

SUPERNATURALIS



VOAN

SUPERNATURALIS



Written by **ZADMAR**.

Theme based on the mud **GOD WARS II**.

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Version 7

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CHAPTER 1: THE SETTING

INTRODUCTION

*THIS IS A TALE OF THE EARLIEST DAYS,
WHEN CREATURES OF MYTH AND LEGEND WALKED THE EARTH,
WHEN THE SUPERNATURALIS RULED AS GODS,
AND WAR RAGED ETERNAL...*

In the beginning there was Nothing. Then Nothing was divided, and the two Multiverses came into existence in an explosion and implosion of raw primal energy. Each Multiverse was a mirror of the other, one formed from positive primal energy, the other from negative, and at their centre was born the World Serpent, the Nexus of reality itself.

The two Multiverses spawned Universes, which spawned galaxies and solar systems.

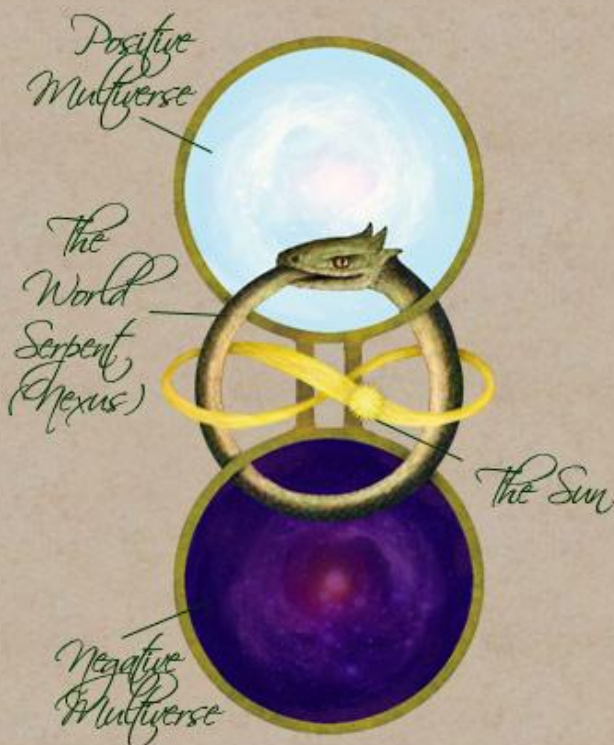
Planets were formed, and life crawled from the primordial ooze to begin the long journey of evolution.

Scattered throughout the Universes were fragments of primal energy, and sometimes a tiny fragment would strike a world. Reality became distorted around things touched by this energy, and some people developed the skills to control and manipulate the residual power, which they called "magic". Very rarely the energy encountered a free-floating sentient soul, and instead of merely touching it, it merged with it. And so the Supernaturalis were born. These beings didn't simply manipulate the magic, like the puny mortal wizards; they were one with it. A Supernaturalis wields magic with the same natural ease as a mortal breathes air.

USING THIS SETTING

There is no fixed campaign world, instead you can use Supernaturalis as a "cap setting" for existing Savage Worlds campaign settings to create mythological demigods, street-level superheroes, bizarre aliens, supernatural monsters, or even just unusual fantasy races.

Characters created with these rules will generally be rather powerful beings, but not as strong as those created with Necessary Evil or the Super Powers Companion. It should therefore be possible to have mixed parties of characters, although you may still wish to give the non-Supernaturalis a few free advances, or even start them at Seasoned.



SETTING RULES

SUPERNATURALIS

The Supernaturalis are those with the Arcane Background (Supernaturalis) edge. Players automatically begin with this edge for free, although they may substitute it for a different Arcane Background if they prefer. If they do, then the Eternal Soul, Touched by Fate and Achilles' heel setting rules do not apply to them.

ETERNAL SOUL

The Supernaturalis can be killed, but they almost always come back. Make a Spirit roll after being killed, ignoring wound modifiers. On a raise, you return to life in d6 hours. On a success it takes 20+d6 hours. On a failure it takes d6 days. On a critical failure it takes d4 weeks. You are still Incapacitated when you return, unless someone has healed your corpse in the mean time (you don't heal naturally while dead). Note that certain special encounters may result in permanent death or banishment, but these should be major events.



TOUCHED BY FATE

The Supernaturalis may ignore the rank requirements on edges, although they must still meet any other requirements as usual. Furthermore, they always receive three adventure cards per session (regardless of rank), and may spend bennies to use additional cards after the first (one benny per card).

ACHILLES' HEEL

The Supernaturalis are powerful beings, but many of them have a deadly flaw or weakness that can be exploited by their enemies. They may take an extra Major hindrance, or two Minor hindrances, during character creation.

BENNIES

Bennies represent your ability to manipulate fate, and can be used to make Soak and Evasion rolls, remove your Shaken status at any time, reroll a trait test (and keep the best result), play an additional adventure card (the first is free), add d6 to a trait roll you've just made, gain access to a Combat edge until the beginning of your next turn (you must meet its edge requirements), gain access to the Dynamic Power edge (with Dynamic Activation) until the beginning of your next turn, or fuel specific edges (such as No Mercy).

Although enemy Wild Cards still have 2 bennies each, the GM no longer receives 1 benny per player at the start of the session to spend on other NPCs. Instead, the GM can use bennies on NPCs whenever he likes, but he must then give the player he is working against a free benny as compensation.

SOAKING

Spend a benny and make a Vigor roll. If all wounds are eliminated, you also remove Shaken status.

On a failure, nothing happens. On a success, you eliminate one wound. On a raise, you eliminate two wounds, or (if you received more than two wounds) all *but* one wound. Two raises eliminate all wounds.

EVASION

Spend a benny and make an Agility roll. If all successes are eliminated, you avoid the attack entirely.

On a failure, nothing happens. On a success, you negate one success from the attack. On a raise, you negate two successes, or (if your attacker scored two raises or more) the attack is reduced to a normal success. Two raises negate all successes, completely avoiding the attack.

BUYING NEW SKILLS

If you buy a new skill at d4, you may also increase one other skill that's below its linked attribute.

ENCUMBRANCE

Your Load Limit is defined in *significant items* rather than in pounds. A significant item is one that weighs roughly 5-14 pounds, and you can carry a number of such items equal to half your Strength without penalty.

Particularly heavy items may count as two or more significant items; divide their weight in pounds by 10 and round to the nearest whole number to determine how many items they count as. If you're carrying a lot of small items, they may collectively be classified as a significant item, at the GM's discretion.

MENTAL RESISTANCE

If someone rolls against your Willpower, you can attempt to resist by spending a benny and making a Spirit roll. This works like Soaking if they're inflicting damage, or Evasion if they're doing something else to you (such as reading your mind, etc).



WEAPON COLLISION

When rolling for damage, the result is applied to both the weapon and the target (before acing, in the case of inanimate

objects). If the weapon or target is much harder than the other, it takes half damage (like Soft Obstacles in the Collisions rules). The GM should only use this rule when dramatically appropriate - for example, when using a living creature as an improvised weapon.

RAPID ATTACK

Rapid Attack works as described in SWD, except that it only allows three attacks, regardless of whether you're using Fighting, Throwing or Shooting. It can't be used with weapons that require an action to ready/reload after each attack, unless they contain enough ammunition for three attacks.

HEAVY ARMOUR

Heavy Armour no longer renders you immune to non-Heavy Weapons. Instead, it means that attack and damage rolls from non-Heavy Weapons no longer ace when made against you.

DAMAGE TYPES

For the sake of consistency, all attacks in this setting fall under one of ten damage types:

- Beast (claws, fangs, fists, etc).
- Earth (also stone and other solids).
- Metal (steel, iron, silver, etc).
- Water (all liquids, also ice).
- Wood (anything plant-based).
- Cold (including frost).
- Ethereal (psychic, magic).
- Heat (including fire).
- Wind (all gases, also lightning).
- Senses (sonic, light, darkness, etc).

The first five represent the physical damage types, the other five the energy damage types.

Note that ice comes under Water as long as it's the impact causing the damage. If it's the actual *temperature* that causes the damage, then that comes under Cold. So beating someone over the head with a lump of ice would count as Water damage, for example, while magically coating their skin in a layer of freezing ice would count as Cold damage.

CHAPTER 2: CHARACTERS

CHARACTER CREATION

CONCEPT

What sort of supernatural creature are you? Are you a vampire, ghoul, lich, or some other form of undead? Perhaps you're a werewolf, werewolf, werebear, werefox, or some other shapeshifter? Maybe you're a demon, dragon, titan, or some other sort form of innately supernatural being? Or you could be a human infused with raw magical or elemental power, or something else entirely.

What sort of powers do you possess? Are you a shapeshifter? A teleporter? A telepath? Do you possess rapid regenerative abilities, or supernatural speed and strength? Can you move objects with your mind, shoot blasts of energy at your foes, or create protective forcefields? Maybe some or all of your powers come from magical items?

RACE

There are no explicit races in this setting, instead you should create them yourself through hindrances and edges. For example an undead might have Unhealing and Terrifying Presence, a robot might have Construct and Fearless, an elf might have All Thumbs and Supernatural Sense (Low Light Vision), and so on. You begin with one free edge of your choice, as if you were human.

HINDRANCES AND FREE ADVANCES

You may select up to 4 points of hindrances during character creation, with an additional 2 points from the Achilles' heel setting rule if you've taken Arcane Background (Supernaturalis), for a total of 6 points worth of hindrances. A Minor hindrance is worth 1 point, while a Major hindrance is worth 2 points. In addition, the free advance you begin with gives you an extra 2 points to spend.

With 1 point you can raise a skill below its linked attribute or buy a new skill. With 2 points you can raise a skill above its linked attribute, increase an attribute, or add an edge.

ATTRIBUTES AND SKILLS

You begin with d4 in each of your five attributes, and have 5 attribute points to distribute among them. An average person has d6, and attributes cannot be raised above d12. Later on you can select Primal Edges to represent supernatural strength, speed, etc, but your base attributes will remain unchanged (they can be viewed as relative attributes - for example, if you have Preternatural Strength then you are much stronger than a normal human, but your Strength attribute indicates how strong you are *relative* to other supernaturally strong beings).

You also have 15 points to distribute among your skills. Raising a skill below its linked attribute (including adding a new skill) costs 1 points, while raising a skill above its linked attribute costs 2 points.

ARCANE BACKGROUND

Your character automatically begins with Arcane Background (Supernaturalis) for free, and this lets you select 3 different Primal Edges (listed in chapter 4). It also allows you to spend your advances on additional Primal Edges, if you wish.

Note: No more than half of your advances earned after character creation may be spent on Primal Edges.

SECONDARY STATISTICS

After choosing your hindrances, attributes, skills and edges, you should calculate your secondary statistics, as follows:

Charisma begins at 0, but may be adjusted by certain edges and hindrances.

Pace is equal to 6 plus your Size category, and may be adjusted by certain edges and hindrances.

Parry is half your Fighting skill plus 2.

Dodge is 4, but may be adjusted by edges.

Toughness is half your Vigor plus 2.

Willpower is half your Spirit plus 2.

Load Limit is half your Strength.

GEAR

You should use the rules described in chapter 3 to design your weapons and armour. Other equipment will vary depending on the setting.

ALTERED SKILLS

ATHLETICS

Athletics is the physical equivalent of Knowledge, and incorporates Climbing, Riding and Swimming. Before beginning the campaign, the GM should prepare a list of specific Athletics skills (in the same way as you would for Knowledges).

Anything not covered by a specific Athletics skill comes under Common Athletics. This works exactly like Common Knowledge, except that it uses either Agility, Strength or Vigor (GM's discretion).

In most campaigns there will be Athletics (Climbing), Athletics (Riding) and Athletics (Swimming), but these won't always be appropriate. A desert world might provide little use for Athletics (Swimming), for example, but Athletics (Skiing) could prove useful on a frozen world, and a zombie apocalypse game might even include Athletics (Cycling).

Note that Throwing is primarily a combat skill, and therefore isn't included in Athletics.



NEW SKILLS

DUPLICATION

There are ten Duplication skills, each linked to Smarts, and they are used for improvised spellcasting. See the Creative Duplication edge in chapter 4 for details.

ALTERED HINDRANCES

BAD LUCK (MAJOR)

Instead of reducing your available bennies, Bad Luck works as follows:

When spending a benny to reroll a trait check, you must keep the new result, even if it's worse than the original. You cannot reroll critical failures, although you may spend a benny to turn them into a normal failure.

SMALL (MAJOR)

This hindrance represents you being small *relative* to your size, but it doesn't actually *reduce* your Size to the Small category (see the Shrink power for more details).

NEW HINDRANCES

ALIEN ANATOMY (MINOR OR MAJOR)

You may appear normal on the outside (take Ugly or Outsider if not), but your internal anatomy works very differently to that of a normal human. As a Minor hindrance, Healing rolls made on you suffer a -2 penalty. As a Major hindrance, Healing rolls are made at -4, and your Charisma is reduced by -2 while you are wounded, as there is something very unsettling about your injuries - for example, perhaps they radiate heat and emit plumes of smoke, or maybe your pitch-black blood is as thick as treacle and writhing with pale worms, etc. If you also have the Construct hindrance, the Healing penalty instead applies to Repair rolls.

CONSTRUCT (MINOR OR MAJOR)

You aren't a normal organic creature, but are instead an artificially created being, constructed from raw materials and animated through magical energy or some other mystical or technological power.

As a construct, you benefit from the Repair skill instead of the Healing skill, and no longer make natural healing rolls. The "Golden Hour" rule does not apply to you, however it requires d6 hours work to repair one wound (halved on a raise), with the standard -2 penalty if there's no access to basic tools. As a Minor hindrance, the raw materials you need are relatively easy to find (scrap metal, bone, wood, etc). As a Major hindrance, you require rare, illegal or expensive materials (gold, radioactive materials, fresh human body parts, etc).

Note that this hindrance does *not* give you the benefits of the Construct Monstrous Ability. If you want those bonuses, they must be added individually by taking the appropriate edges - i.e., Combat Reflexes, Nerves of Steel, Improved Nerves of Steel,

Impervious to Pain, Immortality, Invulnerability and Inhuman Anatomy.

DISEMBODIED (MINOR OR MAJOR)

It requires conscious effort to hold yourself together. Whenever you sleep, fall unconscious, or are incapacitated or killed, your body crumbles to dust, disperses into a swarm of insects, melts into a pool of water, dissolves into a cloud of protoplasm, or in some other way vanishes. You cannot perform any actions until you reform, although this occurs automatically as soon as you regain consciousness.

While this does make it very difficult for enemies to assassinate you in your sleep, it can also be very disconcerting for anyone sharing your bed, and means you'll need to stabilise and recover on your own if incapacitated; your friends won't even be able to drag your body out of enemy territory.

It is possible that you may reform in a different location from where you vanished, depending on trappings and GM's discretion. However this isn't something you can consciously control, and it can be annoying as well as useful - a swarm of bugs may move away from a burning building, but they might also go looking for food, resulting in you waking up several hundred metres away from the location from which you vanished.

You may also choose to release your body and vanish as a free action. You will regain consciousness (and therefore reform) in d6 hours, most likely at the same spot.

As a Major hindrance, you are connected to an object of some sort, such as a bottle, lamp, ring, skull, sword, etc, where you automatically return to rest while incorporeal. You must return to your object at least once every 24 hours or suffer a level of Fatigue. This can lead to Exhaustion, but not Incapacitation, and every four hours spent in the object restores one level of Fatigue lost in this way. The object is usually indestructible, although very special circumstances may lead to its destruction (such as being thrown into a specific volcano, or fulfilling the conditions of some specific prophecy, or granting three wishes to whoever releases

you from the object, etc) - if this happens, the hindrance must be bought off, either by sacrificing your next advance, or by taking another Major hindrance. The object never vanishes with you, but you are always transported to it whenever you sleep or fall unconscious, no matter how far away it is. Other people can prevent you from materialising by stoppering the bottle, wearing the ring back to front, rubbing the lamp in dirt, etc.

DISTURBING DIET (MINOR OR MAJOR)

Your metabolism works differently to most people, and you don't consume normal food. Instead, you require something that most people find unusual, disturbing, or even outright disgusting. As a minor hindrance your food source is relatively easy to obtain (iron, insects, bones, wood, blood, etc). As a Major hindrance, you consume rare, illegal or expensive materials (gold, radioactive materials, human flesh, etc). You are treated as an Outsider when dealing with those who are aware of your diet, and if it ever becomes public knowledge you gain Wanted or (if that's not appropriate) Enemy as an additional Major hindrance.

NAKED (MINOR OR MAJOR)

This hindrance can only be taken for an Alternate Form.

Your Alternate Form is unable to wear clothing or armour. As a minor hindrance all of your equipment vanishes when you shapechange, and reappears when you change back. Any magical items, or objects that restrain you (such as handcuffs) or which are also connected to something (such as collar chained to the wall) don't vanish, and are instead treated in the same way as the major version of this hindrance.

As a major hindrance any clothing or armour worn prior to shapeshifting entangles you like a successfully cast Entangle spell (with modifiers based on the armour or clothing you're wearing), and you must make either a Strength roll to rip out of it or an Agility roll to slip free.

If your new form is larger than your normal one, you are not entangled.

Instead, immediately after transforming you must roll your Strength against the Toughness of the strongest object restraining you. On a failure, you suffer a wound but still break free.

NO HANDS (MAJOR)

This hindrance is usually only taken for an Alternate Form.

You don't have any prehensile limbs, and are unable to hold tools or use weapons (other than natural weapons). If you take the Extra Limb edge then it can only use natural weapons. As this hindrance is so severe, you gain an additional free advance to spend on your Alternate Form.

NO SPEECH (MAJOR)

This hindrance is usually only taken for an Alternate Form.

You are incapable of speech, although you may still be able to growl, roar, etc. Communication through gestures is possible to a very limited extent, in the same way as an animal can make its wishes known. You can use Mystic Communication if you have it, but this is likely to prove disconcerting for many people and situations.

UNHEALING (MAJOR)

You don't recover wounds from the Healing skill or power, however you still benefit from natural healing, ignoring the modifiers for medical attention (or lack thereof).

VULNERABILITY (MINOR OR MAJOR)

You are particularly vulnerable to a certain substance that isn't normally considered a hazard, such as direct sunlight, silver, wolfs bane, etc. Every minute spent exposed to the substance (including the scent of the substance if appropriate) requires a Vigor roll, with failure giving you a Fatigue level. This roll is made at -2 if more than half of your skin is exposed to the substance, and +2 if none of your skin is directly exposed. If the substance is introduced into your body (such as by eating wolfs bane, or having a silver dagger stuck in your back),

you need to make the Vigor roll every round. If you're protected by special clothing (such as thick clothing and a deep hood to protect you from sunlight) you only need to roll once per hour, but this tends to make you look very conspicuous.

You cannot be Incapacitated by Fatigue gained from this vulnerability, and may make a Vigor roll once per minute to recover Fatigue caused by the substance once you're no longer exposed to it.

As a Major hindrance, a failed Vigor roll once you're Exhausted results in an automatic wound, and causes you to be Shaken if you weren't already. This wound cannot be soaked or be eliminated with Resilience, it can incapacitate or even kill you, and it must be healed normally.

If you have the Invulnerability edge, it provides no protection against this particular vulnerability.

ALTERED EDGES

ELAN

Requirements: N/A

This edge is not allowed in this setting.

BRAWNY

Requirements: Novice, Strength d6, Vigor d6

Because of the changes to the way encumbrance works, Brawny now multiplies your Load Limit by 1½ (rounding to the nearest whole number). It still applies the normal Toughness bonus, but doesn't increase your Size.

FRENZY

Requirements: Novice, Fighting/Shooting/Throwing d6

Anyone can use Frenzy, but without the edge they suffer -2 Parry until the beginning of their next turn.

You can use this edge for Fighting, Throwing and Shooting, but it must be taken separately for each of the three skills. It can't be used with weapons that require an action to ready/reload after each attack,

unless they're ranged weapons that contain enough ammunition for three attacks.

IMPROVED FRENZY

Requirements: Novice, Frenzy, Fighting/Shooting/Throwing d8

This has to be taken separately for each version of Frenzy. As well as removing the MAP from Frenzy, it also reduces the MAP from Rapid Attack by -2.

LUCK

Requirements: Novice, Competent Extra

This edge is no longer available for Wild Cards. A Competent Extra with Luck and Great Luck may spend one additional advance to replace all three edges with full Wild Card status (at the GM's discretion).

SWEEP

Requirements: Novice, Fighting/Shooting/Throwing d6

Anyone can use Sweep, but without the edge they suffer -2 Parry until the beginning of their next turn.

NEW EDGES

BACKGROUND EDGES

ARCANE BACKGROUND (SUPERNATURALIS)

Requirements: Novice

This Arcane Background is required for Primal Edges, and indicates that you are one of the Supernaturalis. You don't use New Power or Power Points, instead you directly purchase Primal Edges in the same way as other edges.

You begin with 3 Primal Edges. Select 3 *different* Primal Edges, each of which must have no edge requirements of their own other than this Arcane Background (i.e., you must have 3 distinct powers, rather than beefing up one power). After you've selected your 3 Primal Edges, you may add modifiers to them if you wish, in order to expand their capabilities with additional edges, as described in chapter 5.

FEARLESS

Requirements: Novice, Brave, Arcane Background (Supernaturalis)

You're completely fearless. You automatically succeed Fear rolls and are unaffected by Intimidation.

TERRIFYING PRESENCE

Requirements: Novice, Arcane Background (Supernaturalis)

Add your Charisma to all Intimidation rolls, treating a negative Charisma as if it were positive.



WISDOM OF THE AGES

Requirements: Novice, Arcane Background (Supernaturalis)

You possess the memories of many lifetimes. Perhaps you're an ancient immortal, or maybe you can recall your past lives. The memories may not even be your own - perhaps you attract ghosts or spirits who share their wisdom and experience with you. This gives you a much broader background for the purposes of Common Knowledge rolls, most of which will be made at +2 unless they concern very modern or highly specialised subjects.

In addition, whenever you spend a benny to make a skill reroll (including Common Knowledge), you gain a +2 bonus to the roll, as you draw upon the combined experiences of your past lives.

If you've maintained contact with people from your past lives, then you gain the benefits of the Connections edge. However you'll also have made enemies as well as friends, which is treated as the Enemy hindrance (although this represents assorted enemies from your past who show up from time to time, rather than one specific enemy).

Finally, you may ignore the Smarts requirement if you wish to take Jack-of-All-Trades.

COMBAT EDGES

ARMOUR PROFICIENCY

Requirements: Novice, Strength d6, Vigor d6

You're used to the weight and feel of armour, and therefore reduce all armour penalties by 1 point. This edge may be taken up to four times.

AVOIDANCE

Requirements: Novice, Agility d8

You're difficult to hit, and add +2 to all Evasion rolls.

DYNAMIC WARRIOR

Requirements: Novice, Fighting d8 or Shooting d8

As described in the setting rules in chapter 1, you may spend a benny at any time to gain access to a combat edge until the beginning of your next turn.

With Dynamic Warrior, if you meet all of the requirements for the combat edge then you can keep it for the entire scene instead.

ENDURANCE

Requirements: Novice, Vigor d8

You're difficult to hurt, and add +2 to all Soak rolls.

IMPERVIOUS TO PAIN

Requirements: Novice, Improved Nerves of Steel, Arcane Background (Supernaturalis)

You're completely impervious to pain, and don't suffer any penalties for wound modifiers.

RAPID FRENZY

Requirements: Novice, Improved Frenzy, Fighting/Shooting/Throwing d10

This edge applies to a specific version of Improved Frenzy. You no longer suffer -2 Parry when using Rapid Attack with the appropriate skill.

IMPROVED RAPID FRENZY

Requirements: Novice, Rapid Frenzy, Fighting/Shooting/Throwing d12

This edge applies to a specific version of Rapid Frenzy. You no longer suffer any MAP when using Rapid Attack with the appropriate skill.

TENACITY

Requirements: Novice, Spirit d8

You're able to carry on fighting when lesser warriors would still be reeling. If you roll a success when recovering from being Shaken, you may perform one additional action that round, but at a -2 penalty. Note that you may also use this ability without the edge, but if you do you suffer -2 Parry until the beginning of your next turn.

PROFESSIONAL EDGES

COMPETENT EXTRA

Requirements: Novice, not a Wild Card

You roll a Wild Die as if you were a Wild Card. This doesn't grant you any of the other benefits of being a Wild Card.

NATURAL ATHLETE

Requirements: Novice, Agility d10, Strength d6, Vigor d6

You have considerable natural athletic talent. Whenever you make an unskilled roll for a Strength-based or Agility-based skill,

you may do so at d4 instead of the usual d4-2.

CONJURER

Requirements: Novice, Smarts d6, Spirit d6, Knowledge (Occult) d8

You're able to conjure simple tools and devices out of thin air, allowing you to ignore any negative penalties for lacking appropriate tools. In addition, with a successful Knowledge (Occult) roll you can conjure a mundane item that lasts for the entire scene. This item can even be a weapon, although it isn't very sturdy, and breaks if you roll a 1 on the Fighting die. You can conjure multiple items, but they all vanish if you are Shaken. You can dismiss conjured items as a free action, and they will also vanish within a few seconds if they move more than Smarts inches away from you.

Conjuring food and drink is also possible, but more difficult, and can only be performed once per day for each of food and drink. Roll Knowledge (Occult), on a success you conjure enough basic food or water to sustain one adult for a day. On a raise you conjure high quality food or drink, or enough basic food and drink for five adults.



ARCHETYPES

DEMON

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6*, Notice d6, Intimidation d6, +9 additional skill points

Charisma: -; Pace: 8; Parry: 5*; Dodge: 4*; Toughness: 10; Willpower: 5

Hindrances: Bloodthirsty (Major), Alien Anatomy (Major), Outsider (Minor), Ugly (Minor)

Edges: Arcane Background (Supernaturalis), Armour Proficiency, Terrifying Presence

Equipment: Light armour fashioned from human bones

Primal Edges:

- Immortality
- Regeneration
- Special Movement (Flight) + Improved Special Movement
- Detectable: large bat-like wings
- Growth + Growth (Large)
- Permanent: You're always Large
- Natural Weapon (claws d8) + Venomous + Touch Attack
- Requires Activation: Retractable claws
- Detectable: Long black claws glistening with venom

* You suffer -2 Parry, Dodge and Fighting rolls when fighting Medium opponents.



DOPPELGANGER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d6, Stealth d6, +7 additional skill points

Charisma: -; Pace: 6; Parry: 5; Dodge: 4; Toughness: 5; Willpower: 5

Hindrances: Ugly, Outsider, Vulnerability (Major, cold iron), Disturbing Diet (Major, human flesh)

Edges: Arcane Background (Supernaturalis), Wisdom of the Ages (former lives you've taken)

Equipment: Clothing of previous victim

Primal Edges:

- Chameleon + Mimic + Doppelganger + Voice Control
- Slow Activation: Usually takes a few rounds to activate
- Conditional: Must have killed and absorbed the person you wish to copy
- Limitation: Your equipment doesn't change
- Empathic + Empathic Range + Telepathy
- Limitation: Only works on sentient humanoids
- Stationary: You can't move in the same turn you use this ability
- Mystic Communication (Telepathy)
- Supernatural Sense (Mystic: sentient minds)
- Natural Weapon (d6 claws/fangs, +d12 on raise, 2 AP) + Enhanced Weapon + Annihilation (absorb)
- Requires Activation: Retractable claws and fangs
- Detectable: Vicious-looking claws and fangs

GOLEM

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d6
Skills: Fighting d6*, Notice d4, Intimidation d6, +10 additional skill points
Charisma: -; Pace: 8; Parry: 5*; Dodge: 4*; Toughness: 9; Willpower: 5
Hindrances: Construct (Minor, clay), Outsider, plus one Major and two Minor
Edges: Arcane Background (Supernaturalis), Berserk, Brave, Fearless
Equipment: None
Primal Edges:

- Immortality + Invulnerability
- Growth + Growth (Large)
- Permanent: You're always Large
- Natural Weapon (rock hard fists d6, 2 AP vs. rigid armour, +d8 on a raise)

* You suffer -2 Parry, Dodge and Fighting rolls when fighting Medium opponents.

IMMORTAL

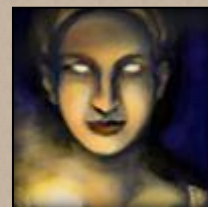
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d10, Notice d6, Intimidation d6, +6 additional skill points
Charisma: -; Pace: 6; Parry: 7; Dodge: 4; Toughness: 5; Willpower: 5
Hindrances: Code of Honor, plus one Major and two Minor
Edges: Arcane Background (Supernaturalis), Wisdom of the Ages, Dynamic Warrior
Equipment: Trench coat, katana (High Penetration): Str+d6, 2 AP
Primal Edges:

- Immortality
- Regeneration + Enhanced Regeneration
- Supernatural Sense (Mystic: other immortals)

PYROMANCER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Notice d6, Duplication (Heat) d8, Knowledge (Occult) d8, +5 additional skill points
Charisma: -; Pace: 6; Parry: 5; Dodge: 4; Toughness: 5; Willpower: 5
Hindrances: Arrogant, plus one Major and two Minor
Edges: Arcane Background (Supernaturalis), Conjurer
Equipment: Robes, dagger: Str+d4, 1 AP
Primal Edges:

- Dynamic Power + Duplicate Power + Creative Duplication
- Conditional: You must be dry to use your pyromancy
- Detectable: Flames gather in the air as you chant the spell
- Natural Weapon (fiery blast) + Burst Attack (Cone Template) + Blasting
- Requires Activation: You have to activate your fiery attack
- Detectable: Your hands burst into flames
- Natural Weapon (fiery aura) + Ignore Self + Burst Attack + Persistent (no damage first round) + Aura
- Requires Activation: You have to activate your fiery aura
- Unreliable: Requires a Spirit roll to activate
- Detectable: You're engulfed on an aura of roaring flames



SKIN-WALKER

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Survival d6, +9 additional skill points

Charisma: -; Pace: 6; Parry: 5; Dodge: 4; Toughness: 5; Willpower: 5

Hindrances: Quirk (animal-like behaviour), Habit (eats like a beast), plus one Major and two Minor

Edges: Arcane Background (Supernaturalis), Alertness, Beast Bond, Beast Master

Equipment: Clothing, staff: Str+d4, 2 AP vs. rigid armour, +1 Parry

Primal Edges:

- Alternate Form + Skin-Walker

-Conditional: Must be wearing a pelt of the animal you wish to shapechange into

-Unreliable: Requires a Spirit roll to activate

-Detectable: You have a 'tell' that carries between forms

- Dynamic Power (Alternate Form) + Dynamic Flexibility

-Limitation: You can only assume the form of animals

- Mind Control + Ranged Control + Animal Control

-Feedback: If an animal is killed while you control it, make a Vigor roll or be Shaken

-Detectable: Your eyes (and those of the animal) glow while you're controlling them



ALTERNATE FORMS (ANY ANIMAL)

Hindrances: Naked (Minor), No Hands, No Speech, plus up to 5 additional points worth of hindrances.

TROLL

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6*, Notice d6, Intimidation d6, +8 additional skill points

Charisma: -; Pace: 8; Parry: 5*; Dodge: 4*; Toughness: 11; Willpower: 5

Hindrances: Disturbing Diet: (Major, people), Clueless (Major), Outsider (Minor), Ugly (Minor)

Edges: Arcane Background (Supernaturalis), Berserk

Equipment: None

Primal Edges:

- Immortality

- Regeneration + Enhanced Regeneration + Regrowth

-Conditional: Only works when the damage wasn't caused by fire

- Growth + Growth (Large)

-Permanent: You're always Large

- Natural Weapon (claws d6, 2 AP)

- Anatomical Separation + Variable Separation

-Conditional: Body part has to literally be chopped off or ripped out

* You suffer -2 Parry, Dodge and Fighting rolls when fighting Medium opponents.

WEREWOLF

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Survival d6, +9 additional skill points

Charisma: -; Pace: 6; Parry: 5; Dodge: 4; Toughness: 5; Willpower: 5

Hindrances: Bloodthirsty, plus one Major and two Minor

Edges: Arcane Background (Supernaturalis)

Equipment: Clothing, dagger: Str+d4, 1 AP

Primal Edges:

- Immortality
- Alternate Form + Skin-Walker
- Unreliable: Requires a Spirit roll to activate
- Involuntary Activation: You automatically transform on a full moon
- Detectable: The transformation is very loud and messy
- Regeneration + Enhanced Regeneration
- Supernatural Sense (Enhanced Smell)



ALTERNATE FORM (LARGE WOLF)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8*, Intimidation d6, Notice d6

Charisma: -; Pace: 10; Parry: 6*; Dodge: 4*; Toughness: 10; Willpower: 5

Hindrances: Bloodthirsty, Disturbing Diet (human flesh), Naked (Major), No Hands, No Speech, Vulnerability (Major, silver)

Edges: Arcane Background (Supernaturalis), Berserk, Fleet-Footed

Abilities: Go for the Throat, Large*, Low Light Vision, Claws and fangs (Str+d8)

* You suffer -2 Parry, Dodge and Fighting rolls when fighting Medium opponents.

WERESPIDER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Survival d6, +9 additional skill points

Charisma: -; Pace: 6; Parry: 5; Dodge: 4; Toughness: 5; Willpower: 5

Hindrances: Bloodthirsty, Alien Anatomy (Major), Disembodied (Minor, spiders), Disturbing Diet (Minor, insects)

Edges: Arcane Background (Supernaturalis)

Equipment: Clothing

Primal Edges:

- Natural Weapon + Enhanced Weapon + Burst Attack + Ignore Self + Selective + Persistent* + Aura + Melding*
- Requires Activation: You have to activate your spider swarm form
- Involuntary Activation: You automatically transform on a full moon
- Unreliable: Requires a Spirit roll to intentionally activate
- Detectable: You loudly and messily transform into huge swarm of spiders
- Limitation: Your equipment doesn't change with you

- Supernatural Sense (Mystic, spiders) + Improved Mystic Senses
 - Stationary: You can sense and accurately pinpoint all spiders within Spirit miles when not moving
- Mind Control + Ranged Control + Animal Control + Possession
 - Limitation: Only works on spiders
 - Feedback: If the spider you're controlling dies, make a Vigor roll or be Shaken
 - Burnout: If you roll a 1 on the Smarts die, you can't use Mind Control again for the rest of the scene
- Mystic Communication + Long-Range Communication + Two-Way Communication + Secret Communication + Silent Communication
 - Requires Activation: You have to initiate communication
 - Unreliable: Requires a Spirit roll to activate
 - Concentration: Communication ends if Shaken or knocked out
 - Limitation: Only allows communication with spiders
- Regeneration + Regrowth + Enhanced Regeneration
 - Detectable: Thousands of spiders scuttle towards you and merge into your flesh
 - Conditional: You have to be somewhere where spiders could feasibly reach you
- Special Movement (Wall-Walking)
- Henchman + Rapid Recruitment + Automatic Conversion
 - Detectable: You send a spider into the candidate's ear, they scream and bleed a lot
 - Feedback: If the henchman is killed, make a Vigor roll or be Shaken

* Free edge (no attack first round, always merged).

WRAITH

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Intimidation d6, +9 additional skill points

Charisma: -; Pace: 6; Parry: 5; Dodge: 4; Toughness: 5; Willpower: 5

Hindrances: Disembodied (Minor), Vulnerability (Minor, holy items), Unhealing (Major) plus two Minor

Edges: Arcane Background (Supernaturalis), Brave, Fearless

Equipment: None

Primal Edges:

- Immortality + Invulnerability
- Dimensional Phasing (all physical damage types except salt) + Dimensional Merging
 - Unreliable: Requires a Spirit roll to activate
 - Burnout: If you roll 1 on the Spirit die, you can't intentionally use the power for the rest of the scene
 - Detectable: You look translucent and ghostly, and your voice echoes hollowly
 - Involuntary Activation: The power activates automatically at night
 - Conditional: You can't activate the power while exposed to direct sunlight
- Mind Control + Sentient Control + Possession (only) + Manifestation
 - Feedback: Shaken if the body you possess is killed, make a Vigor roll or suffer a wound as well
 - Limitation: Doesn't work on animals, only on sentient creatures
- Regeneration + Regrowth + Enhanced Regeneration
 - Linked (Mind Control): You only regenerate while possessing someone
 - Detectable: The victim looks extremely pale and sick as you feed off their life-force



CHAPTER 3: GEAR

WEAPON CREATION

Rather than providing an exhaustive list of weapon and armour types, GMs and players are encouraged to design their own. The recommended approach is to first describe the weapon, then select the abilities that best fit the description, and finally apply any appropriate trappings.

Weapons begin with d6 damage, cost \$250, have 2 points of Weapon Abilities, and are automatically considered *significant items* for encumbrance purposes. Additional positive abilities must be countered with an equal value of negative ones, and the same ability cannot be taken more than once.

Each weapon must be designated as either *lethal* or *nonlethal*. A nonlethal weapon suffers no penalties for inflicting nonlethal damage, but cannot be used to inflict lethal damage.

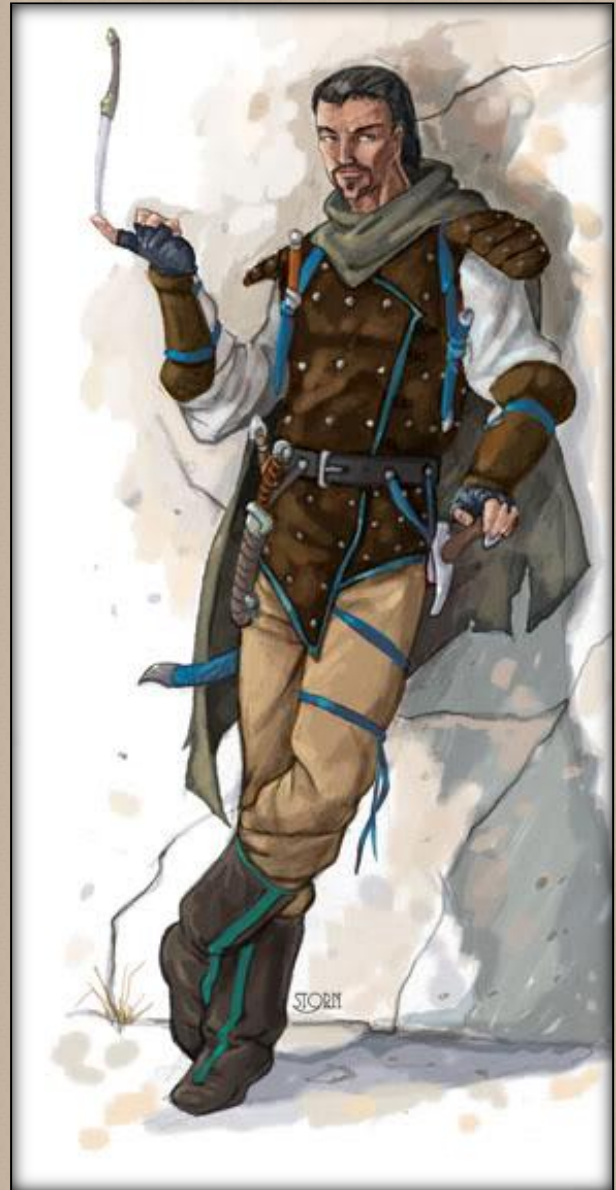
Missile weapons (those with the Ammo ability) don't use Strength. Instead, they inflict 2d6 damage.

Gunpowder weapons may not be appropriate for all campaigns. However the GM may choose to permit wands, magical crossbows and other exotic ranged weapons that work the same way, or perhaps require the Silencer ability to be taken at the same time as the Gun ability.

Strong Defence and Weak Defence are added together for each hand, but you cannot exceed +2 even if you have more than two hands.

+4 Abilities

- **Very High Damage:** +2 steps to this weapon's melee damage die (e.g. d6 becomes d10).
- **Very High Powered:** Increases ranged damage to 2d8 (*missile only, not Spread*).
- **Extreme Range:** This is now a **ranged** weapon with a base range of 6/12/24.
- **Ammo:** This is now a **missile** weapon. Double the base range (*ranged only*).



- **Accuracy:** The base range of the weapon is tripled instead of doubled (*ranged only*).
- **Multishot:** Weapon gains Double Tap, or +2 attack instead if it has Spread (*gunpowder only*).
- **Automatic:** Weapon has a RoF of 3 (*gunpowder only*).

+3 Abilities

- **Strong Offence:** +1 to Fighting rolls made with this weapon.
- **Strong Defence:** +1 Parry while holding this weapon.

- **Reach:** +1" melee reach, your other hand cannot attack in the same round you use this weapon.
- **Extreme Raise Die:** +3 steps to the extra damage die this weapon gains on a raise.
- **Long Range:** This is now a **ranged** weapon with a base range of 5/10/20.

+2 Abilities

- **High Damage:** +1 step to this weapon's melee damage die (e.g. d6 becomes d8).
- **Very High Raise Die:** +2 steps to the extra damage die this weapon gains on a raise.
- **Cover:** Provides cover vs. ranged attacks, see the Shield creation section below.
- **Medium Range:** This is now a **ranged** weapon with a base range of 4/8/16.
- **Very Tough:** Weapon has Toughness 15 (instead of 10).
- **High Penetration:** Weapon has 2 AP (doesn't stack with other AP).
- **High Powered:** Increases the ranged damage to 2d6+1 (*missile only, not Spread*).
- **Double-Barrel:** Weapon has a RoF of 2 (*gunpowder only*).
- **Entangling:** Automatically entangles on a raise (like Grappling) instead of damage, use the raise die for opposed escape roll.
- **Crude:** Weapon costs \$10 to buy, and the repair cost is quartered (*optional*).

+1 Abilities

- **Two-Handed:** Weapon requires both hands to use. Add one of the Two-Handed Abilities (see below).
- **Elemental:** Weapon has one of the Elemental Abilities (see below).
- **Bludgeoning:** Weapon has 2 AP vs. rigid armour (doesn't stack with other AP).
- **Penetrating:** Weapon has 1 AP vs. all armour types (doesn't stack with other AP).
- **Charging:** Weapon has 2 AP when charging on a mount (doesn't stack with other AP).
- **Short Range:** This is now a **ranged** weapon with a base range of 3/6/12.
- **Tough:** Weapon has Toughness 12 (instead of 10).
- **High Raise Die:** +1 step to the extra damage die this weapon gains on a raise (e.g. d6 becomes d8).

- **Concealable:** +2 Agility to draw, opponents suffer -2 Notice to spot the weapon.
- **Secure:** +2 Strength when rolling to resist being disarmed.
- **Light:** No longer counts as a *significant item* for encumbrance.
- **Scope:** Reduce the medium and long range penalties by 2 (*gunpowder only*).
- **Silencer:** The weapon doesn't make much noise when fired (*gunpowder only*).
- **Cheap:** Weapon costs \$100 to buy, and the repair cost is halved (*optional*).



-4 Abilities

- **Very Low Powered:** Decrease the ranged damage to 2d4 (*missile only*).
- **Non-Melee:** Treat as an improvised weapon when used in melee (*ranged only, not Weak Defence*).

-3 Abilities

- **Weak Defence:** -1 Parry while holding this weapon (*not Non-Melee*).
- **Slow Reload:** Requires an action to reload after each attack (*missile only*).
- **Snapfire:** This weapon has the snapfire penalty (*gunpowder only*).

-2 Abilities

- **Low Damage:** -1 step to this weapon's melee damage die (e.g. d6 becomes d4) (*not missile*).
- **Carried:** Must always be carried (cannot also take Unwieldy) (*not Cover or Unwieldy*).
- **Very Fragile:** Weapon has Toughness 5 (instead of 10).
- **Dangerous:** Uses Innocent Bystander rules in melee, always hit yourself on snake eyes (*not ranged*).
- **Unstable:** Explodes if you roll 1 on the Shooting die, applying the weapon's damage to the wielder (*gunpowder only*).
- **Low Powered:** Decrease the ranged damage to 2d6-1 (*missile only*).
- **Very Limited Ammo:** Roll d6 after shooting, if roll doesn't exceed ammo used then you need to reload (*gunpowder only*).
- **Masterwork:** Weapon costs \$1000 to buy, and the repair cost is quadrupled (*optional*).

-1 Abilities

- **Low Raise Die:** -1 step to the extra damage die this weapon gains on a raise (e.g. d6 becomes d4).
- **Unwieldy:** -2 to conceal, requires an Agility roll to draw (*not Cover or Carried*).
- **Fragile:** Weapon has Toughness 8 (instead of 10).
- **Low Penetration:** Weapon has -1 AP (i.e., -1 damage vs. an armoured opponent).
- **Heavy:** Count as two *significant items* for encumbrance.
- **Gun:** This is now a **gunpowder weapon**. It's noisy, and can't be used with Frenzy (*missile only*).
- **Limited Ammo:** Roll 2d6 after shooting, if neither roll exceed ammo used then you need to reload (*gunpowder only*).
- **Expensive:** Weapon costs \$500 to buy, and the repair cost is doubled (*optional*).



Two-Handed Abilities

- **Polearm:** The weapon gains +1" melee reach.
- **Damage:** +2 steps to this weapon's melee damage die, to a maximum of d12.
- **Range:** Ammo triples the base range of the weapon, instead of doubling it (*missile only*).
- **Power:** Increase both ranged damage dice by 1 step (e.g. 2d6 to 2d8) (*gunpowder only*).
- **Burst:** Gain Multishot, or upgrade Multishot to Three Round Burst (*Automatic only*).
- **Spread:** Weapon inflicts 1-3dX damage depending on range, hits innocent bystanders on 1-2 (*Multishot only, not High Powered or Very High Powered*).



Elemental Abilities

- **Flaming:** Provides illumination. Flammable targets may catch on fire.
- **Cold:** Works like the Cold/Ice Fatigue Trapping in SWD (*magic only*).
- **Corrosive:** Works like the Acid Corrosion Trapping in SWD (*magic only*).
- **Electrifying:** 2 AP vs. metal armour (doesn't stack with other AP) (*magic only*).

SHIELD CREATION

Shields don't give armour, instead they provide cover. If a ranged attack misses you, but would have hit without the cover modifier, then it strikes your shield. This is treated as 4 points of armour, but also add the ability value of (Very) Tough/Fragile if appropriate (so a Fragile shield has armour 3, a Very Tough shield has armour 6, etc). This stacks with any other armour you might be wearing.

If the blow strikes your shield, and the damage roll before acing equals or exceeds the Toughness of the shield, then the blow literally passes through the shield. If the attack was a crushing or chopping weapon then the shield is destroyed in the process. Note that if your shield is a Device then the blow must inflict enough damage to destroy it in order to pass through (and an indestructible shield *cannot* be smashed through *at all*).

If the blow doesn't pass through the shield, then the shield itself is used to determine the damage type (as the blow smashes your shield into you), which can be useful if you've got an edge like Resilience.

When you've created a weapon with the Cover ability, you may choose its size:

- **Small shield:** Provides Light Cover.
- **Medium shield:** Provides Light Cover, or Medium if you're crouching or prone behind it. Treated as Unwieldy.
- **Large shield:** Provides Medium Cover, or Heavy if you're crouching or prone behind it. Treated as Carried.

Note that you do not get any extra points for Unwieldy or Carried, those are already factored in to the improved cover. If you are crouching or prone then you receive the appropriate bonus *in addition* to the cover - for example crouching behind a medium shield gives you +1 Dodge because you're crouching and a further +2 Dodge because of the medium cover, for a total bonus of +3 Dodge.



ARMOUR CREATION

Each set of armour belongs to one of three weight categories; light, medium, or heavy. In addition, you can choose to make your armour rigid if you wish.

- **Light armour:** +2 armour (reduced to +1 if they hit you with a raise).
- **Medium armour:** +4 armour (reduced to +2 if they hit you with a raise).
- **Heavy armour:** +6 armour (reduced to +3 if they hit you with a raise).
- **Rigid armour:** You gain Hardy (a second Shaken result doesn't cause a wound).

However you also suffer a penalty for each armoured location, as follows:

- **Torso:** -1, -2, -3, or -4 Parry.
- **Head:** -1, -2, -3, or -4 to notice rolls (hearing-only if it doesn't cover the face).
- **Arms:** -1, -2, -3, or -4 to rolls requiring manual dexterity (e.g. lockpicking, etc).
- **Legs:** -1, -2, -3, or -4 to running rolls (never reduces the result below 0).

Light armour gives -1, medium gives -2 and heavy gives -3. Rigid armour increases the penalty by an additional -1. The Armour Proficiency edge allows you to ignore 1

point of penalty, and can be taken up to 4 times.

Armour is also treated as *X significant items* for encumbrance purposes when carried, where X is the penalty listed above (e.g. rigid heavy armour counts as 4 significant items).

Note that this encumbrance *only* applies when the armour is carried instead of worn, in which case there is no reduction for the Armour Proficiency edge.



EXAMPLE WEAPONS

Here are a few examples of how certain weapons might be designed:

LONGSWORD

- **High Damage (+2):** The longsword inflicts d8 damage.



KATANA

- **High Raise Die (+1):** The katana inflicts +d8 damage on a raise.
- **Penetrating (+1):** The katana has 1 AP.



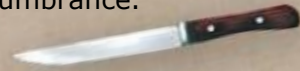
MACE

- **High Damage (+2):** The mace inflicts d8 damage.
- **Bludgeoning (+1):** The mace has 2 AP vs. rigid armour.
- **Unwieldy (-1):** -2 to conceal, requires an Agility roll to draw.



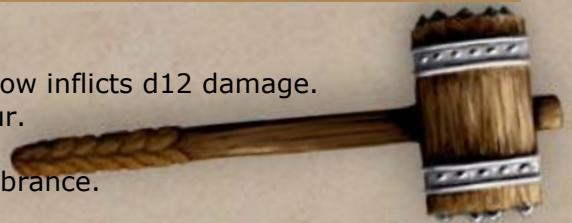
KNIFE

- **Concealable (+1):** +2 Agility to draw, opponents suffer -2 Notice to spot the knife.
- **Short Range (+1):** The knife can be thrown with a range of 3/6/12.
- **Light (+1):** The knife doesn't count as a *significant item* for encumbrance.
- **Cheap (+1):** Costs \$100 to buy, and the repair cost is halved.
- **Low Damage (-2):** The knife inflicts d4 damage.



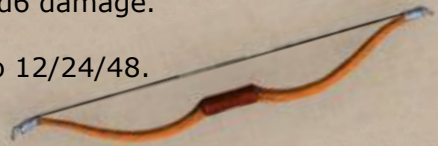
MAUL

- **High Damage (+2):** Increases the damage die to d8.
- **Two-Handed (+1):** Requires both hands. The maul now inflicts d12 damage.
- **Bludgeoning (+1):** The maul has 2 AP vs. rigid armour.
- **Unwieldy (-1):** -2 to conceal, Agility roll to draw.
- **Heavy (-1):** Counts as two *significant items* for encumbrance.



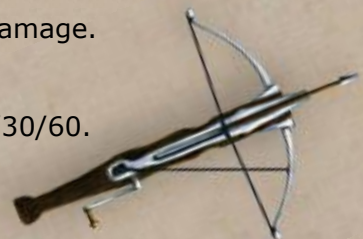
SHORTBOW

- **Ammo (+4):** The shortbow is a missile weapon that inflicts 2d6 damage.
- **Medium Range (+2):** The base range is 4/8/16.
- **Two-Handed (+1):** Requires both hands. Range increased to 12/24/48.
- **Non-Melee (-4):** Treated as improvised weapon in melee.
- **Unwieldy (-1):** -2 to conceal, requires an Agility roll to draw.



CROSSBOW

- **Ammo (+4):** The crossbow is a missile weapon that inflicts 2d6 damage.
- **Long Range (+3):** The base range is 5/10/20.
- **High Penetration (+2):** The crossbow has 2 AP.
- **Two-Handed (+1):** Requires both hands. Range increased to 15/30/60.
- **Non-Melee (-4):** Treated as improvised weapon in melee.
- **Slow Reload (-3):** Requires an action to reload after each attack.
- **Unwieldy (-1):** -2 to conceal, requires an Agility roll to draw.



PREMADE MELEE WEAPONS

Type	Damage	Toughness	Notes
Blades			
Longsword	d8	10	
Shortsword	d6	10	AP 1, Raise +d8
Dagger	d4	10	Weight 0, thrown 3/6/12, easy to hide and +2 to ready, costs \$100
Greatsword	d10	12	AP 1, Weight 2, 2 hands
Rapier	d4	10	Parry +1, AP 1
Main Gauche	d4	10	Parry +1, Weight 0
Clubs			
Cudgel	d6	10	Costs \$10
Mace	d8	10	AP 2 vs rigid armour, must roll to ready
Maul	d12	10	AP 2 vs rigid armour, Weight 2, must roll to ready, 2 hands
Staff	d4	10	Parry +1, Reach 1, unsheathable, 2 hands, costs \$10
Sap	d4	10	AP -1, Raise +d10, Weight 0, nonlethal, costs \$10
Flails			
Flail	d6	10	+1 to Fighting rolls, Raise +d10, must roll to ready, Dangerous*
Whip	d4	8	Parry -1, Reach 1, other hand cannot attack, Entangling* vs d12
Polearms			
Spear	d6	8	Parry +1, Reach 1, unsheathable, thrown 3/6/12, 2 hands
Javelin	d6	8	Reach 1, unsheathable, thrown 4/8/16, other hand cannot attack
Pike	d8	8	Reach 2, unsheathable, Weight 2, 2 hands
Lance	d8	8	AP 2 when charging, Reach 1, unsheathable, Weight 2, 2 hands
Halberd	d8	10	AP 1, Reach 1, unsheathable, 2 hands
Shields			
Buckler	d4	12	Parry +1
Target	d4	12	Parry +1, AP -1, Raise +d4, Light Cover
Kite	d4	15	Parry +1, AP -1, Raise +d4, Weight 2, Light/Medium Cover, must roll to ready
Tower	d4	15	Parry +1, AP -1, Raise +d4, Weight 2, Medium/Heavy Cover, unsheathable

PREMADE RANGED WEAPONS

Type	Range	Damage	Toughness	Notes
Thrown				
Dagger	3/6/12	Str+d4	10	Weight 0, easy to hide and +2 to ready, costs \$10
Spear	3/6/12	Str+d6	8	Unsheathable, 2 hands
Javelin	4/8/16	Str+d6	8	Unsheathable, other hand cannot attack
Sling				
Sling	8/16/32	2d4	5	Raise +d12, easy to hide and +2 to ready, costs \$10
Bows				
Shortbow	12/24/48	2d6	10	Must roll to ready, 2 hands
Longbow	15/30/60	2d6	10	Unsheathable, 2 hands
Crossbow	15/30/60	2d6	10	AP 2, 1 action to reload, must roll to ready, 2 hands
Hand crossbow	10/20/40	2d4	8	AP 1, easy to hide and +2 to ready
Guns				
Pistol	12/24/48	2d6	8	
Rifle	24/48/96	2d6	8	Must roll to ready, Snapfire*, 2 hands, costs \$500
Shotgun	12/24/48	1-3d6	8	+2 Shooting, Weight 2, Spread*, Very Limited Ammo*, must roll to ready, 2 hands, costs \$500

* See the appropriate weapon ability for details.

CHAPTER 4: PRIMAL EDGES

ALTERNATE FORM

ALTERNATE FORM

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

Choose either **physical shapechange** (the form starts with d4 in Strength, Vigor and Agility and has 3 points to spend, but retains your Smarts and Spirit, along with any skills linked to those stats, and any edges for which you still qualify), **full shapechange** (the form starts with d4 in all stats and 5 points to spend, and has 5 free advances, but keeps nothing from the original form other than Primal Edges), or **enhanced shapechange** (the form has exactly the same abilities as the base character, but can apply additional hindrances and abilities that only apply to the new form).

This power is activated with a normal action, and is deactivated the same way. For obvious reasons, Alternate Form cannot have the Permanent modifier; if you're using Alternate Form with Reflective Attack as a form of curse, the closest you can do to permanent would be something like Conditional (until kissed by a princess).

Hindrances are carried over to the new form, although they may be exchanged for something more appropriate at the GM's discretion. The new form may also have up to six points of additional hindrances (major counts as two points) in exchange for advances (two points of hindrance per advance), which are spent in the same way as during character creation. Each modifier added to Alternate Form grants you an additional advance for the Alternate Form, and you may assign further advances to the Alternate Form instead of your normal form if you wish.

Some shapechangers have a 'tell' - a feature or mannerism that carries over to all their forms, which other people can detect if they make a Notice roll at -2. If

you wish to have a tell, take the Detectable modifier.

This edge may be taken multiple times, with each representing a different form.

Note that you cannot use your Alternate Form's advances to purchase Primal Edges, however you may purchase Primal Edges normally and then use the Linked modifier to have them only work in your Alternate Form.



SKIN-WALKER

Requirements: Novice, Alternate Form

You may take on bestial characteristics when you shapechange.

If your Alternate Form has the No Hands hindrance, then it automatically has natural weapons that inflict damage based on its size: Str for Small or Diminutive, Str+d4 for Medium, Str+d6 for Big, and Str+d8 for Large (or higher).

If your Alternate Form has the No Speech hindrance, then you may spend an advance to buy one (and *only* one per Alternate Form) of the following special abilities: Gore, Go for the Throat, Bear Hug, Rollover, Pounce, Constrict, Poison, Aquatic, Flight or Mount. These work exactly like the Special Abilities granted to animals in SWD, except for Mount, which means humanoids can ride you.

If your Alternate Form has the Naked hindrance, then you may spend one advance to be Big or Small, two advances to be Large or Diminutive, three advances to be Massive or Tiny, or four advances to be Huge or Minuscule. These provide the same modifiers as the Growth and Shrink edges, except that they are always active.

Finally, you may also spend one advance to purchase either Low Light Vision or Infravision as if it were a regular edge.

This edge may only be taken once, but it applies to all of your Alternate Forms.

ANATOMICAL SEPARATION

ANATOMICAL SEPARATION

Requirements: Novice, Arcane Background (Supernaturalis)

Choose one of your body parts. As a normal action you can detach that body part, and continue to use and control it normally as if it were still attached. You can later reattach the body part as another normal action.

The detached body part can only crawl, hop or roll at half your Pace, unless you have Special Movement, in which case it can use that movement type normally. An eye can see, a nose can smell, an ear can hear, a hand can manipulate things, and so on, but (other than movement) you must still control them using your own actions.

Detached body parts can be Shaken and Incapacitated like Extras, although they share your traits and abilities (including Toughness).

At the beginning of your turn, make a single Spirit roll for all Shaken body parts, or spend a benny for them all to automatically recover.

If a body part is incapacitated, roll for it on the Incapacitation table, except it cannot Bleed Out (unless it's your head or torso) and the injury type is determined by the body part instead of rolling on the Injury Table. Death means the body part can no longer be reattached.

ADDITIONAL SEPARATION

Requirements: Novice, Anatomical Separation

Choose an additional body part. You can detach or reattach multiple body parts as a single action. You may take this edge multiple times.

VARIABLE SEPARATION

Requirements: Novice, Anatomical Separation

You are no longer limited to a specific body part - you can decide which part to detach each time you use this edge. If you also have Additional Separation, then it determines how many body parts you can have detached at any one time.

ANATOMICAL REPLACEMENT

Requirements: Novice, Anatomical Separation

You no longer need to reattach the same body part that was detached. With a successful Spirit roll you can attach the same type of body part from someone else. This doesn't usually give you any special abilities, although the GM may choose to give certain benefits by offsetting them against appropriate drawbacks. Once you reattach a new body part you immediately lose control over your former body part, and it will begin to decompose.

CHAMELEON

CHAMELEON

Requirements: Novice, Arcane Background (Supernaturalis)

Activate as a normal action. You're able to distort and manipulate your physical appearance so that people don't recognise you, even making yourself appear as an animal or other non-human creature if you wish, although you don't have sufficient control to duplicate a specific person. You always have some sort of 'tell' - a feature or mannerism that carries over to all your forms, which people studying you can detect if they make a Notice roll at -2. Note that you can also change the appearance of your clothing and equipment, but this has no impact on its actual functionality.



MIMIC

Requirements: Novice, Chameleon

Your control is now sufficiently advanced that you can physically mimic actual people (along with their clothing and equipment), although you must have physically seen and touched the person you wish to mimic.

You are not able to duplicate edges or hindrances, therefore the Notice roll to see through your disguise gets +2 for each edge or hindrance you have that the target doesn't (or vice versa) that changes the physical appearance, such as Attractive, Ugly, Brawny, One Leg, etc.

DOPPELGÄNGER

Requirements: Novice, Mimic

You no longer need to physically see or touch people in order to copy them (although you still need something to copy, even if it's just a photograph). When changing your appearance, you are now able to temporarily add or remove Edges and Hindrances that affect your physical appearance.

Note that these changes are purely cosmetic, so while you do gain +2 Charisma from Attractive, you don't gain +1 Toughness from Brawny or -1 Toughness from Small. While giving yourself One Arm or One Leg would actually give you the associated penalties (because the limb is literally not there), if you normally only had one arm or leg and used this power to sprout a new one from the stump, it would be too weak to use.

OBJECT MIMICRY

Requirements: Novice, Mimic

You're now able to change your appearance to look like inanimate objects, although they must be of generally the same size as you.

TEXTURE MIMICRY

Requirements: Novice, Object Mimicry

You're now able to give yourself the texture of inanimate objects, so that you feel like the object you're copying.

VOICE CONTROL

Requirements: Novice, Chameleon

You are now able to extensively modify your voice, and (if you also have Mimic) copy other people's voices with enough accuracy to fool voice identification devices. This also extends to your equipment - a chainmail shirt disguised as a cotton shirt will no longer make a metal jangle noise as you move (and vice versa).

DEFLECTION

DEFLECTION

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain a +1 bonus to your Dodge. This edge may be taken up to four times.

Note that the bonus from this edge does not stack with the Dodge and Improved Dodge edges.

FORCEFIELD

Requirements: Novice, Deflection

You may now choose to extend your Deflection to everyone within a Small Burst Template, centred on you.

This edge may be taken a second time to give you access to a Medium Burst Template, and a third time to give you access to a Large Burst Template. You can set the size of your forcefield as a free action.

This edge is free the first time you take it if you cannot resize it; your Deflection always covers the maximum template size.

Note that the forcefield only protects against attacks that pass through it, so if an attacker can enter the forcefield before shooting then you will have no protection.

If you want the forcefield to reduce the power of attacks as well, consider linking it to Resilience, Preternatural Toughness or Natural Armour.

As a Limitation, you can make the forcefield two-way, so that it also applies to attacks fired *out* of it.

DIMENSIONAL PHASING

DIMENSIONAL PHASING

Requirements: Novice, Arcane Background (Supernaturalis)

This power is activated with a normal action. Choose one damage source; you no longer interact with the specified damage source while this power is active - you cannot inflict damage of that type, nor be harmed by it, although you can still be Shaken by direct attacks. You can also move freely through material of the specified damage source (although any special movement powers must be purchased separately), but this power cannot be deactivated (either willingly or unwillingly) while you are inside a physical object.

The available damage sources are: Beast (natural weapons like claws, fangs, fists, as well as venom), Cold (including frost), Earth (including stone and other non-living solids other than metal and ice), Ethereal (psychic, magic), Heat (including fire), Metal (steel, iron, silver, etc), Wind (all gases, also includes lightning), Water (all liquids, including acids, also includes ice), Wood (anything plant-based, including certain poisons) and Senses (including sonic, light, darkness).

You may take this edge up to nine times, selecting a different damage source each time, but if you select all five physical damage types (Beast, Earth, Metal, Wood and Water) you must have one special vulnerability (such as salt, lead, garlic, etc) that you cannot pass through - attacks from this damage source can also wound you normally. The same is true if you select all five energy damage types (Cold, Ethereal, Heat, Wind and Senses).

Note that this will not duplicate other powers. For example Dimensional Phasing (Senses) will protect you from gaze attacks, blindness and bright flashes, but if you want darkvision or invisibility you will need to purchase them separately and connect them to this power with the Linked modifier.

While Dimensional Phasing is active, you gain no benefit from Resilience or Heavy Armour.

This power also applies to your clothing and equipment. For example if you *only* have Beast and Metal, then all of your metal equipment will fall to the floor as soon as you activate the power - but if you have *both*, then the metal items will stay with you.

Two individuals using Dimensional Phasing will interact with each other normally.

DIMENSIONAL IMBALANCE

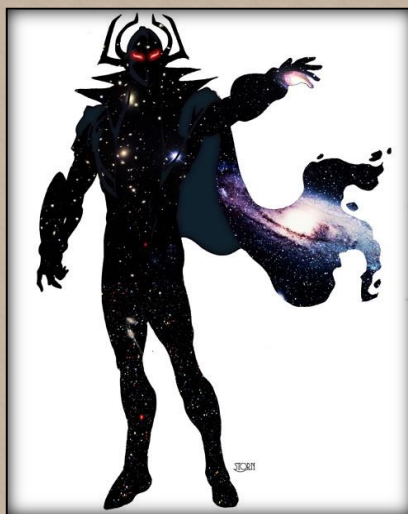
Requirements: Novice,

Dimensional Phasing

This edge applies to one specific Dimensional Phasing, and may only be taken once. You can now inflict damage of this type, but must give up a different damage type that you are normally able to inflict. For example a fire elemental with Dimensional Phasing (Heat) and Dimensional Imbalance might be able to inflict heat damage but not cold damage.

DIMENSIONAL MERGING

Requirements: Novice, Dimensional Phasing



While using Dimensional Phasing, you are able to merge with any physical objects for which you also have the appropriate damage type, as long as they are large enough to contain your form. To do this, simply move into the same space as the object and announce that you have merged - you are then automatically moved with the object until you announce that you are no longer merged.

Any successful attacks made against the object you've merged with will apply the damage to you as well, unless you also have Dimensional Phasing for that particular damage type.

It is also possible to merge with a living creature if you have Dimensional Phasing (Beast), but if the creature is unwilling then you first need to successfully use Mind Control on them.

DYNAMIC POWER

DYNAMIC POWER

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

Select one of your powers that explicitly lists Arcane Background (Supernaturalis) as a requirement, and doesn't have the Permanent or Linked modifier, this becomes the parent power. You may create a new power of the same value, which must be thematically tied to the parent power (and share the same damage type unless they're both variations of the *same* power, for example two Natural Weapons or two types of Resilience). This represents a secondary mode or use of the parent power, and you can change the mode once each round as a free action (this is an action type, which means you can only change the mode on one power each turn).

If a power requires activation, it is always off when you change to it.

If a power has been activated through Involuntary Activation, or has One-Way Activation, or for some other reason cannot be freely deactivated, then you cannot change while it is active.

If a power is currently in the process of activating due to Slow Activation, then you cannot change.

If a power is currently unusable due to Burnout, Draining or Recharge, then you cannot change.

You cannot take this edge more than once for any one power.

Note that Dynamic Power itself can never have the Permanent modifier.

ADDITIONAL MODE

Requirements: Novice, Dynamic Power

This edge applies to one specific Dynamic Power. You can add one additional mode to the power, with the same restrictions and conditions. You may take this edge multiple times.

DYNAMIC LINKAGE

Requirements: Novice, Dynamic Power

This edge applies to one specific Dynamic Power. You may now create new modes for any and all powers Linked to the parent power if you wish. These should be thematically tied to the Dynamic Power.



DYNAMIC ACTIVATION

Requirements: Novice, Dynamic Power

This edge applies to one specific Dynamic Power for which all of the modes have the same activation condition. If the power is active when you change mode, you don't need to activate it again.

DYNAMIC FLEXIBILITY

Requirements: Novice, Dynamic Power

This edge applies to one specific Dynamic Power, which must have an alternative mode that uses the *same* power as the original (for example two Natural Weapons, or two Alternate Forms). You now have an unlimited number of modes for that one particular power, although they must all

share the same child edges and modifiers. For example if you have Dynamic Flexibility on your Natural Weapon then you can change the weapon's abilities (and damage type) each round as a free action, but if your Natural Weapon has Enhanced Weapon and Heavy Weapon then so will *all* of your Natural Weapon modes; you can't exchange the child edges for different ones.

It is recommended that the player prepares their desired modes before the session where necessary, to avoid slowing down the game. For example a character with Dynamic Flexibility for Alternate Form, with the Limitation of "animals only", should prepare a list of common animals in advance.

IMPROVED DYNAMIC FLEXIBILITY

Requirements: Novice, Dynamic Flexibility

This edge applies to one specific Dynamic Power with Dynamic Flexibility. You can now change the child edges as well (for example swapping Heavy Weapon for Dual Damage on your Natural Weapon), although the modifiers are still unchangeable.

DUPLICATE POWER

Requirements: Novice, Dynamic Power

This edge applies to one specific Dynamic Power. That power no longer provides a new mode for a different power, instead it allows you to duplicate powers you see other people using. If you wish to duplicate a power with the Permanent modifier, then it requires you to allocate an additional edge (see Improved Duplication).

To duplicate a power, you must have seen it being used since your previous action, and make a Smarts roll with a -1 penalty for each power you're already duplicating. On a success, you duplicate the power for the scene, while a raise allows you to duplicate it for the rest of the day. If you roll a 1 on the Smarts die, all currently duplicated powers are cancelled and you are Shaken.

You may normally only duplicate one power at a time, and it cannot have a total value of more than one edge. You must

drop the power before attempting to duplicate a new one.

If the power you wish to duplicate has other powers Linked to it, you need to have Dynamic Linkage as well. You will need Improved Duplication to copy the Linked powers, and you must be able to copy them all - you cannot partially duplicate another power.

If you have Dynamic Activation, you will also copy the active state of the power you duplicate (i.e., if you copy a power while it is active, your copy will automatically be active).

Note that you cannot actually duplicate the Duplicate Power or Creative Duplication powers themselves, but you *can* duplicate the powers they create. For example if someone uses Creative Duplication to give themselves a fireball Natural Weapon, you can duplicate the fireball.

Note that you do not gain any benefit from Additional Mode.

IMPROVED DUPLICATION

Requirements: Novice, Duplicate Power

You are able to duplicate an additional edge worth of powers. You can use this to duplicate stronger powers or multiple weaker powers, as you wish. If you duplicate over your maximum, you can choose which power/s are dropped.

PERMANENT DUPLICATION

Requirements: Novice, Duplicate Power

Your duplicated powers no longer last for a scene or a day - they now last until you intentionally drop them, or roll a 1 on the trait die when trying to duplicate a new power.

CREATIVE DUPLICATION

Requirements: Novice, Duplicate Power

You no longer copy other people's powers, you now duplicate the effects of anything you can imagine! There are ten Duplication skills, one for each of the ten damage types, all linked to Smarts. You begin with one Duplication skill at unskilled (d4-2), and can improve it normally, but if you wish

to unlock other Duplication skills you must buy Creative Flexibility.

Roll the skill appropriate for the affect you're trying to duplicate, using the lowest skill if more than one applies (but you must have at least d4), with a -1 penalty for each power you're already duplicating. On a success, you duplicate the power for the scene, while a raise allows you to duplicate it for the rest of the day. If you roll a 1 on the skill die, all currently duplicated powers are cancelled and you are Shaken.

You cannot add the Permanent, Linked, Limitation or Conditional modifiers to the powers you duplicate, unless explicitly stated in the description for that power, nor can you add other modifiers that have already been added to the Dynamic Power itself. The powers you duplicate will be limited based on the skill/s you use, but this is already factored into the price of Creative Duplication.

Note that you do not gain any benefit from Additional Mode, Dynamic Linkage or Dynamic Activation.

CREATIVE FLEXIBILITY

Requirements: Novice, Creative Duplication

There are ten Duplication skills, one for each of the ten damage types. You initially have one Duplication skill of your choice (at unskilled), but this edge is required to learn the others. Each time you take this edge, you unlock a new Duplication skill. It is automatically improved to d4, and after that can be raised normally like any other skill.

Note that there is no other way to learn Duplication skills. Not even edges like Jack-of-All-Trades will help (except with your initial Duplication skill).

SPONTANEOUS SPELLCASTER

Requirements: Novice, Creative Duplication

Instead of making a Duplication roll to prepare a power and another roll to use it, you can now choose to perform both actions simultaneously using just a single Duplication roll. For example you could roll

Duplication (Heat) to give yourself Natural Weapon (fireball) and use the result of that same roll to determine if the fireball hits. Note that this decision must be made before making any rolls.

MAGICAL TECHNIQUE

Requirements: Novice, Creative Duplication

Each time you take Magical Technique, select one technique from: Creo (creation and perfection), Intellego (understanding), Muto (transformation), Perdo (destruction) and Rego (control and manipulation).

You gain a +1 bonus to all Duplication skills while using the appropriate technique, and your Wild Die increases by one step (to a maximum of d12).

This edge may be taken up to four times for each of the five techniques listed above. The bonus doesn't stack with any edge except Preternatural Skill, and even then the combined bonus cannot exceed +4.

This edge is free the first time you take it if you are weak in two techniques (they *always* use a d4 Wild Die) or incompetent in one technique (you cannot use it at all).

EMPATHIC

EMPATHIC

Requirements: Novice, Arcane Background (Supernaturalis)

As a normal action, make a Smarts roll against the target's Willpower. You must be in physical contact, which requires a touch attack if they're unwilling to let you touch them. If successful, you can sense their current emotional state (excited, angry, happy, etc), which gives you +2 to your next Gambling, Taunt or Persuasion roll against them this scene. On a failure, you're unable to use any of your Empathic powers on that target for the rest of the scene.

EMPATHIC RANGE

Requirements: Novice, Empathic

You're now able to use your Empathic powers on any target within 12".

TELEPATHY

Requirements: Novice, Empathic

On a raise on your Empathic roll, you also pick up the target's surface thoughts, doubling the bonus to +4 for your next Gambling, Taunt or Persuasion roll against them this scene. This can also allow you to gather useful information.

MIND READING

Requirements: Novice, Telepathy

You can now choose to delve into the target's mind rather than simply skimming their surface thoughts. This requires a Smarts roll against their Willpower. A success allows you to gain one truthful answer from the target, or provides a general overview of their memory of a specific person or event. The target can feel your presence in their head unless you get a raise. On a failure, you're unable to use any of your Empathic powers on that target for the rest of the scene.

MEMORY MANIPULATION

Requirements: Novice, Mind Reading

You can now manipulate memories by making a Smarts roll against the target's Willpower. A success allows you to erase memories about a specific scene, while a raise allows you to replace the memories with new ones. On a failure, you're unable to use any of your Empathic powers on that target for the rest of the scene.

If you implant false memories that are particularly out of character, then the first time the target thinks about them intently (or is questioned about them), they can make Smarts roll to realise that their memories aren't real. On a raise, they suddenly recall what really happened.

Note that you must be very familiar with the memories you wish to manipulate, which means either having already read their mind, or manipulating memories about an event where you were also present.

PERSONALITY MANIPULATION

Requirements: Novice, Memory Manipulation

You are now able to modify other people's personalities. Before you can do this, you must first successfully change at least one of the target's memories in such a way that it supports the personality change - for example, adding a childhood memory of a terrifying incident to support Phobia or Yellow, or a memory of a close friend to support Loyal, or memories of a brutal event to support Mean or Bloodthirsty.

You then need to make a Smarts roll against the target's Willpower. This roll is made at -2 if you've only changed one memory, +2 if you've changed three or more memories. If successful, you can add, remove, or swap one personality-based hindrance of your choice.

The victim can make a Smarts roll once per day to revert the change, or a Smarts roll at -2 once per week if you got a raise on your roll. If they roll a 1 or less, the change becomes permanent.

Note that if used on a player, additional hindrances do not give any extra points, but permanently reducing the character below the number of hindrances they started play with requires either the expenditure of an advance or replacement with another hindrance of equal value (Phobia, Habit, Quirk and Delusional are good choices for someone who's had their memories played around with too much).

ENVIRONMENTAL ADAPTION

ENVIRONMENTAL ADAPTION

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

You have adapted to one specific harsh or unusual environment. You no longer need to roll to survive exposure to background hazards specific to that environment. Add +2 to any trait rolls for moving through your chosen environment. If your Pace within that environment is normally a halved trait, then use the full trait instead; if not, then ignore penalties for Difficult Ground.

If you are a native of this environment, take the Habit (Major) hindrance: You require regular access to a certain substance from your home environment.



SPONTANEOUS ADAPTION

Requirements: Novice, Environmental Adaption

You've no longer adapted to one specific environment, instead you're able to instantly adapt to whatever environment you're currently in. Whenever your environment requires you to make a Vigor roll to avoid Fatigue, a raise on the Vigor roll indicates that your Environmental Adaption now works for your current environment type. You may also spend a benny at any time to adapt instantly.

The adaption fades after a few hours outside of the environment, or as soon as you adapt to a new environment.

If you want a more reliable form of adaption, use Dynamic Power with Dynamic Flexibility instead.

ENVIRONMENTAL MANIPULATION

ENVIRONMENTAL MANIPULATION

Requirements: Novice, Arcane Background (Supernaturalis)

This power allows you to control the local weather and environment within Spirit miles. It requires a normal action and a successful Spirit roll to force your will on the environment, and on a failure you can't try again for at least another hour. If successful your changes take place in d6 minutes and remain for d6 hours, on a raise they instead remain for a full day.

You can raise a light fog, rain, heavy winds, a sand storm, etc, that reduces visibility to 24", or disperse similar conditions. You can turn the terrain into Difficult Ground for movement, apply the -2 "Wet or slippery surface" penalty to Climbing rolls, and the -4 "Raining" penalty to Tracking rolls.

RAPID MANIPULATION

Requirements: Novice, Environmental Manipulation

This power now uses Slow Activation to determine when the changes take place.

REDUCED VISIBILITY

Requirements: Novice, Environmental Manipulation

You're able to make or disperse thicker fog, heavier rain, etc. Visibility is halved. You may take this edge twice.

EXTRA LIMB

EXTRA LIMB

Requirements: Novice, Arcane Background (Supernaturalis)

You have an extra limb capable of wielding weapons and performing tasks. As long as you have at least two functioning limbs, you don't suffer penalties for the One Arm hindrance. You gain +2 to Climbing rolls when you have at least one extra limb free, and +2 to grapple rolls if you have more limbs than your opponent. This limb does not suffer the -2 offhand penalty, but it does still incur a MAP when performing actions simultaneously with your other limbs. This edge can be taken multiple times, but the bonus to Climbing and grappling can never exceed +2.

PREHENSILE FEET

Requirements: Novice, Extra Limb

Your limbs can be used interchangeably as either arms or legs. If only one limb is being used as a leg, you are treated as if you had the One Leg hindrance. If no limbs are being used as legs, your Pace is reduced to 0 and you are automatically Prone. Similarly, you are treated as having the One Arm hindrance if only one limb is being used as an arm, and No Hands if no limbs are being used as arms. If one limb is injured (e.g. One Arm, One Leg, etc) then you can't use it, but you can use one of your other limbs to take its place.

If you have prehensile feet but no *additional* limbs, take Limitation (no Extra Limb).



MANY-FISTED

Requirements: Novice, Extra Limb, Two-Fisted

You've learned to attack with three weapons at once. Roll each attack

separately, ignoring the MAP. Many-Fisted cannot be combined with Frenzy or Rapid Attack.

Design note: There is no edge for using four weapons at once. This is intentional. Many-Fisted, Two-Fisted plus Frenzy, or Rapid Attack, each allow the maximum of three attacks without penalty.

ENDLESS LIMBS

Requirements: Novice, Extra Limb

You have a vast number of limbs, and never suffer penalties for the One Arm hindrance (you must buy it off if you had it previously). The +2 bonus to grapple applies against any opponent that doesn't also have this edge. Note that this doesn't affect the number of weapons you can use effectively at the same time, so you will still need to take Extra Limb if you wish to wield multiple weapons in combat.

If you also have Prehensile Feet, then you never suffer penalties for the Lame or One Leg hindrances either (and must buy them off as well if you had them previously).

GROWTH

GROWTH

Requirements: Novice, Arcane Background (Supernaturalis)

This power is activated with a normal action. Your Size is increased by 2 (which increases your Strength by 2 steps, and also gives you +2 Toughness). Non-thrown projectile weapons scaled to your size also inflict +2 damage, unless they use a Cone or Burst template. However you also suffer -1 attack against opponents smaller than yourself, and they gain +1 on attacks made against you, as well as Notice rolls versus your Stealth. This penalty is multiplied by the size category difference, so a Big character would have -2 to attack a Small opponent, who in turn would gain +2 to their own attacks.

The size categories are: Minuscule (-4), Tiny (-3), Diminutive (-2), Small (-1), Medium (0-1), Big (2-3), Large (4-5), Massive (6-7) and Huge (8+). If your Size reaches Large, you occupy a 2x2" square.

If your Size reaches Huge, you occupy a 3x3" square.

This edge may be taken up to 4 times: taken once, you can grow to the size of a gorilla, twice you can reach the size of a rhino, taken three times can you reach the size of an elephant and taken four times you become the size of a dragon.

Your equipment grows with you, so your Load Limit remains the same relative to your normal gear. However if you wish to pick up normal sized objects, their encumbrance is halved (and rounded down) for every size category you've grown.

Note that you don't have to grow to your full size, you may choose to only grow part way if you wish.

HARDY

Requirements: Novice, Growth (Large)

If you are Shaken while using Growth, further Shaken results have no effect.

SIZE COMPENSATION

Requirements: Novice, Growth (Large)

You ignore 1 point of penalty when making attacks against creatures one or more size categories smaller than yourself. Others still get the normal bonus when making attacks against you.

IMPROVED SIZE COMPENSATION

Requirements: Novice, Size Compensation

You ignore half the penalty when making attacks against creatures one or more size categories smaller than yourself. Others still get the normal bonus when making attacks against you.

GARGANTUAN

Requirements: Novice, Growth (Huge)

Your Growth gives a further +1 Size (which increases your Strength by 1 step, and also gives you +1 Toughness).

While at full size you now have Heavy Armour (except against called shots at -6), and your own physical attacks count as

Heavy Weapons. You may also make a stomp attack, adding your Size to your damage roll (but subtracting your opponent's Size as well, except for inanimate obstacles such as buildings and vehicles).

HEALING

HEALING

Requirements: Novice, Arcane Background (Supernaturalis)

Requires physical contact and a Spirit roll, with the victim's wound modifiers applied as a penalty. Success heals one wound, but the effort proves exhausting - either the character or the target suffers a Fatigue level (choose each time you use the power). The Fatigue goes away with a good night's sleep, or can be removed earlier by spending a benny. A raise heals one wound without causing Fatigue.

You can also use this power to remove a wound from a damaged (but still functional) inanimate object, unless you take Limitation (only works on living creatures), but in this case it's always you who suffers the Fatigue.

This power can remove wounds from an Incapacitated target, but it won't remove their Incapacitated status.

REFRESH

Requirements: Novice, Healing

Requires physical contact and a Spirit roll, with the victim's Fatigue level applied as a penalty. Success removes one level of Fatigue, while a raise removes all Fatigue. This may only be attempted once per day on any particular target, and does not restore Fatigue caused by Super Edges (such as Healing).

REVIVE

Requirements: Novice, Healing

Requires physical contact and a Spirit roll, with the victim's wound modifiers applied as a penalty. Success removes the target's Incapacitated status, but the effort proves exhausting - either the character or the target suffers a Fatigue level. The Fatigue

goes away with a good night's sleep, or can be removed earlier by spending a benny. A raise removes the target's Incapacitated status without causing Fatigue.

You can also use this power to repair a broken inanimate object (although any wound levels will have to be repaired separately), but in this case it's always you who suffers the Fatigue.

GREATER HEALING

Requirements: Novice, Revive

Requires physical contact and a Spirit roll, with the victim's wound modifiers applied as a penalty. Success fully heals the target (and removes their Incapacitated status if any), but the effort proves exhausting - either the character or the target suffers a Fatigue level. The Fatigue goes away with a good night's sleep, or can be removed earlier by spending a benny. A raise heals the target without causing Fatigue.

You can also use this power to fully repair a damaged or broken inanimate object, unless you take Limitation (only works on living creatures), but in this case it's always you who suffers the Fatigue.

RESTORATION

Requirements: Novice, Greater Healing

Requires physical contact and a Spirit roll. On a raise, the target heals one permanent injury. On a success, the character hasn't yet restored the injury, but may try again whenever they wish. On a failure, the character is unable to restore the injury and may never try again (although they can still try to restore other injuries, and other healers could try and restore that particular wound). On snake eyes the result is a failure, and the healer can't even use a benny to reroll. Regardless of the result, both the character and the target suffer a Fatigue level (if the healer is attempting to restore themselves, they suffer two Fatigue levels). The Fatigue goes away with a good night's sleep.

RESURRECTION

Requirements: Novice, Restoration

Works exactly like Restoration, except it brings the target back from the dead. The

body needs to be in reasonable condition and relatively fresh.

HENCHMAN

HENCHMAN

Requirements: Novice, Arcane Background (Supernaturalis)

This edge provides you with a single henchman to serve your needs. The henchman is an extra and usually has d6 in each attribute (although you may decrease one and increase another by one step each if you wish), and has three skills at d6 (typically Notice, Fighting and Shooting for a combat henchman, but you may choose any skills you wish).

If your henchman is an animal then it gains the No Hands and No Speech hindrances, giving it an additional three advances. Its Smarts is now followed by an (A), as it is relative to the animal world. It gains natural weapons and can spend advances as if it had the Skin-Walker edge and Naked hindrance. Most animals have at least Notice and Fighting, but if you can't find an appropriate third skill you may advance an attribute instead.

Otherwise, you may give the henchman appropriate weapons, armour and equipment, and assign it up to 2 points of hindrances (i.e. one Major or two Minor) and use the points to increase an attribute, skill or edge, using the normal rules for character creation. Henchmen can generally take Background, Professional and Combat edges, but the final decision is up to the GM; certain Primal Edges may also be permitted, for example, if the henchmen are clones of the character.

If your henchman is an elemental creature, then you must spend one advance on giving it Resilience (if it's a solid physical elemental) or Dimensional Phasing and Dimensional Imbalance with the Permanent modifier (if it's an energy elemental, or composed of liquid, sand, etc), applied to its own damage type. The elemental henchman inflicts its own damage type, and should be built as an animal if non-sentient.

Replacing dead or injured henchmen generally requires access to replacements,

d6 hours, and a successful skill roll (usually Streetwise, but could also be Persuasion, Repair, etc, depending on trappings). On a raise, you can replace all of your lost henchmen simultaneously.

EXTRA HENCHMAN

Requirements: Novice, Henchman

This edge gives you an extra henchman, with exactly the same stats as your first henchman.

MENTAL LINK

Requirements: Novice, Henchman

You have a mental link with your henchmen, allowing you to communicate with them over any distance.

EXPERIENCED HENCHMEN

Requirements: Novice, Henchman

Your henchmen increase one attribute and one skill by one die step each. You may also take an additional 2 points of hindrances if you wish. This edge may only be taken once, but it applies to all of your henchmen.

SPECIAL HENCHMAN

Requirements: Novice, Henchman

This edge must be applied to one of your henchmen. That henchman may have a different allocation of attributes, skills, edges and hindrances to the others, as well as different weapons and equipment. The Special Henchman gains the Competent Extra edge for free, meaning he rolls a wild die (but doesn't have bennies or multiple wounds). You may take this edge multiple times, applying it to a different henchman each time.

SUMMON HENCHMEN

Requirements: Novice, Henchman

Your henchmen no longer need to physically accompany you, you can now summon them when needed. This requires a Spirit roll, and you can summon up to one henchman for each success and raise. The henchmen appear at any unoccupied position you choose within Smarts inches of you. They are automatically Shaken when summoned, but act immediately, allowing

them to make a Spirit roll to try and recover. If killed, they must be replaced normally before they can be summoned again.

You may also dismiss your henchmen in the same way: Make a Spirit roll, each success and raise dispels up to one henchman within Smarts inches. You can only dismiss your own henchmen this way.



RAPID RECRUITMENT

Requirements: Novice, Henchman

You are now able to replace henchmen in the field, as long as an appropriate recruit is available. Use the rules for Dramatic Tasks, except without cooperative rolls. If the target is able to resist, you must first convince them to follow you by winning a Social Conflict: victory by 3-4 gives you +1 to the Dramatic Task rolls, victory by 5+ increases the bonus to +2.

When rolling the Dramatic Task, a failure on clubs indicates that the recruitment failed, and you cannot try again on that particular target.

AUTOMATIC CONVERSION

Requirements: Novice, Rapid Recruitment

This power can be used at will. After incapacitating the potential candidate, they automatically begin transforming into a replacement henchman. Use the rules for Dramatic Tasks, except it doesn't require any actions. A failure on clubs might result in the henchman failing to convert, or perhaps they convert but aren't under your control, or are "wrong" in some way (perhaps with some extra hindrances). Alternatively the failure could just remove the accumulated successes, forcing you to start again, or add a delay of several minutes, hours or even days. The exact results will depend on trappings and the GM's discretion, but if they are particularly risky then the -2 Dramatic Task penalty can be reduced or even removed.

IMMORTALITY

IMMORTALITY

Requirements: Novice, Arcane Background (Supernaturalis)

You don't age naturally, and cannot die or suffer permanent injuries from disease, poison, or hazards that cause Fatigue. If incapacitated by disease, you automatically use the recovery condition as if you'd been treated with the appropriate medicine, although you still suffer from the disease while you recover. If poison would kill you, it instead knocks you out for 2d6 hours.

You cannot be incapacitated by hunger or thirst, but any other hazard that incapacitates you through Fatigue results in unconsciousness rather than death, and temporary injuries (that go away when all Fatigue is removed) rather than permanent ones. You recover from incapacitation exactly as you would recover from normal Fatigue from the appropriate source.

This edge provides no additional protection against other forms of damage.

INVULNERABILITY

Requirements: Novice, Immortality

You are immune to all forms of aging, as well as poison and disease. You don't suffer Fatigue from hazards, although you can still suffer Fatigue normally from edges and hindrances.

If you have the Anemic hindrance then you can still contract diseases normally, but you are only a carrier - you can spread them to others, but don't suffer any negative effects yourself.

As a Limitation, you can choose to be vulnerable to two hazards, or particularly vulnerable (trait rolls to avoid Fatigue are made at -2) to one hazard. For example a vampire might still need to drink and sleep, while a fire elemental might still be vulnerable to cold and drowning.

INHUMAN ANATOMY

Requirements: Novice, Invulnerability

You don't have any weak spots or vulnerable organs, and therefore take no additional damage from called shots.



MIND CONTROL

MIND CONTROL

Requirements: Novice, Arcane Background (Supernaturalis)

As a normal action, make an opposed Smarts roll against one target of animal intelligence. You must be in physical contact with them (this usually requires a touch attack with a MAP) and they cannot be larger than Medium size. If successful, you can issue them simple commands which they must obey, although should this require them to do something against their nature they may make another Smarts roll to try and break free. If you are Shaken, rendered unconscious, or use this power on someone else, the target is released. You can automatically change commands or issue new ones when in physical contact.

SENTIENT CONTROL

Requirements: Novice, Mind Control

You are now able to control all types of mind. Intelligent creatures can be issued more complex commands, but other than that the power works in exactly the same way.

RANGED CONTROL

Requirements: Novice, Mind Control

You no longer require physical contact to control minds or issue new commands. You now only need to be within 12" of your target to initiate control, and can change commands over any distance (as long as you're able to communicate with the target, whether by shouting, radio, or through some form of Mystic Communication).

ANIMAL CONTROL

Requirements: Novice, Ranged Control

Against targets with animal intelligence, your range of control increases to Spirit miles, although if they're outside of hearing distance you'll need some other way to contact them (such as Mystic Communication).

LARGE MIND

Requirements: Novice, Mind Control

You are now able to control one creature of up to Large size.

SECOND MIND

Requirements: Novice, Large Mind

You are now able to control up to two creatures of Medium size or smaller.

SECOND LARGE MIND

Requirements: Novice, Second Mind

You are now able to control up to two creatures of Large size or smaller.

THIRD MIND

Requirements: Novice, Second Large Mind

You are now able to control up to three creatures of Medium size or smaller.

HUGE MIND

Requirements: Novice, Third Mind

You are now able to control one creature of up to Huge size.

FOURTH MIND

Requirements: Novice, Huge Mind

You are now able to control up to four creatures of Medium size or smaller.

POSSESSION

Requirements: Novice, Mind Control

After successfully using Mind Control, you can now choose to fully transfer your consciousness into the target, taking control of their body as if it were your own. You retain your Spirit and Smarts and any skills linked to them, but use the Agility, Strength and Vigor (and skills linked to those) of the form you're possessing. You keep any non-Super edges that require Smarts or Spirits (or skills linked to those attributes), as well as any non-physical hindrances. You also keep your wild die and can use your own bennies, but if the body belongs to an extra then it is Incapacitated after one wound.

Your own body falls into a coma, and must remain within contact of the target (or within 12" if you have Ranged Control, or Spirit miles if you have Animal Control and are possessing an animal). If you move out of range, or either body is Incapacitated, then your mind immediately returns to your own body.

If you are Shaken and don't remove the Shaken status at the beginning of your turn, the owner of the body gets to act normally that turn instead. They can choose to make an opposed Smarts roll to try and force you out of their mind, or they can perform some other action if they prefer.

If you are forced out of the victim's mind, then you cannot attempt to possess them again for the rest of the scene.

It is possible to jump directly from one mind to another by possessing a second target, but this will automatically release the first victim as if they'd forced you out.

You are automatically Shaken when you return to your body, this doesn't cause a wound.

This edge is free if you can *only* possess victims, and not control them separately.

MANIFESTATION

Requirements: Novice, Possession

You are able to manifest physical attributes of your own body. Make an opposed Smarts roll against your victim, if successful then you gain access to one of your traits or edges for the scene; your borrowed body must meet the requirements for edges, but if it's a Primal Edge then you also get all of its subpowers. If you get a raise on the Smarts roll then you manifest as many traits as you wish.

If your victims wins the Smarts roll then all manifestations are reversed, and you cannot use this edge again for the rest of the scene. If they get a raise, then they also force you out of their mind.

DELVING

Requirements: Novice, Possession

Although you cannot actually read the victim's mind (unless you also have Mind Reading), you are able to draw upon their knowledge. Make an opposed Smarts roll against your victim, if successful then you gain access to one of their Smarts or Spirit skills or edges for the scene; you must meet the requirements for edges, and cannot gain access to Primal Edges. Alternatively you can draw enough general knowledge from the victim to convince other people that you are them, and gain +2 to any related Persuasion, Stealth or Common Knowledge rolls. If you get a raise on the Smarts roll then gain access to as many Smarts and Spirit edges as you wish, and also get the general knowledge bonus.

If your victims wins the Smarts roll then all of the delved knowledge is lost, and you cannot use this edge again for the rest of the scene. If they get a raise, then they also push you out of their mind.

MYSTIC COMMUNICATION

MYSTIC COMMUNICATION

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

You have a special means of communication, which works over the same distance (and with about the same degree of privacy) as your voice. This could be

some sort of telepathic or direct magical communication, or it could be more indirect (such as your image appearing in a body of a water and talking, or insects gathering into shapes to spell out messages, etc). This edge may be taken multiple times, selecting a different form of Mystic Communication each time.

LONG-RANGE COMMUNICATION

Requirements: Novice, Mystic Communication

This edge applies to one specific type of Mystic Communication. You are able to project your messages over a number of miles equal to your Spirit (and control the "volume" of your "voice" at the destination), or even broadcast the message from your current location to everyone within Spirit miles if you prefer.

If you wish to create an astral projection that can look around as well as communicate, consider making this edge Linked to Supernatural Sense (ESP sight), then add Improved ESP to your Supernatural Sense and make it Detectable (a glowing astral image). You'll need to add either Two-Way Communication or Supernatural Sense (ESP hearing) if you wish to communicate through your projection as well.

TWO-WAY COMMUNICATION

Requirements: Novice, Mystic Communication

This edge applies to one specific type of Mystic Communication. You may now establish two-way communication with one or more targets, allowing recipients to answer your questions if they wish. Depending on the type of Communication, this may also allow you to "talk" to (and gather information from) plants, animals, elemental spirits, inanimate objects, etc.

SECRET COMMUNICATION

Requirements: Novice, Mystic Communication

This edge applies to one specific type of Mystic Communication. You are now able to target your message to specific individuals - others may still be able to intercept or detect the communication (perhaps as a

faint noise, magical energy, moving insects, etc), but aren't able to understand the actual message.

SILENT COMMUNICATION

Requirements: Novice, Secret Communication

This edge applies to one specific type of Mystic Communication with Secret Communication. Those you don't wish to receive your messages can no longer even detect the presence of your communication.

NATURAL ARMOUR

NATURAL ARMOUR

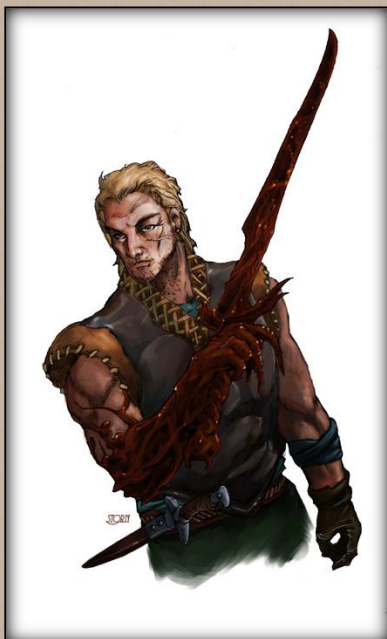
Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain +2 Armour, which is halved if your opponent hits you with a raise. This edge may be taken up to 3 times. Note that this does stack with worn armour, but only up to the maximum of +6 armour (halved on a raise).

RIGID ARMOUR

Requirements: Novice, Natural Armour

Your Natural Armour is now classified as "rigid", and protects you like the Hardy ability: If you are Shaken, further Shaken results have no effect.



NATURAL WEAPON

NATURAL WEAPON

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

This power is always active. Create a new weapon (using the weapon creation rules) when you select this power. This typically represents a powerful unarmed attack, although it could also represent a physical weapon. You can also apply spell trappings to the weapon, balanced against other abilities - for example if your fists give a powerful electric shock that provides +2 AP vs. metal armour, that would be treated as a +1 weapon ability. On the other hand, some abilities won't always make sense (for example you can't take Heavy unless you've applied the Device modifier to this edge). You may take this edge multiple times to represent different weapons, but if one of your natural weapons is Two-Handed you can't use it for more than one action per round (although it can still be combined with Frenzy or Rapid Attack).

Each Natural Weapon must be assigned one damage type. The available damage types are Beast (natural weapons like claws, fangs, fists, as well as venom), Cold (including frost), Earth (including stone and other non-living solids other than metal and ice), Ethereal (psychic, magic), Heat (including fire), Metal (steel, iron, silver, etc), Wind (all gases, also includes lightning), Water (all liquids, including acids, also includes ice), Wood (anything plant-based, including certain poisons) and Senses (including sonic, light, darkness). Should you add a *weapon enhancement*, it may have a different damage type if you wish.

Natural Weapons can only have the Secure ability if they also have the Device modifier. Devices that aren't indestructible can also have the Very Tough, Tough, Very Fragile and Fragile modifiers.

Some of the weapon abilities work a little differently for non-Device Natural Weapons, as follows: Unwieldy and Concealable must also have Requires Activation, Detectable

and Unreliable (it requires a single Agility roll to activate and ready the weapon, the roll is at +2 if you have Concealable). Carried must also have Requires Activation, Slow Activation and Detectable. Gun must always have Detectable, unless it also has Silencer. You still get points for the negative modifiers as normal.

ENHANCED WEAPON

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. You gain +3 weapon abilities to improve the weapon.

HEAVY WEAPON

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. The weapon is considered a Heavy Weapon.

ANNIHILATION

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. If your opponent is incapacitated by your attack, they are instantly killed and their body is completely disintegrated. Depending on trappings they may leave a pile of dust or ash, or they may vanish completely.

This edge is free if it also destroys everything they're wearing, carrying and holding. Particularly tough items (with a Toughness that exceeds the damage you inflicted) may survive, but everything else is lost, depriving you of potential loot.

REVERSIBLE

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. All damage and/or effects (including death) caused by this weapon can be reversed by the character with a normal action and a Spirit roll. The trappings must be something that can be reasonably reversed (e.g. freezing someone solid, and then later thawing them out again).

DUAL DAMAGE

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. The weapon now has two damage types, the most effective damage type is automatically used whenever you hit someone. This edge may be taken multiple times, adding an additional damage type each time it is selected.

PSYCHIC

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. The weapon uses Spirit versus Willpower instead of Strength versus Toughness to inflict damage, and any Soak roll must also be done with Spirit.

TELEKINETIC

Requirements: Novice, Natural Weapon, Telekinesis

This edge applies to one specific Natural Weapon. The weapon is now used by your Telekinesis power.

SUBTLE

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. It is no longer obvious that you are the one using the weapon, or even that you're making an attack. Opponents suffer a -2 penalty to avoid being surprised, and even then they don't necessarily know for sure who was attacking them unless they are facing your general direction and success on a Notice roll opposed by your Stealth (apply cover as a bonus to the Stealth roll). Note that if you take Subtle *and* Detectable, then there is a clearly visible attack, just nothing linking it to you (for example the victim might simply explode, or burst into flames).

STREAM

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon capable of ranged attacks. Instead of just damaging one target, the damage is now also applied to everyone between the character and the target, and beyond, up to the maximum range of the weapon. Make an attack against TN4, and if successful make a single damage roll. Every target in the line receives an opposed Agility roll to avoid the damage. Any modifiers to hit the

target are instead applies to their Agility roll - for example, they get +2 to their Agility roll if they are at medium range. The damage is only rolled once, and applied to all targets. The damage is reduced by 2 each time a target is hit.

BURST ATTACK

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon capable of ranged attacks. This weapon now uses a Small Burst Template. You may take this edge a second time to increase the template to Medium, and a third time to increase it to Large. Opponents receive an opposed Agility roll to avoid the damage.

You may use the Cone Template instead of the Small Burst Template (if the weapon is Two-Handed) or instead of the Medium Burst Template (if the weapon is single handed), but this decision has to be made when you select this edge.

TOUCH ATTACK

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon capable of melee attacks that has a *weapon enhancement*. You no longer require full contact to use the *weapon enhancement*, it is now sufficient to make a touch attack (a Fighting roll at +2).

Note that the Natural Weapon will not inflict any damage beyond the effects described in the appropriate *weapon enhancement* when used to make a touch attack.

IGNORE SELF

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon. The character can no longer be harmed by their own weapon. Generally this is used for weapons with a Cone or Burst Template, but it can also be useful in combination with Dangerous weapons.

SELECTIVE

Requirements: Novice, Ignore Self

This edge applies to one specific Natural Weapon with Ignore Self. The character can

choose who is affected by the weapon. Generally this is used for weapons with a Cone or Burst Template, but it can also be useful in combination with Stream or edges like Sweep.

PERSISTENT

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon using a Small, Medium or Large Burst Template. After placing the Burst Template, it remains there as long as you stay within the maximum range and don't perform any further attacks with the weapon. At the end of each of your following turns (i.e., not the turn when the Template was placed), the Burst Template will automatically inflict 2d4 damage to anyone it covers (treat the attack as a normal success for the purposes of *weapon enhancement* effects. Anyone who moves into the Template also suffers the damage (but only once, after which they can continue moving through it).

The template has a Toughness of 10, or 12 if you also have Enhanced Weapon, but can only be dispersed by area effect attacks, or by stomp attacks (which inflict Str+Size damage). The template is treated as an inanimate object when attacked, meaning it has a Parry of 2, but attack and damage rolls against it don't ace. Heat and cold templates are also immune to their own damage type, but inflict double damage on each other.

This edge is free if the weapon doesn't inflict any damage or apply any *weapon enhancement* effects in the round that the template is placed.

ANIMATED

Requirements: Novice, Persistent

This edge applies to one specific Natural Weapon with Persistent. As a normal action, you may move the Burst Template a number of inches equal to your Smarts. The damage is applied at the end of your turn as usual. You cannot use the Natural Weapon for an attack in the same round that you move it, nor can you move more than one Animated template each round.

POTENT

Requirements: Novice, Persistent

This edge applies to one specific Natural Weapon with Persistent. The Burst Template now inflicts 2d6 damage instead of 2d4. The attack is now treated as a raise for the purposes of *weapon enhancement* effects.

AURA

Requirements: Novice, Persistent

This edge applies to one specific Natural Weapon with Persistent. The weapon now has a range of 0 (and cannot miss), and the Burst Template moves with you, always remaining centred on you. The damage is inflicted at the end of your turn as usual, and it will hurt you as well if you don't have the Ignore Self modifier.

MELDING

Requirements: Novice, Aura, Ignore Self

You are now able to meld with your Aura as a free action, becoming a living inferno, a sentient whirlwind, a swarm of insects with a single hive mind, etc. You can no longer take any actions other than free actions and moving, and you automatically inflict damage on everyone you cover at the end of your movement (unless you also have Selective, in which case you can choose who you damage). Unmelding from your Aura is another free action, although you can't meld and unmeld in the same turn.

You retain your traits, edges and hindrances, so far as possible. If you can fly, then so can the template. If you're aquatic, then so is the template. And so on. You may use your own Toughness if it is higher than that of the template, and can also use bennies to soak as normal.

If you are Incapacitated the template will be dispersed, and you will have to recover on your own; if you successfully regain consciousness then the template reforms. If you die as a template, you don't leave a body.

This edge is free if you *always* merge with your Aura, and can no longer have it follow you around.

FEAR

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. After a successful attack, and after rolling damage, your opponent must make a Fear roll or suffer the effects of Terror (extras are typically Panicked, Wild Cards roll on the Fright Table). If you hit them with a raise, their Fear roll is made at -2, and they add +2 to their roll on the Fright Table. If the victim rolls a 1 on their Spirit die then they add an additional +2 to their roll on the Fright Table.

Each target may only be affected once per scene by this edge, after which they become jaded.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Fear roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

VENOMOUS

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. After a successful attack, and after rolling damage, your opponent must make a Vigor roll or suffer a Fatigue level. If you hit them with a raise, their Vigor roll is made at -2, and they are also paralysed if they fail. If the victim rolls a 1 on their Vigor die then they are instantly Incapacitated.

Victims automatically attempt to recover from paralysis with a Vigor roll on their turn. A raise allows them to recover and act in the same round. A roll of 1 on the Vigor die causes another level of Fatigue.

Anyone Incapacitated by the venom is knocked out for d6 hours. If the venom is

deadly (choose when you take this edge) the Incapacitated victim is also Bleeding Out.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Vigor roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

SUFFOCATING

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. After a successful attack, and after rolling damage, your opponent must make a Vigor roll or suffer a Fatigue level. If you hit them with a raise, their Vigor roll is made at -2. If the victim fails their roll, they must roll again every turn until they succeed or are Incapacitated. Incapacitation results in death from suffocation in a number of rounds equal to half the victim's Vigor die, although it is usually possible to resuscitate them within five minutes (see the rules for Drowning).

Victims cannot talk while suffocating, but if they succeed their Vigor roll then they automatically recover one Fatigue level every five minutes.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Vigor roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

BLINDING

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. After a successful attack, and after rolling damage, your opponent must a Smarts roll to avert their gaze, or they'll be partially blinded (as if they had the Bad Eyes hindrance). If the victim rolls a 1 on their Smarts die, or were already partially blinded (or already had Bad Eyes), then they become fully blinded (as if they had the Blind hindrance). If you hit them with a raise, their Smarts roll is made at -2, and they are fully blinded if they fail.

Victims may attempt to recover with a Smarts or Spirit roll on their turn. A raise allows them to recover their vision and act in the same round. A roll of 1 on the attribute die means they remain blind for the rest of the scene.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Smarts roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

ENTANGLING

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. After a successful attack, and after rolling damage, your opponent must make an Agility roll to avoid being partially entangled (-2 penalty to Pace and to skills linked to Strength or Agility). If the victim rolls a 1 on their Agility die, or were already partially entangled, then they become fully entangled (pace reduced to 0, -4 to all skills linked to Strength or Agility). If you hit them with a raise, their Agility roll is made at -2, and they are fully entangled if they fail.

Victims may attempt to free themselves with a Strength or Agility roll on their turn. A raise allows them to escape and act in the same round. A roll of 1 on the attribute die means they remain entangled for the rest of the scene.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Agility roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

BLASTING

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per weapon. After a successful attack, and after rolling damage, your opponent must make a Strength roll or be knocked prone. If you hit them with a raise, their Strength roll is made at -2, and if they fail they are knocked prone and hurled d10" away from the attack (or in a random direction if more appropriate for the trappings), suffering 2d6 damage if they strike a hard surface.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Strength roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

BARRIER

Requirements: Novice, Natural Weapon

This edge applies to one specific Natural Weapon, and can only be taken once per

weapon. After a successful attack, and after rolling damage, your opponent must make an Agility roll to avoid being surrounded by a solid barrier. If you hit them with a raise, their Agility roll is made at -2.

This is considered a *weapon enhancement*. No weapon may have more than one *weapon enhancement* edge.

The barrier has a Toughness of 10, or 12 if you also have Enhanced Weapon, and can be broken normally by those inside or outside it. It covers a single 1x1" square unless your attack uses a template, and remains in place until the beginning of your next turn (unless you also have Persistent). You cannot perform more than one attack per round with this weapon.

This edge is free if the weapon doesn't inflict regular damage. A successful attack and failed Agility roll will cause the victim to be Shaken (if not already) before applying the affects of this edge.

Note that if the weapon doesn't inflict regular damage, there is no need for the victim to make an opposed Agility roll in the case of Stream or a Template.

PERCEPTION FILTER

PERCEPTION FILTER

Requirements: Novice, Arcane Background (Supernaturalis)

This power is activated with a normal action. You're able to direct attention away from yourself, so that most people don't notice your presence.

Other people suffer -2 to Notice rolls when attempting to spot you (unless you also have Detectable, in which case the penalty only applies to recognising you and pinpointing your exact location).

IMPROVED PERCEPTION FILTER

Requirements: Novice, Perception Filter

When your Perception Filter is active, other people now suffer a -4 penalty to Notice rolls when attempting to spot you (this replaces the bonus from Perception Filter).

ADAPTIVE CAMOUFLAGE

Requirements: Novice, Perception Filter

When your Perception Filter is active, even if people are able to locate you, you appear blurred, shadowy, blended with the background, or in some other way difficult to see. All attacks made against you suffer a -2 penalty.

ADDITIONAL SENSE

Requirements: Novice, Adaptive Camouflage

You are not only difficult to see. Select one additional sense such as Temperature (conceals you from Infravision), Scent (conceals you from Enhanced Smell), Sound (conceals you from Enhanced Hearing), Taste (good for discouraging hungry vampires, in combination with Reflective Power you could also hide the taste of poison), Touch (conceals you from tracking, rain/etc doesn't leave a visible outline around you, etc), Mystic (conceals you from one type of Mystic Supernatural Sense), etc. This edge may be taken multiple times, adding a different sense each time.

LIGHT DISTORTION

Requirements: Novice, Adaptive Camouflage, Improved Perception Filter

When your Perception Filter is active, even if people are able to locate you, you appear transparent - only a vague outline is visible. All attacks made against you now suffer a -4 penalty (this replaces the bonus from Adaptive Camouflage).

INVISIBILITY

Requirements: Novice, Light Distortion

When your Perception Filter is active, you are now completely invisible. All attacks made against you suffer a -6 penalty (this replaces the bonus from Light Distortion).

OBSCURITY

Requirements: Novice, Perception Filter

Your Perception Filter also conceals you indirectly, at all times, unless you intentionally suppress this ability. People tend to forget details about you, photographs are frequently blurred or out

of focus, drawn or painted portraits are vague or inaccurate, documentation goes missing or is accidentally destroyed, etc. Other people receive a -2 penalty for any research or investigation directly related to you.

IMPROVED OBSCURITY

Requirements: Novice, Obscurity

Other people now receive a -4 penalty for any research or investigation directly related to you.

PRETERNATURAL ENDOWMENT

PRETERNATURAL AGILITY

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain a +1 bonus to all Agility rolls *except* Evasion, and your Wild Die increases by one step (to a maximum of d12) when rolling Agility. Furthermore, you now ignore Agility requirements on edges. This edge may be taken up to four times.

If you have Preternatural Agility four times, you are treated as if you had the Quick edge.

You may now use your Agility instead of Fighting to calculate your Parry, if it is higher.



PRETERNATURAL GENIUS

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain a +1 bonus to Smarts rolls, and your Wild Die increases by one step (to a maximum of d12) when rolling Smarts. Furthermore,

you now ignore Smarts requirements on edges. This edge may be taken up to four times.

If you have Preternatural Genius four times, you may use your Smarts Wild Die for any skill linked to Smarts whenever are using a benny to reroll it.

PRETERNATURAL WILL

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain a +1 bonus to your Willpower and to Spirit rolls made against Willpower, and your Wild Die increases by one step (to a maximum of d12) when rolling Spirit. Furthermore, you now ignore Spirit requirements on edges. This edge may be taken up to four times.

If you have Preternatural Will four times, you are treated as having Heavy Weapons and Heavy Armour for any attacks that use Spirit vs. Willpower for damage.

PRETERNATURAL STRENGTH

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain a +1 bonus to Strength and Damage rolls, and your Wild Die increases by one step (to a maximum of d12) when rolling Strength. Furthermore, your attacks can now cause knockback, and you ignore Strength requirements on edges and regular weapons. This edge may be taken up to four times.

If you have Preternatural Strength four times, your melee and thrown attacks are automatically treated as Heavy Weapons.

The amount of weight you can physically lift is quadrupled each time you take this edge, although it is still awkward to carry bulky items; your Load Limit increases by +1 each time you take this edge (applied *after* Brawny, if you have it).

PRETERNATURAL TOUGHNESS

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain a +1 bonus to your Toughness, and your Wild

Die increases by one step (to a maximum of d12) when rolling Vigor. Furthermore, you now ignore Vigor requirements on edges. This edge may be taken up to four times.

If you have Preternatural Toughness four times, you are treated as wearing Heavy Armour for any damage opposed with your Toughness, except against called shots.

PRETERNATURAL SKILL

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

This power is always active. You gain a +1 bonus to any one skill, and your Wild Die increases by one step (to a maximum of d12) when rolling that particular skill. This edge may be taken up to four times for each skill.

Note that the bonuses from Preternatural Skill do not stack with the skill bonuses from any other edges, except for Magical Technique, which can be stacked for a combined bonus of up to +4. If you have other edges that grant skill bonuses, such as Ace, Trademark weapon, Professional, Expert, etc, then you only apply the bonus from Preternatural Skill if it is higher than the total bonus granted by all other edges.

Similarly, the Wild Die bonus does not stack with the Wild Die bonuses from edges such as Master or Leader of Men. Use whichever edge gives the highest Wild Die.

PRETERNATURAL EDGE

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

You may add a regular edge as if it were a Primal Edge, although you must still meet the requirements. This allows you to apply modifiers to the edge. If the edge requires another edge, then it is treated as a subpower of that edge (for example if you take Block and Improved Block, they are considered a single power worth two edges that share the same modifiers).

INNATE GIFT

Requirements: Preternatural Edge

This edge applies to one specific Preternatural Edge. You may ignore any trait requirements for the edge you wish to take. If you later meet the trait requirements, this edge is freed up and can be respent.

REFLECTIVE POWER

REFLECTIVE POWER

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

Select one of your powers that normally only affects you. You can now use that power on any one willing target (or inanimate object) you touch by making a successful Spirit roll. If the target is larger than you, their size difference is applied as a penalty to the roll. Only one individual (including you) can be affected by the power at any one time, so if the power also has the Permanent modifier then you must also take Extra Target (so that you can keep yourself affected as well as the target).

You may remove the power as a free action, otherwise it lasts for the scene, or for the rest of the day if you got a raise on the Spirit roll.

Note that you cannot actually give people the Duplicate Power or Creative Duplication powers themselves, but you *can* give them the powers they create. However these are all identical instances of the same power, and you cannot change that power again until you've removed it from everyone. The same goes for Dynamic Power with different modes.

You cannot take this edge more than once for any one power.

EXTRA TARGET

Requirements: Novice, Reflective Power

This edge applies to one specific Reflective Power. You can now affect one additional

target, although not necessarily with the same action. This edge may be taken multiple times.

PERMANENT REFLECTION

Requirements: Novice, Reflective Power

This edge applies to one specific Reflective Power. The power no longer last for a scene or a day - it now last until you intentionally remove it.

REFLECTIVE LINKAGE

Requirements: Novice, Reflective Power

This edge applies to one specific Reflective Power. You may now give the target any or all powers that are Linked to the power as well.

REFLECTIVE TRIGGER

Requirements: Novice, Reflective Power

This edge applies to one specific Reflective Power. Instead of using the power on someone, you can instead choose to create a trigger for it, anchored to a specific object or location. For example you could "charge up" a Special Movement (Teleport) and then anchor it to a portal, so that everyone who steps through the portal is immediately teleported to the destination. Or you might assign Preternatural Strength to a sword, so that it affects the wielder.

You must assign one or more targets to the Reflective Trigger when you anchor it, and that determines how many targets can be affected at any one time. Additional targets will be unaffected until one of the targets is freed up.

The duration is the same as any other Reflective Power; a scene or a day unless you have Permanent Reflection, and you can remove it at will. You will need to remove the power in order to reuse the targets you've assigned. Similarly, if you're using this edge through Creative Duplication, you'll need to end it before you can change your Creative Duplication to something else.

REFLECTIVE RANGE

Requirements: Novice, Reflective Power

This edge applies to one specific Reflective Power. The power can now be used with a range of 12".

REFLECTIVE BURST

Requirements: Novice, Extra Target

This edge applies to one specific Reflective Power. You may now choose to affect multiple targets (up to your maximum) within a Small Burst Template, which is centred on you unless you also have Reflective Range. You may take this edge a second time to increase the template to Medium, and a third time to increase it to Large.

REFLECTIVE ATTACK

Requirements: Novice, Reflective Power

This edge applies to one specific Reflective Power. You can now use the Reflective Power on others against their will. Your Spirit roll is made against the target's Willpower, and if successful they gain the power, but *you* can activate and use it (although you need to do this using your own actions). In the case of Special Movement powers, you now control their movement.

You need a raise to use the power in way that automatically kills the target (such as shapechanging them into a fish while on land, burrowing them ten feet down into solid rock, teleporting them into a vacuum, etc). However a normal success is sufficient for anything that the target could survive, including burying them up to their neck, shapechanging them into a frog, even teleporting them over the edge of a cliff.

Note that certain powers can be purchased in reverse. This is generally not worthwhile, but it can be useful in conjunction with Reflective Attack. The powers you can buy reversed are as follows:

- **Regeneration** (Deterioration): Roll to avoid taking an additional wound, rather than to recover a wound.
- **Preternatural Strength** (Weakness): -1 to Strength and damage rolls, Strength Wild Die reduced one step (minimum of d4).

- **Preternatural Toughness** (Fragility): -1 Toughness, Vigor Wild Die reduced one step (minimum of d4).
- **Preternatural Agility** (Clumsiness): -1 to Agility rolls, Agility Wild Die reduced one step (minimum of d4).
- **Preternatural Will** (Apathy): -1 Willpower, Spirit Wild Die reduced one step (minimum of d4).
- **Preternatural Genius** (Idiocy): -1 to Smarts roll, Smarts Wild Die reduced one step (minimum of d4).
- **Preternatural Skill** (Incompetence): -1 to the appropriate skill rolls, Wild Die reduced one step (minimum of d4).
- **Preternatural Edge** (Hindrance): Gain 1 Major or 2 Minor hindrances (Blind and No Hands count as 2 Major).
- **Alternate Form**: Not exactly reversed, but you can transform the victim into a helpless form.
- **Healing** (Harming): Ignore wound modifiers. You cause a wound on a success, a raise also causes Fatigue.

REFLECTIVE NEGATION

Requirements: Novice, Reflective Attack

This edge applies to one specific Reflective Power with Reflective Attack. You can now remove the Reflective Power from others. Your opponent receives a Spirit roll to resist (made at -2 if you got a raise on your own roll). If they fail then they lose the power for the normal duration (assuming they had it, otherwise nothing happens).

REGENERATION

REGENERATION

Requirements: Novice, Arcane Background (Supernaturalis)

You make a natural healing roll once per day instead of once every five days.

If you have the Construct hindrance, your body now has a self-repair mechanism: You can make a Repair roll once per day with a -2 or -4 penalty (for the Minor and Major version of the hindrance respectively). On a critical failure you will need to manually repair at least one wound before your self-repair mechanism will work again. There is no benefit for a raise.

REGROWTH

Requirements: Novice, Regeneration

You no longer Bleed Out or suffer permanent injuries from being Incapacitated. Injuries always go away when all wounds are healed (if they are cured with the Healing skill, this assumes scenarios such as the healer pressing the lost limb to the stump, if they explicitly don't do that then each injury requiring the regrowth of a new limb must be regenerated with this power as if it were one wound).

Note that you cannot heal permanent injuries received *before* you gained Regrowth. If you have Regrowth and it is temporarily disabled (for example through Reflective Negation), then you can heal the injuries normally once your power returns. But if you gain Regrowth through Duplicate Power, Creative Duplication or Reflective Power, then you can only heal permanent injuries received *afterwards*, and only if you don't drop Regrowth until you've finished healing (if you *do* drop Regrowth, any permanent injuries you still have become truly permanent).

ENHANCED REGENERATION

Requirements: Novice, Regeneration

You now make a natural healing once per hour, ignoring critical failures as well as raises.

If you have the Construct hindrance, make your Repair roll at -2 or -4 once per hour, ignoring critical failures as well as raises.

RAPID REGENERATION

Requirements: Novice, Enhanced Regeneration

You may spend a benny to make a Vigor roll as a normal action. On a success you recover one wound. On a raise you also get your benny back. If you regenerate your last wound this way, you also remove your Shaken status (if any).

If you have no bennies you may still make a Rapid Regeneration roll if you wish, however you suffer a Fatigue level unless you get a raise. If you are Incapacitated

from Fatigue, you can no longer use Rapid Regeneration.

SUBCONSCIOUS REGENERATION

Requirements: Novice, Rapid Regeneration

Rapid Regeneration becomes a free action, and may also be performed while unconscious.

INNATE REGENERATION

Requirements: Novice, Regeneration

You ignore natural healing modifiers except Faster Healer. Ignore wound penalties for natural healing and Rapid Regeneration rolls.

If you have the Construct hindrance, ignore wound penalties for self-repair and Rapid Regeneration rolls, and the penalty for your self-repair mechanism is reduced to 0 or -2 (for the Minor and Major version of the hindrance respectively).

RESILIENCE

RESILIENCE

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. Choose one damage source. Whenever you receive one or more wounds from that damage source, make a Vigor roll: each success and raise eliminates one wound. This does not remove your Shaken status. You may also make a normal Soak roll afterwards, if you wish.

The available damage sources are Beast (natural weapons like claws, fangs, fists, as well as venom), Cold (including frost), Earth (including stone and other non-living solids other than metal and ice), Ethereal (psychic, magic), Heat (including fire), Metal (steel, iron, silver, etc), Wind (all gases, also includes lightning), Water (all liquids, including acids, also includes ice), Wood (anything plant-based, including certain poisons) and Senses (including sonic, light, darkness).

You may take this edge up to nine times, selecting a different damage source each

time, but if you select all five physical damage types (Beast, Earth, Metal, Wood and Water) you must have one special vulnerability (such as silver, cold iron, etc) - attacks from this damage source still damage you normally. The same is true if you select all five energy damage types (Cold, Ethereal, Heat, Wind and Senses).

FORTITUDE

Requirements: Novice, Resilience

You now have Heavy Armour and Hardy against all damage sources for which you have Resilience.

IMMUNITY

Requirements: Novice, Resilience

Background damage (i.e., anything that isn't an intentional attack) from any sources for which you have Resilience is now halved. This calculation is performed after everything else.

ABSORPTION

Requirements: Novice, Resilience

If you receive one or more wounds, and successfully eliminate them all with the Vigor roll from Resilience, then you are able to redirect the energy in some way. Each time this occurs, you gain one additional Primal Edge for the scene, or for the rest of the day if you also spend a benny. You can gain up to three edges at a time.

You must choose these three Primal Edges when you take Absorption. The same edge may be selected multiple times if you wish, although the normal stacking restrictions still apply. Modifiers cannot be applied to these edges, and you must still meet the requirements in order to benefit from them.

If you have sufficient experience points for an advance, and are allowed to spend it on a Primal Edge, you may do so to make one of the three edges permanent. This can be done at any time while you have access to the edge. You can select a replacement the next time you would normally have the opportunity to spend experience points.

If you gain Absorption temporarily (such as with Dynamic Power), the three Primal Edges vanish when you lose Absorption,

and you cannot make them permanent. If you take Absorption through Creative Duplication, the edges are also restricted based on your Duplication skill.

REFLECTION

Requirements: Novice, Absorption

If you receive one or more wounds, and successfully eliminate them all with the Vigor roll from Resilience, then rather than absorbing the energy you can instead choose to redirect it back at your attacker as a free action. Treat this as if you were executing the exact same attack, but use your own traits, with a -2 penalty to all rolls (including damage). You cannot reflect more than one attack per round. This only works against attacks that inflict damage.

REPLENISHMENT

Requirements: Novice, Absorption

You no longer need to receive damage in order to absorb energy from a particular damage source, you can now do it simply by making contact with a sizable quantity of whatever it is you wish to absorb (generally about your own size or weight worth, although at the GM's discretion the amount may vary for particularly common or uncommon substances). If you wish to absorb a living target (or solid object) then you will first need to kill or break it. You then spend a full round absorbing it, after which you make a Spirit roll. A success allows you to use one of the options from Absorption.

SENSE CONTROL

SENSE CONTROL

Requirements: Novice, Arcane Background (Supernaturalis)

This power is activated with a normal action. You can enhance one sense within an area the size of a Small Burst Template. This allows you to remove a -2 penalty from all tasks requiring that particular sense within the Burst Template. You may take this edge a second time to change the penalty to -4, and a third time to change it to -6.

The Burst Template must either be placed at a fixed point or on a specific target. If

you attach it to a person or object, it automatically remains centred on them, and follows them around (make an opposed Smarts roll if they are unwilling). Otherwise it remains in a fixed place, and you can move it each round as another normal action. If the Burst Template leaves contact with you, it vanishes. You may only maintain once such template at a time.



OBSCURE

Requirements: Novice, Sense Control

You can now suppress senses as well as enhancing them. This allows you to add a penalty to all tasks within the Burst Template which require that particular sense (to a maximum of -6).

This edge is free if you can *only* suppress senses, and not enhance them. However this will block you from taking the Illusion edge.

ILLUSION

Requirements: Novice, Sense Control

You can now create complex imaginary images and sounds within the area of effect.

SOLID ILLUSION

Requirements: Novice, Illusion

Your images now seem to have substance. Opponents must make an opposed Smarts roll to recognise the illusion for what it is, otherwise they interact with it as if it were a solid object. Note that this is purely psychological - someone cannot walk over an illusory bridge, and if they close their eyes they can simply walk through the illusion. Similarly, an illusory weapon or attack will always inflict nonlethal damage.

PERFECT ILLUSION

Requirements: Novice, Solid Illusion

Your illusions now fool all the senses.

PROJECTION

Requirements: Novice, Sense Control

Your Sense Control or Illusion may now use the Cone Template. The tip of the cone is placed at the fixed point or on the target, and you must also specify the facing (for example you might create a cone of light with the tip on your eyes, and the facing in the direction you're looking).

IMPROVED CONTROL

Requirements: Novice, Sense Control

Your Sense Control or Illusion now fills a Medium Burst Template. Alternatively, you may simultaneously create and control two that each fill a Small Burst Template.

IMPROVED RANGE

Requirements: Novice, Sense Control

Your Burst Template no longer needs to be in contact with you, it only needs to remain within 12".

INNATE CONTROL

Requirements: Novice, Improved Range

Once you've created the Burst Template/s, you can move them Smarts inches each round as a free action.

EXPERT CONTROL

Requirements: Novice, Improved Control

Your Sense Control or Illusion now fills a Large Burst Template. Alternatively, you may simultaneously create and control two that each fill a Medium Burst Template, or three that each fill a Small Burst Template.

SHRINK

SHRINK

Requirements: Novice, Arcane Background (Supernaturalis)

This power is activated with a normal action. Your Size is reduced by 1 (which give you -1 to all Strength and damage rolls, and -1 Toughness, to a minimum of 1). However you also gain +1 attack against opponents bigger than yourself, and they suffer -1 on attacks made against you, as well as Notice rolls versus your Stealth. This penalty is multiplied by the size category difference, so a Tiny character would have +4 to attack a Big opponent, who in turn would suffer -4 to their own attacks.

The size categories are: Minuscule (-4), Tiny (-3), Diminutive (-2), Small (-1), Medium (0-1), Big (2-3), Large (4-5), Massive (6-7) and Huge (8+).

This edge may be taken up to 4 times: taken once, you can shrink to the size of a medium dog, twice you become the size of a house cat, taken three times you can shrink to the size of a mouse and taken four times you can become as small as an insect.

Your equipment shrinks with you, so your Load Limit remains the same relative to your normal gear. However if you wish to pick up normal sized objects, their encumbrance is doubled for every size category you've shrunk (for example a longsword, which normally counts as one

significant item, would be treated as four significant items if carried by a Diminutive character).

Note that you don't have to shrink completely, you may choose to only shrink part way if you wish.

DENSITY

Requirements: Novice, Shrink

Your ignore 1 point of Toughness penalty caused by Shrink. This edge may be taken multiple times.

COMPACTNESS

Requirements: Novice, Shrink

Your ignore 1 point of Strength and damage penalty caused by Shrink. This edge may be taken multiple times.

SPECIAL MOVEMENT

SPECIAL MOVEMENT

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

This power is always active. Choose one new mode of movement from: Flight (Pace 3), Burrowing (Pace 3), Teleport (Pace 3), Wall-Walking (uses your regular Pace) or Water-Walking (uses your regular Pace).

You may take this edge multiple times, selecting a different mode of movement each time.

If you want to be able to jump great distances, use Teleport with Limitation (cannot pass through solid objects). If you only want to be able to climb walls or trees without penalty, use Wall-Walking with Limitation (cannot walk on ceilings). If you want to swing around on webbing, use Flight with Conditional (only works when there's something to swing from). If you only want to be able to move across water when running really fast, use Water-Walking with Conditional (only works when running).



IMPROVED SPECIAL MOVEMENT

Requirements: Novice, Special Movement

This edge applies to one specific Special Movement other than Wall-Walking and Water-Walking. You can now use your full Pace with that movement type.

DIMENSIONAL MOVEMENT

Requirements: Novice, Special Movement (Burrowing)

Instead of burrowing into the ground, you actually step into another dimension. This works exactly like normal Burrowing except that you can do it anywhere, as long as you're physically capable of moving. The specifics of this other dimension are up to you, it could be your own private domain, a hell dimension, or even another fully inhabited world, but if it's particularly harsh (or you wish to stay there for extended

periods of time without stocking up on supplies) you'll probably need to take Environmental Adaption as well. Generally speaking you cannot bring things through from the other dimension unless you first put them there (so it's not a free source of gold, food, beer, etc).

Movement in this other dimension is usually relative to movement in the real world, allowing you to vanish from one place and appear in another. If you just want a pocket dimension that you can enter and leave, without being able to travel through it, take the Stationary modifier.

If you want to be able to leave your body behind while your spirit travels the astral plane, take Limitation (your physical body remains behind) and Detectable (a long silvery cord stretches back to your body).

SECURE DIMENSION

Requirements: Novice, Dimensional Movement

This edge applies to one specific Dimensional Movement. The dimension is now a secure location - other people can't enter it unless you put them there, and if you *do* put people there you can separate them from each other if you wish; you can control and reshape the environment at will. Objects you place in the dimension can't be stolen or accidentally destroyed.

DIMENSIONAL WINDOW

Requirements: Novice, Dimensional Movement

This edge applies to one specific Dimensional Movement. While in the other dimension, you can extend your senses through into the real world at will, allowing you to spy on people, listen in on conversations, etc. Without this edge you have only a rough feel for the geography in the real world. Note that you cannot affect the real world without first entering it.

STRETCHY

STRETCHY

Requirements: Novice, Arcane Background (Supernaturalis)

This power is always active. You gain +1" reach. You are able to extend and compact your entire body, squeezing through openings and reaching around corners. You are able to stretch to twice your normal length, or squash yourself down to half your normal thickness.

This edge may be taken up to 4 times, each time increasing your reach by 1" and doubling the amount you can stretch and compress.

SQUASHY

Requirements: Novice, Stretchy

Your body is so squashy that you no longer suffer regular falling damage. If you land on spikes or something similar, you instead suffer half damage.

SUPERNATURAL SENSE

SUPERNATURAL SENSE

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

This power is always active. Choose one special sense from: Low Light Vision, Infravision, Farsight (ignore 2 points of range penalties), Enhanced Smell (you can pinpoint people with smell with the same range and accuracy as vision), Enhanced Hearing (like Enhanced Smell but for hearing), X-Ray Vision (you can see through solid objects), Danger Sense (like the SW edge), Postcognition (make a Notice roll to sense things that have happened in the past), Precognition (use the Visions rules from the HC), Mystic (you can make a Notice roll to sense something that normal humans can't, such as life-force, undead, electricity, minds, magic, etc, with a range of 12"), ESP (you can move one of your senses to any point within 12" as a normal action).

You may take this edge multiple times, selecting a different sense each time.

DARKVISION

Requirements: Novice, Supernatural Sense (Low Light Vision)

This upgrades your Low Light vision to Darkvision. You no longer suffer any penalties for darkness.

BLINDSIGHT

Requirements: Novice, Darkvision

This upgrades Darkvision to Blindsight. You no longer suffer any penalties due to bad lighting, fog, invisibility, or any other form of obscurement. Cover modifiers still apply normally however.

IMPROVED MYSTIC SENSES

Requirements: Novice, Supernatural Sense (Mystic)

This increases the range of all of your Mystic Supernatural Senses to Spirit miles.

IMPROVED ESP

Requirements: Novice, Supernatural Sense (ESP)

This increases the range of all of your ESP Supernatural Senses to Spirit miles.

SWIFTNESS

SWIFTNESS

Requirements: Novice, Arcane Background (Supernaturalis)

This edge is considered an *instantiated power*.

This edge applies to one of the following movement types: Flight, Burrowing, Teleport, Swimming or normal movement (includes Wall-Walking as well as normal walking). Your Pace is doubled for that particular movement type. You may take this edge twice for each mode of movement.

RAPID-ACCELERATION

Requirements: Novice, Swiftness

This edge applies to one specific type of Swiftness. If you spend a full minute (10 rounds) moving at your full Pace while performing no other actions, your Pace is multiplied by 10.

If you use this for Teleport, you must instead spend at least a full minute focusing

on your destination (performing no other actions). Each additional round you spend concentrating after that adds 10 times your Pace to the total distance you can teleport. If you are interrupted before you've built up enough distance to reach your destination, then the effort is wasted.

TELEKINESIS

TELEKINESIS

Requirements: Novice, Arcane Background (Supernaturalis)

You are able to move things with the power of your mind, lifting and pushing things with approximately the same degree of control you'd have when using the palms of your hands. You can affect anything within 6", and use your Spirit rather than your Strength for calculating damage, Load Limit, etc. You can only wield Natural Weapons, and only if they have the Telekinetic ability, although you can throw improvised weapons. You can move things you lift with a Pace of 3, and split your attention across multiple actions by taking the appropriate MAP.

Lifting something into the air is a normal action, and requires a Spirit roll vs. Willpower+Size (or 4+Size for inanimate objects). If the thing you lift is being held in place (for example it's holding onto something, or being held by someone), then the holder may also make an opposed Strength roll. Once you've successfully lifted something into the air you can use it as a weapon if you wish (although attacking with it requires a separate action, and anything more than throwing requires Telekinetic Precision).

If you have Quick Draw then you can lift things into the air as a free action, but you only receive the +2 bonus when lifting unresisting things that are already worn or carried on your person.

Use the Weapon Collision rule when using a living creature as a weapon. They inflict Spirit damage on both

themselves and the target.

As a Limitation, you can only manipulate one specific damage type.

TELEKINETIC PRECISION

Requirements: Novice, Telekinesis

You're now able to use Telekinesis with the same precision and control you have with your hands, allowing you to sculpt, write, pick locks, perform repairs, wield physical weapons, etc. When lifting a weapon that you could normally draw or ready without an Agility roll, you no longer need to make a Spirit roll (although it is still a normal action unless you also have Quick Draw). When making Repair rolls, you ignore the -2 penalty for lacking basic tools (your Telekinesis removes the need for physical tools).

This edge also allows you to rapidly fashion crude tools, objects and even weapons out of appropriate materials you have at hand. Creating an item requires a normal action using either Common Knowledge or Repair (your choice), with a success the object lasts for the scene, with a raise it lasts for the entire day. Creating a more durable and permanent item requires as long as it would take to create the item normally.

TELEKINETIC BUBBLE

Requirements: Novice, Telekinesis

Instead of targeting an individual, you may now affect everything within a Small Burst Template. You may take this edge a second time to increase the template to Medium (or Cone), and a third time to increase it to Large. This doesn't affect how much total weight you can lift, but it does make it more feasible to manipulate multiple small objects, as well as things like fire, water, gases, etc. Extinguishing fires or sweeping an area clear of obstacles is a Spirit roll modified by the size of your target (and opposed by strength for things that



actively try to resist).

If you have a Natural Weapon with the Telekinetic ability, it also benefits from Telekinetic Bubble. You don't need to take Burst Attack as well.

When lifting multiple things, make a single Spirit roll and compare it with each individual Willpower+Size. This means you may end up lifting smaller objects but not larger ones.

ENERGY CONTROL

Requirements: Novice, Telekinetic Bubble

Your Telekinesis works on energy. If you also have Telekinetic Precision, then you are able to create the energy, otherwise you can only manipulate what is already there.

This edge is free if your Telekinesis *only* works on energy, and not physical objects.

TELEKINETIC RANGE

Requirements: Novice, Telekinesis

The range of your Telekinesis is doubled. You may take this edge twice.

TELEKINETIC SPEED

Requirements: Novice, Telekinesis

The Pace of your Telekinesis is doubled. You may take this edge up to 4 times.

TELEKINETIC STRENGTH

Requirements: Novice, Telekinesis

You gain a +1 bonus to Spirit and Damage rolls when using your Telekinesis, and your Load Limit with it is doubled. You may take this edge up to 4 times.

ANIMATION

Requirements: Novice, Telekinetic Precision

This power is activated with a normal action, and requires a Spirit roll vs. Willpower+Size (or 4+Size for inanimate objects). You can animate and control an inanimate object within range of your

Telekinesis by infusing it with some of your essence, giving you a -2 penalty to all actions while maintaining the power. The animated object must remain within your range, or it will become inanimate, but it no longer requires any further actions to control.

The animated object is treated as a creature with Agility d6, Smarts d4(A), Spirit d4, Strength d6, Vigor d8. It also has Fighting d6 and Notice d6, +2 to recover from being shaken, suffers no additional damage from called shots, and is immune to intimidation, fear, disease and poison.

When the object is animated you may also assign it one special ability, which should be appropriate to the object and the equivalent of one advance during character creation. Common abilities include Sneaky (Stealth d6), Reinforced (like Armour), Hard (Str+d8 damage), Fast (Pace 8 with d10 for running), Big (like permanent Growth) and Small (like permanent Shrink). If you use this power on liquid (requiring Telekinetic Bubble) or energy (requiring Energy Control), then it instead gains the Elemental ability (like permanent Dimensional Phasing with Dimensional Imbalance).

If you successfully use this power on a conscious living target (or their weapon or clothing), then you cannot actually control them, but you can choose to give them a -2 penalty to Pace and to skills linked to Strength or Agility (as if they were partially entangled). A creature who is sleeping, paralysed or unconscious is treated just like an inanimate object; they are still considered to be immune to poison, called shots, etc, for the purposes of this power, as their death won't necessarily disrupt your control.

IMPROVED ANIMATION

Requirements: Novice, Animation

This allows you to animate an additional object, or add an additional ability to one of your existing objects. There is no additional penalty for animating multiple objects, and you can animate multiple objects as a single action. You may take this edge multiple times.

CHAPTER 5: CUSTOMISATION

POWER SUITES

The eleven *instantiated powers* (Alternate Form, Mystic Communication, Environmental Adaption, Special Movement, Supernatural Sense, Swiftiness, Preternatural Skill, Preternatural Edge, Natural Weapon, Dynamic Power and Reflective Power) are considered to be completely separate powers each time you take them. All of the other powers are considered to be one power each, even if they can be stacked for stronger affects (e.g. Preternatural Strength, Stretchy, Natural Armour, etc).

This distinction is important when it comes to applying negative modifiers; no modifier can be applied more than once to any one power. So for example, you could take the Device modifier once for *each* Natural Weapon, but if you had boots that granted Preternatural Strength twice, you would only apply the Device modifier once.

Each negative modifier you apply to a power allows you to add an additional option. The extra option will usually be a subpower (one that requires the original power), for example if you have Regeneration and add the Conditional modifier "only works at night", you might then add Regrowth or Enhanced Regeneration.

However it is also possible to add a *different* power as if it were a subpower, as long as the total value of the powers and modifiers does not exceed one edge. When you do this, the new child power automatically shares the negative modifiers of the parent power (and those modifiers *must* all be applicable to the new power). This is called a "Power Suite", and it allows you to group together multiple weaker powers.

Should you ever increase the value of a Power Suite over one edge, you must immediately break off one of the child powers, turning it into a parent power. Both parent powers will have identical negative

modifiers, which may give you additional points to spend on one or both of them - if that happens, then you must either add additional subpowers, or remove some negative modifiers, so that each parent power has a value of one edge.

For example: You take Special Movement (Teleport) with a Device (belt), then take Swiftiness (Teleport) as a child power. You later increase Swiftiness, bringing the total value of the power to two edges - so the powers now split. You now have Special Movement with Device (worth zero edges), and double Swiftiness with Device (worth one edge) - you must now either add a new subpower to Special Movement, or remove the Device modifier.

MODIFIERS

REQUIRES ACTIVATION

Placed on a power which is normally always active and has no drawbacks. It now requires a free action to activate this power. As "activation" is an action, and you can't normally repeat the same action twice, you may only activate one power each round. The power is no longer your "normal" state, and is switched off while you're sleeping or if surprised.

SLOW ACTIVATION

Placed on a power which requires an action to activate. Draw a card when you activate this power. If you draw a Joker then the power activates immediately, otherwise put the card to one side; this is the initiative of your power.

At the beginning of each turn *after* the power was activated, if you are dealt an initiative card of the same suit as your power's initiative card, then your power will activate this turn (on its initiative).

If you have Quick or Level Headed, then the power's card must match the suit of the *first* initiative card you draw.

You may still perform other actions while waiting for the power to activate, unless the power also has the Concentration modifier. If it *does* have Concentration, then you cannot perform any actions until the turn *after* the power finishes activating, otherwise the activation will immediately fail and must be started again.

UNRELIABLE

Placed on a power which requires activation, but succeeds automatically without a roll. It now requires a trait roll (and a normal action if it previously required only a free action) to intentionally activate this power. In addition, if you also have Involuntary Activation, you suffer -2 on rolls to resist involuntarily activating the power.

PERMANENT

Placed on a power which can be switched on and off, or used at will, and which provides disadvantages when active. This power cannot be turned off, it is now always active. For obvious reasons this cannot be added to a power to which you've added an activation modifier

COMMITTED ACTIVATION

Placed on a power which also has the Slow Activation modifier. You suffer a -4 penalty to all actions performed while the power is activating, and your Pace is halved. Unlike Concentration, you cannot choose to stop the activation - once you've committed to it, you must wait until the activation is complete.

In addition, you must also go through the exact same process when you *deactivate* the power.

You cannot also take the Concentration modifier.

INVOLUNTARY ACTIVATION

Placed on a power which can be switched on and off, and which provides disadvantages while on. This power can be activated unwillingly by something outside of your control, and remains active until the trigger goes away. If the trigger is partially

blocked (e.g. a werewolf during the full moon who can't actually see the moon) you may make a Spirit roll to resist for a short period of time. You cannot take the Concentration modifier if you also have Involuntary Activation.

If you wish to have a power that you *cannot* intentionally activate, then take Conditional with the same trigger. For example you might have Involuntary Activation (when angry) and Conditional (only works when angry) on your big green Alternate Form.

This can also represent poor control over the power. In that case, you must make a Spirit roll to resist activation whenever you find yourself in a particularly stressful situation. This shouldn't be something as common as regular combat, and as a general rule it shouldn't occur more than once or twice per session.

ONE-WAY ACTIVATION

Placed on a power which can normally be switched on and off, and which provides disadvantages while on. This power requires special conditions before it can be switched off again, usually involving a skill check and around d6 hours.

CONCENTRATION

Placed on a power which is maintained and normally requires no concentration. If the power also needs to be activated, you cannot perform any other actions in the round/s spent activating this power. If you are Shaken, sleep, are knocked unconscious, or for any other reason can no longer maintain concentration, the power stops working until you become Unshaken or wake up. You may also choose to stop concentrating at any point, including duration activation, causing the power to stop immediately.

You cannot also take the Committed Activation or Involuntary Activation modifiers.

DETECTABLE

Placed on a power which normally has no visible effect. It is now extremely obvious

when you're activating or using the power. This makes you easy to notice and track (similar to the Distinctive Appearance), and should also make other situations more challenging (e.g. large wings that make it difficult to wear clothing or sit in a car, even when they're folded up).

Note that if multiple powers are Linked together, only one of them may have the Detectable modifier.



DEVICE

Placed on any power. The power comes from a device that can be stolen and/or broken. You may also treat your own body as the device, but in that case the power ceases working whenever you receive a wound, and remains unavailable until you have healed. Otherwise, you must select one of three device types:

If the device is indestructible, then it can be disarmed or removed with a called shot at -2.

If the device is highly resilient (has 3 wounds like a Wild Card), then it can be damaged with a called shot at -4 (if it can

also be removed while you're helpless) or -2 (if it's permanently attached to your body). The penalty is treated as a Toughness bonus against area effect attacks.

If the device can be broken like a regular item, then it can be damaged with a called shot at -6 (if it can also be removed while you're helpless) or -4 (if it's permanently attached to your body). The penalty is treated as a Toughness bonus against area effect attacks.

A lost or destroyed Device can generally be recovered or rebuilt in d6 hours with an appropriate trait roll.

BURNOUT

Placed on a power which requires a trait roll to use or activate. If you roll a one on the trait die, the power burns out for the rest of the scene. If you ever roll snake eyes, all powers currently activated that have this modifier are immediately burned out for the rest of the scene (or d6 hours at the GM's discretion). You may spend a benny at the beginning of your turn to clear the burnout from all of your powers.

DRAINING

Placed on any power which requires a trait roll to use or activate, and doesn't normally cause fatigue. You now receive 1 point of fatigue after the roll, unless you get a raise or spend a benny. The first time you take this modifier for a power, you must choose how the fatigue goes away (it will always be the same for all of your powers that use this modifier): either after 10 minutes of rest, or after spending d6 rounds performing a specific activity that isn't always possible (drinking blood, sticking your finger into a plug socket, immersing yourself in water, etc). If incapacitated by fatigue, you must make a Vigor roll to remain conscious, and can no longer use any powers with this modifier until you have recovered at least one fatigue level.

INVESTMENT

Placed on any power which is activated and maintained. You have to invest part of your essence into maintaining this power,

giving you a -2 penalty to all actions until you stop using it.

RECHARGE

Placed on a power which is activated and maintained. When the power is no longer active, you must wait before you can activate it again. The amount of time you need to wait is equal to the amount of time the power was previously active, or d6 minutes, whichever is longer.

LINKED

Placed on a power which is normally always active. Choose one or two other powers that require activation - if you choose only one, that power now requires an action to activate if it didn't previously. The power with the Linked modifier is now only active when its linked power/s are also active. You cannot also take Conditional.

You may also link two powers which require activation, as long as they both provide different disadvantages when active, and no more than one of them requires a trait roll to activate. Merge the activation conditions, taking the worst of both. You can no longer activate the powers separately, they can now only be activated together.

CONDITIONAL

Placed on any power which doesn't have the Linked modifier. This power is now only available under specific conditions, similar to the Gimmick hindrance. For example it might only work when you're angry, or drink blood, or eat spinach, or at night, or while in another form, etc. As always this must actually be a drawback; you cannot have Darkvision "only work in the dark", or Environmental Adaption (Underwater) "only work while immersed in water", or Invisibility "only work when someone is looking", etc.

Note that the Conditional modifier doesn't change the actual functionality, only *when* you can use it; the power either works fully, or not at all.

LIMITATION

Placed on any power. It now has a hefty usage limitation on its functionality, for example a power that can normally be used on others as well as yourself might only work on you, or it might not affect your equipment (for example, Invisibility or Dimensional Phasing that doesn't work on clothing), or an attack might only hurt undead, or your Animation may only work on corpses, or your Growth might require you to always grow to full size. Unlike the Conditional modifier which restricts *when* you can use a power, this modifier restricts *how* or *on whom* you can use it.

You can also use this modifier to remove part of a power. For example you might take Regeneration and Regrowth, with the Limitation that you don't benefit from the Regeneration edge itself. Or you might take Reflective Power with the Limitation that you can *only* use it on others. Or you could take Mind Control with Sentient Control with the Limitation that it no longer works on animals.

FEEDBACK

Placed on any power based on a physical element (such as minion, a weapon, a vehicle, etc). If the manifestation is destroyed, you must make a successful Vigor roll or be Shaken. This can cause a wound.

If the power can also cause you to become Shaken (such as Possession), Feedback is always applied *afterwards*.

CONTACT

Placed on any ranged power. This power now requires physical contact, which usually means a touch attack if the target is unwilling.

STATIONARY

Placed on any power that requires activation. You cannot move while the power is active, nor activate the power and move in the same round.

CHAPTER 6: MAGIC

OVERVIEW

Arcane Background (Supernaturalis) doesn't allow you to purchase normal powers like other Arcane Backgrounds, instead you should use Creative Duplication to represent freeform spellcasting, with Primal Edges used as powers. Each power uses one or more magical techniques, and the precise affects vary depending on which Duplication skill you're using. You may combine the affects of multiple Duplication skills (assuming you have at least d4 in each) by using the lowest of them.

You cannot add the Permanent, Linked, Limitation or Conditional modifiers to the powers you duplicate, nor can you add any other modifiers that have already been added to Creative Duplication. If a Primal Edge is sometimes free with a restriction (such as Possession, Persistent, Melding, Obscure, Energy Control, Forcefield, etc) then this does *not* apply to Creative Duplication. The only exception is the *weapon enhancement* edges (Fear, Venomous, Suffocating, Blinding, Entangling, Blasting and Barrier), which *can* be taken for free if the attack doesn't inflict regular damage.

If you're more of an inventor than a spellcaster, take Limitation (all duplicated edges must have the Device modifier) and Conditional (must construct an appropriate gadget for each duplicated edge) for your Creative Duplication.

POWERS

ALTERNATE FORM

You can transform from one form to another using the Muto technique. You must have the appropriate Duplication skill for both your original and the new form (for example if you're transforming from a human into a fire elemental, you need both Beast and Heat).

ANATOMICAL SEPARATION

You can separate and control parts of your anatomy using the Rego technique. You must have the appropriate Duplication skill for your body type (usually Beast, unless you're some sort of elemental being). In addition, Duplication (Senses) can be used to remove your ears, eyes, nose or tongue.

CHAMELEON

You can change your appearance using the Muto technique. You must have the appropriate Duplication skill for your body type (usually Beast). The only exception is if you have Duplication (Senses), in which case you can change your appearance freely.

DEFLECTION

You can deflect incoming attacks using the Rego technique. You must have the appropriate Duplication skill for the object you're trying to deflect - for example either Duplication (Metal) or Duplication (Wood) could be used to deflect an arrow with a steel head and a wooden shaft.

DIMENSIONAL PHASING

You can dimensionally phase using the Muto technique. You must have the appropriate Duplication skill for the damage type/s with which you wish to phase.

DYNAMIC POWER

You cannot use Dynamic Power with Creative Duplication.

EMPATHIC

You can read emotions and minds using the Intellego technique. This uses the Duplication (Ethereal) skill.

ENVIRONMENTAL ADAPTION

You can adapt to different environments using the Muto technique. Duplication (Earth) allows you to survive underground with risk of suffocation, Duplication (Wood) allows you to survive in places rife with plant-life (such as jungles and swamps), Duplication (Water) allows you to survive underwater, Duplication (Heat) allows you to survive extreme hot temperatures, Duplication (Cold) allows you to survive extreme cold temperatures, Duplication (Wind) allows you to survive without air, and Duplication (Ethereal) allows you to survive magical conditions on other planes of existence.

ENVIRONMENTAL MANIPULATION

You can create environmental conditions using the Creo technique, and disperse them with the Perdo technique. Duplication (Earth) allows you to manipulate earth or stone into Difficult Ground, Duplication (Wood) allows you to create or disperse Difficult Ground using nearby plant-based material, Duplication (Water) allows you to use the power fully with rain or ice, Duplication (Heat) allows you to reduce visibility with a heat haze, Duplication (Cold) allows you to create Difficult Ground using frost, and Duplication (Wind) allows you to reduce visibility with fog or strong winds.

EXTRA LIMB

You can create an extra limb using either the Creo or Muto technique (although you must use Muto if you want Prehensile Feet as well). The material type of the limb is based on the Duplication skill you use, but if you're using Muto you must also use the Duplication skill appropriate to your body type (usually Beast). A limb fashioned from energy can be used in combat, and can only wield weapons that are also made of that same energy type.

GROWTH

You can increase your size using the Muto technique. You must have the appropriate Duplication skill for your body type (usually Beast), but may need to combine it with

other Duplication skills if you want your equipment to grow with you. Duplication (Beast) will cover materials like leather, but you may also need Duplication (Metal) and Duplication (Wood).

HEALING

You can heal and repair things, using the Creo technique. You must have the appropriate Duplication skill, which is usually Beast for healing, but would be Metal for repairing a sword, Heat for healing a fire elemental, and so on.

HENCHMAN

You can recruit an existing NPC as a henchman using the Rego technique. Either use the appropriate Duplication skill for the target you wish to recruit (usually Beast), or use Duplication (Ethereal) to represent mind control or magical binding. If the henchman is killed, it must be replaced before you can change your Creative Duplication to a different power.

If you physically transform someone into a henchman, then use the Muto technique. You must have the Duplication skills for both their current and desired forms.

If your henchman is created or conjured out of thin air (which is always the case if you take Summon Henchmen) then use Creo instead of Rego. The Duplication skill used determines what sort of henchman you summon - anything other than Beast will be an elemental or spirit of some sort.

IMMORTALITY

You can grant yourself immortality using the Creo technique. You must have the Duplication skill appropriate to your body type (usually Beast).

MIND CONTROL

You can control creatures using the Rego technique. You must have the Duplication skill appropriate to the target's body type (usually Beast, but constructs and elemental beings would fall under separate Duplication skills). The only exception is if

you use Duplication (Ethereal), in which case you can control all minds. If you wish to take Possession, then you must use Duplication (Ethereal).

MYSTIC COMMUNICATION

You can communicate using the Rego technique. You must have Duplication (Ethereal) for telepathic communication, or Duplication (Senses) for anything else.

NATURAL ARMOUR

You can conjure protective armour using the Creo technique. You must use a physical Duplication skill (Beast, Earth, Metal, Wood or Water) to protect you against physical damage, or an energy Duplication skill (Heat, Cold, Wind, Ethereal or Senses) to protect you against energy damage. You can use one of each to protect yourself fully.

Alternatively you can transform your flesh using the Muto technique. You must have the Duplication skill appropriate to your body type (usually Beast), and must combine it with another physical Duplication skill if you wish to have heavy or rigid armour.

NATURAL WEAPON

You can conjure weapons out of thin air using the Creo technique, or manipulate existing matter or energy as a weapon using the Rego technique. You must have the Duplication skill/s appropriate to the damage type/s of the weapon.

Alternatively you can transform your body to grant natural weapons using the Muto technique. You must have the Duplication skill for your body type (usually Beast), and the weapon will always have the same damage type as your body. Note that Muto can only be used to create melee weapons.

If the weapon has **Annihilation** then it always uses the Perdo technique, and only damages material of the appropriate Duplication skill.

Note that **Psychic** is only available for Ethereal weapons or in combination with

Annihilation, **Fear** is only available for Ethereal and Senses, **Venomous** is only available for Beast and Plant, **Blinding** is only available for Senses, **Entangling** is only available for physical and Wind, and **Barrier** is only available for physical.

PERCEPTION FILTER

You can conceal yourself using the Perdo technique. You must have Duplication (Senses) to use this power normally. However you can gain some minor benefits from Additional Sense: Duplication (Earth) hides your tracks (use Water instead for tracks through snow), Duplication (Wind) hides your scent, Duplication (Heat) hides you from infravision and Duplication (Ethereal) hides you from magical detection.

PRETERNATURAL ENDOWMENT

You can grant yourself Preternatural Strength, Toughness and Agility using the Muto technique. You must have the appropriate Duplication skill for your body type (usually Beast). Preternatural Genius and Will always use Duplication (Ethereal).

Preternatural Skill uses the Intellego technique. Skills linked to Smarts or Spirit should use Duplication (Ethereal), while others should be specific to whatever they affect: Duplication (Plants) to climb a tree, Duplication (Earth) to climb a cliff, Duplication (Water) for swimming, Duplication (Metal) for fighting with a metal sword, Duplication (Beast) for riding a horse, etc.

Preternatural Edge is difficult to generalise, as it covers so many possibilities, but in most cases it should use the Intellego technique. Edges involving damage (avoiding, inflicting, reducing, etc) or equipment only apply to the appropriate damage source (in the same way as Deflection), while other edges generally only function within specific environments (see Environmental Adaption) or specific types of creature. There should almost always be some restriction to an edge, unless it's extremely specific to one damage source - for example Blind Fighting might work normally with Duplication (Senses).

REFLECTIVE POWER

This edge works normally, but with the limitations laid down for whatever power it's reflecting. For example if you use Duplication (Metal) to cast Reflective Power for your Deflection, you'd only be able to grant the target Deflection against metal weapons.

REGENERATION

You can regenerate your wounds using the Creo technique. You must have the appropriate Duplication skill for your body type (usually Beast).

RESILIENCE

You can make yourself resilient using the Rego technique. You must have the appropriate Duplication skill for the damage type/s you wish to resist.

If you also take Absorption *without* the Reflection edge, use the Perdo technique instead.

SENSE CONTROL

You can control senses using the Rego technique. This requires Duplication (Senses).

If you wish to use the Obscure edge, use the Perdo technique instead.

SHRINK

You can decrease your size using the Muto technique. You must have the appropriate Duplication skill for your body type (usually Beast), but may need to combine it with other Duplication skills if you want your equipment to shrink with you. Duplication (Beast) will cover materials like leather, but you may also need Duplication (Metal) and Duplication (Wood).

SPECIAL MOVEMENT

You can perform minor shapechanging using the Muto technique to grant yourself Flight, Burrowing, Wall-Walking or Teleport

(but not through solid objects), but you actually grow wings, thick claws, suckers, powerful legs, etc. You must have the appropriate Duplication skill for your body type (usually Beast).

Alternatively you may use the Rego technique. Duplication (Earth) grants Burrowing or Wall-Walking on earth/stone, Duplication (Wood) lets you swing through forests (limited Flight) or using Wall-Walking on trees, Duplication (Water) for Water-Walking or Wall-Walking on ice, Duplication (Wind) for Flight, Duplication (Ethereal) for Teleport, or Burrowing with Dimensional Movement.

STRETCHY

You can make yourself stretchy using the Muto technique. You must have the appropriate Duplication skill for your body type (usually Beast).

SUPERNATURAL SENSE

You can grant yourself supernatural senses using the Intellego technique. For sensing the presence of certain material types (or seeing through it like X-Ray vision) use the appropriate Duplication skill (e.g., Metal for detecting metals, Beast for detecting people and animals, etc) - choose how specific the sense is when you cast it. In addition you can use Duplication (Heat) or Duplication (Cold) to gain Infravision, Duplication (Ethereal) to gain ESP, Duplication (Senses) to gain Low Light Vision, Darkvision or Blindsight.

SWIFTNESS

You can increase your speed using the Rego technique. When applied to a Special Movement, it works within the limitations of that movement type - for example using Duplication (Earth) on Wall-Walking would only give you the extra Pace when climbing earth or stone.

TELEKINESIS

You can move, lift and animate things using the Rego technique. You can only use this power on things of the appropriate

material type – for example you would use Duplication (Wood) to animate a wooden chair, Duplication (Metal) to open a metal lock, Duplication (Water) to hurl snowballs, Duplication (Beast) to slam someone into a wall, Duplication (Earth) to levitate a rock into the air and throw it at your enemies, and so on.

When creating energy with Energy Control you should use the Creo technique instead of Rego.

When you use Telekinetic Bubble to extinguish flames, suck out air, etc, you should always use the Perdo technique instead of Rego or Creo.

