stress Boxes with a Difficulty of 5 (2 for Half of the Rating +3 for two Stress Boxes). She then adds a Minor Consequence with a Difficulty of 5 (2 for Half of the Rating +3 for Minor Consequence). She then adds a third stress box for a Difficulty of 5. This is followed by a Major Consequence for a Difficulty of 8 and an Armor Rating of 3 for a Difficulty of 5. This takes her 6 turns to complete her Ancestor's Visualization before she can release it as powerful as she wants it to be.

## ATTACKING VISUALIZATIONS

Normally in a battle, two minds will fight directly against one another. Fairly often they won't even bother with anything more than one or two single-purpose Personal Visualizations and perhaps a Zone Visualization. Visualizations only become important in battles with especially dangerous enemies as ways to even the field. Of course, said enemies won't want you to keep that edge and will either create their own Visualizations or else move to destroy yours.

Destroying a Zone or Active Visualization is usually a simple Attack roll. In the case of a Zone Visualization, this is an Attack against a passive Defense equal to its Rating. In the case of an Active Visualization, you would roll against an active Defense. In either case, most Visualizations are destroyed when they take even a single point of Stress, unless they are created with additional stress boxes. At which point they have to be recreated. If they have any Stress or Consequences, they are destroyed as normal for enemies. Visualizations never concede.

Destroying a Personal Visualization is usually going to be a Maneuver roll that will be directly defended against by the mind currently wielding that Visualization. On a success, the Visualization is destroyed and has to be recreated from scratch. In cases where one Visualization has been stacked with several bonuses, this can be devastating.

Attacking a Visualization uses Persuasion like most any other attack in a Mindscape Conflict.

## SUBVERTING VISUALIZATIONS

More difficult than destroying a Visualization, you can attempt to make it work for you. When someone manifests a Visualization, they usually focus on the useful portions of the Aspect it is connected to, but every Aspect has weaknesses and vulnerabilities to it. These can be used against an enemy and basically hoist them on their own petard.

Once a Visualization has been created, virtually anybody can attempt to manipulate it.

Subverting a Visualization requires the use of the Sensitive Ability. You make a Sensitive roll against the opponent's own Willpower or Reasoning, as determined by way you describe the action and the GMs discretion. Regardless of which Ability is used to Defend, there is a bonus equal to half the Rating of the Visualization rounded up. If it has multiple ratings, such as both an Armor Rating and a Weapon Rating, then the highest Rating is used.

Success creates a Situation Aspect as normal for a maneuver. Alternately, the GM might decide that a particular maneuver has some unexpected effect such as the Visualization going rogue and attacking everybody or the enemy disarming you taking the mindscape weapon and using it themselves.

Lilitu creates a **Field of Smoke Zone** Visualization to serve as a Block against locating her while in a mindscape conflict with Zelas. Zelas decides to subvert the Visualization by reasoning that a Visualization is a part of the person, especially something so personal as a Demonic Realm. He makes a roll of +1 added to his Sensitive of 3 for a total of 4. Lilitu rolls a +2 with her Sensitive of 5, but due to earlier conflicts is already suffering Consequences. Zelas compels her **Re-Opened Psychic Wounds (P)** Severe Consequence to make her reroll she gets a -1 for a total of 4. The Zone Visualisation has a Rating of 3, so she has a +2 to the roll for a total of 6. He then tags his own **Mindscape Warrior (Sensitive)** and his **Tinia Royal Guard Interrogator** Aspects for a +4 bringing him to 8. This gives him a tag on the Aspect of **Here, You Are the Smoke**. Next round he doesn't need to find Lilitu, he has 'realised' that the smoke obscuring his vision IS her.

Loren has released the Visualization of her ancestor to help her harry her attacker, a witch trying to lay a curse on her. The witch decides to try and subvert the Visualization by harping on the shame of leaning on her ancestors in such a way. "Can't you do anything on your own?" She first sets up a Maneuver by flinging some other witty barbs about needing help from the grandparents and succeeds with a **How Pathetic** Aspect and a single tag.

The witch rolls her Sensitive of 3 versus Loren's Willpower of 3 plus 4 (half the Visualization 3 Rating is 2.

Also, the conflict is taking place in Loren's mind so she has an additional +2 to protect her Visualizations). The witch unfortunately rolls a +3 and Loren rolls a +2. She uses her **How Pathetic** tag to force Loren to reroll, causing Loren to get a -1. She then spends a Fate Point to invoke her own **Cunning Witch** Aspect for a +2. With the final result being the witch at 8 and Loren at 6, The witch's maneuver is successful. The Visualization of Loren's ancestor turns on her, berating her with mental barbs highlighting just how incompetent she is. In essence, it has become the witch's weapon in this battle.

## SHIFTING MINDSCAPE TERRAIN

Terrain in a mindscape is metaphoric and psychological. Two people apparently standing right next to each other might be several zones apart and then with the terrain around them shifting wildly as the battle progresses. The zone map in this case doesn't represent the apparent physical distances involved but rather the psychological ones. Usually this craziness is easily managed by normal movement rules for going from one Zone to the next. However, there are a couple of actions that require a Sensitive roll.

- ✔ **Create New Zone** – This is a Difficulty 2 Sensitive Overcome check. It adds a new zone to the map next to one you are in, assuming there is space to do so.
- ✔ **Move Zone Visualization** – This is a Difficulty 3 Sensitive Overcome check. The targeted Zone Visualization moves from one zone to an adjacent one. This can only be done to Visualizations that you have control of.
- ✔ **Spread Zone Visualization** – This causes all Zone Visualizations you control to spread into an adjacent zone. The Difficulty is equal to the highest difficulty of the affected Visualizations plus 1 for each additional Visualization copied..
- ✔ **Change Mindscape** – This is used to try and force the Conflict to move out of one mind and into another. This is used either to bring a Conflict to your mind, where you have a home field advantage or else to push into an attacker's mindscape, usually with some goal in mind.

The last is the most difficult. To achieve it, you must be in the same zone as the opponent whose mind you want to enter and in a zone that has an unused border. Basically you have to be psychologically close to the opponent and on the edge of your own mind. After that is a roll of your Sensitive versus their Sensitive in defense. The results are determined as below.

- ✔ **Fail** – You either fail to change the mindscape or else you succeed at a serious cost. This cost could range from suffering Stress from the effort to giving the opponent a free Attack or Maneuver attempt. Or it might be something else entirely. Your opponent might also receive a Boost depending on how well they rolled.
- ✔ **Tie** – You succeed in changing the mindscape at a minor cost.
- ✔ **Succeed** – You succeed in changing the mindscape.
- ✔ **Succeed with Spin** – As with Success plus you gain a Boost representing some way in which the sudden change surprises the enemy or sets them off balance.

Once the attempt is successful, the mindscape changes. The aspects chosen relating to the initial owner of the original mindscape change to represent the new mindscape's owner. And any Mental Consequences make their presence fully known as indicated below. The enemy mind does not have to follow you back to his mindscape, but not doing so is usually an invitation to mutually assured destruction.

## BREAKING CONTACT

The ultimate defensive goal of a Mindscape Conflict is usually to break contact with your attacker. Despite the advantage being native to your own mind gives you, most Sensitive are just better at fighting in a mindscape than other people and they're usually not going to make the mistake of starting a fight that they don't think they can win. Typically, a psychic will try to move slowly and carefully through a mind to avoid starting a Mindscape Conflict in the first place, but they also try to avoid targets that they think will curb stomp them. As such, if someone finds themselves suddenly drawn into a mindscape because a telepath got a little impatient, one can be fairly certain that the telepath in question thinks that they'll be able to handle you in a fight, home field advantage or no.

As such, the first thing most mindscape trained psychics learn to do is to break contact. The bridge between two minds is first established by the attacker, so if they step out of the Conflict and return to their own minds, then the Conflict is over. For a defender this usually requires brute force, beating the crap out of them in the Conflict and making them run away. Assuming you don't have the capability, the other method is to reverse the situation: move the Conflict to the attacker's mindscape and then retreat yourself, burning the bridge behind you.

The first step of the latter process is explained above. The next step is to escape, which is also what you might wish to

do on the receiving end of the former tactic, make an Overcome roll of your Deception versus the enemy's Empathy, assuming they choose to prevent you from leaving. The success of which is determined below:

- ✔ **Fail** – You remain connected to the opponent or else you succeed with a major cost. This is usually taking Life-Force Stress, but can be represented by Mental Stress or perhaps letting slip some piece of information to the enemy before you break away. Like all serious costs, this should be something this is immediately concerning.
- ✔ **Tie** – You break contact with a minor cost. This can be a narrative detail rather than a mechanical impact, as usual with minor costs.
- ✔ **Succeed** – You break contact.
- ✔ **Succeed with Spin** – You break contact and the enemy will be unable to re-establish contact with you for the rest of this scene unless you engage their mind via a power like Influence Thoughts.

It should be noted that you can “break contact” with an intruder while in your own mindscape, however, this is tantamount to opening your gates and saying “please take all my stuff.” This is sometimes preferable to the death or other consequences you might suffer in a Mindscape Conflict, but it isn't the first choice. In general, you won't have to roll for this attempt. Unless the entire purpose of the mindscape is to keep you tied up in the mindscape, the enemy is likely to just say “okay, I'm good with that.” So usually this will only happen when someone concedes a Mindscape Conflict.

## MENTAL CONFLICT AND CONSEQUENCES IN A MINDSCAPE

It is possible during a Mindscape Conflict to berate your opponent just as it is in real life. However, this does have some major consequences; pun not intended but left in because of “reasons”. The field of battle in a mindscape is formed by visualizing the mind and all of its pieces. When the mind is damaged, that damage is reflected in the mindscape and such damage is often dangerous to everyone involved. Life-Force Consequences may appear as injuries or maladies on the individual's own manifestation, but Mental Consequences wreak havoc over the entire landscape.

If the character already has a Mental Consequence when the Mindscape Conflict starts in his or her mindscape, then that will create an extra facet of the battlefield. Where these Aspects are attached depends on the severity of the Consequence in question.

- ✔ **Minor Consequences** appear as a Zone Visualization that is hostile to all minds in the conflict. Either a Hazard or Hindrance as determined by the GM. The Rating is equal to a Mental or Social Ability of the suffering character as chosen by the GM.
- ✔ **Major Consequences** also appear as a Zone Visualization that is hostile to all minds in the conflict. Either a Trap or an Obstacle as determined by the GM. The Rating is equal to a Mental or Social Ability of the suffering character as chosen by the GM.
- ✔ **Severe(P) Consequences** appear as an Active Visualization that is hostile to all minds in the conflict. This will Attack, Maneuver against or Destroy the Visualizations of everybody in the mindscape. The Rating is equal to a Mental or Social Ability of the suffering character as chosen by the GM. It will have a number of Stress Boxes equal to the suffering character's Willpower.
- ✔ **Extreme(P) Consequences** appear as a Zone Visualization affecting every zone in the sufferer's mindscape. The GM gives the Visualization two characteristics, either Trap and Hindrance or Obstacle and Hazard. The Rating is equal to the sufferer's highest Mental or Social Ability.
- ✔ **Defeated(P) Consequences** appear as a Zone Visualization that is both a Trap and an Obstacle that fills every zone in the sufferer's mindscape. Rating equal to the sufferer's highest Mental or Social Ability.

Mental Consequences cannot be permanently destroyed before the person suffering from them truly recovers. A Minor Consequence will return to the mindscape, sometimes in a new zone or slightly different form, three rounds after it was destroyed. Major Consequences after two rounds. Severe(P) Consequences return in the next round. Extreme(P) Consequences can only be cleared from one zone at a time and each cleared zone will return after two rounds. Defeated(P) Consequences can only be cleared from one zone at a time and each cleared zone will return after one round.

If a character is suffering from a Mental Consequence and they are in someone else's mindscape, the danger is less. The Mental Consequence is present, but unless someone specifically compels it, they won't manifest in someone else's mindscape. Of course, a player suffering from a Mental Consequence can always choose to try to make it manifest in an opponent's mindscape, but that's dangerous. Basically unleashing a monster into the field and hoping it eats the enemy rather than yourself.

Of course, if you change the mindscape from yours to an op-



ponent's only to discover that your opponent is suffering massively from Mental Consequences then you're both in trouble.

### MENTAL ILLNESS AND MENTAL CONSEQUENCES

Mental illness does not, in and of itself, present as much danger as a Mental Consequence. The problem is that someone who suffers from a mental illness is more likely to also be currently suffering from one or more Mental Consequences. In terms of the game, a mental illness would be represented mostly by one or more Aspects which could be compelled to force the sufferer to defend against a sudden Mental Attack related to current circumstances. For example, a person with severe OCD would suffer a Mental Attack if they were somehow unable to carry out one of their compulsions, whether because they couldn't get to the source of the compulsion or because they were being prevented from doing so.

Mental Consequences are a mechanical representation of how a mind has become stressed and out of control of itself. Mental illnesses represent sources of that stress and indicate people that would have stressors affecting them much more commonly than others.

### UNATTENDED MINDSCAPES

If you have a telepathic Talent such as Mind Probe, Memory Wipe or Influence Thoughts, the point at which a person abandons their own mindscape is usually the point where you also abandon the mindscape and go on to using your power, though now you don't have to worry about a new mindscape. However, if you do not have one of those Powers and are trying to interrogate a person by trawling their mindscape for representations of information, you can now make attempts to find that information.

You can continue to make attacks on the person using your Sensitive score against their passive Willpower, no roll. For each Life-Force Consequence you inflict, you can gain more information from the subject. However, this is a violent, disturbing process and each Life-Force Consequence you inflict on an unattended mindscape results in a Mental Attack against you of a rank dependent on the severity of the Consequence inflicted. If a target has multiple Life-Force Consequences of any level, the attacker must inflict all of them and suffer a mental attack for each before gaining access equivalent to that level.

- ✔ **Minor Consequence** – You are able to find barely secured memories, thoughts and information. You suffer a Mental Attack of +2.
- ✔ **Major Consequence** – You are able to find highly important recent memories, thoughts and information

or things that they thought they had forgotten. You suffer a Mental Attack of +4.

- ✔ **Severe(P) Consequence** – You are able to find long-held important memories, thoughts and information or old memories that they hadn't thought important. You suffer a Mental Attack of +6.
- ✔ **Extreme(P) Consequence** – You are able to find subconscious thoughts, feelings and information as well as the most deeply protected and personal memories. You suffer a Mental Attack of +8.
- ✔ **Defeated(P) Consequence** – You have can learn anything you want that they would have known or experienced, however, you've likely just killed the target and you get to experience that death occurring around you. You suffer a Mental Attack of +10.

Some individuals might conceivably be protected from the self-recriminating Mental Attack, such as sociopaths or sadists. Alternately, the GM might elect to tailor the Mental Attack to them.

*A well-intentioned self-taught shaper trying to find the reason for someone's fear of heights would receive Consequences such as **Horried** or **What have I done?** when digging around in the victim's mindscape for the projections of their thoughts. A sadist on the other hand might end up with Consequences like **Distracted** or **Glory in the Carnage**. It's the same attack and produces a Consequence which someone can use against them, but the naming makes it clear that said sadist is having the time of his life as compared to the would be psychic therapist.*

Gods, Demons and Visionaries are built differently. If you are unattended in one of these mindscapes, searching for information is simply a matter of making a Sensitive overcome roll to find your way around their mind with the GM setting the Difficulty based on how secret the target wants the information to stay. If the maze is too confusing or distracting, or if the information you seek is behind the marks, you might decide to attack the mindscape as normal. Of course, if the information is behind the marks, you will need to have physical contact with the target in order to find it.

In any case, attacking an Immortal's mindscape must be done carefully. If the attempt is not well concealed, the attacker will be facing the victim's reinforcements. Their response is likely to be...vigorous.

## MINDSCAPES AND AVERAGE PEOPLE

So, if mindscapes are a natural instinctive response to telepathic intrusion, why don't most psychics get turned into a fine smear when they push too hard? The first reason is that, while the mindscape itself is an instinctive reaction, the actual fight isn't something most people can just do. If an akira were to trigger their first mindscape against a random bully they had issues with, the mindscape would look very much like a schoolyard brawl. It takes training to deal with mindscapes and for most people, regardless of what their Abilities are, when they suddenly find themselves under attack by some weird creature twice the size of a Buick they usually break contact and leave the psychic to do their thing.

While the various telepathic powers mostly have rules regarding what might cause a mindscape to occur, the GM has the option of simply declaring that the person being affected isn't prepared for the fight and immediately runs away the first time something weird happens, thus conceding the Conflict before they get to do much. You can also decide to simply ignore the rules about priming a mind for the next level and simply use mindscapes as another sort of Compel to be brought up when dramatically appropriate to the situation.

Major antagonists, psychic or otherwise, however, you'll want to be fast learners whenever the player screws up and starts a mindscape with them.

## GODS AND DEMONS IN MINDSCAPES

Gods and Demons use mindscapes on a more or less daily basis. For them, it is pretty much the same as meeting up at the city park to talk about something. Not especially private, but a convenient place to have a more or less normal conversation. Any sort of contact with a God or Demon's mind might result in going to a mindscape regardless of how careful the psychic is. They will then likely find the mindscape unattended which will allow them to poke around looking for information.

Eventually, Ashvattha or Orochi will start to push at the visitor to get them to leave. Use the rules in High Magic for a guideline of how long a wandering mind can stay in the Immortal's mindscape as long as they aren't causing too much trouble. If the wandering intruder starts attacking the mind, however, expect both the Immortal connected to the mindscape and their collective mindscape to notice.

Generally, the God or Demon will step forward to handle the intrusion themselves. However, if they are, for some reason, incapacitated and the attacks continue any of a number of

other Immortals will appear on the scene to protect them and the attacker will soon find himself massively outnumbered. Even ignoring the possibility of response from likely, much more capable Gods and Demons, Ashvattha and Orochi are each flooded with Visualizations maintained by rune trees, familiars or even Orochi and Ashvattha themselves.

So are mindscape attacks against Gods and Demons impossible? Far from it. The GM should keep the defensive response held back until after the God or Demon is defeated in the mindscape. Even then, the use of powers like Influence Thoughts or Read Thoughts shouldn't provoke a full mindscape response. It's only when the God or Demon looks like they might die in the Conflict or a similar situation that Heaven and Hell come running. Even then, you might succeed in killing a God or Demon before their help arrives.

Though if you manage that, expect to be on the kill list for both groups at once.

Note that in a Mindscape Conflict, no mind within the mindscape of the Demon or God is considered Alien normally. An Immortal can perform a Maneuver to place an Alien Mind Aspect on somebody, but it requires that effort. Due to this fact, Gods and Demons do not normally use Active Visualizations, Hazards or Traps. If a God or Demon is in the mind of a common mortal, then that mortal might declare them an Alien Mind, and be able to use such things by default, but the God and Demon will still have to spend a round convincing themselves that this mind is really "other".

Even then, they can only perform that Maneuver against people without a common mindscape. They can never declare a God, Demon or Visionary as an Alien Mind. This means that they cannot depend on automated defenses against invaders of that nature. They have to do everything themselves when it comes to one of those.

Likewise, all citizens of the same mindscape are considered Native. So that if Thalia Charites were to find herself in a Mindscape Conflict with Zelas Tinia they would each have the +2 bonus to creating Visualizations and neither would be able to push or pull the other into a different mindscape since they are sharing the Ashvatta mindscape.

Finally, if the invading psychic has physical access to the God or Demon, then they can spend a Fate Point to locate the "door" (or other representation) of their Marks and start to make an assault on that. Assaults on the door by someone in physical contact to marks seem to go unnoticed by the rest of the mindscape. Apparently the very safeguards to keep it private from the mindscape as a whole prevent cries for help from getting out.

The psychic can then assault the door using Sensitive versus Willpower until they achieve an Extreme or Defeated result.

After which, they can access their victim's most private thoughts or push into the collective mindscape by essentially wearing the psychic skin of their victim. Death rarely results from this, but those afflicted are never the same afterward.

## VISIONARIES IN MINDSCAPES

Visionaries have some of the same characteristics of Gods and Demons. First, as stated in the section on unattended mindscapes, it is easy to delve for information about them without hurting them or subjecting yourself to the horror of the consequences. Visionaries also have to perform Maneuvers to recognize intruders as Alien. They are always considered Native to each other, and Gods and Demons will always be considered to be Visiting.

That said there are some significant other differences.

Visionaries do not have an untold number of years of created Active Visualizations wandering their mindscape just waiting for the moment that a mind is marked as Alien or Enemy. There is no time limit before some giant snake or giant tree starts trying to gently convince unexpected visitors to leave. Visionaries can't normally expect for help to be available since they are not always connected to everybody else. Finally, Visionary minds are eager to connect; they're almost hungry for it.

### SOUL MERGER

Direct contact, soul to soul, with a Visionary in a mindscape runs the risk of that Visionary starting to "connect" with you. In the cases of two Visionaries, this usually results in a co-mingling of personalities. In case of a Visionary with another psychic of some sort, the Visionary will begin to subsume the other psychic's nature into themselves. In either case, the end product is one mind looking out of two bodies. Gods and Demons are safe from this due to their marks, but of all the other species only multi-tailed kitsune are likely to have a similar level of protection.

The process is usually fairly slow progressing through various levels. Progress can be slowed down by keeping the two sides on separate dimensional shards or through the use of protective talismans, runes or familiars. It can also be used to develop a permanent mind link or even soul link with another player. However, the only way to stop the progression entirely is for one of the two sides of the developing merger to become a God or Demon and thus acquire the marks that

protect those species' individualities. That said, Visionaries cannot become Gods or Demons, so you'd better hope the other partner is a more normal psychic.

Killing a Visionary, so linked, is just as likely to result in the Visionary's mind spilling over into the new body as to stop the process, though killing an ordinary psychic involved in a merger will simply end the process with the Visionary consuming the other mind. In that case, the Visionary would still only have the one body, but would find they have memories and thoughts that don't belong to them.

For the most part, the slow merger of two souls should be handled via Storytelling rather than Mechanics. This is rather like a slow acting, incurable poison that needs X specific antidote so we must quest to find it, narratively speaking. The speed and overall results of the growing merger should be dependent on the story. That said, there are suggested stages. It starts with a vague awareness that sits constantly in the back of the affected individuals'

minds. They'll start completing each others' sentences and have an idea of what the other is considering. The second stage is for both to start hearing each other's thoughts, eventually to the point of telepathic conversation. At the third stage those involved will start having issues telling their own thoughts from those of the other person. At the fourth stage, the idea of there being two separate personalities is largely vague memory. Finally, the minds are completely merged into a single entity.



*The Visionary mindscape is untamed, jarring and prone to causing sensory overload.*

If the Visionary pushes the issue swiftly, use the rules for attacks on an unattended mindscape replacing information gained with how much of their mind the Visionary has subsumed. Such rushed assimilations are rarely complete or healthy, and they result in unpredictable mental impacts. Regular use of this effect eventually makes a Devourer, one of the three abominations. Fortunately, most Visionaries are terrified of either losing themselves or consuming a friend and avoid this like the plague. Young Visionaries sometimes don't learn about it in time to prevent an accident, but it grows rarer as Visionary populations grow. Also, with information shared throughout the Visionary mindscape, it doesn't take long before most acquire the same horror of this effect that is the majority voice. That said, there is at least one Devourer in the cannon setting, and it already has nearly a hundred bodies.

In situations where a Visionary has subsumed another mind and the body remains intact, the Visionary could consider that second body a Companion purchased with a soul-link. This "Companion" would have its old Physical Abilities while the Mental, Social and Psychic Abilities matched the Visionary. If the original body had any Mental, Social or Psychic Ability that was higher than the Visionary's, raise that Ability by 1. Any Talents possessed by either body are now available to both (or all) bodies.

This advancement information is primarily given for the GM's purposes. Unlike players, GMs do not need to worry about XP cost. Becoming a devourer for a PC is a non-viable option. Devourers are insane to the point of unplayability. Some are able to mimic clarity enough to be dangerous and cunning opponents, but they can't really be equated to any sane thought patterns any longer. For now players should be trying to avoid this fate and its XP cost is irrelevant.

The one "cure" for this would be a complete mind wipe of the non-Visionary psychic. That may as well be death. Actually, from the perspective of death-seers and most of the psychic community, a mental wipe is far worse than death. It is absolute destruction of the individual. In addition, this requires a total mind-wipe, meaning the victim would have to learn how to walk, talk, feed-themselves and so on from scratch. If they had any psychic Talents, those would be likely to begin triggering several akira episodes until control is relearned. However, at least the presence of the Visionary's mind has been removed.

Again, this is not something that a PC should use to pick up rapid power. You should not allow the simple devouring of enemies to gain extra bodies and access to more power. If you allow the PC to do this, consider having them spend experience for each body they pick up as well as its powers and Ability upgrades. Also consider the story significance, devourers are one of the three abominations and a player pursuing this

route should not take long to find out (probably the hard way) that erasing such things from existence is one of the primary responsibilities for which Tier 1 immortals are granted the uppermost reaches of power.

There are some interesting storylines that can be had from this, but by and large the players shouldn't be looking to make it a defining character trait.

# CHAPTER 13 EQUIPMENT

## HOW DOES DIVINE BLOOD HANDLE EQUIPMENT?

**Strands of Fate** approaches equipment in a manner similar to most other roleplaying games. They break down equipment into categories where individual pieces are listed with stats, costs and brief descriptions. They also have a small list of common Aspects that pieces of equipment might have.

**Fate Core** handles equipment as if it is usually nothing more than a prop to describe an action. Even weapons and armor usually don't have any mechanical effect unless taken as an Aspect. Weapon Ratings and Armor Ratings are optional. The **Fate Core** system works partially because **Fate Core** Stress Tracks are much smaller than they are in **Strands of Fate** and **Divine Blood**.

For **Divine Blood**, we're splitting the difference. For the most part, equipment is simply an explanation or prop for an action. You won't have to purchase an exhaustive list of equipment or count ammo. Even most cars, motorcycles or trucks won't be created as full Vehicles. There are also a number of Advantages that work to allow you to simply produce an item that will aid you in a task.

That said, there are some rules that need to be discussed and some of the signature pieces of equipment from the setting will be detailed more fully. As always these are suggestions and not hard and fast rules. Using the rules as set down in this book saves you the time of figuring out your own rulings.

In addition the **Strands of Fate** core rule book has numerous examples of armor and weaponry within it. You might notice by comparing the chart on Armor Stress here with the chart on Armor Stress in SoF that I have reduced them somewhat. This is because the Armor Stress Boxes in the default equipment where made with the default Stress tracking system in mind. Since **Divine Blood** uses the upgraded Single Set style of Stress, the amount of Stress boxes each set of armor has was reduced by one.

Charts listed some basic equipment can be found in **Strands of Fate** from pages 305 to 309, but for the most part you should be able to come up with what you need with the rules presented here.

## WEAPONS

### WEAPON RATING (WR)

A Weapon Rating, as described in the section on the Five Actions, is a bonus that adds to the amount of Stress dealt upon a successful Attack. That is important. This rating does not add anything to the attack roll itself so if the Attack fails, this extra bonus does nothing for you. The Weapon Rating is fairly abstract, but you can base the guidelines as follows:

Weapon Rating	Example
0	Basic untrained unarmed attacks, Attacks via Power Tricks
1	Small fist weapons and improvised weapons, sling, shuriken
2	Knife, Skilled Martial Arts (ie: Hard Style), Police Baton, Basic Psychic Attack, Most Shields, Micro-uzi
3	Small Pistol, Short Sword, Mace, SMG, Short Bow, Hatchet, Heavy Shield
4	Sword, Master Level Martial arts (ie: Hard Style 2), Heavy Handgun, Compound Bow, Long Bow, Assault Rifle
5	Shotgun, Great Sword, Sledgehammer, Carbine, Light Machine Gun, Battle Axe
6	Supernatural Martial Arts (ie: Hard Style 3), Hunting Rifle, Sniper Rifle
7	Hard-Mounted Weapons (Minigun, Recoilless Rifle, HMG)
8	Anti-Materiel Rifle

### AMMUNITION

You do not need to track ammunition in this game. Instead, it is generally assumed that you have enough ammunition on hand and that you're reloading as opportunity arises. That said if the GM decides that you've been using a lot of ammunition, he can call for you to make Reasoning Overcome roll. Normally the Difficulty is 2, but if the character is expending a lot of ammo in a short period of time, the GM might set the Difficulty higher. The results of this roll are as follows.

- ✔ **Fail** – You run out of ammunition and cannot reload before you have the chance to buy or gather more. Optionally, you may choose to still have a few arrows/rounds/magazines left at a serious cost: such as not having other equipment you might need during the current scene because you left it at home to make room for more ammo.
- ✔ **Tie** – You have been managing your ammo intelligently (it is a Reasoning roll after all) and have some left, but you suffer a minor cost, for example - the time spent checking costs you, instead of a free action reloading this turn takes up a supplemental action.



- ✔ **Success** – You have been managing your ammo intelligently and have some left, reloading remains a free action.
- ✔ **Success with Spin** – You gain a Boost representing the fact that some enemy misjudges your ammo management and thinks you are out.

### ANTI-VEHICULAR

Most personal weapons will do next to no damage against the average armored vehicle. Weapons that are *Anti-Vehicular* are able to damage reinforced Vehicles but will likely still have difficulty doing so. Normally, anti-vehicular weapons can damage Vehicles but the Vehicles will have an additional Armor Rating equal to the Vehicles Size × 3. If a Fate-Point or Tag is spent to Invoke the *Anti-Vehicular* Aspect of the weapon, then the attack can be made normally without the penalty for size difference.

### BEAM WEAPONS

Beam weapons are rare in *Divine Blood*, but they do exist, as do several Talents whose effects should be modeled the same way. Several models are in field testing with the forces of several countries right now. Users of beam weapons can perform a beam sweep by holding down the trigger to attempt to hit multiple targets within one zone. Before the attack is made, the attacker declares how many targets he's attacking. He makes a single Attack roll that applies to all of them. More than a few Talents, usually electrokinetics but others can pull it off, like to imitate Emperor Palpatine to similar effect.

However, there is a cumulative penalty to this attack. Against the first target, the Attack has a -1. Against the second target, the Attack has a -2. Against the third the Attack has a -3 and so on.

*Jade Millican of the Shandong Third Coherent Light Weaponry Laboratory has a Heavy "Light" Pistol, essentially a laser. She makes a beam sweep attack against three targets. She rolls her attack and gets a +2 added to her Agility of 3 for a total of 5. Against the first target this attack has a -1 for a total of 4. The second target faces an Attack roll of 3 and the third target faces an Attack roll of 2.*

After the Attack is resolved, you should make a Reasoning roll to prevent overheating. This is pretty much the same as running out of ammunition as described above. The Difficulty of this Reasoning roll is equal to the number of targets +1. The results of this roll follow along with the results for conserving ammunition save that instead of running of ammunition, the weapon needs a round to cool down.

*After firing, Jade has to make a Reasoning Overcome roll against a Difficulty of 4. She rolls a -1 which adds to her Reasoning of 3 for a total of 2. Her weapon has overheated and she needs to spend next round letting it cool before using it again. Alternately, if she feels that she needs to attack next round, she can succeed with the serious cost that a repeat firing melts off several heat sinks and key systems fry, requiring serious repairs before the gun can be used again.*

Beam weapons can also be used to perform *Suppressive Fire*. For this action you fire wildly into the targeted zone, potentially hitting everything in the zone. This is a Maneuver with a Difficulty of 3 that places the *Suppressed* Aspect on the zone and as long as you maintain the suppression, you can Invoke any free Tags in order to get a free ranged attack on a target within that zone. If the Aspect has no Tags it may still be Invoked with a Fate Point for the free attack. However, this is not a very accurate attack and the GM may also Compel the Aspect to cause an attack on any friendly characters in the zone as well.

Each time after the first round that you maintain *Suppressive Fire* you need to make a Reasoning roll to avoid the weapon overheating. The first round this has a Difficulty of 2 but the Difficulty increases by 1 for each round the suppression is maintained. On a failed roll, the weapon needs to cool for a round as usual.

*Jade is suppressing a zone with her light pistol she rolls her Agility to perform the Maneuver and rolls a +2 for a total of 5. This allows her to place the **Suppressed** Aspect with one free Tag. An enemy tries to move through the suppressed zone this turn and she Invokes the tag in order to get a free Attack on the target.*

#### COMMON WEAPON ASPECTS

- ✔ Armor Penetrating
- ✔ Flexible
- ✔ High Capacity
- ✔ Huge (P)
- ✔ Large
- ✔ Long
- ✔ Reliable
- ✔ Shotgun (P)
- ✔ Small
- ✔ Unreliable

At the end of the turn the GM requires her to make a Reasoning roll against a Difficulty of 2 to avoid overheating. She rolls a -1 for a total of 2 and ties the difficulty. The GM applies a Boost of **Getting Warm** but she is still able to use the weapon next round.

## EXPLOSIVE RATING (EXR)

An Explosive Rating is similar to a Weapon Rating. However, Explosive Ratings affect the entire zone they target and add to the Attack roll itself, making it harder to avoid the Attack. Some example Explosive Ratings are listed below.

Explosive Rating	Sample
2	Molotov Cocktail
4	Incendiary Grenade
8	Fragmentation Grenade
12	High Explosive Satchel Charge

Explosives can also be used to make Maneuvers which significantly modify a zone: bringing down a building to prevent others passing through the area, for example.

## FULL AUTO WEAPONS

Weapons capable of fully automatic fire have three other attack options available to them. One of these is Suppressive Fire as described under the Beam Weapon description above. The other two are Burst Fire and Empty the Clip.

Burst Fire is a short burst of bullets. For this attack, the Weapon Rating of the firearm or Talent, assuming it is capable of burst fire, is increased by +3 (if the weapon has a WR less than +4, it instead increases the WR by +2), but you must make a Reasoning roll to avoid running out of ammo or overheating as described above. The Difficulty of this Reasoning roll is 2. Unless a Talent being used for this effect does this by default, add 2 to the activation difficulty.

Emptying the Clip effectively doubles the Weapon Rating of the weapon for one attack (if the weapon has a WR of less than +4, then it increases the WR by +4 instead). However, after the attack is resolved the weapon either overheats or is out of ammunition and a round must be spent before it can be used again. If the weapon has some Aspect such as *High Capacity* then that Aspect can be Invoked with a Fate Point to allow the wielder to attempt a Reasoning roll against a Difficulty of 3 in order to avoid running out of ammo or overheating. Talents used this way suffer a boost against their next activation during the same scene.

## INCENDIARY

Incendiary weapons including Molotov cocktails, incendiary

grenades and flamethrowers get a free maneuver to apply the Aspect of *On-Fire!* to any target they hit. Tags on this aspect (or fate points spent) can be invoked or compelled during future actions, as the target is too busy dealing with the fire to properly defend; as extra free attacks using the weapon's WR as the attack roll against endurance; or for effect if the target flails and catches something even more dangerous on fire in their panic, like the crate full of machinegun rounds they were carrying.

## RANGE

Ranges in Fate systems are, like most other things, highly generalized. Ranges detail how many zones away the weapon can be used to Attack or Maneuver. This is very simplified, GMs should reduce ranges if zones in a given scene are very large, for example if the scene is a naval battle, or grant bonuses if the zones in a scene are very small, if the zones are each individual tables at a restaurant. Higher ranges apply a penalty to Attacks or Maneuvers taken with weapons at that range.

Example Weapon	Range	Range Penalty
Melee	0	0
Shotgun/Thrown	1	0
Pistol	2	-1
Assault Rifle	3	-2
Hunting Rifle	4	-3
Mil-Spec Sniper Rifle	5	-4

## ARMOR

### ARMOR RATING (AR)

The Armor Rating for armor and shields reduces the amount Stress that a character suffers when they are successfully hit. If you have an AR of 2 and you are hit by 3 Stress then it would be reduced to 1 Stress. Some example Armor Ratings are below.

Armor Rating	Example
1	Reinforced Clothing, Leather Armor, Basic Body Hardening
2	Vacuum Suit, Chain Mail, Breast Plate
3	Reinforced Vacuum Suit, Scale Mail, Ring Mail, Lamellar
4	Plate Mail, Light Battle Armor
5	Heavy Battle Armor

### ARMOR STRESS

When you are attacked in a Physical Conflict and wearing armor, not only does the Armor reduce the Stress you suffer,



but you can choose to divert some of the Stress you suffer to the armor itself. However, once all the armor's Stress Boxes are filled, it acquires the *Damaged* Aspect. *Damaged* armor provides no protection. The stress clears at the end of the scene but the *Damaged* Aspect remains until it is repaired. Body Hardening does not have its own Stress Boxes as it is part of the character.

Examples of Armor Stress Boxes are listed below.

Armor Stress	Armor Category	Example
2	Light Armor	Leather, Protective Vest, Reinforced Clothing, Flight Suit
3	Medium Armor	Chain Mail, Ring Mail, Light Battle Armor, Reinforced Vacuum Suit, Lamellar
4	Heavy Armor	Plate Mail, Heavy Battle Armor

COMMON ASPECTS

- ✔ Bulky
- ✔ Concealable
- ✔ Environmentally Sealed
- ✔ Restrictive (P)

## SHIELDS

Shields are items that have both a Weapon Rating and an Armor Rating. Larger shields can also have Stress Boxes. If you are ambushed or otherwise can't raise your shield, then you cannot apply the AR or Armor Stress to an incoming attack. Some examples exist in the *Strands of Fate* book's equipment section. Otherwise, use your common sense by comparing the Shield to similar weapons or armor. A wooden buckler might be a WR: 2 with an AR: 1 while a large metal shield might be WR: 4, AR: 3, with three Stress Boxes.

## GENERAL EQUIPMENT

When dealing with general equipment used to perform common tasks, you should ask yourself the following questions:

- ✔ **It is a basic version of a tool that is necessary for properly performing a task?** If yes, you don't really need mechanics at all, it just exists. Give it an appropriate cost to see if the character can afford it and move on. Most computers would fall into this category.

- ✔ **Is it a higher quality version of a tool? Or is it a tool that aids a task but is not necessary?** In this case you'll want to have the item provide a bonus based on how useful the item is:

- + Provides a significant improvement in odds of success. This is worth a +1.
- + Provides a major improvement in odds of success. This is worth a +2.
- + Provides an extreme improvement in odds of success. This is worth a +3.
- + Provides a massive improvement in odds of success. This is worth a +4.

- ✔ **Is it a quirky item that has as many downsides as it does upsides?** Give it an Aspect that can be Invoked or Compelled to represent the assorted bugs and quirks associated with the item. Most prototypes or first generation items will fall in this category.

- ✔ **Is it a piece of equipment that provides much more use for expert than a layperson?** Give it a bonus as per the higher quality tool above but require that the user have an appropriate Aspect or Advantage in order to make use of that item.

- ✔ **Does it fit into more than one of the above categories?** Then apply both or all of the appropriate benefits. Be careful with stacking general and professional bonuses, however.

## COST

An item's Cost is the Difficulty it takes to purchase it using the Resources Ability. In the case of most items, this represents its price tag. In the case of restricted or illegal items it can represent both the actual monetary cost and the ability to track the desired item down. Typically, Cost is a very abstract and generalized expression of how much money something costs. When choosing a Cost for an item, the following table represents the rough amounts of money each level could represent: This is a rough estimate in comparison to real world buying power, not **Divine Blood's** currencies.

Cost	Amount	Example Item
0	\$5.00	Fast food combo, pad of paper, Precious Puppy toy.
1	\$25.00	Full tank of gas, meal at regular restaurant, video game or tabletop RPG from an indie publisher.
2	\$100.00	Basic cell phone, zeppelin coach class ticket, rental car
3	\$400.00	Computer, small pistols, zeppelin business class ticket, basic prosthetic for a limb
4	\$1,600.00	Used car, zeppelin first class ticket, low-orbital business class ticket, advanced prosthetic for limbs
5	\$6,400.00	Decent car, Building an RPG on a shoe-string budget, low-orbital first class ticket, small civilian aircraft
6	\$25,600.00	US College Tuition, small house
7	\$102,400.00	A "cheap" sports car, a big house, a doctorate education
8	\$409,600.00	A mid-range sports car, a small mansion
9	\$1,638,400.00	A high end sports car, some New York City apartments

## PSYCHIC GEAR

Shapers have been creating tools for the easier use of psychic abilities for thousands of years. Even longer than that when you count the Gods and Demons and what they have achieved in the psychic sciences. While most of the races have at least one or two shapers that work in the material most associated with their race, the following represent the races that have the most well-established methods and crafting traditions.

### SEALED CONTAINERS

It is a common practice to create a gate leading into a small shard of extradimensional space. These gates are usually in the form of containers such as bags or backpacks. These items are strictly for storage so most are rather small and do not support life. However, there are a few of these items that are designed to help carrying people from one place to another without being detected.



*Of all the mysteries in Divine Blood, the question as to why Precious Puppies are so popular is one of the most difficult to answer. Not even Demons are immune to the charm.*

These are created as an item that duplicates the **Hidden Compartment** with the Extended Compartment, Seal, Insulated and Compacting Compartment modifiers. They are usually custom made and so can take various forms. They have a Cost of about 4 for a basic one. It gets progressively more expensive as it gets bigger. This is for sealed containers not meant to support life. For sealed containers that can support life and are meant to be carried around, look in the Vehicles section.

### DEMONS - FAMILIARS

Demonic familiars can be considered as Aspects that can be Compelled in connection to their symbiotic nature. For example, a wielder in poor physical condition might be harmed by the use of a familiar that is normally safe to use. Likewise, while not really alive, they can be infected by viruses or face other issues that cause them to malfunction. There is no familiar armor since such a large familiar would over-feed on anybody that wore them. While most familiars are based on old, commonly used formulas and only a handful of Demons take the time to innovate new familiars, each familiar itself is custom made and an extension of the crafter's pride in their work.

Demon familiars are technically based on the DNA of an unknown venomous snake, but they have been re-engineered beyond almost all recognition.

The majority of technology in Yomi is familiar-based. Runes are also common and a growing number of mundane human tech being brought into the Demon home-shard, but the vast majority of devices used within Yomi are familiars of some sort. Nirvana also has a fair number familiars in use and there are several dormant familiars scattered about Earth from the time when they were granted to allies of Yomi in the past.

### BREATHER FAMILIAR

These scaly, starfish like familiars are worn over the mouth and nose allowing the wearer to breath underwater or in unusual atmospheres. They attach via the five arms of the familiar and feed on the wearer's blood. In especially poisonous atmospheres, like in the midst of a volcanic eruption, the breather familiars will last for maybe 10 to 15 minutes before the poisons kill them after which the wearer will have to use some other method to protect themselves from the hostile environment.

These essentially provide the wearer with the **Environmental Adaptation** Advantage. These familiars are reasonably safe for all species to wear.

The familiar has an Endurance of 4, a Stress Track of 4, Minor and Major Consequences. These are used expressly to determine how well the familiar is able to survive filtering out environmental toxins for the wearer. If the familiar fails completely, then it should be removed as it will begin to poison the wearer directly.

### FOCUS FAMILIAR

These are four to five foot long leech like familiars which are usually worn wrapped around one arm. Demonic Vitae is rather wild and overpowering, so they often end up using more power than they need the extra dispersing uselessly into light shows. Focus familiars are designed to reduce this waste and thus ease the strain necessary to produce channeling techniques. It doesn't provide much help for the use of Realms or Talents, since in those cases the Vitae is shaped and manipulated mostly internally.

Focus familiars provide Demons with a bonus of +1 to +4 to the use of channeling techniques. They don't have much use for any species other than Demons, plus they are not particularly safe for species that don't have similar issues with their Life-Force.

These have a Cost of 3 to 6 in Yomi or 4 to 7 in Nirvana. They can be found on earth, but are only useful to wielders possessing a vitae stress track.

### FAMILIAR LASH

These normally appear as daggers made of bone and reptilian skin. Upon the first successful strike, the blood of the enemy activates the familiar allowing it to produce a lash of materialized Vitae that can be used as a weapon.

Familiar Lashes are a WR +2 dagger before they activate. Once they have inflicted a Consequence on an enemy, they will become a WR +5 Vitae whip with the *Flexible* Advantage for the rest of the scene.

Familiar lashes have a Cost of 3 in Yomi, 4 in Nirvana and 7 outside the Immortal nations.

### HEADDRESS OF TONGUES

An organic network of tendrils that are worn upon the head and around the neck. While active, the tendrils can be seen to pulse. This is one of the items created for use by humans since they don't provide any effective use for Gods or Demons. The wearer of this headdress is able to speak and understand all languages spoken by at least one mind connected to Orochi while they wear it. However, due to the alien appearance of the item it is likely to give other people some discomfort.

The headdress acts as an Aspect: *Headdress of Tongues*. This Aspect can also be Compelled to create penalties or force rerolls due to the negative reactions people have to a person wearing a pulsing network of tendrils on their head. The Headdress deals 1 Physical Stress per hour it is worn and the wearer will not heal Physical Stress until they remove it.

Headdress of Tongues have a Cost of 4 in Yomi or Nirvana, mostly due to the fact they usually have to be specifically commissioned. On Earth, they have a Cost of 5.

### SOUL GUARD

These familiars appear as a thin material which is worn about the hand and fingers, usually appearing as a fingerless glove. Like most familiars this is a symbiotic item and this one is intended for use by Demons, so it is usually either ineffective or unsafe when worn by anyone without a vitae stress track. The Soul Guard gives the wearer a brief squeeze when someone enters their mind or mindscape. If the wearer comes under attack, the Soul Guard gives a brief stab of physical pain, alerting the wearer. Due to the nascent mental link the Soul Guard provides, it can easily be used to enter one's own mindscape, though Demons don't usually have a need for help in that regard.

This operates as an Aspect *Soul Guard* which can be Invoked to start a mindscape with an intruder once the warning signals are

received. If this item is worn by a non-Demon, the Aspect can be Compelled to force a defense against an Attack with a bonus equal to the number of hours it has been worn consecutively.

Soul Guards have a Cost of 2 in Yomi or Nirvana. They have a Cost of 4 on Earth.

### MINDSWORDS/BLOODSWORDS

There were thirty of these experimental familiar swords created roughly fifteen hundred years ago and given to mortal communities sponsored by Yomi during the growing chaos of the period. They were intended to be similar to companion familiars in that they could be linked to telepathically, providing the wielder extra Life-Force and mental processing ability.

Unfortunately, with the exception of one sword granted to a king in post-Roman Britain, every single one of these swords seemed to acquire a taste for battle and bloodshed and tend to push that urge onto future wielders. It is assumed that the first owner's lives of battle imprinted on the familiar's pseudo-minds and most of the later wielders lacked training in mental defense and fell to the influence of the weapon, leading to more bloodshed which only deepened the problem.

Each Mindsword is unique in appearance and not all actually look like swords. However, they all have an organic, alien appearance, seeming to be made from the bones and skin of some reptilian creature. The creator of these weapons was sealed soon after he created them and they wandered into different parts of the world before Yomi as a whole was aware of them. Since then, the twenty-nine bloodswords have been hunted down and at least ten are secured by various organizations.

The one safe mindsword was lost within the decade of the disappearance of its first wielder. It currently sits dormant on the desk of someone who is unaware of its history or use but occasionally studies it.

### BLOODSWORD

- ✔ **Weapon Rating:** +3 base (may be increased with the AP granted the item at a cost of 1 AP per +1 to a maximum of 6)
- ✔ **Aspect** giving the weapon's name, basic form and reputation.
- ✔ **Gestalt Mind:** Antagonistic, Domineering, Psychically Divergent. +2 APs worth of other modifiers.
- ✔ The Specialty Aspects of the secondary mind should be related to violence and bloodshed.

- ✔ **Talents:** 10 AP which can be applied to Power Advantages (but not Controls or Shaping), Psychic Mastery or the base Weapon Rating.

Bloodswords do not have Costs, they are each priceless.

### DVERGAR - ARTIFACTS

Dvergar artifacts often have a problem with becoming incredibly hot to the touch when used for an extended period of time. Worn artifacts have fewer problems with this, but they can still grow very uncomfortable the longer they are worn. Like demonic familiars and divine runes, artifacts are not mass-produced. However, innovation is far more important to dvergr than it is to Gods or Demons. While old formulas are reproduced, mostly as practice, dvergr are mostly interested in creating new effects.

Dvergar best work with bronze which acts as a focus or multiplier to their Life-Force the way quartz does for humans.

### THUNDERBOLT

One of the most famous dvergar creations and connected primarily to House Tinia and Zeus Tinia in particular, these are bronze cylinders used to generate and launch electrical attacks at enemies. There are several variations of this weapon in existence, but Zeus Tinia's is known to be the most powerful.

Activating the thunderbolt for a scene requires a Manipulative Overcome roll against a Difficulty of 4. As normal for psychic abilities, failure to match the Difficulty can be made a success by suffering Life-Force Stress equal to the amount by which you failed. Once activated, it can be used as a weapon with a range of 3 zones and a Weapon Rating of +4. They can be used by anyone, even non-psychics.

Electrokinetics using one of these only need to roll against a Difficulty of 3, increase the range to 4 zones and the Weapon Rating to +6.

Thunderbolts have a cost of 6.

### BRACERS OF BRONZE

These bracers, indeed crafted of bronze, can be worn around the wrist and give a soft boost to the wearer's body and physiology. This usually represents an increase in strength or other physical capability.

The bracers provide a single Persistent Aspect related to the nature of the enhancement the bracer provides. Some examples might include *Incredible Strength(P)*, *Robustly Healthy(P)*, *Incredible Agility(P)* and *Tough Skin(P)*. They have a cost of 6 or 7.

### DVERGR HAMMER

These bronze hammers appear rather normal to most people, but those with more than an average level of psychic ability have an instinctive sense of how to use them. At the moment of a strike they can be activated to enhance the impact of the blow. These are primarily used for the heavier parts of smith-work, but the most famous of these is a powerful but faulty hammer called Mjolnir and wielded as a weapon by Thor Odinson of House Aesir.

Dvergar hammers can provide a +2 Craft bonus to smith-work where hammering is required. They act as a +4 Weapon Rating when used as a Weapon. Anyone who knows how can make a Difficulty 4 roll using a Psychic Ability each time it is used to double either the Craft bonus or the Weapon Rating for one roll. Anyone with a Manipulative Rank of 1 or higher reduces the Difficulty to 3. Anyone with any ranks in any psychic Ability intuitively knows how to use the item.

Dvergar hammers have a Cost of 6.

### RING OF WEALTH

These tiny rings give the wearer flashes regarding the future of particular financial decisions. Like oracular visions, the exact future changes the moment that the vision is received, meaning that the rings do not provide completely infallible visions. Wearers understanding the limits of the visions, however, can garner usable information from these flashes. In addition, the ring can be used to gain snatches of visions of the past making the analysis of financial records easier.

This is an Aspect *Ring of Wealth* which can be activated with regard to analyzing financial matters and significant investments.

Rings of Wealth have a Cost of 8.

### GARGOYLES - CHIMES

Called chimes because most of these wooden tools take the form of wind chimes or flutes. Gargoyles seem to have difficulty building chimes that are flexible, with one of the notable exceptions being mentioned below. Some level of chime mass-production takes place, in the same way as human talismans, though chime production wastes more material as a result of differing design philosophies between humans and gargoyles.

Genetically speaking, chimes are created from the wood of oak trees, though there are some clear differences, chimes themselves being almost as thoroughly engineered as the runes and familiars.

### VEIL CHIMES

Veil chimes are oak tubes worn like jewelry. Once activated, the chimes conceal the wearer from onlookers' attention. The wearer is not actually invisible, rather people simply fail to consciously notice them. The use of Talents or other psychic abilities that push Life-Force outward breaks the effect however.

Veil chimes provide the **Cloaking** Advantage with the Master Modifier to the wearer. They require a Sensitive Overcome roll of Difficulty 2 to activate.

Veil chimes have a Cost of 3 for Gargoyles. They have a Cost of 7 for outsiders.

### CHIME CLOAKS

These are clothes that appear to be woven of oak leaves which can be worn. Rather than a single chime, this seems to be several individual chimes held together telekinetically. Once activated the oak leaves will surround the wearer in a cloud of swirling leaves that deflect incoming attacks.

Chime cloaks provide a +1 to +4 bonus to Defense rolls against physical attacks. To activate them requires a Manipulative Overcome roll of Difficulty 2.

Chime cloaks have a Cost of 1-4 for Gargoyles, as per the rating of the item. They have a Cost of 5-8 for outsiders.

### FEAR CHIMES

These chimes produce a feeling of disquiet, fear and unease once activated, similar to the chimes draped in the areas surrounding the entrances to gargoyle settled shards. However, the feelings created by these chimes are much more directed and intense. Gargoyle gate sentries are often equipped with these.

Fear chimes are activated by a Sensitive Overcome roll of Difficulty 3. Once activated, they provide the wearer with the Persistent Aspect *Aura of Terror*(P).

### BINDING CHIMES

These chimes can be used to attack other psychics with a binding effect through the sound they produce. The target will hear the sound more clearly than everyone else, and find their abilities bound up afterward. The binding wears out over a few minutes, but is useful in capturing criminal psychics or sorcerers.

This requires a Sensitive Overcome roll of Difficulty 3 to activate the Chimes. The subject defends using Perception rather than Agility against this attack. If the defense fails, then the wielder establishes a Block using their Sensitive plus that chime's Rating (from 0 to 4). The binding falls apart at the end of the scene.

Binding Chimes have a Cost of 3 to 7 for Gargoyles and are almost impossible to find for outsiders.

### GODS - RUNES

Learning how to use runes without help from a God or Goddess can be very difficult. They're usually crafted for specific people and aren't really intended for use by anybody else. As a result, aside from very basic runes, they are very user-unfriendly. Each rune is unique and intended for a specific individual. Unlike Demons or dvergr, the works of the Gods are usually the work of a team of artisans led by one master instead of the work of a single artisan with a clear and focused purpose.

Runes are based on a plant that was originally a species of seaweed, but has been heavily re-engineered over time. There are several rune trees, in fact, and runic imitation oaks seem to be popular among the Gods. Most of these are essentially common trees, but a fair number are actually rune trees as discussed in the Companions section.

Runes make up the majority of technology in Nirvana. There are some familiars, but they are nowhere near as common in Nirvana as runes are in Yomi. Mundane human tech has been growing more popular of late, however.

### RUNIC CLOTHING AND ARMOR

Runic armor is capable of providing significant protection with minimal restriction to mobility for the wearer. It is similar to modern tactical armor, but even better, with less restriction. Normally, the cloth has a bronze tone, but can be dyed in other colors as desired. Heavier armor appears metallic, but a closer look reveals it to be almost wooden.

Light runic clothing takes the form of t-shirts and similar light coverings. They provide a bonus of +3 AR with 2 Stress Boxes.

Medium clothing, long-sleeved shirts, work pants and jackets provide +4 AR with 3 Stress Boxes.

Heavy clothing such as robes, or trench coats provide a +5 to AR with 3 Stress Boxes.

Light runic armor consists of breastplates, bracers or greaves, covering at least 30% of the body with the rest covered by runic clothing. This provides a +6 to AR with 4 Stress Boxes.

Medium runic armor is a more complete set of armor covering at least 60% of the body with runic clothing covering the rest. This provides the wearer with a +7 AR and 4 Armor Stress Boxes, but comes with the *Bulky* Aspect.

The heaviest runic armor appears as a full suit of heavy, often archaically designed, armor. This grants a +8 AR and 5 Armor Stress Boxes but comes with the *Bulky* Aspect.

Runic clothing and armor is self-repairing as it is made of organically viable material. However, it requires sunlight and immersion in water for a full day to recover from a *Damaged* Aspect.

Runic armor and clothing has a Cost ranging from 2 to 7 in Nirvana, 3 to 8 in Yomi and 5 to 10 on Earth for people not connected to the Gods or Demons. Rune armor is a preferred mode of defense for both Gods and Demons and some remains forgotten in various places around Earth from older days.

### MAGUS RUNES

These simple runes appear to be common jewelry crafted of fine wood, but in reality provide the wearer support in the casting of one sort of High Magic.

Magus runes provide a +1 to +4 bonus to the casting of either White or Black Magic. This bonus only applies to the connection, search and activating of the spell. Actually using the spell in question will use the wearer's raw psychic Ability as appropriate to the borrowed Talent.

Magus runes suited to white magic have a Cost of 3 to 6 and 4 to 7 for black magic runes. Magi with no direct contact with Yomi or Nirvana increase these Costs by +2.

### RUNE WEAPONS

Primarily incredibly light and beautiful melee weapons, these act similarly to whatever weapon they are modelled on but are often much more effective at cutting, otherwise de-

stroying objects or penetrating armor. These weapons are also easily infused with Mana or Life-Forces.

The rune weapon will have a base WR equivalent to the weapon they are built resemble. They have a Persistent Aspect of *Rune Weapon(P)* which can be Invoked whenever dealing damage to inanimate objects or when being targeted with a channeling technique to infuse them with Mana or other Life-Force. This works equally well for using Domains, Realms or Talents to infuse the blade.

Rune weapons have a Cost equal to their base weapon in Nirvana. The Cost increases by 1 in Yomi and increases by 3 on Earth.

### TALENT RUNES

Like magus runes, these provide a bonus to psychic power usage. Those who have the specific Talent a particular rune is built for gain a bonus in making use of those Talents. Given that Domains and Realms are essentially Talents, there are also runes made to accommodate those abilities.

The talent rune provides a bonus of +1 to +4 to one particular type of Talent. Electrokinesis, telekinesis, telepathy or shapeshifting would be some examples of aided Talents. Domains and Realms would be another possible ability that could be aided.

Talent runes have a Cost of 3 to 6 in Nirvana and a Cost of 4 to 7 in Yomi. On Earth those without connections to either Nirvana or Yomi have a Cost of 5 to 8.

### GLOW RUNES

These are small wooden orbs that are activated by a brief psychic instruction, after which they will orbit the user and provide light in their area. They can be used to unleash brief intense light so as to either illuminate a larger area for a brief time or else focused to blind an enemy, however, after such a use they will be inoperable for the following day.

In order to activate them, a user must make a Sensitive Overcome roll of Difficulty 3. Glow runes dispel any normal darkness related Aspect within the same zone as the user. With a Sensitive Overcome roll of Difficulty 4, the glow rune can be used to illuminate up to four zones for a full scene, after which the rune will deactivate for a full day.

Similarly, the glow rune can be used to target an enemy with a Block against their visual Perception. This works as an attack of Manipulative versus the target's Perception. The rating of the Block will reduce by 1 each round after it is placed until it goes away entirely. An entire zone can be targeted by spending a Fate Point. Use of this function will also cause the rune to deactivate for a full day.

### CROWNS OF HEAVEN

Twenty-four of these runes were originally created around two millennia ago. They were an attempt by the Great Houses to grant their mortal allies some awareness of what was going on around them, the better to insure their usefulness against threats as they developed. They granted the wearer a mild telepathy. To help those wearers that didn't have any psychic training, these were designed with the same sort of mind linking ability as rune trees and specially created to be aware of potential dangers to their wearer.

Unfortunately, the constant connection to such a focused pseudo-personality has proven to have psychological impact on most people. Where the crown can't find a threat, they tend to create imaginary threats and wearers often end up growing significantly more paranoid with overuse. It is thought that these crowns are inferior copies to the Imperial Regalia created by Susano'O and granted by Amaterasu to the Japanese Imperial Family some thousand or more years prior to the appearance of these items, though only one of those runes is actually worn.

The crowns are all unique in appearance and style. Usually, they are circlets or other head-gear, but are also often necklaces. They are all worn about the neck or head, however. The creator or creators of these items have carefully distanced themselves from their creations after their faults were discovered. The current locations of most of the crowns are unknown, but several groups have been secured at least one. Many of these crowns seem to have been designed with further connected abilities, usually of a telepathic nature.

### Crowns of Heaven

- ✔ Grants the Heroic Advantages: **See the Soul** and **Constant Vigilance**
- ✔ **An Aspect** giving the name, basic appearance and reputation of the item in question.
- ✔ **Gestalt Mind:** Antagonistic, Dominating, Psychically Divergent. +2 AP worth of other modifiers.
- ✔ The Specialty Aspects of the second mind should represent paranoid or possessive personalities.
- ✔ **Talents:** 10 AP which can be applied to Power Advantages (but not Controls or Shaping), or improving Psychic Mastery.

## HUMANS – TALISMANS

Talismans are primarily meant to help bolster human chi's comparatively weak flow compared to other Life-Forces. Being crystalline they are not quite as resilient as, and lacking the benefit of self healing, living bodies and thus talismans have a problem with burning out when put to heavy use. In extreme cases this can be a literally explosive situation. Most Demons would shatter any talisman they tried to activate using their own vitae. Humans mass-produce talismans on a scale that is unmatched by any save perhaps gargoyles. The reason is that humans abhor waste and make all effort to find ways to use even low-quality materials.

Talismans are crafted from quartz and it primarily acts to magnify provided Life-Force.

### BUTTERFLY PAPER

Primarily used by Psyche, hence the slang term “butterflies” describing Psyche freelancers, these scrolls of quartz imbedded paper are used as a sort of instant messaging system independent of telephones and email. The user simply writes their message as normal on the paper, tear off the section with the message and folds it up. The writer must then focus completely on the person to whom the message is to be delivered after which, the paper will appear to become a butterfly, flutter off and fade from sight soon after leaving the user's hand.

This item requires no psychic talent or training to use and does not induce any stress. However, it will not cross a dimensionally warded region of space. If there is a ward around either the sender or receiver, the sender will see the butterfly burst into flame rather simply disappear from view.

This requires no real mechanics and work pretty much like an instant message. A roll of butterfly paper enough for two hundred “twitter-sized” messages has a Cost of about 2.

### SHATTERSTONES

With typical human unwillingness to waste, the Families have taken to producing explosives out of the low-quality quartz that they can't use for longer lasting talismans. Creation is simply a matter of inscribing circles into the otherwise unusable quartz stone and filling it with as much chi as possible without shattering it. Triggering the explosion requires only throwing the quartz hard enough that it is damaged on impact. This usually disrupts the circles cut into the stone and releases the contained chi in a wild burst of destructive green light.

Larger shatterstones that cannot be effectively thrown far enough to be out of the blast radius are inscribed with circles

meant to consistently magnify rather than contain the provided chi. Eventually, the stone will magnify the chi past a safe level and explode. The timing on this is fairly rigidly tested but differences in quartz quality and mistakes by those providing the initial chi mean that the estimated time can be either longer or shorter than reality.

Basic shatterstones generally have an Explosive Rating of 4, comparable to a hand grenade. Larger shatterstones have ExR's as high as 12 and are listed with estimated detonation times based on initial offerings of chi measured in beads. The Difficulty to properly initiate a large shatterstone's countdown is 2 for trained professionals and 4 for amateurs. A failed roll resulting in success with serious cost could mean that the explosion happens significantly earlier or later than expected.

Basic shatterstones, about the size of a grenade, have a Cost of 3 while larger shatterstones are progressively more expensive. For each +1 ExR increase the Cost by 2 to reflect either the outright cost, the difficulty in acquiring the item, or both situations combined.

### FORCE TALISMANS

Human chi is notoriously weak compared to many other sorts of Life-Force. Human sorcerers have traditionally worked around this by virtue of greater efficiency and adaptability. However, there are also many talismans are designed to address this issue. These talismans allow the human psychic to counter act this more directly by working to magnify the Chi generated by the psychic. These talismans are generally crafted for specific Talents or classes of channeling techniques. More general purpose talismans do exist but are commensurately more expensive.

Most of these talismans appear as a sort of quartz jewelry of some sort. Others are built into such things as canes or umbrellas.

This gives a bonus of +1 to +4 Bonus to the activating the indicated Powers. The Cost depends on how specifically the talisman applies. This Bonus only applies to the Activation Difficulties not to actual attacks with the weapons.

Cost	Task
Rating +2	One particular Power Advantage. One particular Control Task.
Rating +3	One theme of Powers. One Control.
Rating +4	All Powers.

### LUCK TALISMANS

Luck talismans are actually a sort of preventive medicine meant to shield the wearer against naturally developed curses and corruption. They provide some minimal protection



from deliberate attacks as well, but they're not designed for that and will sometimes fail completely in the face of determined attacks.

Luck talismans give a +1 to +4 Bonus to resist naturally occurring psychic maladies. Against deliberate Attacks and Maneuvers, they provide a +1 Bonus to all Psychic Defenses, but will break against a successful Attack or Maneuver with Spin in addition to the normal effects one suffers when an attacker succeeds with Spin.

Luck talismans have a Cost equal to their Bonus.

### RESONANCE BEADS

These crystalline beads are designed to react to an agitated Life-Force. They generally react to the presence of a psychic actively focusing their Life-Force by glowing. These are used primarily for testing the potential and skill of trainees but a shaper can agitate them with residual environmental Life-Force as a test to see if psychic powers have been used in a particular area recently. Since the amount of agitation it takes to make ambient Life-Force react with the beads is known, it is relatively easy to tell if there's been an unusual amount of psychic activity in an area.

Consequently, if an area is receiving remarkably little psychic activity, this is also something that the beads can reveal. A lull in psychic activity usually means that either very few people frequent the area or else that the people who do frequent the area are much more in control of their Life-Force than normal.

Typically, these beads glow a uniform green since quartz naturally twists ambient Life-Forces into something like chi. As such, they can only really give an impression of the amount of recently used Life-Force, not the source species. Several groups and individual sorcerers are refining beads capable of reacting to specific Life-Forces so that they glow distinctly different colors, but these are not yet available to those unable to craft their own.

Resonance Beads provide the **Sense** Advantage when detecting exerted Life-Force. The commonly available sorts can give the user an idea of how much activity has taken place in a certain area but not identify species. It can also tell if an area is unusually clear of psychic activity. In either case, it requires a Sensitive Maneuver of Difficulty 3 to agitate the residual Life-Force enough to trigger the beads and reveal any Aspects related to the presence or lack of recent psychic phenomena.

Using the beads to test a person's own psychic ability requires a one round free action a willing psychic. The psychic makes a roll on their highest Psychic Ability plus any relevant bonuses from Advantages or equipment (assuming it wasn't removed for the test) that give bonuses to one or more Psychic

Abilities. Fate Points can be spent on this roll.

The observing expert can make a Knowledge Overcome roll against a Difficulty of 3 with the following results:

- ✔ **Fail** – Succeed with serious cost or else just fail. A serious cost success will be mostly accurate but come with a potentially dangerous inaccuracy or else only a very general impression.
- ✔ **Tie** – Succeed with minor cost. They are able to learn which of the psychic's Psychic Abilities is the strongest, but now how strong it is.
- ✔ **Succeed** – Can either learn the target's Psychic Abilities or their Life-Force Stress Track.
- ✔ **Succeed with Spin** – Can either learn target's Psychic Abilities AND their Life-Force Stress Track.

Experimental resonance beads only respond to specific sorts of Life-Force and are usually altered to glow some color other than green in order to tell what species that is. They might respond to similar or closely related Life-Forces however. For example: Chi based resonance beads will likely also respond to vampyr Breath and jurougumo Seimei as both are very close to chi and thus these resonance beads will react to Life-Force of those two races.

Resonance beads have a Cost of 2. The experimental, Life-Force specific resonance beads have a Cost of 5 mostly due to finding them. If a person has access to one of the parties experimenting with these beads, they will have a Cost 3, or might be free with the caveat that reports on their use need to be delivered to the developing shaper.

### SHIELDING TALISMANS

Whereas luck talismans protect the wearer from naturally occurring curses and corruption, shielding talismans are worn to protect someone from directed attacks. Unfortunately, this leaves a large number of holes that the natural maladies can slip through and thus provides no protection from naturally occurring issues. There are two varieties of shielding talismans. One protects the wielder from external attacks and one protects the wielders from internal corruption.

Curse shielding talismans work as a +1 to +4 bonus to Defense against Curse Maneuvers and an Armor Rating against Life-Force Attacks. Corruption shielding talismans work by providing the wearer with **Psychic Mastery** as a bonus Advantage.

Curse shielding talismans have a Cost from 3 to 6. Corruption shielding talismans have a Cost equal to the AP cost of the Psychic Mastery provided +2.

## SIDHE – HALLOWS

Sidhe hallows often appear as decorative items or simple roses. They rarely take the form of clothing or weaponry and seem to be limited to more subtle and indirect uses. That said, there's no telling what the Faerie Court has in the wings waiting for a chance to be used. This makes them no less effective or dangerous, however. Sidhe hallows are masterworks, produced by artisans on demand. The closest thing to a mass-produced hallow are the thorn rings and each of those is still unique.

Sidhe create their hallows from roses. Unlike runes and familiars, they are still easily recognizable as roses.

### DREAM ROSE

These are an aid to anyone with illusion-related powers and are a coveted item by several species. They generally appear as a single rose on the end of a long stem, but they do not fade or wither over time. Close looks will find circular patterns to the surface of the stem. The petals seem to be purely decorative, however. The wielder of this gains some insight as to what sort of illusions a target might find the most believable. Ironically, because the details of a dream are set by the victim's subconscious, dreamcasters themselves have little use for dream roses.

Dream roses act as an Aspect *Dream Rose* which can be Invoked to garner clues as to a believable Illusion or to add to the result of a successful illusion, making it harder to see through.

Dream roses have a Cost of 4 for sidhe and a Cost of 6 for non-sidhe. The Faerie Court also does its best to recover "stolen" dream roses.

### THORN RING

Thorn rings appear as tiny finger rings formed of twisting, thorny vines that give the wearer tiny pricks of pain whenever they find themselves perceiving something that does not match with physical reality. This is generally just an annoyance, but can become a distraction during mindscape conflicts when everything the wearer is looking at has no relation at all to actual reality. That said, these are invaluable for allowing the wearer some warning that they are viewing an illusion or being affected by a dream.

The Faerie Courts consider them illegal and thus these mostly exist among the sidhe that no longer consider themselves of the Faerie Courts. Of course, since the Courts refuse to admit that there are sidhe that they do not have jurisdiction over, they occasionally see fit to "arrest" makers of these protective tools. In response, the free sidhe, especially those

with the backing of groups like the Breholm Family, worked to make the thorn rings widely available.

This works as an Aspect *Thorn Ring* which can be Invoked to help resist being fooled by psychic illusions or Compelled while within a mindscape.

Thorn rings have a Cost of 4.

### PHANTOM HALLOW

These hallows appear as a clipped rose flower which can be tossed out and release a pre-made illusion. These illusions are reactive and do their best to rationalize their limited interactivity. For example, if the intention is to create an illusion of an enemy then the illusion will dodge everything and will just barely miss whenever they make attacks. An illusion of a person meant to provoke a conversation will continue to respond to questions and statements. While these are primarily illusions, they also use the Talent of Dreamcasters to give the illusion its reactive ability. However, the hallow provides the continued power rather than attaching to the surrounding viewers. Thus the reactive ability is limited and the longer the interaction goes on, the more obvious it becomes that one is dealing with an illusion. Each of these hallows have one use before they fall apart.

Phantom hallows create an **Illusion** and have a +1 to +4 rating on the Block they create against seeing through the illusion. Every round the effectiveness of the Block is reduced by 1. Activating the phantom hallow requires a Sensitive Overcome roll of 3.

If you wish, don't tell your players they're dealing with an illusion immediately. Secretly roll their Perception, Empathy or Sensitive against the Block and instead run an apparent Conflict or conversation without allowing any attack or maneuver to be successful. Once they see through the Block, have the illusion make a mistake that reveals what it is and then dissipate.

Phantom hallows have a Cost of 3.

### DARK HALLOW

Dark Hallows appear as vine bracelet capped with a black rose. It can create an illusion of complete and total darkness within the mind of selected targets around the wearer. The illusion will last a short time, but is not attached to the actual location, rather to the minds of the targeted individuals. This illusion is broken if you or someone else attacks one of the affected targets and it is thus primarily used as a method for launching an organized ambush or to allow for an escape. Variations of the dark hallow create blinding light, clouds, crowds of illusory people, flocks of birds or other such masks

against visual tracking. Some rare dark hallows allow for multiple variations of the cover.

The dark hallow creates a Selective Figment as per the modifiers in the **Illusions** Power Advantage. Activating the dark hallow requires a Sensitive Overcome roll of Difficulty 3 but does not require any real psychic training, merely a focus on the illusion. Failed rolls may result in Life-Force Stress. When rolling to determine the effectiveness of the produced figment, use the wearer's Sensitive in addition to a Bonus of +1 to +4. The Block created by this will degrade by 1 each turn. The illusion will break if any of its victims suffers a deliberate attack.

The Cost of a basic dark hallow runs from 4 to 7 depending on the size of the Bonus to the Block. Dark hallows that have two to five separate illusions available have a Cost ranging from 5 to 8 and dark hallows that can reproduce any imagined distraction have a Cost ranging from 6 to 9.

### OTHER RACES AND PSYCHIC TOOLS

The above selection represents those races who are most prevalent in creation of psychic tools. Strangely, the Demons and Gods development in this regard have stagnated for centuries. There are quite a few personal projects that produce unique results, but most Gods and Demons don't find much need for new gear. Gargoyles, dvergr, humans and sidhe have more practical experience with creating and developing new psychic tools but only humans and gargoyles actually engage in mass production. Less prevalent races are discussed below.

Kitsune are known to craft tools out of heavily modified rice plants which they apparently call "mono" however, no one is really sure whether that is the name for a kitsune tool or not since it essentially a Japanese word that translates to "stuff" or "thing". In any case kitsune mono often have uses tied up with illusions, similar to the sidhe, but they are also known to create a variety of protective items. A few are also connected to various "elemental" themes. Kitsune seem fond of being deliberately vague about what sort of things they find easiest to make.

Seraphim create items they refer to as "halos" which are reputedly formed from things which are genetically dandelions but seem to have little to no visible connection to that. Seraphim once directly served the Gods so it makes some sense that their tools would be similarly divergent from species or material they are most connected to. Historically, most halos were built as either weapons or defenses but the populations coming back to Earth carry halos with more common applications. Seraphim were not present at the Conference of 1815, but they had called their tools halos for centuries prior to their disappearance.

Trolls are similar to humans and dvergr in that their Life-Force

most easily resonates with an inanimate material. In their case, it is limestone. They are referred to as "fettlers" based on an ancient philosophy that the crafter was trapping a psychic skill, technique or Talent into the limestone. Because of this crafting philosophy, they rarely give general bonuses and more often repeat specific uses of a power. There was at least one troll at the Convention of 1815.

Therianthropes make use of pine trees and pine cones, but have not gone to the lengths of genetic modifications pursued by other races whose Life-Force best resonates with living plants or animals. At the Convention of 1815 they did not bother to set a name for their tools which resulted in the conference deciding to refer to them as "fetishes". These are usually items which give a very mild support. Most of these are built to make their shapeshifting easier. Since these aren't created from modified pine trees to go dormant when lacking normal nourishment, they don't last long and cease being useful once the parts whither completely.

Succubi "secrets" are based on butterflies though usually take the form of ethereally beautiful jewelry or apparently diaphanous cloth. These are usually geared toward enhancing the succubi's natural abilities of illusion, empathy and bio-kinesis. That said, they are one of the few species to create the tools of the complexity of companion familiarss, ritual talismans and rune trees that Gods, Demons and humans have. Like the seraphim, succubi were presumed extinct as early as four hundred years prior to the Conference of 1815, but, like the seraphim, their name for their tools was well established beforehand.

Lemurians create "icons" out of living coral. Icons include weapons and lures mostly for the purpose of underwater life and hunting. Some icons have been developed to help conceal the aquatic appearance some of the more inhuman Lemurians. Lemurians were one of the voices at the Conference that considered this system of naming Life-Force and tools would only create unnecessary confusion and they are prone to just refer to their tools as, well, tools or weapons or otherwise referring to their purpose rather than some fanciful term. There are rumors that they have created something similar to Ashvattha or Orochi somewhere in the deepest oceans.

Jurougumo have a special affinity for the willow tree and sometimes create psychic tools out of modified trees or their branches. That said, the jurougumo are largely less concerned with a crafting tradition than many other minor races. Their items are often referred to as "products" due more to the unilateral decision of the Convention of 1815 than because of anything they suggested. The few items they do make are usually similar to charms designed to confer a blessing or curse onto a given area.

Wolfen have what they refer to as "tongues" which appear

mostly to be normal ravens, of the animal variety, on a first glance. The primary use of these tongues is to convey the words of a wofen when telepathically communicating with multiple people would be tiring. Tongues thus have better mimicry abilities than most ravens and are able to produce human speech. It is possible that these are similar to the companions created by succubi, Demons, Gods and humans, but there is no real proof of this yet. Most tongues have never shown any of the sort of individuality as is displayed by some Demonic companion familiars. They were not at the Conference of 1815 and are notably quiet on their own society so it may be that they have other psychic tools besides these tongues and have another name for their tools as a whole.

Chiang shih are most connected to spiders and appropriately opted to name their tools “weaves”. Most weaves are created with an interest in protection and comfort in mind. However, they also use a number of weapons, usually, in the shape of nets and daggers. They are known to have items meant to induce temporary illness or unconsciousness. They have not yet produced anything like companions and given their dwindling numbers are unlikely to develop any such things. Despite calling their tools “weaves” they are mostly genetically modified spiders in the same manner that familiars are genetically modified snakes. Likewise, weaves are often symbiotic in nature. However, webbing based tools do exist.

Ravens, the sentient species, craft silver “glitters” which are tools meant to magnify or focus their Auspice. These frequently have very modest impact on their abilities and there are not many Ravens that engage in shaping or crafting so there are a limited number of these glitters. That said ravens enjoy silver jewelry whether it is psychically useful or not, so it is hard to tell whether a particular piece of jewelry is a glitter or just a pretty piece of silver.

Vampyr are too rare and their history is too short for them to have created a crafting style. Some have discovered that carnelian works for them the way quartz works for humans and so the rare vampyr shaper tends to adapt human tendencies and methods to new materials when crafting their tools.

Gorgons have a much longer history than vampyr, but, being just as rare and similarly scattered across several generations, they have not yet produced a crafting tradition themselves. However, their bloodlines are more aware of their heritage than vampyr and there are numerous tools created from the lapis lazuli they best associate with. Primarily gorgon crafted items are designed to allow them to access their greater powers without being in the throes of an emotional extreme.

*While not technically clones, Artificially Conceived children are often considered such.*



# CHAPTER 14

## FACILITIES

**FACILITIES ARE PLACES** that are set up with tools and spaces designed to make specific tasks easier. An artist's studio might be set up with a wide open space to place subjects or models, plenty of supplies related to their craft and possibly a television or sound system to produce whatever sort of white noise the artist prefers. A scientific laboratory would likely have one or more computers and several other specialized pieces of equipment as well as a catalog of samples or past experiments. A human shaper's ritual space would likely have a permanently inscribed circle along with several quartz crystals, other such tools and instructions on various rituals. The exact details of what makes up the facility is up to the player or GM describing it.

Note that a Facility does not necessarily require its own building. The same building can have several different facilities within it as long as it makes sense for there to be enough room. Likewise, the characters can choose to place all their Facilities in the same building if they desire.

Every character starts with one Facility for free with a Rating equal to the character's Resources. If the Facility is a specialized one then the Rating of this free Facility is equal to the character's Resources +1. This Rating is added to the rolls of any task appropriate to the Facility taken within it.

*Freddy Lopez is a Half-Demon shaper with Resources of 3. He has a Facility for helping perform shaping rituals. It has a Rating of 3. When he performs rituals within his ritual space he has an extra +3 to his roll. If he decided to specialize the space for curse creation then he would have a specialized Facility and it would have been a Rating 4.*

### PURCHASING FACILITIES

Further Facilities can be acquired making a Resources roll against Difficulty based on the following chart. Costs for Shards are included.

Type of Facility	Cost
Obstacle Facility	Rating x Rating, Minimum Rating 2
Specialized Non-Psychic Facility	(Rating + 1) x Rating
Specialized Psychic Facility	(Rating + 2) x Rating
General Purpose Non-Psychic Facility	(Rating + 1) x (Rating + 1)
General Purpose Psychic Facility	(Rating + 1) x (Rating + 1)
Feng Shui Affected Area	(Rating + 2) x (Size + 2)

How much time it takes to put the Facility together is entirely up to the GM but the following table can be used for benchmarks. However, this chart is assuming the purchasing and acquiring power of one person. If you have a character who is a billionaire, genius, playboy, philanthropist then they might just have an Organization on hand who can put together a Facility much, much quicker and with less Difficulty.

Facility Rating	Time to Acquire
+1	Hours
+2	Days
+3	Weeks
+4	Months
+5	Seasons
+6	Years

The purchasing of major Facilities could represent a Scenario in and of itself.

### FACILITIES ACQUIRED VIA XP

Facilities can also be acquired via AP and XP via the **Headquarters** Expert Advantage and the **Exceptional Facility** Heroic Advantage. In this case, you are assumed to have succeeded in either your Resources roll or the crafting Challenge automatically. GMs should also consider making Facilities as part of the reward for some Scenarios.

Rating	Example Facility
0	No real Facility.
1	Casual Hobbyists
2	Small schools, Serious Hobbyists
3	Average schools, small businesses
4	Larger schools, local businesses
5	Universities, Major companies
6	Government labs, International Corporations

### FACILITIES AS OBSTACLES

An alternate way to use Facilities is to use them as obstacles for other people. For example, the rating of a Facility designed for security would be used as a Difficulty for breaking into the place. Likewise, you could use the Facility Rating to set the Difficulty for others to find a safehouse or hidden cache. If a player chooses this as their free Facility, then it's Rating

is equal to their Resources +2. Purchasing or crafting a Facility as an Obstacle is to be handled as normal.

*James is a bit paranoid, so his home is a smallish house hidden on the outer edge Edinburgh in some hills. He takes a Facility for it relating to how difficult it is for people to find his house. Since his Resources are 1, his house has a Facility Rating of 3 acting as a Difficulty for people to find it.*

## FENG SHUI

Feng shui is the practice of altering the surrounding environment in order to enhance some aspect. If that arrangement is maintained and adapted as the situation changes, then it can easily be represented as a bonus.

*A business wants to attract more customers and hires a feng shui shih to arrange their premises to more easily attract attention. This is a matter of altering the flow of residual Life-Force to leak out into the surrounding area and pique the interest of people walking past by triggering their innate empathic senses. This works as a Facility providing a bonus to Persuasion rolls related to drawing people into the business. Of course, if customer service is poor, the product is defective or something else is wrong, all that's going to happen is it'll expose more people to your bad service and spread the word that much faster.*

*Someone else hires a feng shui shih to arrange their home to insure comfort, productivity and privacy. This is represented by three facilities. The first Facility provides a bonus to Mental Recovery rolls, the second a bonus to Craft rolls and the third an obstacle making it hard to find the place.*

*Within their own home, a feng shui shih arranges matters to make it easier to use their other psychic abilities. This is a Facility providing a bonus to Channeling or the use of a Talent. They might also apply their feng shui expertise to a ritual space creating a Facility which provides a bonus to their Shaping or Low Magic practices.*

One thing to note is that all feng shui Facilities also possess a variable dictating the size of the area to be affected by the

Facility. This size limits all the ratings the feng shui treatment is able to reach. A feng shui facility in an area the size of a house is capable of being significantly more powerful than one limited to a specific room. The maximum rating a feng shui treatment can have is equal to its Size.

*The feng shui arrangement around a single building is about a Size 3 for a small house, or 4 for a large house. An arrangement encompassing an entire neighborhood would be Size 5. A small city like Vohlstahl would require a Size 7 Facility. A city like Washington DC would require a Size 8 Facility.*

Feng shui arrangements do not automatically apply their bonus. The person using them has to know about the arrangement and how to tap into it to make proper use of the capabilities. Lacking the proper awareness and training, the feng shui arrangement can only be used like any other Aspect.

*Washington DC is one of the largest feng shui arrangements in the world, however, it's been more than a hundred years since someone in the government has had the training necessary to make full use of it. It is still Invoked as a **City Designed to Impress** for a reroll or a +2 to related rolls, however the full force of its design has not been used for a long time.*

*On the other hand, if a feng shui shih were to study and unlock the secrets of the city, they would be able to use its +4 bonus when involved in negotiations with someone else. Perhaps by staging a meeting in front of the Washington Monument or the Lincoln Memorial, the character wraps themselves in an almost tangible cloak of importance that causes people around them to feel their words have weight.*

Significant changes to the area affected by the feng shui Facility will result in someone needing to adjust the arrangement or else a degradation of its rating. Significant is a relative term. A new person coming to live in a small house is a significant change. A new person coming to live in a city is usually an unnoticeable change. There aren't any real mechanics for determining when this occurs, but it can make for a short scenario or scene where a character attempts to address changes in the environment of their home ground.

*When first designed, the arrangement of Washington DC was a Facility 7 for impressing people with the grandeur and might of the United States. However, since then, thousands upon thousands of people have come*

to live the city and various gifts and monuments have been raised. Some of these were created or granted with the goal of enhancing the feng shui of the city, but overall, the rating of the Facility has degraded to 4.

## CIRCLES

Temporary circles are the result of a maneuver, and usually break down after a scene has passed and rarely if ever last longer than a day. More permanent circles are carved into solid surfaces or created using inlays of various materials some of which will likely be the material that most resonates with the creator species. For example, most circles use carved stone or inscribed metal for the basic structure, but humans will often embed quartz crystals at key points throughout a circle they intend to use. Permanent circles represent a Facility that is used to enhance the performance of a particular psychic skill or Talent.

Note that circles, like feng shui arrangements, require the person using them to have the appropriate training and be able to discern the trigger points of the circle. Just knowing a circle exists does not make it any easier to use. Also, if multiple circles are interlinked then a single circle within it cannot be invoked without invoking the entire circle. They are essentially part of a circuit and trying to isolate them would have disastrous results, which might be exactly the intention. Skilled shapers protect against the possibility of such deliberate sabotage, of course, but that would be represented by a separate obstacle Facility.

A *Twelve-Point Circle* is some combination of six **Two-Point Circles**, four **Three-Point Circles** and three **Four-Point Circles**. However, they are all integrated and a passing Demon can't just Invoke a *Three-Point Circle* for power, it would produce a potentially dangerous feedback. He would have to first perform a *Knowledge Overcome* to understand how to utilize this particular circle, at which point he would be able to use the **Twelve-Point Circle** as a Facility providing a flat bonus to his roll. He could also then perform *Maneuvers* relating to the circle in order to get more benefit out of it.

Likewise, if that **Twelve-Point Circle** is, itself, part of a larger network of circles, then someone would have to be able to understand the entirety of the circle network in order to safely use it. To sabotage the arrangement they might have to get past an obstacle Facility representing measures the owner has taken to prevent sabotage as well.

## MULTIPLE FACILITIES IN ONE LOCATION

It is very likely for one location to have multiple Facilities, but each Facility should represent a bonus to one particular task. If that one task is being improved in multiple ways, that is still represented by a single Facility. Also, use your common sense in considering how much space a Facility should take up and consider if it is possible for a single set of equipment to serve double duty.

*Freddy Lopez's home has a ritual space that includes a library full of records of different curses and their remedies, a circle designed specifically to make clairvoyance rituals easier to perform and he has arranged the feng shui of the room to make it a calmer and less chaotic environment so he can more easily manipulate the Life-Force around him. He builds these as three Facilities of Rating 3. A library Facility providing a +3 Bonus to rolls made to create or remove curses, a circle Facility providing a +3 Bonus to scrying attempts, and a feng shui Facility providing a +3 bonus to shaping.*

*In this case, Freddy would gain a +3 bonus to shaping a clairvoyance ritual from the feng shui Facility. Then he would gain a +3 bonus to using the clairvoyance ability from the circle. Finally he would have a +3 bonus to performing any curses on targets found through the clairvoyance, assuming it was created with the capability of using psychic skills and Talents through it.*

Multiple facilities should not be designed to provide bonuses to the exact same action as a cheap way of getting a large bonus. Instead, that would be defined as a single Facility granting the desired total bonus.

*If Freddy had instead decided to define all three as Rating 3 Facilities providing a bonus to Shaping rituals, the GM would have said no and declared it as a single Facility of Rating 9 instead. Aware that creating a Rating 9 Facility is a bit outside of his ability, Freddy instead opts to create a Facility Rating 6 for Shaping instead.*

*In this case, Freddy would have a +6 Bonus to Activate any power created through a Shaping ritual, but not the actual use of it. This would make scrying very easy and make the curse relatively Stress free, but wouldn't provide any bonus to actually attacking and placing the curse.*

## FACILITIES AND MANEUVERS

Most Facilities are not explicitly stated as Aspects, but the use of Maneuvers can easily make them into Aspects for the space of a scene, just like any other situation in the game can be described as an Aspect.

*A laboratory represents a Facility of Rating 3 for the analysis of biological phenomena. A particular scientist might be able to perform a Maneuver to place an Aspect of **This is My Laboratory**. They would then be able to Invoke any Tags placed on that Aspect and use a Fate Point to Invoke it again. For example, if the Aspect in question had two free Tags, the scientist using the Facility would be able to Invoke both of those Tags, spend a Fate Point for another Invoke for a total bonus of +6 and then, after all of that, gain the Facility Rating Bonus of +3 equating to a total bonus of +9 to their roll before their Abilities, Advantages and Personal Aspects are involved.*

### WHY CIRCLES AND FENG SHUI?

So, if circles and feng shui both provide bonuses to rolls and can't be stacked on the same task, then why include them both? The reason is flavor. Most things in Fate, and thus these Divine Blood rules, use the same game mechanics, after all.

A circle is not limited to being powered by the environmental life-force and can be powered by anybody that comes by. They can also be set up on a temporary basis much more easily than a feng shui arrangement can (though it is possible with the Feng Shui Advantage). Circles are also not limited by how large an area they are within, they are designed to magnify provided Life-Force to the necessary level before the more complex circles channel them to the desired result

On the other hand, a feng shui arrangement do not require someone actively present. Feng shui can also be used to keep a constant flow of power available. For example, it is possible to have one Facility which is a feng shui arrangement developed specifically to keep a circle or series of circles powered indefinitely. Also, feng shui arrangements are easier to design to cover a large area.

In addition, it is possible to be an expert in the use of circles but not feng shui, most Gods and Demons don't take feng shui seriously, for example. Though it is much rarer for a feng shui shih to not understand circles, since they usually have Advantages or Aspects related to shaping as well as feng shui, it is still possible for someone to be a feng shui shih that doesn't understand circles and their use. In these cases, the GM should reduce the rating of any Facility that is composed of both circles and feng shui arrangements when used by someone that only understands one of the two.

*Freddy Lopez is a feng-shui shih and a sorcerer. His Demonic father, Ravana, however, has never studied feng shui. Freddy Lopez has created a circuit of interlinked circles fed by the residual Life-Force via a feng shui arrangement. This is a Facility 4 to aid his channeling while at home, in case of attack. If Ravana were to perform a Maneuver to understand the use of the circles in his son's home, he'd get the free Tags from the Maneuver but the GM rules he'd only get a Facility bonus of +2 since he's not aware of how the feng shui works.*



# CHAPTER 15

## VEHICLES

Vehicles in *Divine Blood* use the Vehicle rules found in *Strands of Fate* on page 341. Below are presented some new advantages and some sample vehicles.

### NEW VEHICLE ADVANTAGES

#### MOBILITY ADVANTAGES

##### UPRIGHT (WALKER, BIPEDAL IN STRANDS OF FATE)

**AP Cost:** 1

This Vehicle moves around on a pair of legs similar to those of a human or a bird. The Vehicle gains the *Bipedal Aspect*. There are no walkers bigger than Size 3 known.

A walking Vehicle moves at the same rate as a Wheeled Vehicle but its *Biped Aspect* may be compelled to reflect speed over flat ground but invoked to reflect better mobility in harsh terrain.

##### SPIDER TANK (WALKER, MULTI-LEGGED IN STRANDS OF FATE)

**AP Cost:** 2

This Vehicle uses three or more legs to provide locomotion and greater stability. Six and eight legged configurations are the most common, resulting in the designation of "Spider Tank". The Vehicle gains the *Multi-Legged Aspect*. There are no walkers bigger than size 3 known.

A walking Vehicle moves at the same rate as a Wheeled Vehicle but its *Multi-Legged Aspect* may be compelled to reflect speed over flat ground but invoked to reflect better mobility in harsh terrain.

#### FUNCTIONAL ADVANTAGES

##### MANIPULATOR ARM

**AP Cost:** 1

The Vehicle has an extension of some sort which can be used in a manner like a human hand. This may be purchased up to four times. Most uprights have two manipulator arms.

#### PSYCHIC TOOL

**AP Cost:** 3

The Vehicle is a massive psychic tool created from a material appropriate to the species that crafted it. Talents, channeling and other psychic powers can be performed through it.

Attacks and defenses are treated as coming from the Vehicle rather than individual, including improved performance against individuals. Add the Vehicle's Size to any attacks. The pilot may attempt to tighten the affect to target individuals rather than zones by increasing the Difficulty of activation by 1.

Other powers, including the standard maneuvers for the Psychic Abilities, receive a bonus equal to the Vehicle's system in performing them. Stress for failed activation is dealt to the Vehicle's Systems Stress Track.

#### DEFENSIVE ADVANTAGES

##### ADAPTABLE AURA

**AP Cost:** 1

The Vehicle must have **Aura**. The pilot can increase the Difficulty of the Activation to increase the AR of the aura. Each +1 Difficulty increases the AR by +2. The Difficulty can be increased a number of times equal to the Vehicle's size.

##### AURA

**AP Cost:** 1

The Vehicle must be a **Psychic Tool**. The pilot does not need training to create a defensive aura. However, if the pilot has their own abilities, using those through **Psychic Tool** as normal would probably be more effective.

The pilot may make a Systems check against a Difficulty 6 to activate an AR 3 Aura for the scene. Stress for failed activations is taken on your System Stress track.

#### OFFENSIVE ADVANTAGES

##### ADAPTABLE BLAST

**AP Cost:** 1

The Vehicle must have **Blast**. The Pilot may increase the WR of the Blast by increasing the Activation Difficulty. Each +1 Difficulty increases the WR by +2. This can be done a number of times equal to the Vehicle's Size.

## BLAST

**AP Cost:** 1

The Vehicle must be a **Psychic Tool**. The Vehicle is capable of producing Life-Force Blasts even if the pilot is not trained and has no Talents. That said if the pilot has Talents or skills they will likely be more effective.

The Pilot may make a Systems roll of Difficulty 6 to make a single Attack with a Weapon Rating equal to the Vehicle's Size + 3. Stress taken from Activation rolls is taken on the System Stress track.

## SAMPLE VEHICLES

### PASSENGER ZEPPELIN

**Cost:** 17  
**Size:** 4  
**Refresh:** 3

#### Vehicle Aspects

- ✔ Comfortable Long-Distance Transport
- ✔ Luxury Vacation Package
- ✔ Economical and Efficient

**Crew:** 3  
**Structure:** 4  
**Speed:** 4  
**Weapons:** 0  
**Maneuverability:** 2  
**Sensors:** 2  
**Systems:** 3  
**Structural Stress:** ○○○○○○○○  
**System Stress:** ○○○○○○  
**Crew Stress:** ○○○○○○

#### Specialty Aspects

- ✔ Withstands a Lot of Punishment (Structure)
- ✔ Plenty of Entertainment Options (Systems)
- ✔ High End Weather Tracking (Sensors)

#### Notable Advantages

- ✔ **Atmospheric Flight** – The craft can fly as long as there is enough air to provide lift.
- ✔ **VTOL** – The craft can take-off and land vertically.
- ✔ **Crew Quarters** – The craft has facilities to serve passengers and crew for long periods of time.
- ✔ **Enhanced Crew Safety Systems** – Reduce Stress to passengers by 2.
- ✔ **Cargo Hold** – The craft can carry a lot of cargo.
- ✔ **Escape Vehicles** – The craft has escape vehicles.
- ✔ **Onboard Computers** – The craft has computers.

- ✔ **Network Connectivity Suite** – The craft has connection to the internet.
- ✔ **Medical Bay** – The craft has a Facility 2 med bay.
- ✔ **Upgraded** – Taken 3 times. +3 Ability points.

### LOW ORBIT PASSENGER SPACE CRAFT

**Cost:** 15  
**Size:** 4  
**Refresh:** 3

#### Vehicle Aspects

- ✔ Quickest Form of Transport Known to the Public
- ✔ Modern Day Concord
- ✔ Travel for the Wealthy

**Crew:** 2  
**Structure:** 2  
**Speed:** 4  
**Weapons:** 0  
**Maneuverability:** 2  
**Sensors:** 4  
**Systems:** 3  
**Structural Stress:** ○○○○○○  
**System Stress:** ○○○○○○  
**Crew Stress:** ○○○○○○

#### Specialty Aspects

- ✔ Shortcut Through Orbit (Speed)
- ✔ Always Connected to the Markets (Systems)
- ✔ Sensors upon Sensors (Sensors)

#### Notable Advantages

- ✔ **Atmospheric Flight** – The craft can fly as long as there is enough air to provide lift.
- ✔ **Space Flight** – The Craft can traverse the vacuum of space.
- ✔ **Wheeled** – Vehicle moves on three wheels.
- ✔ **Transitional** – Vehicle can switch between Wheeled and Atmospheric Flight
- ✔ **Crew Quarters** – The craft has facilities to serve passengers and crew for long periods of time.
- ✔ **Enhanced Crew Safety Systems** – Reduce Stress to passengers by 2.
- ✔ **Escape Vehicles** – The craft has escape vehicles.
- ✔ **Onboard Computers** – The vehicle has onboard computers.
- ✔ **Network Connectivity Suite** – The craft has connection to the internet.
- ✔ **Medical Bay** – The craft has a Facility 2 med bay.
- ✔ **Upgrade** – Taken Twice. +2 Ability Points.

### CONSTRUCTION UPRIGHT

Cost: 6  
 Size: 3  
 Refresh: 2

#### Vehicle Aspects

- ✔ Humanoid Construction Machine
- ✔ Many Designs from Many Sources
- ✔ Ubiquitous and Overlooked

Crew: 0  
 Structure: 4  
 Speed: 2  
 Weapons: 0  
 Maneuverability: 2  
 Sensors: 1  
 Systems: 3  
 Structural Stress: ○○○○○○  
 System Stress: ○○○○  
 Crew Stress: N

#### Specialty Aspects

- ✔ Sturdy and Reliable Design (Structure)
- ✔ Built for Stability not Agility (Speed)
- ✔ Strong as a Giant (Systems)

#### Notable Advantages

- ✔ **Upright** – The Vehicle walks on two legs.
- ✔ **Manipulator Arms** – Taken Twice. The Vehicle has two arms with which to manipulate material around it.
- ✔ **Armored** – The Vehicle has an Armor Rating of 2.

### APC

Cost: 15  
 Size: 3  
 Refresh: 2

#### Vehicle Aspects

- ✔ Armored Trooper Carrier
- ✔ Many Designs from Many Sources
- ✔ WWII had the Half-Track...

Crew: 1  
 Structure: 3  
 Speed: 2  
 Weapons: 1  
 Maneuverability: 2  
 Sensors: 2  
 Systems: 2  
 Structural Stress: ○○○○○○  
 System Stress: ○○○○○○  
 Crew Stress: ○○○○

#### Specialty Aspects

- ✔ In Quick As Can Be (Speed)
- ✔ Infantry Support Weaponry (Weaponry)
- ✔ Contact with Home (Systems)

#### Notable Advantages

- ✔ **Wheeled/Tracked** – The Vehicle can either travel on Wheels or Tracks depending on designs.
- ✔ **Armored** – The Vehicle has an Armor Rating of 2.
- ✔ **Carrier** – Taken twice. The Vehicle can carry a unit of 16 soldiers as passengers.
- ✔ **Enhanced Crew Safety Systems** – Reduce the stress dealt to crew and passengers by 2.
- ✔ **Reinforced Structure** – The Vehicle can take an extra Minor Consequence
- ✔ **Reinforced Undercarriage** – AR +2 against attacks from underneath the Vehicle.
- ✔ **Anti-Personnel Weapon** – The Vehicle has a weapon for use against human targets.

## RECON UPRIGHT

Cost:	14 (Harasser 15, Anti-Vehicle 16, Sapper 16)
Size:	2
Refresh:	2

### Vehicle Aspects

- ✓ *Humanoid War Machine*
- ✓ *Designed for Stealth and Detection*
- ✓ *Robot Ninjas*

Crew:	0
Structure:	2
Speed:	2
Weapons:	1
Maneuverability:	2
Sensors:	3
Systems:	3
Structural Stress:	○○○○
System Stress:	○○○○○
Crew Stress:	N

### Specialty Aspects

- ✓ *Noise Reducing Actuators (Systems)*
- ✓ *Armored in Aluminum Foil (Structure)*
- ✓ Choose one:
  - ⊕ *Integrated Weapons (Weapons)*
  - ⊕ *External Weapons (Weapons)*
- ✓ One per designer
  - ⊕ **Avalon Design (US, CRCMP, Australia, NAA)** – *Easily Customized for Specific Missions (Systems)*
  - ⊕ **Burmese Design** – *Specialized for [Terrain] Operations (Systems)*
  - ⊕ **Dawn Design** – *Overclocked Systems (Systems)*
  - ⊕ **Russian Design** – *Robust and Resilient (Structure)*

### Notable Advantages

- ✓ **Upright** – The Vehicle walks on two legs.
- ✓ **Manipulator Arms** – Taken Twice. The Vehicle has two arms with which to manipulate material around it.
- ✓ **Cloaked** – The Vehicle is protected from detection by radar and other electronic means.
- ✓ **Target** – Vehicle can designate targets for indirect fire
- ✓ **Enhanced Sensor Suite** – The Vehicle gains a +2 bonus to gathering information at range.
- ✓ **Melee Weapon** – The Vehicle has a melee weapon of WR 4 for last ditch defense.

- ✓ **Anti-Personnel Weapon** – The Vehicle has a WR 6 anti-personnel weapon.
- ✓ **Specialized** – Has one extra Aspect.
- ✓ **Upgraded** – Taken twice. +2 Ability points.
- ✓ Optional Packages

- ⊕ **Harasser Package** – The Vehicle is geared for increased mobility. Cost: +1
  - ✓ **Weapons -1**
  - ✓ **Structure -1**
  - ✓ **Speed +1**
  - ✓ **Maneuverability +1**
  - ✓ **Jump Jets** – The Vehicle is capable of making short leaps through the air.
- ⊕ **Anti-Vehicle Package** – The Vehicle is geared to provide light anti-vehicle support for infantry. Cost: +2
  - ✓ **Systems -1**
  - ✓ **Weapons +1**
  - ✓ *Armored in Aluminum Foil (Structure) becomes Weighed Down (Maneuverability)*
  - ✓ **Replace Anti-Personnel Weapon WR 6 with Auto-Cannon WR 4**
  - ✓ **Armored** – The Vehicle has a 2 AR.
- ⊕ **Sapper Package** – The Vehicle is geared for Electronic Warfare. Cost: +2
  - ✓ **Electronic Counter Measures** – Gain +2 to defend against Systems Attacks
  - ✓ **Electronic Warfare Suite** – May make Systems attacks on Vehicles in Sensor Range

## AVALON THESTREL

**Cost:** 17 (Harasser 17, Anti-Vehicle 19, Sapper 19)

**Size:** 2

**Refresh:** 2

### Vehicle Aspects

- ✔ *Humanoid War Machine*
- ✔ *Designed for Stealth and Detection*
- ✔ *Invisible Robot Ninjas*

**Crew:** 0

**Structure:** 2

**Speed:** 2

**Weapons:** 1

**Maneuverability:** 2

**Sensors:** 3

**Systems:** 3

**Structural Stress:** ○○○○

**System Stress:** ○○○○○

**Crew Stress:** N

### Specialty Aspects

- ✔ *Predaflage(Systems)*
- ✔ *Armored in Aluminum Foil (Structure)*
- ✔ *External Weapons (Weapons)*
- ✔ *Easily Customized for Specific Missions (Systems)*

### Notable Advantages

- ✔ **Upright** – The Vehicle walks on two legs.
- ✔ **Manipulator Arms** – Taken Twice. The Vehicle has two arms with which to manipulate material around it.
- ✔ **Cloaked** – The Vehicle is protected from detection by radar and other electronic means.
- ✔ **Optical Camouflage** – The Vehicle has systems to avoid visual detection.
- ✔ **Linked** – This Vehicle can link with others for improved performance
- ✔ **Target** – Vehicle can designate targets for indirect fire
- ✔ **Jump Jets** – The Vehicle is capable of making short leaps through the air.
- ✔ **Intuitive Interface** – Basic Movement does not count as a supplemental action.
- ✔ **Enhanced Sensor Suite** – The Vehicle gains a +2 bonus to gathering information at range.
- ✔ **Melee Weapon** – The Vehicle has a melee weapon of WR 4 for last ditch defense. This usually a knife.
- ✔ **Anti-Personnel Weapon** – The Vehicle has a WR 6 anti-personnel weapon.
- ✔ **Specialized** – Has the *External Weapons (Weapons)* Aspect.
- ✔ **Upgraded** – Taken twice. +2 Ability points.
- ✔ **Optional Packages**

⊕ **Harasser Package** – The Vehicle is geared for increased mobility.

- ✔ **Weapons -1**
- ✔ **Structure -1**
- ✔ **Speed +1**
- ✔ **Maneuverability +1**

⊕ **Infantry Support Package** – The Vehicle is geared to provide light anti-vehicle support for infantry. Cost: +2

- ✔ **Systems -1**
- ✔ **Weapons +1**
- ✔ *Armored in Aluminum Foil(Structure) becomes Weighed Down(Maneuverability)*
- ✔ **Replace Anti-Personnel Weapon WR 6 with Auto-Cannon WR 4**
- ✔ **Armored – The Vehicle has a 2 AR.**

⊕ **Sapper Package** – The Vehicle is geared for Electronic Warfare. Cost: +2

- ✔ **Electronic Counter Measures – Gain +2 to defend against Systems Attacks**
- ✔ **Electronic Warfare Suite – May make Systems attacks on Vehicles in Sensor Range**

## ASSAULT UPRIGHT

<b>Cost:</b>	13 (Mortar 15, Tank Killer 17, Sniper 16)
<b>Size:</b>	2
<b>Refresh:</b>	2

### Vehicle Aspects

- ✓ *Humanoid War Machine*
- ✓ *Designed for Battle*
- ✓ *Modern Giants*

<b>Crew:</b>	0
<b>Structure:</b>	3
<b>Speed:</b>	2
<b>Weapons:</b>	2
<b>Maneuverability:</b>	2
<b>Sensors:</b>	2
<b>Systems:</b>	2
<b>Structural Stress:</b>	○○○○○
<b>System Stress:</b>	○○○○
<b>Crew Stress:</b>	N

### Specialty Aspects

- ✓ *Agile Skirmisher (Maneuverability)*
- ✓ *Duelists and Gunslinger (Weapons)*
- ✓ Choose one:
  - ⊕ *Integrated Weapons (Weapons)*
  - ⊕ *External Weapons (Weapons)*
- ✓ One per designer
  - ⊕ **Avalon Design (US, CRCMP, Australia, NAA)** – *Easily Customized for Specific Missions (Systems)*
  - ⊕ **Burmese Design** – *Specialized for [Terrain] Operations (Systems)*
  - ⊕ **Dawn Design** – *Overclocked Systems (Systems)*
  - ⊕ **Russian Design** – *Robust and Resilient (Structure)*

### Notable Advantages

- ✓ **Upright** – The Vehicle walks on two legs.
- ✓ **Manipulator Arms** – Taken Twice. The Vehicle has two arms with which to manipulate material around it.
- ✓ **Enhanced Crew Safety** – Reduce stress to pilot by 2.
- ✓ **Armored** – The Vehicle has an AR of 2
- ✓ **Reinforced Structure** – The Vehicle can take an extra Minor Consequence
- ✓ **Melee Weapon** – The Vehicle has a WR 4 melee weapon
- ✓ **Cannon** – The Vehicle has a WR 6 cannon
- ✓ **Specialized** – Has one extra specialty Aspect.
- ✓ **Upgraded** – Taken twice. +2 Ability points.
- ✓ Optional Packages:
  - ⊕ **Mortar Package** – The Vehicle is designed to provide light artillery support. Cost: +2
  - ✓ **Missile Bay** – The Vehicle may make missile Attacks with WR 7 missiles.
  - ✓ **Indirect Fire Capability** – The Vehicle may attack without line of sight provided it has location.

- ⊕ **Tank Killer Package** – The Vehicle is designed to better compete against heavy tanks. Cost +4
  - ✓ **Maneuverability –1**
  - ✓ **Weapons +1**
  - ✓ *Agile Skirmisher (Maneuverability)* becomes *Stout Warrior (Structure)*
  - ✓ *Duelists and Gunslingers (Weapons)* becomes *Heavy Hitter (Weapons)*
  - ✓ **Armored** – AR goes up to 4
  - ✓ **Reinforced Structure** – Can take a third minor consequence.
  - ✓ **Cannon** – Cannon goes up to WR 8.
- ⊕ **Sniper Package** – Replaces the standard anti-vehicle cannon with a rail gun. Cost: +3
  - ✓ **Speed –1**
  - ✓ **Weapons +1**
  - ✓ *Agile Skirmisher (Maneuverability)* becomes *Stealthy Stalker (Systems)*
  - ✓ *Duelists and Gunslingers (Weapons)* becomes **One Shot, One Kill (Weapons)**
  - ✓ Remove **Cannon Advantage**
  - ✓ **Cloaked** – The vehicle is protected from detection by radar and other systems.
  - ✓ **Missile Bay** – Taken twice. In this case the Missile Bay Advantage represents a WR 9 rail gun.
  - ✓ **Specialized** – Gains the *Rail Gun (Weapons)* Aspect.

### DAWN CRYSTAL UPRIGHT

Cost: 15  
 Size: 2  
 Refresh: 2

#### Vehicle Aspects

- ✔ Crystalline Humanoid War Machine
- ✔ Buggy Prototype
- ✔ Next Generation Upright

Crew: 0  
 Structure: 3  
 Speed: 2  
 Weapons: 2  
 Maneuverability: 2  
 Sensors: 1  
 Systems: 1  
 Structural Stress: ○○○○○  
 System Stress: ○○○  
 Crew Stress: N

#### Specialty Aspects

- ✔ Agile Skirmisher (Maneuverability)
- ✔ Duelists and Gunslinger (Weapons)
- ✔ Integrated Weapons (Weapons)
- ✔ High Power, High Burnout (Systems)
- ✔ Emotionally Reactive Interface (Systems)

#### Notable Advantages

- ✔ **Upright** – The Vehicle walks on two legs.
- ✔ **Manipulator Arms** – Taken Twice. The Vehicle has two arms with which to manipulate material around it.
- ✔ **Enhanced Crew Safety** – Reduce stress to pilot by 2.
- ✔ **Cloaked** – The Vehicle is difficult to detect by radar or other detection tools.
- ✔ **Aura** – The Vehicle may raise a protective Aura of AR 3 with a Systems Activation roll.
- ✔ **Adaptable Aura** – The Vehicle may increase the AR of the Aura by increasing the Activation Difficulty.
- ✔ **Psychic Tool** – The Vehicle responds to the user's Life-Force.
- ✔ **Blast** – The Vehicle can produce a Life-Force 5 Blast with a Systems Activation roll.
- ✔ **Adaptable Blast** – The Vehicle may increase the WR of the Blast by increasing the Activation Difficulty.
- ✔ **Specialized** – Taken twice. Has the High Power, High Burnout (Systems) and Emotionally Reactive Interface (Systems) Aspects.

### AVALON ERRANT (ABOUT TO ENTER FIELD TESTING IN THE US ARMY)

Cost: 19 (Mortar 21, Tank Killer 23, Shield Knight Tank-Killer 24, Shield Knight 20, Sniper 22)  
 Size: 2  
 Refresh: 2

#### Vehicle Aspects

- ✔ Humanoid War Machine
- ✔ Designed for Battle
- ✔ Robot Knight

Crew: 0  
 Structure: 3  
 Speed: 2  
 Weapons: 2  
 Maneuverability: 2  
 Sensors: 2  
 Systems: 2  
 Structural Stress: ○○○○○  
 System Stress: ○○○○  
 Crew Stress: N

#### Specialty Aspects

- ✔ Agile Skirmishers (Maneuverability)
- ✔ Duelists and Gunslinger (Weapons)
- ✔ External Weapons (Weapons)
- ✔ Easily Customized for Specific Missions (Systems)
- ✔ Accidental Proto-Talisman (Systems)

#### Notable Advantages

- ✔ **Upright** – The Vehicle walks on two legs.
- ✔ **Manipulator Arms** – Taken Twice. The Vehicle has two arms with which to manipulate material around it.
- ✔ **Enhanced Crew Safety** – Reduce stress to pilot by 2.
- ✔ **Linked** – The Vehicle can link with other Vehicles for improved performance.
- ✔ **Intuitive Interface** – Basic movement does not count as a supplemental action.
- ✔ **Psychic Tool** – The Vehicle responds to the pilot's Life-Force.
- ✔ **Armored** – The Vehicle has an AR of 2
- ✔ **Reinforced Structure** – The Vehicle can take an extra Minor Consequence
- ✔ **Melee Weapon** – The Vehicle has a WR 4 melee weapon
- ✔ **Cannon** – The Vehicle has a WR 6 cannon
- ✔ **Specialized** – Taken twice. Gains the Accidental Proto-Talisman (Systems) Aspect and the External Weapons (Weapons) Aspect.
- ✔ **Upgraded** – Taken twice. +2 Ability points.

✔ **Optional Packages:**

⊕ **Mortar Package** – The Vehicle is designed to provide light artillery support. Cost: +2

- ✔ **Missile Bay** – The Vehicle may make missile Attacks with WR 7 missiles.
- ✔ **Indirect Fire Capability** – The Vehicle may attack without line of sight provided it has location.
- ✔ **Tank Killer Package** – The Vehicle is designed to better compete against heavy tanks. Cost: +4
- ✔ **Maneuverability -1**
- ✔ **Weapons +1**
- ✔ *Agile Skirmisher (Maneuverability)* becomes *Stout Warrior (Structure)*
- ✔ *Duelists and Gunslingers (Weapons)* becomes *Heavy Hitter (Weapons)*
- ✔ **Armored** – AR goes up to 4
- ✔ **Reinforced Structure** – Can take a third minor consequence.
- ✔ **Cannon** – Cannon goes up to WR 8.

⊕ **Shield Knight Package** – Due to the requests of Sergeant Major Eowyn Desai, a shield was designed for use by the Errants. Cost: +1 to basic or Tank Killer package.

- ✔ **Shield** – The Vehicle has a shield that provides +2 Defense to Weapons Attacks and the *External Shield (Structure)* Aspect.

⊕ **Sniper Package** – Replaces the standard anti-vehicle cannon with a rail gun. Cost: +3

- ✔ **Speed -1**
- ✔ **Weapons +1**
- ✔ *Agile Skirmisher (Maneuverability)* becomes *Stealthy Stalker (Systems)*
- ✔ *Duelists and Gunslingers (Weapons)* becomes *One Shot, One Kill (Weapons)*
- ✔ Remove **Cannon** Advantage
- ✔ **Cloaked** – The vehicle is protected from detection by radar and other systems.
- ✔ **Missile Bay** – Taken twice. The Vehicle has a WR 9 weapon representing a rail gun.
- ✔ **Specialized** – Gains the *Rail Gun (Weapons)* Aspect.



## SPIDER TANK

**Cost:** 12 (Egg Layer 16, Jumping Spider 14, Net Weaver 15, Queen Spider 17, Hunting Spider 17)  
**Size:** 3  
**Refresh:** 3

### Vehicle Aspects

- ✔ Many Legged War Machine
- ✔ Many Designs from Many Sources
- ✔ Monstrous Machine

**Crew:** 1  
**Structure:** 4  
**Speed:** 1  
**Weapons:** 3  
**Maneuverability:** 2  
**Sensors:** 2  
**Systems:** 2  
**Structural Stress:** ○○○○○○○○  
**System Stress:** ○○○○○○  
**Crew Stress:** ○○○○

### Specialty Aspects

- ✔ Quiet but Slow (Speed)
- ✔ Gets some places (Maneuverability)
- ✔ One per designer
- ⊕ **Avalon Design (US, CRCMP, Australia, NAA)** – Easily Customized for Specific Missions (Systems)
- ⊕ **Burmese Design** – Specialized for [Terrain] Operations (Systems)
- ⊕ **Dawn Design** – High Power, High Burnout (Systems)
- ⊕ **Russian Design** – Robust and Resilient (Structure)

### Notable Advantages

- ✔ **Spider Tank** – The Vehicle walks on four or more legs.
- ✔ **Enhanced Crew Safety** – Reduce Stress taken by the Crew by 2.
- ✔ **Armored** – The Vehicle gains AR 2
- ✔ **Reinforced Structure** – The Vehicle may take an extra Minor Consequence
- ✔ **Reinforced Undercarriage** – The Vehicle has +2 AR versus attacks from below.
- ✔ **Cannon** – The Vehicle has a WR 7 cannon.
- ✔ **Upgraded** – Taken twice. +2 Ability Points.
- ✔ **Optional Packages:**
  - ⊕ **Egg Layer** – This spider tank is set up as a troop carrier. Cost: +4
    - ✔ **Weapons -1**
    - ✔ **Speed +1**
    - ✔ Replace *Quiet but Slow (Speed)* with *Get In, Get Out (Speed)*
    - ✔ **Specialized:** Gains the Deploy in transit(Systems) Aspects
    - ✔ Replace **Cannon WR 7** with **Anti-Personnel Weapon WR 9**
    - ✔ **Carrier** – Can take a unit of 8 soldiers as passengers.

- ⊕ **Jumping Spider** – This Spider tank has increased mobility and target designation ability. Cost: +2
  - ✔ **Weapons -1**
  - ✔ **Structure -1**
  - ✔ **Speed +2**
  - ✔ **Replace** *Quiet but Slow (Speed)* with *Fast but Fragile (Structure)*
  - ✔ **Jump Jets** – The Vehicle is capable of short leaps.
  - ✔ **Target** – May designate targets for indirect firing.
- ⊕ **Net Weaver** – This spider tank is set up to run Electronic Warfare and lay mine fields. Cost: +4
  - ✔ **Weapons -2**
  - ✔ **Systems +2**
  - ✔ **Mine Dispenser** – The Vehicle may place mines in a zone as it moves through.
  - ✔ **Electronic Counter Measures** – The Vehicle gains a +2 to defend against Systems attacks.
  - ✔ **Electronic Warfare Suite** – Taken twice. The Vehicle may make Systems attacks at Vehicles in Sensor Range with a +2 bonus.
- ⊕ **Spider Queen** – This spider tank is set up to act as a mobile field command and Artillery unit. Cost: +5
  - ✔ **Weapons -2**
  - ✔ **Systems +1**
  - ✔ **Sensors +1**
  - ✔ **Onboard Computers** – Provides bonus to computing tasks.
  - ✔ **Network Connectivity Suit** – Connects to a network.
  - ✔ **Electronic Countermeasures** – Taken twice. The Vehicle has a +4 to defend against Systems attacks.
  - ✔ **Indirect Fire Capability** – The Vehicle may make attacks on Vehicles out of Line of Sight.
- ⊕ **Hunting Spider** – This spider tank is set up for heavier Assault. Cost: +5
  - ✔ **Maneuverability -1**
  - ✔ **Weapons +1**
  - ✔ Replace **Cannon WR 7** with **Autocannon WR 5**
  - ✔ **Missile Bay** – The Vehicle has an array of WR 8 missiles.
  - ✔ **Weapon Battery** – The Vehicle has several linked Autocannons.
  - ✔ **Armored** – The Vehicles Base AR increases to 4
  - ✔ **Reinforced Structure** – The Vehicle can suffer another extra Minor Consequence.

## MAIN BATTLE TANK

Cost: 17 (Rail Gun 18)  
 Size: 3  
 Refresh: 3

### Vehicle Aspects

- ✓ Massive Weapons Platform
- ✓ Many Designs from Many Sources
- ✓ High Expense, High Impact

Crew: 1  
 Structure: 4  
 Speed: 1  
 Weapons: 4  
 Maneuverability: 1  
 Sensors: 2  
 Systems: 2  
 Structural Stress: ○○○○○○○○  
 System Stress: ○○○○○○  
 Crew Stress: ○○○○

### Specialty Aspects

- ✓ Can Seriously Take a Hit (Structure)
- ✓ Can Give as Well as Take (Weapons)
- ✓ Noisy as Hell Following a Pale Horse (Systems)

### Notable Advantages

- ✓ **Tracked** – The Vehicle moves on tracks.
- ✓ **Enhanced Crew Safety** – Reduce stress to Crew by 2
- ✓ **Armored** – Taken three times. The Vehicle has AR 6.
- ✓ **Reinforced Structure** – Taken twice. The Vehicle can take two extra Minor Consequences.
- ✓ **Reinforced Undercarriage** – Taken twice. The Vehicle has AR 10 versus attacks from below.
- ✓ **Cannon** – Taken twice. The Vehicle has a WR 9 cannon.
- ✓ **Anti-Personnel Weapon** – The Vehicle has a WR 9 Anti-Personnel Weapon.
- ✓ **Upgraded** – Taken twice. +2 Ability Points.
- ✓ **Rail Gun Option:** The tank is equipped with a Rail Gun rather than a standard cannon. Cost: +1
  - ⊕ Remove **Cannon** taken twice for WR 9.
  - ⊕ Take **Missile Bay** taken twice for a WR 10 attack representing the rail gun.
  - ⊕ **Specialized:** Add *Rail Gun (Weapons)* Aspect.

## BURMESE OGRE

Cost: 22  
 Size: 3  
 Refresh: 3

### Vehicle Aspects

- ✓ Massive Weapons Platform
- ✓ Burmese Icon of Tyranny
- ✓ Legendary Battlefield Monster

Crew: 1  
 Structure: 4  
 Speed: 1  
 Weapons: 4  
 Maneuverability: 1  
 Sensors: 2  
 Systems: 2  
 Structural Stress: ○○○○○○  
 System Stress: ○○○○  
 Crew Stress: N

### Specialty Aspects

- ✓ Can Seriously Take a Hit (Structure)
- ✓ Can Give as Well as Take (Weapons)
- ✓ Noisy as Hell Following a Pale Horse (Systems)
- ✓ Rail Gun (Weapons)

### Notable Advantages

- ✓ **Tracked** – The Vehicle moves on tracks.
- ✓ **Enhanced Crew Safety** – Reduce stress to Crew by 2
- ✓ **Armored** – Taken four times. The Vehicle has AR 8.
- ✓ **Reinforced Structure** – Taken three times. The Vehicle can take three extra Minor Consequences.
- ✓ **Reinforced Undercarriage** – Taken twice. The Vehicle has AR 12 versus attacks from below.
- ✓ **Specialized** – The Vehicle has the *Rail Gun (Weapons)* Aspect.
- ✓ **Missile Bay** – Taken three times. The Vehicle has a WR 12 attack representing the rail gun.
- ✓ **Anti-Personnel Weapon** – The Vehicle has a WR 9 Anti-Personnel Weapon.
- ✓ **Upgraded** – Taken twice. +2 Ability Points.



*Ogres were never intended to be used in high mountain passes.*



# CHAPTER 16

## RUNNING THE GAME

AS THE GM, there are several tasks that you need to be aware of.

- ✓ Review Characters
- ✓ Plan Scenarios and Story-arcs
- ✓ Control the Pace of the Story
- ✓ Settle Rules or Setting Discussions

### REVIEW CHARACTERS

It is part of the nature of a point-buy system that it is easy to create a character wildly out of balance with the rest of the gaming group. Also, given the varied genres available for play within the **Divine Blood** setting, it is easily possible to create a character that doesn't fit thematically with the rest of the characters in the group. As GM, you need to go over each character and decide whether such a character fits in the campaign or not. As implied above, there are some points of concern to watch out for.

### INEFFICIENT OR INEFFECTIVE CHARACTERS

In any game system there are some combinations of skills and powers that simply do not work very well together. Some players create characters like this deliberately for the added challenge, but you should still mention it when you encounter the situation. Perhaps they took a Power Advantage which requires activation but they left their Psychic Abilities at 0. Perhaps they have a high Psychic Ability somewhere but no specific Power Advantages to use it with. Perhaps one of their Physical, Social or Mental Abilities has been bought down to 0 or -1. None of these is untenable; the power can still be activated at the risk of Life-Force stress; the high psychic abilities can still be used to make Maneuvers; a disability on one field as the impetus for mastery in another is a staple of the genre. BUT, point out these things to the player and make sure that is what he wants to do.

### OVERPOWERED CHARACTERS

This is the more common problem that a GM will face, especially in a point buy game. Make sure to pay attention to how different traits reinforce one another. Consider just how big a bonus you're okay with a character getting to any particular task. If you're okay with characters which have a +8 on some rolls, allowing them to easily accomplish things experts would want to prepare for then allow it. If you think that level of

competence will make the game less fun, then suggest the player dial things down.

### THEMATICALLY INAPPROPRIATE CHARACTERS

This is different from a fish out of water character. If you're doing a campaign based around governmental intrigue where most of the characters are superspies then having one civilian who got wrapped up in things is fine, as anybody who remembers *The Scarecrow and Mrs. King*, *Gotcha!* or *The Man With One Red Shoe* can attest. However, a campaign with an introspective tone can be completely trashed by a character who loves to pose and shout shonen monologues. When doing your character creation session, make sure everybody gets a chance to make a character that they want to have without going against the campaign as a whole.

### ASPECTS: ALL STORY OR ALL SITUATION

Aspects tend to be focused either on providing a situational benefit or on driving the story. If all of a character's Aspects are firmly story oriented, they may find it difficult to make use of those Aspects to give them bonuses to rolls. The GM might also find it difficult to weave all those story elements together. On the other hand, a character with almost entirely Aspects geared toward helping them in play will be hard to draw into a story. Work with the players to make sure that some of their Aspects give story hooks and some give them benefits in immediate circumstances. Make sure to ask them what sorts of action they want to be involved in and suggest Aspects in that vein.

### ASPECTS: OVER SPECIALIZATION

When you create a character, you should expect the Aspects to overlap somewhat. However, it is possible to create differently worded Aspects that overlap almost completely with very little difference. This is not inherently bad, but it does mean that the character will only really step into the spotlight in situations related to that overlapping area. For example, if you're playing a game that has both combat and investigation themes, then a character that has nothing but combat Aspects may find themselves sitting on their hands and feeling left out when the party is doing investigation. Make sure the player is aware of this risk before approving the character.

### PLAN SCENARIOS AND STORY ARCS

You'll get some help from your players in this regard. Aspects are the primary tool you have in creating your future stories. However, avoid setting down a plan that is too rigid. **Divine Blood** uses the Fate system which means that many plans will be destroyed relatively quickly. You want to have a sandbox, not a railroad.

## CHARACTER-CENTRIC SCENARIOS

For character specific scenarios, look at the character you want to focus on and their list of Aspects. Every character will likely have three or four Aspects that represent their character's personal story arc, long term goals and old wounds from their background. Any of these can be used to base a scenario on. The problem here will be in drawing the other characters into the resultant story. For that, you can either depend on them deciding to stand by their friends, or you can weave some of their own Aspects into the situation.

## WORLD-CENTRIC SCENARIOS

For scenarios that are revolving around the world that the characters live in, look to the Campaign and Location Aspects. In essence, every character is connected to the Campaign and Common Ground Aspects, and stories involving those things will thus involve all of the characters. In order to make things easier on you, try to encourage Aspect names that give good story ideas when you are in campaign and character creation.

## ADVANTAGES

While Aspects are the primary story writing tool you have as a GM, do not overlook the characters' Advantages. Make sure that the players get the chance to show off their skills. Sometimes this might be a cause for you to start the creation of a scenario. Look for a skill you want the character to be able to show off and then look for an Aspect that might lead to a story situation where that skill would be needed.

## WEAKNESSES

You don't want a character to get away with buying down low stats or taking weaknesses with no consequences for the entire game. Once in a while, you'll want to set things up so that those weak points come up. If the players enjoy this, it is entirely possible to bring up the weaknesses consistently, but be careful with this. *Divine Blood* has an overall positive tone and constant failure and trouble may eventually dampen players' fun.

## GOALS

*Divine Blood* depends on the idea of the characters being proactive and taking the initiative. Listen to their plans and goals and create barriers to get in the way. This will, in and of itself, create a scenario that will provide an interesting story.

## CHARACTER-CONFLICT

*Fate* is unusual in the fact that inter-party conflict can often be very easily run without causing issues between the players. In fact, having some inter-party conflict can allow characters

to funnel Fate Points from one person to another as Aspects are compelled. In this case, you simply have to watch and occasionally add in your own little twist to the situation to keep things interesting. As long as everybody is having fun, fine, but if it looks like someone is getting upset or about to become upset, then direct the attention away from party conflict.

## CAMPAIGN NOTES

Keep track of events in the campaign. Make changes to Aspects as needed and remember who was inconvenienced by the players at what particular times and what resources that person might have to retaliate. Or perhaps the players will need to come to them later for help and have to deal with the fact that they had caused the NPC trouble in the past. There might also be the opposite situation, someone they helped in the past comes to them for help again or else ends up on opposite sides with them. This is not limited to NPCs either; consider other things that characters have done which might cause a story further down the line.

## CONTROL THE PACE OF THE STORY

As the GM you are responsible for the pacing of the story as a whole. Whether it is a scene, scenario or an entire story arc, it is your responsibility to introduce a new segment of the campaign and it is your responsibility to declare when a story segment has come to an end. That is the primary meaning of controlling the pace of the campaign, but there are issues that also add to the pacing of a story.

## SKIP THE DULL PARTS

If the players are not showing much interest in what is going on then skip ahead to something that will catch their attention. You don't need to exhaustively run the process of them going from home to work complete with marking each turn along a map. Unless something is about to happen on that route, it is much easier to simply declare that they go to work. Even if something does happen, you don't have to exhaustively describe the points between the decision to head to work and the point when the event happens.

## DO NOT RUSH THE PLAYERS

If the players are having fun with the current scene, try not to rush them. The point of the game is to have fun and the players are the primary driving force of the story. So if the players are still having fun with the current scene let them have some lead. Eventually, you'll get to the point where you have get them focused on moving on to the next scene, but most of the time players will wind down and move on to the next scene by discussing a new set of goals well before you should prod them a little.

## IMAGINE THE FILM

As a way to tell whether or not it is time for a new scene or not, try to imagine how the story would play out as an anime or movie. If you've just made a transition that would have required a cut or scene break in a movie, then you likely have a new scene. This is related to pacing, however, since a new scene causes some Advantages to come back and gives the NPCs a refilled Fate Pool.

## MANAGE THE ANTAGONISTS

A full GMPC will create a very long scene if there is going to be a conflict. This is because the GMPC will have all the same resources as the player including a full set of Consequences and Fate Points. By contrast, extras will go down usually in one or two hits. Judge the sort of conflict you want and set your antagonists accordingly.

## WHEN IN DOUBT SIMPLIFY

There may come a time where you are tempted to model a particular situation by creating a large number of separate die rolls, or else use a lot of variables to determine a Difficulty. If you find it taking a significant amount of time to set up an action on either your end or a player's, it would probably be a good idea and just set a simple number target or reduce things down to a single roll, especially if no one is really interested in the process itself. Remember: skip the dull parts.

## MANAGE SUBPLOTS

Subplots are wonderful things that give depth and interest to a story. Each character in a *Divine Blood* campaign functions as the seed for their own subplot. However, it is entirely possible to have your subplots spread out and take over the campaign. While a change in direction of the campaign is fine, especially if the change in direction came at the hands of the players, an abundance of little subplots will cause the campaign to lose focus and direction as players jump from one task to another, often with said tasks being unrelated.

## AWARD EXPERIENCE

You control when players are awarded experience and also when they can spend that experience. You might allow them to spend experience spontaneously, as if suddenly having an epiphany regarding some subject or another. Or you might require experience to be spent in between scenarios. In some cases, especially given that this is a setting with groundings in anime, you might want to only allow experience to be spent at specific times. In any case, granting experience to the party means that the party will acquire more resources. Depending on what Advantages, Aspects or the like they purchase with their XP, you might find that they have rendered one or more

of your intended obstacles obsolete. In general, the spending of experience will speed up a story and make it easier to resolve.

In general there are two ways to handle experience award.

- ✔ The first is to give a consistent amount per sessions, with bonuses in cases where the players achieved something exceptionally significant. In this case, an amount of XP ranging from 4 to 6 should be appropriate. The downside of this is that it doesn't always make sense for characters to receive much, if any, XP and sometimes it makes sense that they would receive a lot more than usual.
- ✔ The second method is to use a milestone method, and this is the method that is suggested. There are three levels of milestone.
  - + Minor Milestones represent a common everyday session. It might have been very fun but it didn't really advance any major plot and no real training was done.
    - For minor milestones simply allow the player to do any one thing which would normally cost them 1 XP to do. Change an Aspect, drop an Advantage and take on a different one or so on.
  - + Significant Milestones should occur every 2 to 3 sessions and represent cases where the plot has moved forward or the characters have gone through some targeted training of some sort.
    - For significant milestones, award 11 XP.
  - + Major Milestones occur when some major progress has been made on one or more plots. A plot might have even been resolved entirely. These will often occur in the middle of an extended story arc and at the end of a story arc. Major Milestones have potentially altered the campaign setting as a whole and quite likely resulted in a change to a Campaign Aspect.
    - For major milestones, award 26 XP.

## SETTLE RULES AND SETTING QUESTIONS

This is the easiest to explain. You are the person who is responsible for putting an end to arguments about some element of the mechanics or setting. Unless the question is involving something that has already had a precedent in place, hold off on doing this right away. Let the players have some chance to discuss the way they think things should work. Only step in to cast your vote if there is a stalemate in the discussion or if no one has any particularly strong opinion on the matter.



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# CHAPTER 17

## ANTAGONISTS

**SOMETHING EVERY STORY IS GOING** to have is antagonists. They don't have to be evil or even dangerous, but without obstacles, dangers or enemies, a story will tend to get very short and boring. Antagonists could be the school bully, a hired assassin, a rogue God, a rival after the same goal as you, or a military vehicle. The exact nature varies from scene to scene, but the mechanics remain the same regardless. This chapter is meant to help you create your antagonists.

There are several levels of antagonists.

### EXTRAS

These are nameless mooks and goons who have no real importance. You use these when you want a lot of weak enemies but putting out a single Unit reduces your tactical options too much.

- ✔ Likely doesn't have any Ability ranked higher than 2.
- ✔ One Defining Aspect
- ✔ No Advantages in general.
- ✔ Power Advantages if necessary for the concept.
- ✔ No Consequences
- ✔ If a scene has only extras, then the NPC Fate Pool is cut in half, rounded down.

### MINIONS

These are the basic thugs. Most enemies will be at this level and they might lead groups of Extras. Occasionally they will have some limited personality.

- ✔ Will usually have one or two Abilities ranked at 3.
- ✔ Defining Aspect, one or two Specialty Aspects
- ✔ Perhaps 1 Expert Advantage.
- ✔ Power Advantages if necessary for the concept.
- ✔ Severe (P) Consequence only.
- ✔ The NPC Fate Pool is unaffected by minions and is the normal 1 Fate Point for each PC.

### LIEUTENANTS

Enemies that make repeat appearance and are meant to give the players more than a little problem. These often have very unique personalities and abilities.

- ✔ Will usually have 1-3 Abilities ranked at 3.
- ✔ Defining Aspect, 1-2 Character Aspects, 2-4 Specialty Aspects
- ✔ 1-3 Expert Advantages.
- ✔ Possibly 1 Heroic Advantage
- ✔ Power Advantages if necessary for the concept.
- ✔ Minor and Severe(P) Consequences
- ✔ Add 1 Fate Point to the NPC Fate Pool if one or more lieutenants are present in the scene.

### BOSSES

Bosses are major antagonists and provide the players with a serious threat. They are often at the end of a story arc of several sessions. Bosses have close to the same range of powers and skills as player characters. Bosses can take Minor, Major and Severe(P) Consequences and add two Fate Points to the NPC Fate Pool.

- ✔ Might have an Ability ranked at 4.
- ✔ Defining Aspect, 2-4 Character Aspects, 3-5 Specialty Aspects
- ✔ 3-5 Expert Advantages
- ✔ 1-2 Heroic Advantages.
- ✔ Power Advantages if necessary for the concept.
- ✔ Add 2 Fate Points to the NPC Fate Pool if one or more bosses are present in the scene.

### GMPC

Game Master Player Characters are the major antagonists of long story arcs or even an entire campaign. GMPCs, as the name implies, are built exactly along the lines of a player character. GMPCs have their own Refresh like Player Characters and do not draw from the NPC pool.

- ✔ Full set of stats as per a Player Character.

## IMPROMPTU ANTAGONISTS

Having a large number of antagonists made ahead of time is definitely useful, but it's really only necessary for the major named NPCs and supporting characters. Example minions and extras primarily exist to give you a benchmark for deciding on your own antagonists. Whipping up a minion or extra on the fly is fairly easy and, given the rather improvisational and unpredictable nature of Fate-Systems, probably the best way to do things. There's really only a couple of things you need to know for an NPC in any given scene:

- ✔ The size of their relevant Stress Track or Stress Tracks.
- ✔ The Abilities relevant to the situation.
- ✔ A Defining Aspect

If the players Maneuver to discover something about them, you can use the Defining Aspect or else create something on the fly. This allows you to either add personality to the character right there or else allows you to take advantage of personality that you've already established for the character in the scene. If you have the idea that this character is really good at some thing or another, then you might give them a related Specialty Aspect or Advantage. When it comes to Power Advantages, add them as appropriate to the antagonist or supporting cast.

Often times some of the most well-loved characters are the ones that came up at the spur of the moment and became progressively more interesting. You should keep careful notes on the stats that you assigned to such characters and perhaps fill them out later if you think the players would enjoy them showing up again.

## ANTAGONISTS

The following sample antagonists represent mostly lieutenants, bosses and GMPCs. For minions and extras, you'll usually want to just improvise them unless you had a specific gimmick in mind.

### AKIRA

Akiras are psychics that have only just learned about what they are or else overuse their abilities to a reckless degree. Most are the first kind and rarely intend to cause anyone trouble. However, their lack of experience is often combined with a panicked emotional state which results in leaking and often full episodes which can cause quite a bit of chaos. On the other hand are those akiras who think that their abilities makes them superior to everyone else. Many of these love to

show off their abilities when they can, occasionally in ways that are to the detriment of those they're showing off for. The number of psychics appearing outside the expected families has been growing recently, and thus the number of akiras has been growing as well.

### JESS KARA

Jess is the perfect girl next door. She has lovely brown hair and a wonderfully clean complexion. Her face is familiar and ordinary while at the same time being subtly exotic in a way that speaks of an uncertain mix of ethnic backgrounds. She is friendly, helpful and diligent with her school work and chores. She knows that she was adopted as a child, but doesn't care. She loves her family, her life and her friends. She's also not human, which is something she isn't aware of. Jess is a succubus and she's about to hit her first puberty, where her powers begin to come in. Her stress about what's happening is already causing her to form her demonic illusion so it looks like it will be a bumpy ride.

#### Defining Aspect: *Adopted Succubus Girl*

Agility	2	Endurance	2	Perception	2	Strength	1
Craft	2	Knowledge	2	Reasoning	2	Willpower	2
Deception	2	Empathy	3	Persuasion	2	Resources	1
Manipulative	1	Metabolic	1	Sensitive	1		
<b>Physical Stress:</b>	3	<b>Mental Stress:</b>	4				
<b>Social Stress:</b>	3	<b>Essence Stress:</b>	4				

**Specialty Aspects:** *Lack of Adult Sexuality (Empathy), Perfect Girl Next Door (Persuasion) (P), What is Happening to My Body?! (Willpower), Everybody's Friend (Persuasion), Excellent Student (Knowledge)*

**Expert Advantages:** *Striking Looks, Bookworm, Athlete*

**Heroic Advantages:** *Persistent Specialty: Perfect Girl Next Door (Persuasion)*

**Power Advantages:** *Power Tricks (Immature Succubus Bio-kinesis and Empathy); Illusions (Succubus Disguise; Illusory Disguise, Personal Illusions only, 2 illusions only – human disguise and demonic illusion); Extra Limbs (Illusory Limbs; Only with Demon Illusion, Strenuous, Telekinetic)*

**BEAST**

Beasts are non-sentient animals that have somehow developed psychic abilities. This isn't an everyday or even every season occurrence, but it these do show up often enough to feature in legends both ancient and urban. Investigating reports of unusual creatures and occasionally putting them down is a common task for freelancers. Sometimes, the creature turns out to be benign and can be taken somewhere to be sheltered. More often they turn out to be dangerously feral and a threat to both the local ecosystem and any person living nearby. Beasts rarely reproduce, even in the cases where they are benign, the majority are actually sterile. Some people suspect that many of these creatures are the result of the experiments of shapers of various species and released when failed.

Beast Life-Force Stress is twice their highest Psychic Ability

**THE EVERGLADES SERPENT**

The Everglades Serpent is a massive python that has been rumored to lurk within the swamps of south Florida that's been proving hard to track down. Unknown to the locals, the snake is precognitive and capable of changing its size. It's only a matter of time before it tries to move on to human prey. Hopefully, Psyche can get to before some television channel makes it into a low budget Saturday night movie.

**Expert Advantages** Grappler, Wrestler

**Power Advantages:** Armor: AR 2, **Augmented Movement, Natural Weapon:** WR 2, Oracle

**Shrink:** *Small as a Garter Snake* (Linked: **Super Agility, Catlike Grace**), *Small as a Rattlesnake* (Linked: **Enhanced Reflexes, Catlike Grace**), **Grow:** *Large as Python* (Linked **Herculean Strength, Resilient**), *Gigantic Python* (Linked **Super Strength, Super Endurance**)

**Defining Aspect:** *Living Urban Legend*

Agility	3	Endurance	3	Perception	2	Strength	3
Craft	0	Knowledge	1	Reasoning	2	Willpower	3
Deception	2	Empathy	1	Persuasion	0	Resources	0
Manipulative	0	Metabolic	3	Sensitive	2		
<b>Physical Stress:</b>	6/11 (largest size)	<b>Mental Stress:</b>	5				
<b>Social Stress:</b>	NA	<b>Essence Stress:</b>	4				
<b>Size:</b>	-2/-1/0/1/2						

**DIVA**

Divas appear all over the place. They're the self-important queen bees that demand all the attention be directed toward them and no one else. They are rarely truly evil, but for people in sheltered parts of the world it's hard to tell the truth. Evil or not, they often wreak havoc with other people's lives intentionally or otherwise.

**MELODY CARTER**

Melody Carter is one of the popular kids in the Stark School for the Gifted, a DoD sponsored school that is situated in Shandong not too far from the Burmese border. One would think that being so near to one of the most dangerous countries in the world would keep people focused on things that are really important, and from Melody's point of view, that's her.

**Defining Aspect:** *Self-Absorbed Rich Girl*

Agility	3	Endurance	2	Perception	2	Strength	1
Craft	1	Knowledge	3	Reasoning	2	Willpower	3
Deception	3	Empathy	2	Persuasion	3	Resources	3
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	3	<b>Mental Stress:</b>	5				
<b>Social Stress:</b>	6	<b>Essence Stress:</b>	3				

**Specialty Aspect:** *Teenagers can be Cruel*(Empathy), *Advanced Chemistry Program*(Knowledge)

**Expert Advantage:** Artist: Cook

## GHOSTS

Ghosts are the spirits of the dead. Among psychics, they are considered a more or less natural occurrence and rarely something to be concerned about. Some ghosts even take up positions of guardianship over particular places or people, possibly forming the basis for ancestor worship in some cultures. Ghosts are drawn to places with large concentrations of people; since people produce the residual Life-Force they can draw on to interact with. Some legends say that the first feng shui shih was a death-seer who learned the trick of utilizing residual Life-Force from the dead. However, while most ghosts are harmless or even beneficial, there are always the trouble-makers.

### SPECIAL RULES

Ghosts have no Rating for Strength, Endurance or Metabolic. Nor do they have a Physical Stress Track.

Ghosts cannot use Metabolic powers.

Ghosts technically have no Life-Force but mechanically have a Life-Force Stress Track to handle attempts to disperse them.

All ghosts have a Sensitive of at least 1.

When a ghost uses Powers, it stresses the Environment instead of their Life-Force. Base the local "Environment" Stress Track on the following chart.

Population	Environment Stress Track
Abandoned	1
Solitary Inhabitant	2
Small Group	3
Large Group	4
Crowd	5
Large Crowd	6
Countless Population	7

If an area has been arranged by a professional feng shui shih, then it will likely have an extra Minor Consequence or two.

All ghosts in an area stress the same Environment. Consequences to the Environment create the stereotypical haunting phenomena. This destabilization makes it hard for the ghost to control what's going on and can be Compelled to create attacks on the spirits in the area threatening dispersal.

- ✔ **Minor Consequence** – *Phantom Sounds, Cold Spots, EMP*
- ✔ **Major Consequences** – *Electrical Drain, Empathic Pollution*

- ✔ **Severe (P) Consequences** – *Rapping and Knocking; Sudden Sounds*
- ✔ **Extreme (P) Consequences** – *Telekinetic Whirlwind, Random Hallucinations*
- ✔ **Defeated (P) Consequences** – *Extradimensional Cracks, Spirit Storm*

Ghost's cannot be finally destroyed. They may be dispersed, but will recover from the Defeated Consequence eventually. They may be barred from an area using wards or sealed within shards. The only final answer is to convince the ghost to pass on to whatever lies beyond this existence.

Ghosts can learn to possess people by acquisition and use of the **Influence Thoughts** Advantage. If they successfully defeat the victim then they can completely push the old soul out and have a new living body.

If a person dies and passes on, it is sometimes possible for a ghost to enter the now vacant body while it is clinically dead and hope someone revives it. The spirit often suffers at least temporary amnesia doing so, however.

Ghosts generally grow more rational and sane the longer they stay around, but this is not always the case. Also, ghosts that are simply restless or whose purposes have become obsolete start to suffer mental decay as ennui despair or boredom set in.

Entities are roughly the same as ghosts save that they were never alive to begin with.

Unless the space is warded against them, a ghost can be anywhere the plot needs them to be. Space doesn't really exist for them, things are separated by thought.

### YOLANDRA QUESTRA

Yolandra Questra is regarded as a hero who saved the lives of several freshmen at a cost of her own on the day when a major fire gutted her school. The fact that she was a well-meaning, borderline Neidermeyer has been forgotten in the years since her death as a senior in high school sixty years ago. These days, Yolandra is a guardian of the school, or at least she sees it that way. However she is a stickler for following the rules exactly as written and tends to go too far in her punishments. She has been the cause of more than a few nightmares over time, but hasn't killed anyone yet.

**Defining Aspect:** *Ghostly Hall Monitor*

**Conviction Aspect:** *"For your own good!"*

**Disadvantage Aspect:** *Well-Meaning Extremist*

Agility	2	Endurance	NA	Perception	2	Strength	NA
Craft	2	Knowledge	2	Reasoning	2	Willpower	3
Deception	1	Empathy	2	Persuasion	2	Resources	0
Manipulative	2	Metabolic	NA	Sensitive	1		
<b>Mental Stress:</b>	4	<b>Social Stress:</b>	6	<b>Essence Stress:</b>	8		

**Specialty Aspects:** *Up to date on all new rules(Knowledge), Punishments Don't Match the Crime (Reasoning)*

**Power Advantages:** **Illusion** (Figments, Illusory Attacks, Mobile Illusions, Audible Illusions), **Telekinesis**

**GHOUL**

Ghouls are victims of infection by grave moss. They're malformed monstrosities whose minds have been broken by rage and pain. Eventually, they start to sprout growths over their bodies at which point they have become contagious and close to death. They have no individual identity left. Life-Force is double their Metabolic rating. Ghouls should have a minimum Metabolic rating of 2.

If the ghoul had psychic Talents before infection, it might still have them afterward. However, psychic skills, such as magic, channeling and shaping, are no longer available since they no longer have a mind capable of using them.

Agility	2	Endurance	3	Perception	2	Strength	3
Craft	1	Knowledge	1	Reasoning	2	Willpower	4
Deception	1	Empathy	2	Persuasion	1	Resources	0
Manipulative	0	Metabolic	3	Sensitive	0		
<b>Physical Stress:</b>	6	<b>Mental Stress:</b>	6				
<b>Social Stress:</b>	NA	<b>Essence Stress:</b>	6				

**Heroic Advantages:** **Herculean Strength, Resilient**



*Ghouls result from an infection of grave moss, an ancient Demonic weapon thought eradicated.*

## INCIDENTAL IMMORTAL

Immortality is always a noteworthy thing, but it is not the Holy Grail that people outside the Community think it is. Most psychics in the Community have heard the name of a confirmed immortal. Quite a few have actually met one. There is a distinct difference between an incidental immortal and one of the Immortal Races. The main difference is that the lifespan of incidental immortals is an anomaly rather than an inherited feature of the species; incidental immortals do not pass on their agelessness. There are quite a few incidental immortals ranging from dryads and oreads to nine-tailed kitsune and still other, more unusual sorts. The key question with incidental immortals is how they became immortal and what maintains their immortality. Some incidental immortals use hideous methods to keep from aging.

### MABMORO DEVENTIO

Mabmoro Deventio is an immortal of unknown source who has moved through history for the last six hundred years at the least. His motives are uncertain as he seems to engineer or counter calamities almost at random when he shows up. It doesn't appear that he has to do anything horrible like bathing in blood to maintain his immortality, unless those acts occur in between the periods when he appears. However, the fact remains that he is not considered someone to trust as there is no guarantee that he is on your side.

**Defining Aspect:** *Mysterious Immortal Sorcerer*

Agility	2	Endurance	2	Perception	2	Strength	2
Craft	3	Knowledge	4	Reasoning	3	Willpower	3
Deception	3	Empathy	2	Persuasion	2	Resources	2
Manipulative	3	Metabolic	2	Sensitive	3		
<b>Physical Stress:</b>	4	<b>Mental Stress:</b>	6				
<b>Social Stress:</b>	4	<b>Chi Stress:</b>	7				

**Specialty Aspects:** *Understands the Truth Behind Rumors(-Knowledge), Always a Probable Argument (Persuasion), Never Completely Honest (Deception)*

**Expert Advantages:** **Occultist, Circle Expert, Ritual Expert** (Divination)

**Heroic Advantages:** **Right Time, Right Place; He Was Just Here**

**Power Advantages:** **Shaping (25 Ritual Points), Psychic Mastery (Centuries of Practice. Efficient, Improved Dispersal ×2, Minor Over Use), Channeling** (Aura Specialist, 5 Rotes)

## KOLCHAK

Psyche and the Families have been carefully monitoring the advance of psychic research in the public eye to allow for the reveal of such things to come at the pace they desire and avoid as much unpleasantness as possible. They're aware that they've underestimated several factors and that the reveal is coming quicker than they want. The leaks have already proven inevitable and keeping governments completely unaware has always been impossible, but usually the matter can be handled with negotiation. Then there are those people that stumble on something and are set on revealing it to the world immediately, regardless of the consequences. Some of these are seeking fame, others think it's their duty to reveal secrets and a few actually hope to create the sort of fear and violence that Psyche is worried about. The slang term for these crusaders is a "Kolchak".

### RYAN FELLOWS

Not so long ago, Ryan Fellows stumbled upon the story of a lifetime when he stumbled on a small lemurian community and took pictures of some of them using rather obvious Talents. He was discovered, but got out with his evidence intact. He brought his footage and photos to a popular TV show and gave an interview. At first everything was golden as the experts could find no evidence that he'd faked the photos. However, when reporters went to the site of the community, it was all gone. Soon after, his evidence was debunked and whatever reputation he had was ruined. He's become obsessed with proving himself right no matter the cost.

**Defining Aspect:** *Obsessive Independent Journalist*

Agility	2	Endurance	2	Perception	2	Strength	2
Craft	2	Knowledge	2	Reasoning	2	Willpower	2
Deception	3	Empathy	2	Persuasion	3	Resources	1
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	4	<b>Mental Stress:</b>	4				
<b>Social Stress:</b>	4	<b>Chi Stress:</b>	2				

**Specialty Aspect:** *You'll See I was right!(Willpower), Self-Centered Instincts(Reasoning)*

**Expert Advantages:** **Artist(Photographer), Fast-Talk, Stealthy**

**Heroic Advantages:** **All Seeing Eye**

## NAMELESS THING

Nameless things are all unique monstrosities. There are many theories about what their origins are. Some think that Nameless Things are what happen if a Beast lives long enough. Others think that they're entities that somehow acquired a body. Still others think they're creatures that hailed from timelines where the laws of physics are different. Every Nameless Thing is different, but all are insanely powerful. There are a handful that even Gods and Demons haven't figured out how to kill yet. The general method of dealing Nameless Things is sealing them or, preferably, making sure they don't get out of the seals they already inhabit.

For their Life-Force, double their highest Psychic Ability. Nameless Things are sort of a combination of Cthulhu and Godzilla in the setting. Some nameless things regenerate even from death.

## THE GRIMSVOTN CREATURE

Agility	2	Endurance	4	Perception	2	Strength	4
Craft	1	Knowledge	1	Reasoning	1	Willpower	1
Deception	1	Empathy	2	Persuasion	1	Resources	0
Manipulative	0	Metabolic	6	Sensitive	2		
<b>Size:</b>	5						
<b>Physical Stress:</b>	8	<b>Mental Stress:</b>	2				
<b>Social Stress:</b>	NA	<b>Life-Forcec Stress:</b>	12				

This massive shapeshifting mass of tumors and flesh escaped its ancient seal inside within Grimsvotn, an Icelandic Volcano. It was almost immediately resealed by Lilitu Geisthexe of Yomi, though the effort put her in Gehenna for months. The creature wasn't terribly intelligent, but it was massively powerful on a physical level.

**Defining Aspect:** *Mass of Shape Shifting Tumors*

**Advantages:** **Shapeshifting** (*Mass of Shifting Tumors, Shapeshifting Mastery ×3, 24 AP*), **Mind Probe** (*Pathetic Creeping Mind*), **Magic** (*Instinctual Power Thief*)



## DEMAGOGUE

Demagogues are great speakers, intelligent and manipulative; they excel at turning the mood of the people against their targets of their ire. Some honestly believe in their cause, others wield the power of public opinion simply for the thrill it gives them, or because it is a tool to achieve their own ends. Unlike the diva, they don't necessarily want or enjoy the spotlight, which makes them more dangerous. Whether motivated by self-interest or a driving cause, the spotlight for them is just a tool not an end in and of itself.

### DONALD MACWENOLL

Donald MacWenoll is a third generation member of the Path of the Golden Dawn and has been raised on their philosophy of a society that builds power for those who need it regardless of their cause. Part of him knows that if he can't build his power base continually, then he will become a tool to the rest of the Dawn, but he considers that something that happens to other people. Like many of those who have been raised in the Path, he has come to believe that power is its own goal. He operates in the public eye as a socialite and philanthropist, turning the interest of the people in the directions he desires, turning the ears of politicians and constantly building his influence.

**Defining Aspect:** *Golden-Tongued Manipulator*

**Ambition Aspect:** *To Spread Influence*

**Background Aspect:** *Born and Raised on Corruption*

**Conviction:** *The Cream Rises to the Top*

**Disadvantage Aspect:** *Blind to Expandability*

Agility	2	Endurance	2	Perception	3	Strength	2
Craft	1	Knowledge	3	Reasoning	3	Willpower	3
Deception	4	Empathy	3	Persuasion	3	Resources	4
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Size:</b>	5						
<b>Physical Stress:</b>	4	<b>Mental Stress:</b>	6				
<b>Social Stress:</b>	7	<b>Life-Force Stress:</b>	3				
<b>Refresh</b>	5						

**Specialty Aspect:** *Finger on the Pulse of the Public(Persuasion), Appearance of Trust(Deception), Third Generation Traveler on the Path(Persuasion), Reputation built on Lies(Deception), Hidden Accounts(Resources)*

**Expert Advantages:** *Silver-Tongue, Smooth Over, Money Talks*

**Heroic Advantages:** *Reputable, Untouchable*

## ROGUE DEMONS AND GODS

The Faustians play their games to lure those they consider evil to destroy themselves and the Heralds support those communities they live in, but the Gods do not interfere with mortals outside of the areas where they dwell on Earth. Likewise, the two-thousand year truce is increasingly expected to end in a true peace between Gods and Demons. However, there are still those among them that seek a return to old times, when the Demons sought to exterminate the pests that had usurped "their" world and the Gods sought to rule over all others, very much like the Faerie Courts. Beyond those nostalgic for those good old days, there are the simple and not so simple criminals.

### LEBAL PAIMON

Lebal once served in the Rakshasha legions of the great Demon Lord, Paimon, from whom he takes his surname. In the days when Lilith was still just one of many Demons consolidating position in the wake of the overthrow of their predecessors, Paimon ruled a space of land on Earth where he experimented with humans and other mortals. One day, a young Half-Demon was shipwrecked on Paimon's shores and taken into the dungeons where he soon died under Paimon's attentions. This sealed the end for Lebal's lord as the Half-Demon's mother was a powerful and skilled member of the Rakshasha and she took her revenge. Lebal himself was lucky enough to be away when the hammer came, and he came under the aegis of amnesty when the Demons finally united under Lilith. Since then, he's crawled from scheme to scheme, trying to recover his lost prestige and get revenge for his dead master. However, it is mostly cowardice that has kept him out of the Abyss for he has yet to do anything he fears may attract attention.

**Defining Aspect:** *Cruel and Cowardly Demon*

**Ambition Aspect:** *Vengeance and Power*

**Background Aspect:** *Once Had Power and Prestige*

**Conviction Aspect:** *We were here first, Earth is ours*

**Disadvantage Aspect:** *Forgotten and Distrusted*

Agility	2	Endurance	2	Perception	3	Strength	2
Craft	3	Knowledge	3	Reasoning	2	Willpower	3
Deception	3	Empathy	2	Persuasion	2	Resources	2
Manipulative	2	Metabolic	2	Sensitive	2		
<b>Physical Stress:</b>	4	<b>Mental Stress:</b>	3				
<b>Social Stress:</b>	4	<b>Vitae Stress:</b>	4				
<b>Refresh</b>	6						

**Specialty Aspect:** *Coward at Heart(Willpower), Clever and*



*Cruel (Craft), Deceptive Mind and Hidden Secrets (Deception), Watched by the Shadows (Persuasion), Overlooked and Unimportant (Deception)*

**Expert Advantages:** **Architect of Death, Ritual Specialist (Transformation), Doctorate (Biology)**

**Power Advantages:** **Realm** [(*Demon of Sand*) Attack, Defense, Maneuver, Mold, Emulate, Block], **Self-Evolving** (*The Lucky Servant - Luminous Being, Ageless, Resilient*), **Shaping Rituals** (25 points), **Channeling** (*Techniques of Pain and Ambush* 3 Rotes), **Dimension Burst** (*Quick Exit - Dimensional Bounce, Blink, Offered*)

**DEIDRE BEIRN**

Deidre was born human more than two thousand years ago. She was engaged to a king but fell in love with three brothers. Through trickery, she and her husbands were drawn into a trap by the king and her husbands were killed.

The stories say that Deidre died of grief soon after. The truth of the matter was that she had been Herald for some time after she first escaped her unwanted suitor and in the aftermath she was offered a chance to join the ranks of the Gods. Since she disappeared from public view most of her contemporaries had simply assumed that she'd gone off somewhere and died quietly.

Her ascension was successful and now she is a Goddess of some minor repute and has come to be the head of her own minor household. However, her experiences with mortals have left her with the impression that humans and mortals in general cannot control themselves and need a firm hand. Unlike many rogue Gods she regularly reincarnates, but always makes sure that her followers are the ones who raise her, away from pollution of the mortals. She rankles against Vishnu's rules against controlling the mortals and seeks to quietly raise her court from the dirt.

**Defining Aspect:** *Broken Hearted Queen*

**Ambition Aspect:** *To Wisely Rule*

**Background Aspect:** *Born of Humble Origins*

**Conviction Aspect:** *Humanity is its own Worst Enemy*

**Disadvantage Aspect:** *Willingly Distanced*

Agility	2	Endurance	2	Perception	3	Strength	2
Craft	3	Knowledge	3	Reasoning	2	Willpower	3
Deception	3	Empathy	2	Persuasion	2	Resources	2
Manipulative	2	Metabolic	2	Sensitive	2		
<b>Physical Stress:</b>	4	<b>Mental Stress:</b>	5				
<b>Social Stress:</b>	4	<b>Mana Stress</b>	4				

**Specialty Aspect:** *Hardened Heart (Empathy), Studies of Rulership (Knowledge), Practiced in Keeping a Secret (Deception), "My House is Loyal to ME." (Persuasion), No Trust in Humanity (Willpower)*

**Expert Advantages:** **Legal Eagle, Smooth Over, Sense Deception**

**Power Advantages:** **Domain** [(*Goddess of Memory*) Attack, Defense, Maneuver, Mold, Emulate, Block], **Self-Evolving** (*The Glass Heart Luminous Being, Ageless, Resilient*), **Magic** (*White Magus*) **Shaping Rituals** (25 points), **Medium Travel** (*Glass Door - Hold the Way, Go Now, Dismiss, Medium Viewing*)

**SOLDIER**

There are several kinds of people whose primary skill is in battle, but soldiers tend to be the most disciplined of the lot. They know how to obey orders and understand tactics and work together well as a team. They can be very dangerous in their own and outright deadly in a team.

**MAJOR KYAW HTET**

Major Kyaw Htet is one of the Order of the Throne and one of the few people in Burma aware of just how much a figurehead the MacArthur descended Imperial family of Myanmar is. He finds it privately pleasing to know that the MacArthurs aren't near the power they think they are. Meanwhile he goes about his tasks as assigned by the Order. He's not usually one for determining operations. Instead he's usually the one running the mission.

**Defining Aspect:** *Burmese Special Ops*

Agility	3	Endurance	3	Perception	2	Strength	2
Craft	2	Knowledge	2	Reasoning	3	Willpower	3
Deception	3	Empathy	1	Persuasion	1	Resources	2
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	5	<b>Mental Stress:</b>	6				
<b>Social Stress:</b>	3	<b>Chi Stress:</b>	2				

**Specialty Aspects:** *Experience with Hundreds of Ops (Reasoning), Serve the Real Power in Myanmar (Willpower)*

**Expert Advantages:** **Scary, Weapon Expertise (Sub-Machine Guns)**

**Heroic Advantages:** **Master Tactician**

## TERRORIST

Terrorists are a sort of mid-way point between thugs and soldiers. They often have training and the dedication necessary to take on more complex operations. Terrorists rarely have the same sort of training as actual soldiers, however. They train to fight a much less direct war and, quite often, they don't care about who gets caught in the crossfire. Indeed, some will even target civilian, defenseless targets rather than risk a military target.

### LYOV MATVEEV

Thirty years ago, Matveev was a part of the KGB and the glorious purpose that was the Soviet Union of Socialist Republics. That had all fallen apart due to traitorous leaders, lazy soldiers and ungrateful, recalcitrant citizens. Now, the great Soviet Union was a patch collection of personal fiefdoms warring with each other for the scraps left behind by the political and economic collapse of one of the world's superpowers. Matveev was one of a handful of loyal men and women that had remained true to the purpose of the communist revolution. Eventually, they would gather up the lost sheep and punish the selfish would be warlords for turning their back on the Soviet Union, but first, they had to return the favor to the other Powers in the world. For Matveev, his area of operation is in Kamchatka which recently had the treasonous gall to become a part of the CRCMP, those hypocritical fake socialists that felt it was fine to ally with the decadent capitalists.

#### Defining Aspect: True Demolitions Expert

Agility	2	Endurance	2	Perception	3	Strength	2
Craft	3	Knowledge	2	Reasoning	2	Willpower	2
Deception	3	Empathy	2	Persuasion	2	Resources	1
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	4	<b>Mental Stress:</b>	6				
<b>Social Stress:</b>	3	<b>Chi Stress:</b>	2				

**Specialty Aspects:** *Eye for Sabotage(Perception), Artist with Explosives (Crafts)*

**Expert Advantages:** **Stealthy, Demolitionist**

**Heroic Advantages:** **I've Got Just the Thing**

## THIEF

There are all kinds of thieves employed by all manner of people. Some work for themselves or as part of a ring. Others are professional mercenaries hired by companies and even countries. Regardless of their manner of employment, thieves are specialized in taking things from people who would rather keep them.

### NORINA MANCUSO

Norina specializes in industrial espionage. She started out with seducing and conning the secrets of the major Italian software developers and selling them to the highest bidder as a young adult. From there, she's progressed to bigger and bigger targets. She's on several lists of international criminals, but hasn't yet been caught. While not a particularly bad person, she isn't prone to thinking past the thrill of the next job or the money it will get her.

#### Defining Aspect: Thrill-Seeking Thief

Agility	2	Endurance	1	Perception	3	Strength	1
Craft	2	Knowledge	2	Reasoning	2	Willpower	2
Deception	3	Empathy	2	Persuasion	3	Resources	1
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	2	<b>Mental Stress:</b>	4				
<b>Social Stress:</b>	4	<b>Chi:</b>	2				

**Specialty Aspects:** *Loves a Challenge(Willpower), More Tricks than can be Counted(Deception)*

**Expert Advantages:** **Stealthy, Striking Looks, Master of Disguise, Locksplitter, Blackhat, Fast-Talker**

**Heroic Advantages:** **Cover of Darkness, Opportunist**

## THUG

Thugs are the sort of person who is called on to use pure brute force. They rarely make much use of subtle tactics or clever ploys. While it is true that most thugs are ill-educated and brutish, it is a mistake to assume that of every person that fits the mold of a thug. Some are, indeed, quite cunning in strange ways.

### MACK

Mack grew up an orphan in the system until his teen years when his skin started turning purple. Eventually, he came to the attention of a small gang and was given a place to stay where he didn't have to worry about being caught and sent away to some secret laboratory somewhere. In exchange,

Mack applies his trollish strength and his uncanny natural fighting ability to the problems that worry his new friends. With his help, they quickly rose to power in the local underworld. Mack has never heard of trolls and only occasionally encountered another psychic, nor does he care about such things. He focuses just on doing his job, as he has for close to twenty years.

**Defining Aspect:** *Troll Thug*

Agility	2	Endurance	3	Perception	2	Strength	4
Craft	1	Knowledge	2	Reasoning	2	Willpower	2
Deception	1	Empathy	2	Persuasion	2	Resources	1
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	<b>7</b>	<b>Mental Stress:</b>	<b>4</b>				
<b>Social Stress:</b>	<b>3</b>	<b>Potence Stress:</b>	<b>3</b>				

**Specialty Aspects:** *“I’m the hard way.” (Persuasion), Doesn’t Respect Training (Reasoning)*

**Expert Advantages:** *Scary, Hard Style, Weapon Expertise (Unarmed)*

**Heroic Advantages:** *Herculean Strength*

**Power Advantages:** *Weapon Mastery: Empathic Combat Tactics (Mastery of Fists (P))*

**VAN HELSING**

Abraham Van Helsing would likely be dismayed to find that his name has become linked with people like these, but due to a certain book there is probably no witch-hunter as famous as him and since his name has become synonymous with people who hunt monsters, it has become synonymous in the Community with people who hunt psychics and non-humans. Until recently, there had been a steady decline in the number of people who hunted down the non-humans and psychics for no other reason than what they were. That decline was one of several things that resulted in the population boom of psychics in the past fifty years. Unfortunately, just like with Kolchaks, the incidences in Van Helsing are also on the rise. Some can be stopped and reasoned with before anybody dies; others have to be dealt with in a more permanent way. In addition, a lot of Van Helsing are ill-informed in more ways than just the fact that non-humans aren’t evil. The result is that common humans without any Talent or training in psychic skills are as often targeted as real psychics and non-humans.

**DANIEL HARRICK**

Daniel believes that vampires are real and has taken to hunting them down. Unfortunately, he has no real knowledge

of the supernatural or non-humans, so he chooses his victims based on what little he knows from popular media and publicly available books on myth and legend. The result is that his targets are often people in the Goth or LARP community. As a day job, Daniel does maintenance on ATMs and most of his killings have been targets of opportunity he ran across while repairing one ATM or another. The city he is in has had a rash of killings where the victim has been staked through the heart or beheaded. They’ve taken place near convenience stores, banks and other places ATMs can be found but the link hasn’t been noticed yet. Daniel has been bragging about his crusade to the police (anonymously) and referencing the Rock of Ages. The good news is that the Rock of Ages no more approve of what he does than anybody else and are coming to find and kill him. The bad news is that the Rock of Ages is an organization of much more competent and aware Van Helsing.

**Defining Aspect:** *Axe-Crazy Van Helsing*

Agility	2	Endurance	4	Perception	2	Strength	3
Craft	3	Knowledge	1	Reasoning	1	Willpower	3
Deception	3	Empathy	1	Persuasion	2	Resources	1
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	<b>7</b>	<b>Mental Stress:</b>	<b>4</b>				
<b>Social Stress:</b>	<b>3</b>	<b>Chi Stress:</b>	<b>1</b>				

**Specialty Aspects:** *Occultism by way of Hammer Films (Knowledge), Brutal Efficiency (Strength), Fanatic Dedication (Willpower)*

**Expert Advantages:** *Weapon Expertise (Axe), Engineer (Electrical), Engineer (Software)*

**Heroic Advantages:** *Resilient, Toughness, Unyielding Fortitude*

**WITCH**

There is only one common factor between all witches: they are predatory. “Witch” is common slang in the Community for someone who uses their skills or Talents in morally unacceptable manners. Every species, from humans to the Gods, have witches. Some think witches come about when corruption results in a mental defect such as rage or psychosis. While this has been proven to occur, especially in cases of those who regularly invade other people’s mindscapes due to a lack of more subtle mental powers, it does not explain the majority of witches. The prevailing theory is that witches exist for the same reason that rapists, serial killers and other criminals appear among the non-psychic human population: some people just have something wrong about them.

The growing acceptance of psychic phenomena among the general populace has sparked an attempt by the New Ager population to redefine the term witch. There has been a



**Specialty Aspects:** *Semblance of a Holy Man*(Deception), *I accept no payment but Charity is Welcome*(Resources), *“My Profit is Worth Your Death”*(Willpower)

**Expert Advantages:** **Circle Expert**, **Occultist**, **Fast Talk**, **Artist** (Actor)

**Heroic Advantages:** **Untouchable**, **Iron Will**

**Power Aspects:** **Curses** (choose 4 curses, Curse Maker, Retributive Curse, Hidden Curse, Stubborn Curse), **Exorcism** (*Understanding of Curses*, *Eye for Flaws*, *Surgical Precision*, *Cleansing Force*, *Precise Analysis*), **Shaping** (30 Ritual Points)

growing number of people self-identifying as witches and attempts by the Community to correct the use of the term have been met with derision by those publicly accepted frauds that push the use of the term. Not everyone is concerned with this since it is just a word that has been used as a convenient label, but others are worried it will cause potentially dangerous confusion.

### **FRIAR OSWALD JANSEN**

Friar Jansen travels as a sort of charitable exorcist and witch

Agility	1	Endurance	2	Perception	2	Strength	1
Craft	2	Knowledge	3	Reasoning	3	Willpower	3
Deception	3	Empathy	2	Persuasion	2	Resources	2
Manipulative	0	Metabolic	0	Sensitive	0		
<b>Physical Stress:</b>	3	<b>Mental Stress:</b>	6				
<b>Social Stress:</b>	5	<b>Chi Stress:</b>	6				

hunter in this time of growing acceptance of psychic phenomena. Like many of the frauds that exist in the world, he operates with flashy rituals and dramatic spectacle. Unlike those other frauds, he actually has powers and skills and knows how to use them. However, most of the curses that Jansen has exorcised were originally placed by him and most of the witches he’s revealed were the scapegoats for his own actions. Meanwhile, while he takes no official payment for his actions, he always leaves with a number of charitable donations. He’s gotten under the radar so far because he knows enough to recognize the real deal and avoid it and his rituals are the normal sort of over-the-top ridiculousness of other frauds. The fact that he’s officially defrocked as a friar has come up once or twice, but so far he hasn’t been identified as a witch.

**Defining Aspect:** *Amoral Exorcist*

# APPENDIX SAMPLE CONFLICTS

## SAMPLE OF A PHYSICAL CONFLICT

**LIEUTENANT O'NEIL OF AVALON** is acting the part of a courier for her commander, Captain Gaetana Trolleti. She's noticed some people tailing her and despite her efforts, she cuts through an office building into a connecting parking garage but is unable to shake off pursuit and finds herself cornered by three armed thugs.

The GM draws a quick map describing the fourth level of the parking garage she finds herself in and notes some features like the fact that two of the edges have openings out into the air. He places her just outside the stairway noticing rather large man coming up the stairs. Looking back over her shoulder she sees another man with a knife and then hears a door close and sees a woman stepping out of a car. All of them are dressed non-descriptively.

The attempt to intimidate her has already failed and a fight is about to take place.

They are all minions, though with some Advantages, and can only take a Severe (P) Consequence before being defeated.

In this campaign, awarded Fate Points are given at the end of the current scene.

This example also makes some use of the Situation Aspects.

## LIEUTENANT A. O'NEIL - 7 FATE POINTS

### Relevant Character Aspects

*Street Thug turned Mercenary*

### Relevant Specialty Aspects

*Improvised Weapons (Resources)*

*Cybernetic Leg (Agility)*

### Physical Abilities

Agility 3 Endurance 3 Perception 3 Strength 3

### Relevant Advantages

Soft Style

Counter Attack

Forced Advance

**Physical Stress:** ○○○○○○

## NPC FATE POOL -1 FATE POINT

### HARUKA

Agility 3 Endurance 1 Perception 2 Strength 2

She is using a Silenced Pistol: Weapon Rating +3

She is wearing a bulletproof vest. Armor Rating 1, Armor Stress: ○○

**Armor Stress:** ○○

**Physical Stress:** ○○○

### MITCH

Agility 4 Endurance 2 Perception 2 Strength 2

He is using a knife Weapon Rating +2 and has Deadly Grace, so he uses his Agility to attack in melee.

**Physical Stress:** ○○○○

## ERIC

Agility 2 Endurance 3 Perception 2 Strength 4

He is unarmed but has Hard Style, making her fists a WR of +2.

**Physical Stress:** ○○○○○○○

## INITIATIVE

*“You really should have just given up the suitcase,” the woman standing by the car said as she revealed a silenced pistol and smiled as her comrades started to move in on O’Neil. A mix of irritation and anticipation for a rare chance at taking the fight to Avalon’s enemies brought her a measure of pause that probably looked like uncertainty and hesitation to her attackers.*

O’Neil rolls a -2 on the dice and gets a Total of 1 when combined with her Agility. Haruka rolls a +1 for a total of 4. Mitch rolls a +0 for a total of 4. Eric rolls a +2 for a total of 4.

Eric, Mitch and Haruka all rolled the same result. Mitch has the highest Agility so he goes first. Haruka goes after him and Eric goes last of the three. O’Neil herself goes last in the round.

## ROUND ONE

*The slender man wielding the knife came in first. O’Neil had grimace at the man’s speed and bodily control as he expertly worked his knife to aim for a vital spot. She’d seen the moves before, however, and was just able to avoid being scratched. A moment later, something moving terribly fast whizzed past her ear as the muffled sound of a gun with a sound suppressor firing carried to the ears of all four of them.*

*The big man coming up the stairs didn’t wait until he was solidly in place before swinging his monstrous fist at her. She ducked under it smoothly and used it to push him up onto her shoulders as she surged forward and slammed his back into the railing. As soon as she felt the impact, she released the big man and watched him tumble back over the edge falling down to the ground below.*

Mitch lunges forward with his knife to attack O’Neil. He rolls +1 on the dice for a total of 5 against O’Neil’s roll of +0 for a total of 4. However, she spends a Fate Point to Invoke her Street Thug turned Mercenary Aspect to successfully dodge.

Haruka aims and takes a shot. She rolls a -1 for a total of 2 versus O’Neil’s Defense of 3 and the shot goes wide.

Eric comes up the stairs finally and swings out his monstrous fist against O’Neil. He rolls a -1 for a total of 3 and she rolls a

+3 for a total of 7. This gives her a Defense with Spin and she takes a Boost of *Off-Balance*. She also spends a Fate Point to use her **Counter Attack** Advantage.

O’Neil rolls her counter attack first, though her turn is also coming up. She rolls a +2 for a total of 5 while Eric rolls a +0 for a total of 2. This is an Attack with Spin and she can choose to deal 3 Stress to him. She opts to reduce that by 1 to gain a second boost of *Set-Up*. She further makes use of her **Forced Advance** Advantage to roll her Strength against Eric’s to push him back one zone, back into the stairway.

She rolls a +1 on her Strength roll and she gets a further +2 from the Advantage for a total of 6. Eric rolls a +0 and gets a 4, which would normally be an impressive result. O’Neil successfully pushes her opponent back into the stairway and chooses to follow along.

Using **Counter-Attack** normally means she can’t move or perform supplemental actions on the same round that she uses it, but in this case **Forced Advance** makes the move into part of the attack. This is why it’s a Heroic Advantage.

It is now O’Neil’s turn and she opts for a maneuver to tip Eric over the rails to fall down the four flights of stairs. She is going to push her Strength versus his on this maneuver. She rolls a -3 for a total of 0 versus his -1 for a total of 3. She opts to expend one of the Boosts she had for a reroll. She uses *Set-Up* since it can refer to either her or Eric, while *Off-Balance* on Eric would generally only be able to inflict penalties on him. Her reroll is a +1 for a total of 4. She now expends the *Off-Balance* to gain another +2 in order to succeed with spin to apply the Aspect *Over the Rails* to Eric with two free tags.

Eric now falls down the 40 to 50 feet down the stairwell taking a +8 Attack to his Endurance. The GM rolls a -3 for the Attack for a total of 5 and a +3 for Eric’s Defense for a total of 6. O’Neil expends both of the *Over the Rails* tags to make both side reroll. Technically she isn’t involved here, but she triggered the fall, so the GM allows it. This time the fall damage rolls a +4 for a total of 12 and Eric rolls a +0 for a total of 3. He suffers 9 Stress, which is more than his Stress Track. Since he’s a minion, he doesn’t have a Minor Consequence that can take him to 7, he has to take a Severe(P) Consequence to bring the Stress down to 3. The GM calls the Consequence *Broken Ribs(P)*

## O’Neil’s Status – 5 Fate Points

Physical Stress: ○○○○○○

## Haruka’s Status

Physical Stress: ○○○

**Mitch's Status**

Physical Stress: ○○○○

**Eric's Status**

Physical Stress: ○○~~×~~○○○○

*Broken Ribs(P)*

**ROUND TWO**

*The slender man with the knife faded into the shadows of the parking garage, O'Neil losing good sight of him. She was distracted then by the slight searing pain of a bullet tracing a line along her skin. Furthermore, to her astonishment, she heard grunts coming from below and glanced down to see the big man trying to lumber up the stairs, clutching at his chest.*

*Silently, O'Neil moved away from where she'd last seen the knife-wielding man and took her path towards the gun-woman, using an old habit of weaving in and out of the parked cars to give her cover against the pistol and unexpected lines of attack.*

Mitch tries to Maneuver with the *Low-Lighting* in order to cover himself as he moves to set-up an attack on O'Neil from an unexpected position. He rolls a +0 for a total of 4 on his Agility versus O'Neil's Perception of +0 for a total of 3. He gets a successful tag on the *Low-Lighting*.

Haruka tries to take another shot at O'Neil, cursing under her breath. She rolls an attack of +1 for a total of 4 versus O'Neil's Defense of -1 for a total of 2. This deals 5 Stress to O'Neil and the GM describes the bullet slicing a line into her upper arm.

Eric gets up from below and decides to make an Overcome roll to make it back up the stairs and back into the fight. The GM rules this as a Run action to move a total of three zones against a difficulty of 4. He rolls a +0 on his Agility, getting a 2. O'Neil tags his Persistent *Broken Ribs (P)* to reduce it by another 2 down to a 0. The GM describes Eric as making it up one of the three zones he needs to travel.

O'Neil decides to move from the stairway into the same zone with Haruka, away from where Mitch is. She further decides to Maneuver on the Aspect *Parked Cars* in order to get some cover. She rolls her Agility versus Haruka's Perception. She gets a +1 for a total of 4 against Haruka's -2 for a total of 0. This is a success with spin and O'Neil now has two Tags on the *Parked Cars*.

**O'Neil's Status - 5 Fate Points**

Physical Stress: ○○○○○○

*Parked Cars* ×2

**Haruka's Status**

Armor Stress: ○○

Physical Stress: ○○○

**Mitch's Status**

Physical Stress: ○○○○

*Low-Lighting*

**Eric's Status**

Physical Stress: ○○~~×~~○○○○

*Broken Ribs(P)*

**ROUND THREE**

*There was a subtle scrape of boots and a reflection of light off the steel blade of a knife that told O'Neil the attack was coming. She turned to meet the attack directly, but the man was very, very good. She'd rarely seen anyone as quick as this guy, and her streetfighting memories were only good for reminding her how much she hated knives as he cut a painful, if unimportant line across her forearm where it blocked the thrust at her neck.*

*The pain had distracted her though, and the woman with the pistol had lined up her shot. A bullet cut across the air almost silently and it was only her placement and the cover she had that kept the bullet from striking anything vital. Instead the small wad of metal slammed into her cybernetic leg. A brief shower of sparks was followed by a leak of hydraulic fluid as the hot clump of nickel scored a channel through the sensitive wiring and artificial musculature of the replacement leg.*

*"Damn it! Why is it always my leg?" she wondered under her breath before she lashed out with her briefcase and crushed the knife wielder's head between it and one of the parked cars, causing the side window to turn opaque with cracks as the safety glass shattered from the impact.*

*In the background, she could hear the angry heaves of effort as the big man she'd shown the stairs reached the field of battle again.*

Mitch moves into Haruka's zone and uses his *Low-Lighting Tag* for effect in an effort to get the drop on O'Neil and attack from surprise. The GM calls for her to make a Perception roll



versus his Agility. She rolls a +3 for a total of 6 versus his +0 for a total of 4. The GM decides to spend the NPC Fate Point to further Compel the *Low-Lighting* and force O'Neil to reroll. This is possible because the first use of *Low-Lighting* was based on a free Tag, however, this does give a Fate Point to O'Neil for her next scene. This time she gets a +0 for a total of 3. O'Neil decides to use one of her *Parked Car* tags to say that Mitch only has a limited set of directions he come at her and takes a +2 to her Perception roll for a total of 5. Mitch's attempt at an ambush has failed and he has to make a normal attack.

He rolls a +1 for a total of 5 against O'Neil's -2 for a total of 2. This is a success with spin. O'Neil spends a Fate Point on her *Street Thug turned Mercenary* Aspect, stating she's been in a knife fight or two and decides to reroll. Unfortunately she gets the same -2. Mitch is currently going to deal 5 Stress to her, but he opts to reduce that by 1 to get a Boost of *Cutting Pain* against O'Neil.

Haruka then decides to take a shot against O'Neil getting a total of 5 against O'Neil's Defense of 3. She further uses the *Cutting Pain* boost to make that a 7 against O'Neil's 3, wanting to get 7 damage in. O'Neil uses the *Parked Car* tag in an attempt to turn Haruka's +2 into something smaller. Unfortunately, despite the odds being heavily in her favor, the dice are in Haruka's favor and this time come up a +4. Haruka's roll is now 9 versus O'Neil's 3. She would now deal 9 Stress. O'Neil spends another Fate Point to force another reroll, grumbling under her breath. She decides to Invoke *Parked Cars* again. This time the GM rolls a +0 for a total of 5 against O'Neil's 3. This is 5 Stress. Finally, the GM offers O'Neil a Fate Point, Compelling her *Cybernetic Leg (Agility)* Aspect, if she will accept taking the shot to that leg rather than take the Stress. O'Neil accepts the Fate Point and takes the *Damaged Leg* Consequence.

Eric again makes an attempt to get up the stairs. This time the difficulty is 3 to get up two flights. He rolls a +2 but O'Neil Compels his Persistent to make him reroll. The GM allows it since she still has an interest in him getting back to the fight. He gets a +1 which is still a total of 3, so he reaches the fourth level again.

O'Neil takes her turn and decides to attack him. She spends a Fate Point to Invoke her *Improvised Weapons(Resources)* Aspect to slam his head between her steel, courier's briefcase and one of the *Parked Cars*. The GM agrees and gives her a +2 WR to the briefcase, he offers her another +2 WR if she also spends a Fate Point on the *Parked Cars*. O'Neil agrees. She rolls a +2 for a total of 5 against Mitch's total of 2 after he made a bad roll. Mitch invokes her *Damaged Leg* Consequence suggesting the cybernetic limb isn't reliable right now and forces her to reroll. This time she only rolls a +0 for a total of 3 against his 2. She takes it and deals 5 Stress to him. This is more than Mitch's Stress Track so he takes a Severe(P) Consequence of *Concussion(P)*.

### O'Neil's Status – 2 Fate Points (2 Fate Points)

Physical Status: ○○○~~XX~~○

*Damaged Leg*

### Haruka's Status

Armor Stress: ○○

Physical Stress: ○○○

### Mitch's Status

Physical Stress: ○○○○

*Concussion (P)*

### Eric's Status

Physical Stress: ○○~~X~~○○○○

*Broken Ribs(P)*

## ROUND FOUR

*The knife wielder blurrily stood up and tried to lure her out to stress the damaged replacement. However, the ploy was painfully transparent due to the exaggerated movements his new head injury had brought him. She easily avoided rising to the bait while keeping toe to toe with him. Out of the corner of her eye she watched the gunwoman who seemed to be in charge taking the chance to line up a shot against her. She'd moved out of the cars and onto the road now but was taking caution to be sure she got a good shot in.*

*The big man's return gave O'Neil the answer to that problem. She hadn't expected to deal with him so quickly. Actually, she hadn't expected him to survive his fall. Her defense was just a little sloppy as a result of that surprise, but the man's punch was even worse. He was grey from the effort it cost him and clutching at his chest in the wake of his attack. Once again, she took the man's assault and used it to carry him up and over her shoulders to toss him outward, sending him sprawling into the gunwoman and sending both of them tumbling down to the ground.*

*The flash of car lights reminded O'Neil of the battlefield they were fighting in as a sedan came weaving down from the fifth level at a speed that should have been reserved for a highway. The sound of a horn and shouted "bitch" came to her ears as she virtually shoved herself out of the way. The car may not have hit her, but she knew from the distinctive sound of metal grinding against plastic that she had further stressed her replacement leg. As if she needed a reminder as to why she wasn't an active Tactical Operative anymore.*



Mitch tries to Maneuver against O'Neil's *Damaged Leg* in an attempt to make the damage worse as he recovers from his imitation as a skull sandwich. He rolls his Agility versus hers and gets a -2 for a total of 2 versus O'Neil's own total of 2 after a -1 roll. The NPCs don't have any more Fate Points to spend because Mitch used it earlier. O'Neil, however can Compel Mitch's *Concussion*(P) for free both because she inflicted it and because its Persistent. So she gives him a -2 for a total of 0. This is unfortunately not enough to open up a counter-attack and she doesn't want to spend both of her Fate Points on that one chance.

Haruka decides she's going to try to line up a clear shot on O'Neil as well as get some distance. She moves away a zone and Maneuvers to *Get a Bead on Her*. This is her Perception versus O'Neil's Agility. She rolls a +0 for a total of 2 against O'Neil's total of 1 after a -2 roll. This is a success and she gets a *Got a Bead on Her* Aspect with one Tag.

Eric moves a zone and tries to attack O'Neil. He just moved a zone which is a Supplemental Action. As such, he is a -1 to the Attack roll. He rolls a -3 which totals to a 0. O'Neil rolls a -1 for a total of 2, but she Compels his *Broken Ribs* for a further -2 on his roll so that she has a Defense with Spin. They call the Boost *Overextended* and she spends a Fate Point for the **Counter Attack**.

For her Counter Attack, O'Neil rolls a -1 for a total of 2 against Eric's +1 for a total of 3, however, she Compels both the Boost and his *Broken Ribs* to give him a -4, bringing him down to -1. This gives her a success with spin and she uses the **Forced Advance** on him again to push him out into Haruka's zone. She also lowers her damage by 1 to place a Boost *Sprawling* on Eric. Given the WR+2 of her briefcase, she still does 4 Stress to Eric.

For her own turn, she wants to send Eric straight into Haruka, using him as a weapon against her to knock her down. She expends the *Sprawling* Boost for this effect and the GM gives her a WR+3, which is Eric's Endurance, to represent his size but tells her she has to make two rolls: one against Eric and the other against Haruka. O'Neil rolls a +3 for a total of 6 against Eric who rolls a -1 for a defense of 1. This is further reduced to -1 when O'Neil Compels his Persistent *Broken Ribs*. She has succeeded in her roll against Eric with Spin and gains two Tags of the Aspect *Bowled Over* to use in her Maneuver on Haruka.

Against Haruka she rolls a -1 for a total of 2 against Haruka's +4 for a total of 7. She decides to expend the *Bowled Over* Boost to make Haruka reroll. This time Haruka gets a +0 for a total of 3. This is still not enough for O'Neil to hit, so she expends her second Tag of Eric's *Bowled Over* to get a further +2. This brings her to a total of 4 versus Haruka's 3 and gives her a success. The gun-wielding woman has an Aspect of *Bowled Over* and loses the Aspect from her own Maneuver as a result.

As a last bit to the round, the GM Compels the *Traffic Area* Aspect of the zone that O'Neil, Haruka and Eric are in to force O'Neil to make an Agility Overcome roll to dodge out of the way of a driver coming recklessly fast down from the fifth level. O'Neil accepts the Fate Point for the Compel and rolls her Agility against a Difficulty of 4. She gets a -2 for a total of 1. This is a failure, but rather than get hit by a speeding car, she opts to succeed with serious cost and the GM rules that the stress of the dodge has further damaged her cybernetic limb, making its *Damaged Leg* Aspect Persistent.

**O'Neil's Status - 1 Fate Points (3 Fate Points)**

Physical Stress: ○○○~~×~~~~×~~○

*Damaged Leg* (P)

**Haruka's Status**

Armor Stress: ○○

Physical Stress: ○○○

*Bowled Over* ×1

**Mitch's Status**

Physical Stress: ○○○○

*Concussion* (P)

**Eric's Status**

Physical Stress: ○○~~×~~○○○○

*Broken Ribs* (P)

*Bowled Over*

**ROUND FIVE**

*The knife-wielding man came in from behind and she just managed to avoid a dangerous strike, and only because his head injury had stolen much of his skill. She might have avoided it completely if her leg hadn't buckled when she'd tried to step back on to it. The repeated ribbons she was being cut into were getting more than annoying however. She didn't like the way that was going.*

*Behind her, the gunwoman weakly shoved her way out from under the big man and came up standing wide open to attack. "Damn it, Erik. Do something useful." For his part, "Erik" was just barely managing the energy to stand back up from this most recent fall.*

*The gunwoman's vulnerability was tempting, but the huge man looked to be a much more opportune target. Whirling away from*

A

the knife-wielder, the damned plastic piece of junk called her leg almost collapsed again but she managed to slam her briefcase into Eric's chest eliciting a fresh cracking sound.

Mitch is thinking about Maneuvering for an ambush again but decides to come straight in for the Attack. He rolls a +0 which gives him a total of 4 against O'Neil's -2 for a total of 1. Both could Compel each other's Persistent Aspects to force the other to reroll since competing +2s would just cancel out. Mitch gets the same wash of +0 for a total of 3 while O'Neil gets a -1 for a total of 2. This is at least not a Attack with Spin, but she still takes 3 Stress from the Attack.

Haruka tries to Maneuver out of her *Bowled Over Situation Aspect*. She rolls her Strength, to get up from under Eric against a difficulty of 3. Haruka rolls a +1 for a total of 2. She decides to Succeed with Serious Cost. So she successfully stands up, but the GM rules that she's completely open to Attack afterwards.

Eric also Maneuvers to stand up, this would be easy normally, but O'Neil compels the *Broken Ribs (P)* to force him to make an Endurance roll to be able to stand up. The GM sets the Difficulty at 3 and rolls a +0, which is a 3. Eric stands up with a minor cost, changing his *Bowled Over (P)* Aspect into a *Wobbily Boost*.

O'Neil's turn comes up and despite Haruka's vulnerability, she decides to get ready to take out Eric by Maneuvering on his *Broken Ribs (P)* to get some Tags on them. She makes an Maneuver roll of her Agility against his and rolls a +0 for a total of 3 against his Defense of +1 also for a total of 3. She Compels the *Wobbily Boost* and his *Broken Ribs (P)* to reduce his Defense to -1, giving her an Maneuver with Spin. The GM Compels her own *Damaged Leg (P)* to reduce this to a normal hit by giving her a -2. She decides to go ahead spend her last Fate Point to Compel her *Improvised Weapons (Resources)* Aspect and turn it back into a Maneuver with Spin, giving her two free Tags on his *Broken Ribs*.

### O'Neil's Status - 0 Fate Points (3 Fate Points)

Physical Stress: ○○~~XXXX~~○

*Damaged Leg (P)*

### Haruka's Status

Armor Stress: ○○

Physical Stress: ○○○

### Mitch's Status

Physical Stress: ○○○○

*Concussion(P)*

### Eric's Status

Physical Stress: ○○~~XXXX~~○○○

*Broken Ribs(P)* ×2

### ROUND SIX

O'Neil was turning back to face the knife-nut, her skilled and competent sidestep turned into an ugly stumble leaking lubricant and hydraulic fluid all over the asphalt as the concussed killer's knife went wide this time. Though it was mostly due to his own current state of health rather than anything she did.

The gunman took off into the cars lined up against the dividing wall between the ramp going up and the ramp going down. She was trying to get clear of the mercenary's reach again, trying to line up that perfect shot. Or else she just wanted to get away.

Behind her, the huge man Eric stood there gasping, face turned into a veritable rictus. "Can't...breathe," he muttered as bubbles of blood worked out of his mouth. Then his eyes rolled up into his skull and he tumbled forward to the ground.

"Don't die yet, Eric," O'Neil noted. "I still have questions."

Mitch makes another attack on O'Neil as she rams the briefcase into his buddy's chest and rolls an attack of -1 for a total of 3 against O'Neil's Defense of +2 for a total of 5. He Compels her *Damaged Leg (P)* to make her reroll and she gets a +0 instead for a Defense of 3. O'Neil Compels his *Concussion (P)* to reduce his Attack by 2 to a 1. Mitch's Attack misses.

Haruka turns around and is back on her guard and decides to move back into the center parking area of the Parking Garage. She rolls against an Overcome Difficulty of 2 to get in and among the cars. She rolls a 3 and moves into the zone away from O'Neil.

Eric tries to catch his breath and get rid of the Tags that O'Neil has on his *Broken Ribs(P)* he rolls a -1 on his Endurance of 3 which is not enough.

O'Neil's turn comes up and she rolls another attack on Eric getting a 4 total on her Attack versus his -1 total on his Defense. Eric Compels her *Damaged Leg(P)* give her a -2 on her Attack while O'Neil compels the *Broken Ribs(P)* and both of its Tags to give Eric a -6. The final comparison is an Attack of 2 versus a Defense of -7. Eric takes 11 Stress and is Taken Out. O'Neil decides that instead of being a literal attack, that the slam to his chest last round and all the other misuse of his injuries has caused him to pass out from internal bleeding stating that she wants him alive. It doesn't really match up against an Strength vs Agility Attack/Defense roll, but it is cool so the GM goes with it.

**O'Neil's Status - 0 Fate Points (3 Fate Points)**

Physical Stress: ○○~~XXXX~~○

*Damaged Leg (P)*

**Haruka's Status**

Armor Stress: ○○

Physical Stress: ○○○

**Mitch's Status**

Physical Stress: ○○○○

*Concussion(P)*

**Eric's Status**

Taken Out

**ROUND SEVEN**

*The competition of who was most incapacitated continued as the somewhat unsteady knife-wielder again tried to force her to over-extended the replacement that itself was going to need to be replaced fairly soon. The whole thing was turning into something of an embarrassing slogfest that made O'Neill grit her teeth irritably.*

*"Get out of there, Mitch," the woman yelled. "I've got this!"*

*O'Neil turned toward the voice, seeing that the woman had backed up even more, just as the gun fired and took a chunk of her lower abdomen. Nothing serious went with the bullet, though the blood oozed out of her into the business blouse and jacket she was wearing rather than her regs.*

*Bitterly annoyed with the way things were going, O'Neill reached out to grab "Mitch" and take him at a running charge into the window of a parked car. Beads of shattered safety glass scattered over her and the asphalt. The knife man didn't move as she pulled back leaving him half hanging out of the car and then she eyed the woman with the gun standing not too far away.*

Mitch makes an attempt to Maneuver against O'Neil to get some Tags on her *Damaged Leg(P)* he rolls a +1 for a total of 5 with his Agility while rolls a +3 on her Defense for a total of 6. The GM Compels O'Neil's *Damaged Leg(P)* Aspect, noting that he let her Compel the *Broken Ribs(P)* when she was Maneuvering to place Tags on them. He opts for a reroll and O'Neil this time gets a -1 for Defense of 2. She herself Compels his *Concussion(P)* to make him reroll as well, and is lucky when he now gets a -3 for a total of 1.

Haruka decides she's not comfortable with just a zone's distance from O'Neil and moves another zone before taking a shot. This is a supplemental move so she gets a -1 to attack. She rolls a total of 4 versus O'Neil's Defense of 5 on a +2 roll but Compels the *Damaged Leg (P)* for a reroll on O'Neil's Defense. This time it comes up a +0 for a total Defense of 3. O'Neil suffers 4 Stress which would move up to her 6 Stress Box. She decides she wants to keep her 6 box clear for now and takes a Minor Consequence of *Flesh Wound* to reduce the suffered Stress.

O'Neil decides to strike out at Mitch, rolling her Strength against his Agility. She rolls a +2 for a total of 5. He rolls a +0 for a total of 4. He Compels her *Flesh Wound* to make her reroll and the reroll is another +2. He then forces another reroll via her *Damaged Leg (P)* creating a rather improbable third +2 that makes the GM question his dice-rolling program. O'Neil finally Compels his *Concussion (P)* to give him a -2 on his Defense. This makes the final 5 versus 2. This is an Attack with Spin. She is going to be dealing 5 Stress, which is enough to take Mitch out, so she's not going to opt for a Boost, which would reduce the damage. However, she will use her **Forced Advance** Advantage to push Mitch forward and thus get her one zone closer to Haruka. She describes taking him out as taking her briefcase and surging forward to slam him between it and one of the *Parked Cars*.

**O'Neil's Status - 0 Fate Points (3 Fate Points)**

Physical Stress: ○~~XXXX~~○

*Damaged Leg (P)*

*Flesh Wound*

**Haruka's Status**

Armor Stress: ○○

Physical Stress: ○○○

**ROUND EIGHT**

*The woman with the gun continued backing up until she hit the far wall and took another shot at the dour mercenary. Once again, O'Neil only barely avoided a serious injury at the cost of bit of skin. O'Neil powered past the accumulated injuries, charging forward in a limping, pained gait that brought her almost straight up into the gunwoman's face.*

Haruka takes her shots at O'Neil while moving back another zone, placing her against the wall. The attack has a -1 due to the movement but she rolls a +2 for a total attack of 4. O'Neil rolls a Defense of 4 which would be enough to give Haruka just a boost, but her *Damaged Leg (P)* is Compelled reducing her defense to 2. She takes 5 Stress, which moves up to her 6 box.



O'Neil decides to rush across the two zones separating her and Haruka to make a Hustle and Maneuver attempt at the end. This is usually just two Supplemental Actions, but the GM opts to force her to make an Overcome roll of 4 as a Compel of the *Damaged Leg (P)*. She manages to get a +1 and makes it across the zone for an attack. The GM gives her a Fate Point and Compels her *Flesh Wound* for a -2 and O'Neil declares she'll succeed with serious cost. The GM determines that the cost is she doesn't get to make an attempt to Attack or Maneuver and has a Boost of *Pain* against her.

### O'Neil's Status - 0 Fate Points (4 Fate Points)

Physical Stress: ○~~×~~~~×~~~~×~~~~×~~

*Damaged Leg(P)*

(Pain)

### Haruka's Status

Armor Stress: ○○

Physical Stress: ○○○

## ROUND NINE

*The woman was nimble, O'Neil had to give her that. She danced out past the mercenary and back into the open road of the parking garage until she had an almost perfect line to take a shot at her back. It was ultimately to her detriment though. The shot was hurried and inaccurately cut through one of the cars nearby rather than coming near O'Neil. What's more, her impatience to take a stance and fire left her in clear open position and within close reach of the one-legged woman.*

*The briefcase wielding mercenary rushed forward and virtually swarmed over the gunwoman, taking control of her arms and legs and sending her face first down into the ground. The woman's struggles were weak as O'Neil secured her into a hold that didn't require the mercenary to have to depend upon her crappy leg. A few moments later and the woman's eyes were rolling back into her skull as the choke hold sent her unconscious.*

*Sighing irritably, O'Neil stood up and dragged the woman out of the traffic area before removing a cell phone from her pocket and dropping the briefcase on the woman's unconscious head.*

*"Captain?" she asked. "They came for the briefcase. That's right, ma'am, not the money belt or anything else. Everything came out easy as can be, ma'am. But I think I'll be needing a new leg."*

Haruka again tries to get out of O'Neil's reach, but this time she has to get past O'Neil to do so. She makes an Agility Overcome roll against O'Neil's Agility. She gets a 4 versus

O'Neil's 2. She Compels *Damaged Leg (P)* to make it a success with spin and gain a Boost of *Clear Line of Fire*. The GM decides to use both that and the *Pain* Boost to allow her to make an Attack Attempt at -2, as if she took two Supplemental Actions.

Haruka rolls her attack and gets a -1 which combines with her -2 and her 3 Agility for a 0. O'Neil rolls a +2 Defense for a total of 5. Haruka Compels the *Damaged Leg (P)* for a reroll and this time O'Neil rolls a +0 for a total of 3. This is still a Defense with Spin and O'Neil gains a Boost which she calls *Nothing left to Hide Behind*.

O'Neil moves into Haruka's zone and attempts to land a Block on her to *Grapple* her. She rolls a total of 4 versus Haruka's total of 4. Haruka Compels her *Damaged Leg (P)* for a reroll, since a -2 would just be canceled out by the Boost O'Neil has. This time O'Neil rolls a -3, but spends the *Nothing Left to Hide Behind* Boost for a reroll getting a +3 for a total of 6. O'Neil succeeds on her Block with Spin and gets a Boost of *In Control*.

The next round, O'Neil plans to Attack via a choke hold so that her *Damaged Leg (P)* will not be an issue. Haruka can't beat a Block of 6 with her Strength of 1, and her Armor won't protect her against a Choke Hold either. The GM concedes for her benefit, taking the extra Fate Points he gets for that to the next scene.

### O'Neil's Status - 1 Fate Points (3 Fate Points)

Physical Stress: ○~~×~~~~×~~~~×~~~~×~~

*Damaged Leg(P)*

### Haruka's Status

Conceded

## SAMPLE OF A MENTAL CONFLICT

As seen in an earlier section's examples, Kat has been cornered by a trio of bullies that are looking to get some payback for an earlier social trouncing by one of Kat's friends. Physically speaking, Kat could ruin their lives, but she's trying to avoid breaking out the shape shifting, claws and martial arts and get out of this without a physical confrontation. That means a Mental Conflict.

Kat is also low on Fate Points and her player is hoping to come out of this with more Fate Points than she goes in with. She is expecting to have a rather brutal encounter as a result. She's prepared to concede if she has to, for one thing, that'll net her more Fate Points. Kat's player is aware of the fact that she currently has *Cat Eyes* but the character is not yet.

Sandra Kirkson is a GMPC with her own pool of Fate Points. Earlier, she had tried to bully Kat's friend Alicia and ended up with a Social Consequence of *Revealed as a Tool*. Her two friends spend every round maintaining a *You're Outnumbered* Aspect and using that to Block Kat's ability to leave the area (at least without breaking out the mad cat skillz). So this conflict will just be between Sandra and Kat.

The Conflict started with Sandra ambushing Kat, so Kat already has some Stress taken. (See the section on the Five Actions to see the events leading up to this Conflict).

For this campaign, characters are rewarded Fate Points as soon as their Aspect is Compelled.

This conflict will also show the strategy of building up toward one major attack rather than making several smaller attacks.

**Katherine "Kat" Kopeesh - 2 Fate Points**

**Relevant Specialty Aspects**

*Nice Girl Reputation* (Persuasion)

**Relevant Situational Aspects**

*Cat's Eyes*

**Mental and Social Abilities**

Craft 1 Knowledge 3 Reasoning 2 Willpower 2

Deception 1 Empathy 3 Persuasion 2 Resources 3

**Mental Stress:** ○○☒○

**Sandra Kirkson - 5 Fate Points**

**Relevant Specialty Aspects**

*Why doesn't anyone like me?* (Willpower)

**Relevant Advantages**

Cutting Remark (Fate Point to add +3 to roll made to attack an opponent's self-esteem)

**Relevant Consequences**

Physical: None

Mental: None

Social: *Revealed as a Tool*

Psychic: None

**Mental and Social Abilities**

Craft 1 Knowledge 1 Reasoning 2 Willpower 3

Deception 3 Empathy 1 Persuasion 3 Resources 2

Mental Stress ○○○○○

The GM has set the scene as being in an alcove of the cafeteria where Kat had just found her rune pendant. It is during classes. Kat has a hall pass while the bullies do not. The alcove is a bit out of the normal line of sight, but there are teachers and security staff in the hallways. There is only a need for one zone so, they do not bother with a map.

The GM declares the following Aspects, including the Aspect being maintained by the two goon girls:

- ☑ *Out of Sight, Out of Mind*
- ☑ *Hall Patrols*
- ☑ *You're Outnumbered*

Kat's intent: to get back to class without a fight or revealing any supernatural abilities.

Sandra's intent: to get a pound of flesh in payment for her earlier social defeat.

**INITIATIVE**

Both girls roll their Empathy scores for Initiative with Kat rolling a -1 which adds to her Empathy of 3 for a total of 2. The GM rolls for Sandra and gets a +0 which is added to her Empathy of 1 for a total of 1. This gives Kat the initiative.

**ROUND ONE**

*"You should really get back to class you know," Kat said. "A teacher could come by at any moment and then you'd be in trouble!"*

*"Oh please," Sandra protested. "like they're going to come this way at this time of day. We've got the whole place all to ourselves." Despite Sandra's bravado she couldn't help taking a chance in her physical posturing to glance over her shoulder and try to hide the fact that she was biting her lip a little worriedly.*

*"Besides, all I really have to do is tell them I saw you wandering around and meowing at things like you always do," Sandra snapped harshly. "I'll bet they...wait a minute. Are you wearing costume contacts?! Oh my goodness! What a freak! What do you think you're a cat or something?"*



Kat's hand snapped to her eyes as she felt a slight chill upon realizing that she'd flubbed a bit of her earlier shape-change. "I..I forgot I had those on. It's for the festival booth."

Kat starts out trying to set up an appeal to reason and caution by attempting to perform a Maneuver on the *Hall Patrols* Aspect. She reminds Sandra that they should both get to class as soon as possible to avoid getting into trouble.

This is going to be a Reasoning attack versus Sandra's Willpower. Kat rolls a +2 to her Reasoning of 2 and gets a 4 total. Sandra by comparison rolls a -2 against her Willpower of 3 for a 1 total. Sandra invokes the Aspect of *Out of Sight, Out of Mind* to force Kat to take a reroll, but fortunately for Kat the second roll comes out to the same +2 with a total of 4. This is a success with spin on the Maneuver and Kat now has two Tags against it.

Sandra takes her turn to continue her attack on Kat noting about how she's a crazy cat lady in the making, always meowing at cats and trying to get them to meow back at her. She is making this as a Persuasion attack on Kat's self-esteem. She rolls a -2 on her attack, for a total of 1 against Kat's roll of +1 for a total of 3. However, Sandra decides to spend a Fate Point to Compel the fact that Kat has *Cat's Eyes* against her right now to give her a reroll by insinuating that whatever medical process was used to let her mommies have a child must have fluked and made her a freak.

The reroll is a +0 and Sandra spends a second Fate Point to activate *Cutting Remark* for a +3, giving her a total of 6 versus Kat's 3. She has succeeded with spin and opts to reduce her damage by 1 in order to get a Boost, calling it *Passing Sting*.

Sandra has now spent 3 Fate Points, one of which is given to Kat. She has also acquired a Boost. Kat has suffered 3 Stress but has also acquired two Tags.

### **Kat's Status - 3 Fate Points**

*Hall Patrols* ×2

Stress: ○✘✘○

### **Sandra's Status - 2 Fate Points**

(*Passing Sting*)

Stress: ○○○○

## **ROUND TWO**

Kat shook there and looked over the girl berating her verbally while her two friends continued to block the easy pass out of the little cafeteria alcove this started in. She wondered just why this

girl was calling her a...a "freak"? She wasn't really a freak. It was just so unfair. The insult had her momentarily distracted but she pushed through it anyway.

"Really, Sandra, you need to get to class," Kat reminded her.

"Please, like I'm going to let some weirdo girl with lesbo parents tell me what to do," Sandra retorted. The insult fell noticeably flat however, and Kat watched the girl glance to either at her pair of cohorts. In a moment of epiphany, Kat realized that Sandra was fishing for approval from her friends. Almost desperately so.

"Besides, I already told you, cat-lady, that we're not going to get noticed here," Sandra declared, crossing her arms firmly as she sneered before indicating herself and her friends. "We have all the time we want to skin a cat."

Kat straightened and blinked before cocking an eyebrow and looking momentarily confused. "Umm, excuse me, you're trying to imply a physical threat?"

"Well...yeah," Sandra noted.

"Oh...I sort of thought that's what that was." Kat thought about it for a moment. "I'd rather not hurt any of you if that's all the same."

Sandra noted her lackeys starting to get a little uncertain as Kat responded.

"It doesn't matter what you want!" Sandra snapped petulantly. "We're in charge here."

Kat decides to continue Maneuvering to build up for an attack and decides she wants to take a moment to read her opponent's attitude a little. She rolls *Empathy* 3 against Sandra's *Deception* 3. Kat rolls a -1 for a total of 2 while Sandra rolls a -2 for a total of 1. Sandra decides to call in her Boost to give Kat a -2, noting that Kat is distracted by the insult she just took.

Kat decides to use one of her Tags to take a reroll, which is something of a risk, but she gets a +2 which cancels out the -2 she took from Sandra. This gives her a total of 3 compared to Sandra's 1. She considers using another Tag to get spin, but all that would do is to keep the status quo, so she decides against it.

Sandra opts to spend another Fate Point by harping on Kat's "You have two mommies." Aspect to force a reroll. This time Kat rolls a +1 for a total of 2 against Sandra's 1. Kat still manages to discover Sandra's "Why doesn't anyone like me?" Aspect and gets a Tag on it.

Sandra this time makes a Maneuver of her own since she's running low on Fate Points, and giving them to Kat, as she

points out that they're off the normal line of sight and no one is likely to just happen to find them. She rolls her Reasoning of 2 against Kat's Reasoning of 2 to decide whether she gets the Tags on *Out of Sight*, *Out of Mind* or not. Sandra rolls a pitiful -4 and decides to spend a Fate point to Invoke the *You're Outnumbered* Aspect for a reroll. She rolls much better, getting a +0 for a total of 2, but she is now out of Fate Points. Kat rolls to defend getting a rather lucky +3 giving her a 5 over Sandra's roll of 2 for a Boost which she calls *Weak Threat*.

**Kat's Status - 4 Fate Points**

Hall Patrol x1

"Why doesn't anyone like me?"(Willpower) x1

(Weak Threat)

Mental Stress: ○~~⊗~~~~⊗~~○

**Sandra's Status - 0 Fate Points**

Stress: ○○○○○○

**ROUND THREE**

"I just want everyone to be able to go back to class and nobody getting into trouble," Kat said. "If we go right now, we can still get to class and have more than half the period left. We won't miss anything really important. Maybe after school we can all have some milkshakes and talk about all of this when we don't have to worry about anything."

"Are you trying to be my friend or something?" Sandra snapped weakly. "You must be stupid or something. I'm talking about your mothers and you're going to stand and...and talk about ice cream parties after school? What kind of moron are you?"

Sandra turned to her friends, desperately reaching out for something to lay hold of.

"See, this is what kind of screwed up weirdo you get when some scientist decides to make a baby from two women," Sandra snapped with a bitter stutter. "A cat-obsessed weirdo who wears costume contacts around at school. I'll bet she even thinks they talk back, you know what I mean?"

Kat felt herself fuming and flexing her fingers as the sharp sting of tears came to the edge of her eyes.

"This is why nobody likes you!" Kat screeched out with a near hiss.

Kat's player is aware that Sandra has exhausted her Fate Points and no other Fate Points are going to be coming unless it comes from something other than Sandra. So she decides

she's going to end this next round. For now, however, she's going to make one more Maneuver on her own *Nice Girl Reputation* (Persuasion) Aspect by deliberately not attacking Sandra or her goon squad but just reminding them that she doesn't want to see them get in trouble.

Kat is making a Maneuver on her own Aspect, so Sandra can't defend it, but she can actively interfere with it by spitting out condescension about "nice girls." Kat rolls a +1 with her Persuasion of 3 for a total of 4. Sandra rolls her own Persuasion and gets a total of 3. Kat decides to use the Boost she got last Round in case it goes away with Sandra's next action and uses it for a +2 giving her a total of 6 versus Sandra's 3. Kat now has two free Tags on her *Nice Girl Reputation* (Persuasion) Aspect.

Sandra decides to unleash another scathing attack against Kat, picking at all of her obvious weirdness. She doesn't have Fate Points but she does roll a +2 to add to her Persuasion for a total of 5. Kat meanwhile rolls her Willpower Defense and gets a -2 to add to her Willpower for a total of 0. That's going to give Kat a Consequence, which Sandra would be able to use next round to Defend. As such, she decides to expend her free Tag on Sandra's "Why doesn't anyone like me?"(Willpower) Aspect and force her to reroll. Sandra's reroll is a +0 for a total of 3. Kat notes the Stress down.

**Kat's Status - 4 Fate Points**

Hall Patrol x1

Nice Girl Reputation (Persuasion) x2

Stress: ○~~⊗~~~~⊗~~~~⊗~~

**Sandra's Status - 0 Fate Points**

Stress: ○○○○○○

**ROUND FOUR**

Kat's hands flew immediately to her mouth as soon as the words were out.

"Oh my goodness!" she gasped. "I'm so, so sorry! I didn't meant to say that. I'm sure you can be a very nice person when you want to be. Isn't she? I'll bet your just having a bad day today, aren't you? There was that whole thing were you tried to prank Alicia earlier and that totally didn't go your way. And I don't want to just add to your problems. Let's just go get some milkshakes after school. That'll be great."

Sandra stared in shock, still trying to recover from the armor-piercing accusation that Kat had hurled at her a moment earlier. Why was this girl apologizing? She should be trying to give her own cuts



back like just now. She shouldn't be apologizing? That was just crazy. It didn't make any sense. If anybody should apologize it was...

Sandra's eyes widened as she slowly came to a realization.

In the next moment, she was turning around and running through the halls bawling her eyes out.

Kat decides she's going to end it here. She's didn't manage to put herself in any better position Maneuvering last round and though she still has Fate Points, one of the things she was hoping to get out of this encounter was more Fate Points, so she'd rather not use them here when they have more important matters coming later in the session. As such, she decides to make her attack...

...by apologizing for the low blow that she made by pointing out how nobody likes Sandra. Sandra defends with her own Willpower at this unexpected tactic. Kat rolls a +2 with her Persuasion of 2 for a total of 4. Sandra rolls a -2 with her Willpower of 3 for a total of 1. Kat expends her three free Tags each for a +2 giving her a final total of 10 compared to Sandra's 1. She also sees an opportunity here for a long term goal and opts to spend two of her Fate Points, *Compelling* "Why doesn't anybody like me?" and *Revealed as a Tool* to reduce Sandra's defense to a -3. She spends a third Fate Point to *Invoke her Aspect of Truth, Justice and the Right to Milkshakes* to increase her own roll by another +2.

Kat is dealing 15 Stress to Sandra and has taken her out. The GM asks how she plans to take Sandra out and Kat decides she wants Sandra to suffer a sudden realization that she is a terrible person and have a breakdown. Kat's hope is that this way they'll be able to get Sandra along a path to being a nicer person. The GM agrees with the Consequence applied to Sandra and applies *I'm a Horrible Person (P)* as a Defeated Aspect. He does however smirk at Kat's idea that rehabilitating Sandra is going to be so easy after essentially giving her a nervous breakdown.

Kat's player realizes that she now has only one Fate Point remaining and tries to offer a *Compel* of her *Nice Girl Reputation* Aspect to say that she goes after Sandra in an attempt to calm her down and try to start and fix the damage. The GM notes that she shouldn't get a Fate Point for being given the opportunity to guide matters in a direction that benefits her. He does, however, offer her a Fate Point with the idea that if Kat goes after Sandra that Kat will be getting a mandatory suspension for bullying when the faculty finds her and Sandra.

With sighing and gritting of teeth, the Fate Point is accepted. The *Demi-Goddess Werecat* takes off after the bully, leaving behind two confused goon-girls. They end up in the Assistant Principal's waiting room and the GM moves on to another character's scene.

## SAMPLE OF A SOCIAL CONFLICT

Julie Kesik is a raven girl attending college via the internet, her player has been unable to attend for the first two sessions. The other two players have thus been spending those sessions running against each other. Mike Carpenter, a police detective, and Ayla Murphy, the legal counsel to the local haven, have had a running battle of sorts. The police officer has been investigating a murder and discovered that their might have been a witness. Said witness was Julie who was out to listen to a concert and saw the murder on her way home. Ayla failed to keep Mike from tracking down the witness to the local Psyche Haven. She has managed, however, to throw lots of legal blocks in front of the detective's way.

Eventually, Mike decided he'd ignore orders, engineered by Ayla, to leave the haven alone and break in to see if he could find the witness he's been looking for. In the process, he stumbled upon the fact that Haven provides sanctuary for people that are very clearly not human and can't easily blend in. About that time, he was caught on the premises by the majority of the residents and staff. Which was where they ended that session.

Julie is present for today's session and they're picking up where they left off with Ayla and Mike in a social battle.

### Detective Mike Carpenter – 5 Fate Points

#### Relevant Character Aspects

- ✔ *Agent of Justice*
- ✔ *More Flies With Honey...*

#### Relevant Specialty Aspects

- ✔ *Dogged Pursuit (Willpower) (P)*

#### Mental and Social Abilities

Craft 1 Knowledge 2 Reasoning 3 Willpower 2

Deception 2 Empathy 3 Persuasion 3 Resources 2

#### Relevant Advantages

- ✔ *Smooth Over*
- ✔ *Sensitive*
- ✔ *Reputable*
- ✔ *See the Soul*



**Mental Stress:** ○○○○

**Social Stress:** ○○○○○

**Popularity:** 1

**Haven Supervisor Ayla Murphy – Fate Points 5**

**Relevant Character Aspects**

- ✔ *Protector of the Community*
- ✔ *Tired of the Secrecy*

**Relevant Specialty Aspects**

- ✔ *“I have my duties.” (Willpower)*

**Mental and Social Abilities**

Craft 2 Knowledge 3 Reasoning 3 Willpower 3  
 Deception 3 Empathy 2 Persuasion 2 Resources 2

**Relevant Advantages**

- ✔ Legal Eagle
- ✔ Opportunist

**Mental Stress:** ○○○○○

**Social Stress:** ○○○○○

**Popularity:** 3

There is some mixing of Conflict types here, however, as both sides also make some direct attacks on each other.

The Conflict occurs completely within one zone with the Aspects of *Anxious Natives* and *Three Hundred Yards, So Far from Home* representing the comparison of the physical distance to the door to how very different this world is from his.

In this Campaign, Fate Points are awarded at the end of a scene.

The GM is using Leverage and Popularity. Mike has worked with some local psychics in the past and has a good reputation, but Ayla lives at the Haven and is part of the Community. As such the GM has assigned some popularities, he will apply leverage as he sees fit based on player argument and roleplaying.

Mike’s intent is to get permission to interview his witness.

Ayla’s intent is to get Mike to leave and pursue some other tact.

**INITIATIVE**

Both Ayla and Mike roll +0 on their initiative. Mike has an Empathy of 3 compared to Charity’s 2, so that gives Mike the initiative.

**ROUND ONE**

Having been caught on the premises illegally, Mike’s first action in the conflict is to try and calm down the onlookers so that he can get rid of the *Anxious Natives* Aspect on the scene. But before he does that, he decides to spend a Fate Point and use his **See the Soul** Advantage first, trying to determine one of Ayla’s Aspects.

Mike rolls his Empathy versus Ayla’s Deception for this. He gets a +0 but his **Sensitive** Advantage gives him a +1 so he has a total of 4. Ayla also rolls a +0 which gives her a total of 3. The GM rules that Mike has figured out her *Tired of the Secrecy* Aspect and gives him a free tag on it.

Now he takes his actual action to convince the crowd to calm down. He notices a couple of faces that he has worked with in the past among the crowd and sorta uses his charm and knowledge of names to try to appeal to people that he is not there with any ill intent of any sort. He simply wants to talk to the raven girl and learn what she saw. Ayla counters by pointing out that he was there without a warrant or an invitation.

Mike rolls his Persuasion of 3, getting a +0 for a total of 5 once his **Smooth Over** Advantage is taken into account. Ayla also rolls a +0 with her Reasoning of 3 and her **Legal Eagle** Advantage of +2 to social interactions involving the law to get a total of 5. This is a tie which would be a success with a minor cost.

Ayla doesn’t want this to be easy, so she spends a Fate Point to invoke her *Protector of the Community* Aspect to give her a +2. Mike counters by spending a Fate Point to invoke his *More Flies with Honey* Aspect to get a +2 for himself, bringing it back to a tie. He succeeds with a minor cost which the GM declares as a Boost he’s calling *You shouldn’t be here*.

From there, Ayla pushes the issue noting the lengths he’s gone to get into the Haven. She mentions the warrants he’s applied for and the loopholes he’s tried to push even despite orders from his superiors to direct his attentions elsewhere. This is an attack on him and the GM determines that it will be a Persuasion roll. Mike decides to comment by saying that he was trying to protect people in the best way he knew how, using his own Persuasion to defend.

Ayla rolls a –1 for a total of 3 when combined with her Per-



suasion and Advantages. Mike also rolls a -1 for a total of 2 on his defense. Ayla decides to spend the *You shouldn't be here* Boost for a +2 to make her roll a 5. In response, Mike uses his *Dogged Pursuit(Willpower)(P)* Aspect to opt for a reroll in order to do more than cancel out Ayla's Boost. The GM allows it since he mentioned his quest in his defense. He luckily rolls a +2. The comparisons are now 5 versus 5 which is a tie. Ayla decides to spend another Fate Point, compelling *Three Hundred Yards, So Far From Home* to make Mike reroll since he doesn't know this world very well. On the reroll, he rolls a +1 and the total is now Ayla at 5 vs Mike at 4.

The GM gives Ayla a Leverage of 2 to her attack and gives Mike a chance to spend more resources in the defense, but Mike passes on it. So Mike takes 2 Social Stress reduced to 1 by his Popularity and marks off his 1st box.

### Mike Carpenter's Status - 3 Fate Points (1 Fate Point)

Mental Stress: ○○○○

Social Stress: ☒○○○○

### Ayla Murphy's Status - 3 Fate Points

Mental Stress: ○○○○○

Social Stress: ○○○○○

Tired of the Secrecy ×1

### Scene Status

*Three-Hundred Yards, So Far From Home*

## ROUND TWO

Mike starts off the round by assuring people that he is not going to try to expose them to the world. He wants to get a lead on this killer before the man kills again. He brings up how he can imagine the sort of thing exposure would do for this community. After all, they wouldn't be the first population that feared prejudice. He's rolling Persuasion in an attack on Ayla's position and asks if his Advantage can add to this. However, since he's now trying to get the people to agree with his position, the GM says he's not really trying to calm the crowd down. Especially not bringing up the killer. However, he does give this argument a Leverage of 4. Ayla counters Mike, stating the risks that they face if they come under this sort of attention, using her Reasoning. The GM rules that this is not a legal argument, but an emotional one, so she is rolling her raw Reasoning as well.

Mike rolls a +0 with a total of 3 while Ayla rolls a -4 for a total of -1. Mike decides to use the Tag he has on Ayla's *Tired*

of the Secrecy Aspect to gain an additional +2 taking his total roll to a 5 stating that the argument strikes close to home. That gives him a success with spin on his attack, dealing 10 Stress to Ayla do to the Leverage. Ayla's Popularity would reduce that to 7 Stress, but that would still mean a Minor Consequence. She decides to spend a Fate Point to invoke her *"I have my Duties"* (Willpower) to resist the tugging of her heart strings with a reroll. She still rolls a -1, but that gives her a total of 2 rather than -1. Mike still beats her by 3, which is an attack with spin. He has a Leverage of 4 and Ayla has a Popularity of 3. Mike chooses to reduce the Stress he deals by 1 in order to gain a Boost he calls *Touched on an Issue*. Ayla takes 3 Social Stress.

Ayla responds by pointing out again all the extents that Mike has gone to to find them and wonders just what he'd do if it turns out the only way he can bring the killer to justice would be to bring Julie to court to testify. Would he break in again and take her out to put her under "protective custody?" She is attacking his *Dogged Pursuit(Willpower) (P)* Aspect. It's Persistent, representing a strong reputation, so she doesn't have to spend a Fate Point to use it. It is further proved by the nature of how he came in the facility.

Before the actual attack, however, Ayla uses her **Opportunist** Advantage to make a free maneuver using Reasoning on the Aspect. Mike defends himself with his Deception to try to shrug off the accusations. Ayla rolls +1 for a total of 4. Mike rolls a +1 as well for a total of 3 giving her a success.

Now comes Ayla's attack, her Persuasion against Mike's Persuasion that he only wants to talk. Ayla rolls a +3 for a total of 5 while Mike rolls a -3 for a total of 0. Ayla uses her Tag of Mike's *Dogged Pursuit(Willpower) (P)* Aspect and the Persistent Aspect itself for an additional +4 and a total of 9. The GM applies a further Leverage of 3.

Mike has been conserving Fate Points since it is the start of a session, but he doesn't want to take a heavy Social Consequence, so he uses his Boost, *Touched on an Issue*, to assure people that he would not endanger anybody. His reroll is a +0 for a total of 3. That gives the totals at Ayla being at 9 while Mike is at 3. Ayla succeeds with spin and decides to deal it all as Stress. She deals 9 Stress which is more than Mike's Social Track of 5. He can take a Major Consequence, but he can also take two Minor Consequences since he has the **Reputable** Advantage. He calls the Consequences *Overzealous Cop* and *Well-Intentioned Outsider*. This reduces his Stress to 5.

### Mike Carpenter's Status - 3 Fate Points (1 Fate Point)

Mental Stress: ○○○○

Social Stress: ☒○○○☒

Minor Consequence: *Overzealous Cop*

Minor Consequence: *Well-Intentioned Outsider*

**Ayla Murphy's Status – 3 Fate Points**

Mental Stress: ○○○○○

Social Stress: ○○~~XX~~○○

**Scene Status**

*Three-Hundred Yards, So Far From Home*

**ROUND THREE**

Mike concedes round three. Since Julie was waiting for someone to concede, she steps forward to say she wants to talk to Mike about what she saw. And now the GM can begin the campaign as a whole, with the added interest of two of his players being somewhat at odds with each other in character, but perfectly enjoying themselves out of character. Mike gets the Fate Point for the Situation Aspect that Ayla compelled against him, one for the Concession and two more for the two Consequences he suffered.

The GM begins to suspect that funnelling Fate Points to the most combat capable of the player characters may have been an ulterior motive here, but he rolls with it. Especially since Mike will be suffering from a bad reputation for at least the next week among the Community.

**Mike Carpenter's Status – 7 Fate Points**

Conceded

Mental Stress: ○○○○○

Social Stress: ~~XX~~○○○○~~XX~~

Minor Consequence: *Overzealous Cop*

Minor Consequence: *Well-Intentioned Outsider*

**Ayla Murphy's Status – 3 Fate Points**

Mental Stress: ○○○○○

Social Stress: ○○~~XX~~○○

**Scene Status**

*Three-Hundred Yards, So Far From Home*

**SAMPLE OF A MINDSCAPE CONFLICT**

James Mutabah, a Visionary and hacker, is part of a raid on a secret compound hidden deep underneath Edinburgh. The raid has accomplished their task, but have found themselves trapped in the compound with oxygen being removed from the environment by the scientist in charge of the facility, a woman whom they've come to know as "Mother". He is hacking a computer lock to get into Mother's secure central lab and decides to use the pool of knowledge available to him as a Visionary to do it. In the process he suddenly finds himself drawn away from reality and finding himself in a chaotic, green swirl of information that he recognizes as his mindscape facing off against "Mother"

**James Mutabah – 2 Fate Points**

**Relevant Character Aspects**

- ✔ Paranoid Visionary Hacker
- ✔ To be away from observation
- ✔ Nothing is Private
- ✔ Has trouble discerning reality from paranoid perceptions

**Relevant Specialty Aspects**

- ✔ Instinctive System Visualization (Reading)
- ✔ Nearly Insatiably Curious (Willpower)

**Mental and Social Abilities**

Craft 4 Knowledge 4 Reasoning 2 Willpower 2

Deception 1 Empathy 3 Persuasion 2 Resources 2

Sensitive 2

**Life-Force Stress:** ○○○○○○

**"Mother" - 1 Fate Point**

**Relevant Character Aspects**

- ✔ Sociopathic Visionary Biologist
- ✔ Mother of Clones

**Relevant Specialty Aspects**

- ✔ Mad Geneticist (Knowledge)



## Relevant Advantages

- ✔ Favored Visualization

## Mental and Social Abilities

Craft 4 Knowledge 4 Reasoning 2 Willpower 3

Deception 4 Empathy -2 Persuasion 4 Resources 5

Sensitive 4

**Life-Force Stress:** ○○○○○○○○

The mindscape has the following Aspects: *Oppressive Suspicion*, based on James' *Paranoid Visionary Hacker*; *Jarring Swirl of Activity*, based on the fact they're both Visionaries; *Organic Horror*, based on Mother's Aspect of *Sociopathic Visionary Biologist*. James is the defender, so the mindscape is starting with 2 zones.

In this campaign, Fate Points are granted as soon as they are earned. Both Mother and James have already used a lot of Fate Points before this conflict occurred. As such this is likely to be something of a slog fest.

## INITIATIVE

James rolls a -1 on his Empathy roll getting a total of 2. Mother gets a +1 on her Empathy roll getting a total of -1. James moves first. However, the GM offers him a Fate Point, compelling *Jarring Swirl of Activity*, if he allows Mother a surprise round and he allows it.

## SURPRISE ROUND

Mother has a **Favored Visualization** in the form of a swarm of insects which she uses as a Weapon Rating. She immediately moves to attack James using a flat out force and her Persuasion while James resists with his Willpower. Mother rolls a -4 on her attack for a total of 0 while James rolls a -2 for a total of 0 as well. Mother spends her one Fate Point to Compel James' *Has trouble discerning from reality from paranoid perceptions* Aspect to make him hesitate and take a further -2 to the roll. Mother's swarms hit James and inflict 4 Stress on him.

**James Mutabah's Status - 4 Fate Points**

Life-Force Stress: ○○○☒○○

**Mother's Status - 0 Fate Points**

Life-Force Stress: ○○○○○○○○

Weapon Visualization: *Swarm of Insects*

## ROUND ONE

James tries to subvert the attacking insects so that he can use them against her. He rolls Sensitive versus her Willpower and he rolls a +0 for a total of 2. Mother rolls a +0 for a total of 3. James uses a Fate Point to invoke his Aspect of *Nothing is Private* to visualize the insects as camera drones to gain a +2 for a total of 4. The GM agrees with the idea of the insect swarm becoming a swarm of camera drones, a weapon visualization for him based on his *Nothing is Private* Aspect.

Mother responds by creating a new swarm of insects out of the surroundings based on her *Mad Geneticist (Knowledge)* Aspect. She is creating another Weapon Visualization with a Rating of 2. This is a difficulty of 2. She rolls her Sensitive and gets a -1 for a total of 3. She successfully creates the Visualization.

**James Mutabah's Status - 4 Fate Points**

Life-Force Stress: ○○○☒○○

Weapon Visualization: *Swarm of Camera Drones*

**Mother's Status - 0 Fate Points**

Life-Force Stress: ○○○○○○○○

Weapon Visualization: *Swarm of Insects*

## ROUND TWO

James sends the camera drones in to attack Mother with bright flashing lights focused almost to the point of being lasers. Mother simply bears it with pure Willpower. James rolls a +2 on his Persuasion while Mother rolls a +1 on her Willpower. This is a total of 4 for James and a 4 for Mother making a tie and giving James a Boost of *Startled*.

Mother responds by attacking with her own attack against James, rolling her Persuasion versus James' Willpower as he tries to avoid them. She rolls a +2 for a total of 6 versus James' roll of -2 for a total of 0. He spends a Fate Point to Invoke his *To Be Away From Observation* Aspect for a reroll on his defense and manages a +3 for a total of 5. He Compels the Boost he got last time to force Mother to reroll. She gets a +0 for a total of 4 and this second round is a wash.

**James Mutabah's Status - 3 Fate Points**

Life-Force Stress: ○○○☒○○

Weapon Visualization: *Swarm of Camera Drones*

**Mother's Status - 0 Fate Points**

Life-Force Stress: OOOOOOOO

Weapon Visualization: *Swarm of Insects*

**ROUND THREE**

James spends his turn trying to build a Visualization of him disappearing from view based on his *To Be Away From Observation* Aspect to make a Visualization of being a shadowy figure and making it harder for Mother to find where he is in the mindscape in order to attack him. He's going for a Rating 2 bonus to Defense for this. This is a Difficulty 4 roll and he manages to roll a +3 to give him a 5 which gives him a success.

Mother responds by trying to search him out and attack him again. She rolls a Persuasion attack with a total of 3 while James, with his new Defense Visualization, rolls a +2 for a total of 6. This gives him a Defense with Spin and he gets a Boost which the GM calls a *Out of Sight*.

**James Mutabah's Status - 3 Fate Points**

Life-Force Stress: OOOXOO

Weapon Visualization: *Swarm of Camera Drones*

Defense Visualization: *Shadowy Figure*

**Mother's Status - 0 Fate Points**

Life-Force Stress: OOOOOOOO

Weapon Visualization: *Swarm of Insects*

**ROUND FOUR**

James decides to cause his drones to explode against Mother. He spends a Fate Point to double the Weapon Rating, though the Visualization will go away afterwards. James agrees and rolls his attack on Mother. He manages to roll a +2 and spends a further Fate Point Invoking *Instinctive System Visualization (Reasoning)* for an additional +2. This comes to a total attack of 6 Mother rolls her Defense, rolling her Deception to avoid the attack entirely. She rolls a -1 for a total of 3. She doesn't have Fate Points left to spend, so James's attack hits. With a Weapon Rating of +4, he is going to deal 7 Stress. He chooses to reduce that by 1 to get a Boost of *Incensed*.

Mother responds by creating a new Visualization in the form of a trio of clones based on her Aspect of *Mother of Clones* that she will make as an Attack Bonus and Defense Visualization, both of rating 4. This is going to be a Difficulty 10 Visualization. Mother rolls a +4 for a total of 8, but chooses to succeed

by taking 2 Stress.

**James Mutabah's Status - 2 Fate Points**

Life-Force Stress: OOOXOO

Defense Visualization: *Shadowy Figure*

**Mother's Status - 0 Fate Points**

Life-Force Stress: OOOOOXOO

Attack Bonus: *Clone Fighters*

Defense Bonus: *Clone Fighters*

Weapon Visualization: *Swarm of Insects*

(*Incensed*)

**ROUND FIVE**

James has been noticing Mother's paranoia and obsession with him somehow eating her. As such he takes his *Nearly Insatiably Curious (Willpower) (P)* Aspect to create a long flicking tongue to target her paranoia. He decides to make it an Attack Bonus Rating of 5. This will be a difficulty 7 Sensitive roll. He rolls a +1 for a total of 3. That's a failure, but he opts for a success with serious cost and suffers 4 Stress, since his 4 Stress Box is already filled, it moves up to the 5th Stress Box.

Seeing the appearance of the tongue, Mother sets off an attack. She rolls a +1 which combines with her Attack Bonus and Persuasion for a total of 9. James defends with his Willpower, using his *Shadowy Figure* Visualization for a bonus to the Defense. He rolls a +0 and gets a total Defense of 4. Mother hits and deals 7 Stress. James has to take a Minor Consequence to reduce the Stress. He uses the *Incensed* Boost to reduce Mother's attack by 2 and reducing the Stress to 5 and thus he does not have to take a Consequence.

**James Mutabah's Status - 2 Fate Points**

Life-Force Stress: OOOXOX

Attack Bonus Visualization: *Long Tongue*

Defense Visualization: *Shadowy Figure*

**Mother's Status - 0 Fate Points**

Life-Force Stress: OOOOOXOO

Attack Bonus: *Clone Fighters*



Defense Bonus: *Clone Fighters*

Weapon Visualization: *Swarm of Insects*

## ROUND SIX

His turn has come around again and he lashes out with his newly monstrous tongue to attack Mother. He rolls a +3 which gives him an Attack of 9. Mother rolls a Defense of -4 for a total of 3. She has no Fate Points, but James does. He Invokes the Situation Aspects of *Oppressive Suspicion* since he's trying to attack her paranoia; and *Organic Horror* since he's turning her own biological proclivities against her. He takes +2 from each of these Fate Points and makes his roll a total of 13 versus Mother's 3. This is a success with spin but he chooses to keep it as straight damage and deals 10 Stress. Mother has to take a Severe Consequence in order to reduce the Stress to 7 so that she can sustain it. The GM calls the Severe Consequence *Internal Bleeding*.

Already severely injured due to that lucky roll and is terrified of the idea of being devoured by a fellow Visionary. Mother decides to concede the mindscape and retreats to her body, already feeling the impact of that last hit. This allows James to draw out the information he needs to open the escape route for the team.

### James Mutabah's Status - 2 Fate Points

Life-Force Stress: ○○○~~XXXX~~

Attack Bonus Visualization: *Long Tongue*

Defense Visualization: *Shadowy Figure*

### Mother's Status - 0 Fate Points

Conceded

## SAMPLE OF A VEHICLE CONFLICT

Lieutenant Kenichi "Ace" Perry is on assignment performing recon duties on the flank of a major engagement area in the Czech theater. He's just tracked an incoming force coming along the flank of the US and allied forces. He gets orders to fall back as they prepare to collapse the line back to deal with this new front, but he catches radio traffic from an Italian aid station in the oncoming path that needs more time to retreat their patients safely. Ace opts to try and buy them some time

and convinces his commanders that there's no stopping him so they give him the go-ahead. There's a substantial part of him rubbing his hands in glee at the prospect of getting to take on the enemy directly.

Since he's the only unit in the area, his command instructs him to paint a target and keep it painted long enough for a combined air-strike and artillery barrage to land. Unfortunately, while painting the target "Ace" finds himself needing to deal with a flank guard of Assault Mecha, two Tank-Killers and a Hunting Spider.

The enemy includes one Lieutenant, and as such the NPCs have 2 Fate Points for this round: one for the single PC in this game and one for the Lieutenant. The Tank-Killer Uprights are Minions, so they wouldn't normally get Minor Consequences, but their design gives them some. The GM generalizes the collection of Assault Uprights as a Unit rather than using them as individuals and uses the individual Aspects for the Vehicle as the Unit Roster Aspects. This allows him to minimize his headache and the danger to Ace while still having a mass of enemy on the scene.

### Lt. Kenichi "Ace" Perry - 7 Fate Points

#### Relevant Character Aspects

- ✔ Hot Shot Upright Pilot
- ✔ Do the Family Proud
- ✔ I've Got Skillz

#### Relevant Specialty Aspects

- ✔ Know the limits... (Knowledge)
- ✔ ...so you can push the limits. (Agility)
- ✔ Difficulty Dialing it Down (Willpower)

#### Relevant Advantages

- ✔ **Vehicle Expert** (Uprights)
- ✔ **Grace Under Fire**
- ✔ **At Home Behind the Wheel**
- ✔ **Skill Mastery** (*Master of the Upright (P)*)

#### Abilities

Agility	3	Endurance	3	Perception	3	Strength	2
Craft	2	Knowledge	2	Reasoning	2	Willpower	3

Physical Stress: ○○○○

**Pegasus Recon Upright - Harasser Package**

**Vehicle Aspects**

- ✔ *Humanoid War Machine*
- ✔ *Designed for Stealth and Detection*
- ✔ *Robot Ninja*

Crew:	0
Structure:	1
Speed:	3
Weapons:	0
Maneuverability:	3
Sensors:	3
Systems:	3
Structural Stress:	○○○
System Stress:	○○○○○
Crew Stress:	N

**Specialty Aspects**

- ✔ *Noise Reducing Actuators (Systems)*
- ✔ *Armored in Aluminum Foil (Structure)*
- ✔ *External Weapons (Weapons)*
- ✔ *Easily Customized for Specific Missions (Systems)*

**Notable Advantages**

- ✔ **Upright**
- ✔ **Manipulator Arms x2**
- ✔ **Cloaked**
- ✔ **Target**
- ✔ **Enhanced Sensor Suite**
- ✔ **Jump Jets**

**Weapons**

- ✔ Upright Knife (WR 4, vehicular)
- ✔ Upright Pistol (WR 6, anti-personnel)

**Czech Hunting Spider - Lieutenant**

**Vehicle Aspects**

- ✔ *Many Legged War Machine*
- ✔ *Soviet Designed Spider Tank*
- ✔ *Monstrous Machine*

Crew:	1
Structure:	4
Speed:	1
Weapons:	4
Maneuverability:	1
Sensors:	2
Systems:	3
Structural Stress:	○○○○○○○
System Stress:	○○○○○
Crew Stress:	○○○○

**Specialty Aspects**

- ✔ *Quiet but Slow(Speed)*
- ✔ *Robust and Resilient (Structure)*
- ✔ *Gets Some Places (Maneuverability)*

**Notable Advantages**

- ✔ **Armored x2 (AR: 4)**
- ✔ **Reinforced Structure x2**
- ✔ **Reinforced Undercarriage**
- ✔ **Weapon Battery (Autocannon)**

**Weapons**

- ✔ Auto-Cannon (WR 5, Vehicular)
- ✔ Missile Bay (WR 8)

For ease, the stats of all the upright pilots are averaged to 2.

## Czech Tank Killer Upright - Minions

### Vehicle Aspects

- ✔ Humanoid War Machine
- ✔ Soviet Designed Upright
- ✔ Modern Giant

Crew:	0
Structure:	3
Speed:	2
Weapons:	3
Maneuverability:	1
Sensors:	2
Systems:	2
Structural Stress:	○○○○○
System Stress:	○○○○
Crew Stress:	N

### Specialty Aspects

- ✔ Stout Warrior (Structure)
- ✔ Heavy Hitter (Weapons)
- ✔ External Weapons (Weapons)
- ✔ Robust and Resilient (Structure)

### Notable Advantages

- ✔ Armored x2 (AR 4)
- ✔ Reinforced Structure x2 (two extra Minor Consequences)
- ✔ Enhanced Crew Safety

### Weapons

- ✔ Upright Knife (WR 4)
- ✔ Upright Heavy Cannon (WR 8)

## Czech Assault Upright - Extras

### Vehicle Aspects

- ✔ Humanoid War Machine

Size:	3
Physical Stress:	○○○○○○○
Mental Stress:	○○○○○
Social Stress:	○○○○

### Specialty Aspects

- ✔ Humanoid War Machine
- ✔ Modern Giants
- ✔ Agile Skirmisher
- ✔ Duelist and Gunslinger

The scene has the following situation Aspects:

- ✔ War-Torn Landscape
- ✔ Thick with Trees

In addition, since he has to keep the target painted, the GM applies the following situation Aspect to Kenichi:

- ✔ Painting the Target (P)

Making it Persistent emphasizes how big a problem it is for him.

The campaign awards Fate Points at the end of a scene.

This also contains an example of the conservation of ninjitsu effect when you have a single heroic entity versus a unit.

## INITIATIVE

The GM rolls the initiative for the Enemy Vehicles by group using their Maneuverability Scores, or the Physical Score in case of the Unit. The hunting spider gets 3. The tank-killers get 0. The Unit of assault uprights get 4.

GM has Ace roll using his initiative using his Perception instead of the Vehicle's Maneuverability. He rolls a -3, but uses his *Mastery of the Upright (P)* to reroll, getting a +2 instead. He adds his Grace Under Fire and Perception to the roll for a total of 7.

## ROUND ONE

*Ace looked over toward the monitor as a soft alert came to his ears. The first blip was traveling along the screen already and several others were coming along with it. It compared the heat signatures of the detected blips to its online files and started pulling up some probable identifications. A bunch of standard assault class uprights and in the center of the group was a spider and two heavier assault classes.*

*"Well, hello Shelob," Ace noted casually as he started plotting the direction of this unit's advance with his own position. "Looks like you're coming to my parlor."*

*He had gone radio silent some time ago when he'd volunteered to stay behind to help light up these reinforcements and stall them long enough for the medics to get clear. That meant he couldn't radio the situation in and get permission to engage. On the other hand, if they came around the corner, they'd walk right past his location. Under normal circumstances that wouldn't be an issue, but he had an active infra-red line on the line of Czechs and that was going to pop up on sensors. Maybe he could stay under sight for a little bit, but they'd eventually notice, especially if they were at thorough.*



*Ace didn't have to run numbers on what sort of stability he'd need to keep the strike on target, he'd run the scenarios himself. After all, target marking was one of the Pegasus's big tasks, something like this was bound to come up eventually. Settling himself, his fingers flew over the keyboards of the upright and then started shifting his position, keeping himself in the radar shadows and heat shadows as he kept the Pegasus low to the ground in an area where he could still keep his pistol and its target indicator locked on the primary Czech column.*

*The Czech uprights started spreading out, the spider was making an active sensor suite and the others were getting ready for engagement, they hadn't seen him yet. Best to make use of surprise while he still had it.*

Ace can't both keep the enemy force painted and avoid contact with this flank guard, so he decides to make contact himself first. He just has to hold out until the barrage can come in and at least slow down the bulk of the enemy. He decides that he's going to try and get in close to see if he can mess up the hunting spider a bit before the fighting gets started. He first pays one Fate Point to make *Robot Ninja* Persistent for him for the rest of the scene and then he tries to lay a surprise attack on the Shelob before it notices him. The GM calls for him to make both a Maneuverability and a Systems overcome check to avoid being spotted on his move into position, both to be countered by the enemy's Sensors or Mental in the case of the Unit of assault uprights.

Ace rolls a +0 on his Maneuverability Check. His **Vehicle Specialist** (Upright) Advantage applies since piloting skill will keep him out of sight. He also adds his Maneuverability of 3 so the total comes to 5. The GM applies a -2 because of the *Painting the Target (P)* Aspect since he has to stay where he can still keep the column painted, bringing his roll to a 3. Ace decides to see what the enemy will roll before choosing how to use his own Aspects. The hunting spider gets a total of 2, the tank-killers get 0 and 1 and the Unit of assaults gets a 0. Ace applies the bonus from his two Persistent Aspects for a total of 7. This is a success with spin and the GM awards him a boost of *Shadow in the Trees*.

Ace rolls +0 on the dice. His **Cloaked** Vehicle Advantage applies because this is avoiding showing up on radar and other sensors. His Systems of 3 for a total of 5. Since he is actively painting the target, it makes avoiding detection by enemy instruments more difficult, so the GM applies a -2 from the *Painting the Target (P)* Aspect to bring him down to 3. The enemy rolls to see if they can detect him. The hunting spider gets lucky and has a total of 5, one of the tank-killers gets 1 and the other gets a 3. The Unit of assaults gets a 2. Ace uses both *Robot Ninja (P)* and *Mastery of the Upright (P)* to bring his back up to a 7. He considers using the boost he just got to increase it to 9, but instead decides to spend a Fate Point on *I've Got Skillz* in order to bring his total to 9 and get a second Boost of *Sensor Ghost*.

The Czech units spend their turn on their regular patrol. Since they've already failed the chance to notice Ace, the GM has them perform some maneuvers instead. The assault unit tries to create a *Flank Guard Formation* and succeeds with spin for two free Tags. The Spider tries to perform a *Sensor Sweep* and manages to succeed. The tank killers both try to set up a *Guard Position* for themselves. One succeeds, but the other fails.

### **Ace Perry's Status – 5 Fate Points**

Physical Stress: ○○○○○

Pegasus Physical Stress: ○○○

*Painting the Target (P)*

*(Sensor Ghost)*

*(Shadow in the Trees)*

### **NPC FATE POOL – 2 FATE POINTS**

#### **Hunting Spider's Status**

Physical Stress: ○○○○○○○

*Sensor Sweep* ×1

#### **Tank-Killer 1 Status**

Physical Stress: ○○○○○

*Guard Position* ×1

#### **Tank-Killer 2 Status**

Physical Stress: ○○○○○

#### **Assault Unit Status**

Physical Stress: ○○○○○○○

*Flank Guard Formation* ×2

### **ROUND TWO**

Switching from the keyboards, he moved to the controls as a semi-wild smile worked over his face. This close, he could see the spider was armed with dual autocannons and a missile rack.

"All right," he said. "Well, that just looks way too promising right there."

The metallic form of the Pegasus rocketed out into the air

coming down on top of the spider knife point leading as he added his momentum into coming down on top of the shelob and its weapons array. The oversized knife tore through the armor and, with a twist he tore into the missile rack and the nearby autocannon. The main problem he faced there was in keeping his pistol and the targeting laser aimed where the airstrike needed to go.

The shelob twisted underneath him and spilled him out and he just barely managed to avoid some serious damage or losing the targeting. He heard the scratching as he landed on the ground and hissed. "Damn, do you know how much a paint job costs on one of these things?"

Next he found himself dancing and weaving around the "slugs" being launched out by the small horde of assault uprights supporting the shelob and its buddies. The shelob itself struggled sluggishly and indecisively bringing its weapon to bear on the swiftly darting about Pegasus. Ace smiled and tsked "Now, now, watch your line of fire, shelob baby."

The cannon roared and he darted out of the way, watching as it shredded one of the two tank-killers that had been coming up on his flank. As both of them turned to attack him with cannons that looked like they belonged on a small tank, he darted out of the way putting himself back under the shelob as awkwardly as he could manage.

Now in position, Ace enters into actual battle by firing his jump jets so that he comes down on top of the spider tank with his upright knife leading the way. He wants to Invoke his use of *Robot Ninja(P)* for this action on using his Maneuverability to attack rather than Weapons, but the GM decides that would be an Invoke for effect and says it would still cost a Fate Point. So he instead Invokes *I've Got Skillz* to use Maneuverability and the GM allows it. He gets a +1 on the dice for a total of +4 before other benefits. He does not get the Advantage bonus from **Vehicle Specialist** (Upright) as this is an attack and that Advantage does not apply to attack or defense rolls.

The Hunting Spider only gets to roll raw dice because it failed its attempt to detect Ace last round. The spider tank rolls a -1 but uses its *Sensor Sweep* boost to raise that to a 1. Ace uses his *Mastery of the Upright(P)* and *Robot Ninja(P)* for a +4 and further expends both his *Shadow in the Trees* and *Sensor Ghost* boosts for another +4. He also spends a Fate Point to Invoke *Know the Limits... (Knowledge)* for a further +2 as he attacks the hunting spider's weak point. This brings his attack to a total of 14 versus the Hunting Spider's 1. With his weapon, he is going to be dealing 17 Stress, Ace chooses to reduce this by 1 but instead of boost, he wants to determine the Consequences created, the GM agrees. The hunting spider's AR reduces this by another 4, but the Hunting Spider still takes 12 Stress and tells Ace he can choose three Minor Consequences to

apply to the hunting spider. Ace declares *Disrupted Battery*, *Jammed Missile Launcher* and *Jittery Sensors*. This gets rid of a lot of the hunting spider's weapons, but the GM loves it, so he allows it and the hunting spider still takes 6 Stress.

Because the hunting spider suffered three Minor Consequences, the Crew suffers a +4 attack (+2 for the first Minor and +1 for additional Consequence). The attack roll is a +1 for a total of 5 while the hunting spider's Crew defense roll is -4 for a total of -3. The hunting spider suffers 8 Crew Stress which requires a Severe Consequence of *Unconscious Commander (P)* and brings the Stress down to 2.

However, the GM compels Ace's *Painting the Target(P)* Aspect forcing him to make a Maneuverability Overcome roll or else lose the target painting. The GM further compels Ace's *Difficulty Dialing it Down(Willpower)* Aspect to state that the Difficulty he has to beat will be the attack roll he just made. Ace accepts the Fate Point and moves to make the roll against a Difficulty 14. He rolls a -1 but Invokes *Mastery of the Upright(P)* for a reroll and manages to get a +4. He adds **Vehicle Specialist** (Upright), the Pegasus's Maneuverability and *Robot Ninja (P)* stating this is the sort of awesome a ninja should be able to perform. He still falls short with a total of 11 and opts for a success with cost. The GM declares the Pegasus takes 3 Physical stress in order to continue painting the target.

The assault unit comes next and takes shots at Ace. They roll a total of 5 and use both of their *Flank Guard Formation* tags to raise that to a 9. Ace rolls his Defense and gets a -1 for a total of 2. He invokes his *Mastery of the Upright (P)* for a reroll and gets +2, bring his total to 5. He then invokes *Robot Ninja(P)* for another +2 to a total of 7. He spends two Fate Points to Invoke *I've Got Skillz* and *Hot Shot Upright Pilot* for another +4 to a total of 11 and a successful defense.

The hunting spider goes next and aims its autocannon at Ace rolling a -2 for a total of 2 against Ace's defense of 5. This is a defense with spin and Ace further opts to tag its *Jittery Sensors* for effect to cause it to target one of the tank killers by accident. He further tags *Unconscious Commander(P)* to give the attack a reroll which results in a +2 for a total of a 6 attack against the tank killer. Fortunately for the tank killer, Ace already destroyed the spider's battery links, so he just faces an attack from a single cannon. The tank killer rolls a -2 for a total of 0 and is hit with spin, which the GM rules is pure damage. With the autocannon's WR of 5 the total damage is 11, which the tank killer's armor reduces to 8. The tank killer suffers a Severe Consequence of *Shattered Left Side(P)* reducing the Stress to 2.

Since the tank-killer just suffered a Severe Consequence, the pilot suffers a +6 attack against his Endurance. The Attack roll is a +0 on the dice for a total of 6 against the pilot's defense roll of +1 for a total of 3. The pilot takes 3 Stress.

The tank killers go next and try to attack Ace as well. The first one rolls a -1 for a total of 2 against Ace's defense roll of -1 for a total of 2. The tank-killer expends its free Tag of *Guard Position* for a +2 to come to a total of 4 while Ace Invokes his *Mastery of the Upright (P)* for a reroll, getting a +2 on the roll to a total of 5. The tank-killer spends a Fate Point Compelling the Pegasus's *Armored by Aluminum Foil (Structure) Aspect* to reduce Ace's total by 2 to 3. Ace then invokes *Robot Ninja (P)* for a total of 5 and a successful defense.

The damaged tank-killer tries to attack as well and rolls a +3 for a total of 6, but Ace immediately compels its *Shattered Left Side (P)* consequence to force a reroll. Since it is persistent, he does not need to spend a Fate Point for this. The reroll is a -2 for a total of 1 and Ace rolls his defense of -1 for a total of 2 but Invokes both *Mastery of the Upright (P)* and *Robot Ninja (P)* for a total of 6. This is a Defense with Spin and he gains a Boost of *Underfoot*.

**Ace Perry's Status - 1 Fate Points (2 Fate Points)**

Physical Stress: ○○○○○

Pegasus Physical Stress: ○○☒

*Painting the Target (P)*

(*Underfoot*)

**NPC FATE POOL - 1 FATE POINTS**

**Hunting Spider's Status**

Physical Stress: ○○○○○☒○

*Sensor Sweep*

**Minor Consequences:** *Jittery Senses, Jammed Missile Launcher* ×1, *Disrupted Battery* ×1

Crew Stress: ○☒○○

**Severe Consequence:** *Unconscious Commander (P)*

**Tank-Killer 1 Status**

Physical Stress: ○○○○○

*Guard Position*

**Tank-Killer 2 Status**

Physical Stress: ☒○○○○

Pilot Physical Stress: ○○☒○

**Severe Consequence:** *Shattered Left Side (P)*

**Assault Unit Status**

Physical Stress: ○○○○○○○

*Humanoid War Machine*

*Modern Giants*

*Agile Skirmisher*

*Duelist and Gunslinger*

*Flank Guard Formation*

**ROUND THREE**

*Ace smirked as darted out from his position, the gun-toting arm of the Pegasus aiming directly out toward the enemy column, keeping them painted, as he danced among the assault uprights with his knife lashing out here and there at the units and dashing about. They obviously tried to fight back, but just couldn't pin down the slightly smaller machine either with their cannons or their own upright knives.*

*"Come on guys, you just can't touch this," Ace chuckled as he avoided another attack.*

*The damaged hunting spider behind him tried to level its auto-cannon at him again and he darted around in and among the other uprights as it showered the area in lead. The shrapnel of exploding uprights peppered Ace's Pegasus and probably did more damage than the actual gun managed to do.*

*The tank-killers meanwhile were doing a good impression of Laurel and Hardy trying to keep up with his maneuvering.*

Ace decides to dive into the assault unit and cut a swath through them. He rolls a -1 on his attack with a total of 0 versus their defense of -2 for a total of -1. He invokes his *Mastery of the Upright (P)* and *Robot Ninja (P)* for another +4 bonus to a total of 4 versus the unit's -1. The GM invokes *Painting the Target (P)* to give him a -2 to a total of 2. He attacks using his knife since his pistol is for anti-personnel use and would be less effective against other vehicles. He deals 6 stress to the unit.

The unit tries to fire back and gets a +0 for a total of 4 against his defense roll of +4 for a total of 7. The Unit spends the last NPC Fate Point to Compel Ace's *Armored in Aluminum Foil* to force him to reroll and he gets a +0 for a total of 3. Ace then Invokes *Mastery of the Upright (P)* and *Robot Ninja (P)* for +4 bonus giving him a total of 7. The GM invokes *Painting the Target (P)* to reduce that to 5.



Since Ace was forced to reroll the +4 he still gets to keep the Organic Experience he earned when he made the roll.

The hunting spider attacks with its autocannon and Ace invokes its *Disrupted Battery* Consequence to cause it to suffer malfunctions in order to attack both him and the assault unit. The GM accepts and rolls the spider's attack getting a +1 for a total of 5. Ace and the assault unit roll their defense. The assault unit gets a -2 for a total of 2 and takes a 8 Stress, it needs to take two Consequences now in order to reduce the stress to 4. It loses its *Modern Giants* and *Agile Skirmisher* Roster Aspects. The GM rules that it has lost the *Flank Guard Formation* Aspect from its earlier maneuver.

Ace gets a +1 for a total of 4. He Invokes his *Mastery of the Upright (P)* and *Robot Ninja (P)* to get him to a total of 8. The GM invokes *Painting the Target (P)* and reduces this to a total of 6 and denying Ace a defense with spin for the second time this round. However, he opts to Invoke his *Underfoot* boost anyway to make a defense with spin for a new boost of *Confusion* on the enemy. This is because he wants to use *Underfoot* before the GM rules that the systems have made it unusable.

The tank-killers decide to forgo an attack and instead opt to try a maneuver of *Herding the Target*. The undamaged tank-killer rolls a -3 for a total of -2 and doesn't have any Fate Points to fix that. The damaged ship rolls a +0 for a total of 1. This is a failure for both of them.

#### Ace Perry's Status - 1 Fate Points (5 Fate Points)

Physical Stress: ○○○○○

Pegasus Physical Stress: ○○☒

*Painting the Target (P)*

(*Confusion*)

#### NPC Fate Pool - 0 Fate Points

#### Hunting Spider's Status

Physical Stress: ○○○○○☒

*Sensor Sweep*

**Minor Consequences:** *Jittery Senses, Jammed Missile Launcher* ×1, *Disrupted Battery*

Crew Stress: ○☒○○

**Severe Consequence:** *Unconscious Commander (P)*

#### Tank-Killer 1 Status

Physical Stress: ○○○○○

*Guard Position*

#### Tank-Killer 2 Status

Physical Stress: ☒○○○○

Pilot Physical Stress: ○○☒○

**Severe Consequence:** *Shattered Left Side (P)*

#### Assault Unit Status

Physical Stress: ○○○☒○☒○

*Humanoid War Machine*

*Duelist and Gunslinger*

### ROUND FOUR

An alert pushed itself aggressively to the front of Ace's side monitor, informing him that the airstrike was moments away. Looking about at the enemy surrounding him and realizing that all they would have to do is get between him and the column to minimize the damage, Ace triggered his jump jets and leaped up to the highest point he could possibly reach, drifting out towards the targeted column and giving the approaching missiles and smart bombs a very clear target area.

The sky streaked with rocketing slugs of metal as the uprights below him tried to tear him to pieces. An explosion below attracted Ace's attention and he laughed.

"Whoops, did I break that earlier? Sorry about that."

Beyond he watched as the valley beyond filled with fire and smoke. As soon as the last missile landed, Ace gave his anti-personnel "pistol" a little flourish before setting it in the "holster" on the upright's "hip". Then he pulled the vehicle's hand with one finger raised to it's head and then pointed down at the uprights below him.

"Gotcha."

The GM rules that the artillery and air strike is coming at this point and that Ace will have to stay even more stable this entire round, placing a second Aspect of *Hold Position (P)* on the scene. Having two very similar persistent Aspects hindering him heightens the Difficulty all of Ace's actions receive. He considers this a Compel of Ace's *Do the Family Proud* Aspect and offers Ace a Fate Point for it. Ace accepts this.

Ace's turn comes first and he opts to move to a high point

using his Jump Jets to give his target indicator a better angle. He's performing a Maneuver of *Good Angle*. The GM decides that since he's actively trying to make the indication more clear, that the two Aspects won't be used against Ace here and sets the Difficulty at 5. Ace rolls a -1 for a total of 2 and uses *Mastery of Uprights (P)* and *Robot Ninja (P)* to increase that to a 5. This would be a tie, but since this is a pure piloting issue, rather than attack or defense, he gets a further +2 from **Vehicle Specialist** (Upright) making this a total of 7.

The assault unit fires on him getting an attack roll of -2 for a total of 2 against Ace's defense of +2 for a total of 5. The GM Compels *Hold Position(P)* to force him to reroll and he gets a +1 instead for a total of 4. The GM then invokes *Painting the Target (P)* to reduce that to 2. Ace uses his *Mastery of Uprights (P)* and *Robot Ninja(P)* to increase that back up to 6 and gets a defense with spin. The boost he takes is *Fast Moving Target*.

The hunting spider goes next and Ace Compels his *Confusion Boost* to make them try to fire their missiles at him. The GM looks at the *Jammed Missile Launcher* and says he'll have the Crew roll against a Difficulty of 2 to avoid using the missiles. Ace agrees the GM rolls a +1 for a total of 2. Ace compels their *Unconscious Commander(P)* Consequence to reduce that 0 and the crew fails, firing the missiles. Ace immediately uses his free Tag on the *Jammed Missile Launcher* in order to cause the missile to explode in the tube. The GM rolls a +8 Attack and gets a +1 for a total of 9 having the hunting spider defend with it's Structure get a +3 for a total of 7 and suffering 2 Stress. Somewhat less than Ace was hoping for.

The two tank-killers take their shot at Ace the damaged one rolls an attack total of 3 against his defense of 3. The GM compels his *Hold Position (P)* and *Painting the Target(P)* Aspects to bring Ace's Defense to a -1. Ace Invokes his *Mastery of the Upright(P)* and *Robot Ninja(P)* Aspects to bring his back up to a 3 and then Compels the tank-killer's *Shattered Left Side (P)* to bring it's Attack down to a 1 giving him a successful defense.

The second tank-killer rolls an attack total of 4 against Ace's defense of 4. Once again, the GM Compels *Hold Position(P)* and *Painting the Target (P)* to bring Ace to 0. Ace Invokes *Mastery of the Upright (P)*, *Robot Ninja (P)* and uses his *Fast-Moving Target* Boost to bring his defense up to 6 and has a successful defense.

Cruise missiles and ordnance galore comes down on the column of Czech reinforcements, dealing plenty of damage to force them to withdraw to a different position. Since Ace no longer needs to hold position or paint the target, those Aspects go away. Ace further expends the free Tag on his *Good Position* Aspect from the earlier Maneuver to allow the GM to give the enemy column that much more damage.

**Ace Perry's Status - 1 Fate Points (5 Fate Points)**

Physical Stress: ○○○○○

Pegasus Physical Stress: ○○☒

*Good Position*

NPC Fate Pool - 0 Fate Points

**Hunting Spider's Status**

Physical Stress: ○☒○○○☒○

*Sensor Sweep*

**Minor Consequences:** *Jittery Senses, Jammed Missile Launcher x1, Disrupted Battery*

Crew Stress: ○☒○○○

**Severe Consequence:** *Unconscious Commander(P)*

**Tank-Killer 1 Status**

Physical Stress: ○○○○○

*Guard Position*

**Tank-Killer 2 Status**

Physical Stress: ☒○○○○

Pilot Physical Stress: ○○☒○

**Severe Consequence:** *Shattered Left Side(P)*

**Assault Unit Status**

Physical Stress: ○○○☒○☒○

*Humanoid War Machine*

*Duelist and Gunslinger*

**ROUND FIVE**

Despite his bravado, he had to admit that if he weren't as good as he was, he'd have been tagged many times. The thing was, as light as his upright was, all it took was getting tagged once and then all the heavies would tear him to pieces. As much as he hated to admit it, he was pushing his luck. Especially as the survivors of the first air strike below maneuvered to cover positions. He fired his jump jets again as he came down out of the air, softening his landing and taking far clear of the enemy.



The assault unit was trying vainly to catch up to him and surround him again, but he kept directing his jump jets as he tumbled downward. He hit the ground, sending his vehicle into a swift roll come back to his feet bent down among the dust clouds raised by the uprights trying to pin him down.

“Woo, ladies and gentlemen do not try these moves at home unless you’ve got seriously mad skillz.”

Ace decides to perform a maneuver to disengage from the area, but first the GM is going to Compel Ace’s *Good Position* to say that he put himself much to high for the Pegasus’s to make an easy landing. As such he will have to roll to survive the fall down. The GM is going to call it a +5 attack based on the roll Ace made to get up to that height and offers a Fate Point. Ace asks if he can get his **Vehicle Specialist (Upright)** Advantage bonus even though it is not technically for defense, since this is a piloting issue. The GM agrees and Ace accepts the Fate Point.

The GM rolls a +3 for a total of 8. Ace rolls his Maneuverability plus **Vehicle Specialist** and gets a -1 for a total of 4. Ace invokes *Mastery of the Upright (P)* for a reroll despite it being a low chance for him to improve his chances more than with a flat +2, but he doesn’t want to spend his last Fate Point yet and a tie would still leave him with a Boost his enemies could use against him. He is lucky and gets a +2 on the reroll for a total of 7. He finally Invokes *Robot Ninja (P)* for another +2 and a total of 9. He lands successfully without taking damage.

On his way down, he wants to perform a Maneuver with his jump jets to get him to the edge of the engagement zone. The GM gives him a difficulty 6 and disallows him from using his *Mastery of the Upright (P)* and *Robot Ninja (P)* Aspects because he’s also busy trying not to get smashed on landing. Ace notes that this sounds like a Compel of his *Difficulty Dialing it Down (Willpower)* Aspect and the GM agrees, giving him a Fate Point.

Ace rolls a -2 on his die roll, but spends his last Fate Point to Invoke *I’ve Got Skillz* for a reroll. The reroll comes to a +2 which adds to his Maneuverability and **Vehicle Specialist (Upright)** Advantage for a total of 7. He comes down *On the Edge of the Engagement Area* as desired.

Ace is now out of Fate Points for this scene. He can now only use Aspects that are free for him to use such as his Persistent Aspects and an Aspects he activates with a maneuver. He also can only invoke his Persistent Aspects for reroll or +2 since Invoking them for Effect requires a Fate Point. If he activates an Aspect with a free Tag by performing a Maneuver, he can use that Tag for Effect as normal.

The assault unit pursues, trying to Maneuver to place an Aspect of *Hemmed In* on Ace. They roll a +3 for a total of 7 against Ace’s defense roll of -2. Ace asks if **Vehicle Special-**

**ist (Upright)** because he’s defending but not defending against positioning not weapons. The GM agrees that he’ll allow that. This makes Ace’s total defense a 3, but he Invokes *Mastery of the Upright (P)* for a reroll managing to get a +2 for a total of 7 and then *Robot Ninja (P)* for a total of 9. This is a successful defense but not enough for a boost.

The hunting spider attacks next, aiming with it’s single working autocannon against Ace. It rolls it’s Weapons getting a -4 for a total of 0. Ace rolls a -2 for a total of 1, this is a successful defense. He further invokes *Mastery of the Upright (P)* and *Robot Ninja (P)* to make it a total of 5 and a defense with spin giving him a boost of *Getting the Hell Out*.

The tank-killers move next and since they know their Maneuverability can’t match Ace’s, they opt just to attack. The first rolls a -1 for a total of 3 against Ace’s defense of +1 for total of 4. Ace further invokes *Mastery of the Upright (P)* and *Robot Ninja (P)* for a total defense of 8 and a defense with spin and giving Ace a boost of *Lost in the Dust*. The second rolls a +2 for a total of 5 attack, but Ace Compels its *Shattered Left Side (P)* Consequence to make the damaged tank-killer reroll. The reroll is a -1 for a total of 2. Ace’s defense roll is a total of 3. Once *Mastery of the Upright (P)* and *Robot Ninja (P)* come in the total is 6 and another defense with spin and a Boost of *Out of Here*.

### **Ace Perry’s Status – 0 Fate Points (7 Fate Points)**

Physical Stress: ○○○○○

Pegasus Physical Stress: ○○☒

*On the Edge of the Engagement Area* ×1

*(Getting the Hell Out)*

*(Lost in the Dust)*

*(Out of Here)*

### **NPC Fate Pool – 0 Fate Points**

#### **Hunting Spider’s Status**

Physical Stress: ○☒○○☒○

*Sensor Sweep*

**Minor Consequences:** *Jittery Senses, Jammed Missile Launcher* ×1, *Disrupted Battery*

Crew Stress: ○☒○○

**Severe Consequence:** *Unconscious Commander (P)*

**Tank-Killer 1 Status**

Physical Stress: ○○○○○

Guard Position

**Tank-Killer 2 Status**

Physical Stress: ✕○○○○

Pilot Physical Stress: ○○✕○

**Severe Consequence:** Shattered Left Side(P)

**Assault Unit Status**

Physical Stress: ○○○✕○✕○

Humanoid War Machine

Duelist and Gunslinger

**ROUND SIX**

Looking back to the uprights and spider tanks in various states of damage, Ace gave a brief salute with with his upright's knife and then he was booking out at full speed darting in and out of the trees and war damage. The slow and heavy vehicles just couldn't complete as they were left in the dust.

Ace moves ahead with his idea of getting out of the fight for now and decides to make an overcome roll of sheer speed to break contact. Running has a Difficulty of 2 normally, but with the terrain Aspects of *Thick with Trees* and *Wartorn Landscape* the GM increases the Difficulty to 6. He rolls a +0 for a total of 5. He invokes *Mastery of the Upright (P)*, *Robot Ninja (P)*, his Tag on *On the Edge of the Engagement Area* and his Boosts of *Getting the Hell Out*, *Lost in the Dust* and *Out of Here*. With all that he comes to a total of +12 and a grand total of 17. That puts him 13 zones away before the Czechs can react.

And now all he has to worry about is his commanders chewing him out.

**Ace Perry's Status - 0 Fate Points (7 Fate Points)**

Disengaged

NPC Fate Pool - 0 Fate Points

**Hunting Spider's Status**

Physical Stress: ○✕○○○✕○

Sensor Sweep

**Minor Consequences:** *Jittery Senses*, *Jammed Missile Launcher x1*, *Disrupted Battery*

Crew Stress: ○✕○○

**Severe Consequence:** *Unconscious Commander(P)*

**Tank-Killer 1 Status**

Physical Stress: ○○○○○

Guard Position

**Tank-Killer 2 Status**

Physical Stress: ✕○○○○

Pilot Physical Stress: ○○✕○

**Severe Consequence:** *Shattered Left Side(P)*

**Assault Unit Status**

Physical Stress: ○○○✕○✕○

Humanoid War Machine

Duelist and Gunslinger

















# DIVINE BLOOD



## POWER ADVANTAGES

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_

POWER: \_\_\_\_\_  
 POWER ASPECT: \_\_\_\_\_  
 ACTIVATION DIFFICULTY: \_\_\_\_\_ DURATION: \_\_\_\_\_  
 CONTROLLING ABILITY: \_\_\_\_\_  
 MODIFIERS: \_\_\_\_\_  
 BENEFIT: \_\_\_\_\_









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