



WORLD OF DARKNESS

AN URBAN SHADOWS SUPPLEMENT



FOR

URBAN
SHADOWS

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We are assuming that you have already purchased Urban Shadows, using this book for additional material.

This supplement is 100% free and created as an appreciation for all the narrative that White Wolf created.

Supplement Thanks

Big thanks to Vincent Baker for Apocalypse World and Andrew Medeiros for Urban Shadows! Of course White Wolf for all of the inspiration, the undoctored images, and well so much of the rich verbiage.

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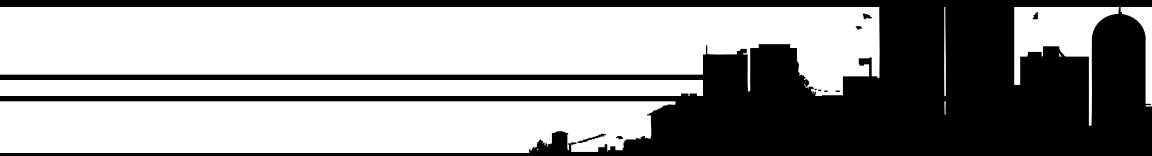
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ABOUT



This world is one of horror, corruption, violence, and dark mystery; a world of shadows within shadows. Those who participate in these conspiracies should uncover as much of them as they can, lest investigators become unwitting pawns in the games of greater forces. But drawing back the curtain on one mystery reveals even more curtains, each hiding new secrets. It's not possible to uncover them all. Yet, characters can certainly work to reveal more than would otherwise be known, and so free themselves from these dark influences. While each story has its own central theme, the looming theme behind them all explores the dramatic ramifications of a world of supernatural secrets. Storytellers and players alike should be mindful of this theme when they feel the need to return to the roots of the game.

People fear what they don't know or understand. On some level, most people suspect that things aren't right, that they're being lied to. Rather than confront this terrible truth ("Who's lying to me? Where are they?"), they choose to repress it. People pretend nothing is out of order and go about lives as usual. Whether this behavior can be traced back to the ancient depredations of supernatural creatures or to fear of the occult, people refuse to recognize it. They are asleep to the realities around them and refuse to open their eyes.

Even those who do confront the shadows do so with a sense of dread. Exploring the unknown promises rewards, but also risks unforeseen consequences. Are the potential rewards worth the risks? Every step into mystery is onto unsafe ground, and few march boldly into the night.

Combine theme and mood in the fog-bound streets, rave clubs, towering penthouses, midnight woods and cloistered sanctums of the World of Darkness. Add a hint of the otherworldly bleeding through the walls of reality now and then, and you've got the perfect atmosphere for chilling horror storytelling.

INTENTIONS

This is a direct add-on to Urban Shadows, an Apocalypse World hack, created by Andrew Medeiros. Our goal was not to make a direct a copy of World of Darkness (WoD), but to make the overall theme of Urban Shadows many steps closer towards that of WoD. Many of the abilities and powers are not exact representations of their exact selves within the WoD text, but we have crafted abilities that create a balance between the intentions of Urban Shadows and Apocalypse World.

To create a world in which all of these elements can be combined if desired, we have altered small portions of each WoD book's core story and background. We

have done our best to keep the original story elements written by White Wolf intact, but sometimes for these disparate beings and powers to work together things must be reconfigured.

CONNECTED ARCHETYPES

Our original design was for each World of Darkness core book to be connected to one Urban Shadows archetype (i.e. Vampire: the Masquerade to the Vamp, Werewolf: the Forsaken to the Wolf, etc.), but as we revised our books we came to the conclusion that as long as your MC agrees and you have great fictional basis, make whatever combinations of characters you desire. If you want to play as a Werewolf Hunter or as an Oracle in Orpheus, do so.

When viewing an advancement chart, you will see "Get a new X move." In the example of the Changeling supplement, it reads "Get a new Fae move." In this circumstance "Fae" equals the base Urban Shadow's archetype playbook your character would be based upon. In the example of Changeling, if you are not using Fae, but using the Vamp as your base archetype, assume that the advancement text reads "Get a new Vamp move."

We wrote this supplement with the intent that you can and will be running games using one add-on and potentially one archetype, reveling in the diversity of your clan/tribe/organization.

Some add-ons may demand the use of a move from its "connected archetype". (i.e. *Demon* has multiple moves that use **the devil inside**, which is a Tainted move.) The advancement chart for each add-on allow you to take multiple moves from other archetypes. Meet the minimal move requirement that connects the fiction of the add-on to the fiction you are creating. We have not laid these out, but here are examples:

- *To be a Vampire, you probably have been **embraced**.*
- *To be a Mage, you must be able to have spell hold, so take **channeling**.*
- *To join Orpheus, you must have **manifestation transformation**.*
- *Etc...*

SO MANY ADVANCEMENTS...

You can advance an Urban Shadows character with the WoD supplement on average up to 28 advancements, while Urban Shadows by default naturally supports less than half such advancements.

That's a lot and we understand the burden that can come from "move creep". We know this is the premise that we had to tread through in search of a World of Darkness-like game and development style. Instead of shying away from ability upon ability and move upon move, we bathed in the blood of giving each of the players such power with so many potential options.

We entirely expect some games will start with the players being utter rookies in their new supernatural lives. And some less so. Depending on the style of game you want, if your players are well advanced in their careers of being supernatural bad-asses, then I would say go ahead and start them a few (4-6) advancements into their lives.





ALTERATIONS

These alterations exist to better align the game mechanics and lore suggested to fit the various World of Darkness add-ons. The **ONLY** time you will need to use them are when a party member or yourself are playing a World of Darkness add-on and the associated archetype. Please note that many archetypes have not had their moves altered at all.

With the increase in moves, each World of Darkness add-on has an updated advancement chart for your character. There you can choose new moves, improve stats, gain new powers, perhaps assemble a gang, join a larger organization, or some similar progression. As in most PBtA games, once selected, the advancement is checked off and cannot be chosen again.

Alterations to Spectre Moves

Is this needed? Due to conflict in how Orpheus Spectre's appear to humanity, **manifest** is replaced with the Orpheus equivalent, **manifestation transformation**.

□ **Manifestation Transformation:** You are naturally incorporeal, unable to mess with those in the physical world without either manifesting or using an ability. When incorporeal, you luckily cannot be harmed by physical weapons, affected only by supernatural, blessed weapons and those created for such a purpose. Sometimes though it is nice to have the ability to manifest to the living (appearing to, interacting with or harming them). Each Shade does so differently. Living in the spirit world, you are naturally unseen and unheard by others both mortal and those not mortal, so when you wish to mess with their lives and desire to manifest to others, roll with Spirit. On 10+, you can take any of your Shade's Manifestation Forms. On a 7-9, you can take either your Shades' First or Second Form. On a Miss, you are too weak to appear too human, you can only take your Shade's First Form. By exhausting your life force, you can spend 2 harm to up your Form by 1 level.

Is this needed? Since the corruption move **nightmare** directly conflicts with the shade Phantasm, replace **nightmare** with **blink**.

□ **Blink:** You are in tune with the dark winds that nightmares ride, and can ride them instantaneously to any place you have already been. When you do, mark corruption.

Alterations to Vamp Moves

Is this needed? Due to the introduction of **thaumaturgy** for certain clans, the Vamp corruption move **blood magic** is replaced with **the daystar burns!** As long as the Vamps in your group stick together, **Web** works as an ability amongst all like-minded Kindred rather than just for an individual.

□ **The Daystar Burns!:** While other Vamps may die instantly with the rays of sunlight, the sun slowly burns your skin. If you accept this fate and overcome the pain caused when you go out in sunlight for a short time, take 1 harm and mark corruption. The Vamp will have to **let it out** for any extensive stay in the sun.

□ **Web:** When those outside of your Coterie (Vampire group) come to you seeking advice, help or anything that would normally happen in the Vamp's **Web**, this individual is placed into the compiled **Web** of your Coterie which you share as a single unit as long as you are a set of companions helping one another.

Alterations to Wizard Moves

Is this needed? Due to the increased number of spells given by the Mage add-on and the nature that some of the more powerful spells cost multiple spell

hold, Channeling was rebalanced.

□ **Channeling:** You can summon forth and channel the powers of creation, re-shaping them upon the world around you. When you call upon this power roll+Spirit. On a 10+, hold Spell-3 and choose 1. On a 7-9, hold Spell-1 and choose 1:

- *The casting drains you, take -1 ongoing until you rest for a few hours.*
- *Your spells have unexpected and dangerous side effects.*
- *Suffer 1 harm (ap) from the backlash.*
- *Mark corruption.*

You can spend your hold to cast any spell you know as per the spell's effects.

New Way to Gain Experience

Is this needed? You can keep the current system created for Urban Shadows if the game you are playing contains players and NPC's that are multi-faction. However, much of the World of Darkness delves into the dark shadows of single faction politics, making the current experience system not effective to gain advancements.

As mentioned earlier, we know that this game contains a lot of moves, so we hope that spreading the experience throughout your abilities and decisions will keep you being the diverse creature you are.

There are multiple ways to mark experience. Mark experience when you:

- Use any move that takes an action to activate (*basic, faction / rapport, debt, archetype, add-on or corruption*)
- Mark Debt with each PC
- Use Influence or have Interaction with each Faction Type

Any individual move/action can only count once toward each advancement. That is, if you mark experience by marking Debt with each PC, you cannot do so again until you have gained an advancement and reset your experience.

Once you collect experience equal to [7 + number of advancements your character has accumulated]; advance, erase your marks and repeat towards your next advancement. Any move or trait that grants experience as a reward is in addition to the move experience given per advancement.

There are two exceptions to this rule: the Wizard move **channeling**; and the Fae move **fae magic**. You do not receive experience when you use those particular moves, but will gain experience each new spell or faerie power you use.

Traits

The cliché whisperings from outsiders about your clan/tribe/organization are at their core quite true. Despite each of your compatriots doing their best to be individuals, your group's core values work as a whirlwind pulling you all back together. Each group will have a unique set of traits which your character can and should continue to hit from session to session (each giving experience) as you delve further into the politics of defending your brothers and sisters in arms.

Traits combine well with flags from other *Apocalypse World* games which focus on an individual's emotional patterns and responses, as well as directives from *The Sprawl* which focus on how an individual's core values clash against their need to finish each mission.





NEW MOVES

Additional Hunter Moves

- **Tactical Advantage:** When you spend an entire day or night preparing for a hunt, roll with Mind. On a Hit, receive 1 hold. On a 10+, you also take an additional +1 forward. When it demands, spend the hold to be prepared for a situation since you already have something set up. (*I.e.: A trap, an escape route, a cache of supplies, or a meeting with an ally, as long as it follows from what you did for your preparations.*) On a Miss, you are the hunted one (MC's call on how this affects the player).
- **Physical Conditioning:** You spend time during the week doing some form of intensive physical exercise. Describe this regimen and take +1 to any situation that would benefit from this training. If you are unable to do so for any extended time (MC's Call), you may temporarily lose this benefit.

Additional Fae Moves

- **Cobblethought:** Dreams are immaterial and fleeting. They are the stuff of fantasies and nightmares. However, using this clause allows the Changeling to reach into his subject's dreams and extract an item or image from them that then exists or plays out in the real world. When you reach into your subject's dreams, roll with Spirit. On a 10+, the item or image is pulled into existence as you envisioned it (MC's approval.) On a 7-9, there is an unknown defect with it that the MC can manifest at anytime.
- **Dual Kith:** You open your body and soul to another kith and gain its blessing. You are able to choose 1 more kith.
- **The Bound Word:** When you make a deal or promise with others, fate itself twists to bind the pact. These pledges can be as plain and simple or as devious as you wish, such as a promise of mutual protection or contract that would put Rumpelstiltskin to shame. Whatever the terms, so long as you keep the terms, everything's peachy and whatever was promised, if it be within the power of those involved. Even if any powers involved would naturally fade over time, fate ensures they remain. But if a party were to break their word and thus their solemn oath, they would immediately invite ill fortune upon themselves as well as lose the benefits of the pledge for all parties involved. As punishment, both the MC and the other parties involved each gain 1 hold against the offender. They can use this hold at any time to make a hard move against the offender.

Additional Fae Corruption Moves

- **Kith Changer:** Your nature has delineated from its proper course, you can now select a move from Kiths that are not within your Seeming. When you use that move, mark corruption.
- **Murkblur:** You can create a smoky caul over the eyes of a subject, effectively blinding her. Naturally, the subject is aware of this, as her eyesight rapidly becomes so poor as to distinguish more than very bright sources of light. Your intended target must be within your line of sight for this contract to work. When you blind your target, roll with blood and mark corruption. On a 10+, you are able to blind your subject for an extended period of time allowing you to gain an advantage over them that another PC can recover after long rest. On a 7-9, the blindness is an unknown short time, that could end unexpectedly. On a miss, you find yourself temporarily blind or permanently blind if used against another PC.
- **Multi-kith:** You have stretched your tattered soul thin to gain power. You can now take moves from additional Kiths, but every time you use these additional abilities, take corruption.

Additional Mortality Move

□ **The Mission:** You have hardened yourself against killing one certain type of person, whether it's based on appearance, personality, or any other factors. Declare that mission when you take this move. Whenever you encounter a person who fits within this mission (i.e. voyeurs, blondes, other killers, etc), you take debt on them.

Additional Mortality Corruption Move

□ **Scourge:** Rippers are killers, but in the end, they're still mortal. Scourges take a step past that and become something more. Advance any two Ripper Moves (decide the bonuses with MC's discretion). Whenever you use these moves take +1 on any roll involved. When you roll a 12+ with these two moves, mark corruption.

Additional Spectre Move

□ **Dead-Eyes:** Most Spectres can perceive both the living and the dead with equal clarity, even when manifesting into a living or occupying body. When you *study someone*, add these items to the list of possibilities.

- What are they?
- Name 1 personal thing about them (name, address, work location)
- What are their intentions?
- Should I worry about being in their presence?
- What are their intentions?

Additional Spectre Corruption Move

□ **Not of This World:** You are a ghost and being a ghost makes you the scariest thing on earth. Why? Because the afterlife is scarier than what anyone wants to admit. Any player with either Debt against you or a negative in your faction, once per night must first **let it out** before they can make any action around you.

Additional Tainted Moves

□ **Total Control:** Angels and Demons are entirely different from humans mentally. They have total control over their thoughts, emotions, and actions, making it near impossible to read them. A Demon could tell you that the sky is orange and all attempts to determine if it's telling the truth would respond with "yes". While still half human, your mind is similar. Whenever someone tries to figure you out, you may choose one question to answer however you wish. This question will always be seen as truth on your part, even if evidence says otherwise.

□ **Going Loud:** This move is an option of last resort that many Demons and their spawn have. Normally, one of the Unchained hides their nature, and heaven's forces ignore them. Going loud changes that unspoken agreement. You may immediately assume your demonic form, gaining the immediate, unwanted – and always hostile – attention of nearby angels and agents of heaven as you do so. The benefits can sometimes outweigh this however, as you can choose 4 options from the devil inside, as if you'd rolled a 10+ and marked corruption without doing either.

□ **Self Destruct:** (*requires going loud*) Sometimes you get cornered in such a way that not even your demonic form can save you. Cases in which escaping under normal means just isn't possible. In cases like that, a Demon with this

ability has a second option: going boom. This doesn't kill the Demon, though it's not pleasant either. When you self destruct, you rip yourself apart, becoming something generally destructive – a cloud of acid, a locust plague, a super hot fire – and explode outward, hitting everything within Close range. This deals 4-harm (ap) to everything in the area. You reform a safe distance away, out of harm, but in the process erase one of your taken Demon, Incarnation, or Agenda moves. Any advancements used to gain those moves are not unmarked – the option is lost.

Additional Tainted Corruption Moves

- **The Dotted Line:** A Demon has many powerful allies and abilities to help twist reality in the favor of a mortal, usually at the cost of their soul. You have gained knowledge of how to do this. You can mark corruption when persuading somebody to offer them something you normally can't (approved by the MC). This can be money, fame, status... the sky can sometimes indeed be the limit. If they take the deal, you always have a debt to spend on that person, even if you normally wouldn't. Additional corruption can be marked to "sweeten the deal" by giving the mortal more than a single boon. The agreement must be in writing and signed by everyone involved, including you. If this contract is destroyed, all benefits of the agreement end.
- **Dark Demolition:** Normally a Demon who self destructs loses power. This is not always the case. By giving more of themselves to their patron and to hell itself, a Demon maintains their power. You may advance corruption (no matter how many corruption you have marked) in exchange for the sacrificed move when you reform.

Additional Vamp Moves

- **The Embrace:** (*All Vamp's start with this move*) If **you are mortal**, when a Vampire feeds you their blood after draining you dry, you die and rise as a Vampire. Change archetypes, using the standard procedure. The Vampire which embraced you takes 2 debts against you as if **blood bond** had been used. When **you embrace an NPC human**, feeding their dying body your blood, they rise as a Vampire. You also take 2 debts against the NPC as if **blood bond** had been used.
- **Blood Bond:** One of the most wondrous and terrible properties of Vampire blood is its ability to enslave nearly any being who drinks of it. Each sip of a particular Vampire's blood gives the Vampire in question a greater emotional hold over the drinker. The **blood bond** is most commonly used to ensnare mortals and ghouls, but Vampires can bind each other as well. When another Vampire partakes in your blood, both Vampires mark 1 Experience and 1 corruption, plus write down 2 Debts against the other Vampire.
- **Ghoul Creation:** You are able to create blood bonded servants to move outside of your **haven** to act in your stead. When you feed your blood to a human with the desire to make them your thrall, you choose 1 to give them:
 - Great strength
 - Great speed
 - Great fortitude

Note: You may always **persuade your ghoul as if it was a 10+, no need to roll. Your ghoul has become addicted to Vampire blood; any night they go without a taste of Vampire blood they become erratic, desperate, and may look to obtain the blood by any means necessary.*

Additional Vamp Corruption Moves

□ **Creature of the Night:** You have become callous to human suffering and have accepted your place as a predator to their kind. Humans are nothing but cattle to be culled and feed on as you see fit. Now, you only view those of the Night to be your equals and worthy of the compassion you once felt for humanity. You gain 0 corruption when killing or feeding off those of the Mortality faction. However, when you kill any character that belongs to the Night faction without provocation, gain 2 corruption.

□ **Diablerie:** Diablerie is the act of feeding on a Vampire in the way that a Vampire feeds on a mortal, but with murder as your intention. In doing so, not only does the you consume the victim's blood, but the victim's power and soul as well. A Vampire seeking to commit **diablerie** must drain all the blood from his victim. Without solid evidence, it's difficult for even the most despotic Vampire to make an outright accusation of murder, but those who commit the atrocity soon learn that diablerists wear the evidence of their crime on their very souls. When you commit diablerie, mark corruption and roll with Night Rapport. On a 10+, choose 3 positive effects and 1 negative effect. On a 7-9, choose 2 positive effects and 2 negative effects. On a Miss, choose 1 positive effect and 3 negative effects.

Positive Effects

- Once you drain the blood of your Vampire victim, you receive 1 of their Vampiric Disciplines for the rest of the night.
- You are able to moderately heal your wounds through the sweet blood in their veins, gain 3 healing.
- You feel overwhelmed with power, take +1 forward.

Negative Effects

- It takes time to drain a corpse, leaving yourself open or putting yourself in a spot.
 - Fear of such deeds spread through the undead community, take -1 to Night Faction.
 - You give 1 permanent debt to the closest player serving under the Vampire Camarilla sect, as this act is considered an abomination with the penalty of death. If there are no players under the Camarilla sect, then give a debt to a Camarilla NPC, MC's choice.
- **Excruciating Kiss:** Your kind feed off of fresh human blood and your kiss causes excruciating pain. When you feed on a willing victim you both mark Experience if your victim is a player and knows the pain that they will endure Willing victim or no, roll with Blood. On a 10+, choose 3. On a 7-9, choose 2. On a Miss, choose 2, but you may not choose "They don't die".
- You heal 1 harm
 - You deal 1 harm
 - You take +1 forward
 - You quiet their screams
 - They don't die

If you feed on the same person again in 24 hours, you may not choose "They don't die".

Additional Wizard Moves

□ **Morning Rituals:** When you spend at least the majority of the day preparing for something, roll with Mind. On a Hit hold 1. On a 10+, you also take +1 forward. Spend your hold to be prepared for a situation or to already have something set up. A spell, an escape route, an enchanted item, a cache of supplies, or a meeting with an ally, as long as it follows from what you did for your preparations.

- **Summoning Ritual:** You call upon an entity of some sort (it could be a Demon, a spirit, a fae... even a ghost or anything else the MC would allow), using a summoning circle and a large amount of preparation, including purifying yourself and meditation to clear your mind. After long periods of prep work, roll with Spirit. On a 10+, you successfully summon the entity and can ask for one favor within its power (MC's call) in exchange for giving it a Debt against you. On a 7-9, The entity lingers longer than it would, possibly affecting more than it was asked for, also requiring that you give it a Debt against you. On a Miss, the entity is free to act on it's own and leaves when it wishes. The MC is free to use his imagination as to what the entity does to the summoner.
- **Geomancer:** You have ownership of a location where magical power flows endlessly. Upon taking this move, name a location (with MC approval) to be your place of power. When you use your **channeling** in this location, double all hold you get and choose 1, in addition to the initial penalty from **channeling**:
 - The power taints your mind and soul. Mark corruption
 - You drew too much and the power hurts. Take 1 harm (ap) as backlash.
 - The power tries to get away from you and strains your concentration. Take -1 ongoing until you spend all of your Spell-hold.
- **Arcane Senses:** When you attempt to **figure someone out**, roll+Spirit instead of roll+Mind.
- **Second Sight:** (*requires arcane senses*) You have gained a sixth sense that allows you insight against those you find interesting, dangerous, or both. When you take this move, choose one of the existing factions. When you **let it out** and you extend your supernatural senses or you **investigate a place** owned by the faction, you can better sense phenomena associated with the chosen faction than you would any of the others. (*l.e. sensing the presence of a Vampire mystically hiding himself while a hunter using similar tactics might get by unnoticed.*)
- **Shadow Name:** Names have power. If someone knows your name, they have a link to you. That's why you have a false name or nickname to give out to others instead. When someone targets you with a supernatural move and they don't know your real name, you automatically interfere (without the loss of debt or Rapport). But if they do know your name and they say it out loud as they target you, they gain a bonus as if you'd helped them on a 10+.
- **Animal Familiar:** You have an intelligent spirit embodied as an animal. When you use your familiar to...
 - ... **keep your cool**, on a 7-9 only one of you can act. On a 10+, both of you can.
 - ... **unleash or escape**, add its Blood to your roll.
 - ... **persuade an NPC**, add its Heart to your roll.
 - ... **let it out**, add its Mind to your roll.
 - ... **mislead, distract, or trick**, add its Mind to your roll.
 - ... **lend a hand** to another character, add its Blood to your roll.

When someone **gets in the way** of you through your familiar, they add it's weakness to their roll. You and your familiar always know where the other is. Your familiar does not have its own injury chart; any injury it takes, you take. It can never die. In addition, choose 1 of the moves below.

Familiar Moves

(Can only be chosen after taking the animal familiar move)

- **Greater Demon:** Choose an additional strength, look, and power for your familiar. You may choose the same power twice. Do not adjust its stats.
- **Preternatural Sight:** Your familiar gets +1 Mind, another strength, and another look.

- **Psychic Link:** You can see through the eyes of your familiar if you concentrate. You can **figure someone out** or **investigate a place of power** as though your familiar observes when you are not present.
- **Teamwork:** When your familiar goes into harm's way to aid you, take +1 forward.

Familiar Creation

Choose one of these profiles:

- Blood +2, Heart +1, Mind +0, 2-armour, Weakness +2
- Blood +2, Heart +0, Mind +1, 1-armour, Weakness +1
- Blood +1, Heart +1, Mind +1, 1-armour, Weakness +2
- Blood +0, Heart +2, Mind +1, 1-armour, Weakness +1

Choose its type:

- Animal, child (apprentice), doll, ghost, shadow, swarm, spirit
- Choose its strengths:
- Agile, aggressive, brave, charming, clean, close bond, fast, friendly, huge, inconspicuous, keen senses, low maintenance, quiet, strong, tough
- *Choose as many as it has Blood, but always at least 1.

Choose its looks:

- Beautiful, broken, dangerous, decorated, demonic, flashy, gentle, metal, muscular, mutant, mystical, radiant, sleek, small, strange, vintage.
- *Choose as many as it has Heart, but always at least 1.

Choose one power:

- Armoured (+1 armour), burglar, chemicals, dangerous (+1 harm), elegant speech, flying, hitech, magnetic, poisonous, shapechanger, stealthy, or storage.
- Choose its weaknesses:
- Allergies, angry, argumentative, complainer, dirty, disobedient, greedy, immobile, jealous, loud, lunatic, petulant, savage, short range, slack, troublemaker, uncommunicative, vain
- *Choose number of weaknesses to number of Weakness.

Additional Wizard Corruption Moves

- **Instant Summons:** You have sold your soul to summon beings from other places at a quicker pace. You can mark corruption to instantly complete a **summoning ritual**; though the materials are still required. The material cost can be avoided by lowering the step of the **summoning ritual** roll by one.
- **Unholy Ritual:** You may include live sacrifices in your magics to enhance their effects. If you sacrifice an animal add 2 to your **channeling** roll. If you sacrifice a person, don't roll, you treat the roll as a 10+. Using live sacrifices always marks corruption.

Additional Wolf Moves

- **Spirit Walk:** When you enter a deep trance that leaves you unresponsive to the world, roll with Spirit. On a 10+, you successfully project yourself out of your body in spirit form, without a hitch. On a 7-9, you manage to project yourself, but the connection is tenuous and you cannot stay more than a few minutes. While in spirit form, you are invisible to any who cannot see the spirit world. You can see and hear (but not smell, taste or touch), cannot interact with the material world (but can still interact with other spirits), and cannot go more than a mile or so from your body. You must return to your physical body to leave your spirit form. On a Miss, take a -1 forward as you are lost in the spirit world searching for answers.

□ **Predator's Kin:** There are some things that no hunter can tackle alone. Some are massive creatures that could easily crush one hunter; others are groups of prey animals that would overwhelm a lone hunter. Even solitary predators understand the benefits of assistance. This gift summons nearby predators to the character's aid, roll with Spirit. This pack of predators fight for you as a small gang for one scene. On a 10+, choose 3. On a 7-9, choose 2.

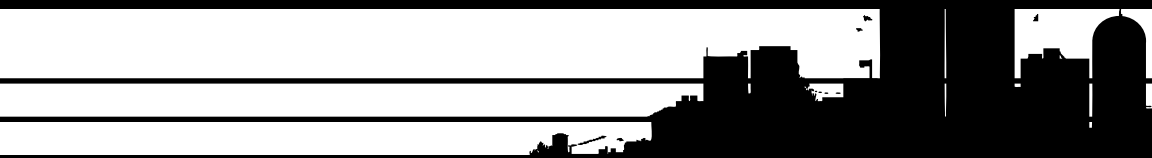
- You are able to call upon a greater amount of kin, upgrade your group size by 1.
- Your kin are agile and quick, +1 armour bonus.
- Your kin are vicious in their attacks, +1 harm.
- You protect them as if they were your own. When someone inflicts harm on your kin, you gain equal debt against them.
- You are able to prevent your kin from getting out of control and exercising their predatory instincts on innocents.

Additional Wolf Corruption Move

□ **Eternal Hunter:** A Werewolf that possesses this gift will keep on going. Neither hideous injury nor death will slow him down, as he focused on his rage. While this gift will not allow him to regenerate his way back from an obvious death, his spirit-enhanced endurance puts off the effects of his wounds until after his enemy is dead on his claws, or he has overcome the problems before him. When you call on the rite of the **eternal hunter** to keep you safe in battle, roll with Blood. On a Hit, you are able to stay focused despite the damage you are taking from others. Track your harm as normal, but none of it settles in until after the fighting has ended. A a 10+, your actions inspire your comrades, all allies involved receive a +1 this scene. After the fight settles you may heal damage 1 for 1 with corruption.









CHANGELING •

CHANGELING

THE LOST

This is about learning to survive in a new world, one that looks like the one you grew up in, but one you'll never see the same way because of what you've been through.

It's about struggling to find a balance between facing the world, and looking back and healing. It's about knowing that you could become a victim at any time, and trying to walk the line between security and paranoia. It's about staying safe while not consuming your life by dwelling on the past. It's about dealing. It's about growing. It's about healing.

You play as a victim of a Fae being, snatched up and altered in the Hedge, escaped and returned to a world that no longer recognizes you.

BACKGROUND

You have been targeted and abducted by the Fae as other humans have for centuries untold. You have been able to escape from this captivity, breaking through the Hedge that divides Arcadia with the human world, returning to your old homes, but not unchanged. Traveling through the thorny Hedge that surrounds Arcadia tears away at both the body and the sanity of any but the native inhabitants, who are themselves rumored to be nothing more than manifestations of the land itself — immune to, or perhaps merely symptoms of, its reality-shredding power. They are Faerie, and the land is Faerie. Unspoiled by man, that Arcadia is the home of supernatural beings that exist without conceit or greed, filling their days with idyllic pursuits among the verdant forests and meadows of plenty. And then there is the domain of the Fae. This Arcadia is indeed breathtaking, but its beauty also terrifies. It is a land of deathless joy in gnarled gardens, and of mountains built of half-gnawed bone. In Faerie (for so it is also called), forests, dark and primeval, writhe alongside concrete jungles thick with artfully bent metal and delicate snowflakes of broken glass.

The denizens of Arcadia have worn many names throughout the centuries, as humankind, chilled by its encounter with their alien otherness, attempts to fight the fear of the unknown with the power of naming. While their names are legion, those who have dwelled within their halls and dungeons, who have served in their kitchens and courtrooms and boudoirs, call them "the Gentry" or simply "the Fae." The thorny maze that surrounds Faerie holds many mysteries to the Lost. Certain aspects of the Hedge are well known, but much like modern technology, even those who use them regularly do not necessarily understand the "how" of them, and almost no one is certain exactly of the "why."

Those who remember being abducted by the Fae almost always have memories of being dragged painfully through the Hedge's Thorns on their way back to their would-be Keeper's demesne. Those who remember their return recall an equally painful departure, as if the Thorns were unwilling to free them before exacting a suitable toll. Because of this, if nothing else is known for certain about the Hedge, it is generally held to act as a boundary between the mortal world

and that of the Fae. This is, however, one of the only (mostly) certain facts about it. Most other aspects are mutable, as well suits a place whose entire reason for being seems to be to obstruct and confuse. Changelings find themselves alienated from normal mortals, as they are no longer mortal themselves often congregate into small groups, sometimes called motleys.

Where the seasonal **Great Courts** hold sway, a freehold seems to run smoothest when governed by a rotating seasonal king or queen. A Summer King or Queen holds on to power until an agreed-upon sign of autumn arrives, at which point the ruler relinquishes power to a new Autumn King or Queen. Sometimes the same four Changelings hold the office in turn; sometimes a number of candidates vie for rulership with each change of the seasons. The Lost have a penchant for favoring elaborate power structures in a freehold's **Court**.

When members of a freehold first encounter Changelings recently arrived from Faerie, most members simply introduce themselves, let the new arrivals know where to contact members of the freehold and then allow the newly returned Lost to make the first move. This first meeting can be dramatic; sometimes the newcomer hadn't even known that she was the only one to make it back. She might even mistake the freehold member for one of the Gentry.

Experienced Changelings have learned that those newly escaped from Arcadia commonly develop one of two goals. Some feel utterly lost in the mortal world and seek out others of their kind for aid, advice or simple company. Some wish to have nothing to do with other Changelings, Changeling society or any other reminders of the Fae and want to resume their previous lives as swiftly as possible. Unfortunately, because of such daunting obstacles as the length of their absence and the likely presence of their fetches, these attempts prove either difficult or impossible.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Spirit (max +3)
- Get +1 Mind (max +3)
- Get a new Fae move
- Get a new Fae move
- A Seeming overtakes you (Choose 1 Kith from their list)
- Take a Clause from a Contract
- Take a move from another archetype
- Take a move from another archetype
- Change your Faction

After 5 advances, you may select:

- Get +1 to any stat (max +3)
- Get +1 to any stat (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar

- Advance 3 of the basic moves
- Advance 3 of the basic moves
- Take a move from another archetype
- Take a move from another archetype
- Take a Clause from a Contract
- You join one of the Courts (choose 1 move)
- You gain another Kith from your Seeming (if you have moves that allow you to do so.)

After 10 advances, you may select:

- Take a Clause from a Contract
 - You gain another Kith from your Seeming (if you have moves that allow you to do so.)
 - Take one move from any archetype/ add-on (must be able to properly use)
 - Change to a new archetypes
 - Retire your character to safety or pass on into the spirit world
-

INFORMATION

Here you will find the changeling **the Lost** add-on rules/text, for the Fae archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character
- 4 Seemings, each with 6 Kiths (powers)
- 4 Contracts and 4 Seasonal Courts

Note: Changelings created with the Urban Shadows: Fae archetype, do not automatically start with a Seeming. It is up to the group/MC that if you want to start with in a Seeming that you give up your beginning archetype Move at the start of the game.

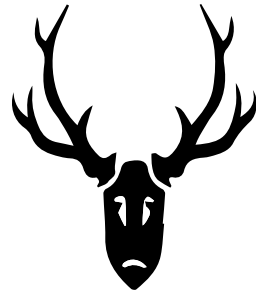
SEEMINGS

(Choose: only able to choose one)

Choose a Seeming, representing the general Faerie archetype that your character has become, either by proximity or by the purpose of her durance.

Beasts

□ **Beasts:** The fairy stories have it that love's first kiss redeems everything. The Beast becomes a man. The Frog becomes a handsome prince. It's a lie. The changelings who think of themselves as Beasts know it all too well. To kiss the Beast is to surrender yourself to sensuality and instinct. To love the Beast is to become like the Beast, lost to memory, self-control and ultimately consciousness. The animal is amoral. The animal is incapable of true thought. It's a two-edged sword. The animal gives spontaneity, the simple joy of living that is lost to far too many humans. Colors are brighter, sounds are richer, smells and tastes are richer, more vivid. The Beasts consider themselves to have taken the most difficult road back through the Hedge, for they have had to claw back their minds as well as their souls. For a Beast to return, he has to turn his back on the lush sensory life of the animal, and he has to regain control.



Trait: The wildness that infuses a Beast gives her a supernatural affinity with animals. When you use an animal more than 3 times in a session to help complete a task, mark experience. Additionally, although the Beasts regained their consciousness when they came through the Hedge, their time as beings of thoughtless instinct has taken its toll on each of them, and most find it very hard to make use of academic or trained skills. Once per session, if you refuse intellect or gained knowledge deciding to instead trust your predatory senses, mark experience.

Available Kiths:

- **Cloak of the Bear's Massive Form:** As the sun rises in the morning, you gain 5 hold in which you can spend 1 hold to adopt an animal feature (such as claws, fur, wings, etc; both from earthly and otherworldly beasts) instead of the entire form, allowing you to combine animal features to obtain your goals.
- **Broadback:** The changeling calls upon the animal spirits with which he is attuned, those of stubborn and enduring nature which allow the Fae to improve his own physique. You gain once per day whenever you

are in a situation where your endurance is being tested, you can say "I overcome it". Examples of these situations include: extreme damage, environmental factors, extended periods of activity, lack of sleep, etc.

□ **Hunterheart:** For a predator, the entire body is a tool of the hunt, solely focused on butchering their prey. Because you are focused on the hunt, you are willing to overlook activities that do not use your strengths. Once per night, tell the MC you want to use **hunterheart**. The MC will tell you one to two basic moves that no matter how you potentially could do, you will fail. But what is gained is complete success (10+ or 12+ if they have advanced the move) when you unleash upon another.

□ **Runnerswift:** These interesting fae can move swift as the wind, reflecting hares, rabbits, antelopes and the like. They may in a state of dire need, give in to their instincts to reach their desired location with greater speed. If this is done to get yourself to a location at reckless haste, choose 2:

- You get there in time
- You get there safely
- You arrive in a secured position/location
- No innocent bystanders were injured

When **runnerswift** is used as a way to escape peril, one less option is chosen when you **retreat**.

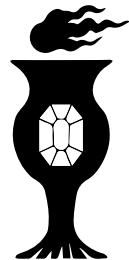
□ **Skitterskulk:** Changelings who have an affinity with flies, spiders, beetles, centipedes and other creepy crawlies. The Skitterskulk can act just as an insect, her sense of timing and reactions are second to none. If this Fae retains at least 2 hold under **keep an eye out**, they may exhaust them to create an opportunity for themselves or someone else. They may be elusive, but aren't always intelligent about how.

□ **Steepscrambler:** Changelings who are at home in high places, and who are attuned to animals such as monkeys, raccoons, squirrels, some insects and some lizards. The Steepscrambler finds climbing easy, no matter how sheer the ascent. You can climb any surface, and may attempt to climb even surfaces as slick as wet glass if they will support your weight. Ever the astute climber, depending on how strenuous the circumstance and how much time is taken (MC's choice) these creatures may even perform some actions while climbing without any severe risk to themselves.

□ **Truefriend:** These Beasts learned not savagery, but loyalty. They are infused with the nature of animals who have accepted humans as their own. Truefriends are hunting hounds, loyal cats, favored horses, beloved parakeets, animals valued for the companionship they offer. Since you have been such a great and loyal companion to your friends, when you wish to **cash in debt** with an ally, they cannot refuse your wish.

Elementals

□ **Elementals:** The Elementals, as other Changelings call them, believe that their journey back through the Hedge was harder for them than it was for any of the Changelings, because the Elementals had changed the most. They had less reason to escape. Their humanity had been more damaged by what they had endured in the Fae realm. Similar to the poor Rusalka, the Elementals find themselves in a world that doesn't know them anymore; of course, the moral of her story is that you can't go back to the Fae, either, for they do not forgive. Other Changelings find the Elementals the hardest to understand. They're alien. The other Changelings have taken the Faerie side of their nature from creatures who, at



least on some level, represent human dreams: beauties, horrors, tricksters and even animals represent something of ourselves. But the Elemental psyche is influenced by the desires of objects and forces.

Trait: Elementals, touched as they are by the stuff of the world, are able to channel the forces and materials that define them into their bodies, giving them an uncanny ability to shrug off punishment. Once per session, when you are able to tap into your inner self and are able to extend your capabilities by pushing your body into unfamiliar ways, mark experience. The Elementals are further removed from humanity than other Changelings, and find humans harder to understand and to influence. Once per session, whenever a member of mortality asks for your assistance and you refuse, mark experience.

Available Kith:

□ **Airtouched:** The Elementals of wind, cloud, smoke and sky, who can be as healthy as a fresh breeze or as pestilent as the miasma that surrounds the dead. They're blessed with Velocity of the Zephyr, able to move like the wind and being naturally speedy and faster than those around them. Having **airtouched** gives you the ability to transform your body into the element of air as you tap into the primal force of your kith, extending **shape change** into something far greater. You can now use the tag of -air or -wind to your actions or attacks. Note that being made of air also removes your physical form, gaining you both advantages and the disadvantages.

□ **Earthbones:** Changelings who have the mark of earth and stone: lumpen Paracelsian Gnomes, sand spirits, dour men of peat and dwarfs made of mountain granite. Their blessing is Terrestrial Might: the Earthbones can, when exerting themselves, lift loads and do feats of strength those around them aren't capable of. Having **earthbones** gives you the ability to transform your body into the element of earth as you tap into the primal force of your kith, extending **shape change** into something far greater. You can now use the tag of -earth or -stone to your actions or attacks.

□ **Fireheart:** Elementals marked with fire, heat or electricity. Their blessing is Flickering Acumen: your emotions burn hot like a flame running the risk of harming those around you as your element bursts from you when you draw on your power. This flaw can also be utilized as a weapon. When you let it out during an emotionally charged moment, your inner "fire" unleashes in a close area (2-harm) around you. Having **fireheart** gives you the ability to transform your body into the element of fire or electricity as you tap into the primal force of your kith, extending **shape change** into something far greater. You can now use the tag of -fire or -electricity to your actions or attacks. Note that being made of either element also removes your physical form, gaining you both advantages and the disadvantages.

□ **Snowskin:** The children of the cold, who can be as powerful as the Arctic ice or as delicate as a snowflake. The Snowmarked's blessing is The Voice of Ice: your voice inflicts terror within those who know your name. When you try to cash in a debt with someone and they refuse, everyone in the area who can hear you and owes you a debt takes a faint harm (ap) as your voice chills them to the bone and strike fear into their hearts. Players can resist this by **keeping cool**. Having **snowskin** gives you the ability to transform your body into the element of snow or ice as you tap into the primal force of your kith, extending **shape change** into something far greater. You can now use the tag of -cold or -ice to your actions or attacks. Note that being made of something like snow could limit your physical form, gaining you both advantages

and the disadvantages.

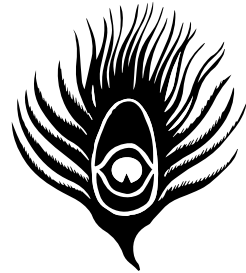
□ **Waterborn:** Changelings who are imbued with the nature of the waters, soft and brutal, gentle and mighty: undines and nymphs, man-eating river demons, water babies, ladies of the lake. Their blessing is The Gift of Water: you can switch to breathing underwater and can swim even the most troubled waters with the swiftest ease. The catch is that the changeling cannot leave the water or breathe air for a couple of hours. The changeling has to hold his breath if he sticks his head out of the water. If the changeling is made to leave the water completely before the scene is over, he begins to drown, automatically taking one faint wound each minute until you pass out and die. or until you are returned to the water. Having **waterborn** gives you the ability to transform your body into the element of water, extending **shape change** into something far greater. You can now use the tag of -water to your actions or attacks. Note that being made of water also semi-removes your physical form, gaining you both advantages and the disadvantages.

□ **Woodblood:** The children of plants: Green Men, flower fairies, spirits of mandrake, rose, thorns and all manner of medicinal herbs, fair and foul. The Woodbloods' blessing is the ability to Fade into the Foliage: in any outdoors area where there are plants growing from the earth (such as a garden) and there is enough foliage, you can merge with plants to hide entirely from view. Having **woodblood** gives you the ability to transform your body into that of a living plant, extending **shape change** into something far greater. Any plant-like enhancements, such as thorns, barkskin, whip-like vines, et cetera are settled between you and the MC.

Fairest

□ **Fairest:** This is the way of the Fae, and it's the way of the Fairest: they take what and whom they will take, and they will have their fun first. It is their prerogative to be loved and admired, and their right to treat that love any way they will. Sure, they'll try to rise above it, but there's always the fact that they really are the fairest of them all. They won their beauty fairly. They deserve to be beautiful. The Fairest consider their own flight through the Hedge the hardest to have affected. The world they were part of — or as much of it as they remember — was beautiful, a world of sweet pain and pleasant cruelty, a bittersweet paradise. Surrounded by beauty as they were, thralls to creatures a thousand times lovelier than anything on Earth, they had to focus all their thoughts on remembering what it was to be plain, to walk among the ordinary. Those who do leave, then, are those who had enough of a sense of self to be able to abandon ecstasy, and they know it. They brought back their Seeming from the Fae realm, and with it, they brought back cruelty, and this cruelty is sometimes amplified by the arrogance that comes from knowing that they were pure enough of heart and strong enough of will to escape.

Trait: The Fairest live up to their name: not only are blessed with physical beauty, but they are enchanting in a literal sense: their magics allow them to make the most of their beauty. Once per session, if you use magic to either increase the beauty of the world around you or to advance your social status, mark experience. Perversely, the Fairest are cursed in a way they also find it hard to truly come to peace with themselves. Of all Changelings, they are the most likely to lose their sense of Clarity. Once per session, if you put your allies in danger while focusing on the vanity of yourself, mark experience.



Available Kiths:

- **Bright One:** Changelings who came from light; willow'-the-wisps, bright elves, White Ladies and other beings of light and fire and ice from all over the world. Their blessing is **Goblin Illumination**: The player can, at will, illuminate an area the size of a smallish room with a soft, pale light for the rest of the scene. Although the light centers on one of the changeling's hands it doesn't have the changeling as its source as it seems coming from the air itself.
- **Dancer:** Those among the fairest blessed of particular agility and grace, for whom motion is itself beauty and art. Whether entertainer, courtesan, artist or murderer, the **dancer** is happiest when moving to the sound of her inner rhythm. When you describe how the artistry of your nimbleness helps you to **escape from situations** or **distract others**, you roll as if it was one step higher.
- **Draconic:** Changelings who bear within them the blood of dragons or other Great Beasts of Faerie, including celestial bureaucrats and tithe-payers to Satan alike making you not to be trifled with. When you inflict an injury on someone, write down a Debt against them.
- **Flowering:** Flowers blossom on bare earth where these changelings have stood (although they take months to appear in the human world rather than seconds, as they did in Faerie). Their skin is soft like the petal of a rose or a chrysanthemum and bright with a bloom of health. The Flowering Fairest has a seductive fragrance: their skin, hair and breath carries the aroma of unknown blossoms from places unseen, the promise of pleasures unknown. If you are able to use the sweet poison of your touch as you **cash in a debt** with others in the exchange, they will still assist you while you also keep the debt you originally had gained.
- **Muse:** Their beauty inspires the arts. Whether a Rubenesque beauty, a sedate and delicate daughter of the Heavenly Ministry, a grotesquely beautiful masquer garbed in yellow tatters, or a Dark Lady who drives her beloved to destruction, the Muse inspires the creation of things of beauty and horror and love and hate and fear. The growth of confidence can precipitate a headlong rush to doom, and the Muse knows how to make it happen. The Muse's talent is **The Tyranny of Ideas**: the changeling's presence can give a human the confidence and talent to do things that he otherwise would not be able to do. When in perfect health, you aid others without fail. **All allies** double the bonus or negative when they are **lent a hand** or **get in the way** in their endeavours when you are around, while you are untouched by fatigue or damage.

Wizened

□ **Wizened:** The Wizened consider their escape from the Fae realm to have been the hardest to effect. The cunning and viciousness of their captors was unmatched. Chained, ensorcelled, threatened, cajoled, tricked, tortured and mocked, the Wizened found their escape a labyrinthine problem that, for many of them, required multiple attempts before they could break free. Many of the Wizened make a point of trying to rise above the malice that made them so small. Many do. Among the changeling Courts, the Wizened often the ones who get their hands dirty. They are the managers of households and the enforcers of etiquette. They are the "honest mechanicals," who toil to create things beautiful and useful. They are eloquent seers and healers. The paradox of their existence is that their skills place the Wizened in trusted roles within the society of Changelings, while at the same time the fact of their origin engenders distrust. The most cheerful, decent and helpful of the Wizened was still made what he was by a being made



of spite, and some Changelings would believe that it only stands to reason that spite is the legacy they took from their Keepers in Faerie. In the end, this distrust can fulfill itself, as ill will directed against the Wizened inspires resentment in a Changeling whose only sin was his deformity.

Trait: The Wizened are extraordinarily nimble. This same nimbleness enables the Wizened to avoid harm in ways other beings can't imagine. Once per session, when you use your nimbleness to further your craft, mark experience. Spite infects the Wizened. It comes out in their appearance, and in their manner. Their appearance, which is rarely attractive, and their general tendency not to be approachable means that the Wizened don't benefit from the usual social graces. Whenever you are shunned by others because of your Wizened demeanor or presence and then confront such individuals, mark experience.

Available Kith:

- **Artist:** The Wizened who create startling works of art and craft: seamsters, sculptors, painters and builders. The Artists' blessing is Impeccable Craftsmanship: your crafted items always have the valuable tag, plus one additional tag chosen upon creation.
- **Brewer:** Changelings who spent their durance in Faerie learning how to create mind-bendingly potent drinks or peculiar alchemies. The Brewers know the recipe for The Inebriating Elixir: You can touch the container of any drink to instantly ferment it into a powerfully intoxicating brew. This magical brew causes anybody who drinks it to almost instantly become drunk, and over drinking it can be dangerous to one's health. How you use such options to further your goals is between the MC and yourself.
- **Chatelaine:** Preternaturally skilled manservants, organizers and house-managers. The Chatelaine's talent is Perfect Protocol: despite your appearance, you have the perfect manners, etiquette, and knowledge to socialize with others. This can be used to get what you want, when you want. If you have a debt with someone in a faction, you can cash in those debts with other people of the same faction.
- **Chirurgien:** Changelings who master surgery and pharmacy, sometimes from altruism, and sometimes simply because they can, ranging from scary back-street surgeons to strangely alien experimenters. The Chirurgien's blessing is The Analeptic Charm: able to perform medical miracles, so long as you are around, those who are injured can heal wounds naturally as if they were one category lower. Faint wounds are healed instantly. This stacks on top of other healing bonuses.
- **Oracle:** Changelings who, like many imps and goblins, can, in a limited way, see the future. The Oracle's blessing is the Sight: Choose one of these oracle moves to gain automatically: **foretellings**, **psychometry**, or **skim the surface**.
- **Smith:** Changelings who were forced to labor under the watchful eye of the most unimpeachable Faerie blacksmiths, tinkers and toolmakers. Their blessing is Steel Mastery: the changeling can use his supernatural skill with metallurgy to alter metal objects, improving them, even if improving them would normally be impossible. You use your life force to better mold metal. You can either gain corruption or lose experience to add an additional feature or tags to an item. If you try to alter an object a fourth time, you destroy the tool, and it can never be used again.
- **Soldier:** Members of the vast goblin hosts of the Fae, the Soldiers fought strange, inconclusive battles and now find that fighting comes easier to them. The Soldiers' talent is Blade Lore: living and breathing the lore of the blade, the Soldiers of the goblin hosts find it easy to master any weapon that carries an edge. Gain a custom weapon, the

same as the Hunter, you must choose the blade option, but the second option is free to you liking. When wielding this edged weapon, take +1 to all actions. Any move taken without your blade in your possession disheartens you and invites bad luck, the MC can make a hard move no matter what the outcome (or two if you roll exceptionally bad).

CONTRACTS

The enigmatic powers of the changelings are curious — just as the Fae themselves — because these powers aren't innate abilities. Rather, supernatural changing abilities, known as Contracts, come as a result of bargains struck between the Fae and the natural world. Indeed, they are literal contracts between the dream-folk and the worlds they inhabit. The nature of the Contract defines its appearance: a changeling who seems “fireproof” actually has a Contract with fire itself to cause him no harm, while a changeling who can fly might have either a Contract with the air to buoy him or with a bird to grant him its aspects.

□ **Contracts of Hearth:** Hearth Contracts are a broad path of beneficial effects, boons that a changeling can grant to an individual or himself when he needs just a little bit of influence from something greater than himself. Contracts of Hearth do require the changeling invoking them to touch the person upon whom she wishes to place the blessing (or curse), unless the changeling wants to grant herself the boon. Contracts of Hearth have a ban. That is, the Faerie entities that grant the favors of Hearth can, if their ire is aroused, turn those boons right around and use them to blight the individual.

□ **Favored Fate:** This clause alters the flow of fortune when a subject attempts an action. Favored Fate, though, makes for more appealing results: songs sound a little better, bullets find their mark and the acid-tongued critic thinks of just the right thing to say at the very moment he needs to say it. Every time you aid an ally, take 1 hold. You may spend this hold at anytime to reroll 1d6 towards anything, allowing you to take the better of the initial or the reroll.

□ **Fortuna's Cornucopia:** This clause provides a curious, open-ended blend of luck and the competence of the individual favored by it. It's often said that you get out of your efforts what you put into them, and nowhere is this more true than under the benediction of Fortuna's Cornucopia. Every time you cash in a debt, take 1 hold. When the MC makes a hard move against either an ally or yourself, you can cash in this debt to stop such misfortune. This hold disappears at the end of the day, so use such fortune wisely.

□ **Triumphal Fate:** The blessings of *triumphal fate* are significant, as suggested by the name of the clause. Simply put, any effort made under the auspices of Triumphal Fate is bound for roaring success. Once per session, if you fail a roll, ask the MC what it would cost to turn such failures into a success. The MC can list up to 3 things that you must do in the order the MC demands to make such a success happen.

□ **Contracts of Separation:** Changelings are naturally removed from the realities of the physical world. These Contracts allows the Changeling to draw on and enhance that separation in certain ways.

□ **Tread Lightly:** You move across any surface as if you weighed no more than a few ounces leaping great distances, leaving no tracks, and taking almost no damage from falling.

□ **Evasion of Shackles:** You can slip from any restraint, or through a door or window as if it were open. This slippery nature also extend to attack and defense, your body moves elegantly to avoid attacks so as

to not wrinkle your dress or tux or dress or spill your cocktail.

□ **Phantom Glory:** By stabbing your shadow with tool meant to cut (such as a pair of scissors, a knife, or even a chainsaw), you separate yourself entirely from the physical plane and pass into Twilight. You are immune to physical attacks entirely now. You can still see and sense the physical world as well as move around that world using your normal modes of movement (ie wings, walking), but you can walk on water and through objects while in this state. Note that the plane you now inhabit is full of ghosts and other immaterial entities who may not be so friendly. Once you cross over, you need to find a way back or wait for the physical plane to pull you back after a couple of hours.

□ **Contract of Hours:** These Contracts were made with the flow of time, be it the impossible tides of Faerie or the steady stream of the mortal world.

□ **Restoration of Dawn's Beauty:** With a touch, you revert an object to a younger version of itself. (*I.e. wilted flowers appear freshly picked; old, yellow paper becomes crisp, white and new; and corroded metal becomes shiny and rust free.*)

□ **Frozen Moment:** Upon touching an object, you can freeze an object in time and space for a couple of hours, making it immovable and immune to the passing of time. A water glass will hang unmoving and unspilled in mid-air for the duration, a security system won't trigger, a building collapsing above you, or a car skidding towards you at great speed. You can only activate this clause once per sunset and sunrise.

□ **Flickering Hours:** By smashing a timekeeping instrument, you can create a time bubble where time flows faster inside than it does outside the bubble. The size, shape, and speed of the bubble must be specified at the creation of the bubble and will last until two hours have passed outside of the bubble. (*I.e you can create a bubble the size of a hotel room where time runs eight times faster than normal, meaning that anyone in the bubble for the duration would experience 16 hours while only 2 pass in the outside world.*)

□ **Contract of Den:** These Contracts allow the Beast to protect himself and those nearest and dearest to him -- or to strike into the dens of those who were not prudent enough to sign a similar Contract.

□ **Cuckoo's Ruse:** The changeling writes his name on one of the entrances to the territory or home in chalk mixed with blood. In doing so, those passing by or those living in the dwelling ask no questions as though you have always been a fixture of the associated place. You can go even further if the PC or NPC has openly invited by the same owner of the location over to his home within a short time, in which you can convince a home that you are the main resident, allowing you to bypass alarms and security systems. Doing so can cause great retribution once you leave that territory, as those that dwell in such places will soon remember the stranger that was in their midst.

□ **Trapdoor Spider's Trick:** More than just distracting others for some time, when you can commune with power given by archanids (usually by holding one alive in your mouth for sometime,) and conceal the entrance to one's lair or dwelling, that dwelling becomes permanently hidden by those currently seeking to find it.

□ **Blessing of the Burrow:** You have full power of both making and destroying your residence or place of secrecy just as easily as you can carve a burrow in stone/ soil to create a place of refuge, you can also use that same power to destroy your den at will.

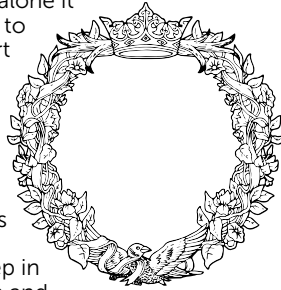


COURTS

(Choose: only able to choose one)

The Great Courts are common social structures on a greater scale than motleys. Great Courts serve much the same purpose — safety from the Fae — but on a larger scale and with more organization. Each of the four Courts has its own unique affiliations with one of the seasons and a dominant emotion, bound to the Court through oaths its founders exacted from the seasons many, many years ago. Changelings bound their Courts to the seasons for the strength it would give them against their one-time captors. Any pact provides power in the form of Contracts, but the founders explicitly chose to align their Courts with an aspect of the world that the Gentry couldn't understand. A Fae lord may tyrannize a realm of endless winter, but he would never forsake his power and allow another to warm his land to spring. Tying their resistance to the voluntary progression of the seasons gives the Changelings a stronger connection to Earth and a basis for defense that the Others are — so far — unable to undermine.

□ **Spring Court:** The Spring Court exists for Changelings who refuse that loss, choosing to replace it with something new. They deny despair in preference of hope, and together they keep that hope alive where alone it would falter. Their lives are not over, and they intend to prove it — to the Fae, and to themselves. These Court members will not be silent, pain-wracked victims of their tormentors. These Lost choose to exult in the now and guiltlessly retie themselves to the human world around them. They surround themselves with the beauty their time in Arcadia showed them, proving that their joy is not trapped in that other place forever. Far from a denial of the situation, this is a deliberate attack on the Fae.



□ **Cupid's Eye:** This clause takes the first step in fulfilling a person's desires — or teasing him and stringing him along — by revealing what those desires are. When you **figure someone out**, add the question "what is your innermost desire?"

□ **Pandora's Gift:** The changeling creates an object that another person truly desires out of nothing but emotion, dreamstuff and random materials. When you wish to create this object, roll with spirit. On a 10+, the object comes out exactly as you want. On a 7–9, the object could be either imperfect or only generated for a fleeting moment.

□ **Gift of Warm Breath:** The character's power rejuvenates a single living target, filling the target with energy and vigorous life. This gift allows you to heal another far greater than what nature's caress intends, pushing your boundaries even greater than your body can even handle. Take one wound of damage to yourself for every two wounds of damage you heal of another.

□ **Yesterday's Birth:** The changeling endows an individual living object or creature with a season's worth of growth and maturing in an instant. To grow the target for additional seasons or two grow multiple targets, you must make a sacrifice of your own blood. Each additional season of growth or object you affect cost 1-harm to yourself.

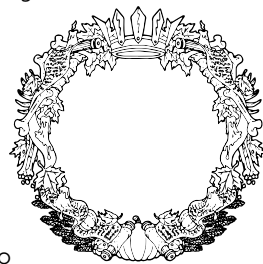
□ **Summer Court:** The Summer Court welcomes any Changeling willing to fight to the last drop of blood for her — and for others' — safety. To members of the Summer Court, everything is something they must learn to endure and overcome. But not alone. A Changeling's family, friends and kinship with humanity have been stolen from him, but the Court offers a new family. Enemies of the Changelings are to be faced and defeated, together, doing what no refuge could do before he escaped and found companions. Otherwise, there was no point in fighting free of Faerie in the first place. Not all members of the Court are strong, but all of them see strength as the best means to achieving

their security on Earth. Strength is an ideal for them, the ability to weather what the world forces on them and the power to shape events to the Changeling's best interests. Courtiers who do not wield such strength pursue it, and the Court supports its members in their pursuits.



- **Friendless Tongue:** The character incites a person to uncontrollable wrath through innocent-seeming conversation. Your targets become helplessly enraged at whoever is the focus of their attention. Oftentimes this is at you. Players can resist this rage by **keeping cool**. If you wish for others to become hateful around you, then roll with heart. On a hit, they do so. On a 10+, your hatred spreads as those you have affected are able to affect others they come in contact.
- **Son of the Hearth:** The character is comfortable in all temperatures. This power of **fairy magic** allows you to resist extreme temperature conditions.
- **Solstice Revelation:** Channeling the light of the sun at its most intense, the changeling reveals all that is hidden around him. Darkness and illusion can hide nothing from his gaze. When you call upon **solstice revelation** to give revelation to all those in the vicinity by shining down light around the surrounding area, roll with Spirit. On a 10+, ask 3. On a 7-9, 2.
 - What/who is trying to hide nearby?
 - Is somebody here not what they seem?
 - Is there something here that has been hidden? If so, where is it?
 - Is there a path to safety that was hidden in the dark?
 - Which way did people escape to?
- **The Lord's Dread Gaze:** Channeling the destructive power of the relentless summer sun, the changeling sears his enemies with sunlight. By **unleashing** the searing power of the hot sun, you overwhelms your enemies causing extreme damage (Grievous close/far) every second they are within the light if they do not skip to a place that this light does not exist.

□ **Autumn Court:** Not one member of the Autumn Court is glad of her abduction and enslavement. But since they were taken, they were changed and they can't go back, they can damn well take advantage of those changes. They know that the gramarye of the Fae doesn't have to be terrifyingly beautiful and gloriously torturous. It can be simply wondrous, too. The Autumn Court survives by turning the weapons of the Fae against them. These weapons are the pacts and Contracts made between Faerie and the various aspects of Earth. Many Court members also justify their experiences as slaves by bringing magic to Earth. This is the opportunity to enrich their world with breathtaking wonder, and they've already paid the monstrous cost. Autumn courtiers are the most likely to seek out trods and other places of power, because that is where there is more to learn. Every Contract is another sword to wield, another shield between her and the Fae and another rainbow cast by the otherwise lonely rain.



- **Witches' Intuition:** The character dredges knowledge of one fear from the subject's mind or subconscious. When you **figure someone** out, add the question:

- What is your greatest fear?

If you use this fear, to get in the way, Gain an additional XP.

- **Scent of the Harvest:** The character reassures friends and allies, protecting them against fear just as she protects herself. Whenever you

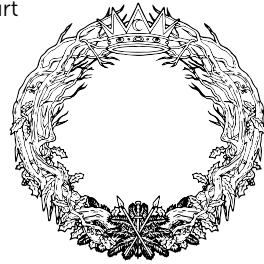
lend a hand helping a friend, gain one additional XP. Additionally, if you successfully **keep your cool**, no fear can affect yourself or are allies.

□ **Withering Glare:** The character can wither an area of plants with a simple glance, putting them in a state of Winter. These plants are not dead, and have renewed life come Spring. Her gaze will also sicken animals and humans that cross her glare, dealing faints wounds (ap close). This power is not to be taken lightly though, as you can cross the line and mark corruption to completely kill the plants you wither or increase the damage you deal by 1-harm.

□ **Tears of Autumn:** The character calls a hailstorm from the sky, which can be light enough to just keep people off the streets or heavy enough to inflict major damage. When you call this hailstorm, roll with spirit. The hailstorm always does damage, knocking out windows and minor wounds to those beneath it. On a 10+, choose 3. On a 7-9, choose 2.

- The hail storm is large in size taking several city blocks.
- The hail has increased in size, increasing the damage to others by 1.
- If you are using the hail when you distract another, roll to distract as if it was one step higher.
- Hail is unforgiving, so you just concentrate not to do damage to your allies, your possessions, nor yourself.

□ **Winter Court:** In the Winter, all the glory of the seasons fades to nothing, nowhere to be seen, and snow hides the ground. But there is life, waiting beneath the earth where it can't be disturbed. The Silent Arrow knows this. When the Fae come, the Winter Court is gone. And when the cat is away, the mouse plays on. The Court itself takes up whatever unoccupied location is convenient and attractive, and abandons that place just as easily when danger or discovery threatens. Members all know the short list of those places, giving them a place to look, but even they are never sure where the Court will surface until someone finds it and passes the word. It's a security measure, ensuring that their enemies have a very hard time tracking them down and ambushing them.



□ **Slipknot Dreams:** The changeling forces a person to forget about their sorrows just long enough to deal with the matters at hand. Roll plus heart, on a hit if that works as intended. On a 10+, they tell you about their deepest sorrows (take one debt against this person.)

□ **Empty Harvest:** Using someone's own happiness against them, you can eliminate that person's ability to experience positive emotions for a significant period of time, such as joy, happiness, and other such variations. This person's lack of feelings leaves him vulnerable.

□ **Touch of Winter:** Liquid freezes with just a caress of the Changeling's fingertips. Initially this only works on a small containable amount of liquid, but by exerting your will you can take harm to increase the size of the liquid frozen. The exact amount of harm versus the size of the body you freeze is determined between you and the MC.

□ **Fallen from the Timbers:** The character calls a great shaft of cold air and partially frozen particles to materialize above an enemy and fall upon them. When you unleash an attack using **fallen from the timbers**, add these additional options.

- All others must escape or be temporarily frozen in ice
- Take stun harm
- Your targets have been so negatively affected by the eyes they take -1 ongoing the rest of the scene in cold climates





DEMON .

DEMON

Your inhuman parent fell from God's grace, forever to suffer the burning hell that is their Fall. But in this hell, they met a human and, through carnal means, produced you. Half-damned but still human, you are free to walk the earth, cursed with your parent's traitorous blood. However, your parent has paid and is still paying the price for both theirs and your freedom. And it is through their sacrifice and your willingness to acknowledge your tainted blood that you become one of the Unchained, free of heaven's laws and limits.

BACKGROUND

The blood that runs through a demon's veins is the same as what heaven intended for its angels, granting them the same purpose tasked to the parent. This purpose is called an Incarnation, which guides a demon's actions by granting them knowledge of certain natural laws suited to them. On top of that groups of demons with common goals form organizations called an Agenda. These Agendas are as varied as the Incarnations themselves.

Like other Tainted, you work for a demonic patron. Unlike other Tainted, this patron is your parent, whether you know them as such or not. For it is their blood that flows through your veins and so it is through them that you gain power.

What heaven didn't intend was for these demonic children to utilize the free will their parents didn't truly have. Every demon has the potential to take the powers granted to them and apply certain creativity to them to gain different effects. By exploiting the laws, a demon is much stronger than heaven intended.

Of course, heaven doesn't like this and when it finds a demon it does what it can to either destroy or recruit them. What happens to demons who are recruited is debated hotly by everyone. Some believe that heaven crushes the free will of the demon, turning them into one of its angels. Others declare that demons gain salvation and become angels who retain free will. But between the truth and propaganda, nobody knows for certain. And the host of heaven isn't clearing the matter up at all.

INFO

Here you will find the **Demon** add-on rules/text, for use with the Tainted archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart for your characters
- 4 Incarnations of the Unchained, symbolizing the type of angel your

parent was and the traits passed onto you
4 Agendas, which are organizations of demons with like minded ideas and desires

Note: Demons created with the Tainted Playbook do not start with a House. It is up to the group/MC that if you want to start with a House that you give up your beginning playbook Move at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Mind (max +3)
- Get +1 Spirit (max +3)
- Get a new Tainted move
- Get a new Tainted move
- Get a new Tainted move
- Take a move from another Archetype
- Take a move from another Archetype
- You realize your Incarnation (choose one move from the appropriate list)
- Change your Faction

After 5 advances, you may select:

- Get +1 to any stat (max +3)
- Get +1 to any stat (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar
- You join an Agenda (choose 1 move from the appropriate list)
- Get a new Incarnation move

- Get a new Agenda or Incarnation move
- Advance 3 of the basic moves
- Advance 3 of the basic moves

After 10 advances, you may select:

- Get a new Agenda or Incarnation move
- Get a new Agenda or Incarnation move
- Advance 1 basic move
- Take one move from any archetype/add-on (must be able to properly use)
- Take one move from any archetype/add-on (must be able to properly use)
- Exchange one taken corruption move with one from a different archetype
- Change to a new archetype
- You gain your freedom from Hell your kin never obtained or have gathered enough prestige with your demon brethren to retire in solitude.

INCARNATION

(Choose: only able to choose one)

Angels are creatures of purpose, created by God as tools for a specific task. Once that task has been completed, they are either destroyed or put into storage against future needs. All an angel can think or do is based on its mission. Unless it Falls. While some humans believe that their lives were started with a purpose, this is far from the truth. Demons, however, *know* about their purpose. It's still the same as before the Fall, but now they have free will. As the child of such a being, you inherited some of that purpose into your being.

Destroyer

Destroyer: Destroyers are the swords of heaven. Those who fell dealt nothing but death and destruction as angels and as your understand your demonic heritage, the same is to be said of you. Your parent likely fell for many reason, and since you share in their hell, you have also come to understand that your targets somehow stand out against the rest of the humans. Unlike many other demons though, you find it difficult to balance your need to kill or destroy with the human side of you. Finding a compromise that works is often the lifelong goal of many Destroyers.

□ **Cause and Effect:** Sometimes all it takes to get a plan rolling is to start simple. Do one thing and the rest falls into place. With this power, you state what you want to happen and chance arranges for it, provided you do something that might possibly contribute. (*I.e. dropping a newspaper that the wind will pick up to blind a passing driver who will swerve and hit a pedestrian.*) When you use this and speak aloud your desired outcome, then roll with Mind and then do something to set those events into motion. On a hit, the outcome comes to pass. On a 10+, it goes so smoothly that no one could possibly tie the result to you. On a miss, the plan goes wrong and anything could happen as a result.



□ **Devil's Advocate:** Demons know the power a deal can have. Two parties in agreement usually means that something will get done. And sometimes people are firm in their desires for something. You cause a disagreement between two parties over something that is immediately relevant, such as a purchase or contract. You can even guide the disagreement, getting a police officer to believe that you don't deserve that speeding ticket. When you witness an agreement or deal, roll with Heart. On a hit, until the next dawn all attempts for anyone to negotiate with the involved targets fail, and the parties must be successfully persuaded or be met with sufficient evidence to return to their previous agreement. On a 10+, not even evidence will sway the targets.

□ **Just Bruised:** To be a good Destroyer, you need to know how to not be hit. You can't kill anybody when you're too busy eating a bullet sandwich. Once per session, when the MC makes a damage dealing hard move against you, inform the MC of how your demonic senses were able to give your clairvoyance a means to dodge/refute the immediate damage. Also inform the MC that where you avoided the danger now, you only will find yourself in possibly greater danger later. (*I.e. The bullet misses you, but now you ... have jumped in front of a speeding car, are surrounded by an angry gang, have been framed for a crime, etc...*)

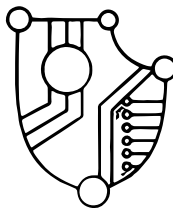
□ **Special Someone:** You have the ability to find people you're looking for, whether to kill them or just to talk. You can describe a target with as much detail as you want, giving a name, physical description, or just some vague detail. When you need to find someone, give a description of any length and roll with Spirit. On a hit, you are guided to the nearest person who matches that description. On a 10+, you are guided to your true intended target.

□ **Final Secret – Disintegrate:** (*requires all of the above moves*) Destruction is pretty simple under normal circumstances. In fact, any idiot with a big enough hammer and the know-how can break something. You can do better than that. When you touch a non-living (and non-undead) object that is no larger than you, roll with Blood. On a hit, the object vibrates for a second before disappearing into a cloud of dust and vapor. On a 10+, take +1 forward as the object disappears with less than minimal effort. On a miss, something you possess currently is disintegrated instead.

Guardian

□ **Guardian:** Your parent was once a shield of heaven. They watched and protected, not questioning their orders. They protected a person or a place, sometimes for centuries, never wavering. Then they fell and you were born. While you don't usually have many friends, due to your protective instincts that often drive people away, those you do have are extremely close. You can come

off as overbearing, patronizing, unnerving, and overly parental, but these traits are just as hardwired into your being as they are in your parent's.



- **Freeze Assets:** Almost everyone has something they can call an asset, whether it's favors owed or money owned. You can control when they can use them, to some extent. A person affected might find their wallet suddenly missing or empty, a person who owes them can't be reached, the bank's closed, and even allies are found busy. When a person would take advantage of their wealth, power, or debts, roll with Heart. On a hit, the target finds that all of his assets have suddenly become unavailable for the task. On a 10+, the assets are completely unavailable for a day.
- **Perfect Tool:** You're practically a "MacGuyver" when it comes to getting things done and can pass the same ability to others. With even the most subpar or inappropriate tools, you can still make do. Whether it's picking a lock with just a paperclip or field dressing a wound with a beer and a t-shirt, it can be done. When you see someone else using a tool or are trying to use a tool yourself, even if the tool is unsuited for the task, roll with Mind. On a hit, you or your target accomplish the task. On a 10+ the target of this move takes +1 forward as well.
- **Wasted Time:** In a perfect world, everything is efficient and predictable. Everything always goes according to expectations. Real life, however, doesn't work like that. Real life has variables. People find excuses to procrastinate, computers encounter errors, etc. Your influence introduces these variables to things. When someone moves to act and/or you want to **get in the way**, roll with Mind. On a hit, you either interfere as normal or the action takes twice as long. On a 10+, you interfere as normal and the action takes three times as long.
- **Turn Blade:** Breaking a weapon is easy and is obvious to the weapon's wielder. Making a weapon less deadly however... takes a keen eye to spot. Blades can dull, wood becomes soft, and no one can really count the number of grains inside every bullet as they're being fired. When someone brandishes a weapon, roll with Blood. On a hit, the weapon deals -1 harm until it receives proper care and maintenance. On a 10+, the weapon deal -1 harm and the user can never inflict terrible harm on a target until weapon maintenance is complete. On a miss, your maljudgement the weapon becomes even more deadly.
- **Final Secret – Stop:** (*requires all of the above moves*) Ask anybody who's had to react in high speed or emergency situations: a few seconds matters a great deal. Sometimes, a few seconds is all a person needs to create an opening in a foe or to rush to somebody's aid. A true Guardian knows that a few seconds can alter a life or death situation. If you succeed when you **let it out**, you can stop time completely within a close area. The effect is only for a few seconds, but in addition to what you were attempting to do, you also create an opportunity for yourself or someone else. During the time stop, only you can act, but you may still interact with the world. After the stop ends, a person may notice it by seeing that clocks outside the area were not affected and so are a few seconds or so fast.

Messenger

□ **Messenger:** Your parent was once a trumpet, a symbol of God's authority and bringer of revelation and truth. As a Messenger, you deal with humans socially far more often than any of the other varieties of angel and demon. You possess charm, charisma, and anything else you really need in a social setting. But hell has altered your original purpose. Messengers can be cynical, seeing humans

only as machines to be manipulated. You take in all information you read from other people, reading into it critically, sometimes too much so. Unlike the angels though, neither you or your parent are connected to heaven's designs and so no longer have words flow through them like a conduit. The most effective Messengers learn to not view every interaction as purposeful manipulation, working to use their skills on the behalf of others.

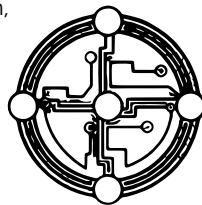


- **Heart's Desire:** Practically everyone has something they want within their heart. You are capable of looking at a person and seeing what these desires are. When you **figure someone out**, you can also spend your hold 1-for-1 to learn one thing the person wants or wants to do (*such as travel the world or become a millionaire*).
- **Imagine:** Messengers are among the closest demons to their divine origins, their parents having been the literal messengers of God. They helped people remember Him and this ability is originally meant to do just that. The demonic state, however, twists this power. By asking someone to imagine a world without God, roll with Heart. On a hit, your target sees the world as perfect without any suffering. The vision lasts for a moment, and when it ends you gain a debt on the person out of their gratitude. On a 10+, both of you take +1 forward to further the agenda of your patron. This ability can only be used on a person one time.
- **Voice of God:** Just because you have demonic blood doesn't change your divine origins and your fallen state. Sometimes you can still touch the divine and speak with the voice of the one who sent your parent out into the world. When you are near to the divine, roll with Spirit. On a hit, you prophesy one good thing that will happen soon and also one bad thing. On a 10+, everyone who hears you takes +1 forward. On a miss, you prophesy doom and destruction. With MC's discretion, this prophecy will come true.
- **Special Message:** Art is a means of expressing oneself. And many artists leave messages for people within their works, whether it's a mention during a song, a painted face that looks eerily similar, etc. You can take this a step further. When you see or hear a work of art (including music), roll with Heart. On a hit, you embed a simple message into the work for an intended target, who immediately catches the message. On a 10+, only your target can comprehend the message, leaving any who find and try to decipher it puzzled.
- **Final Secret – Ultimatum:** (*requires all of the above moves*) Messengers were the angels who brought God's commands to the people of the Old Testament. And many of those commands were brought with punishment if not kept. While the more powerful demons and angels can levy truly harsh punishments, such as turning a person into salt, you don't quite have that. Though you can still make the person regret it for the rest of their miserable life. When you issue a command, roll with Heart. On a hit, if the person does not keep the command, you give them an affliction of your choosing (but doesn't kill or permanently disable them). On a 10+ you also gain a debt on them. On a miss, the person's view of your power is dimmed and any attempts to **persuade, threaten, command, mislead, or trick** them get -1 ongoing.

Psychopomp

□ **Psychopomp:** Your parent's original purpose is likened unto a wheel. By them, disparate elements and heaven's designs were brought into being. The only things that mattered were how everything fit together to accomplish a task.

But then they fell, and things changed. When you were born, you inherited their capacity to build. But the biggest part of being a the builder isn't the ability to build, what makes you and your parent special is that you can see the ways the universe works. You know how to stay under the radar, unlike other demons, carving for yourself a piece of the world to call your own. The weakness of a Psychopomp is in those same connections. You plan, arrange, build, and do whatever you must to get things to go according to your vision.



And sometimes people takes notice and realize this. The difficulty is keeping this tendency to a manageable level.

- **Identity Theft:** When a person steals an identity, bad shit happens. But when a demon steals your identity, it gets a lot worse. By touching someone, you can take on their physical appearance at a later time. When you do, roll with Heart. On a hit, for the next couple of hours you take on the person's appearance and voice, though your clothes remain the same. On a 10+, the person you're imitating falls asleep and cannot be roused while you wear their face.
- **In My Pocket:** "What is in my pockets?" This great question from a famous book holds a ring of truth. So long as the people around you don't know what you have in your pockets, you could have anything that could reasonably fit in them. When you reach into a pocket to pull something out that isn't actually in there, roll with Spirit. On a 10+, it's in there. On a 7-9, it's in there, but you reveal to those watching what else is in your pocket.
- **Without a Trace:** People are easily fooled into believing things that didn't actually happen. A scene, though, is not so easily misled. Hair, dead skin, footprints, blood... all of these things get left behind. Not so for you though. When you make any effort at all to cover your tracks, roll with Mind. On a hit, any evidence linking you to an area is erased. Objects dropped by you are still there, but it can't be traced back to you. Even video footage is blurry and distorted. On a 10+, even supernatural methods (such as scrying or asking spirits) can't link you to a crime scene.
- **Quick Change:** You don't wear a tux in a sewer, just like you don't get into an upper class affair wearing overalls and a flannel shirt. With this, you no longer need multiple pairs of clothes. When you try to fit in, roll with Heart. On a hit, your clothes change according to your specifications. On a 10+, take +1 forward on your next attempt to **mislead** or **persuade** if your clothes would affect the target's views of you for the better. On a miss, your clothes still change, but become either completely inappropriate for the situation or even disappear entirely.
- **Final Secret – Decoy:** (*requires all of the above moves*) A key aspect of being a successful Psychopomp is being able to maintain a successful cover identity while still accomplishing both your goals and those of your parent. Sometimes, though, this requires being in two places at once. This allows you to do exactly that, separating demonic form from mortal flesh. When you call upon **the devil inside**, you may instead roll with Spirit. On a hit, you project your demonic form out of your body. The form is an astral projection, and can only be seen and verbally interact with other people, otherwise phasing through solid matter. On a 10+, the demonic form can take a physical form. While separate, they are still connected by the same mind. The separation lasts while concentration is maintained, during which only basic, faction, and debt moves may be used.

AGENDA

(Choose: only able to choose one)

The thing about free will and being innately descended from a Fallen being, is that an Unchained has to make a decision about how they approach the Divine. Many fall into a basic set of ideas and goals. This mindset is called an Agenda. And Unchained with like minds band together in loose societies. Even if others view your own Agenda as wrong, that's the beauty and fault of free will.

Inquisitor

□ **Inquisitor:** God has eyes and ears everywhere and while some may argue about the extent of His omnipotence, or lack thereof, there's no arguing that He is more powerful than any could probably ever hope to become. As an Inquisitor, you are an intelligence agent for hell and for your patron. Knowledge is power and you try to gather as much knowledge as you can and deny God from doing the same. However, while many Inquisitors are simply prudent, the Agenda itself is steeped in paranoia and conspiracy theories. Trust is few and far between and, when gained, is well earned. To an Inquisitor, angels are predictable, but humans are not.

Trait: You rely on your demonic instincts to stay prepared through contacts and information. Whenever you make a contact from outside your kind, but they know of your heritage, mark experience. Whenever you divulge any information you find or offer advice to others, and they don't heed your words, mark experience.

□ **Open And Shut Case:** Being focused on gathering knowledge can sometimes lead one into spots where getting caught is imminent, unless you can find a way to distract people. And what better way than framing any pursuers for some crime they didn't commit. When you possess something linked to your target (a lock of hair, a personal possession, etc.), roll with Mind. On a hit, strong and damning evidence suddenly comes to light that the target committed a serious crime (such as a murder or armed robbery, but the possibilities aren't limited to those), even if such evidence didn't exist and the person didn't commit it in the first place. On a 10+, you take +1 forward in attempts to get away either by subterfuge or **escaping**. On a miss, the evidence links you to the crime.

□ **Demon House:** Some demons possess people, but such actions can be easily discovered in most cases. With this power, you don't possess a person, but a building important to you instead. While possessing a building, you can appear in mirrors and speak as a disembodied voice when you wish. You also sense everything that happens inside the building and can listen in on land lines and internet connections. When you touch a building important to your life, roll with Spirit. On a hit, you possess the building and your body disappears until the next dawn. During this time you can't use any moves that interact with people physically. On a 10+, you can manipulate objects inside the house and use any of your moves. On a miss, you are trapped helpless in the building while sensing everything within.

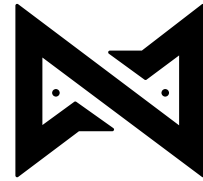
□ **Stalking Horse:** Everyone has something to hide. And even those who don't can be tormented by rumors of things people think they hide. You can mark someone to reveal these aspects. When you use your supernatural or mundane senses to learn something about a person, you can then choose to brand them with a touch. This brand is invisible, but until the next dawn, anybody who sees the person will effortlessly view a single trait that you want them to see, whether true or not. (I.e. *lustful, bigoted, wizard, spy, stupid, felon, drug user, vampire, immortal, etc...*)



- **Final Secret – Two Places At Once:** *(requires all of the above moves)* This move allows you to entangle two locations with each other, any two rooms as long as you're in one of them. Anything that happens or exists in these two rooms while this ability is active happens or exists in both locations, including living beings. The entanglement ends if you leave either of the locations, exiting out wherever you would normally. When you entangle two locations, roll with Mind. On a miss, any action you make risks a hard move as you can't separate your thoughts in the collocated realities. On a hit, you may act normally. On a 10+, your focus allows the entanglement to continue for a short time even if you leave the area. Any other players in these rooms also need to make the Mind roll, gaining no extra bonus on a 10+.

Integrator

□ **Integrator:** Not all demons wanted to Fall, for many it happened on accidentally or was planned for them from the beginning. An Integrator wants to join with heaven, being sympathetic to its cause. Whether they made this choice because they hate how other demons operate or because they see heaven as the ultimate good. While this agenda would be satisfied by surrendering to heaven's forces, most Integrators have grown attached to their free will and don't want to risk losing it. As a result, the actions of Integrators vary depending on how they want to aid heaven.



Trait: You rebel against your demonic nature, feeling it more strongly than others, and focus instead on doing the "right thing". When you're doing "the right thing" and assume your demonic form, mark experience. However, people view you as having a conflict of interest. When another of your kind confront you about such betrayals, mark experience.

- **Sermon:** God and heaven requires teachers to deliver the laws and you have answered the call to fill this position even if this particular power isn't truly a God given gift. You can deliver a speech and people will fervently treat it as truth – or in the case of the more skeptically minded, moral guideposts. When you give a speech, roll with Heart. On a hit, they will follow your words. On a 10+, they will follow your words like a fanatical cult. On a miss, there's someone nearby who is more charismatic and disagrees.
- **Halo:** You are gifted with the light of life. By concentrating, a soothing light emanates from you, manifesting from your eyes, your body, as a halo, etc. While you focus, those around you heal faster and easier. Everyone within close range heals in half the time it takes normally and any rolls used to help somebody heal while affected by this light take +1 forward. This light requires concentration to use, so you must refrain from stressful actions while you focus, else the light fades and the effects lost.
- **Raise Dead:** Many people, when approached by a demon seeking a bargain, will want to see a loved one again, alive and well. Not every demon can deliver on this without a major cost to themselves. You can however, but it's not perfect as the person is fated to die again soon. By touching a corpse, you can bring someone back to live the remainder of a natural life if you were responsible for the death. If you weren't, you may roll with Spirit. On a hit, the person rises from the grave fully healed of any wounds and decay for a short time. On a 10+, the person remains alive for a week before death comes to reclaim them (sometimes through means differing from the original death). On a miss, the body rapidly decays and can never be revived by any means.
- **Final Secret – Eye For An Eye:** *(requires all of the above moves)* The

Old Testament is full of the idea of “eye for an eye”. Only sometimes retribution needs to be directed. When a person is harmed or killed in your presence, you may touch them and roll with Spirit. On a hit, hold 2. On a 10+, hold 3. Spend your hold 1-for-1 to:

- Heal 1 harm from the victim. This option may be taken multiple times.
- After healing at least 1 harm, you form a weapon of violent power with harm equal to any healed harm. The weapon’s range is hand and inflicts the exact injuries on a target that were healed (ie: healing a burned hand would inflict a burned hand onto the target), bypassing armor. Once the weapon deals damage it vanishes. If no damage gets dealt to a target, you take the damage instead, bypassing armour.
- You can use hold to increase the range of the weapon to close.

Saboteur

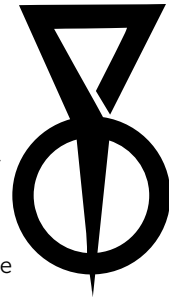
□ **Saboteur:** There’s a war going on between the forces of heaven and hell. And a war needs people fighting it. A Saboteur is, unlike what the name implies, just that: a soldier on the side of hell. Because a demon’s existence tends to require stealth, their lives are more like what you’d expect out of a spy movie. This doesn’t stop some Saboteurs from being berserkers or thugs, but they draw a lot more attention and scrutiny than the already life threatening amount they do. But whether a Saboteur choose overt combat or subtle action, that doesn’t change that they are all after one end goal – the fall of heaven and the death of God.

Trait: The Saboteurs are most likely to completely give themselves over to the descent, striving for destruction. Combined with their zealous desire, this makes the Saboteurs the most dangerous Agenda in many ways. At the beginning of the night, state what your objective is towards destroying the gods’ human beings have exalted. When you complete this task, mark experience. You have an eye for causing instability and diversions. When you succeed in a task because of a diversion you created, mark experience.

□ **Hellfire:** Some demons naturally have fire associated with their demonic forms, but you can take it one step further and call upon the fires of hell itself to throw or enhance your weapons. Any weapon enhanced with hellfire is wreathed in the unholy flames, dealing +1 harm. If the demon doesn’t have a weapon though they can throw fire as a weapon (2-harm Close).

□ **Everybody Hates Him:** The value of a scapegoat is indisputable. Having someone for everyone to hate, a target for their collective frustrations, allows unification among people — and for a demon, it allows someone else to take the blame. This power makes a human target into the person that everyone hates. When you do something to set up the victim as the scapegoat, roll with Heart. On a 10+, the affected individuals view you as a safe haven, as the only person who would understand and accept him. On a hit, the dark feelings of madness and hostility towards this individual affect all those within the vicinity, but you too can be targeted if you are in their way of this ill-fated individual. On a miss, everything about you is loathing as their hatred is towards you and you alone.

□ **Demon Car:** Some people talk about how cars become extensions of their drivers. This move allows a demon to literally take it a step further and become one with a vehicle, passing on their demonic traits to it for a time. When you enter a vehicle, you may assume your **demonic form**



and pass all the bonuses of it to the vehicle (including chosen options from the roll). The car then transforms to a mix of metal and demon, and you remain in your human state. The transformation lasts until the next sunrise, during which you can't access your demonic form or use any Incarnation or Agenda moves.

□ **Final Secret – Riot:** (*requires all of the above moves*) Sabotage is all about chaos. And a skilled saboteur can cause other people to promote chaos for them. Riots are perfect for that. In a riot, violence happens, they can be difficult to stop, and a person can slip away unnoticed. When standing near a medium sized group or bigger, roll with Blood. On a hit, everyone (medium group or more) in the area becomes extremely filled with rage and violence and they begin to riot. Things are going to get broken and people are likely going to get hurt and/or killed. On a 10+, you can slip away completely unnoticed and people may even forget you were there. On a miss, the rioters determine that you are the cause of their hatred and move their rage onto you.

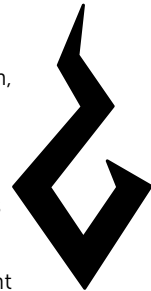
Tempter

□ **Tempter:** Mortality is short and full of pain and sorrow. Tempters capitalize on that, offering a life of comfort for what may seem to be a small price. They have many tricks – seduction, promises, deceit. They are the manipulative bastards who have never done an honest day's work in their life. Nothing is from the goodness of their hearts because everything has strings attached. Tempters open people up to them, revealing weaknesses, taking control of their lives, using them to get to other marks. Tempters may not always be trusted, but they always have a "friend".

Trait: You're very good at offering things to people, but always at a price. Once per session, when you can use your way with words to talk others into helping with your needs, mark experience. As a person of persuasive qualities, you dislike getting your hands dirty. Whenever you fail to have someone do a task for you and confront them of such atrocities, mark experience.

□ **Play On Words:** Language is confusing. Many words sound similar or have many different meanings and a demon with this move can use speech to their advantage. When a player or NPC says something (in character), you may activate this power, twisting their words to alter reality in such a way that what they said is still accurate, but different from what was intended. (*l.e using this move when a redneck is boasting about the right to "bear arms" lets you alter reality so that they might find their shirt sleeves missing ("bare" arms) or find that their arms have grown thick fur and claws ("bear" arms).*) Words twisted in this manner must sound the same, even if their meaning is far different. When you activate this move, roll with Mind. On a hit, the change occurs and reality itself alters as a result, so long as the exact wording is still the same (even if a homonym or homophone is used in place of one of the used words). The effect last for a scene. On a 10+, the alteration lasts for a full day. On a miss, bad shit happens in addition to you becoming unable to communicate at all for the scene. You can still understand others, however.

□ **Soul Brand:** Sometimes the deals you offer require that you check in on or protect someone on occasion, but you can't be everywhere at once... after all, there are always more people willing to offer up their souls. And crafty demons like to be able to lay a trap for people and angels hunting them through those who made such deals. With this move, when you touch a person's skin, roll with Spirit. On a hit, hold 1. On a 10+, hold 2. You may spend your hold to place a physically invisible brand (but visible to supernatural senses) on the person's soul.



The effects of this brand are chosen 1-for-1 with your hold:

- Those who sense the brand know that the person is under your protection, even if they don't know you personally. You choose how specific the recognition is (such as a nickname versus a real name or a basic description versus a detailed mental image)
 - You can check in on the person from any distance to learn how they are doing.
 - The brand gives off an aura of menace against those who would do harm to the person (even without supernatural senses) that could make others reconsider choosing that person as a target.
- **Visions of Heaven and Hell:** A Tempter always need their carrot and their stick to help in their dealings with people. And while going after a single person is useful, humans in particular are like herd animals when they get into a group, which can work to further your agenda when applied properly. In this case, the carrot happens to be visions of heaven and its glory, of its will to save mankind's souls. The stick consists of visions of a fiery hell and eternal damnation for sinners. When you make a proclamation towards either reward (but not both), everyone in a close area (except you) is inflicted with visions of what they can expect if they received that judgement. Roll with Spirit when you do.
- *If you proclaimed the glory of heaven and salvation of mankind:* on a hit, those around you see radiant beams of light and hear choirs of heavenly angels among other displays of heavenly hallucinations. For the remainder of the scene those affected are more willing to listen to you, taking deals they otherwise wouldn't or following orders they see as beneficial to the divine plan they witnessed. Any attempts to **persuade** the affected are increased by one step.
 - *If you proclaimed the fiery torments of hell and eternal damnation:* on a hit, those around you are plunged into visions of the worst possible hell they can imagine; demons taunt them with their sins while they are forced to see everything they hate about themselves. For the remainder of the scene, any attempts to **mislead** those affected are treated as one step higher than normal.

On a 10+, The people affected become obsessed about their visions, either for good (such as fervently helping the poor and needy) or ill (such as becoming suicidal or radical in their beliefs). The effects extend until the affected are made aware that they were manipulated. Players who are affected may **keep their cool** to end the effects early.

□ **Final Secret – The Word:** (*requires all of the above moves*) In the beginning, God spoke the world and the heavens into being. Then, centuries later, he spoke laws to his prophets. Even his angels were endowed with aspects of this authority... which means that you too possess the knack for this talent, even if it isn't as powerful as the almighty. Once per day, the demon speaks a single word command to a target. Choose a word which falls under one of the following types:

- **Damage:** Deal 3 harm to the target which bypasses physical armor. The damage takes a form befitting the command. *ie. "bleed", "burn", or "hurt"*
- **Incapacity:** The target is rendered inactive for a time in a manner befitting the command. You can choose to release the target early. *ie. "sleep", "stop", or "freeze"*
- **Action:** The target performs the act you command until they are too exhausted and collapse or they are stopped by some other means. *ie. "dance", "run", or "drive"*







HUNTER •

HUNTER

THE VIGIL

Hunters are light and fire. Sure, this can mean a torch pressed against the undead flesh of a fiendish adversary, or a roaring conflagration that consumes all the screeching parasites trapped in the nest. It can also mean a candle held aloft for lost friends and family, or an oil lamp poised over a fraying piece of parchment or gilded medallion plucked from the heart chambers of some desiccated mummy. Hunters carry the vigil, representing action and knowledge, and ideally the one-two punch that both provide together. But the pairing of those elements is neither safe nor sane, and hunters risk everything when on the hunt.

BACKGROUND

The world is a dangerous place. As much as humanity would like to believe itself safe and in control of the world, the facts argue otherwise. For all the defenses and adaptations that humankind has created to protect itself, the peril persists. Behind the scenes, beyond the scope of most mortal eyes, an entire world of other dangers exists — perils so dark, so threatening to body, mind or soul, so impossible to defend against that humanity as a whole refuses to truly acknowledge their presence. These dangers will never be reported on the front page of a newspaper, nor made the subject of charity drives or grassroots movements.

The vigil is a desperate, twilight struggle, waged by a determined few against the monsters that haunt the dark corners of the world. Its skirmishes are fought in back alleys, basements and isolated farmhouses, often under the very noses of the people that hunters stake their lives to protect. Hunters must keep their vigil a closely guarded secret, because humankind as a whole is ignorant of the horrors lurking in its midst. Rather than being hailed as saviors, hunters are cast beyond the pale of human society. Their actions brand them as criminals, madmen, even terrorists by an increasingly paranoid and fearful public. Each hunter is guided by an internal set of rules:

- **Watch Your Back:** Evil is everywhere, walking among us.
- **Protect Your Family:** No matter if our guidance comes from god or man, humanity must survive.
- **Accept Death:** There is no honor in cowardice. We accept death, if not done in vain.

Any city or town that harbors a multitude of monsters will, sooner or later, attract a multitude of hunters as well, each with their own tactics, agendas and ideologies. Hunter society is small and secretive, even in large cities, but it is also vibrant and constantly in flux. Individual hunters band together to form under certain Creeds, pooling their skills and resources to take on solitary monsters that threaten their communities. Sometimes these hunters become aware of other groups in their area and they form broader ties that grow into larger compacts, creating a network that spans entire cities or regions. In rare cases, hunter Organizations grow so large that their resources and influence span entire countries. These conspiracies, while powerful and ruthlessly efficient, must contend with the same inter-conspiracy politics, bureaucratic inertia and conflicting interests common to any large organization.

INFORMATION

Here you will find the **Hunter the Vigil** add-on rules/text, for the Hunter archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character. Corruption advancements are unaltered.
- 4 Hunter Creeds to join, each with 2 Hunter Conspiracies,

Note: Hunters created with the Urban Shadows: Hunter archetype, do not automatically start with a Creed. It is up to the group/MC that if you want to start with in a Creed that you give up your beginning archetype Move at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Mind (max +3)
- Get +1 Spirit (max +3)
- Get a new Hunter move
- Get a new Hunter move
- You join a Creed (Choose 1 of the 2 moves)
- Get another Creed move
- Take a move from another archetype
- Change your Faction

After 5 advances, you may select:

- Get +1 to any stat (max +3)
- Get +1 to any stat (max +3)
- +1 any Faction (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar
- Get a Workspace
- Take a move from another archetype

- Take a move from another archetype
- You join a Hunter Organization (Choose 1 move from their list)
- Advance 3 of the basic moves
- Advance 3 of the basic moves

After 10 advances, you may select:

- Get a new Organization move
- Get a new Organization move
- Advance 1 basic move
- Take one move from any archetype/add-on (must be able to properly use)
- Take one move from any archetype/add-on (must be able to properly use)
- Exchange one taken corruption move with one from a different archetype
- Change to a new archetype
- You are a martyr, your death gives a +1 ongoing against your hated Faction to your party (MC decides length)

CREEDS

(Choose: only able to choose one)

Joining a Hunter Creed is conferring not only your Creed's abilities, but also the group/gang benefit at the same time.

Night Stalkers

Night Stalker's Creed: While wizards and Demons are a problem, you see the beings that feed and hunt the night as your mortal enemies.

Trait: Many groups of night stalkers have a standard procedure to follow: observe, assess, report, move in and neutralize/capture. In fact, standard procedure is that Task Force VALKYRIE tends to neutralize targets, while Cheiron prefers to harvest samples for medical research from either a live captured specimen or a corpse. Once per night, when you call in the cavalry to help with your actions, mark experience. Having said that, few agents stick closely to procedure when in the field. Even so, if plans go awry, it's your ass if you fail

to follow orders. After all this is your job, not your hobby. Once per session, if you stand firm on a plan even though it may put you in great danger, mark experience.

Moves for Night Stalkers:

□ **Banes:** You have studied the legends and modern data of the things you fight. When you go on a hunt, roll with Mind. On a 10+, Hold 2. On 7-9, Hold 1. On a Miss, take -1 ongoing for the hunt due to low morale. Your Hold can be spent on a 1-for-1:

- You have a weapon that strikes at the Vampire or Werewolf's weakness. Name what it is (with MC approval) and increase the damage rating of your weapon by 1 harm towards either Vampires or Werewolves, not both. Multiple hold may be spent for additional weapons.
- You have a talisman meant to ward away evil. For the duration of the hunt, you gain a +1 on defensive actions.
- You have an item that protects you from being fed upon in one form (blood, emotions, flesh) by a Vampire, name what it is and for the duration of the Hunt, you are immune to the Vampire's **Eternal Hunger** if it matches your protection.
- You coat your weapon (or ammunition) with Wolfsbane. Name that weapon and for the duration of the Hunt, when you attack a Werewolf that has **Transformed**, they are forced back into human form.

□ **Veteran Safe House** (requires **Safe House**): You have a location that the monsters don't know about. When you take this move, name it Choose 1:

- **Torture Suite:** You have a room stocked for torturing your enemies for information, where they must answer questions you ask. When you use this room, you deal 1 harm on your victim and roll with Blood. On a Hit, ask 1 from the list below. On a 7-9, in addition to the question, mark corruption.
 - Tell me 1 weakness of your closest ally.
 - Tell me what you know of my organization.
 - What are your powers?
 - Who, besides me, could be considered your worst enemy?
 - Are you part of a group?
 - Where can I find any allies of yours?
 - Where can I find your most prized possession?
 - What is your darkest secret?

You may mark additional corruption (up to two) to deal an extra 1 harm per corruption marked and ask an additional question each. After the first question has been answered, PC's may attempt to flee after any given injury by **escaping**. Players who refuse to answer questions can take Debt on you.

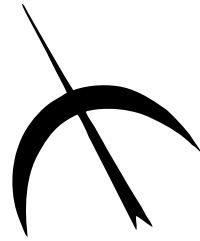
**Note: Moves that allow you to lie when answering questions also apply here. If the injury inflicted is enough to kill the victim, they die from the torture and you cannot ask them any more questions.*

- **Secret:** Whether it's a trap door into a secret basement covered by a rug or a camouflaged underground compound in the woods or whatever, you've taken steps to conceal your safe house. This includes soundproofing. Only the most thorough of searches will find your safe house (MC's call).
- **Medical Outpost:** You have enough medical supplies stocked that healing is much easier. When you spend time

in your safe house, dressing your wounds and injuries, you heal 1 extra harm per day on yourself and any individuals you shelter.

Night Stalker's Organizations (Choose one Organization):

□ **Cheiron Group:** The Cheiron Group is a conspiracy of hunters that exist as a company dedicated to capturing and experimenting on dark monsters to benefit their own technology and investments. To the public, Cheiron is merely another multinational business, albeit one that gives the chance to affordable medical supplies and pharmaceuticals products. Inside the company, it is a different story. Cheiron's purpose is to gather together and study as many supernatural creatures they can. Often with the same cold, uncaring manner as when they swallow up a smaller company into their conglomerate.



□ **Regenerative Node:** You have a piece of scar tissue from a being that regenerates faster than normal implanted somewhere on your body. This nodule of tissue has a shunt inserted into it (a difficult procedure) and when pressure is applied to the nodules healing enzymes are secreted into the body of the hunter, increasing his own healing speed. When you press it, once per day you can **let it out** to add "rapidly heal 2 harm" to your list of options. If you miss, however, your injuries worsen and you cannot naturally, even if you're resting.

□ **The Spinner's Fingers:** By taking spinnerets and silk glands from spider-like monsters, the hunter can implant them into their fingers, creating high invisible, strong strands of spider silk that can be used for a number of tasks. The hunter can create enough silk to entirely wrap a human sized object, after which they must eat a large protein-rich meal to produce more silk. This silk is as strong as steel cables and also sticky to all but the hunter and other spider-like beings.

□ **Plasmic Caul:** Some Spectre's are... different. Cheiron has yet to identify exactly why they're different, but what they do know is that they tend to be: a) more powerful; b) able to forge some kind of symbiotic bond with a human. Cheiron also recognizes that these things can be "killed," in a manner of speaking, and destroying them seems to leave behind a physical ectoplasmic residue. When you consume this ectoplasmic residue taking in the emotional power of the Spectre, roll with Spirit. On a 10+, choose 3 emotions. On a 7-9, choose 1 emotion.

- **Lust:** Whatever the hunter is feeling at that moment, so is everybody else near to him (area close). They possess the exact same emotion.
- **Anger:** The hunter is protected from all damage of a single type of element (fire, electricity, cold, etc.) for the remainder of the scene. Choose this element when this emotion is chosen.
- **Shame:** A zone of silence surrounds close to the hunter.
- **Shock:** The hunter emits a static discharge from the caul. Any electronic objects that are close to his



face will cease to work for the day.

- **Sorrow:** The hunter can hold his breath for 1 full scene.
- **Fear:** A sharp, cold, inconsistent wind whips around the hunter, carrying with it all manner of debris knocking down your enemies.

□ **Evil Eye:** Sometimes when a Vampire is killed, a quick witted and careful hunter can extract the eye of the Vampire and take a piece of the undead abomination's soul with it. The eye can then be implanted into a Cheiron hunter. When the operation is complete, the hunter is blind in the replaced eye (the MC may make a hard move on all perception based rolls the player rolls that don't come up a 10+). The eye also appears milky and bloated, giving the hunter a -1 to all social rolls when the eye is visible. In return, the hunter can activate the eye once each nightfall and choose one of the following:

- **Horrid Reality:** The hunter can project traumatic hallucinations directly into a victim's mind, roll with Heart. On a 10+, choose 1. On a 7-9, choose 2:
 - They end up in another dangerous yet very different situation
 - They suffer harm on the way out
 - They leave something important behind
 - You learn how they break under pressure, take a Debt against them

- **Mesmerize:** By using your voice to subtly influence a subject, you can verbally implant a hypnotic suggestion in the subject's subconscious mind, roll with Mind. On a 10+, hold 3. On a 7-9, hold 1. Spend 1 hold to make the target take one of these actions:

- Speak a few words of your choice
 - Give you something they hold
 - Make a concerted attack on a target of your choice
 - Truthfully answer one simple question
- If you run out of hold the power ends. If the target takes damage you lose 1 hold. While the power is ongoing, to take any other action you must **keep your cool**.

- **Dread Gaze:** This power focuses the terror Vampires can inflict in people to insanely terrifying levels, roll with Heart. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold one for one:

- Inflict 1-harm (ap)
- They take -1 right now
- You take +1 forward to **persuade an NPC** or **unleash**

If they fulfill your command, that counts for all your remaining hold. On a Miss, you inflict 1 harm (ap) upon your subject, to no benefit.

- **Entrancement:** When you have time and solitude with someone, they become fixated upon you, roll with Heart. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, one for 1, by:

- Giving you something you want
- Acting as your eyes and ears
- Fighting to protect you
- Doing something you tell them to

For NPC's, while you have hold over them they can't act against you. For PC's, instead, any time you like you can spend your hold, one for 1:

- They distract themselves with the thought of you. They must **keep their cool**.
- They inspire themselves with the thought of you. They take +1 forward right now.

On a Miss, they hold 2 over you, on the exact same terms.

When a new night falls, and you choose a different power, you lose the previous one.

□ **Berserker Splice:** Research has shown that all Werewolves have a larger than normal *medulla oblongata*. This is the source of the Werewolf's natural rage. The Cheiron Group have experimented with transplanting that portion of the Werewolf's brain into hunters. Overtime the experiments have been nearly perfected, so that fewer agents are killed when the test subject wakes up with such unnatural rage spliced into their bodies. When you are threatened by another being with violence, roll with Blood. On a 10+, choose 3 positive effects and 2 negative effects. On a 7-9, choose 2 positive effects and 2 negative effects. On a Miss, choose one positive effects and 2 negative effects, but you lose the ability to tell friend from foe and will attack either.

Positive Effects:

- Your melee attacks during the fight deal +1 harm
- Your rage frightens everyone who sees it. Weak-willed characters (MC's call) run from you at first opportunity.
- Objects in your way are no obstacle from your targets due to your rage enhanced strength. All of your actions for the fight gain the +Messy quality.
- Sometime during the fight, name a character on the scene, but outside your reach. You cross the distance between you before they have time to adjust or react. This option must be chosen when the move is rolled, but can be held up until the rage ends.
- Name a character within your reach. While you keep fighting, you can intercept any attack directed at them and they suffer no damage.
- You are treated as having 1-armor (natural) for the duration of the rage.

Negative Effects:

- After the fighting has ceased, you will collapse from exhaustion and will wake up

at a time of the MC's choice

- Take -1 ongoing to all non-Blood rolls for the remainder of the fight as the rage takes hold of your mind and thoughts
- The implant has altered your soul, mark corruption
- The rage has consumed your body's store of calories. After the battle, take -1 Blood until you eat a large meal.

□ **Advanced:** On a 12+ you can take either 2 positive effects and no negative effect, or take all 3 positive effects for one negative.

□ **Task Force VALKYRIE:** Task Force VALKYRIE is a conspiracy of hunters was created to be a top secret United States government agency dedicated to hunting down and removing all traces of the unexplainable. While there are proper procedures, the best VALKYRIE agents have learned that to survive, sometimes one must break through the red tape. Those that join VALKYRIE, join the most secret of secret organizations. They are often recruited from relatively inauspicious posting. New agents are implanted with a special RFID chip that allows them to operate the specialized arsenal created just for the Task Force. It, of course, also lets the organization know the location of their members.



□ **The Bleeder:** This weapon is the latest in TFFV's "crowd safe" arsenal. This rifle-like weapon fires a focused micro burst of energy that damages only Vampires, with the potential of eliminating some of their power. The effect on non-Vampires is nothing, but against a Vampire this weapon is a heavy hitter, causing the blood in the area hit to burst from their body (2 harm close/far). Also when you **unleash** with this weapon on a 12+, you will also inflict a cumulative -1 ongoing until they feed.

□ **Huginn Visor:** You have a pair of specially treated black sunglasses, reminiscent of the men in black. Any creature using supernatural means that attempts to **persuade** you finds you immediately **getting in the way** of the attempt and that the penalty is -3. NPC attempts (with the exception of especially powerful entities) are ignored rather than resisted. The drawback is that the wearer is prone to not noticing as many minor details in the area around him while these are worn.

□ **Gleipnir Restraints:** In Norse mythology, the Gleipnir was the name of the bond used to chain down the great Fenrir. While most TFFV agents don't give up their hands like Tyr did in exchange to get these to work, the irony isn't lost on the agents. It resembles a thin strip of black plastic with a fingerprint panel on each end that's coded to a specific agent. Instead of operating on dwarven magic, it uses a kinetic feedback loop to use the prisoner's strength against them, restricting movement the more they struggle. Usually issued in sets of ten at a time, one band can be used to tie up a target's wrists or ankles. The problem is, of course, subduing the target (through whatever means) long enough to get

them on. Once on though, the bands will not snap through brute force, but must instead be cut by someone other than the captive.

□ **Odin Reticle** (*Requires **Huginn Visor***): Your treated sunglasses are now wired with a micro computer that can help you in spotting things trying to stay hidden. When you **investigate a place of power** take +1 and you may ask one of the following questions in addition to any other questions granted by your roll:

- Is there anything actively hiding around me?
- Are there any incorporeal Spectres or beings in the area?
- What type of beings are within my vision? (MC's should answer only beings that the character would know are there and should also note that only Werewolves, Vampires, and any embodied Spectres register for this question, meaning all other archetypes appear as humans.)

□ **Specialized Equipment**: (*Choose one*)

□ **Hod Rounds**: These highly compressed wooden bullets with a core made of mistletoe are a low-tech joke among many in the Task Force, but yet they are still useful. When fired, the bullet splinters. You do -1 harm (minimum of 1 harm though). If the target is a Vampire however, deal +1 harm instead. When you unleash on a 12+, your bullet strikes the Vampire's heart and sends them into a deathlike sleep, called Torpor, until the splinters are removed (a PC can avoid this if they successfully **escape**, though not necessarily from the entire situation, merely the attack itself)

□ **Etheric Rounds**: These bullets are the solution against Spectres, ghost, spirits, and anything else that normally can't be hit. Not meant to be used against normal fleshy beings, these bullets usually deal -1 harm than normal, but also inflict a -1 ongoing for the scene on the target. When used on a person who is possessed or on a Spectre, ghost, spirit, or other such being these bullets gain +1 harm and inflict a -2 ongoing penalty for the scene. The bullets deal normal harm when shot at incorporeal beings not possessing a body. The hunter most usually of course be able to see the being to shoot it.

□ **Frequency Pulse Emitter**: This little modified flashbang was created to counter Werewolves. Their use is simple: activate and throw. Once "detonated" the grenade lets out a high frequency which humans cannot hear, but Werewolves (and some Vampires with auspex; MC's choice) can. Any Werewolf within range (close) is stunned and must revert to human form if they want to preserve their hearing. If they were in urhan (wolf) or urshul (near-wolf) form, they take a -2 ongoing for the scene. Stunned characters cannot act physically for a short time. If they do attempt physical action, the MC may also make a hard move.

Spirit Slayers

□ **Spirit Slayer's Creed:** There are others fighting the things in this world, letting you focus on the hunt for the things that are truly unnatural: Demons and their spawn, the unknowable fae.

Trait: Representatives of the Spirit Slayers, perhaps unsurprisingly, have a much more liberal approach to tracking down monsters than some of the other organizations, after all their targets are not of the mortal realm. The Spirit Slayers have fought its share of battles against the Wild, but unlike many other hunter groups, they don't automatically assume that an individual is irredeemably evil. Once per session, if you can contact a new group of non-mortals with the desire of spreading your contact list, mark experience. Though these new "friends" want to help, they bring baggage of their own and your relationship with them is not understood by your peers. When you get judged badly for your unusual contacts, mark experience.

Moves for Spirit Slayers:

- **Blessed Item:** You have an item blessed by a priest or holy man. When you go on a hunt, roll with Mind. On a 10+, who ever blessed this item is in favour and their god favours you as well take +1 forward and choose 1. On a 7-9, you can tell your item is losing its effectiveness and should be brought back to the priest or whomever is needed to bless such a relic soon, choose 1.
 - All of those against you will probably flee in fear. Any enemy of this item's god touched will be cast into the spirit realm for one night.
 - The item is a weapon. When you inflict an injury on a member of Wild, increase the damage by +1 harm.
 - The item is a talisman or armour. You get +1 armour against members of Wild.
- **Holy Ground:** You know a place that Demons and spirits just refuse to go, usually a church. Name what and where it is. When you go there, the monsters may not follow. MC's and Players should be warned that this place is likely not stocked for a prolonged visit.

Spirit Slayer's Organizations (*Choose one Organization*):

□ **Ascending Ones:** The Ascending Ones are a conspiracy of hunters that originally formed in Egypt to fight against the monsters of darkness and continue their efforts to this day, all the while keeping their activities and those of their prey from reaching the eyes and ears of ordinary people. Members of the Ascending Ones not only keep the creatures of darkness from attacking the innocent, but make sure the innocent stay unaware of the dark powers that lurk around them. Ascending Ones are also as likely to talk a creature out of its actions rather than outright attacking it, particularly if that creature is of a type known to be non-threatening to humans. They will even perform actions of diplomacy between rival factions of monsters, but also stand by ready to take action on both parties should peaceful ways fail. The Ascending Ones still retain traces of their organization from when they were platoons of holy soldiers in Africa and the Middle East. This organization has been tempered somewhat by their ties to organized crime, specifically that involving the drug trade, which they continue to use as a way to gain resources and contacts.



- **Eye of Ra:** Eye of Ra is sandalwood oil infused with sacred herbs and plants thought to aid in the sharpening of the

senses. It also contains kohl, the cosmetic traditionally used by the Egyptians to darken their eyelids, which contains several toxic compounds. Traditionally, the oil is applied by dabbing it around the eye in the shape of the sacred symbol of the Eye of Ra (also called the Eye of Horus). When you do, roll with Spirit. On a Hit, you hold 1. You can spend this hold to ask the MC any one question about your surroundings.

On a 10+, you also pierce the veil and are able to perceive any ghost, spirit or other incorporeal being. On a Miss, the chemicals taken to gain the benefits of Eye of Ra seep into your blood causing an adverse effect determined by the MC.

□ **Breath of Ma'at:** Hunters must, in the course of their duties, undertake actions that righteous men would consider sinful. These acts weigh heavily upon the soul; even the Ascending Ones can be overwhelmed by sin. But Ma'at, the goddess of truth and divine justice, knows that the hunter's cause is virtuous and that all may be forgiven. By meditating on the soothing incense of the Breath of Ma'at, an Ascending One may find a kind of peace in the rightness of his cause. Light the incense and meditate, then roll with Spirit. On a 10+, you may remove all marked corruption you've accumulated for your current advancement. On a 7-9, erase 1 corruption but take -1 ongoing for the scene as if you were drugged. On a Miss, the chemicals from the effects of the incense smoke have backfired causing an adverse effect determined by the MC.

□ **Bennu-Bird Feather:** Supposedly plucked from the tail of the Bennu-bird, the Egyptian phoenix associated with Ra, this feather is ground up along with medicinal herbs and potent opiates into a thick, gooey paste capable of accelerating the healing process tremendously. Bennu-Bird Feather must be smeared over a wound to have any effect, whether an open gash or a mere bruise. The unguent smells strongly of cardamom and willowbark, with an acrid, medicinal tang. When used, roll with Spirit. On a 10+, the target heals 3 harm. On a 7-9, the target heals 1 harm. On a Miss, the patient is poisoned, taking 2 harm (ap) and taking a -2 ongoing for the scene as if he'd taken a moderate dose of heroin. MC's should note that this move cannot be used in the middle of many scenes unless time is taken to actually use the salve.

□ **Blood of the Cobra:** The Blood of the Cobra is an exotic compound of cobra venom, hashish and a variety of other alchemical reagents brewed into a devastatingly toxic Elixir. It must be injected directly into the vein to have an effect; most hunters use their inner arms for quick access during battle. When you inject the elixir, roll with Blood. On a 10+, you gain +1 Blood that ignores the human limit for a scene. Any being that drinks your blood takes 1 harm (ap). On a 7-9, choose either unleash or escape, you gain +1 ongoing when you use that move for the scene and any being that drinks your blood takes 1 harm (ap). On a Miss, the chemicals taken to gain the benefits of Blood of the Cobra have backfired as if you'd taken a potent dose of cocaine causing an adverse effect.

□ **Mesmeric Vapors:** Mesmeric Vapors, in their un-smoked form, resemble loose tobacco of the type used in hand-rolled cigarettes. The scent is subtly sweeter, and often seems to hint at different aromas to different individuals. Because of

the nature of its use, Mesmeric Vapors are rarely used as incense. Instead they are smoked like a pipe or a cigarette. The smoke given off by this compound is a pale golden color, and it hangs with an unnatural heaviness in the air, remaining still even in a moderate breeze. After you've smoked the Vapors, you can breathe them out planting a command inside their head, roll with Mind. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold one for 1:

- They give you something you want
- They act as your eyes and ears
- Inflict 1 harm (ap)
- They take -1 ongoing until they leave the vapors

If they fulfill your command, that counts for all your remaining hold. On a Miss, you inflict 1 harm (ap) upon both your subject and yourself, to no benefit. This injury cannot be healed until the person has left the vapors.

□ **Lucifuge:** The Lucifuge is a conspiracy of hunters that are composed of humans descended from Demons who for one reason or another have vowed to use their demonic powers to fight the monsters in the dark. These creatures are carefully tracked and studied before the children of the Seventh Generation reveal themselves to destroy them. They are particularly effective at tracking down Demons and other demon-born, and also have a surprising amount of information on angels. Members can be born into the Lucifuge as children of demon-blood. If their blood is known, but their families do not follow the ways of the Lucifuge, potentials will be approached by members when their powers manifest. At any point, the Lucifuge and the Seventh Generation have exactly 666 members; if one dies, another always seems ready to step up and take their place.



**Note: Unlike most other Hunters Organizations that can only originate from the Hunter archetype, the Lucifuge may also originate from the Tainted archetype. During advancement, the only difference than the above Advancement chart is that instead of taking "Hunter moves," you will be taking "Tainted Moves."*

□ **Infernal Senses:** Your demonic senses are well developed and allow you to use visions or your intuition to gain insight into situations and people. And by using your senses to lay a lasting mark on a person, just as God did to Cain, roll with Spirit. On a 10+, hold 2. On a 7-9, hold 1 and mark corruption. On a Miss, you are visited by searing visions of hell's torment in your mind. Spend your hold to:

- Spend 1 hold. If you **let it out**, treat a 7-9 as a 10+ and a miss as a 7-9.
- Spend 1 hold. You may add these questions to the list when you **figure someone out**.
 - Has this person committed any serious sins recently?
 - Is this person a member of Wild?
- Spend 1 hold and take 1 harm (ap) to place a mark on someone visibly. The mark cannot be removed

by normal means (MC's call as to what could remove the mark).

- **My Father's Wrath:** Even though you turned your back on your heritage as a child of Lucifer, you can still call upon his power and strength, roll with Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark corruption. On a Miss, the flames of your father's torment in hell affect you as well.. Spend your hold to:
 - Spend 1 hold to summon hellfire and attack at a short distance (2 harm close)
 - Spend 1 hold and increase the damage of one hand-range attack by +1 harm.
 - Spend 1 hold. You take an aspect of a demonic form (wings, a tail, horns, etc) for the scene. Once chosen you cannot spend hold to add additional aspects.
- **Silver Tongue:** Just as your father persuaded Eve to bite the apple, you are more persuasive. But that's not all, you can gain the ability to understand / speak any language for a short time, as well as the ability to curse others, roll with Heart. On a 10+, hold 2. On a 7-9, hold 1 and mark corruption. On a Miss, your tongue is confounded and you can only speak gibberish for a time determined by the MC, but never longer than a day. Spend your hold to:
 - Spend 1 hold. Gain +1 forward when you try to **persuade** someone. Multiple hold may be spent for greater effect.
 - Spend 1 hold. For the scene you can speak and understand any language.
 - Spend 1 hold. You can double the get in the way penalty or counter one move that does not require preparation beforehand. The target must be able to hear your curse.

Witch Finders

□ **Witch Finder's Creed:** Absolute power corrupts absolutely! Wizards, immortals and hallowed can't be trusted as they are easily corrupted by the powers they draw from outside sources.

Trait: Beings of magic and fear exist because they are the iniquitous servitors of evil. Whenever you take harm when smiting Power in God's name, mark experience. Witch Finders can certainly show mercy: the whole creed comes, after all, from the love of a merciful God. If you take an aggressive action against a repentant witch or other member of Power, even if the repentance is feigned, or without giving the enemy a chance to repent, mark experience.

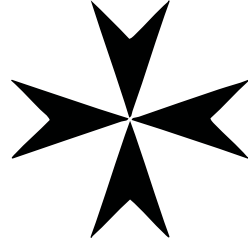
Moves for Witch Finders:

- **Disbelief:** It's all illusions and parlour tricks. You hold power in that fact that you don't believe in things like magic, which is ironic when you fight it, roll with Spirit. On 10+, Hold 3. On a 7-9, hold 1. On a Miss, you make yourself more vulnerable to the spells and powers by the Power faction. You may spend your hold to counter and/or negate 1 spell or move used by a member of the Power faction.
- **Inquisition:** Sometimes, the old ways are just so much more effective. Rather than persuading someone through kind words, torturing helps get both quicker information and sometimes better information. When you **figure someone out** using torturing techniques from either improvised or specialized tools, you gain +1 additional hold and are allowed to ask questions not on the list. You may also

persuade or **mislead** at +2 Forward. You accept that the price of information is worth the cost of your soul, mark corruption.

Witch Finder's Organizations (Choose one Organization):

□ **Knights of Saint George:** The Knights of Saint George is a conspiracy of hunters that are particularly dedicated to eradicating witches, thanks to the influence of their founder. Although they are tied to the Church of England, their beliefs come from a much earlier time, linking them to much more primitive and powerful gods. Any member of the Knights of Saint George must be inducted. Base members are Squires, and run the day-to-day operations and fronts for the conspiracy. To become a knight, the potential must undergo the first of what are Three Revelations. A member may undergo the Revelations at any point in their life. The Three Revelations are: that wizards, witches, and creatures of darkness exist; that the Knights do not follow Christian beliefs, but instead work to appease faceless creatures so the world will not end; and that there are powerful secrets the Knights know, but learning them brings the attention of the darkness.



□ **The Gospel of Agares:** Many witch-hunters consider this Gospel to be the most "important" to their work from a practical standpoint. The Gospel of Agares deals directly with the witch's most potent weapon: her Dragon-gifted sorcery, roll with Spirit. On a 10+, hold 3. On a 7-9, hold 2 and mark corruption. On a Miss, the MC makes a hard move because a powerful entity takes a debt against you. You may spend your hold on a 1-for-1 to:

- Ignore one spell or move used by a member of the Power faction, note that this does not negate the power, you simply are not affected by its initial effect.
- Gain +1 armour
- When you negate a spell or move with **disbelief**, you can inflict the same amount of harm rather than on yourself back to the person trying to inflict the damage.
- With a gesture, you "spear" a target with a small flame, which passes through anybody but the target (2 harm Close). While speared, the target can be tracked infallibly.

□ **The Gospel of Amon:** Witches are vile, debased creatures, beset by Demons of their own. This makes them easy prey for the mysteries of the Goetic Gospels, Marquis of Hell, teaches the Knight to exploit the foibles of his foes to gain an advantage in battle, roll with Spirit. On a 10+, hold 3. On a 7-9, hold 2 and mark corruption. On a Miss, the MC makes a hard move because a powerful entity takes a debt against you. You may spend your hold on a 1-for-1 to:

- Spend 1 hold when a member of Power would mark corruption in your presence. Inflict 1 harm injury on them.
- For a scene, you steal the knowledge of a spell

or move possessed by a member of Power. They cannot use it for this duration and you must take 1 harm (ap) to use the spell or move.

- You force a member of Power to become corrupted further by their witchcraft, when they use a move or spell, have them mark corruption.
- You declare the creature to have one weakness, something that is lethal to them for the next few hours. It must be central to their being, such as gathering spell hold or feeding.

□ **The Gospel of Beleth:** The Gospel of Beleth was discovered by the Knights of Saint George 45 years ago beneath a forgotten wing of an ancient temple in the Middle East. Its teachings are not yet fully understood by the Order, but the Knights have deciphered three of the hidden Goetic teachings within its text, and scholarly dragonslayers suspect there are yet more to be uncovered, roll with Spirit. On a 10+, hold 3. On a 7-9, hold 2 and mark corruption. On a Miss, the MC makes a hard move because a powerful entity takes a debt against you. You may spend your hold on a 1-for-1 to:

- You stop a witch's attempt to gain power at all. If they are attempting to gain hold, they don't receive any, if there are other effects of the move, those still occur.
- You sense all members of Power within Close range
- You are able to persuade your enemy to give up their evil ways for the time being.
- You infect the witch with the sin of Sloth. they take -1 forward
- You poison the witch's source, whenever they use a move or spell in your presence, inflict 1 harm (ap).

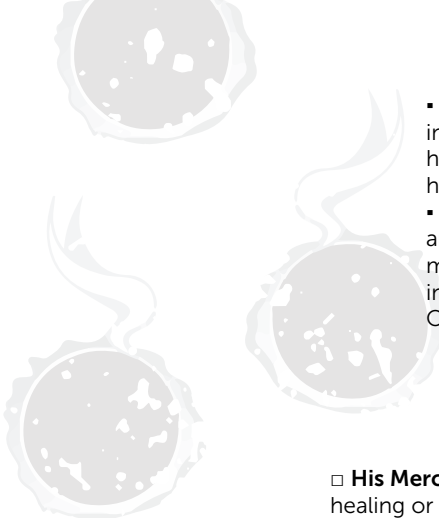
□ **Malleus Maleficarum:** Malleus Maleficarum is a conspiracy of hunters that are a secret branch of the Catholic Church dedicated to using holy powers to eradicate the creatures of darkness. Quite simply, the Malleus Maleficarum wants to put a stop to supernatural creatures and the horrors they inflict on their flock. To that end, they call on the powers of God and the blessings of His saints to help them. Any malevolent monster that threatens those in their care and they will come running.

**Note: Unlike most other Hunters Organizations that can only originate from the Hunter archetype, the Malleus Maleficarum may also originate from the Hallowed archetype. During advancement, the only difference than the above Advancement chart is that instead of taking "Hunter moves," you will be taking "Hallowed Moves."*



□ **His Wrath:** Your prayers call down blessings that aid you when you're on the attack, roll with Spirit. On a 10+, Hold 3. On 7-9, Hold 2 and mark corruption.

- Spend 1 hold. You bless a weapon for the scene, giving it +1 harm. The damage type also gain +Holy. You can only bless each weapon once per scene, meaning you can spend additional hold to bless extra weapons.



- Spend 1 hold. You cause every member of Power in the area to suffer damage (1 harm Close). Multiple hold may be spent to increase the damage by +1 harm per extra hold spent.

- Spend 1 hold. You call a blessing to aid you or another in a time of need. You or another player may take +1 forward. Multiple hold may be spent to increase this effect.

On a Miss, choose 2:

- Mark corruption
- Take 2 harm (ap)
- Take a cumulative -1 ongoing until you spend a day in fasting and prayer.
- MC can make a hard move.

□ **His Mercy:** Your prayers help to protect others, whether it's healing or actual armour that is needed, roll with Spirit. On a 10+, Hold 3. On 7-9, Hold 2 and mark corruption.

- Spend 1 hold. You bless yourself or someone else. You or they take +1 armour. You can spend multiple hold to grant additional armour.

- Spend 1 hold. You heal through the laying on of hands. Heal 1 harm of any target (including yourself). Multiple hold may be spent to heal additional harm.

- Spend 1 hold. You pray for strength to overcome your weakness, allowing you to ignore the effect of a scar for a scene

On a Miss, choose 2:

- Mark corruption
- Take 2 harm (ap)
- Take a cumulative -1 ongoing until you spend a day in fasting and prayer.
- MC can make a hard move.

□ **His Will:** Your prayers help you further God's will, no matter what it may be, roll with Spirit. On a 10+, Hold 3. On 7-9, Hold 2 and mark corruption.

- Spend 1 Hold. Arrive at the scene at any time, fully armed.

- Spend 3 Hold. You pray for the power of Christ, restoring life to one character who died recently by covering them with a burial shroud and laying on your hands while in prayer.

- Spend 2 Hold. Mortality members easily overlook you while you can also instantly spot non-mortals on sight.

- Spend 1 Hold. You exorcise a possessing entity out of a person.

On a Miss, choose 2:

- Mark corruption
- Take 2 harm (ap)
- Take a cumulative -1 ongoing until you spend a day in fasting and prayer.
- MC can make a hard move.

Vigilantes

□ **Vigilante's Creed:** Humanity needs saving, sometimes from itself. You are there to guide humanity through the mud so that it comes out the other side as safe as possible.

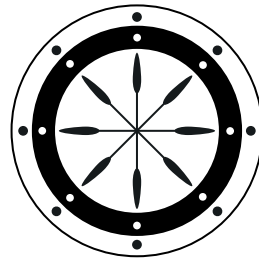
Trait: Investigation is absolutely everything. When you uncover a plot by a member of mortality to aid another faction, mark experience. Although they try to protect the masses from the darker sides of humanity, when innocent mortals are drawn into the fray, a vigilante will draw scrutiny from other aspects of mortal society, especially media and law enforcement. Whenever you do so, and are able to escape the grasp of being caught, mark experience.

Moves for Vigilantes:


- **Flashing a Badge:** Whether it's real or fake, you have a badge, allowing you to claim that you're part of law enforcement. When dealing with Mortality, take a +1 in attempts to *persuade*, *mislead*, or *hit the streets*.
- **Call It In:** You need information and you need it quick. Either through a police dispatch or through a friend on a computer, you need to get the information as quick as possible, roll with Heart. On a 10+, ask 2. On a 7-9, ask 1 and have your contact mark a Debt against you.
 - Who is my target?
 - Where is my target right now or his last known whereabouts?
 - What are recognizable features of my target?
 - Who are known associates of my target?

Vigilantes Organizations (*Choose one Organization*):

□ **Aegis Kai Doru:** Aegis Kai Doru is a conspiracy of hunters who are able to effectively use the treasures the Aegis holds in its power. Aegis Kai Doru has one motivation: to collect the powerful relics of ages past and keep them away from those humans that align themselves with the arcane or the evil of the night. While Aegis members are dedicated to their cause, they do not go into their missions blindly, realizing that sometimes keeping their foul targets alive can be just as effective and useful as striking them dead. Potential Guardians must undergo a trial called the First Initiation, where they are given hallucinogens and left, alone at sunset, in a vast labyrinth of some construct. In order to successfully complete the trial, they must find the exit before dawn; upon so they may then take the Vow of the Sword, becoming a true member.



□ **Ringset:** When a truly enlightened Buddhist master dies and the body is cremated, small, pearl-like stones are sometimes found among the ashes. Tibetan Buddhism considers these Ringset to be the physical embodiment of the master's wisdom, knowledge and enlightenment. These little stones have a couple of handy uses. First, if you have a Ringset on your person when you would mark corruption, you may instead take 2 harm (ap). Second, when you meditate over a Ringset for a few hours, you may heal your wounds. Wounds taken from the first effect must be healed through other means. To heal your wounds with these, roll with Mind. On a 10+, You may heal 2 harm. On a 7-9, heal 1 harm, but the effort in the meditation leaves you in an almost delirious state, take -1 ongoing for the scene. On a Miss, take the -1 ongoing for the scene and the stone blackens before crumbling to dust, requiring that you visit your superiors for a replacement before you can benefit from this move again.



□ **Skeleton Key:** The Skeleton Key is a small, silver key in an archaic style, tarnished from long use. The teeth are grooved in such a way as to suggest human dentition, and the bow is an intricately detailed model of a human skull with tiny flecks of sapphire in the eye sockets. The key is always cold to the touch, even if carried in the hand or worn next to the skin for hours. This key can open any lock, even bespelled ones. Leaving the key in the lock and closing the door, relocks it and resets any tamper detection methods (such as tape, a piece of paper, or jamb. However, this item does not open doors that have been barred or blocked by something.

□ **Mask of Terror:** This relic is the mask used by one of the terrifying serial killers hunted by VASCU, called Slashers, or the skinned face of such a killer itself. These relics inspire terror when worn by the hunter in a way only the original killer could have. Only the wearer can remove this item when worn. When placed over your face, roll with Blood. On a 10+, You gain a +2 on attempts to **persuade** by threats, and anyone who tries to **keep their cool** in your presence treats their result as one step lower (making a 12+ a 10+, a 10+ becomes a 7-9, and a 7-9 becomes a 6-). On a 7-9, you gain +1 on attempts to **persuade** via threats and take 1 harm (ap) as the mask or skin eats a portion of your flesh to attach. On a Miss, some of the mask's evil enters you through the consumed portion of you before falling from your face.

□ **One-Eyed Kings:** These ancient, verdigris-covered copper coins are so worn as to be nearly indistinguishable from simple metal discs. Only a faint relief on one side can still be made out: the image of a king, in a style that vaguely suggests both Grecian and Babylonian. This king is missing an eye, though whether that is an intentional part of the carving or the wear of countless centuries is impossible to determine. One-Eyed Kings always come in a pair: one coin with the king missing his left eye, one with the king missing his right. To use these coins, walk the left-eyed coin over the knuckles of your right hand then placing it over your left eye. When you do, you can **investigate a place** or **figure someone out** in the vicinity of the right-eyed king, even when you're not present. This connection only works for sense of sight, however, so things that must be learned by communicating are impossible to know.

□ **Aegis Talisman:** According to Greek myth, the Aegis was the shield of Zeus himself, an indestructible goatskin buckler onto which the head of Medusa was mounted. The Relic bearing its name is a silver amulet the size of a man's spread hand, with the likeness of a Gorgon's face embossed in the center and a ring of tassels like snakes around the rim. It provides protection against both physical and mystical assault and can, if invoked with the proper force of will, temporarily paralyze an enemy with abject terror. When you wear this amulet, you are always considered armoured (+1 armour). Also, you may roll with Spirit when you show an enemy the amulet. On a 10+, choose 1. On a 7-9, the MC chooses one. Players may resist by **keeping their cool**.

- People who see the amulet freeze up, too afraid to act.
- People who see the amulet run in terror.

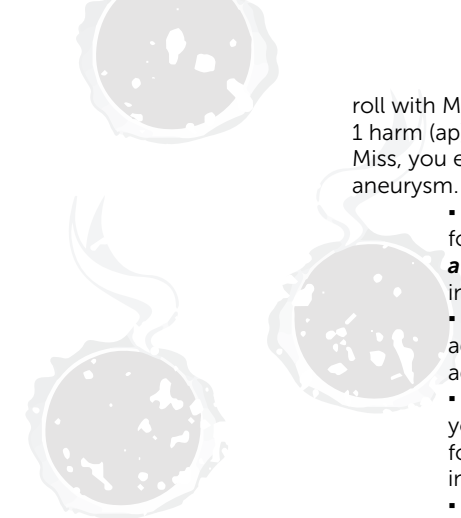
□ **VASCU:** The Vanguard Serial Crimes Unit, commonly abbreviated to VASCU, is a conspiracy of hunters who actively work within the FBI. They have jurisdiction over all crimes that involve serial and mass killings, and also boast an advantage other branches of the bureau do not have: all of their agents are naturally gifted psychics. These agents are able to channel their talents into VASCU's Endowment, otherwise known as Teleinformatics. As a tiny percentage of the human population has any sort of psychic sensitivity, VASCU lays claim to all possible FBI recruits with any hint of psychic talent. Often this talent is the only way these agents have any sort of qualification to join the Bureau, as they probably do not even meet the other strict requirements to be an agent. In addition, similar tests are run clandestinely during veteran agents yearly physicals; agents who unknowingly develop their sixth senses will be quickly transferred to VASCU whether they want to or not. Each VASCU agent undergoes a series of mind-altering chemicals and other procedures that help them develop the powers collectively known as Teleinformatics. These powers have the potential to be dangerous to the users health if it is not careful.



□ **Interview:** Teleinformatic abilities that boost an agent's interviewing skills are what most people think of as psychic powers. Rather than boosting an agent's own abilities, these powers can read the information from other people's minds, roll with Mind. On a 10+, Hold 3. On a 7-9, Hold 2 and mark 1 harm (ap) due to a severe nosebleed or headache. On a Miss, you experience headaches so bad, it may even cause an aneurysm. Spend your hold on a 1-for-1 to:

- When you **figure someone out**, they must honestly tell you one question they do not want you to ask. You may then add it to the list if it is not already there. Multiple hold may be spent for multiple questions.
- Sometimes it pays to be a human polygraph. When you **figure someone out**, take +1 forward (you may spend multiple hold to increase this effect)
- You synchronize your mind with another person's. When you are interrogating someone, you gain +1 ongoing for the scene to **persuade** or **figure someone out**. This effect cannot be gained twice in the same scene.
- You can also employ your powers on allies in the field. When you **lend a hand** to an ally, They gain +2, instead of +1.
- Ask the MC what here is the greatest danger to me?
- Ask the MC who's in control here?

□ **Investigation:** Investigatory abilities heighten an agent's ability to read a crime scene — or any location — and understand what happened there. All Investigation powers rely on pure information processing rather than actually sending an agent's senses through time. As such, while she may pick up on hints and evidence that she's not consciously recognized, if there's absolutely no evidence of something occurring at a scene then she will not know that it happened,



roll with Mind. On a 10+, Hold 3. On a 7-9, Hold 2 and mark 1 harm (ap) due to a severe nosebleed or headache. On a Miss, you experience headaches so bad, it may even cause an aneurysm. Spend your hold on a 1-for-1 to:

- You're damn good at finding clues. Take +1 forward when you **hit the streets** or **investigate a place of power**. Multiple hold may be spent to increase this effect.
- When you **investigate a place of power** ask an additional question. Multiple hold may be spent for additional questions.
- You speed your mind to inhuman speeds, including your awareness and your reflexes. Take +1 forward for a combat action. Multiple hold may be spent to increase this effect.
- Ask the MC what happened here recently?
- Ask the MC what here is the greatest danger to me?
- Ask the MC what will happen here if I leave/stay?

□ **Research:** VASCU agents who develop research-based powers through the Wintergreen Process access information from a wide range of sources, even when the agent's miles from cellphone coverage. Whether the agent's capable of running a background check without touching a computer or following a target using a hundred eyes, he can see whatever he needs by channeling his talents, roll with Mind. On a 10+, Hold 3. On a 7-9, Hold 2 and mark 1 harm (ap) due to a severe nosebleed or headache. On a Miss, you experience headaches so bad, it may even cause an aneurysm. Spend your hold on a 1-for-1 to:

- You just instinctively know where to go. You may travel quickly to a location where you can obtain gear or find information relevant to your investigation.
- Ask a question about another character's background, no matter how secret. Multiple hold may be spent to ask additional questions.
- By touching an item you know all the information it has stored. If the item is a computer with internet access, you can also know any information that the web has to offer. This information stays in your mind for a scene.
- Tag a person or object, you know where the target is at any time for the rest of the night. Multiple hold may be spent to tag multiple targets.
- For a single scene, you may increase a stat by +1 (max +3). Hold cannot be spent to increase the same stat multiple times, but it can be spent to increase a different stat at the same time.
- Ask the MC what should I be on the lookout for?







MAGE

MAGE

THE AWAKENING

Mages can see through the lie and enact humanity's birthright: Magic. Mages live among us and can easily hide, working their magic behind the scenes. Mage hearkens to stories of high magic, mythic tales of wizardly might and awesome hubris, but set in the here and now, not in some distant neverland. Instead of assuming a character is a practitioner of a known magical practice, such as Voodoo, Cabalism, Hermeticism, Taoist exorcism or any number of other forms, Mage posits a mortal who has become aware of a more real world than the one we live in, one from which we all once came. This awakened mortal performs magic by connecting to this invisible world. All the magical practices hint at or in some way speak to the existence of this higher realm, but none of them fully prepares a magician to encounter it. For that, they must walk down paths of sheer mystery, entering a reality unknown to mundane occult traditions, but one that completes and realizes their fragmentary knowledge.

BACKGROUND

The allure of power constantly threatens to draw them from the **Path**, away from wisdom. A Mage is someone who has awakened, whose soul has been freed of an ancient curse afflicting mortals. Most people's souls are asleep, unaware of the raw power they can tap to remake their world. The truth has been hidden from them many lifetimes ago; all they know is a lie. All Mages draw their power from a supernatural realm even if they don't realize it. Each realm is suited to certain types of magic. But once they awaken, no matter their age at the time, their life becomes one immersed into the arcane and how to protect themselves and others from rival Mages. While **Orders** are formal organizations of Mages that seeks to disseminate its goals, every Mage is said to walk a **Path**, one that leads through a supernatural realm to a Watchtower. This is not a literal or physical route or place, but a metaphorical road or direction for the soul. Each realm has its own metaphysical laws that favor some principles over others.

With the Abyss between them and the Supernal World, the source of magic, Mages' power began to wane. It became harder and harder to draw the Supernal energies across the void, and when they could be drawn, they sometimes arrived warped and twisted, with effects unwanted by their wielder. In a number of years, all contact with the higher world would be gone and all of humankind would sleep forever. Then, one by one, the Watchtowers appeared, their flames sending beacons from the Supernal Realms across the vast night to the souls of the awakened. Through harrowing journeys, some of them finally arrived in astral form at one of the five Watchtowers. There they carved their names into the foundation stones and awoke in their bodies. But they were no longer forsaken, for their names had been writ by their own souls. They once more claimed sympathy with the Realms Supernal, although each only in that realm in which her Watchtower stood.

- **Watchtower of the Golden Key:** Founded in the Aether, the Realm of the Celestial Spheres, where lightning illumines the sky and magic falls

like rain.

- **Watchtower of the Iron Gauntlet:** Founded in Pandemonium, the Realm of Nightmares, where the labyrinths of the mind can drive one mad and all paths are illusion.

- **Watchtower of the Lead Coin:** Founded in Stygia, the Realm of Crypts, where the treasures of the earth are hoarded and all things must one day end.

- **Watchtower of the Lunargent Thorn:** Founded in Arcadia, the Realm of Enchantment, where time runs strangely and a carelessly spoken word can rule one's fate forever.

- **Watchtower of the Stone Book:** Founded in the Primal Wild, the Realm of Totems, where flesh is forever renewed and the ephemeral is as solid as matter.

Balancing power with wisdom is not easy — as can be imagined for anyone with the might to make his wishes come true. Beyond the alleged metaphysical consequences for misuse of power, there is the more prosaic: everyone hates a jerk. A Mage who can't control his will soon finds himself ostracized at the least, or murdered by another Mage's magic if he can't avoid making enemies. From time to time, everyone has moments of clarity in which they're able to connect the pieces of the larger pattern and, if only for a moment, understand. For one brief, shining moment, their minds are open to all that the universe has to offer, ready to reach out and touch the Great Mystery..... And then the phone rings, the baby cries, the neighbor comes knocking, someone honks her horn, or waves of everyday problems roll in unbidden and wash away the nascent glimmering of understanding. From a Mage's perspective, none of this is particularly noteworthy; these are the usual and predictable pulsations of a sleeping mind, and while they rarely have any effect on the world, they represent the potential for the awakening that lies in all people. When a Mage does sit up and take notice is when a sleeper - a mortal untouched by the supernatural - has a moment of understanding that lasts for more than a few moments. By himself, a sleeper might have epiphanies, intimations that magic is possible. Such times are a brief escape from the Quiescence. They may last a day, a week or even a month, and it is these cases for which Mages look, because a mystical experience can elevate the sleeper's epiphany to an Awakening. Why some experiences stir some individual's souls and not others is one of the great mysteries. Awakening is a very personal experience. Like snowflakes and fingerprints, no two are alike. Unfortunately, awakenings are not typically pleasant experiences. It's like realizing all at once that everything you thought you knew is wrong.

INFORMATION

Here you will find the **Mage the Awakening** add-on rules/text, for the Wizard archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character. Corruption advancements are unaltered.
- 5 Paths, a traditional role in Mage society, providing a source of power to the Mages
- 5 Mage Orders a variety of spells each possesses

Note: Mages created with the Urban Shadows: Wizard archetype, do not automatically start with a Path or with any Path spells. It is up to the group/MC

that if you want to start with a Path that you give up your beginning archetype Move to be part of a Path at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Spirit (max +3)
- Get +1 Mind (max +3)
- Get a new Wizard Move
- Get a new Wizard Move
- Get a new Familiar Move (If you have a Familiar)
- Add 2 features to your Sanctum
- Get two more Basic Spells
- You discover your Path (Choose 1 Spell from that Path)
- Get a new Spell from your Path
- Take a move from another archetype
- Change your Faction

After 5 advances, you may select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- +1 any Faction (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar
- Remove a downside from your Sanctum
- Add a benefit to your Focus
- Get the remaining Basic Spells

- Advance 3 of the Basic Moves
- Advance 3 of the Basic Moves
- Take a move from another archetype
- Take a move from another archetype
- Get the new Familiar Move
- Get a new Spell from your Path
- You join an Order (Choose 1 Spell from that Order)

After 10 advances, you may select:

- Get a new Spell from your Order
- Get a new Spell from your Order
- Get the Remaining Familiar Moves (if all other familiar advancements have already been taken)
- Take one move from any archetype/add-on (must be able to properly use)
- Take one move from any archetype/add-on (must be able to properly use)
- Exchange one taken corruption move with one from a different archetype
- Change to a new archetype
- Retire your character to safety to study

PATHS

(Choose: only able to choose one)

You have learned the source of your magic and how it empowers you, a Mage's personal connection to a Watchtower in a Supernal Realm by which he can work magic. Choose a Path and one of the Spells below, adding the rest of the spells in the Path to your available spell list. An additional Spell may be gained as a separate Advancement each. Only one Path may be chosen.

Acanthus: The Acanthus Path most commonly opens up to those who are young and inexperienced or to those who cast off a former life in favor of a new beginning or strange horizons. It favors those who rely on illusion, glamour, luck or benign trickery to make their way, and to those who are completely lost in the world due to temperament or circumstance. The Mages of the Lunargent Thorn have a reputation as the most capricious of the awakened. To their friends, that makes them "free spirits," or "a breath of fresh air." Their detractors are more likely to apply terms such as "unstable," "immature" or "childish." Many Mages see something Fae or otherworldly about the Acanthus, and the Enchanters themselves are hardly in any position to deny it.

Trait: Acanthus are weak when manipulating actual elemental forces of nature or having to deal with the unexpected problems of those forces outside, being too used to the forces of actual chance and the flows of time. Knowing this you always try and lure your enemies inside. When you lure an enemy inside with the

desire to confront them, mark experience.

Spells for Acanthus

- **Time Magic:** You can turn back time to redo your action. In fact to you this is child's play. But just because you can turn time back, doesn't mean you can get a better outcome on the second try. Spend 1 Spell to turn back time a few moments and reroll your last roll, taking the second roll as your final result, even if it is worse.
- **Fortune's Favor:** You can manipulate luck to be more favorable to a single action. Spend 1 Spell and roll with Spirit when the MC makes a Hard Move. On a 10+, the Hard Move doesn't happen. On a 7-9, the MC must choose a different Hard Move instead. On a Miss, the MC makes two Hard Moves.
- **Forbidden Fate:** When you have an enemy, sometimes the best way to get your point across is to curse them. And what better way to curse them than to ensure that their efforts end in failure? Spend 2 Spell to cast this spell and choose the action of anyone within sensory range. Their action fails, even if their own powers and moves would ensure the action's success. If the action is part of a group effort, an additional Spell-Hold must be spent for every step of group size (2 Spell-Hold for a single target, 3 Spell-Hold total for Small groups, 4 total for Medium, 5 total for Large, and 6 total for Huge).
- **Gaze Through Time:** With the ability to look forwards and backwards in time, you can learn things that others can't. Spend 1 Spell to ask an additional question when you *investigate a place of power* or *figure someone out*, even on a Miss. The question must however pertain to the future or the past.

□ **Mastigos:** The Warlock awakening of Mastigos falls most commonly on those who are devout individualists. They make their own way regardless of what others may say about them. They are often rebels, innovators, egotists and some seem to be inherently prone to deception, seduction or manipulation to get what they want. Those awakening to the alluring nightmare of the Path of Scourging are fated to be among the least trusted Mages in existence. Their connection to the Kingdom of Nightmares bestows upon them a creeping, seductive urge toward manipulation and subversion. Despite the constant temptation they experience, however, they remain in full control of how they express that urge. While many Mastigos grow into their bad reputation over time, many take pains to use their extraordinary talents in ways that ultimately serve the common good.

Trait: Mastigos tend to be very controlling due to their ability to manipulate mind and space, becoming masters of manipulation and getting what they want. You're used to getting your way, but people are often turned off by your personality. Once per night, if you put yourself and your thoughts above that of others, mark experience.

Spells for Mastigos

- **Wormhole:** If you already have the Basic Spell *Teleport*, then the spell's range is increased to anywhere you can see (including through *Scrying*) or places you have been to and can remember clearly. You may also *teleport* other people at a cost of one Spell per person. If you do not possess the basic spell, then this spell acts only as the basic spell until you learn it.
- **Scrying:** By simply using magic to open a window in space, you can view places and people you are too far away or in the wrong place to see normally. Spend 1 Spell to *investigate a place of power* or *figure someone out* or otherwise view something that you cannot physically see, however, you must have seen the person or place or object

targeted by the spell before. New places/people/objects seen during the use of this spell can be considered “seen” for later uses of the spell.

□ **Mental Illusion:** Tricking the weak-minded is a simple task when you can access their minds. You can spend 1 Spell to manipulate all except the strongest minds (MC’s call) and implant illusions in the minds of others. When you do, Choose 2:

- It extends broadly across many minds
- It extends deeply, holding up against close scrutiny
- It will last for some time after you stop maintaining it

□ **Telepathic Command:** You have learned how to implant thoughts and orders in the minds of others. Spend 1 Spell and roll with Spirit to get the effects of **persuade an NPC**, without **persuading**. Your victim has to see you, but you don’t have to interact. On the exceptionally weak-minded or vulnerable, treat the roll as one step higher.

□ **Moros:** In one way or another, Mages awakening to the Path of Doom or Moros have an uncommon connection to death or the dead. Many on the Path of Doom awaken after a near-death experience, with the violence of their close call and their brief trip to the lands of the dead opening their eyes to the existence of magic. These Mages often describe their awakening as hearing the noise of the world die away and being wrapped in a shroud of tranquility. It is this shroud that allows them to maintain their composure once they gain the capacity to hear the shrieks and pleas of the restless dead.

Trait: Mages of this path are often hypersensitive to the brevity of life and understand just how little time they have to gain the transformative secrets they crave. They often become obsessive about their studies, so when you have an opportunity to follow your obsession, mark experience.

Spells for Moros

□ **Steal Life:** While a Thyrsus can heal and restore life naturally, you can steal the life from others to heal yourself. Spend 1 Spell to cause your touch to become a weapon (2 harm intimate ap). On a Hit, heal 1 harm on yourself.

□ **Swap Bodies:** (requires *Steal Life*) When you really need to change your appearance or get a new life, this spell comes in handy. Spend 1 spell-hold and touch a target that is either weak willed or in a weak state. When you do, you forcibly switch your soul and theirs, switching bodies. Despite the switch, you don’t possess each other’s memories. Touching the same person again will end the spell, returning the souls to their previous bodies.

□ **Create Matter:** Sometimes having what you need on hand is not always possible... sometimes it is. Spend 1 Spell, create a single inanimate object no larger than yourself from nothing.

□ **Mold Matter:** An artist at heart, you view all things with the eye of a sculptor. Nothing is perfect until you are able to mold its form in the image you perceive. Spend 1 Spell, you can mold a chosen inanimate object like clay. The malleability remains while you maintain the spell, after which it returns to its natural hardness keeping its new shape.

□ **Obrimos:** The only common denominator that joins Mages on the Obrimos Path is a deep familiarity with conflict. Those who become Obrimos are fighters and survivors, well acquainted with struggle. The presence or depth of their religious beliefs prior to awakening appears to have no bearing on their awakening at all. Mages who awaken with a connection to the Kingdom of the Celestial Spheres often recall their awakening as being struck by divine lightning and becoming the thunder. With no warning and no clear understanding of why, they are overcome with the absolute certainty that they are the champions of the divine — though how they define “the divine” seems to vary drastically.

Trait: Given purpose by their Awakening, they tend to be religious, but not always. The angelic manifestations of the prime and the forces often influence an Obrimos into believing they were chosen by a higher power. Thus, you're very trusting that what is guiding you is something divine or angelic. When you follow such commands or instincts given by the divine despite how insane they may sound or feel, mark experience.

□ **Counterspell:** Spend 1 Spell to counter an ability or move of another Power faction member, negating it entirely. Other supernatural abilities may also be countered, but cost an additional Spell to use. PC's who are non-Power may take a 1 harm (ap) to push their power, overpowering the **Counterspell**.

□ **Telekinesis:** Spend 1 Spell to move and manipulate unattended objects. (it may still be doing something dangerous, though). You may spend additional Spell-hold to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1 harm ap close area)

□ **Earthquake:** You call upon the magical power and energy around you and project it into the earth, causing an earthquake. Spend 1 spell and roll with Spirit. On a 10+, Choose 3. On a 7-9, Choose 2, but take 2 harm (ap) as you are hit with debris, a fissure opens beneath you, or you injure yourself from a fall (MC's choice). On a Miss, the MC chooses 3 as the Earthquake is outside of your control.

- The earthquake is damaging. Those within Close range of the epicenter take 3 harm, Those within Far range take a 2 harm.

- The quake deals massive property damage. It gains the +Messy quality.

- The area experiences a number of weaker aftershocks.

- The earthquake is contained within a small area, opening only fissures beneath a person's feet or shaking them off balance. You cannot take this option and the first together.

- Your earthquake changes part of the crust's structure. For a day after the quake, the area is prone to either geysers, lava flow, or sand blasts. (MC's call)

□ **Channel Paradox:** (requires *Counterspell*) Sometimes it pays to know how to bend magic itself to your will. Every Mage faces the drawbacks of spellcasting and with this spell, a Mage can use some of his power to channel those drawbacks into others nearby (Close). When you use **channeling** and you have at least one spell-hold before rolling, you can spend that one 1 spell to channel your drawback into someone within Close range.

□ **Thysrus:** Few Mages awaken to the Thysrus Path who do not already possess a strong connection to life and/or the spiritual world. They are often those who are intimately familiar with the pulse of nature's cycles. Mages who awaken with a link to the Realm of the Primal Wild tap directly into the primordial forces of vitality that drive creation. Their hearts beat with the pulse of the world, and they are moved by a passion and vigor that sets them apart from their awakened peers. Many Thysrus are already in unusually good health when they awaken, while others are sick or injured and awaken in the course of their fevered dreams.

Trait: With their focus in life and spirit, they tend to like the outdoors and celebrate life in general, whether it's through having sex with whomever, becoming a doctor, aiding the environment, or any number of other things. Others don't necessarily share your celebration and views on life, often getting in your way of your attempts to do so. When you stop another from stifling your passions, mark experience.

Spells for Thyrsus

- **Heal:** Spend Spell-hold on a 1-for-1 basis to heal harm not inflicted by **channeling** backlash on either yourself or a target you are touching.
- **Create Life:** Thyrsus are masters of life, capable of conjuring animals with only a drop of blood or a few hairs of the animal they wish to create. Visualize and spend 1 spell to create a single animal. The animal has intelligence and an appearance appropriate to the animal created, but the player may spend additional spell-holds to give the animal features not natural to the animal, such as increased size, fire breath, unnatural intelligence, and so on.
- **Command Spirit:** You are a spirit master. Even if you didn't summon it, you can compel an NPC spirit or similar being to obey your desires. Unlike a normal summoning, the spirit isn't banished when it completes the task. Spend 1 spell and roll with Heart. On a Hit, the being does as you command. On a 7-9, the being is likely to rebel against you. Once commanded, the being is under no compulsion to return to you unless commanded to. If this spell is used on a PC, they gain a debt on you if they obey the order.
- **Banish Spirit:** (requires *Command Spirit*) Spirits are tricky sons of bitches. And when they get just a little bit of leeway, they'll fuck up *everyone's* day. It might be just your job to stop that from happening. When you decide to step up against a spirit, Spend 1 spell and roll with Spirit. On a 10+, you banish an NPC spirit or outsider to its home plane. On a 7-9, the spirit must leave your presence until the next sunset. You may not have banished it from this existence, but you are at least safe... for now. Woe betide those who miss.

ORDERS

(Choose: only able to choose one)

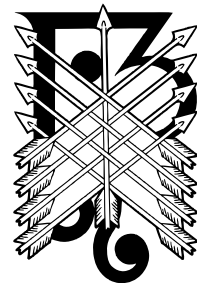
Joining a Mage Order is conferring not only your Order's spells, but also the group/gang benefit at the same time.

A Mage's chances of survival increase enormously when she puts her solitary inclinations aside and works with at least one other awakened. Most Mages join a Order, a group of other Mages, usually peers at the same level of magical development. You have found a world wide group of Mages with similar ideals to you and joined into their ranks, gaining some of their knowledge as well. Choose 1 Order and 1 spell from its spell list. Other spells may be gained as a separate Advancement each. You may belong to only one Order.

Adamantine Arrow

□ **Order of Adamantine Arrow:** The Adamantine Arrow defends sanctums and cabals with its combat magic. There are weapons that bring death, and weapons that grant life. The Adamantine Arrow embraces both. Every Order practices essential occult defense techniques, but the Arrow goes further, internalizing the metaphor of war. It is the Order's political stance and occult praxis. An Arrow is a warrior first, but this isn't as narrow a calling as many suspect. For every frontline fighter who rends the horrors of the Abyss with bare hands and soul, there's a strategist who sees and manipulates the secret, struggling patterns of the world.

Trait: An Arrow should never rely on magic alone, or pure



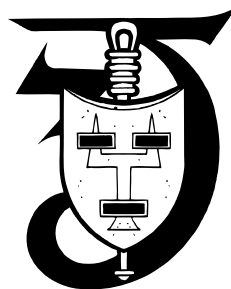
power of any kind. The Arrows are the soldiers and protectors of the Awakened community. Whenever you spend time training in the use of weapons created for those unawaken, mark experience.

Spells for Adamantine Arrow

- **Phased Strike:** Spend 1 Spell to allow your next physical attack to bypass your target's armour.
- **Manifold Presence:** Every Arrow knows the value of the phrase "Strength in numbers". With this spell they follow this philosophy by creating temporary and free acting clones of themselves. Spend a varying amount of Spell-Hold dependent on the number of clones desired and roll with Blood. On a Hit, you succeed at creating your clones, which last for a scene or while you maintain the spell. On a 7-9, maintaining the clones is mentally taxing, you cannot cast spells while maintaining this effect. Spell-Hold costs are as follows: Small group, 1 Spell; Medium group, 3 Spells; Large group, 5 Spells; Huge group, 7 Spells. The clones have your character's personality and would not do something you normally wouldn't. To get them to obey on an action counter to this, you must *persuade* them.
- **Kinetic Ripple:** Spend 1 Spell to use your magic as a telekinetic blast in every direction, affecting everyone but you, but dissipates after only a short distance (3 harm hand area). This spell is unforgiving knocking down friend or foe.

The Free Council

□ **Order of The Free Council:** The Free Council seeks to escape the strictures of the past and modernize the craft of magic. This is an age of power and opportunity. And the awakened can see supernatural shadows overlaying it all... if they look at it the right way. But it's an age of horror, too, because power doesn't have an ethos. The tools of power are there for the taking, but the management is bad. Very bad indeed. The Free Council means to change that. This age, this time of glorious chaos, needs to be translated into awakened wisdom. In a new kind of alchemy, the Council will change the trappings of the sleepers' quiescence into its undoing.



Trait: The Free Council believes that humanity never really forgot the secrets of magic. The Council are the rebels of the community, seeking to modernize the antiquated Awakened culture. Once per session, when you attempt to enhance a modern item through the use of magic in an attempt to bring your brethren into the current century, mark experience.

Spells for The Free Council

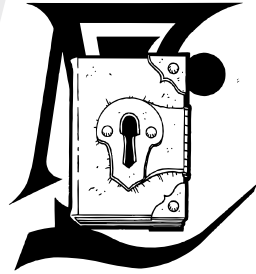
- **Trojan Horse:** Spend an extra Spell-hold to implant the spell on a person, turning it dormant. When you do, whisper the identity of your target. It can be as specific (such as "John Smith") or as vague ("the next Mage you see" or "a dark eyed person") as you'd like and when the condition is met, the spell activates.
- **License:** You produce realistic but false identification, badges, or licensing through magic. Spend 1 Spell to receive such a badge or ID. This works openly on those with little authority (i.e. a minor trying to buy alcohol.) But for those with a trained eye, receive a +1 on an attempt to *persuade* or *mislead* someone when using this ID.
- **Shared Fate:** Sometimes partly and neutral ground need a helping

hand. Spend 1 Spell and choose a character or NPC. Whenever one of you takes injuries or scars or has a state change, the other receives identical damage. Pre-existing injuries, scars, and states do not get shared, only those that are inflicted during the duration of this spell. This spell lasts as long as you maintain it or until you cast another spell.

Guardians of the Veil

□ **Order for the Guardians of the Veil:** The Guardians of the Veil protects the Mysteries from any who would despoil them or dare reveal them to the unenlightened. Magic is a secret Art. The Guardians of the Veil keep it that way for a reason. Rumors brag that the Order once manipulated nations and civilizations to these ends. Even now, Guardians plant memes and secret signs in the world's cultures. The Guardians of the Veil choose their members carefully, through a process of slow indoctrination that begins as soon as the Order senses a combination of Awakened potential and the necessary mindset.

Trait: If a Guardian brags about something, he is trying to get the audience to do something in his interests, so that he may refrain from any discipline by a superior. Once per session, if you mislead a fellow Awakened in an attempt to cover up either your calamities or your showboating display of magical power, mark experience.



Spells for Guardians of the Veil

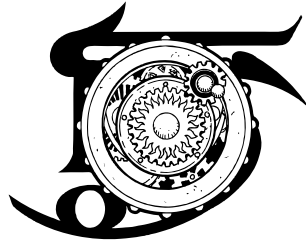
- **Mind Tap:** You use your magic to tap into someone's thoughts, helping you in attempts to respond to people and their motivations. Spend 1 Spell while you are **figuring someone out** to ask 2 additional questions, limited to the list until you've advanced the move.
- **Backbite:** A gun misfires, exploding in the hands of the wielder, a bow's string slices open one's forearm, a knife turns out to have a razor-sharp grip. While you still take the damage of the attack as normal, spend 1 Spell to have a weapon deal its harm on its wielder and potentially destroying the weapon in the process (MC's call).
- **Perfect Prison:** Sometimes you need a really good prison. Now you can make one. Whenever you lock a person in a room (or a cell of some sort), you may spend 1 Spell and roll with Spirit. On a 10+, Choose 2. On a 7-9, Choose 1. The spell lasts for as long as you maintain it or until you cast another spell.
 - The door to the room is unbreakable.
 - The door's lock cannot be picked or unlocked.
 - Anyone inside cannot use any of their active use archetype moves or spells while in the room. Passive moves are still usable.
 - The spell lasts for one scene and doesn't require active concentration to hold it.

The Mysterium

□ **Order of The Mysterium:** Forget Fallen World governments and occult politics. Knowledge is power. Over time, mystic lore trumps worldly ambition. The members of the Mysterium believe their Order to be the purest, because it shuns mundane power. These Mages prefer to seek pure magical knowledge. Mysterium members are usually better educated than counterparts in other

Orders. The society doesn't reject talented, uneducated sorcerers, but such novices quickly learn the academic skills they need to identify and analyze arcane treasures. The Mysterium searches for valuable lore hidden throughout the material and invisible worlds.

Trait: The Mysterium's ethos revolves around its mission to locate and preserve Awakened knowledge. The Mysterium are the researchers and scholars, often going to great lengths to discover some arcane secret. Whenever you make such discoveries, mark experience.



Spells for The Mysterium

- **Mapping the Tomb:** Much gets lost as time marches on, especially from ancient times. As a mysterium Mage, much of your knowledge comes from unearthing it and other secrets that were left hidden. Spend 1 Spell and roll with Mind. On a 10+, Ask 2. On a 7-9, Ask 1.
 - Where are any hidden rooms or compartments in this location?
 - What objects might I find hidden in this location?
 - Are there any traps in this location?
- **Imbue Item:** Spend 1 Spell and roll with Spirit. On a 10+, Choose a spell you possess and imbue it on the item. The spell may be used once by anybody who picks it up. On a 7-9, As a 10+ but the MC chooses an unforeseen side effect of the spell. This effect is usually harmful in some way. On a Miss, the spell doesn't take, in fact it was twisted into a horrible curse. Unlike any of the other results, the curse lasts until a trigger appropriate to the curse is met (such as a cursed cauldron that kills anyone thrown inside it returning to normal when someone willingly and without coercion enters it, knowing what awaits them).
- **Bestow Intelligence:** Commonly used by the Mysterium as a "Librarian spell" or the "Sorcerer's Apprentice spell", this spell imbues an unliving item with a high amount of intelligence and gives it limited mobility and senses. This doesn't grant it the ability to speak, but the item can communicate in other ways. Spend 1 spell to imbue a single item with human-level intelligence and limited mobility within reason. A book is not going to just start flying, but the ability to make short jumps by opening suddenly or the ability to point out knowledge with itself are both within their limits. An item changed as such is bound to follow a single "order" but is open to interpret the order as it wishes, sometimes requiring constant watch by Mages so they don't get out of hand. Also note that your item could turn on you as it wishes. In these times, you may need to **persuade** this newly imbued item into temporary submission. Some items and their uses could need mechanics related, work these out with your MC. After the order is complete, the item usually returns to its inanimate state.

The Silver Ladder

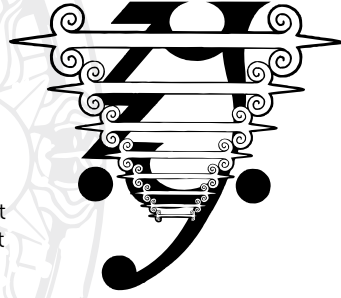
□ **Order of The Silver Ladder:** The Silver Ladder desires to establish a proper hierarchy of the awakened — with its members at the top. The Silver Ladder is used to ruling Mages. When the Silver Ladder's judges ruled fairly, they maintained a balance of power between Mages and an unenlightened humanity. As priests, they advocated a wise balance between material needs and spiritual

desires. The Order has little patience for error or excessive humility. Mages should not let arrogance blind their ability to assess a situation, but they should never make a fawning display of themselves by taking the blame for events outside of their control or bowing to an unworthy master. While this manner causes friction with other Mages, it isn't always a bad thing. A certain amount of conflict keeps Mages thinking.

Trait: The Silver Ladder are interested in power, although not always for its own sake. More specifically, the members are Mages who have an interest in controlling and directing others in both the mortal world and the society of Mages. The Ladder is the aristocracy of the Awakened, aiming to keep a proper hierarchy amidst so much hubris. When someone calls in a debt on you, mark experience.

Spells for The Silver Ladder

- **Shift Debt:** As a leader, sometimes fate works against you by giving your enemies luck that should only be given to your faithful servants and your friends. With this spell you can change that, allowing you to command fate in who to reward. When someone would take a debt against you, Spend 1 Spell to instead give that debt to someone other than yourself.
- **Future Legacy:** What you have on hand is not always going to be there when you need it most, whether it's power, an enchanted item, help from an ally... you name it. This spell seeks to remedy that by shunting the target forward to a time when you'll need it. When you cast this spell, spend Spell 1 to name the target and a point in the future (to a max of 24 hours per Spell hold spent). The target of this spell will vanish and reappear in the exact same location at the time specified.
- **Misperception:** You tap into the minds of your attackers, making them think the person they are attack is you. Spend 1 Spell to divert one attack from yourself and over to another person (the attacker is excluded from the possible targets). The new target must also be within range of the attacker. The person you made take the attack gains a Debt against you. The illusion on the attacker ends immediately after the attack.

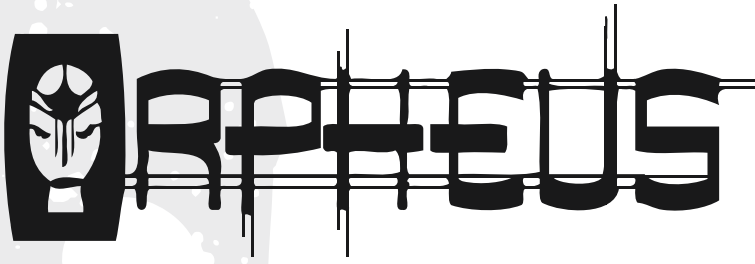








ORPHEUS



ORPHEUS

This is the real world. The ghosts are coming up through the cracks in the ground, dancing behind the windows at night, sitting in your attic and playing cards, weeping by their gravestones, following their murderers and planning bloody mayhem, dealing drugs in the back streets and forming cults to try to unearth what truly lies beyond them, just as they in turn lie beyond death.

You're an agent for a mysterious group that may have a shadowy history but who won't admit it. You have cast off your physical bodies joining a realm ruled by otherworldly beings to do things unspeakable while being human. You are now far greater than any mortal with the ability to walk through walls, take over people, scream down houses. You may also be an existing Spectre that has been recruited because of your knowledge and skill to join the ranks of Orpheus. No matter where you have come from, you've been given missions, dangerous missions that have you saving lives, banishing ghosts, expanding the frontiers of human knowledge by determining what really happens after death. You probably have your own goals and your own vendettas, all Orpheus may be willing to overlook as long as you complete their objectives as well.

BACKGROUND

Trust **Orpheus**, but trust nobody else. Trust those that work for Orpheus, and nobody else. Orpheus tackles the world of the dead. A corporation called the Orpheus Group has learned and perfected the art of projection, allowing people to leave their bodies forever and enter the spirit realm. Information inside Orpheus is on a need-to-know basis. As agents working for this organization, you're already on a higher grade. There are other organizations out there who aren't as ethical as you are, and who want to control the living by using the powers of the dead. There ghosts are being twisted into creatures of malice and pain. There are living people creating tormented ghosts through cruelty, or malice or simple ignorance. There are people who want to use you. You belong to an agency with private agendas and concerns, and they are constantly sent on dangerous missions. Legality is apparently a thing of the past to people with their abilities and connections.

Agents for Orpheus fall into seven major Characteristic Templates, which we call **Shades**. Shades are reflections of one's actions in life; while they do not necessarily encompass everyone who believes or feels a particular way, they give an outline for those who choose specific approaches to life, and who behave in certain ways. These Shades describe the person's general profile while living, and the powers they'll likely manifest in death. Nature may dictate a character's true identity, but their characteristic Shade determines how they approach matters, who they try to be, how they apply their outlook and, sometimes, how life treats them back. Shades also determine the way that a Spectre's ethereal body acts with the world around them called **Horrors**, which are their abilities.

All ghosts can **manifest** to the living to various degrees. This means they can be seen by, heard by or even interact with the living with varying success. There are different stages for manifestations, each based upon the expenditure of their life. In fact, most folks would be hard-pressed to prove a manifested Spectre is in fact a construct of congealed gauze without a physical exam. This ability is key to ghosts, especially, since it means they are no longer isolated from the living. In this state, the Spectre looks as he did when alive. He cannot change his appearance, whether altering his eye or hair color, or adding extra pounds. He wears whatever clothing best symbolizes his nature or appearance, or whatever he wore last before projecting. Active stains don't appear on manifest character either, but they can use Horrors and physical objects alike.

Manifesting is a Spectre's innate sense that he can push through whatever renders him invisible and incorporeal to the living. It's like the air around him is humid and thick, though he only feels its presence when he focuses on it. Nothing around him feels or seems different otherwise. When the Spectre concentrates on that feeling, however, he gains a sense that he can somehow push into it rather than just drifting through his surrounding environment. Just that sense is enough to allow him to manifest with the slightest effort for the duration of the scene.

INFORMATION

Here you will find the **Orpheus** add-on rules/text, for the Spectre archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character. Corruption advancements are unaltered.
- 7 Shades, each with 3 Manifestation Forms

Note: Spectres created with the Urban Shadows: Spectre archetype, do not automatically start as a Shade. It is up to the group/MC that if you want to start with a Shade that you give up your beginning archetype Move at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Mind (max +3)
- Get +1 Spirit (max +3)
- Get a new Spectre move
- Get a new Spectre move
- Get a new Spectre move
- You join a Shade (Granting you Manifestation Transformation, choose 1 move from their list)
- Take a move from another archetype
- Change your Faction

After 5 advances, you may select:

- Get +1 to any stat (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar
- Get a new Spectre move
- Get a new Shade move

- Advance 3 basic moves
- Advance 3 basic moves
- Take a move from another archetype
- Take a move from another archetype

After 10 advances, you may select:

- Get a new Shade move
- Get a new Shade move
- Take one move from any archetype/add-on (must be able to properly use)
- Take one move from any archetype/add-on (must be able to properly use)
- Exchange one taken corruption move with one from a different archetype
- Change to a new archetype
- You are finally allowed to pass on in peace, your party gains +1 against Letting the Darkness In (MC decides length)

SHADES

(Choose: only able to choose one)

Joining a Spectre Shade is conferring not only your Shade's abilities, but also the group/gang benefit at the same time.

Banshee

□ **Banshee Shade:** Banshees voice insight, understanding the emotions of others and foreseeing what those emotions will cause. This insight drives them to help others work through their pain and resolve their problems, from the living who cannot endure their lives to the dead who are trapped in endless cycles of repetition. This Shade speaks from soul to soul, giving a voice to those who have no words for their grief. They can, however, be too slow to act, trapped by not wanting to inflict further pain or by being too willing to see every point of view and choose none.

Trait: Banshees are considered to be the most empathetic of the Shades, and the ones most driven by insight and emotions. Once per session, if you find another in dire need with no one else willing to help and you decide to swoop in to save the day, mark experience. Though you are likely to help others, you may find many are unlikely to help you. Once per session when you find there is a task to complete, but you are unable to find others to help you in your objectives, mark experience.

Manifestation Forms: (Dictated by the Manifestation Transformation Move)

- **First Form:** Can only be heard through whispers; no physical presence.
- **Second Form:** Appears as a "ghost", with light strands of gauze floating around them.
- **Third Form:** Fully human, seems as if they are immersed in water.

Horror:

□ **Wail:** Wail allows you to affect the world around you with your voice, choosing to play on the emotions of others with a gentle croon, raise outright terror in them or ultimately shriek loud enough to rip flesh, shatter bone, and break rock. When you wail to change the emotions of those around you, or deal damage with a powerful scream akin to that of their namesake, roll with Blood. On a 10+, choose 3. On a 7-9, choose 1.

- Pacifies an angry or screaming person.
- Drives the victim mad, forcing them to **escape** in haste.
- Your wail was intense, victim takes 1 harm (ap).
- Your wail rattles their core, the victim is stunned. When stunned, you are unable to take any physical action for a short time. If you try to take a physical action, the MC can make a hard move.
- Your wail was loud, upgrade to medium size group people affected

□ **Forebode:** When a Banshee can see brief, but chaotic spurts of the past, roll with Spirit. On a 10+, you are able to see a decent length into the past of the area close to you. On a 7-9, you are able to see into the recent past of things happening only directly in front of you.

□ **Pandemonium:** (requires forebode) When you bring forth pandemonium, name a thing that could happen that you want to

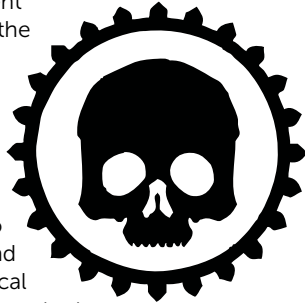


prevent, roll with Spirit. On a Hit, you see a way and anyone who works towards preventing this thing from coming to pass gets +1 or can mark experience. On a 7-9, the MC will add a complication, *i.e. something that must happen before this can be prevented or a mystery as to one of its aspects. A twist.* On a Miss, this thing comes to pass, guaranteed.

□ **Screaming Nothing:** (*requires wail*) This frightful power is a more potent version of wail that enables a Banshee to open up a nihil, holes ripped shredding through the walls of reality, that allows ghosts to pass through the beyond. When you open up a nihil by Screaming Nothing, roll with Spirit. On a 10+, you are able to open up a large nihil at the exact location in the underworld that you want for one night, allowing you to transport there or another Spectre of your choosing back. On a 7-9, you are able to open up a small nihil far from your location in the underworld that you want for one scene, allowing you to transport there or another Spectre of your choosing back. On a Miss, you are still able to open up a small nihil, but it is in a random location in the underworld for one scene. You are still able to transport, but you do not get to choose what or if something comes back through the nihil.

Haunter

□ **Haunter Shade:** Haunters can adapt to anything, and make themselves at home wherever they may be; equally, they are constantly driven to new places and new adventures, never content with their current standing. They are the spirit of enterprise, and also the essence of adaptation. They can possess objects, from potted plants to cars to buildings, and control them to a limited degree. Haunters like belonging, at least for a while, and blend into their new surroundings as everyone's friend, discovering things about places that people who lived there all their lives hadn't noticed. The urge to move on also constantly drives them; no place is ever enough, and nothing ever truly satisfies. While they can adopt local coloration like a chameleon, they can also be as inconstant as the wind.



Trait: Haunters tend to be roamers and loners, always drifting into situations that suit them the best. Many were betrayed or abandoned at some point in their life, making it more difficult for them to become close to others. Once per session, if you do not trust the judgment of others and decide to act on your own, mark experience. Though you enjoy people not in your way, sometimes it is great to have others around as it is hard to make friends if you do not trust anybody. Once per session, when you break through your loneliness to ask for help, mark experience.

Manifestation Forms: (*Dictated by the Manifestation Transformation Move*)

- **First Form:** May only manifest in reflective surfaces, such as mirrors or windows.
- **Second Form:** Appears with a caul, a plasmic cocoon, clinging to them obscuring their features.
- **Third Form:** Fully human, but appears generally unhealthy.

Horrors:

□ **Inhabit:** A Spectre with Inhabit may suffuse an object with the gauze constituting his spirit form, flowing through said object and essentially becoming one with it. Once you merge with something, it becomes, for intents and purposes, an extension of your own being. While

inhabiting an item, you may have it perform any action that is normally performs. A microwave still cooks food, a cell phone allows for calls, an automobile moves, and footlights within a theater brighten then explode. When you inhabit an object, roll with Mind. On a 10+, receive 3 hold. On a 7-9, receive 2 hold. On a Miss, receive 1 hold. You can spend your hold to make the object perform actions (the actions are defined by the MC beforehand depending on the item chosen.) You have to spend all the hold to remove yourself from the object. On a Miss, you may not get to choose the object in which you inhabit (MC's choice.)

□ **Witch's Nimbus:** With Witch's Nimbus, for the scene you surround yourself with a radiant halo of flickering white coruscating electricity. Thereafter, anyone who attacks or is attacked by you in melee suffers additional damage. When you concentrate and build up the electricity inside of your body, roll with Spirit. On a Hit, you are able to destroy electronics around you. On a 10+, if you **unleash**, your character's electrifying aura not only does 2 harm (close ap) to a target, but also 1 harm to everyone within 5ft of them. On a 7-9, anything or anyone that comes in contact with the electricity takes 1 harm (ap).

□ **Broadband Ghost:** (*requires Witch's Nimbus*) You can merge with existing flames, electric currents, magnetic fields, and radio waves. Haunter's with Broadband Ghost can ride the power grid, manifest through flames or even become their own radio or TV station, roll with Spirit. On a 10+, choose 2. On a 7-9, choose 1.

- You can manifest through flames or electrical devices
- You can ride along electrical currents within the city
 - Upgrades to being able to travel anywhere
- You can write directly on computer memory as they move along the circuits
- You can manipulate a broad range of the electromagnetic system; you can see infrared and ultraviolet light, hear radio broadcast or feel electromagnetic fields and ionizing radiation

□ **Hell on Wheels:** (*requires Inhabit*) Up to this point, Haunters have been capable of inhabiting inanimate objects, but at this stage of progression, the Haunter is able to physically remember the shape of vehicles they have already possessed and adopt that shape themselves. When you transform yourself (boats, tunneling machines, and backhoes, but things like blimps and planes are too big to ask you ethereal spirit), roll with Spirit. On a 10+, you are able to transform up to either a larger vehicle adding +2 to your armour or a faster vehicle adding +1 ongoing as you are transformed. On a 7-9, you are able to transform up to either a medium sized vehicle adding +1 to your armour or a vehicle of decent speed adding +1 if you must **escape**.

Marrow

□ **Marrow Shade:** Most people have something about themselves they want to change; it is only a small but fortunate minority that can adapt and mingle comfortably in an array of social settings. Many Marrows come from the ranks of those fortunate few. They are social chameleons in life, adopting and dropping mannerisms and styles they find interesting. At one end of the Marrow spectrum are those who seek a personal identity by experimenting with whatever fad is popular. At the other end of the spectrum are those who simply revel in the seemingly infinite diversity of human nature and want to take advantage of as much of it as possible. In death, Marrows find a fluidity in their form that they could only aspire to in the flesh. Many Marrows take an affinity for animals or

animal forms as animals roam the world more freely than humans.

Trait: The key phrase for the Marrow is "I change." Change is the *raison d'être* of most of those who become Marrows, just as boredom is the bane.

You are unable to stay in one spot long and being this way, you have lots of contacts around town.

Once per session if you abandon a plan that is fully in action for something newer despite how good the first plan may have been, mark experience. Your recklessness causes far more attention than you would

desire leaving you with a reputation that the authorities have taken notice. If your actions are taken seriously and then looked upon by the authorities, mark experience.

Manifestation Forms: (*Dictated by the Manifestation Transformation Move*)

- First Form: Manifests as a small animal.
- Second Form: Manifests as a larger animal or a swarm of smaller animals.
- Third Form: Fully human, with subtly shifting and rolling skin.

Horrors:

□ **Flesh-Flux:** Most Spectre's appear according to how they appeared in life. Marrows, however, can alter their appearance to an extreme degree to take the attributes of a variety of animals. You gain the Fae power **Shape Change** which allows you to create minor and temporary animalistic changes in your physiology (i.e. grow wings, retractable claws, a canine snout, etc.) These abilities give you both the benefit of the change as well as the aesthetic from the change. If you have already have obtained the ability, you are able to form two animalistic changes.

□ **Mimicry:** With this horror, the Marrow can extend the abilities gained from flesh-flux to imitate other humanoid creatures. When you take another humanoid form, roll with Spirit. On a 10+, you've got it just right and can stay that way as long as you desire, provided you have **figured** them as noted below. On a 7-9, choose one:

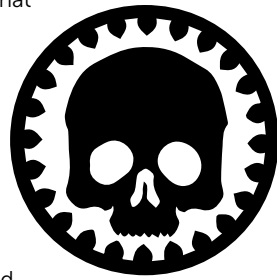
- Your impersonation doesn't hold up under scrutiny;
- Assuming the disguise is an agonizing process. Take 1 harm (ap);
- Your form is fluctuating in and out of existence, the disguise won't last very long.

Add to the list of options for **figured someone out**, *You have studied their appearance and mannerisms and can duplicate them.

□ **Familiar:** Using this ability, a Marrow can summon ghostly animals to do their bidding. Once per night, when you create a semi-intelligent animal altered with your extensive knowledge and empowered by your spiritual essence, roll with Heart. On a 10+, choose 4 strengths your familiar does have, plus 4 faults your familiar does NOT have that you are able to control. On a 7-9, choose 3 strengths your familiar does have, plus 3 faults your familiar does NOT have that you are able to control.

Possible Strengths:

- +1 to one of your familiars stats.
- You have a psychic link with your familiar. You can **figure someone out** as if your familiar observes when you are not present.
- When you use your familiar to **let it out**, on a 7-9





only one of you can act. On a 10+, both of you can.

- When you use your familiar to **unleash**, add its Blood to your roll.
- When you use your familiar to **keep your cool**, add its Spirit to your roll.
- When you use your familiar to **persuade and NPC**, add its Heart to your roll.
- When you use your familiar to **distract**, add its Mind to your roll.
- When you use your familiar to physically **lend a hand** to another character, add its Blood to your roll.

Possible Faults:

- Your animal is disobedient when asking it to do mundane actions.
- Your animal is feeble and last a single night.
- Your animal is weak, take -1 to a Stat.
- Your animal steals things obsessively as tokens, possibly taking them back to you.
- Your animal attacks everything due to a protective instinct towards it's creator.
- Your animal attacks their creator, hoping to gain more of the spiritual essence that animated it.

Familiar Creation

Choose one of these profiles:

- Blood +2, Heart +1, Mind +0, 2-armour
- Blood +2, Heart +0, Mind +1, 1-armour
- Blood +1, Heart +1, Mind +1, 1-armour
- Blood +0, Heart +2, Mind +1, 1-armour

Choose what kind of animal it is:

- Ghostly wolf, dog, cat, badger, rat,

raccoon, hawk, raven, eagle, owl, ect...

Choose its looks:

- Beautiful, broken, dangerous, decorated, demonic, flashy, gentle, metal, muscular, mutant, mystical, radiant, sleek, small, strange, vintage.

**Choose as many as it has Heart, but always at least 1.*

- **Nightmarish Gestalt:** With this Horror, a Marrow can absorb organic matter into themselves and take advantage of the mass and abilities the creature, plant, or person possesses. When you absorb organic matter, roll with Spirit. On a 10+, choose one relative aspect about it that you wish to absorb (MC will assess a proper bonus). On a 7-9, you are still able to absorb the positive bonus, but the MC will also choose 1 weakness as well.

Phantasm

□ **Phantasm Shade:** Many ghost make themselves known through dreams... or nightmares. Such vision usually portray the presence of a Phantasm, an elusive and allusive Shade that can leave both the quick and the dead wondering if they have gone insane. In life, they cared more about their own thoughts over the world around them. In death, Phantasms gain the power to project their dreams and fantasies into the minds of others. They lived for imagination, and now, the world of dreams becomes their playground,



their refuge and their weapon. As Spectres, Phantasms can indulge their taste for fantasy to the fullest. A Phantasm cannot materialize objects like a Poltergeist, but can make others think they did. The exceptional subtlety of their powers makes Phantasms hard to notice unless they want to be seen.

Trait: Phantasms are the most creative of the Shades, passionate about their ideas and fantasies. Once per advancement if you invoke a basic move in a creative or outlandish way, mark experience. Many times, you will find other task mundane. Once per session, if you refuse a task due to its boring or bland nature, mark experience.

Manifestation Forms: (*Dictated by the Manifestation Transformation Move*)

- **First Form:** Appears as a flat shadow with no light source, can also whisper short phrases.
- **Second Form:** Appears as a three-dimensional shadow with a more humanoid shape
- **Third Form:** Fully human, but reflecting how they truly see themselves.

Horrors:

- **Bedlam:** A Spectre with this power can imagine something and the other person sees it, hears it, smells it or feels it. Such a strengthened illusion registers on cameras, tape recorders, and other machines. The Spectre themselves experiences the illusion just as vividly as the target. When the Spectre creates an illusion, roll with Mind. The target is physically unaffected, but they are unaware of this going through emotional trauma as if they were. On a 10+, choose 4 senses affected. On a 7-9, choose 2 senses affected. On a Miss, choose 1 sense and the MC makes a hard move.
 - Sight
 - Sound
 - Touch
 - Taste
 - Smell
- **Sandman:** Spectres operate in a side of the world that mortals do not see. Spectres who learn Sandman, however, can enter an even stranger realm, the world of dreams. Not only can a Phantasm watch the dreams of sleepers, they can actually enter those dreams and shape them to their will. When you watch the dreams of others, roll with Spirit. On a 10+, you are able to enter someone's dreams and choose 2. On a 7-9, you are able to enter someone's dreams and choose 1 or choose 2, but mark corruption. On a Miss, your a vividly disturbed and affected by the dream, become stunned in horror or mark corruption and take 1 harm.
 - You can nudge your target's dreams to reveal information about their personal life.
 - You can prod the target to answer any question you want to know.
 - You can alter one of their dreams about a past event, making them doubt their own history.
 - You can evoke your target's deepest feelings of love and hope. (PC takes a +1 Forward.)
 - You can evoke your target's feeling of fear and misery. (PC's must **keep their cool.**)
- **Dream-Walker:** Some mystics and psychologist believe that all human minds are linked to a common reservoir of archetypal stories and symbols that manifest through dreams, a collective subconscious. Spectres who learn this horror can't shed light on the why, but they know for a fact that human minds are linked through their dreams. A

Spectre who learns Dream-walker after touching their target, can step into their dreams, then step out of another person's dreams... perhaps thousands of miles away. When you travel from one mind to another through the use of dreams, roll with Spirit. On a 10+, choose 2. On a 7-9, choose 1.

- You are able to take someone with you.
- You get out exactly where you want.
- You avoid facing the nightmares of one your targets.
- **Advanced:** Choose 1 extra.
- **Draw Forth:** (*requires sandman*) Once a Spectre has Draw Forth, they can give substance to the terrors they coax from the minds of their targets. Unlike many of the other Phantasm's horrors, this one is fully viable to those watching, although the nightmare attacks only the person who head it sprung from. The appearance and power of the creature pulled from the target's minds depends on the power the Phantasm puts into it. When you Draw Forth the terrors of others, roll with Spirit. You summon a vision that terrifies (if it is a PC, they must **keep their cool**) and damages the victim (2 harm alive ap). On a 10+, it is quite realistic, but it is not perfect choose 1. On a 7-9, the flaws are starting to show choose 2 and mark corruption.
 - The vision is only in the mind of the target, no one else around is affected.
 - The vision is unable to move beyond the spot it is summoned, allowing the target to **escape**.
 - The target is near conscience, giving possibilities to be "awoken" from the nightmare by others.
 - Your vision is not lethal, instead of doing 2 harm, it stuns the victim. When stunned, they are unable to take any physical action for a short time. If they do take a physical action, the MC can make a hard move.
- **Advanced:** On a 12+, your nightmare is perfect, choose 0.

Poltergeist

□ **Poltergeist Shade:** Poltergeists embody frustration and anger, using their pent up rage as a blunt force. With experience comes control and precise manipulation of such small things as pens and scalpels. To them, life is nothing but frustration. This Shade is a manifestation of the sudden outbursts that anybody can experience when life becomes too much, and when an unendurable situation is suddenly resolved in white hot, brilliant rage. They use their frustration to give them power and work through it to affect the world, but equally they cannot exist without it.

Trait: Poltergeist become empowered or embittered by their experiences, often times both, and they learn to harness the power of the sudden outburst they feel welling up within themselves. Such characters may often seem cold, calm, powerless or meek one moment and explode into an instant rage the next. Once per session, when you see anger to intimidate or frighten another, mark experience. If you learn of unknown information that is life threatening to either yourself or someone you know and remain silent, mark experience.



Manifestation Forms: (*Dictated by the Manifestation Transformation Move*)

- **First Form:** Your eyes are visible balls of floating light with a faint outline of your body viewable in reflections.
- **Second Form:** Pull together small items to form a "body."

- **Third Form:** Fully human, with an especially intense appearance.

Horrors:

- **Helter Skelter:** Using their silver tendrils, when you manipulate non-organic objects in the living world, roll with Spirit. On a 10+, you are able to move small items great distances or speeds, push objects a short distance or do something meticulous with a small object (i.e. writing with a pen). On a 7-9, you are able to move small objects, but not at a far distance nor at any great speed, any detailed work becomes sloppy. If you have the **telekinesis** corruption move, you are able to spend corruption to move larger objects or smaller objects at greater distances.
- **Congeval:** Tools and weapons can be temporarily created from a Poltergeist's own gauze with this ability by using their focused rage and potent energy. The type and complexity of the congealed item is determined by the Spectre. When you create items from your own gauze, roll with Spirit. On a 10+, you are able to create a complex item or a complex weapon (up to 3 harm.) On a 7-9, with less focus, you are able to create simple items and simple weapons (2 harm.) On a Miss, you have worked your spiritual body too hard to focus such energy, take 1 harm. You are unable to use the items you congeal while incorporeal, unless you use another move that allows you to interact with the physical world.
- **Anathema:** This ability allows a Poltergeist to play with motion and force in ways that are not allowed in the physical world. A Poltergeist with Anathema can play with motion in many ways, even to redirecting gravity. When you walk on walls, stop bullets in mid-flight, smash down doors, send their enemies flying or squeeze them in a powerful spectral grip, roll with Blood. On a 10+, Apply hundreds of pounds of spectral pressure to an object or person (1 harm ap), plus choose 2. On 7-9, Apply hundreds of pounds of spectral pressure to an object or person, plus choose 1. You can take 1 harm (ap) to add one more option, pushing your spectral force to it's limit.
 - Pressure is increased up to tons of spectral pressure (+1 Harm.)
 - You are able to move the object close distances.
 - (If above option is taken) You are now able to move the object far distances.
 - Apply pressure to the area around your object (area)
 - Apply pressure to an additional item/person
- **Rend and Rake:** (requires Congeval or Anathema) A Poltergeist can use this Horror to temporarily bend and disfigure the very fabric of reality. Within this area of effect, natural laws bend in accordance to your desire. When you control the weather, light, and the curvature of space are subject to your will, roll with Spirit. On a 10+, choose 2. On a 7-9, choose 1.
 - Through an act violence using the elements around you, you are able to cause 1 harm (ap) to another.
 - You are able to bend light or sound to allow you move unseen from others not paying attention.
 - You can warp space around you within Close range, distorting the perceptions of others.
 - (If above option is taken) You have such control, that you are able to make precise alterations with the space close to you (stacking items exactly or picking turning a door.)
- **Advanced:** On a 12+, you are able to upgrade the harm to 2 harm (ap) by combining multiple conditions against your target or you can

bend both light and sound to walk around unseen to those not paying attention.

Skinrider

□ **Skinrider Shade:** Skinriders are the essence of control; control of others, control of themselves, control of the world around them. They have no faith that anybody other than themselves can do a job properly. As far as they're concerned, the world needs sorting out, and only they have the ability or willpower to do so. They may lead from the front, organizing matters up close and personal, or they may command from behind. Manipulating others through direct control or force of will. Whether people like their methods or not, the Skinrider can create a smooth-running operation; some Skinriders count the cost, however, while others... do not.

Trait: Skinriders are dominating and manipulative by default. Once per session, when you manipulate another in an attempt to show superiority, mark experience. Their use of control can be for good, such as a military leader spurring on their troops or a teacher pushing students to do better. Despite the prohibited nature of taking over another, some spectres risk it anyway as they want to feel the sensations of life they can only get through embedding in another. Once per session, when you when you claim a moral/judgement/lifestyle value you felt through the host you are embodying as a value of your own, mark experience.

Manifestation Forms: (*Dictated by the Manifestation Transformation Move*)

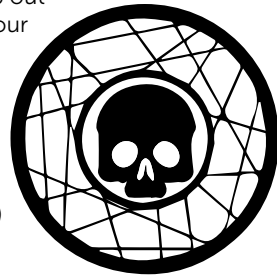
- **First Form:** Can speak briefly through other people, and force their bodies into quick, jerky motions.
- **Second Form:** Materializes as a humanoid made of silver thread and cobwebs.
- **Third Form:** Fully human, with highly-visible veins and arteries and thinner skin.

Horror:

□ **Juggernaut:** Modern people often think of Spectres as insubstantial phantoms or a "vague" presence who can barely nudge a Ouija board. They don't expect lost souls to beat the crap out of them. When you cry out a challenge to your victims, roll with Heart. On a 10+, they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 harm ongoing against them. On a 7-9, only a few (the weakest or most foolhardy among them) fall prey to your hauntings.

- Additional +1 to any stat (max +4) but take corruption

□ **Contaminate:** Just by being close to your target, through mental influence a Skinrider can fake the symptoms of a disease or fake a cure in another person. Contaminate does not produce a real disease, with real germs, tumors or other physical effects. The horror merely induces the symptoms, which mightily puzzle any doctor who examines the victim. Contaminate also can not truly heal the organic causes of disease, though the patients may have a few hours of relief. When the Spectre contaminates a victim, roll with Spirit. On a 10+, you are able to heal or sicken others for one night. On a 7-9, you are able to heal or sicken others for one scene. If you healed someone, you feel drained taking 1 harm (ap). If you sicked someone, you feel the presence of the disease, mark corruption. On a Miss, the effect does not come off and you are



taken by the actions, take 1 harm (ap) and mark corruption.

□ **Puppetry:** (*requires Possession corruption move*) The dead can come back to usurp the bodies of the living. No ghostly power inspires more fear and awe than Puppetry, for no horror affects the victim quite so intimately. When you **possess** somebody, you may also gain access to that person's memories as well as their body. When you need to learn something about the person, you can ask the player (or MC) questions concerning the character's past, which must be answered truthfully.

□ **Doppelganger:** (*requires Juggernaut*) This disturbing horror allows you to create a skin and bone duplicate of your target once you gain a genetic sample of their DNA. You may then ride this empty vessel. As the vessel takes harm, you take damage and once the new body takes more damage than it can withstand, it immediately melts into a pool of sticky goo. When the Skinrider is inhabiting the vessel, they may gain some of the target's memories. When making a Doppelganger, roll with Spirit. On a 10+, you've got it just right and can stay that way as long as you desire. On a 7-9, choose 1:

- Your impersonation doesn't hold up under scrutiny;
- Assuming the disguise is an agonizing process. Take 2 harm (ap);
- The disguise won't last very long (could wear off, one night, one scene, or in the middle of talking to someone).

□ **Advanced:** On 12+, When the person you copied is blamed for something you did while in their form, mark Experience.

Wisp

□ **Wisp Shade:** These Shades are distraction given form, tricksters whether or not there's a need for it, and confidence artists with enough charisma to sell their claims. They lead others astray; sometimes to truth, sometimes not. Gifted with an ability to charm and mesmerize, they are the constant life of the party, and an occasional thorn in the side to their friends. They may act as they do to cheer others and to smooth situations, or they may not realize or care that their antics come at the expense of others. Embodiments of speed, wit and guile, they fascinate wherever they go, but can have difficulty understanding that their actions have consequences. Some may not even care.

Trait: Wisps are generally the most extroverted of the Shades, reveling in attention and adoration, and generally take things less seriously than others. They tend to be naturally charming, have an excellent sense of humor, a good sense of showmanship, or all the above that they use to great effect with their abilities. Once per session, when you use your abilities to brighten the mood of another, mark experience. Looking at everything with rose tinted glasses though does make you a little more gullible when dealing with others. Once per session, when you blindly believe another and follow suit, mark experience.

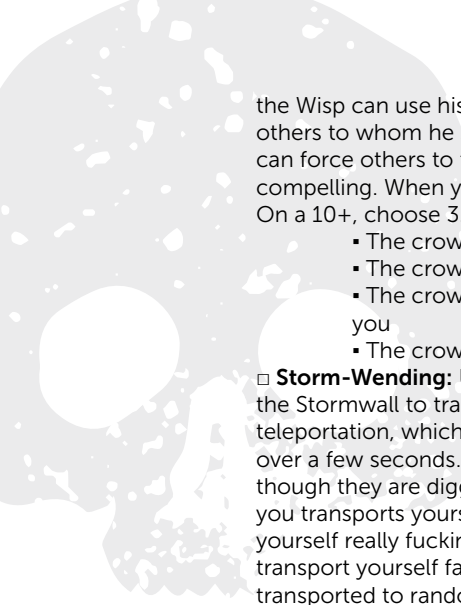
Manifestation Forms: (*Dictated by the Manifestation Transformation Move*)

- **First Form:** A soft glow, similar to the classic will-o'-the-wisp.
- **Second Form:** A blurry version of their living form.
- **Third Form:** Fully human, with an inner light and noticeable grace to their movement.

Horror:

- **Unearthly Repose:** Unearthly Repose causes the character to glow,

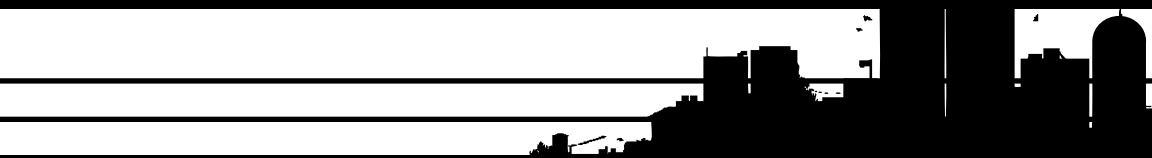




the Wisp can use his supernatural charisma to cajole and persuade others to whom he speaks or calm an agitated onlooker. A Wisp can force others to follow them by making themselves seem more compelling. When you impose your will to onlookers, roll with Heart. On a 10+, choose 3. On a 7-9, choose 2.

- The crowd concentrates only on the light
 - The crowd follows the Wisp to an exclusion location
 - The crowd ignores all personal safety when you following you
 - The crowd is unaware of all audible distractions as well
- **Storm-Wending:** Using this ability, Wisp can create tiny cracks in the Stormwall to transport themselves to another location. Unlike true teleportation, which is instantaneous, Storm-Wending takes place over a few seconds. When a Wisp uses Storm-Wending, they feel as though they are digging their nails into the fabric of reality. When you transports yourself, roll with Spirit. On a 10+, you can transport yourself really fucking far away exactly on target. On a 7-9, you can transport yourself far away, but not exactly on mark. On a Miss, you are transported to random spot, possibly putting you in danger.
- **Beckon Relic:** When manifested beckon relic enables a Spectre to conjure objects. They are able to reach into the Stormwall, and then something responds by sending the Wisp an object that serves their current needs. The Spectre does not know exactly what they will get or how useful the object will be. When you call past the Stormwall to receive a relic, roll with Spirit. On a 10+, its something you clearly need right now. On a 7-9, it's something interesting, it's on you to make it work.
- **Consume:** (*requires Storm-Wending or Beckon Relic*) Consume grants the Wisp the ability to channel force of raw negation or nothingness. Consume weakens or destroys a target you touch with pure negation from the Wisp. When using Consume to channel the oblivion into an object, Consume rots wood, rusts metal, eroeds plastic and glass and causes pain and wither in the living. When Consume is used, roll with Spirit. On a 10+, Consume is able to rot hard metals, precious stones and everything less. If Consume is used on person or being, they take 2 harm (ap). On a 7-9, Consume is able rot soft metals, plastics and thin frail items. If Consume is used on person or being, they take 1 harm (ap).







SLASHER •



SLASHER

This is the frightening truth: sometimes people kill. And not just out of passion, not because of poor judgment or misguided revenge. No, sometimes they kill because they want to, they need to. Maybe they're born that way. Maybe they're made that way. Some are driven to the point, while others are programmed.

They can't just kill one person. Oh, no. They kill two, three, ten, and they keep going until the body count mounts or until they're stopped. They become compulsive about it. It must be done in a proper way. A certain organ must be harvested. A cipher needs to be painted on the ceiling above the body. The kill must be completed with a homemade weapon: a set of teeth made from bone spurs or a makeshift ax forged out of junkyard metal. Some have their victims and will not stray: they only kill liars, lustful teens, corrupt cops, beautiful people, pedophiles, perverts, prostitutes, cops, or housewives. Some just don't care. They'll kill anybody. Anywhere. A horror house with bodies stacked to the goddamn rafters.

BACKGROUND

Sometimes, the killing changes them. It's like a switch. Except, instead of turning something on, it's turning something off. A light, maybe. A part of one's self, of one's soul. A place inside goes dead - or, hell, maybe it was dead long ago. Maybe it was never alive in the first place.

And out of that darkness rises power. From the void comes secret power that couples the endless urge to kill with supernatural might or monstrous cunning. Soon, the killer cannot be stopped by bullets. Or maybe his words become truly honeyed, sliding into the ear canals and the brains of his victims like a little snake: could be that, as long as he uses his trusty crowbar, his kills are always perfect, always immediate.

The slasher. A perfect predator. Society's modern bogeyman. Part human, part... something else.

The "slasher trope" is one of the cornerstones of modern horror. You could say it began with Hitchcock's *Psycho*. You could say that Bob Clark's *Black Christmas* continued it, as do the Italian Giallo films (think Lenzi, Fulci, Argento). I'd say you were right if you suggested that the essence of the modern slasher genre is typified by the triple threat of *Halloween*, *Friday the 13th* and *Nightmare on Elm Street*. The trope continues to thrive today: *Saw* is a modern take on the slasher genre. It's about some weird cancer-ridden dude who uses a puppet to voice his threatening enigmas and to test the survival instincts and moral fiber of targets through a series of grisly traps and puzzles. It's easy to lump *Jigsaw* in with the modern wave of torture porn, and while those films are certainly representative of that, *Jigsaw* is also very much the slasher.

Any mortal can become a slasher. While a hunter is the type most in danger of it, nothing is stopping an Aware from becoming a Charmer or a Veteran from becoming a Genius or even any other type of slasher. Mortals are killers, just like anything else... and they have the potential to be worse monsters than the actual monsters.

The fall into a sea of blood is sometimes slow, though this is not always the case. A person must first start as a ripper, developing their skills and mentality as a serial killer. But then something happens that takes the slasher from a human murderer to a supernatural killer, at which point they become a scourge and gain powers marking them as no longer considered human. This can be a simple expansion in their chosen prey, a time spent as a prisoner being tortured, even repressed abuse as a child.

INFORMATION

Here you will find the **Slasher** add-on rules/text, for use with any of the Mortality archetypes associated with Urban Shadows. You can expect to find:

- New Advancement Chart for your mortal characters. Corruption advancements are unaltered.
- 5 Ripper Undertakings, the start down your path of murder and madness.

Note: Slashers created with any of the Mortality Urban Shadows archetypes, do not automatically start with an Undertaking. It is up to the group/MC that if you want to start with an Undertaking that you give up your beginning archetype Move at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Mind (max +3)
- Get +1 Spirit (max +3)
- Get a new archetype move
- Get a new archetype move
- Get a new archetype move
- You become a Ripper (Choose 1 of the moves from your type)
- Get a new Ripper move
- Take a move from another archetype
- Change your Faction

After 5 Advances, you may take:

- Get +1 to any stat (max +3)
- Get +1 to any stat (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar
- Get a new Ripper move
- Advance 3 of the basic moves
- Advance 3 of the basic moves

- Take a move from another archetype
- Take a move from another archetype
- Exchange one taken corruption move with one from a different archetype

After 10 advances, you may select:

- Get a new Ripper move
- Get a new Ripper move
- Take one move from any archetype/ add-on (must be able to properly use)
- Take one move from any archetype/ add-on (must be able to properly use)
- Take a corruption move from any archetype
- Change to a new archetype
- You either retire or are caught and convicted by authorities. Either way, your reign of terror has passed.

RIPPER UNDERTAKINGS

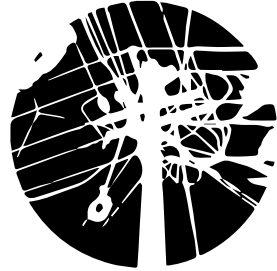
(Choose: only able to choose one)

Avenger

□ **Avenger Undertaking:** Avengers are driven by the crimes and pains they have suffered. Usually, an Avenger starts with something very specific to punish, such as the murder of a loved one or a death due to an incompetent surgeon. They find the person / people responsible and slaughter them, sometimes one by one, sometimes in an orgy of carnage. It might end there — but if they cannot move on, the call to murder becomes his passion. Avengers don't necessarily become indiscriminate killers, but the line blurs as they become more willing to commit murder for other reasons. They move further away from their original purpose, potentially taking more cruel and expedient paths to success. As this happens, stories of their exploits spread, and they grow closer to becoming a Legend.

Traits: Your drive to kill is everything to you, while you can still function in normal life, when you meet someone who satisfies your drive to kill and your mission, you focus solely on their death and your methods. Once per session, when you make strides in your plan for ending this being's life, mark experience. You are the type of person parents tell stories about to keep their children in line. There's truth to these stories, and every storybook villain has a weakness. When you reveal your weakness to another who is not an ally or colleague, mark experience.

- **Working the Room:** Avengers might try to kill their victims one by one, but sooner or later they wind up with a roomful of people that require their attention. Fortunately, these slashers are adept at taking on crowds without being beaten down. For that purpose, you must be prepared for the ability to kill an entire room and hopefully live to continue your mission. When you face this kind of situation, roll with Blood. On a 10+, hold 3. On a 7-9, hold 2. On a Miss, you underestimate your opponents, MC makes a hard move. Spend your hold during the fight to:
 - Gain +1 armor against one attack.
 - Increase the damage of your next **unleash** by one step.
- **Stand Firm:** You cannot falter, whatever drives you to kill, you must see it through. Take +1 when you **keep your cool** or **let it out** when it is directly connected to your mission, unless your trigger is being used against you.
- **Unnatural Sense:** You have what most people would call a psychic sense that surpasses most of the populace, but not entirely, when it comes to finding those who need to be met with vengeance. At the beginning of the night, roll with Spirit. On a 10+ hold 3. On a 7-9, hold 1. You can use this hold to:
 - Ask one extra question when you **figure someone out** or **investigate a place**.
 - At any time, ask the question "Is there anywhere nearby where I can continue my mission?"
- **Strength from the Tales:** You have legends being told about you to



frighten little children into obedience. Or to make people think twice before walking down that one alley or into the woods. When you meet someone important (your call), roll with Spirit. On a Hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you take +1 Forward for dealing with them as well.

- **Unshakeable:** Your legend and mission drive you. It's this very drive which leads people to fear you, the survivors and even the crime scenes spreading the fear of you through tales. When you kill an enemy, make an example of the slain enemy. Nearby enemies becomes frightened of you.
- **Right Behind You:** (requires *Unnatural Sense*) You know your own legend so well, you gain an almost supernatural sense. You know when and where the sinful actions you detest are occurring. As a result you can make those who have committed said action jump at shadows like a horror movie killer. When you **let it out**, you can add this to your list of choices:

- Instantly travel to where your legend is, fully armed.

Brute

□ **Brute Undertaking:** The Brute might seem simple, even stupid. Maybe he is. However, brutes often retain enough intelligence to have a sense of deliberation about their hunts. They change clothes and tactics as necessary to avoid detection. To achieve their superlative skill at taking life, they have given up everything else — cognition, social skills, even personality. But that is the source of the Brute's horror. He can't be reasoned with or intimidated. He drives the knife home, watches the light in his victim's eyes die, and then searches, slowly, methodically, for the next one. Some Brutes lead double lives, remaining human most of time, but picking up their weapons when the full moon rises, when the sun sets, on the third Sunday of every month or just when the mood strikes them. As they kill more people, they become more detached, less human, until only the Mask remains.

Trait: Not exactly the brightest killer, you nevertheless cannot be swayed from your attempts to kill a target. Whenever you someone persuades you to move on from your vile task at hand, but you refute their pleas, mark experience. However, your descent into becoming a killing machine has dulled your mind in a noticeable extent. Despite knowing that others could be upon you or that you may be walking in on a bad situation, if you still do so filled with blood lust, mark experience.

- **Unstoppable:** You aren't just a killing machine, you can take hits better than anyone. Years of physical conditioning have left your nerve endings feeling little to no pain, while leaving your skin tough as leather. You get +1 armour (natural).
- **Olympic Strength:** You are as strong as most bodybuilders and Olympic athletes. This comes from hours of dedication and training mixed with an increased amount of adrenaline. When you use pure strength to destroy or move an inanimate obstacle, roll with Blood. On a 10+, choose 3. On a 7-9, choose 2:

- It doesn't take a very long time

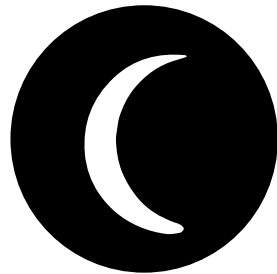




- Nothing of value is damaged
 - It doesn't make an inordinate amount of noise
 - It can be fixed again without a lot of effort
- **Brutal Killer:** Like the name of your undertaking, you don't hold back when attacking in melee. Once you start, you have no restraint and can not stop until the "task" is complete. When you **unleash** with a non ranged weapon, you deal +1 harm.
- **Unstoppable Killing Machine:** (*requires unstoppable*) Some killers are good. Unlike them, you are a true monster in a fight. Whether they're running or trying to fight back, it's completely futile. When you enter into a violent situation, roll with Blood. On a 10+, hold 3. On a 7–9, hold 2. On a Miss, hold 1, but take -1 Forward. During the battle you can spend your hold 1 for 1 to:
- Name an NPC within your reach. You kill, disable or disarm them (MC's choice).
 - Name a PC within your reach. You redirect their attack to another character within your reach, or else to nowhere — into the ground or a wall or the sky.
 - Name a character on the scene, but outside your reach. You cross the distance between you no matter how far they run or how much they try to hide.
 - Name a character within your reach. While you keep fighting, you intercept any attack directed at them and they suffer no harm.
 - Ignore all damage to yourself from an incoming attack.
 - Increase the harm of one of your attacks against a PC by +1.
- **Armor Crusher:** (*requires olympic strength*) You can focus your strength into an attack that penetrates armor... or maybe you just hit that hard. Who knows. Either way, you can blow through all physical forms of protection. Kevlar, flak jackets, walls, you ignore all any armor given from such sources.
- **Against the World:** You are a monster to fight. Even groups of attackers fear you as they find that numbers don't matter against you. When you are fighting a group, you ignore the differences in group size and fight them as if you were fighting a single person.

Charmer

□ **Charmer Undertaking:** The Charmer is deadly not because he is strong or even smart. No, they kill with trust. He is impeccably polite, sympathetic, well-spoken and knowledgeable. They choose their victims, seduce them — at least to the point of intimacy, and then the victim feels the knife slide home. A Charmer might troll for victims in any number of ways. He might find an isolated community murder and replace some important figure. Though this tactic doesn't work as well in the modern era, but some are also skilled hackers and can forge what records they need. He might bar-hop every night, and develop a reputation as a true gentleman — he'll give you a ride home if you're too drunk to drive, and he'll never, ever take advantage. Charmers are ready to pull up stakes at any moment, but they'd prefer to keep their charade going as long as possible. The goal for them isn't necessarily the



kill — that's something they do almost in spite of themselves. What a Charmer loves most is that his victims trust him.

Trait: You can get into any social scene; velvet ropes and money are no obstacle to you. When you mark multiple debts in the same scene as an attempt to gain access into a place you normally would not, mark experience. However, if anyone ever catches onto your nature or turns you down, and you can kill them on the same night that your blood was boiled, mark experience.

- **Disarming:** You are a natural at getting people to trust you... right up until the point that you kill them in whatever manner you've decided. When you spend time getting others to trust you, roll with Heart. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:
 - Giving you something you want
 - Acting as your eyes and ears
 - Fighting to protect you
 - Doing something you tell them to. PC's mark experience when used on them.

In addition, take +1 when you **hit the streets**.

□ **Strength of Personality:** You are charismatic. While you are not supernaturally so, it is still enough to accomplish most of what you want to do when it comes to people. When you **persuade an NPC** or cash in a debt, any PC who doesn't do things your way takes -1 forward for the evening. You take +1 forward against any NPC that doesn't do things your way.

□ **Break Their Trust:** You get close to people and then finally kill when they think you are the closest person to them. But that often requires taking a chance, so they don't see it coming too soon. When you go to make your move, roll with Heart. On a 10+, choose one. On a 7-9, choose one, but take a 1-harm as they fight back.

- You kill an NPC.
- Unaware of your dealings, you deal a Scar to a PC that the MC chooses. If they have no more Scars to take, the PC dies.
- You immobilize the target. Describe your method.

□ **Deadly Distraction:** Sometimes you put people on edge just by being near them. But for a moment, you can make them forget about all of that and do one thing you say. You can make a guard not notice the body you have in the back seat or overlook it if he does. You can invite that blonde in the bar into the back room where you can kill her Fae ass. If you are about to be found out, you can **let it out** and make them do some simple task or forget a short and very recent memory on a 10+. On a 7-9, someone else sees you or sees what you're trying to hide.

□ **Manipulator:** As a charmer, you're a natural socialite. You know humans, you know how to motivate them and you know how to manipulate them into doing what you want. Whenever you **persuade** someone, treat a 7-9 as a 10+ and a miss as a 7-9. On a Miss, the MC still makes a hard move, however.

□ **Heart to Heart:** You have such heart and charisma that it's almost not natural at times, getting people to open up to you. However, to get someone talking, you usually have to give up something in return. When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?

- What do you wish I would do?
- How can I get you to ____?
- What are you really feeling right now?
- What do you most desire?

Freak

□ **Freak Undertaking:** The Freak is similar to the Brute, but rather than being defined by the strength and tenacity with which he approaches his grisly work, the Freak's characteristic trait is deformity. They shun humanity, sticking to dark places and covering themselves with heavy clothes or scarves. They hate other people for the way that they have been treated, and this hatred ultimately serves as the impetus to kill. Of all of the Undertakings, Freaks are the most likely to engage in cannibalism, necrophilia or other especially depraved activities with their victims. Their methods of murder vary, but are often horribly bestial — Freaks attack with teeth, claws and improvised weaponry. Freaks are also more likely to form attachments to others of their kind, and it's (unfortunately) not uncommon for Freaks to gather in small clans such as a travelling circus.



Trait: You are freakishly deformed in some aspect. This deformity, however, also has a beneficial aspect. When you use your horrid form to back those you wish to kill into a corner, mark experience. Once per session, when you walk out in public with your deformity in view, and face the out lash from the masses, mark experience

- **Lay of the Land:** You know your way around ... unusually so, even in ways that others can't. As such, you know how to obtain things. You gain +1 on attempts to **hit the streets** when attempting to gather resources.
- **Revulsion:** You are spurned and beaten by the common man and society. As such you know how to hold a grudge. Whenever you take a scar, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MC's, remember your job is to make Urban Shadows seem real and keep the characters' lives interesting, not deny the PC's bonuses.
- **The Lepers:** You know a small group of people like yourself, deformed. While they may not be killers, they follow the same code of "outcasts stand together" that you do and are willing to back you up within reasonable limits. You join a [small] group.
- **Freak of Nature:** You have mutated into something hideously inhuman. Whether you grow horns, claws, thick leathery skin, or another thing else, there is no hiding what you are. Describe your new form to the MC. Some form aspects may grant bonus, such as natural weapons and armor, so these bonuses should be determined with MC discretion.
- **Dreadful Mien:** Your hideousness spurs within people the primitive centers of the human brain toward reckless flight. Most humans can clamp down on this instinctive response and remain in the mutants'

presence, but not all of them. When others notice your hideous nature, roll with Heart. On a 10+, choose 1. On a 7-9 the MC chooses 1.

- People who see you are frozen in fear and unable to move.
 - People who see you run in terror.
- **At Home Anywhere:** Humans instinctively build their cities in a consistent fashion, even if each location and geographic region does differ. If the city somehow does differ, human beings are a repetitive creature filled with habits they can not break no matter how hard they try. Resources are found in the same general locations and you know where. Treat all *hit the streets* rolls as one step higher.

Genius

□ **Genius Undertaking:** Geniuses are slashers that kill with their minds. They profile their targets; tailor their methods of abduction and murder to suit them. He thinks several steps ahead of his victims, predicting what a target will do based their predisposition, and presents a set of options. Then sits back and watches their victims kill themselves. It's not uncommon for Geniuses to kill using traps, rather than to do the deed themselves. Some consider killing coarse and vulgar, feeling that by allowing victims the possibility of escape it negates their moral responsibility in the victims' deaths. Geniuses tend to be technically skilled, with or without training. Given a few hours and the proper tools can pull apart a car, figure out how it works, and put it back together, probably rigged with a trap. They still play cat and mouse games with their victims, making allusions to the victim's eventual fate, skirting the edge of good taste but keeping a civil tongue.



Trait: Genius kills his targets with his intellect. He tends to play mind games with his enemies and lure them into trap, but they can't relate to worms that are beneath them. Once per session, when you mislead or trick a victim, just as a distraction for an action you will do much later, mark experience. As a flaw, the Genius doesn't handle things that don't go like planned very well. When you must divulge your plot to another, so that this new contact can help you get back on course, mark experience.

□ **Profiling:** By taking a few minutes to study someone, you learn more about them than you know about yourself. When you act against a person you have profiled, you always take +1 ongoing against them. This includes *unleashing* and *escaping*. However knowing a person too much can slowly drive you closer to the edge of insanity. On a 12+ for any roll this bonus is given to, you mark corruption.

□ **Unconquerable Challenge:** (requires *Profiling*) Your plots are often multi-pronged assaults, relying on backup plans that lead to overkill. When a person you've *profiled* is about to defeat an obstacle you've placed before them, roll with Mind. On a hit, they overcome the obstacle and are immediately faced with something new you had as a backup. On a 10+ the new obstacle appears before they've beaten to current one. On a Miss, the new obstacle backfires and your victim gains their freedom.

□ **Trap Master:** You like to lull your victims into a false sense of security, setting up a web to capture them. You've laid a trap beforehand. When you do so, describe it and roll with Mind. On a 10+, choose 3 effects



and a drawback. On a 7-9, choose 2 effects and 2 drawbacks. On a Miss, the MC builds the trap and you get caught in it while your target remains safe.

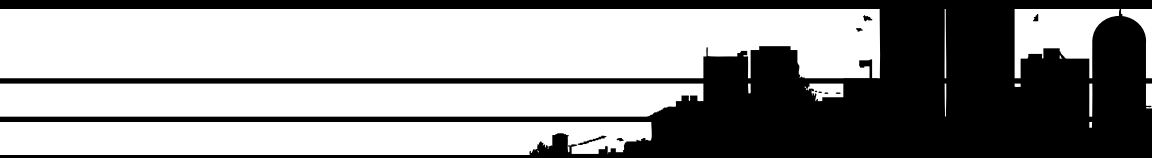
Possible Effects:

- The trap deals a 2-harm. You may select this effect multiple times, increasing the harm by +1 each time.
- The trap slows your opponent. Attempts to **escape** gain a -1. Taking this effect a second time immobilizes the target.
- The trap is destructive. It gains the +messy quality.
- The trap hits an area. It gains +hand range. You may select this effect multiple times, increasing the size of the area by one each time (Hand -> Close -> Far).

Possible Drawbacks:

- You also get caught in the trap.
 - It's extremely loud.
 - It's easy to spot.
 - It's easy to disarm.
- **Compelling Madness:** (requires *profiling*) Your insanity infects those around you, to the point that you can turn even your most hated enemy into your loyal minion with enough work. You must first have **profiled** this person, but after that, roll with Mind whenever you attempt to **persuade** or **mislead** that person.
- **Vector:** As a genius, you plan things meticulously and precisely. You plan angles and vectors and everything else when it comes to laying your traps and such. Anytime you or a trap you lay attacks an area, you can exempt specific people from the damage entirely even when they would be hit.
- **Minions:** You force people to do your will from behind a wall of shadows. Sometimes your minions don't even realize they are as such, sometimes they are entirely willing, and other times you have to strong arm them with the proper leverage. When you wish to have your minions do something, tell the MC. This move functions like a workspace, only with people to be your tools.







VAMPIRE

VAMPIRE[®]

THE MASQUERADE

The world of Vampire is a dark reflection of our own. The shadows loom longer here, and the night is more reluctant to yield to day. Dishonesty runs rampant, from the government through private corporations and into the various subcultures that revel in these culturally bankrupt times. It is a world of contrasts, of haves versus have-nots. It all looks very much like the real world, as seen through an extremely stylized filter that turns up the contrasts between dark and light. The technology is the same as ours right now, but the people who use it are different — darker, in personality and motive — and that changes how the world functions.

BACKGROUND

Vampires, which call themselves **Kindred** or **Cainites**, are created through a process called the embrace. Some Vampire Clans embrace more casually than others, but the embrace is almost never given lightly. After all, any new Vampire is a potential competitor for food and power. A potential child is often stalked for weeks or even years by a watchful sire, who greedily evaluates whether the mortal would indeed make a good addition to the society of the Vampire. The embrace is similar to normal vampiric feeding as the Vampire drains her chosen prey of blood. However, upon complete exsanguination, the Vampire returns a bit of her own immortal blood to the drained mortal. Only a tiny bit — a drop or two — is necessary to turn the mortal into a new Vampire. This process can even be performed on a dead human, provided the body is still warm.

Once the blood is returned, the mortal “awakens” and begins drinking of his own accord. But, though animate, the mortal is still dead; his heart does not beat, nor does he breathe. Over the next week or two, the mortal’s body undergoes a series of subtle transformations; he learns to use the Blood in his body, and he is taught the special powers of his Clan. He is now a Vampire. Of course, there’s a downside as well. Inside every Vampire lurks an impassioned, hungry creature that is the opposite of the Man. Though mortals may call it **corruption**, it is the Beast, and the Beast knows only three activities: kill, feast, sleep. It is the roiling, inchoate desire every Vampire feels to slay her prey rather than taking just enough. It is the inevitable urge to be what the Vampire is — a predator who doesn’t answer to the will of men or hide from their numbers. When the Beast takes control over a Vampire, she is said to enter a state of frenzy, directing the Vampire into a response of fight or flight.

Whatever their origins, or whatever they believe to be their origins, Vampires are an outgrowth of the people who populate this desperate environment. Vampires exist because they are the monsters among us, the products of a world so dark that only something truly horrible and captivating can challenge the depths into which the living residents of the world have plunged it. A Vampire’s Clan

is her lineage, the vampiric "family" into which she was Embraced. A Sect is an artificial organization of Vampires, usually composed of multiple Clans that form a league or compact. In most cases, one's Clan has immense influence on one's Sect, but exceptions do occur. Some Clans belong to no Sect at all.

The **Masquerade** is the very foundation of Vampire. Once the character is Embraced, they are drawn behind the curtain, and everything they know is changed. The Vampires try to keep the curtain closed, convincing their prey that monsters do not, in fact, hide among them. Inevitably, cracks appear in the façade and the Damned are revealed for who they are.

The **Camarilla** is also known as "The Ivory Tower," and the sect lives up to that moniker. Created in the 15th century, the Camarilla was formed to preserve and protect Vampire society against the decimation brought on by the Inquisition as well as the power drain presented by the War of Princes during the Dark Ages. The Camarilla considers itself to be Vampire society, and there is some validity to their hubris. It is the largest sect of Vampire, after all, and nearly any city on the globe likely has some Camarilla presence. The Camarilla holds up the traditions as the highest authority, with a figure known as the Prince acting as the ultimate authority to both interpret and enforce those laws in each domain. First and foremost, the Camarilla sees its role as maintaining the Masquerade, but in domains with accomplished Vampire, the conflicts between them regularly bring the rest of the traditions into consideration as well. Camarilla Vampires swear to uphold the legendary Six Traditions. Like any other laws, the traditions are commonly ignored, bent or violated outright. Nonetheless, they are the foundation of Camarilla society, and the Vampire who callously flouts them does so at his peril. The Six Traditions state that if one wants to Sire a new Kindred, have another slain, or live in a Camarilla city, they must gain permission from the Prince first. It also states that Prince is the absolute word of law, and when one Sires a new Kindred, they are completely responsible for their actions until they are ready to be released from the Sire's care. Above all, though, the Masquerade must be maintained, and under no circumstances should a Kindred risk allowing their kind to be seen for what they are.

Opposite the Camarilla stand the sect of inhuman Vampires known as the **Sabbat**. While Vampires of the Camarilla cower among mortals and cling to outdated Traditions, the Sabbat prefer to indulge in their vampiric nature. The Sabbat holds an apocalyptic outlook, believing that the time for the end is nigh, and the Ancients will soon rise from their graves and devour their errant children. It has little regard for the traditions other than immediate self-preservation, and its domains are hellish urban war zones where people may well have seen Vampire activity but simply chalk it up to the weirdness and horror. The list of principles by which the Sabbat define themselves is called the Code of Milan. This Code of Ethics essentially demands that those in the Sabbat are to be loyal to the Regent, ruler of the Sabbat, that they respect and demand respect and freedom of their comrades and superiors, that any serious disputes should be handled through monomacy, a one on one duel to the death often ending in *diablerie*, that they are to protect their Sect and territory from all enemies, and finally, to support the Black Hand, an enigmatic group of assassins within the Sabbat. The penalty for breaking these rules is a brutal form of "eye for an eye" justice.

The **Anarch Movement** is localized and sporadic, without any real central organization outside individual cities where they try and establishes themselves. In fact, the Camarilla considers the "Anarchs" under its own purview. The central

tenet of the Anarchs is that rule by elders is an outmoded concept, and that Vampire domains should be governed by merit, with a fundamental respect for the individual Vampire. Effectively, the Movement seeks to redistribute the power in domains from the hands of the old elite into a more equitable arrangement. Regardless, what the Anarchs lack in organization, they more than make up in passion. From the most in-your-face angry neonate punk to the most eloquent and soft-spoken intellectual, Anarchs are collectively driven, which provides a momentum that most Vampires simply aren't used to. Even more terrifying to most Vampires, the Anarchs appear to actually believe in what they say. While the Anarch Movement once had the goal of setting up a Free State in the West Coast, those plans had met a disastrous end, and they have since become what is essentially a tolerated political party within the Camarilla.

INFORMATION

Here you will find the **Vampire the Masquerade** add-on rules/text, for the Vamp archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character. Corruption advancements are unaltered.
- 14 Clans from the 3 opposing Sects
- 17 Disciplines and a variety of powers each entails

Note: Vampires created with the Urban Shadows: Vamp archetype, do not automatically start in a Clan or with any Clan Disciplines. It is up to the group/MC that if you want to start their Vampires in a Clan, then you give up your beginning archetype Move to be inducted to a Clan and take a Discipline at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Spirit (max +3)
- Get +1 Mind (max +3)
- Get a new Vamp move
- Get a new Vamp move
- Get a new Vamp move
- You join a Vampire Clan (Choose 1 Discipline and choose 1 move from that Discipline)
- Get a new power move from Discipline already taken
- Take a move from another archetype
- Change your Faction

After 5 advances, you may select:

- Get +1 to any stat (max +3)
- Get a new Clan Discipline (Choose 1 move from that Discipline)
- Get a new power move from Discipline already taken
- Erase a corruption advance
- Erase a corruption advance

- Erase a Scar
- Take a move from another archetype
- Take a move from another archetype
- Advance 3 basic moves
- Advance 3 basic moves

After 10 advances, you may select:

- Get a new Clan Discipline (Choose 1 move from that Discipline)
- Get a new power move from Discipline already taken
- Take one move from any archetype/add-on (must be able to properly use)
- Take one move from any archetype/add-on (must be able to properly use)
- Exchange one taken corruption move with one from a different archetype
- Change to a new archetype
- Your character goes into a long safe sleep



CLANS

(Choose: only able to choose one)

Joining a Vampire Clan is conferring not only your Clan's disciplines, but also the group/gang benefit at the same time.

Assamites

□ **Clan Assamites:** Your Clan are the Assamites. The childer of Haqim, known as Assamites to the rest of Vampires, are a silent knife in the dark, an order of bloodthirsty assassins who participate in the secret wars of the undead by operating as killers for hire. The Assamites are feared assassins from lands far to the east. No other Clan has earned such a deserved reputation, though they also sell their murderous services to other Vampire, acting as contract killers. According to the Assamites' own teachings, they drink the blood of other Vampire on the command of their founder, in an attempt to purify their own taint.



Sect: For the most part, the Assamites tend to be independent, letting the Sects hire them to operate on their own terms. That said, some Assamites believe an allegiance with the Camarilla or the Sabbat would allow the entire Clan to stand more strongly.

Trait: The Law of Judgement allows you to judge those of Caine's blood and punish them should they be found wanting. When you kill another Kindred that Haqim would find justifiable, mark experience. The Law of Protection wards that mortals are from Caine's descendants and to treat them with honor in all things. When you stop violence or the killing of an innocent mortal, mark experience.

Disciplines Assamites can take: Celerity, Obfuscate, and Quietus

Brujah

□ **Clan Brujah:** Your Clan are the rebellious Brujah. As the Brujah tell the tale, they were once philosopher-kings of Mesopotamia, Persia and Babylon. Since then, the Brujah have suffered inescapable decline. Now they are perceived as little more than a spoiled child who have no sense of pride or history. More so than any other Clan, the Brujah still feel the flames of the passions that once inspired them as mortals. Clan Brujah loves a cause and is quick to act on a stirring speech, accusation of injustice, or a call to arms. This connection to passion can be a blessing, but inspiration can also yield to the madness and hunger of the Beast. Some Vampire historians claim that the Brujah have parlayed their ancient betrayal into a role as agitators against the very order that they help support. Others claim the Brujah have long since submitted to the will of that same order, being little more than loyal opposition rendered impotent. Most Brujah don't care either way, as long as someone needs a good ass-kicking and they can be the ones to deliver it.



Sect: Many Brujah are a part of the Anarch Movement, still many others still owe their loyalty to the Camarilla proper. The Brujah who owe their allegiance to the Sabbat are far more disciplined than their Camarilla counterparts, and are regarded as the shock troopers for the sect.

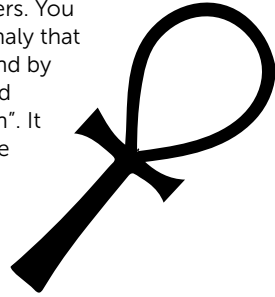
Trait: You are driven to quick action. Once per session, when you successfully **keep your cool**, but decide to instead to follow those hasty instincts, mark

experience. You are also quick to frenzy. Once per session, if you openly choose to take corruption over another or more peaceful option, mark experience.

Disciplines Brujah can take: Celerity, Potence, and Presence

Caitiff

□ **Caitiff:** You are Clanless, maybe you were Embraced by another of the Clanless, or perhaps when you were Embraced, for whatever reason, your Sire's Clan didn't imprint properly. You possess none of the weaknesses of the other Clans, but also none of their unique powers. You are a pariah in all corners of Vampire Society, an anomaly that has appeared within the last century. The Camarilla, and by extension, the Anarchs to a lesser degree call your kind "Caitiff", a derogatory term meaning "wretch" or "villain". It is believed by many Elders that the Clanless are impure half bloods. In the Sabbat, however, your kind go by a different name, "**Panders**" in honor of Joseph Pander who united all Clanless under his banner during the last Sabbat Civil War during the 50's and struck numerous powerful blows to the opposing forces of their current rulers. Even in the Sabbat the Clanless are only given a grudging respect, though, often being charged with the most lowly of tasks, and rumors of assassination attempts on Joseph Pander, who still walks in modern nights, runs rampant.



Sect: The Caitiff are found in each of the Sects, though rarely on their own as they are likely to be either converted or killed in those circumstances. They are tolerated rather than accepted in Vampire society, but in the Sabbat they are treated marginally better, due to the exploits of Joseph Pander for whom they are named.

Trait: Because your blood is thin and you are clanless, you are looked at as a second class Vampire. You must work harder to make connections in Vampiric society, thus they always demand some small price up front for their aid. When you are able to help a new contact with a problem in an attempt to raise your status, mark experience.

Disciplines Caitiff can take: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, and Presence

Followers of Set

□ **Followers of Set:** Your Clan are the enigmatic Followers of Set. Originally hailing from Egypt, the serpentine Followers of Set are said to worship the undead Vampire-deity Set, serving him in all their efforts. The Setites seem intent on "corrupting" others, enslaving victims in snares of their own weakness, but for what inscrutable purpose, none can guess. The Followers of Set are as much a chthonic religion as they are a Clan, though the faith includes the Clan. Its mythology is complex and convoluted, an impenetrable pantheon of god-monsters. At the apex of this worship stands a syncretism of the Egyptian Lord of the Underworld Set and the Greek hydra Typhon, as much spiritual guardians of secret places as they are the "liberators" of other's souls. To outsiders, this is all blasphemous religious affectation, but to devout Setites, the cult and cause are real, and their dark lord works his will through them. Needless to say, the politics of desperation and the placation of evil gods place the Serpents on



the outside of Vampire society.

Sect: The Setites are somewhat isolationist and are practically a Sect of their own. There is, however, a Sabbat offshoot known as the **Serpents of the Light**, that are virtually the same, but with their roots in Haitian Voodoo practices. The Setites and Serpents believe each other to be heretics.

Trait: For the Followers of Set, spreading corruption is a sacred task, and one they undertake with fervor. Like the Sabbat, many among the Followers of Set have abandoned their humanity. Although not all have done so, many Setities conceive humanity as an unnecessary weight dragging them down towards the beast. When you are able to talk others into acting out of character in corrupt manner instead of following their natural instincts, mark experience. Because you have separated yourself from humanity and the light they live in, you have become photophobic. When you **trick** or **persuade** another to abandon the safety of their lighted building or environment to take advantage of them, mark experience.

Disciplines Setite can take: Obfuscate, Presence, and Serpents

Gangrel

□ **Clan Gangrel:** Your Clan are the animalistic Gangrel. The night-prowling Gangrel are feral Vampires and possess disturbing animalistic tendencies and features. The Gangrel have other characteristics in common with animals as well. Many shun the elaborate social constructs of both Vampire and kine. A number of them prefer to move alone or as a member of small packs or coteries. Most are tough and, when pressed, ferocious. And when Gangrel succumb to the depredations of the Beast, they are left with some feature redolent of the animal kingdom. As a Clan, the Gangrel are wary and aloof. Most would prefer to spend their nights stalking prey or wilding on the rooftops than minding Princely edicts or lobbying for recognition of domain.



Sect: The Gangrel at least nominally belong to the Camarilla, but the Clan has always had a vocal faction that spurns membership in any Sect. They claim that political games and social structures do nothing for the primal Gangrel.

Trait: The Gangrel clan's greatest strength is also its greatest weakness. The Gangrel are tied to the beast within in ways that no other Vampire could understand; their greatest gifts come from that primal connection refusing both the diplomacy and the advancements of humankind. Once per session, if you try and dominate a weaker individual through force, mark experience. Once per session, if you resist the aid of technology or man-made devices or refuse the knowledge of others who are using such devices, mark experience.

Disciplines Gangrel can take: Animalism, Fortitude, and Protean

Giovanni

□ **Clan Giovanni:** Your Clan are the Giovanni necromancers. Achieving prominence during the Venetian Renaissance, the Giovanni family built their fortune on the rise of the middle class and the ready profit of banking and Mediterranean trade (and the criminal enterprise that came with it). Since those first nights, the Giovanni have accepted no limits on their ambitions, despite opposition from Vampire outside their Clan and a well-deserved reputation as "Devil Vampire." They studied forbidden arts. To this night, the Giovanni are known for the insular nature of their Clan and the incestuous practices by

which they populate it. Other Vampire are loath to trust the mercenary Giovanni, who seem to be using their influence toward some unknown end. Part of Clan Giovanni's unhealthy reputation stems from the fact that it is a very insular Clan, drawing almost all its members from its incestuous mortal family.



Sect: The Giovanni proudly maintains its independence of all over Clans, but is more than happy to play all sides against each other, provided that the Family profits from it. They are rivals with the Followers of Set and the Grimaldi family for influence in high finance, smuggling, drug trafficking, and other lucrative interests, but are not such an annoyance to bestir the Camarilla, Sabbat, or Independent Clans as a whole.

Trait: The solitude of the Giovanni has also poisoned their ability to feed normally; the Kiss of a Giovanni Vampire causes excruciating pain in mortal vessels who receive it. If the Giovanni isn't careful, her vessel may die of shock and agony before being wholly exsanguinated. When you feed using **excruciating kiss** with the desire of doing damage, mark experience. The family wealth of the Giovanni is evident in their havens, which may take the form of villas or lavish estates. When you purchase, **trick** or **persuade** others in the attempt of showing your lavish lifestyle, mark experience.

Disciplines Giovanni can take: Dominate, Potence, and Necromancy

Lasombra

□ **Clan Lasombra:** Your Clan are the graceful Lasombra. To the mind of a Lasombra, it is better to reign in hell than to serve in heaven. Once, the Lasombra were nobles, but the chaos of Vampire history and the formation of the Sabbat have caused most of them to turn their backs upon their origins. Now, the Lasombra give themselves wholly over to the damnation of being Vampires. Fear, frenzy, the power to determine whether another lives or dies: these are at the root of the power that the Lasombra hold dear. While the night belongs to all Vampire, the Lasombra are truly born to darkness, to the degree that their very Clan name reveals their tie to shadow. The Lasombra are masters of this darkness and possess a knack for leadership as keen as that of Clan Ventrue.



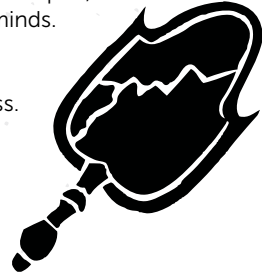
Sect: The Sabbat would be very different without the influence of the Lasombra, and they remain its most prominent Clan. Young Lasombra often make auspicious starts as Sabbat Priests, leading their fellows by charging into the fray or demonstrating mastery of the Beast.

Trait: The Lasombra, pushed by their heritage to show themselves worthy leaders, feel a great need to make themselves stand out from each other and from the Vampires around them, while viewing humanity with disdain for their immense frailties. Once per session, when you push the Lasombra agenda of having Vampires being the pinnacle of all creatures, mark experience. Additionally, you have pushed yourself so far from the touch of humanity, you don't reflect in mirrors or cameras making many uneasy. When you use your lack of a reflection to cause fear in others, mark corruption.

Disciplines Lasombra can take: Dominate, Obtenebration, and Potence

Malkavian

□ **Clan Malkavian:** Your Clan are the insightful Malkavians. Clan Malkavian has suffered throughout history, and continues to do so to this very night. Clan Malkavian is twice damned: once by the curse of being Vampire, and again by the turmoil that disturbs their hearts and minds. Upon the Embrace, every Malkavian is afflicted with an insurmountable insanity that fractures her outlook for every night thereafter, making her unlife one of madness. Some consider this a form of oracular insight, while others simply consider them dangerous. Throughout Vampire history, Malkavians have been alternately feared for their bizarre behavior and sought out for their even more bizarre insight. Vampire who have regular dealings with the Malkavians report that the Clan is now more morbidly unstable than ever, spreading madness in its wake like a contagious disease. Their precarious stability makes it hard for most Vampire (or, indeed, any human with whom they may meet) to interact with Malkavians.



Sect: Traditionally, the Malkavians are the unorthodox thinkers of the Camarilla, using their unique insight in their more lucid moments to provide valuable information to the Elders. Those of Clan Malkavian on the Sabbat side are much more violent and demented, often taken from serial killer and sociopathic stock.

Trait: All members of Clan Malkavian suffer from a permanent, incurable derangement. Once per night, when you **figure someone out**, tell a tale of how your psyche has given you such atunement with your surroundings. When you do so, mark experience. Your precarious stability makes it hard for others to interact with you. When another player proclaims you are insane or complains that your insane actions are causing your allies to not finish their task efficiently, mark experience.

Disciplines Malkavian can take: Auspex, Dementation, and Obfuscate

Nosferatu

□ **Clan Nosferatu:** Your Clan are the hideous Nosferatu. The members of Clan Nosferatu suffer the most visible curse of all. The embrace hideously deforms them, twisting them into literal monsters. To their credit, the Nosferatu come to possess many of the whispered secrets of their reluctant fellows. The Sewer Rats enjoy a grudging respect as the information- brokers of the Vampire, given their supernatural acumen at stealth and the fact that many Vampire would rather ignore them than acknowledge them. Savvy Nosferatu exploit this for all it's worth, turning the hypocrisy of other Vampires to their own profit.



Sect: Most Nosferatu owe their allegiance to the Camarilla, but there are still others who find themselves aligning with the Anarch Movement or the Sabbat. Aside from Sect differences, there is virtually no difference in how they operate, and often they look at each other as allies rather than enemies.

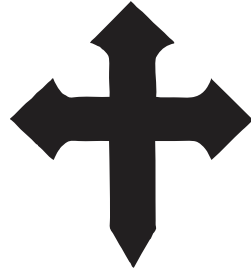
Trait: Nosferatu exist in two worlds: the world above and the world below. Below ground, other Vampires try to ensnare them in their treacherous politics. Since the Nosferatu must all work together in order to survive, you have sources of information that others can't match. Once per night, when you **hit the streets** to find out information from your other Nosferatu brethren, mark experience. But there is also the world above ground, and because of your hideous and

disgusting appearance, people react badly. Whenever you are able to **escape** being seen from the mortals above in an attempt to keep the masquerade alive, mark experience.

Disciplines Nosferatu can take: Animalism, Obfuscate, and Potence

Ravnos

□ **Clan Ravnos:** Your Clan are the deceitful Ravnos. Nobody in the west understood the Ravnos, and now in the Final Nights, it's too late to do so. Misunderstood as a Clan of gypsies and tricksters, the western Ravnos are a minor and heretical branch of the undead lords of India, the Ravnos Vampires lead nomadic unives. Like the Gypsies of history, the Ravnos are spurned due to their reputations as thieves and vagrants. With reputations like these, the Ravnos are considered outsiders even among those Vampire who do not ally themselves with Sects. In fact, many choose to make themselves into the ravening terrors that other Vampire believe them to be. They are also known for their ability to create amazing illusions, the better with which to trick their marks.



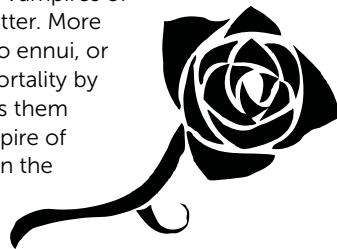
Sect: Clan Ravnos often has a difficult time heeding the rigorous order of many Camarilla cities, and has no inherent love for the violence of the Sabbat. Thus, the Deceivers find themselves independent for lack of a more suitable option.

Trait: The Ravnos move like the rumors that surround them. Once per night, if you find yourself unable to tell the truth even to an ally, mark experience. Having such a turbulent history makes the Ravnos slaves to their vices. Pick one: Lying, cruelty, theft, arson, drugs, sex. Once per session, when presented with the opportunity to indulge in your vice and you do so, mark experience.

Disciplines Ravnos can take: Animalism, Chimerstry, Fortitude

Toreador

□ **Clan Toreador:** Your Clan are the decadent Toreadors. Prodigals of the Vampire, Clan Toreador indulges in excess and degeneracy, all while claiming to maintain patronage of the arts. Of course, for Vampires of this disposition, it's easy to become jaded and bitter. More than the other Clans, Toreador often succumb to ennui, or fight the eventual boredom of unchanging immortality by playing at rivalries. An excess of stimulation turns them into slaves to the sensations they seek. The Vampire of Clan Toreador often involve themselves greatly in the world of mortals. They have any number of reasons, whether enjoying proximity to the blush of life, cultivating veritable cults of doting followers, or influencing and following the trends that their own kind simultaneously mock and venerate. To a great degree, this patronage is true, as the Clan claims many talented artists, musicians, writers, poets and other gifted creators. On the other hand, the Clan possesses just as many "poseurs," those who fancy themselves great aesthetes but lack the ability to create at all.



Sect: The Toreador are the social backbone of the Camarilla, and are a great part of their success in keeping the Clans happy and loyal. In the Sabbat, the Toreador are a different beast altogether, sadists who find beauty in the grotesque and horrific.

Trait: Everything is fraught with wonder and terror, low politics and sensual

glories, the profound and the profane, and an undeniable undercurrent of the sanguinary. Because of their creativity and youthful virtues, your blood calls out to mortals. Once per night, when you use a mortal to gain social status, mark experience. Once per session, when presented with a "beautiful" item/person/experience and you describe how you lavish over its beauty, mark experience.

Disciplines Toreador can take: Auspex, Celerity, and Presence

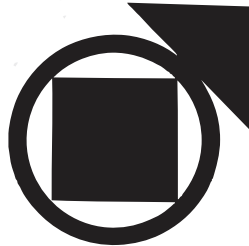
Tremere

□ **Clan Tremere:** Your Clan are the Tremere arcanists. Clan Tremere is a Clan shaped by its practice of blood sorcery. A flexible Discipline, Thaumaturgy is heavily entrenched within the Tremere, and they maintain cultic havens known as chantries to study its uses and share secrets among each other. To the Tremere, blood is both sustenance and the source of mystical power; they gather in their witch houses to further their understanding of the vitae that is such a focal point of their unives. Tremere have a tightly knit political structure based on the acquisition of power, as well as a fanatical Clan loyalty practically unknown to any other Vampire.

Sect: Clan Tremere considers itself one of the pillars of the Camarilla. It is rumored that they once performed a ritual that all but eradicated those of the Clan not loyal to the Camarilla (and thus the Tremere's pyramidal hierarchy).

Trait: Many Tremere rely on a central chantry the Clan maintains in cities where it has a notable presence. Each time you make vast improvements to your chantry through any means, mark experience. And once per night, when you use your chantry to better gain knowledge of the world around you, mark experience.

Disciplines Tremere can take: Auspex, Dominate, and Thaumaturgy



Tzimisce

□ **Clan Tzimisce:** Your Clan are the fiendish Tzimisce. Formerly the tyrants of Eastern Europe, the Tzimisce (zhi-mee-see) have been uprooted from their Old Country manses and relocated into the clutches of the Sabbat. Possessed of a peculiar nobility, coupled with an evil that transcends mortal perception, Clan Tzimisce leads the Sabbat in its rejection of all things human.

Clan Tzimisce is a Clan of extremes, and long, cold nights spent in remote castles have turned the Fiends' perspectives both greatly inward and outward. Tzimisce practice a strange Discipline known as Vicissitude that allows them to twist the skin and bone of their victims.

In many cases, they refine their fleshly arts by practicing upon themselves, but they just as frequently use it upon their lackeys and retainers, turning their boyars and szlachta into monstrous thralls.

Sect: The Tzimisce are longtime but largely detached members of the Sabbat. They were instrumental in the Sect's nascence, and remain one of its most numerous Clans.

Trait: Given their ability to manipulate their physical appearance with Vicissitude, Tzimisce look however they want, and they often want to provoke or frighten. Once per night, when you put yourself in danger just to frighten "lower beings" or break the masquerade, mark experience. Such lack of humanity does have a price as they must sleep with "native soil" in which you must protect with

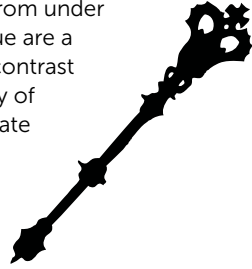


your life. Each time another finds your dwelling and you remove them from existence, mark experience.

Disciplines Tzimisce can take: Animalism, Auspex, and Vicissitude.

Ventru

□ **Clan Ventru:** Your Clan are the noble Ventru. The nominal leaders of the Camarilla, the Ventru claim to have created and supported the organization of the sect since its inception. Much curiosity exists among the Vampire as to the inner workings of this well-organized Clan, as rumors of dark mysteries and slumbering Ancients sometimes slip out from under the Ventru's austere facade. Tonight though, the Ventru are a synthesis of the modern and the ancient, often in stark contrast within the Clan and among one another. There is money of old, from the vaults of Croesus, but their young manipulate stock markets and influence currencies. Elders may command armies or even whole governments, while neonates conjure their assets from a website or smartphone app. But for all their wealth, their distinguished history, and their status among the Damned, each and every Ventru must still seek that one resource that makes Vampire society egalitarian: precious blood.



Sect: Clan Ventru are the de facto leaders of the Camarilla, using their wealth and leadership skills to guide them even in Modern nights, and the majority of Princes are Ventru. Sabbat Ventru, on the other hand, try to be loyal followers, a task for which they are ill suited.

Trait: A Ventru's lifestyle displays both their great power and distinguished tastes. Your blue blood begs to be obeyed. When you cash debt with an individual you find ahead of you in social or political status, mark experience. The Ventru have rarefied tastes, and they find only one specific type of mortal blood palatable and vital for them. Once per night with your taste being extremely selective, when you refuse blood of a weaker individual despite your need of the substance, mark experience.

Disciplines Ventru can take: Dominate, Fortitude, and Presence

DISCIPLINES

(Disciplines are associated to particular Clans)

□ **Animalism:** The Discipline of Animalism allows the Vampire to develop a close, intense connection with his primordial nature. Animals grow distinctly agitated in the presence of a Vampire who lacks this Discipline.

□ **Feral Whispers:** The Vampire creates an empathic connection with beasts. When you rely on your animal instincts to make sense of a charged situation, roll with Blood. On a 10 up, ask the MC three questions. If you act on one of the MC's answers, add 1 to your first roll. On a 7-9, ask one:

- Where's my best escape route or way in?
- Which enemy is the most vulnerable to me?
- What's their secret weakness?
- What poses the biggest threat to me?
- Who's in control here?

□ **Drawing Out the Beast:** The Vampire has a keen understanding of the Beast Within, and is able to release his feral urges upon another being, when you do, roll with Blood. On a 10+, transfer up to 2

corruption to another being. On a 7-9, you transfer 1 corruption, but unleash it upon a random individual. On a Miss, you are unable to control the beasts, mark +1 Corruption and the MC makes a hard move.

- If the transfer is to a PC, they record the transferred Corruption and mark a Debt against you.
- If the transfer is to an NPC, the NPC takes 1 harm for 1 corruption or 2 harm for 2 corruption (ap close)

□ **Auspex:** This Discipline bestows uncanny sensory abilities upon the Vampire.

□ **Heightened Senses:** When you **figure someone out**, always ask one extra question, even on a Miss.

□ **Aura Perception:** You sense others' emotional state, when you do, roll with Mind. On a 10+, you perceive the intensity and dominant type (anger, sorrow, love, confusion, etc.) of others' emotions as clearly as you can see the color and details of their clothes (or something equivalently obvious if your dominant sense is something other than sight). On a 7-9, you can perceive either intensity or type, but not both. On a Miss, you can perceive either intensity or type, but others nearby also sense your own dominant emotion without consciously knowing why they're so certain about you.. Aura sensing lasts a few minutes per effort.

□ **Telepathy:** The Vampire projects a portion of her consciousness into a nearby mortal's mind, creating a mental link through which she can communicate wordlessly or even read the target's deepest thoughts. The Kindred "hears" in their own mind the thoughts plucked from a subject as if they were spoken to her. A Vampire focusing on their target can do a deeper scan to uncover thoughts or memories protected by the subconscious, when you do, roll with Mind. If physical contact can be made, add a +1 and an additional question is received, this can be through intimacy or by touching a helpless target. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold to ask the player or MC questions, 1 for 1:

- What thoughts have consumed the majority of the character's time?
- What secret pains or regrets does the character harbor?
- What plan(s) is the character constructing or initiating in the next few days?
- For what does the character seek forgiveness?
- In what ways is the character mentally vulnerable?
- What is the characters current attitude toward me?
- Where has the character recently been that they wish to keep secret?

On a Miss, they hold 2 over you, on the exact same terms.

□ **Advanced:** On a 12+ you can completely recall memories that the target has recently experienced in place of any questions.

□ **Celerity:** Not all Vampires are slow, meticulous creatures. When needed, some Vampires can move fast — really fast.

□ **Like Lightning:** When you need to travel a long distance in an impossibly short amount of time or complete a task in record time, **let it out** but roll with Blood. On a Hit, you make it there in time or finish your task, but are winded take -1 ongoing until you get a chance to rest.

□ **Rapid Response:** You use Celerity to move with amazing swiftness in times of stress. Your quick reflexes have been elevated to the ranks of the truly unbelievable. You can reflexively take out or put away an item, pick up an unattended object, or manipulate an item in your possession. When you **unleash** on any hit, take an additional option. As your speed gives you an advantage when fleeing for safety, when you roll to **escape** instead of rolling 2d6, roll 3 dice and take the best 2 results,

□ **Faster Than Thought:** *(requires Rapid Response or Like Lightning)*
The embrace gifted you with startling speed and reflexes. You can literally move so fast that you are almost impossible to see or effect as long as you do not slow down or stop moving. You can run across short gaps, up steep inclines and even over low walls without pause, but there are dangers associated with moving at such a heightened velocity. In addition, you gain +1 Mind (max +3). If you are already at +3 Mind you may stretch to +4 Mind max at the cost of erasing your Mortality Rapport to 0 permanently.

□ **Chimerstry:** The Ravnos are heirs to a legacy of illusion, and none can say exactly why. Chimerstry is an art of conjuration; the Vampire may draw upon her inner reserves to bring phantoms to life.

□ **Ignis Fatuus:** The Vampire may conjure a minor mirage that confounds one sense, when you do, roll with Heart. On a 10+, the image is believable, choose 2. On a 7-9, the image does not hold up under scrutiny - you can instill it with a bit of your life force and take 1 harm to make it believable and choose 1:

- Enable the mirage to move within your line of sight
- The mirage confounds an additional sense
- The mirage lasts for a short time after you stop

concentrating

□ **Horrid Reality:** Rather than create simple illusions, the Vampire can project traumatic hallucinations directly into a victim's mind, when you do, roll with Heart. On a 10+, choose 2. On a 7-9, choose 1:

- They end up in another dangerous yet very different situation
- They suffer harm on the way out of the hallucination
- You are able to affect a very important memory of their recent history
- They leave something important behind as they are dazed from the experience
- You learn how they break under pressure, take a Debt against them

□ **Dementation:** The special legacy of the Malkavian Clan, Dementation allows the Vampire to channel madness, focus it, and pour it into the minds of those around him. The practitioner of Dementation need not actually be mad himself, at least initially, although madness seems to grant a certain insight into the key tenets of this Discipline.

□ **Wavering Reality** - You have a unique perception on reality. When you **figure someone out**, replace the existing questions with four of your own, but it is up to the MC to choose which two of these are to be answered.

□ **The Haunting:** The Vampire manipulates the sensory centers of his victim's brain, flooding the victim's senses with visions, sounds, scents,

or feelings that aren't really there, when you do, roll with Mind. Take +1 if you are able to touch the subject. On 10+, choose 2. On a 7-9, choose 1 and mark a 1 corruption. On a Miss, you are enraptured with the formation and world of your own prank/nightmare, MC makes a hard move.

- A dreadful, reality altering nightmare or delusion is wormed into the subjects mind, they are instantly stunned. When stunned, they are unable to take any physical action for a short time. If they do take a physical action, the MC can make a hard move.
- The victim experiences a primal sense of fear, as if the very shadows are closing in to suffocate them and **escapes** from the cause of their fears in haste (player dictates what their fear is.)
- The victim is unable to face their fear taking stun-harm, while doing anything other than staring is taking a chance.

□ **Eyes of Chaos:** This peculiar power allows the Vampire to take advantage of the fleeting clarity hidden in insanity. At the start of every night, you will recall a dream carrying encoded information about the night, when you do, roll with Mind. On a Hit, the MC will give you a clear impression of what your future has in store for you based on the dream you create. On a 10+, you can also ask one question and have the MC answer it. On a 7-9, you just get a clear impression. On a Miss, you get only a vague idea of what your dream was about.

□ **Dominate:** This Discipline involves influencing the very thoughts and actions of others through the Vampire's own force of will. Commands must be issued verbally; direct mind-to-mind contact is the purview of Auspex.

□ **Mesmerize:** By using your voice to subtly influence a subject, you can verbally implant a hypnotic suggestion in the subject's subconscious mind, when you do, roll with Mind. On a 10+, hold 3. On a 7-9, hold 1. Spend 1 hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one simple question

If you run out of hold the discipline ends. If the target takes damage you lose 1 hold. While the discipline is ongoing, to take any other action you must **keep your cool**.

□ **Ripples of the Heart:** Ripples of the Heart allows a Vampire to leave a particular emotion, thought or image within the bloodstream of any mortal from whom he feeds. Any other Vampire who subsequently drinks from that mortal experiences those same thoughts left as if they were his own. This is an additional option added to **eternal hunger**.

□ **The Forgetful Mind:** After capturing the subject's gaze, the Vampire delves into the subject's memories, stealing or re-creating them at his whim, when you do, roll with Mind. On a 10+, choose 3 of the following. On a 7-9, choose 2. On a Miss, choose 1, but the MC may add complications.

- May alter or remove entire scene from subject's memory
- Instead of lasting 1 day, the memory is permanent
- Person involved is unaware of your action

- **Fortitude:** All Vampires possess a preternatural constitution that makes most normal damage inconsequential.
 - **Thick Skin:** When you activate fortitude, roll with Spirit. On, 10+, choose both. On a 7-9, choose 1 and mark corruption. On a Miss you over exert yourself and take -1 for the scene. Choose from:
 - Take +1 armour
 - Once this scene you can reduce harm that you take by one.
 - **Demon Hide:** (*requires Thick Skin*) Once per scene, instead of taking harm from being attacked, you can mark corruption equal to the amount of harm you are wishing to negate.
 - **Resilience:** Your body will mend any injury, given time. Healing from non-magical sources, such as feeding, is at double the speed of others.

- **Necromancy:** Over the centuries, the various schools of vampiric Necromancy have evolved and diversified from an earlier form of death magic, leaving several distinct paths of necromantic magic available to Vampires. Unsurprisingly, the elements of Necromantic ritual are things like long-buried corpses and hands from the cadavers of hanged men, so obtaining suitable materials can be quite difficult.
 - **The Sepulchre Path:** Through the Sepulchre path, the Vampire can peer into the lands of the dead, summon and command the spirits of the dead, and even affect things in the spirit realm. Since many other areas of Necromancy involve dealing with ghosts, this is the most common path for necromancers to start with.
 - **Shroudsight:** You can see through the Shroud, the mystical barrier that separates the living world from the Underworld, and communicate with its denizens. By using this power, the Vampire can spot ghostly buildings and items, the landscape of the so-called Shadowlands, and even Spectres themselves. You can use **figure someone out** on Spectres and **investigate a place of power** to examine your surroundings in the Underworld.
 - **Compel Soul:** The power of Summon Soul allows a necromancer to call a ghost back from the Underworld and can command a ghost to do his bidding or bind them for a while, when you do, roll with Mind. On a 10+, hold 3. On a 7-9, hold 1 and mark corruption. On a Miss, mark corruption and the MC makes a hard move. Spend hold 1 for 1 to:
 - Summon a soul that you knew in life, witnessed in death, or possess an item with which the soul interacted. The soul will only stay for a short time.
 - Compel a soul to perform a task of less than a night's duration.
 - Compel a soul to answer 1 question truthfully.
 - Bind the soul to a place or object for one night.
 - **Dead Hand:** You have the ability to reach across the Shroud and affect Spectres and objects in the Underworld, otherwise known as the Shadowlands. You can affect Spectres or objects when you **unleash**.
 - **Ex Nihilo:** You can enter the Underworld physically. While in the lands of the dead, the Vampire is essentially a particularly solid ghost. He can be hurt only by things that inflict damage on ghosts (weapons forged from souls, certain ghostly powers, etc.) and pass through solid objects in the real

world, roll with Mind. On a 10+, you cross the Shroud and your stay is not unduly taxing. On a 7-9, not only do you find yourself unwanted by those that call such a realm home, it is difficult to cross the Shroud, so choose: take 1 harm or mark corruption.

□ **The Bone Path:** The Bone Path is concerned primarily with corpses and the methods by which dead souls can be restored to the living world — temporarily or otherwise.

□ **Animate Corpse:** By concentrating, you can imbue a nearby corpse with the semblance of life, and under your control. When you animate a corpse, roll with Heart. On a 10+, you can control the corpse like a part of yourself and gain +1 ongoing on any action with it. On a 7-9, you can control the corpse like a part of yourself. On a Miss, you suffer 1 harm (ap) as you infuse the corpse with a bit of your life essence.

□ **Shambling Hordes** (*requires Animate Corpse*): With access to a number of corpses, you can cause them to rise up and obey your bidding. Treat your horde of zombies/skeletons as a small gang. Your horde is not too bright and your grip on their spirits is tenuous, when you cause your hordes to arise, roll with Heart. On a 10+, your mastery over them is effortless. On a 7-9, they need constant control and it is a struggle to perform, any other action and you must **keep your cool**. On a Miss, mark corruption and the horde takes on a mind of their own.

□ **Soul Mastery:** You can rip a soul from its living body or forcibly bind a soul into a soulless corpse. A mortal exiled from his body by this power becomes a wraith with a single tie to the real world: his now-empty body. A corpse imbued with a soul is reanimated, but is still a corpse that will irrevocably decay after a week, but it does give either a wraith or a free-floating soul a temporary home in the physical world. On a 10+, the soul goes where you want it. On a 7-9, it takes considerable effort to move the soul, take 1 harm (ap). On a Miss, mark corruption and the MC makes a move.

□ **Obfuscate:** This uncanny power enables Vampire to conceal themselves from others' sight. By simply wishing to remain unseen, a Vampire can disappear, even if he stands in full view of a crowd.

□ **Cloak the Shadows:** The Vampire must rely on nearby shadows and cover to assist in hiding his presence. When you step into an out-of-the-way, shadowed place and eases himself from normal sigh, roll with Blood. On a 10+, You become invisible and no one can see you. You can move but using any action that interacts with another cancels this effect. On a 7-9, choose 1:

- Movement gives you away
- You are only hidden when in shadows
- Your own view is heavily clouded

□ **Advanced: Cloak the Gathering:** Using Cloak the Shadows, you can extend your coverage for up to 10 people in close range.

□ **A Thousand Faces:** You can make the people around you think you are someone else, when you do, roll with Heart. On a 10+, Choose 1. On a 7-9, Choose 1, but something about you seems off to onlookers any attempts to **persuade** or **mislead** others are at a -1.

- You appear as the same person to everyone. They don't necessarily expect to see you or know who you are, but you don't look like yourself.
 - You appear as a different person to everyone who views you. But they expect to see you and know who you are impersonating.
- **Obtenebration:** Obtenebration grants its users power over darkness. The precise nature of the "darkness" invoked is a matter of debate among the Keepers. Electronic equipment (*i.e. including thermal, night vision etc...*) will not be able to reveal a Vampire while using Obfuscate. If a Vampire is recorded on video or through photography, however, their presence can be observed after their Obfuscation has dropped.
- **Shadow Play:** This power grants the Vampire limited control over shadows and other ambient darkness. Though the Vampire cannot truly "create" darkness, she can overlap and stretch existing shadows, creating patches of gloom. Once a Kindred takes control of darkness or shadow, it gains a mystical tangibility. When you shape and control darkness and shadow, roll with Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark corruption. On a Miss, mark corruption and a dark power gains 1 Debt on you. Spend hold 1 for 1 to:
- As you are hidden, take +1 forward to ***misleading, distract or trick***
 - Being unseen lets you take +1 forward to ***escape***
 - In stealth, take +1 forward to ***unleash***
 - Use your creations to strangle and smother an air-breather, inflict 1 harm (ap close loud)
- **Black Metamorphosis:** The Vampire calls upon his inner darkness becoming a monstrous hybrid of matter and shadow. Though still humanoid, the Vampire takes on an almost demonic appearance, as the darkness within him bubbles to the surface. When you take on the form of a shadow demon full of tentacles and inky darkness, roll with Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark corruption. On a Miss, mark corruption and a dark power gains 1 Debt on you. Spend hold 1 for 1:
- Your tentacles are able to conceal others in their darkness
 - Your tentacles are able to blind the light for a short area
 - Your tentacles deal 2 harm (close, loud) to your victim
 - Your tentacles can grasp a target, pinning them in place
 - Take +1 armour as your form fades into and out of darkness
- **Tenebrous Form:** At this level, the Kindred's mastery of darkness is so extensive that they may physically become it. By taking 1 corruption, the Vampire becomes an inky, amoeboid patch of shadow. Vampires in this form are practically invulnerable and may slither through cracks and crevices.
- **Potence:** Vampires endowed with this Discipline possess preternatural strength. Potence enables Vampires to leap tremendous distances, lift massive weights and strike opponents with terrifying force.
- **Rebel's Ferocity:** In combat, the power of your combinations are harder to handle. When you ***unleash*** on a 12+, deal a second injury as if from a second attack of the same severity.
 - **Force of Nature:** You are capable of tremendous feats of strength. Most Vampires can throw normal sized objects (such as baseballs or

dart) ridiculously far. They can also lift incredibly heavy objects. Heck, Vampires with **rebel's ferocity** can even throw those heavy objects, but they can't throw them very far. Now, you can throw large and heavy objects at far distances.

□ **Predator's Exertion:** (*requires Rebel's Ferocity*) The embrace gifted you with startling strength, similar strength to that of angels and demons. You are so strong that you can direct your incredible power through the ground or floor to affect enemies at range. With your strength, you can strike the ground and send a shock wave along the surface increasing melee attacks to far distances. In addition, you gain +1 Blood (max +3). If you are already at +3 Blood you may stretch to +4 Blood max at the cost of erasing your Wild's Rapport to 0 permanently.

□ **Presence:** Vampire who develop Presence can inspire zealous fervor, devoted passion or unspeakable terror in mortal and immortal alike.

□ **Dread Gaze:** While all Vampire can frighten others by physically revealing their true vampiric natures — bearing claws and fangs, glaring with malevolence, hissing loudly with malice — this power focuses these elements to insanely terrifying levels, when you do, roll with Heart. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- Inflict 1-harm (ap)
- They take -1 right now
- You take +1 forward to **persuade an NPC** or **unleash**

If they fulfill your command, that counts for all your remaining hold.

On a Miss, you inflict 1 harm (ap) upon your subject, to no benefit.

□ **Muse:** (only for Clan Toreador) When you perform your chosen art, any act of expression or culture, or when you put its product before an audience, roll with Heart. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- This person must meet me
- This person must have my services
- This person loves me
- This person must give me a gift
- This person admires my patron

On a Miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

□ **Entrancement:** When you have time and solitude with someone, they become fixated upon you, roll with Heart. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:

- Giving you something you want
- Acting as your eyes and ears
- Fighting to protect you
- Doing something you tell them to

For NPC's, while you have hold over them they can't act against you.

For PC's, instead, any time you like you can spend your hold, 1 for 1:

- They distract themselves with the thought of you. They must **keep their cool**.
- They inspire themselves with the thought of you. They take +1 forward right now.

On a Miss, they hold 2 over you, on the exact same terms

□ **Majesty:** (*requires Dread Gaze or Entrancement*) Under Majesty's influence, hearts break, power trembles, and the bold shake. At this

stage, the Vampire can augment her supernatural mind a thousand fold. When you impose your will on a crowd, roll with Heart. On a 10+, choose 2. On a 7-9, choose 1.

- They do what you want
- They fight as a gang for you
- None of them fight you back
- None of them escape

On a Miss, they all fight back.

□ **Protean:** Vampires who develop this Discipline can grow bestial claws, assume the forms of wolves and bats, transform into mist and meld into the earth.

□ **Feral Claws:** The Vampire's nails transform into long, bestial claws. Treat your claws and fangs as 3 harm (hand natural) that can destroy or at least scratch up most non-metal (and even some metal) objects

□ **Shape of the Beast:** You can take the form of a bat or wolf, roll with Blood. On a 10+, you shift fine. On a 7-9, choose 1. On a Miss, choose 2, but the MC may add complications.

- You drew upon the darkness to change. Mark corruption.
- The change was painful. Mark 1 harm (ap).
- Your secret is revealed. Take -1 Rapport against closest non-Night faction around.

□ **Mist Form:** This truly unsettling power enables the Vampire to turn into mist. His physical shape disperses into a hazy cloud, but one still subject entirely to the immortal's will. While you are in Mist Form, you cannot interact with anything and nothing can interact with you. If you are using Mist Form to **escape**, treat the 10+ as the advanced 12+.

□ **Quietus:** Quietus, the Discipline of silent death, is practiced by the assassins of Clan Assamite. Using the principles of poison, vitae control and pestilence, this blood-based Discipline focuses on the destruction of its target through varying means.

□ **Baal's Caress:** You can turn your blood into a poison that when applied to a weapon increases the severity of the injuries on your next attack, roll with Blood. On a 10+, you gain +1 harm on your target for your next attack. On a 7-9, you +1 harm on your target and take 1 harm yourself. On a Miss, the poison is worthless against anyone but you. Take 1 harm and Mark corruption as your blood boils within you.

□ **Poison the Well of Life:** The master of this Quietus power can now taint blood, converting it into a deadly poison against other Vampires who drinks from the mortal who is the vessel of such blood. Some Vampires use Poison the Well of Life to guard their own herds against "poachers" or to ward specific vessels against indiscriminate feeding. When you taint the blood of a mortal, roll with Blood. On a 10+, choose 3. On a 7-9, choose 2.

- Any Vampire that partakes of this mortal is unable to heal this night.
- Drinking the blood causes the Vampire excruciating pain (2 harm AP)
- There are no marks giving away to suspicion.
- The mortal that has been tainted survives the process no longer than a few days time.

□ **Silence of Death:** You use the darkness to create a zone of silence around you or can silence certain sounds only, roll with Mind. On a 10+, Hold 3 On a 7-9, Hold 1 and there are the possibility of

complications (*i.e. the length they are silenced, if others are silenced as well, if they are completely silenced, ect...*)

- Spend 1 of your Hold to silence everything within a Hand range, including yourself. After that You may spend 2 Hold to increase this range by 1 step (Close, Close/Far).
 - Spend Hold on a 1 for 1 basis to silence a single target, including yourself
- **Serpentis:** Serpentis can evoke an almost primordial fear in others, particularly those who recall the tale of Eden.
- **The Eyes of the Serpent:** This power grants the Vampire the legendary hypnotic gaze of the serpent. The Vampire's eyes become gold with large black irises, and individuals in the character's vicinity find themselves strangely attracted to him, and unable to do anything besides gaze into their eyes, roll with Mind. On a 10+, hold 2. On a 7–9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a Miss, your enemies identify you immediately as their foremost threat.
 - **Cobra Fangs:** You gain a venomous bite along with his serpentine form. This Serpentis power enables a Vampire to gain the deadly bite without the full-body transformation, making it more useful for taking victims by surprise when you inflict harm, inflict +1 harm.
 - **Shadow of Apep:** (only for Followers of Set) These ancient monsters can take the form of Set's defeated enemy, Apep. By taking 1 corruption, the Vampire becomes a serpent of fluid, glittering Darkness — not mere shadow, but anti-light. They are immune to physical attacks, but also unable to attack others as well.
- **Thaumaturgy:** When you choose the Thaumaturgy discipline, choose your primary path and take a power from that path. Path of Blood is the most common Thaumaturgical path. As a standard advance, you can take an additional path and get a power from that path. In order to take a new path, beyond your first path, you must spend time with another Tremere to teach you that knowledge. They take 1 Debt on you.
- **Path of Blood:** Almost every Tremere studies the Path of Blood as her primary Thaumaturgy skill. It encompasses some of the most fundamental principles of Thaumaturgy, based as it is on the manipulation of Vampire Blood, what the Vampire call vitae.
 - **Taste for Blood:** This power was developed as a means of testing a foe's might, whenever you touch the blood of a subject, roll with Mind. On a Hit take +1 forward to your next interaction with the subject. On a 10+, hold 3. On a 7–9, hold 1 and mark corruption. On a Miss, your psychic read gets reversed and the MC gets 1 hold on their behalf. Spend hold 1 for 1 to ask a question from the list below:
 - What is the subject's attitude towards me?
 - What is the subject's weakness?
 - Who do they hold debts over?
 - Who holds debts over them?
 - What is their approximate location?
 - **Theft of Vitae:** (*requires Taste of Blood*) You can siphon the blood from a subject within a short distance (50') roll with Blood. On a 10+, hold 2 On a 7-9, hold 1 and mark corruption. Spend hold 1 for 1 to:

- Take +1 forward
 - Reduce 1 injury
 - Subject takes 1 harm
 - Weaken your subject into a submissive position
 - You can instead use both hold to health an ally 1 harm.
- **Path of Elemental Mastery:** This path grants the thaumaturge power over the elements.
- **Lure of Flames:** This path grants the you the ability to conjure forth mystical flames, roll with Spirit, on a hit, you inflict harm. On a 10+, hold 2 On a 7-9, hold 1 and mark corruption. On a Miss, you lose control of the flames. Spend hold 1 for 1 to:
- Inflict 2 harm (+injury level)
 - Summon a large fire (+area)
 - Maintain control of the flames
 - Cause the flames to burn out after affecting your target
- **Animate the Unmoving:** Objects affected by this power move as the Vampire using it dictates. By concentrating, you can impart an animating force with another object within close range and treat it as an extension of yourself. When you animate an object, roll with Mind. On a 10+, you can control the object like a part of yourself and gain +1 ongoing on any action with it. On a 7-9, you can control the object like a part of yourself. On a Miss, you suffer 1 harm as a bit of your life essence leaks out.
- **Verdant Haven:** With access to a sufficient amount of plant matter, you can craft a magical shelter, roll with Mind. On a 10+, hold 3. On a 7-9, hold 2. On a Miss, hold 1, but your structure is imperfect in some way that the MC will tell you. Spend hold 1 for 1:
- The structure is big enough for 3 others
 - You camouflage the structure
 - It has a healing aura, those who rest in it reduce an injury by 1 level
 - The occupants are protected from the elements
 - It is nearly impenetrable, +2 armour.
- **Prison of Water:** You can command a sufficiently large quantity of water to animate itself and imprison a subject, when you do, roll with Mind. On a 10+, hold 2. On a 7-9, hold 1 but it will only last a moment On a Miss, you water takes on a mind of its own. Spend hold 1 for 1:
- Hold a target in place, unable to move or physically attack
 - Block the target's line of sight
 - Drown them, +1 harm ap close
- **Weather Control:** (*requires Prison of Water*) You can control the weather, roll with Mind. On a 10+, hold 3. On a 7-9, hold 1. On a Miss, the weather is uncontrolled and wild. Spend hold 1 for 1:
- Widespread, you affect a large area +far
 - Summon fog, create a veil of mist that allows you to move about unseen and unheard as long as you

give yourself proper distance from those looking for you. When a PC attempts to **figure you out** or **investigate a place of power** near your **sanctom**, they take -1

- High winds, everyone in the area takes +1 armour versus all ranged attacks.
- Thunder and lightning, deal 2 harm ap loud to a single target

□ **Vicissitude:** Vicissitude allows the Tzimisce to shape and sculpt their own or others' flesh and bone.

□ **Mask of Clay:** All Tzimisce are schooled in the basics of fleshcrafting, you can change your own appearance. When you take another humanoid form, roll with Mind. On a 10+, you've got it just right and can stay that way as long as you desire, provided you have **figured** them as noted below. On a 7-9, choose one:

- Your impersonation doesn't hold up under scrutiny;
- Assuming the disguise is an agonizing process. Take 1 harm (ap).
- The disguise won't last very long.

Add to the list of options for **figured someone out**, *You have studied their appearance and mannerisms and can duplicate them.

□ **Horrid Form:** Vampires use this power to become hideous and deadly monsters. The Vampire's stature increases in height, the skin becomes a sickly greenish-gray or grayish-black chitin, the arms become apelike and ropy with ragged black nails, and the face warps into something out of a nightmare. When you alter body into that of a monster, roll with Blood. On a 10+, hold 3. On a 7-9, hold 1 (or hold 2 and mark corruption.) On a Miss, your craft has gone awry and you expose yourself or your target to danger, retribution, or cost. Spend your hold 1 for 1:

- You can alter 1 of your appendages into a vile shape or gross form, also altering size and density.
- One must **keep their cool** or flee in haste
- Your skin has altered giving you +1 armour
- You are now stronger, you have +2 harm weapons, hand natural, plus you knockdown objects in your path with ease.
- You are faster giving you +1 to **escape**, plus being able to keep up with fast moving methods of transportation

□ **Blood of Acid:** At this level of mastery, the Vampire has converted his blood to a viscous acid. Any blood he consumes likewise becomes acid, which is corrosive enough to burn human (and vampiric flesh) as well as materials like wood. Any drop of this blood, can melt many items in your path, also damaging your opponents (1 harm ap.)

□ **Breath of the Dragon:** The Vampire becomes like one of the terrible draculs of the Old World, able to exhale a deadly gout of flame. This flame does not hurt the Vampire himself, though he may become trapped in flames if it engulfs flammable objects. You can wield this fire as a weapon (2 harm close area fire), each time you do, mark corruption.







WEREWOLF

WEREWOLF

THE FORSAKEN

Werewolves symbolize everything humans fear about nature — the thought of being prey for something stronger than us, the fear that our civilization is a sham that masks the animal in our own hearts. They symbolize a world that cares nothing for humans, that sees us only as prey. But what if a sentient mind lay beneath that savagery? What if Werewolves stalked among us not because they were cursed to become less than human, but because they were transformed into something more? They were once lords among man and beast in a hunter's paradise at the dawn of the world — but they destroyed that paradise with their own claws. Since then, they have culled their prey in the strange shadows of the world, cut off from the source of their power. The Werewolves are hunted by their own kind, unable to find solace among the humans they pretend to be. They are the Tribes of the Moon — the Forsaken.

BACKGROUND

Any human with Wolf heritage, what the Tribes call **Uratha**, may undergo the First Change at some time in their life, becoming a Werewolf, though what triggers the change is unknown. Werewolves aren't victims who become monsters due to a random assault — they're born monsters. Any person who transforms after a biting was already going to in time, the experience of dealing with a Werewolf just triggered their first transformation sooner. They grow up believing they're as human as anyone else, but the killer instinct that rises to the surface confuses them. The change awakens something truly savage within a person's soul, a propensity for bestial fury that goes beyond what any natural animal feels. For most, their first true brush with what they are comes when one of their own kind attacks and bites them. This bite does not make one a Werewolf, though. It only gives the attacker a taste of the near-changed Werewolf's blood. A human uses the sense of sight above all others, with hearing a close second. For wolves, smell can be more important than all the other senses, but sight, hearing and taste all have their role to play. When the time is right, the Werewolf will be able to find their new cousin. When it comes, the First Change has a profound effect on the Werewolf. Only things known about the change are that it almost never happens before puberty or after the age of 60. Werewolves can, theoretically, come from any part of human society, which can have a stronger or lower importance after the Werewolf's first change. Some forsake human society completely and others do not. Not all Werewolves experience the Change under the full moon, either. The phase of the Werewolf's First Change moon marks his potential destiny. This half-blessing, half-revelation is called the **auspice**.

Whereas an **auspice** is an internal quality, a **Tribe** is a social unit on a larger scale. It's a gathering of Werewolves who share a common culture based on

philosophical and practical grounds — an extended family related by bonds of spirit rather than blood. It's a choice that can affect a Werewolf for the rest of his life, and it's a choice that comes soon after the Change. Once a Werewolf has show his worth, he is given the choice of entering a **Tribe**. No Werewolf must join a **Tribe**, and although other Werewolves might pressure him to join one particular **Tribe**, they cannot force him. The choice of being initiated into one of the five Tribes of the Moon is up to the Werewolf, and nobody else. The Oath of the Moon — the vow to abide by the principles that guide the Forsaken — is offered, but not forced.

A **Tribe** is like an extended family, providing potential allies bound by oaths and common cause. It offers a loose support network to guide a Werewolf down a specific path of power. Further, a Tribe offers a specific goal to a lost and frightened shapeshifter; it offers principles that may help him master what he is. Even when a Werewolf ends up on the opposite side of a conflict from his tribemates, the Tribe's laws provide common ground from which to work toward peace. Most Werewolves form packs of different sizes to hunt more efficiently and better protect their territory. The smallest packs consist of 3 Werewolves and every pack needs a totem (a spirit who bonds with the pack). Every Werewolf who belongs to a Tribe must swear the Oath of the Moon, which (roughly) describes the moral of the Werewolf (called Harmony). The phrases of the Oath are:

- **Hunt:** The Wolf Must Hunt (the Werewolf have to fulfill the roles of Father Wolf)
- **Control:** The People do not murder the People (Werewolves don't murder other Werewolves)
- **Honor:** The Low honor the High, the High respect the Low
- **Respect:** Respect your Prey
- **Humanity:** The Werewolf shall cleave to Human (Werewolves are forbidden to mate with each other or with wolves and are mandated to reproduce)
- **Consumption:** Do not eat the flesh of Human or wolf
- **Secrecy:** The herd must not know (the Werewolf must be hidden from the humans)

INFORMATION

Here you will find the **Werewolf the Forsaken** add-on rules/text, for the Wolf archetype associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character. Corruption advancements are unaltered.
- 5 Auspices, a traditional role in Werewolf society, tied to one of five phases of the moon.
- 5 Werewolf Tribes

Note: Werewolves created with the Urban Shadows: Wolf archetype, do not automatically start with an Auspice (abilities based on when you were born.). It is up to the group/MC that if you want to start with in an Auspice that you give up your beginning archetype Move at the start of the game.

Standard Advances

- Get +1 Blood (max +3)
- Get +1 Heart (max +3)
- Get +1 Spirit (max +3)
- Get +1 Mind (max +3)
- Get a new Wolf move
- Get a new Wolf move
- Get a new Wolf move
- You gain an Auspice (choose 1 move)
- Gain another Auspice move
- Add 2 qualities to your Transformation
- Take a move from another archetype
- Change your Faction

After 5 advances, you may select:

- Get +1 to any stat (max +3)
- Erase a corruption advance
- Erase a corruption advance
- Erase a Scar
- Resolve a Trouble

- Advance 3 basic moves
- Advance 3 basic moves
- Take a move from another archetype
- Take a move from another archetype
- You join a Wolf Tribe (Choose 1 Tribal power from their list)
- You gain a Tribal Power

After 10 advances, you may select:

- You gain a Tribal Power
- You gain a Tribal Power
- Take one move from any archetype/add-on (must be able to properly use)
- Take one move from any archetype/add-on (must be able to properly use)
- Exchange one taken corruption move with one from a different archetype
- Change to a new archetypes
- Retire your character to safety or pass on into the spirit world

AUSPICES

(Choose: only able to choose one)

Each Werewolves has an **Auspice**, a traditional role in Werewolf society, tied to one of five phases of the moon. Luna decides each Werewolves' Auspice, based on their personality and abilities; accordingly, a Werewolves will go through the First Change during the corresponding moon phase. The five are:

□ **Rahu** (*The Full Moon*): The Rahu auspice is technically a blessing, but few Werewolves look on it as wholly benign, for the gift of the full moon is mad fury. This auspice is filled with warriors of all kinds from brawlers to seasoned commanders.

Trait: There are few Werewolves as honest with one another as Rahu. Being able to read one another's strength tends to strip away some of the bullshit that other warrior fraternities can accumulate. Once per session, when you proclaim your intentions of violence towards a stronger individual, mark experience. Equally, you're responsible for the combat skills of the whole pack and should be encouraged to help train the other pack members. Once per night, if your help in the training of your pack or allies, mark experience.

Moves for Rahu:

- **Rage Armour:** The natural resilience that the Forsaken have inherited makes Werewolves daunting foes. When you roll 12+ on **unleash**, you can choose to mark corruption to receive +1 armour against all enemies in the current scene.
- **Battle Mind:** Once per night, the user enters a mental state and is difficult to influence with powers that affect mental control. However, Rahu find it difficult to turn attention to anything other than bloody conflict.
- **Righteous Rage:** You've learned to direct the rage that makes you a monster, even if you don't wish to control it outright. When you



Transform and don't choose to **keep your sanity**, you never attack allies unless they attack you. You still attack everything else, but your allies are safe from you. Due to the lack of sane thought and control, you are unable to end your transformation at will.

□ **Cahalith** (*The Gibbous Moon*): Equal parts priest and historian, oracle and war-howler, the Cahalith is the voice of Luna.

Trait: Cahaliths are meant to keep legends and old tales alive, whether to teach or inspire. When you witness an ally's death, you can compose a tale about it, emphasizing the ally's deeds and skill. When used to inspire others, you and all your allies who you tell the tale to, mark experience. Cahalith must find an outlet for the visions Luna sends them, lest they go mad. If you do not act upon their dreams by the next moon phase, the Cahalith becomes increasingly more insane as their dreams become more intense. When you are given a task from Luna through your dream state and complete said task, mark experience.



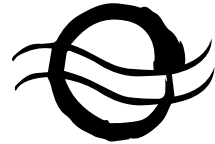
□ **Unspoken Communication:** Packmates visible to the Cahalith during activation are joined in mental communication, as long as you have good standing with the Night faction either one to one or with all packmates simultaneously can communicate telepathically.

□ **Rallying Cry:** By giving of yourself and howling of past glories, Cahalith can give packmates hope even in their darkest hour. When someone comes to you for advice, tell them what the best way of action is. If they do it, they take +1 ongoing on the task and you get 1 experience.

□ **Soul-Singing:** To be a Cahalith is to be ridden by one's dreams, to sense things in sharp context, to have one's soul constantly churning with thoughts and impulses that demand expression. Within your territory, you always have a forboding sixth sense that allows you quick glimpses of the future. Once per scene, if you fail a roll within your territory, re-roll.

□ **Elodoth** (*The Half Moon*): The half moon hangs in balance, and balance is Luna's gift to the Elodoth. The Elodoth are judges and executioners, able to weigh both sides of any argument and ideally suited to act as voice of the law.

Trait: Elodoth's are the one who has the greatest duty to make certain that all pack members are receiving their fair due — their fair share of the spoils, their fair allotment of Essence, their fair chance to serve the pack as suits their specialty. You rule your territory and pack with an iron fist. When you give orders that are just despite knowing the bad consequences to come, mark experience. They may also have to serve as the one who passes sentence on a packmate who violates the Oath or otherwise does something to the detriment of the pack, balancing justice with necessity. Once per night, if you pass judgment on a packmate who has violated the oaths of the tribe, mark experience.



Moves for Elodoth:

Echo Dream: The user can sense psychic impressions upon an area or place via touch. Information comes in the form of symbolic visions about the most significant event involving the target. When you **let it out**, add the following items you can ask the MC:

- What is going to happen here?
- What has happened here?
- How am I involved with this location?

□ **Aura of Truce:** When the Elodoth uses this power, a subtle half-moon halo appears in the air behind her, bathing everyone present in calming, soothing light. When you pass judgement on someone to end

a feud, you may **persuade** with the force of the spirits, roll with Spirit.

□ **Truth-Seeker:** Elodoths are the judges and arbiters among the Forsaken. Knowing the truth is a crucial aspect of this job. Whenever another character tells you something, you may freely ask "Is this person telling the truth?" as if you'd spent a hold from **figured someone out**.

□ **Ithaeur** (*The Crescent Moon*): The crescent moon is the auspice of the shaman, the speaker with spirits or the spirit hunter. Yet, as the crescent moon is just enough light to count as moonlight, the Ithaeur is possessed of just enough knowledge to get into trouble.

Trait: Just as all Werewolves are designed for combat, so too are they all able to interact with the spirit world. Ithaeur have a greater understanding of the hierarchies and relationships of the various spirits within the pack's territories and at least some knowledge of where to start looking in the Shadow for solutions to spiritual problems. Once per session, when others are in trouble and you commune with the spirits to solve your ally's issues, mark experience. They also know best how to defend themselves and their pack mates against the advances of hostile spirits, as well as how to take the fight to a spirit enemy. Whenever you build a totem or ward for an ally or pack mate with the intent of protecting them against spirits, mark experience.



Moves for Ithaeur:

□ **Shadow-Speaking:** This opens the ability for the user to have contact with spirits, allowing willing spirits on the other side to speak through the totem or when you **hit the streets** looking specifically for answers from those "less chatty."

□ **Between the Weave:** Once per night, when you or an ally take harm, call on your deity. As Ithaeur's mastery of the spirit world grows, roll with Spirit. On a 10+, the spirit intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage for one being. On a 7-9, the spirit still intervenes, but it cost a price. You are now-indebted to the spirit who takes 1 Debt against you.

□ **Wisdom of Patience:** Ithaeur are meant to be masters of wisdom and what better show of it than the knowledge of patience. When you wait on an action at cost (i.e. giving an enemy time to attack or seeing what the gang member is going to do next; MC's discretion), you automatically succeed at it as if you'd rolled a 10+. If the move is advanced, you succeed as if you'd rolled a 12+.

□ **Irraka** (*The New Moon*): Those who change under the new moon are strange and unpredictable. Luna's blessing to the Irraka is the ability to walk unseen, the gift of deception. Irraka are scouts, spies and trackers.

Trait: An Irraka is the silent hunter of the pack, the one who leads when it's time to hunt quietly and kill swiftly. You're the one with the gifts to sneak into places where you're not welcome to learn secrets and stir things up. Once per night, when you can complete a task using stealth, mark experience. Although this sometimes means you may have to split away from the pack to accomplish their scouting or stalking. Once per session, if you abandon your allies to stalk "prey" or to scout further ahead to gain valuable information, mark experience.



Moves for Irraka:

□ **Short Cuts:** Your senses and knowledge help you find the fastest paths you need to take to get somewhere. When you come across an obstacle in your path, roll with Mind. On a 10+, you spot a way around the obstacle. On a 7-9, you spot a path, but there is a complication



(MC's call). On a Miss, have fun facing the obstacle.

□ **Deep Pockets:** Irraka are cunning and very meticulous, you can conceal an item from scrutiny of all senses. When you hide the item and keep it within a close distance, roll with Mind. On a Hit, the item remains hidden from all senses of others. On a 7-9, the power lasts until the object is touched or moved.

□ **Blend In:** User blends into the environment. He is not invisible or chameleonic, but simply does not attract attention. Effects end if user does anything notable like attacking or kicking in doors, otherwise lasting for a scene. Talking does not end the effect, and security measures like retina scanners are not fooled. The gift does not work if there is a lack of bystanders to blend with.

TRIBES

(Choose: only able to choose one)

Joining a Werewolf Tribe is conferring not only your Tribe's gifts, but also the group/gang benefit at the same time.

The Forsaken have five Tribes. These Tribes consist of Werewolves who choose to follow one of five ancient and powerful wolf-spirits, called the Firstborn. These Firstborn are the first born children of Father Wolf (but not of Mother Luna) and have allied with the Forsaken. Every one of the Forsaken demands that the Werewolf who belong to his Tribe act in accordance to a certain ban. These Five Tribes are:

Blood Talons

□ **Blood Talons Tribe:** The Tribe of Fenris Wolf, who promotes the warrior and wolf aspects of the Werewolf. Their tribal banner is "Offer no surrender that you would not accept". Matching warrior ethos with a religious kinship to their ferocious totem, the Blood Talons are creatures as much of the battlefield as of the hunt. To the Blood Talon way of thinking, the most serious problems must be solved permanently, and the greatest tools they have to do so are their fangs. Those drawn to the Tribe have a strong tendency to be competitive and aggressive, even before the First Change. Members were often archetypal "troubled children" during their school years and later proved too adversarial to succeed in most lines of work. Still others found lines of work in which their aggression served them well.



Moves for Blood Talons

□ **The Right Words:** Sometimes keeping a pack in line or a soldier's morale up hinges on knowing just what to say. When your gang fights for you, roll with Heart. On a 10+, hold 3. On a 7-9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your gang:

- Make a hard advance.
- Stand strong against a hard advance.
- Make an organized retreat.
- Show mercy to their defeated enemies.
- Fight and die to the last.

On a Miss, your gang could turn on you or tries to hand you over to your enemy.

□ **Victor's Song:** All is lost when heart is lost. Yet even when hope has vanished, newfound courage can claim victory where there was only defeat. In the face of hopeless odds, whether surviving a suicide charge or bracing a crumbling levee, Victor's Song doesn't push allies beyond

their limits, it pushes their limits beyond what they thought possible. The user must howl, chant or sing a song extolling his comrades to valor and courage, roll with Heart. On a 10+, receive both. On a 7-9, choose 1.

- Allies find themselves quicker and sturdier, +1 armour for the night
- +1 on going for the next scene for all allies in ear shot

On a Miss, The spirits are offended by the clumsy use of their gift. The character loses the ability to use any of his tribe's gifts for the scene.

□ **Crushing Blow:** Sometimes a Werewolf chooses to kill without using his claws or fangs, +1 harm when using any melee weapon or fighting unarmed.

□ **Legendary Arm:** (*requires Crushing Blow*) A Werewolf has tremendous strength to crush his enemies or hurl tremendous and unwieldy objects great distances. When you show a display of power in battle, roll with Blood. On a 10+, choose 2. On a 7-9, choose 1. On a Miss, mark corruption and the MC makes a hard move.

- You count as a **force of nature**
- When you damage an enemy in melee, through your fiction you are able to root them in place. As long as you don't engage another opponent they can't leave their position.
- +1 harm done to enemies this scene
- Your opponent is unnerved by your presence, they become Scared
- You are able to lift objects that weigh as much as a ton
 - You can spend your second option to upgrade the weight up to 10 tons

□ **Leach Rage:** A Werewolf literally steals the power of a rival and adds it to his own. With a hissing inhalation, the user draws off his opponent's power in a wash of energy that distorts the air between them. When you look to steal the life force of your victim, roll with Blood. On a hit, You may heal 1 harm if you injured your opponent in this scene. On a 10+, heal 2 harm. On a 7-9, heal 1 harm. On a Miss, the move is turned back on you. If the victim is either from the faction of Mortality or Night, mark corruption.

Bone Shadows

□ **Bone Shadows:** Occultists who seek to restore relations with the Spirit Courts with the guidance of their patron, Death Wolf. Their tribal ban is "Pay each spirit in kind". Bone Shadow legends speak of Kamduis-Ur, the Death Wolf, the quietest of Father Wolf's pups, and her hunt that encircled the Earth. Seeking to learn from all beasts as prey, she ascended the mountains and witnessed wild goats give birth. Many Werewolves who become Bone Shadows have experiences with the spirit world or the supernatural in general before their First Change. They notice signs that there is more to the world than their peers recognize. While what's hidden might horrify them, they're compelled to investigate.

Moves for Bone Shadows

- **Ward Versus Predators:** This gift lets other predators know that a tract of land is the **territory** of a Werewolf, when you return to the place you live you will always know if another predator has been there. Any PC wanting to get into your place has to **investigate a place of power** successfully to bypass the ward, while NPC's won't even touch it.
- **Sense Malice:** Hatred has its own scent. When you **lend a hand or**



get in the way, roll with Mind instead of roll+Faction. You can also sense the presence of unusually strong aggression, hatred or anger.

□ **Scent of Taint:** The smell of supernatural influence emanates from beings that are beyond human and mundane, at the beginning of the night, roll with Blood. On a 10+, hold 2. On a 7–9, hold 1. At any time, you or the MC can spend your hold to have you at the scene of a supernatural conflict (a real battle, not intimate violence between a couple people).

□ **Word of Quiet:** A complicated word in the First Tongue that bears great power. The sound was allegedly spoken by the first Incarna of Death, and a portion of that great spirit's authority lingers in its twisted syllables. Once per night when spoken, the word tugs at the hearts of all living beings that hear it, brushing them with the stillness of the grave. All living creatures capable of hearing the word suffer 1 harm (ap). If they are already in fear of your character or within your **territory**, they are also stunned. When stunned, they are unable to take any physical action for a short time. If they do take a physical action, the MC can make a hard move.

□ **Corpse Witness:** Many occultists believe that a corpse retains some memory of the moments just before its death, you can communicate with the recently deceased. When you call a spirit back to its body, roll +Spirit; on a hit, ask it three of the following questions. On a 10+, it answers truthfully and directly. On a 7-9, it answers with vague impressions.

- How did you die?
- Where did you die?
- What killed you?
- Who were you in life?
- Where are you now?
- What do you still want done?

Hunters in Darkness

□ **Hunters in Darkness Tribe:** Protectors of loci, the spiritual centres of the world. Black Wolf is their totem. Their tribal ban is "Let no sacred space in your territory be violated". The Hunters in Darkness concern themselves primarily with the places farthest from the encroaching effects of man. They mark out large tracts of territory in the pristine wilderness, tending the sacred places and minding the spirits endemic to those environs. Those Werewolves who become Hunters in Darkness are strongly self-reliant before the First Change and jealously protective of what they claim as theirs. Many are withdrawn and somewhat haughty, hoarding and hiding what's important to them without ever really questioning why. They have trouble trusting their peers and relatives, subconsciously valuing no one's opinions or judgments above their own.



Moves for Hunters in Darkness

□ **Shadow Flesh:** This Gift actually affects the Werewolf's form, making her a living shadow. While transformed to shadowy matter, you can slip through areas with great ease, even sliding under doors or through crack as long as there is sufficient light and contrast for her to remain in that form. Your body becomes a two-dimensional shadow of the same height and width that lies flat against the ground, walls, trees and other surfaces, any PC trying to **figure you out** you does so at 1 step lower while you are in this form.

□ **Blending:** An expert hunter knows the value of not being seen. When you hide yourself from others, roll with Mind. On a 10+, both. On a

7–9, choose 1:

- You get in or around
- You go unnoticed

On a Miss, neither.

□ **Shadow Step:** Huddled in stone houses, humans looked out at the dark in fear, never knowing if some beast was going to attack, and if so where from. This gift allows a Werewolf to play on that fear, letting him slip from one patch of shadow to another to confuse prey, or predators, as to his location. Though hardly the fastest means of getting around, slipping between shadows in this way does allow the Werewolf to move without being seen. When you do, roll with Blood. On a 10+, you can transport yourself through the shadows far distances exactly on target coming out quietly and hidden. On a 7-9, you can transport yourself through the shadows in close distances. Unfortunately not exactly on mark, but still hidden from your prey. On a Miss, the Werewolf finds themself unable to slip between shadows at all or leaving them exposed and in danger, as flashes of light stop them from being unseen.

□ **Nature's Vengeance:** For countless millennia, humans have exploited the forest. This gift lets the forest fight back. When attacked in the forest (or any area with a decent amount of foliage allowed by the MC,) nature comes to your call attacking all who oppose you (2 harm-gang small,) roll with Spirit. On a 10+, nature beckons without haste to fight for you. On a 7-9, the line of who is friend and foe becomes blurry causing it to attack all around. On a Miss, you have angered the spirits and at least for this moment, nature deems you its enemy.

□ **Manipulate the Elements:** (*requires Nature's Vengeance*) The elements of the earth becomes as malleable as clay in the Werewolf's hands. When you call on the primal spirits of fire, water, earth or air to perform a task for you roll with Spirit. On a 10+, choose 2. On a 7–9, choose 1. On a Miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

Iron Masters

□ **Iron Masters Tribe:** This Tribe, following the teachings of Red Wolf, embrace change and new ideas. They are closer to humanity, keeping up with technology and taking cities for their territory. Their tribal ban is "Honor your territory in all things". There are Werewolves of all Tribes in the cities, but the Iron Masters would argue that the others are never truly in the cities. In the same geographical location, certainly, but never a part of the city itself. The Iron Masters Tribe attracts those people who have always sought new ways of doing things and aren't afraid to take risks. Before the First Change, they tend to be quick adopters of new technology, idealistic social reformers or pretty much anyone who rises above the provincial and conventional ways others think. They see how quickly and radically human society changes, and the idea of letting change happen and being left behind is frustrating.

Moves for Iron Masters:

□ **Know Name:** To understand something, one must first know its name. When you **figure someone out**, ask an additional question that relates to the person's self or past.



□ **Know the Path:** The quickest and most efficient path isn't always the safest, but so it goes. Name your escape route and roll with Mind. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind or take something with you, the MC will tell you what. On a Miss, you're caught vulnerable, half-in and half-out.

□ **City Eyes:** Windows are the eyes of a city, everything is recorded by the spirits in each pane of glass. For an urban hunter, this extra perspective can help them track prey or be aware of danger. The Werewolf using this gift places their hand to one window of a building to investigate through the windows of another building, looking either in or out with near perfect clarity. When you do so, roll with Mind. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1-1 to ask the MC the following questions. On a Miss, the MC makes a move as the window shatters under the Werewolf's hand.

- Ask the MC what happened here recently?
- Ask the MC who's in control here?
- Ask the MC what should I be on the lookout for?

□ **Maschinegeist:** A Werewolf calling on this gift merges his being with the spirit of a particular machine or electronic device. While accessed to the machine, you are allowed to access a machine's natural capabilities, but you must also see what the spirits (the MC) directs you to do, roll with Spirit. On a 10+, mark Experience and take +1 forward if you do as instructed. On a 7-9, take +1 forward if you do as instructed and destroy the machine in a fit of rage if you don't. On a Miss, take a -1 forward as you are lost in the spirit world searching for answers.

□ **Left Hand Spanner:** (*requires Maschinegeist*) This gift temporarily disables a specific technological object, such as a cell phone, computer or automobile engine, within arm's reach. The malfunction has no apparent external cause. In truth, the Werewolf using the gift has interrupted the flow of spirit energy into the object, thus causing its breakdown, roll with Spirit. On a 10+, choose 2. On a 7-9, choose 1 and mark corruption. On a Miss, mark corruption and the overwhelming amount of energy has you drained, -1 forward.

- The energy is chaotic, but you have control. You can single out which item you want to disable or turn off.
- Electronic items all around you start blinking in and out of power, making them useless. (area)
- Too much power! Electronic items explode, causing 1 harm to those holding or too close to them. (area)

Storm Lords

□ **Storm Lords Tribe:** The Tribe of Winter Wolf seeks to lead all Werewolves through strength and noble example. Their tribal ban is "Allow no one to witness or to tend your weakness". Werewolves who become Storm Lords tend to not only seek power, but seek to do something worthwhile with it. They brim with self-confidence, cavalierly taking what they want and working tirelessly to change the minds of people who don't respond favorably. This behavior becomes overbearing very quickly and pushes people away despite every intention to the contrary, but it isn't inspired by simple greed or arrogance. They know that they must be strong and unyielding in order to live up to their responsibilities, never holding themselves back out of fear, weakness or the worry that their cousins might not approve of their methods. All that matters is doing what's required without fail and without complaint.



Moves for Storm Lords

□ **Luna's Dictum:** With this Gift, you are able to articulate a command and compel obedience. Some Werewolves choose to speak these words in a soft, subtle whisper. Others prefer bellowing orders. When you **persuade** someone roll with Spirit instead of with Heart. On a 10+, you also take +1 forward on the being persuaded.

□ **Voice of Command:** At this level of dominance, the Werewolf learns to voice more complex and subtle decrees, in a tone that demands attention and respect. A thread of anger runs through the Werewolf's words, making everyone in earshot take notice of his declarations. When you give someone an order or a warning, roll with Heart. On a Hit, choose 1:

- They do it, following your order or heeding your warning.
- They freeze.
- They back away, hands where you can see them.
- They attack you.

On a 10+, take +1 forward against them as well. On a Miss, they do what they like and you take -1 forward against them.

□ **Fog of War:** A well-ordered battle plan seldom survives being put into action. This is a Gift that causes chaos to all who can hear to the Werewolf sing/howl/drum. Your Gift comes from your confidence after helping your friends around you. When you **lend a hand** to help the cause of an ally, gain 1 hold. Later when you wish to disrupt the tactical patterns of others by isolating each individual from their allies or group; sing your beautiful song, howl your great howl, or bang your mighty drum. When you do, spend 1 hold and the allies of your targets have no group benefits and can not accept aid (**lend a hand**) from others.

□ **Silent Fog:** (*requires Fog of War*) With the objective of obscuring others, you call upon nature to bring over a thick fog to the area around you that lasts for one scene, or until dismissed. When you do, roll with Spirit. On a 10+ Choose 4. On a 7-9, choose 3.

- The fog is now so thick that one can only see and hear at close distances
 - Spend 1 additional to allow your own senses to be able to work through the thickness of such an enveloping fog.
- The spread of the fog increases blanketing a city block
- The fog reeks of something foul and numbing, causing everyone within to lose consciousness for a short while. PC's can **escape** the fog with with a success, but if you also chose to increase the blanketing size of the fog, the PC rolls at -2.
 - Spend 1 additional to keep yourself from feeling the effects from such a fog
- The fog rattles with bits of electricity, block the "sight" of supernatural beings
 - Spend 1 additional to allow your own senses to seek those of supernatural beings.

□ **Thunderbolt:** (*requires Spirit Walk*) This gift implores a mighty thunderbird to turn its gaze earthward and fix its flashing eyes on a select target. Projectiles of pure lighting attack from above inflicting a tremendous amount of damage to one target. When you command the heavens, roll with Spirit. On a 10+, choose 2. On a 7-9, choose 1 and mark corruption. On a Miss, mark corruption and the MC makes a hard move as the Spirits are not pleased for your abuse of your power.

- Your enemy is stunned by the electricity (s-harm)
- 3 harm ap close loud
- Electricity arches causing 1 harm to all those within a short distance (area)







