"WORLDS OF DARKNESS"

(PERSONAL SIMPLIFIED COFD 2E RULES)

Introduction

Welcome to the **Worlds of Darkness**.

In this game, you take on the role of individuals — some human, some not — caught in the shadows of an unseen world. Whether you are a mortal hunter chasing monsters, a vampire struggling to hold onto your humanity, or a mage tempted by forbidden knowledge, your character's story is shaped by choices, ambitions, and the consequences they bring.

The Main Idea

The setting of Worlds of Darkness is the world you know, but darker and layered with supernatural forces hidden from the public eye. Vampires stalk the streets, werewolves protect or destroy forgotten places, mages meddle with the fabric of reality, and spirits whisper from the shadows. Each type of supernatural creature represents a different facet of the unseen world, and every *splat* offers a unique perspective on the larger picture.

But it's not just the monsters lurking in the night that characters must deal with. They also face institutions — corporations, cults, governments, and other hidden powers—that work to exploit or control these supernatural forces.

Cults thrive on promises of forbidden knowledge, and criminal organizations use supernatural beings as weapons. Allies are scarce, and trust is a dangerous commodity. In this world, every action matters, and alliances, betrayals, and secrets will shape your Chronicle.

Creating a Character

In *Worlds of Darkness*, character creation is about more than just numbers—it's about building someone with **a story, ambitions, flaws, and relationships**. Your character's choices will shape both their personal journey and the world around them, as they struggle to hold on to their humanity or embrace the darkness.

Concept

A **concept** is a brief phrase that summarizes your character's identity and role in the story. It's the seed that informs all other aspects of your character, helping you and the group understand who your character is at a glance.

Example Concepts:

> *"Disillusioned detective haunted by a cold case."*
> *"Outcast werewolf with anger management issues."*
> *"Charismatic vampire struggling to maintain a double life."*
> *"Troubled college student seeking the truth behind strange dreams."*

The **concept** doesn't need to be complex—it just gives you and the Storyteller a starting point. As the Chronicle progresses, your character's story will develop and change.

Anchors

Anchors define what your character values and what they're trying to achieve. They help establish the emotional stakes that guide your character's actions throughout the game. These elements keep the story focused on personal horror and character growth. Anchors come in three parts: **Aspirations**, **Touchstones** and **Integrity**.

Aspirations

These are personal goals—short-term or long-term—that drive your character forward. Each character starts with **3 Aspirations**:

- **2 short-term Aspirations**: Goals that can be accomplished within a session or two. *(Finish a report, visit a parent, go on a date with a certain someone…)*

- **1 long-term Aspiration**: A deeper, more challenging goal that shapes your character's personal journey across the Chronicle. *(Travel the world, find your missing best friend, get revenge on the men who wronged you…)*

Touchstones

These are the **people, groups, objects, or ideas** that your character cares about the most—things that keep them anchored to their humanity and identity.

Each character starts the game with **3 Touchstones**, chosen by the player during character creation, and each serves as a connection to something meaningful in their life.

Integrity

Integrity reflects how well your character holds onto their sense of self and moral compass in the face of stress, trauma, and temptation. It's the baseline for characters who begin as **mortal humans**—a measurement of how much they believe in their ideals and stay connected to the person they once were.

Characters start the game with **7 Integrity**, though a particularly jaded or traumatized character may start lower. As Integrity decreases, characters become increasingly numb to the horrors around them—and risk giving in to darker instincts. If a **Touchstone** is lost—whether through death, betrayal, or abandonment—your character loses **1 point of Integrity**, and gain the **Broken** Condition.

Moments where a character the character faces an emotional or moral dilemma are called **Breaking Points**, triggering a roll to determine if their also lose a point of Integrity.

If the character fails the roll, they lose a point of Integrity. If the character's integrity reaches 0, their sanity breaks and they **permanently become an NPC controlled by the Narrator.**

- Violates personal or societal moral code.
- Witnesses something traumatic.
- Victim of a supernatural attack.

Roll Resolve + Composure +/- Modifier (not to exceed +/-5)

Modifiers

Integrity	Modifier
8-10	+2
7-6	+1
5-4	0
3-2	-1
1-2	-2

Willpower

Willpower is a key resource in the game, representing the mental and emotional energy characters use to push through difficult moments. Spending Willpower allows a character to gain a **+3** to their **dice pool**. To replenish a Willpower point, the character must either: have a full night's rest, spend meaningful time with a **Touchstone** during the day, or achieve an **Exceptional Success**.

Attributes

Each Attribute starts at **1 dot** (representing average human capability), and players distribute additional dots to reflect their character's strengths and weaknesses.

- **Primary Category**: 5 dots
- **Secondary Category**: 4 dots
- **Tertiary Category**: 3 dots

Power	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
Finesse	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
Resistance	Resolve ●○○○○	Stamina ●○○○○	Composure ●○○○○

Skills

Each Attribute starts at **1 dot** (representing average human capability), and players distribute additional dots to reflect their character's strengths and weaknesses.

Skills represent learned abilities and practical knowledge, divided into **3 categories**: **Mental, Physical**, and **Social**. Each skill is rated from **0 to 5 dots**, with higher ratings indicating greater expertise. Characters distribute dots across these skills during creation, with one category chosen as **primary**, another as secondary, and the third as tertiary.

- **Primary Skills**: 11 dots
- **Secondary Skills**: 7 dots
- **Tertiary Skills**: 4 dots

Skills with no dots carry an **untrained penalty**:

- **Mental**: -3 penalty
- **Physical and Social**: -1 penalty

Specialties represent **focused expertise** within a skill. Each Specialty provides a **+1 bonus** to relevant rolls. Players choose **3 Specialties** at character creation, helping shape their character's unique talents. Specialties are flexible — you can acquire new ones during gameplay as your character evolves.

Mental Skills

- **Academics** *(Ancient History, Legal Codes, Theology)*
- **Computer** *(Hacking, Data Mining, Graphic Design)*
- **Crafts** *(Carpentry, Jewelry Making, Weapon Crafting)*

- **Investigation** *(Forensics, Crime Scenes, Surveillance)*
- **Medicine** *(Emergency Care, Surgery, Toxicology)*
- **Occult** *(Demons, Rituals, Spirits)*
- **Politics** *(Lobbying, Intrigue, Diplomacy)*
- **Science** *(Chemistry, Physics, Genetics)*

Physical Skills

- **Athletics** *(Swimming, Parkour, Climbing)*
- **Brawl** *(Grappling, Dirty Fighting, Boxing)*
- **Drive** *(High-Speed Driving, Motorcycles, Stunt Driving)*
- **Firearms** *(Sniping, Handguns, Shotguns)*
- **Larceny** *(Lockpicking, Pickpocketing, Forgery)*
- **Stealth** *(Urban Environments, Camouflage, Shadowing)*
- **Survival** *(Foraging, Tracking, Navigation)*
- **Weaponry** *(Bows, Improvised Weapons, Knives)*

Social Skills

- **Animal Ken** *(Horses, Guard Dogs, Falconry)*
- **Empathy** *(Detecting Lies, Counseling, First Impressions)*
- **Expression** *(Acting, Poetry, Public Speaking)*
- **Intimidation** *(Physical Presence, Veiled Threats, Interrogation)*
- **Persuasion** *(Negotiation, Flirting, Debate)*
- **Socialize** *(High Society, Small Talk, Hosting)*
- **Streetwise** *(Black Markets, Gang Culture, Scouting)*
- **Subterfuge** *(Lying, Misdirection, Con Jobs)*

Traits

Traits represent your character's **core attributes in gameplay**.

Health (Stamina + Size)
Represents how much damage your character can endure before they are incapacitated or dead.

Size (5 for most adult humans)
*Used to calculate **Health** (Size + Stamina) and reflects how much space your character occupies.*

Speed (Strength + Dexterity + Size)
*This determines how fast your character can move during a turn in **meters**, both in and out of combat.*

Initiative (Dexterity + Composure)
*At the start of combat, roll **1d10 + Initiative Modifier** to determine your place in the turn order.*

Defense (Lower of Wits or Dexterity + Athletics)
*Defense **subtracts** from an attacker's dice pool when they make a melee or ranged weapon attack against your character.*

Merits

Merits represent **special advantages** that set your character apart. They are all listed in the **Appendix**, and can reflect social status, supernatural gifts, specialized tuition, or material assets. Merits range from **1 to 5 dots**, with each dot offering greater utility or power.

Characters begin with a pool of **Merit dots** based on kind of creature they are. **Human mortals** start with **7**.

Beats and Experiences

The **Beats** and **Experiences** system encourages story-focused progression, rewarding players for making choices, achieving goals, and engaging with their character's struggles.

Whenever your player accumulates a total of **5 Beats**, they turn into **1 Experience**. As the player accumulates those Experiences, they can **spend them** to **purchase dots** in other parts of their sheet and level their character up in real-time.

Beats Gain Beats when:
- Fulfill an *Aspiration*. Replace at end of session.
- Resolve a *Condition*, per *Condition's* criteria.
- Some *Conditions* provide *Beats* for other actions.
- If *Persistent Condition* impacts life (once per chapter).
- Suffer a Dramatic Failure.
- Opt to take a Dramatic Failure instead of a Failure.
- Takes lethal damage in one of rightmost Health boxes. Vampires do not gain *Beats* from bashing.
- At the end of any game session.
- Risk a *Breaking Point*.
- *Social Maneuver* fails and worsens *Impression level*.
- Target "Goes With the Flow" on a *Social Maneuver*.
- Surrender when *Beaten Down*.

Experience Costs

Attribute: 4 Experiences per dot

Merit: 1 Experience per dot

Skill Specialty: 1 Experience

Skill: 2 Experiences per dot

Integrity: 2 Experiences per dot

Playing the Game

This section covers the **flow of gameplay**, including how time is measured, how dice rolls work, and the role of the **Narrator**.

Time

Time in the game is divided into several **narrative units** that help structure events.

Turn

*A brief period of action, usually **a few seconds**. Used in combat or fast-paced scenes.*

Scene

*A segment of the story, focusing on a **specific event or encounter**.*

Chapter

*A collection of scenes, usually completed in **one game session**.*

Story

*A larger narrative arc spanning **several chapters**.*

Chronicle

*A **complete campaign** made up of multiple stories, tracking long-term character development and plotlines.*

Rolling Dice

The game uses **d10 dice pools** — combining your **Attribute + Skill + Modifiers.**

> Roll Attribute + Skill +/– Modifier (not to exceed +/–5)
> - 8, 9 = Success; 10 = Success plus reroll
> - 5 Successes = Exceptional Success
> - Normal Difficulty Mod / Equip Bonus = +/–3
> - Extreme Difficulty Mod / Equip Bonus = +/–5
> - If dice pool is less than 1: Roll a Chance Die
>   (10 = Success and Re-roll, 1 = Dramatic Failure)
>
> **Roll Results**
>
> **Success:** One (1) success or more.
>
> **Failure:** No successes.
>
> **Exceptional Success:** Five (5) successes or more. Gain a Beneficial Condition (usually "Inspired").
>
> **Dramatic Failure:** Roll 1 on Chance Die. Once per scene may turn Failure into Dramatic Fail. Take a Beat.

A **chance die** is rolled when a character's dice pool is reduced to 0 or below. **Roll a single d10:**

10 = Success, with a reroll (10-again).
1 = Dramatic failure, causing a major setback.
2–9 = Failure, with no effect.

Actions

Each type of action represents a different way characters interact with the world. **Most actions require a single roll** unless specified otherwise.

Instant Actions

*A task completed within **one turn** (e.g., making an attack, picking a lock).*

Reflexive Actions

A quick, involuntary reaction that doesn't cost your turn (e.g., defending against an attack).

Rote Actions

*When a character has exceptional skill, they may **reroll any failed dice once**. Dramatic failures on chance dice are not rerolled.*

Teamwork Actions

- *Secondary actors roll their own Attribute + Skill pool first.*
- *Each success they roll adds **1 die** to the **primary actor's pool**.*
- *A **dramatic failure** from a secondary actor imposes a **-4 dice penalty** on the primary actor.*

Contested Actions

- *Both characters roll their Attribute + Skill pool.*
- *The **highest number of successes** wins.*
- *This action is **instant for the initiating character** and **reflexive for the defender**.*

Resisted Actions

- *The **active character rolls** their Attribute + Skill pool.*
- *Subtract the defender's **Resistance Attribute** (Resolve, Stamina, or Composure) from the pool.*

Extended Actions

Some tasks are too complex for a single roll and require **multiple rolls over time**.

1. **Set a Success Requirement:**
   - **5 successes:** *Reasonable for competent individuals.*
   - **10 successes:** *Challenging for skilled professionals.*
   - **20 successes:** *Extremely difficult, even for the very talented.*

2. **Set Interval:** *If an action would take weeks to complete, she might consider one roll per week. If it's likely to take a day's work, one roll per hour makes for a solid timeframe.*

3. **Set Maximum Rolls:** *The number of attempts allowed is equal to **Attribute + Skill + Modifier**. If time runs out before reaching the required number of successes, the attempt fails.*

4. **Roll Attribute + Skill + Modifiers** *multiple times.*

- **Success**: Add the rolled successes to your total. Continue rolling until the requirement is met.
- **Failure**: You suffer a **setback**. Choose to either abandon the action or take a **Condition**. Accumulated successes are lost.
- **Dramatic Failure**: Not only does the attempt fail, but the **first roll on the next attempt** suffers a **-2 penalty**.
- **Exceptional Success**: Choose one of the following benefits:
  - **Reduce the required successes** by the number of **Skill dots**.
  - **Reduce the time interval** for each roll by **25%**.
  - Apply the **exceptional success effect** upon completion of the task (as agreed with the Narrator).

Combat

Combat in *Worlds of Darkness* balances **tactical decisions** with narrative flow. It uses a mix of **turn-based mechanics and real-time problem-solving** to keep the action engaging.

Initiative

Initiative determines the order in which characters act. To roll initiative:
- Roll **1d10 + Dexterity + Composure + Weapon Modifier** (if applicable).
- Characters act in **descending order**.
- **Ties** are resolved by comparing **Dexterity**.

Surprises: If a character ambushes or surprises someone, the target rolls **Wits + Composure**, contested by the attacker's **Dexterity + Stealth**. If the defender fails, they:
- **Cannot act during the first turn** of combat.
- **Cannot apply Defense** against attacks during that first turn.

Attacking

Attacks use **Attribute + Skill** dice pools, modified by situational factors and weapon modifiers.

Melee Attacks: **Strength + Brawl** or **Weaponry –** opponent's **Defense.**

Ranged Attacks:
Dexterity + Firearms (for guns) or **Athletics** (for throwing objects) **Weaponry** (for ranged weapons like bows, slings, or javelins).

If an attack succeeds, each success equals **1 point of damage**. Add the weapon's **damage modifier** to the total number of successes to determine how much Health the target loses. All weapons deal **Lethal damage** unless otherwise specified.

Modifiers

These modifiers reflect **dynamics** — like aiming for specific body parts, taking cover, or using automatic weapons. They adjust attack rolls to reflect the complexity of combat actions, requiring characters to balance **risks and rewards**.

General *(can be applied to any type of attack)*

Off-Hand Attack (-2 dice): Using your non-dominant hand incurs a penalty.

All-Out Attack (+2 dice, -2 Defense): Gain +2 to your attack roll but **lose all Defense** until your next turn.

Specified Target: Attacking specific body parts is harder but can have special effects:

*Arm (-2): Can inflict the **Arm Wrack Condition** if the damage exceeds the target's Stamina.*
*Leg (-1): Can inflict the **Leg Wrack Condition** if the damage exceeds the target's Stamina.*
*Head (-4): **Bashing** damage inflicts the **Stunned Condition**. Total damage from **Firearms** is **doubled**.*
*Heart (-3): If **5+** points of damage are dealt, the attack pierces the target's heart (special effects for certain supernatural creatures).*
*Hand (-4): Can inflict the **Arm Wrack Condition** on a damaging hit.*
*Eye (-5): On a successful hit, the target suffers the **Blinded Condition**. Total damage from **firearms** is **doubled.***

Ranged *(can only be applied to ranged attacks)*

Aiming: Spend a turn aiming to add **+1 die per turn**, up to a **maximum of +3 dice**.

Cover: If the target is behind cover, **subtract Durability from damage**. If the Durability exceeds the weapon modifier, the attack fails. Taking cover is a **reflexive action** as long as there is something to hide behind within your movement.

Barely Covered: -1 die
Partially Covered: -2 dice
Substantially Covered: -3 dice
Fully Covered: Attack fails unless the cover is penetrated.

Autofire: Firearms with the **Automatic** trait can be used to fire multiple bullets in the same turn. Reloading is always an **instant action**.

*Short Burst: Fires 3 bullets at a single target. **+1 to attack roll**.*
*Medium Burst: Fires 10 bullets at up to **three targets**. **+2 to each attack roll**. -1 per roll for each target beyond the first.*
*Long Burst: Fires 20 bullets or more. Targets are limited by the Narrator's discretion. **+3 to each attack roll**. -1 per roll for each additional target.*

Defending

Subtract **Defense** from any **unarmed, melee,** or **thrown attack** made against the character. **Thrown attacks** apply Defense at **-1**.

Defense decreases by **1 for each subsequent attack** made against the character until the start of their next turn. Characters can choose **not to apply Defense** against minor attacks (e.g., punches from low-level enemies) to **save it** for more dangerous opponents (e.g., an attacker wielding a chainsaw).

Dodging

At any point before a character's action, they can choose to **Dodge** instead of attacking, using their action for that turn.

If they choose to Dodge, they roll **2x** their **Defense** as a dice pool against each attack that targets them until their next turn. Each success reduces the attacker's successes by one. If the attacker is reduced to zero successes, the attack does nothing.

(Defense still decreases by 1 for each attack normally before being doubled.)

Health & Injuries

The Health trait equals **Stamina + Size**, with most adult humans having 7 Health (Stamina 2 + Size 5). Damage reduces a character's Health on a **one-for-one basis**, and when Health reaches **0**, they become unconscious or begin dying, depending on the type of damage sustained. There are **three types of damage**, each affecting characters differently:

*Bashing Damage (/): Non-Lethal damage (e.g., punches or exhaustion). 1 point heals every **15 minutes**.*

*Lethal Damage (X): Harm that threatens life (e.g., bullets, knives). 1 point heals every **2 days**.*

*Aggravated Damage (*): Severe wounds (e.g., fire, supernatural attacks). 1 point heals every **week**.*

Upgrading Damage

When the Health track is full of **Bashing damage**, any new damage **upgrades the leftmost Bashing** to **Lethal**. Replace the leftmost **slash (/)** with an **(X)**.

If the track is full of **Lethal damage**, any new Lethal or Bashing damage **upgrades Lethal to Aggravated**. Replace the leftmost **(X)** with an **asterisk (*)**.

As a character's **rightmost Health boxes** are filled with damage, they suffer a **penalty to all actions** (including Initiative rolls, but **not** Stamina rolls to remain conscious).

Health Boxes Marked	Penalty
Third-to-last	-1
Second-to-last	-2
Last	-3

Unconsciousness & Death

When the rightmost Health box contains **Bashing damage**, the player must roll **Stamina (no penalties)** each turn to stay conscious. On a failed roll, the character falls **unconscious**.

If the rightmost box contains **Lethal damage**, the character takes **1 point of damage per minute** until they receive **medical attention**. This damage **upgrades Lethal to Aggravated**.

When the character's **entire Health track is filled with Aggravated damage**, they are **dead**.

Medical care can **stabilize injuries, speed up healing**, and in some cases **downgrade wounds**. Treatment uses the **Medicine Skill** through an **extended action**, with different pools and intervals based on the situation.

> **First Aid Roll:**
> *Dice Pool: Dexterity + Medicine*
> *Interval: 1 minute per roll*
> *Requires successes equal to the **total damage suffered** to restore **1 point of Bashing damage** or **stabilize the patient** (preventing Lethal damage to become Aggravated).*

If a character takes **Lethal damage equal** to their **Stamina** or **any amount** of **Aggravated damage**, they gain the **Beaten Down** Condition and must spend **Willpower** to keep fighting.

Environmental Damage

Violence isn't the only source of harm. These are some of the more common hazards characters face.

Falling

1 Bashing Damage per **meter** fallen**.**

If the fall is **30 meters or more**, the character takes **10 Lethal Damage flat** (instead of Bashing), representing the catastrophic impact. If the character lands on something soft enough, the damage might be converted from Lethal to Bashing.

Suffocation

A character can hold their breath for **Stamina + 3** turns under normal conditions. After this, they take **1 Bashing damage** per **turn** until they fall unconscious.

Freezing

For every **10 minutes** in freezing temperatures without proper protection, roll **Stamina**. On a failure, the character takes **1 Bashing damage**. After taking **5 Bashing damage** from cold exposure, additional damage becomes **Lethal**.

Fire & Electrocution

Damage from fire and electricty depends on the **intensity** and **duration** of exposure:

Small (candle or electric fly swatter): 2 Bashing per turn.

Moderate (campfire, exposed wire): 2 Lethal per turn.

Severe (building fire, lightning bolt): 2 Aggravated per turn.

Conditions

Conditions represent **temporary states**—physical, emotional, mental, or social—that affect a character's actions and choices. They can arise from **injuries, environmental hazards, social conflicts, or supernatural influences**.

They are all listed in the **Appendix**. Each Condition adds **narrative and mechanical consequences** to gameplay, often requiring characters to take specific actions to resolve them. Conditions provide **Beats** when resolved through roleplay.

Chases

Chases in *Worlds of Darkness* are **fast-paced contests** between a **pursuer** and a **pursued**, designed to create **narrative tension**. Each side competes to reach a target number of **successes** before the other.

1. Set Success Requirements

Base requirement is **5 successes**, but apply **modifiers** for each character based on relevant factors.

2. Determine who has the Edge

The **Edge** determines who controls the **flow of the chase**. In each turn, the side with the Edge chooses the **dice pool** used for that round. The Narrator ensures the pool is **relevant to the environment**, and the player with the Edge helps define how the chase plays out narratively.

Examples:
- *Crowded street: Dexterity + Athletics*
- *Cornfield: Wits + Survival*
- *Junkyard with wild dogs: Wits + Animal Ken*

3. Accumulate successes

The side with the Edge rolls first and determines the **dice pool** for the turn, with input from the Narrator. **First to reach the required successes wins** – If the **pursuer wins**, they reach the prey and get **one instant action** before combat begins. If the **pursued wins**, they successfully evade and the chase ends.

Seizing the Edge

Before rolling, the side without the Edge can attempt to **Seize the Edge**. To do so, they must predict the number of **successes** they will roll that turn (must guess at least **1 success**). If the guess is correct, that side **immediately gains the Edge** for the next turn, regardless of the dice outcome.

Social Maneuvering

Social Maneuvering in this system provides a **structured way to resolve social challenges** over time. Social Maneuvering revolves around **opening Doors**, which represent **the target's resistance to persuasion or manipulation**. Your character must clearly state **what they want** the target to do (e.g., forgive a debt, grant a favor, or overlook a crime). The Storyteller determines if the **goal is reasonable** and appropriate for the situation.

Doors represent the **target's resistance** to the request, skepticism, emotional walls, or hesitancy. The number of Doors is calculated based on the **lower of the target's Resolve or Composure**.

Modifiers to Doors:

If the action conflicts with the target's established interests or aspirations: **+1 Door**.

If the goal would make the target **give up something significant** (money, status, relationships): **+2 Doors**.

Each successful roll **opens one Door at a time**, and an **exceptional success** opens two.

Impressions

The **initial impression** the target has of your character determines **how often you can roll to open Doors**. Better impressions allow for **faster progress**. A **roll is required** to improve impressions

if your character actively **bribes, flatters, or tempts** the target.

Hostile
*The target actively dislikes or distrusts your character. **Cannot roll to open Doors** until the impression improves.*

Average
*Default impression. **One roll per week** to open Doors.*

Good
*Some trust has been established. **One roll per day** to open Doors.*

Excellent
*Significant trust or admiration exists. **One roll per hour** to open Doors.*

Perfect
*The target feels completely won over. **One roll per turn** to open Doors. Requires **significant leverage** to achieve.*

When **improving the impression**, the **dice pool** is typically **Manipulation + Persuasion or Subterfuge**, but the Storyteller may allow other skills depending on the situation. If successful, the impression improves by **one step**.

Opening Doors

Each **interval** (determined by the impression level), you may **roll to open a Door**. Successes on these rolls determine **if the target's resistance weakens**. A successful roll opens **one Door**, while an **exceptional success** opens two.

The Storyteller may adjust the required dice pool depending on the **tactics used**. For example, **Manipulation + Persuasion** to charm someone, or **Wits + Empathy** to read and respond to emotions. Subtract **half the lower of the target's Resolve or Composure (rounded down)** from the dice pool.

A **failed roll** imposes a **cumulative -1 penalty** to further rolls. These penalties remain until the target opens a Door or the impression improves. If **two consecutive rolls fail**, the impression level may **worsen** by one step at the Storyteller's discretion. If the character fails **two consecutive rolls** or pushes too aggressively, the impression may **worsen by one level**, making future progress more difficult. This can provide a **Beat** for the player due to the setback.

If a character has successfully manipulated or persuaded the target through **Social Maneuvering** in the past, they receive a **+1 bonus** to future **Social Maneuvering rolls** with that same target.

Objects

Objects have **Structure**, which works as an equivalent to **Health** for inanimate items. Damage to an object reduces its **Structure** (each point of **Bashing** damage reduces it by **1**, **Lethal** by **2**, and **Aggravated** by **3**), and once Structure reaches **0**, the object is **destroyed**.

Structure = *Durability* x *Size* + *5*

Durability	Material
1	Wood, hard plastic, thick glass
2	Stone, aluminum
3	Steel, iron
+1	Per reinforced layer

Size	Object
1	Handheld object or tool, Rodent
2	Infant, Cat, Sword, Shotgun, Skateboard
3	Mid-size Dog, Child, Window, Two-handed tool, Stool
4	Spear, Teenager, Chair
5	Adult, Door, Electric scooter
6	Large adult, Deer, Bicycle
7	Alligator, Bear, Coffin
8	Vault door, Compact car
10	Sports car, Moose
12	Shark, Luxury car
15	SUV, Elephant
20	Light airplane, Yacht, Semi truck

Equipment

Equipment functions both as tools and weapons, enhancing a character's abilities and effectiveness in various situations. All equipment counts as objects with **Structure**, **Durability**, and **Size** values. The full list of tools, armor, and weapons can be found in the Appendix.

Tools

Tools simply grant **bonuses** to specific rolls or provide a **mechanical advantage** for actions they were designed to assist. Examples include **lockpicks**, **climbing gear**, or **medical kits**. **Armor** is also treated as a tool.

They reflect the practical necessity of proper equipment for demanding actions (e.g., performing surgery with medical instruments, climbing a wall with a rope). If the armor's **Structure reaches 0**, it is no longer effective and must be repaired or replaced.

Weapons

Weapons **increase** the **damage** dealt in combat by adding **bonus successes** to successful attack rolls, and they always deal **Lethal damage** by default.

Ranged weapons have three effective **ranges**.

- **Short Range**: No penalty.
- **Medium Range**: **-1 penalty** to attack rolls.
- **Long Range**: **-2 penalty** to attack rolls.

Firearms, specifically, have number of **rounds** a gun can hold. If a firearm has a **"+1"**, it means one additional round can be chambered.

Aditionally, some weapons reduce the character's **Initiative** while they are wielding it.

Vehicles

Vehicles in *Worlds of Darkness* offer an easy-to-manage system for **chases, transportation, and collisions**. Each vehicle type has **Structure, Acceleration,** and **Speed** values, which determine how it performs during encounters. Vehicles are listed in the **Appendix**, with examples of common types.

Structure

*Determines how much **damage the vehicle can take** before it becomes unusable. It is equal **Size x Durability + 10** for vehicles specifically.*

Acceleration

*Meters per turn the vehicle can increase in Speed. Characters can **double Accelerate** for one turn by rolling **Dexterity + Drive** successfully.*

Safe Speed

*How fast the vehicle can go before it requires **Dexterity + Drive** rolls to maintain control.*
***Max Speed**: the upper limit of the vehicle's speed. For every **10 meters over the Safe Speed**, apply a **-1 penalty** to maneuvering rolls (Dexterity + Drive).*

Damage and Penalties

If a Vehicle takes damage from crashing while within it's **Safe Speed**, the damage it takes is considered **Bashing**, if it takes damage from crashing while **past** its Safe Speed, the damage is **Lethal**, and if it takes damage from crashing while in it's **Max Speed**, the damage is **Aggravated**.

Repairing a damaged vehicle requires **Intelligence + Drive**. The **successes needed** depend on the severity of the damage, as determined by the Narrator.

Starting Equipment

Players select a total of **5 items** as their **Starting Equipment** during character creation based on **Availability** and **Social Merits** (like **Allies, Contacts, Resources, or Status**).

The items can be either tools, vehicles or weapons, and they should be discussed with the Narrator in order to make narrative sense according to your character's **living conditions** (e.g., apartment, house, or shared dorm) and **preferred transportation** (e.g., public transit, personal vehicle, or bicycle) as well.

Acquiring Equipment

In-game, characters will need to **find, buy, or acquire new equipment**. The mechanics for acquiring equipment balance **access** with **Resource and Merit management**.

If the **Availability rating** of the item is **equal to or below your Resources**, you can **automatically purchase** it, as long as it makes sense within the story (e.g., you can't buy a shotgun at a corner store).

If the **Availability exceeds your Resources**, roll **Resources + Wits**. If you fail, you must wait **at least a week** before trying again or attempt another method (such as bartering or calling in favors).

Some items (e.g., **military-grade weapons**) may only be available through **illegal channels**. In these cases, the Narrator may require **Streetwise rolls** or **criminal Contacts** to obtain the equipment.

Building Equipment

Characters can craft or customize their own equipment through **Extended Actions**, using appropriate tools and skills.

This allows for **creative solutions, custom weapons, or specialized gear**.

They roll **Intelligence**, **Dexterity** or other relevant Skill such as Medicine for medical kits or Science for explosives + **Crafts**.

- **5 successes:** Simple items (e.g., a basic lockpick or a crude weapon).
- **10-15 successes:** More advanced items (e.g., a firearm or advanced electronics).
- **20+ successes:** Complex or custom gear (e.g., armor or advanced explosives).

Repairing damaged equipment requires an **Intelligence + Crafts** roll. The **successes needed** are equal to the **lost Structure points**.

Running the Game

Being the Narrator means facilitating the story rather than dictating it. Your role is not to decide what happens or force the players along a fixed plot but to introduce conflicts, challenges, and opportunities for them to respond to. The story emerges through the actions and decisions of the players, shaped by the obstacles you present. As you develop scenarios, keep them open-ended. Plan scenes with key conflicts but remain flexible enough to follow unexpected player choices.

Cosmology

The cosmology of Chronicles of Darkness is layered, with multiple realms intersecting, overlapping, and influencing each other.

Each realm has its own distinct nature, inhabitants, and rules, yet all of them exist in some form of relation to one another. Each realm exists independently but overlaps with others in complex ways.

The Material World is the central point through which many realms intersect, with influence bleeding into it from the Astral, Faerie, and Underworld. Spirits and ephemeral beings regularly move between the Material and Spiritual Worlds, while dreams provide a pathway to the Astral Realms. Ghosts linger in the Material World until drawn fully into the Underworld, while strange pathways can lead into the Faerie. Certain supernatural beings—such as werewolves, mages, and changelings—act as mediators between these realms, navigating their dangers and complexities.
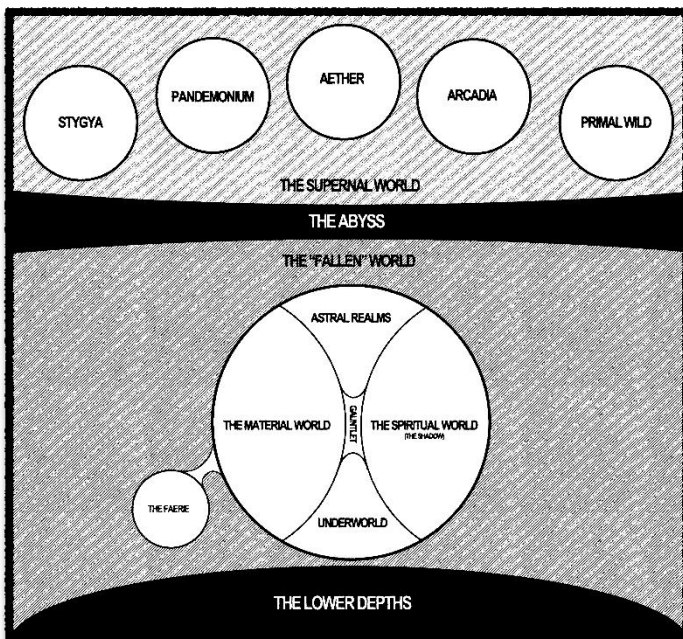
The Material World

The Material World is the realm where ordinary, everyday existence takes place. It's the physical reality we recognize, filled with people, animals, and tangible things. Most mortals live here, unaware of the other realms. This world operates under natural laws, and science can explain most phenomena, though supernatural beings like vampires, werewolves, and mages hide within its folds.

The Material World interacts with other realms indirectly or through liminal spaces, such as dreams or supernatural rituals. Beings from other realms may intrude or leave traces in the Material World, but the average person remains oblivious to these occurrences. Places with emotional resonance or supernatural significance, like haunted houses or sacred sites, can act as thin spots between the Material World and other realms.

The Spiritual World

The Spiritual World, also called the **Shadow** or **Hisil**, exists alongside the Material World but is not visible to most mortals. It reflects the emotional, symbolic, and primal forces of the Material World. Every concept, place, and emotion in the Material World has a **spiritual counterpart** or reflection here. **Spirits**, which embody these forces, inhabit this realm. A skyscraper may have a spirit of ambition, while a forest holds numerous nature spirits.

Spirits feed on emotions and actions in the Material World. When a forest is destroyed, its spirits grow weak or aggressive. Conversely, a surge of worship or emotion can empower spirits. They are usually invisible to humans unless they manifest or possess a host. The boundary between the Material World and the Spiritual World is called the **Gauntlet**—a metaphysical barrier that spirits and certain supernatural beings must cross to interact directly with the physical world. Werewolves are especially connected to the Shadow, acting as mediators between these worlds.

The Underworld

The Underworld is a vast, oppressive realm beneath all reality, **where the dead go** after they lose their connection to the world of the living. It is a place of decay, memory, and lost potential. Unlike some concepts of the afterlife, the Underworld is not a place of reward or punishment—it is a **stagnant**, **haunted** realm filled with **ghosts** who have not moved on, either because of unfinished business or some spiritual anchor keeping them tethered to the world of the living.

The Underworld is composed of **layers**, with each layer growing darker, colder, and harder to navigate the deeper one travels. It is filled with rivers of memory, ancient tombs, and ruined cities inhabited by lost souls and strange entities. Crossing into the Underworld often requires passing through an **Avernian Gate**, typically found in places associated with death, such as cemeteries or ancient battlefields. It is connected to the Material World through hauntings, and ghosts may linger in the living world unless they are drawn fully into the Underworld. Sin-Eaters, beings that mediate between the living and the dead, often interact with this realm.

The Faerie

The Faerie is a surreal, dreamlike realm of beauty, horror, and trickery. It is the home of the **True Fae**, beings of immense power and capricious nature. The Faerie is not bound by natural laws, and time and space here are fluid and strange. Mortals who wander into this realm may find that minutes spent in Faerie correspond to years in the Material World—or vice versa. The Faerie realm is deeply connected to imagination, dreams, and creativity. The Fae often abduct mortals, replacing them with Changelings or using them for their own strange purposes. These abductees may serve as servants or be bound by pacts and promises. Changelings, mortals who escape Faerie but are forever altered by their experience, exist between these two worlds, struggling to reclaim their lives while avoiding the gaze of the True Fae. This realm is accessible through **Hollows**—hidden places that act as doorways between the Material World and Faerie. It is inherently dangerous, as the rules of hospitality, promises, and bargains govern all interactions with the Fae. A broken promise can have terrifying consequences.

The Astral Realms

The Astral Realms represent the **collective unconscious** of all living beings. This is where thoughts, memories, dreams, and archetypes take shape as tangible places. It is both personal—reflecting an individual's mind—and universal, representing shared myths and ideas. The Astral Realms are layered, with some realms representing personal dreams, while others embody more significant, collective thoughts or myths shared by entire cultures.

Mages often explore the Astral Realms, traveling through dreams to seek hidden knowledge or insights. Beings encountered here are often constructs of the mind—manifestations of fears, hopes, or ancient archetypes. The Astral Realms are difficult to navigate and unpredictable, shifting according to the thoughts and emotions of those within them.

The Astral Realms are connected to dreams and thoughts in the Material World. Sleepers enter personal portions of the Astral through their dreams, while those with supernatural abilities can venture deeper into the collective levels, uncovering mysteries or lost knowledge.

The Supernal World

The Supernal World is the highest layer of reality, a place where perfect truths and the raw essence of existence converge. It is the source of all magic and the foundation of universal principles. This realm contains **5 Watchtowers**, each aligned with a fundamental truth of existence—such as Time, Death, or Life. These Watchtowers serve as beacons, guiding those who Awaken to glimpse beyond the illusion of the material world and align their will with these truths. The Supernal World is the wellspring of all magical potential, but it is separated from the Material World by the **Abyss**, a void of confusion, contradiction, and doubt. This rift emerged when humanity's collective belief fractured under the influence of fear, dogma, and control, creating a gap between what is real and what people believe to be possible. The Abyss prevents most people from ever realizing the malleability of reality, keeping them trapped within the rigid rules of the **Consensus**. Mages, through their Awakenings and connection to the Watchtowers, can push through the Abyss and access the truths of the Supernal, drawing on its power to reshape the world.

The Lower Depths

The Lower Depths are realms of emptiness and suffering, places that embody spiritual or metaphysical absence. These realms are alien and hostile, filled with beings who embody concepts like hunger, despair, or madness. **Demons** and other entities from these realms hunger for meaning, often invading other worlds in search of something they lack. These realms are not easily accessible. When they do interact with other realms, it is often through corruption, possession, or strange rituals. Entities from the Lower Depths sometimes bargain with mortals, offering forbidden knowledge or power at a terrible cost. The Lower Depths embody the absence of structure or hope, and those who encounter them are often left scarred—physically, mentally, or spiritually.

Building a Mystery

This framework offers a deep, flexible guide to building mysteries and investigations in your game. It focuses on **narrative depth**, **player choices**, and **creative problem-solving**, while providing enough structure to keep everything manageable.

Define the Mystery

Before running an investigation, it's crucial to **create the events that happened in the world chronologically.** Start with these guiding questions:

- **What exactly happened?** *Create the crime or event from start to finish. If someone was killed, determine where, when, how, and by whom. If there's a supernatural curse, figure out what triggered it and why.*

- **What is the underlying motivation or cause?** *(e.g., Greed, revenge, a ritual gone wrong, a secret that someone needed buried).*

- **Who or what was involved?** *Decide on all characters, creatures, or entities tied to the event—each of them could be sources of future clues.*

Once you've plotted the events of the mystery chronologically, **identify the critical moments where clues could appear**. For instance, if someone was murdered, the scene of the crime holds evidence. If someone tried to cover it up, their efforts leave traces too—missing evidence, suspicious behavior, etc.

Plan the Clues

Think of **clues as puzzle pieces** that, when collected, form the picture of what happened. For a satisfying investigation, **you need to break the full story into a series of smaller revelations**. Each clue provides part of the truth but leaves questions unanswered until the players gather more.

First, **decide on the scope of the investigation**. This determines how many clues will be necessary to fully solve the mystery:

- For a **shorter or self-contained mystery**, plan around 3 to 5 core clues.

- For a **longer or episodic campaign**, introduce **1 to 2 clues per session**—this keeps the investigation feeling organic while giving players a steady sense of progress.

Each clue should give players **just enough information to push them forward**, without resolving the entire mystery. They don't need to uncover every detail, but **each clue should answer one question while opening the door to new ones.**

Use Clue Elements

A **clue element** is a piece of meaningful information the players can use to advance the investigation. **Each clue should have at least one element**—a lead, a bit of evidence, or a critical observation. These elements are valuable because players can **use them to give themselves bonuses** in future scenes. The more successful the players are, the more **clue elements** they unlock:

- **Normal success** gives one element.

- **Exceptional success** gives two elements or a special insight that benefits the group (such as temporary Conditions like *Informed* or *Inspired*).

Players can **spend elements to gain bonuses on relevant rolls**—each element adds +1 die to an appropriate action, like persuading a reluctant witness or picking a lock. However, elements from the same clue **can only be spent once**; once they're used, they're no longer available.

Rolling for Clues

When the players attempt to uncover a clue, **let them describe their actions and decide which skills they'll use**. Then, build the appropriate dice pool (usually **Attribute + Skill**). Fixing a computer with *Intelligence + Computer* could uncover a vital email, for example.

Each time the players use the **same skill repeatedly**, apply a **−1 penalty** to future rolls with that skill. This encourages them to switch up their tactics and keep the investigation dynamic.

If the roll succeeds, the players uncover a clue with **at least one useful element**. If they fail, the clue might be **incomplete**—providing only partial information that requires further investigation. If they suffer a **dramatic failure**, the clue becomes **tainted**, making future actions related to it harder (e.g., ignoring the first success on any related roll).

Not every clue will be complete or immediately useful. If the players fail a roll, **provide an incomplete or misleading clue** that complicates their investigation. This can represent the idea that they're on the right track but need to keep digging deeper. For dramatic failures, **taint the clue**—future attempts to use it incur penalties, or the first success on a related roll is ignored. These complications keep the investigation from feeling too easy and encourage the players to explore multiple angles.

As the investigation progresses, **adjust NPCs and obstacles dynamically**—if the players are getting close, someone might try to mislead or stop them.

Allies & Antagonists

In any narrative-driven game, **Non-Player Characters (NPCs)** are essential to world-building, conflicts, and player interaction. They fill various roles, from trusted allies to dangerous antagonists, providing challenges, information, and narrative depth. This section provides detailed guidance on creating and balancing both **mortal NPCs and supernatural beings**, ensuring no detail is left out.

When designing a human NPC, your goal is to craft a character that feels alive, consistent, and integral to the story. A **list of pre-made mortal NPC** archetypes can be found in the **Appendix**. Feel free to use those as a base for adjustment when creating your own, original NPC sheets.

Monsters

Monsters exist in two fundamental forms: **Physical Beings** and **Ephemeral Beings**. These supernatural entities challenge players not just through physical conflict but by forcing them to understand and adapt to their peculiar, often alien, natures.

Physical Beings

Physical Beings are tangible creatures that inhabit the Material World. These creatures embody horrors of the flesh—transgressions of nature, perversions of life and death, and expressions of primal fears.

Undead

Undead beings are **animated corpses or entities that transcend death**, often existing in a liminal state between life and the afterlife. They reflect humanity's fear of decay, mortality, and eternal suffering. The most prominent undead creatures in the setting are **vampires**, **i**mmortal predators who must balance their need for **Vitae** (life essence) with their dwindling **Humanity**. They are part of a complex society of different bloodlines, called **Clans** and organizations, called **Covenants**, while **ghouls** serve as their mortal thralls, empowered by blood addiction. Other types of Undead include **mummies** and **zombies**.

Werebeasts

Werebeasts are animalistic shape-shifters such as the **Uratha**, who transform into **wolves** and other **forms** tied to the **moon's influence**. They belong to **Tribes** like the Blood Talons or Bone Shadows, each with distinct goals. Werewolves must navigate the balance between the physical world and the spiritual **Shadow**.

Fae

The Fae are enigmatic, otherworldly beings who exist beyond human understanding. They originate from **Arcadia**, a mystical realm where time, space, and reality bend to strange whims. **True Fae** are the rulers of **Arcadia**, often abducting humans and warping them through magical servitude.
Changelings are former captives who managed to escape Arcadia, though they remain forever marked by their time there. Many other fae creatures populate both Arcadia and the Material World, such as **Goblins** and **Hobgoblins**.

Prometheans

Prometheans are abominations created through alchemical means or science gone wrong. Unlike zombies, they possess a soul and seek transformation into true humans, following philosophical **Refinements**. Their presence causes environmental decay, known as the **Wasteland**, and the curse of **Disquiet** drives mortals to fear or hostility.

Cryptids

These are creatures of folklore or science-fiction origins, like the **Chupacabra** or **Mothman**. These beings straddle the line between legend and reality, often possessing strange abilities or being difficult to study. Cryptids blur the boundaries between natural and supernatural, adding mystery and unpredictability to encounters.

Creating Your Own

The concept anchors the monster's identity, guiding how it behaves, what powers it has, and what role it plays in the story. Start by defining the creature's **origin and purpose**. **Potency (Raw Power)**

Potency reflects the core supernatural power of a Horror. It governs the creature's capabilities, resilience, and resources during gameplay. Potency also defines the number of **Dread Powers** the creature has, listed in the **Appendix**. The creature also adds **Potency** to contested rolls when resisting supernatural effects, making it harder for player characters to overcome the creature's defenses or dominate it through magic or abilities.

Willpower is derived from **Resolve + Composure + Potency**. Higher Potency creatures have more Willpower, enabling them to perform additional powerful actions or resist effects more easily. A Horror can spend **up to its Potency in Willpower** per turn, but each point must be used for a different action or effect (e.g., bolstering defense, activating

powers, resisting magic). This ensures even the strongest creatures can't spam abilities.

Assign **Attribute** points based on the creature's **Potency**. Higher Potency allows for more Attribute dots, but the key to an effective Horror is **specialization**. Avoid spreading points evenly across all traits.

Skills reflect the creature's expertise, experience, or instinctual abilities. Allocate Skill dots to align with the creature's primary function. It's important to select a few standout Skills that highlight the Horror's role. Specialties can add further nuance, such as giving the creature an enhanced ability to **track prey** or **navigate complex environments**.

Traits are calculated from the creature's Attributes. You can adjust them as needed to fit the narrative or ensure the Horror functions properly in gameplay.
Health: Stamina + Size.
Defense: Lower of Wits or Dexterity + Athletics.
Initiative Modifier: Dexterity + Composure.
Willpower: Resolve + Composure + Potency.

Size typically reflects the creature's physical bulk. Most adult humans are Size 5, but larger creatures—like a towering giant—may reach **Size 7-10**. Smaller creatures, like goblins or animals, may be **Size 2-3**. A higher Size increases the creature's Health, making it harder to bring down.

Adjust **Speed** based on movement type and narrative function. A grounded beast may have **Speed 8-12**, while a flying entity could have a much higher Speed, reflecting its aerial agility. Creatures with multiple movement methods (e.g., flying and burrowing) should list separate Speed values for clarity.

Ephemeral Beings

Ephemeral beings exist **outside the physical realm**, inhabiting states of existence beyond the Material World. They interact with the world through a **state called Twilight**, which renders them invisible and intangible to mortals unless they have the appropriate senses or powers.

Ghosts

Ghosts are the lingering spirits of the dead, often driven by trauma, regret, or unresolved attachments. They are tied to specific locations or objects that serve as **Anchors**, like the site of their death or a meaningful possession. Ghosts frequently manipulate emotions or memories, trying to fulfill unfinished business.

Spirits

Spirits embody **abstract concepts**, natural forces, or emotions. A river may have a spirit, just as rage, love, or fear can take on a spiritual presence. Spirits act as metaphysical reflections of the world's energy, growing stronger when their associated force thrives and diminishing if it wanes. Spirits crave **Resonance** with their concept, agitating, nurturing, or influencing those around them to foster what gives them power.

Demons

Demons are cunning entities tied to sin, desire, and dark temptations from. They come from **Hell** (also called the "**Inferno**"), one of the planes from the **Lower Depths**. They manipulate mortals to sow discord, exploiting vice, fear, or ambition to gain power. Demons often seek long-term pacts, gradually corrupting their victims while hiding their true intentions behind offers of help or promises of power.

Potency	Trait Limits**	Attribute Dots	Skill Dots	Dread Powers	Merit Dots
1	5 dots	15–18	10	3	3
2	6 dots	19–22	15	3	5
3	7 dots	23–26	20	3	7
4	8 dots	27–30	25	4	9
5	9 dots	31–34	30	4	11
6	10 dots	35–38	35	4	13
7	10 dots	39–42	40	5	15
8	10 dots	43–46	45	6	17
9	10 dots	47–50	50	7	19
10	10 dots	51+	55	8	21

Creating Your Own

Designing a unique ephemeral being requires balancing its **Rank**, **Corpus**, **Essence**, and **Numina**. Use the following structure to create an entity with depth and mechanical clarity.

Rank measures the ephemeral being's overall power and determines how many resources it has, such as **Corpus**, **Essence**, and **Numina**. Higher ranks reflect greater supernatural influence and resilience. Rank influences gameplay by setting the limits on the being's powers and giving players a sense of the threat it poses. Additionally, **Rank** determines how much **Corpus (health)** and **Essence** the entity possesses, as well as how many Numina it can use. **Consider the following:**

Rank 1-2
Weak, minor entities like lost souls or small spirits (a lonely ghost or a minor imp).

Rank 3-4
Moderately powerful beings capable of exerting significant influence (a vengeful ghost or a spirit of a raging river).

Rank 5+
Exceptionally powerful creatures with vast influence or near-godlike abilities (ancient demons or legendary spirits).

Ephemeral beings do not have traditional health pools—they rely on **Corpus**, which represents their existence in the Twilight or material realm. Damage to their Corpus forces them to dissipate, banish, or weaken. Corpus is essential when the ephemeral being manifests or is attacked in the **Twilight** state, while **Essence** is required to activate powers. Players may need to drain Essence or deplete Corpus to banish or weaken these entities effectively.

Numina are the unique supernatural abilities that ephemeral beings use to interact with the world or influence others. They operate mechanically like powers but rely on Essence for activation instead of Willpower. Each Numina provides a specific effect or utility, making it an essential tool for the entity.

Banes

A bane is a **specific substance, object, condition, or ritual** that nullifies, weakens, or causes direct harm to a supernatural creature. It might negate the creature's abilities, prevent it from manifesting, or deal **Lethal or Aggravated damage**—something that normal weapons or methods cannot do.

Banes are designed to act as **targeted weaknesses** that provide an edge to players in encounters. They are not meant to trivialize a fight, but rather **reward preparation and investigation**.

Choose the Bane Type
Substance: A specific material harms or disables the creature (e.g., silver, salt, cold iron).

Object: A symbolic artifact or mundane item disrupts the creature's power (e.g., stakes, crosses, mirrors).

Condition: A certain environmental factor or situation restricts or harms the creature (e.g., sunlight, running water).

Ritual: A specific sequence of actions is needed to suppress or banish the creature (e.g., an exorcism or burning the monster's remains).

Set the Bane's Effect
Damage: Deals damage bypassing resistance.

Ability Suppression: The creature temporarily loses access to certain powers or is prevented from entering or appearing.

Stat Penalty: Weakens specific traits, reducing performance.

Establish Activation Rules
Weaponized Bane: The object or substance must hit the creature to activate the effect.

Environmental Bane: Players must manipulate the environment mid-encounter.

Ritual Bane: Players perform a ritual as and extended action with a threshold of successes.

Rank*	Trait Limits **	Attribute Dots	Maximum Essence	Numina
•	5 dots	5-8	10	1-3
••	7 dots	9-14	15	3-5
•••	9 dots	15-25	20	5-7
••••	12 dots	26-35	25	7-9
•••••	15 dots	36-45	50	9-11

Appendix

List of Merits

Allies (• to •••••)

Your character has friends, associates, or organizations willing to help them. Each instance of Allies represents a specific group (e.g., police, crime family, or academic community). Each dot reflects how influential the ally is.

1 dot: Small favors (e.g., information or access to basic resources).

3 dots: Significant influence (e.g., authorities ignoring minor crimes).

5 dots: Major influence (e.g., halting felony investigations or market manipulation).

*The character can request favors up to the **Ally's rating per chapter** without a roll. To extend influence beyond the rating, roll **Manipulation + Persuasion + Allies** with a penalty equal to the favor's difficulty.*

Success: The ally performs the favor.

Failure: The character loses 1 dot of Allies, potentially restored by the chapter's end.

Dramatic Failure: The ally turns against the character.

Exceptional Success: The character does not lose a dot.

Staff (• to •••••)

Your character has a group of assistants or employees to handle specific tasks.

*For each dot, select **one type of assistant** (e.g., housekeepers, research assistants, thugs) and **one Skill** they specialize in.*

*Staff actions automatically gain 1 success for **non-contested** tasks using that **Skill**. Staff are not useful for contested actions but guarantee routine successes for **minor tasks**.*

Contacts (• to •••••)

Your character has useful connections within specific spheres or organizations. Each dot represents a distinct contact who provides information (not services).

*To gather information, roll **Manipulation + (appropriate Social Skill)** with modifiers between **-3 to +3**, depending on relationship quality and difficulty.*

*Contacts can discover another character's **Social Merits** or relevant **Conditions** through successful rolls.*

Blocking: Contacts cannot exceed 5 dots, as they are still subject to opposition from Allies or Status.

Fame (• to •••)

Prerequisites: Cannot have **Anonymity**.

Your character is known within a specific sphere or community.

1 dot: Local recognition or subcultural notoriety.

2 dots: Regional recognition across multiple groups or areas.

3 dots: Global fame within the appropriate sphere.

*Gain **+1 per dot** on Social rolls involving those impressed by your character's fame.*

*Drawback: +1 bonus per dot for attempts to track or recognize your character. Fame prevents the purchase of the **Anonymity Merit**.*

Mentor (• to •••••)

Your character has a mentor who provides guidance and acts on their behalf.

*Each dot reflects the Mentor's influence and ability. Choose **3 skills** that your Mentor can assist with.*

Once per session, ask your Mentor for a favor involving those skills or resources.

*The Mentor's effective successes equal the **Merit's dot rating**.*

The Mentor may act independently, helping the character without their knowledge.

The Mentor expects something in return, with higher-rated Mentors demanding more significant favors.

Resources (• to •••••)

This Merit reflects your character's disposable income and wealth.

1 dot: Small extra money for necessities and emergencies.

2 dots: Middle-class income.

3 dots: Upper middle class or well-off.

4 dots: Wealthy, with access to luxury items.

5 dots: Filthy rich.

*Once per chapter, procure an item with **Availability equal to** or **lower than** your **Resources**. Buying an item 1 Availability above Resources **reduces Resources by 1 for one month**. Items 2 Availability below Resources can be purchased **without limit** (within reason).*

Retainer (• to •••••)

Your character has a loyal assistant or follower.

The dot rating determines the retainer's skill level.

1 dot: A simple helper (e.g., a pet with one trick).

3 dots: A professional in their field.

5 dots: A top-tier expert.

*When the retainer performs an action within their specialty, roll 2x t**he Merit rating** as a dice pool.*

*For other actions, **use the dot rating** as the dice pool.*

This Merit can be purchased multiple times for additional retainers.

Safe Place (• to •••••)

Your character has a secure location where they are prepared for threats.

*Gain an **Initiative bonus equal to the dots invested** in the Safe Place **while inside**.*

*Attempts to breach the Safe Place **suffer a penalty equal to** the Safe Place **rating**.*

*Traps: If the character has **Crafts 1+**, the Safe Place may include traps that deal **Lethal damage up to the Merit rating**. Traps can be avoided with **Dexterity + Larceny**, **penalized** by the Safe Place dots.*

Multiple characters can pool dots into a single Safe Place to improve it.

Status (• to •••••)

Your character holds rank or authority within a specific group or organization.

1 dot: Basic membership or respect.

3 dots: Authority to command others within the group.

5 dots: Leadership or high-level influence.

*Apply Status as a **bonus** to any relevant Social rolls within the organization.*

*Gain access to group **resources** and **facilities**, though access may depend on the group's protocols.*

***Blocking Other Merits:** Once per chapter, **block** a Merit (e.g., Resources, Allies) lower than your Status if it makes sense (e.g., stopping a police informant's use of Contacts).*

***Drawback:** Status requires upkeep. If duties are neglected, the character may temporarily **lose** access to the Merit.*

Anonymity (• to •••••)

Prerequisites: Cannot have **Fame**.

Your character lives off the grid, making them hard to trace.

*Reduce all attempts to trace or locate your character by **-1 per dot** in this Merit.*

Your character avoids government and credit records, making them resistant to tracking.

***Drawback:** Cannot purchase the **Fame Merit**.*

Striking Looks (• or ••)

Your character's appearance draws significant attention, positively or negatively.

1 dot: +1 to relevant Social rolls influenced by appearance.

2 dots: +2 to relevant Social rolls.

*May apply to **Expression**, **Intimidation**, **Persuasion**, **Subterfuge**, or other relevant rolls.*

***Drawback:** +1 bonus to notice or identify your character, increasing scrutiny and attention. The attention can lead to unwanted complications.*

Area of Expertise (•)

Prerequisite: Resolve •• and one Skill Specialty

Your character is uncommonly specialized in one area.

*Choose one Specialty. Instead of the usual **+1 bonus**, you gain a **+2 bonus** when rolling with that Specialty.*

Direction Sense (•)

Your character always knows which direction they face and never suffers navigation penalties.

They can easily find their way without needing rolls, unless extraordinary circumstances apply (e.g., magical interference).

Eidetic Memory (••)

Your character remembers events and information with perfect clarity.

You automatically recall relevant experiences without needing a roll.

*When making **Intelligence + Composure** or other rolls to recall obscure or complex information, gain a **+2 bonus**.*

Encyclopedic Knowledge (••)

Choose a Skill. Your character has collected an immense knowledge of facts about that topic, even without dots in the Skill.

*When dealing with that area, roll **Intelligence + Wits**. On a success, the Narrator provides a relevant fact or detail about the situation.*

You must justify how your character knows the information based on their backstory.

Library (• to •••)

Choose a Mental Skill. Your character has access to extensive knowledge and resources related to that Skill.

***Add the Library's dots as a bonus** to any **extended action** rolls involving that Skill.*

This Merit can be purchased multiple times for different Skills.

Other characters may use the Library with your permission.

Good Time Management (•)

Prerequisite: Academics •• or Science ••

Your character excels at organizing and managing tasks.

*When performing an **extended action**, the time between rolls is **halved**.*

Language (•)

Your character gains fluency in an additional language beyond their native tongue.

*Each purchase of this Merit grants **one new language**. Your character can speak, read, and write fluently in the chosen language.*

Meditative Mind (•, ••, or ••••)

Your character's meditation is far more fulfilling than for other characters.

1 Dot: Your character does not suffer environmental penalties or wound penalties when meditating.

*2 Dots: After a successful meditation, gain **+3** on **Resolve + Composure** rolls for the rest of the day.*

4 Dots: A single success is sufficient to gain meditation benefits for the day, instead of the usual four.

Professional Training (• to •••••)

Your character is deeply trained in a chosen profession, gaining various advantages through networking, skill development, and expertise. **Choose a Profession** for your character and mark **two Asset Skills** related to that field.

• Networking: Gain **two dots of Contacts** relevant to your field.

•• Continuing Education: Rolls with Asset Skills gain the **9-again quality**.

••• Breadth of Knowledge: Gain a **third Asset Skill** and **two Specialties** in any Asset Skills.

•••• On-the-Job Training: Gain **one Skill dot** in an Asset Skill. Additionally, every time you purchase a new Asset Skill dot, earn **one Beat**.

••••• The Routine: You can spend a **Willpower point** to apply the **rote action quality** to any Asset Skill roll, allowing you to reroll all failed dice on your first roll.

Profession	Asset Skills
Academic	Academics, Science
Artist	Crafts, Expression
Athlete	Athletics, Medicine
Cop	Streetwise, Firearms
Criminal	Larceny, Streetwise
Detective	Empathy, Investigation
Doctor	Empathy, Medicine
Engineer	Crafts, Science
Hacker	Computer, Science
Hit Man	Firearms, Stealth
Journalist	Expression, Investigation
Laborer	Athletics, Crafts
Occultist	Investigation, Occult
Politician	Politics, Subterfuge
Professional	Academics, Persuasion
Religious Leader	Academics, Occult
Scientist	Investigation, Science
Socialite	Politics, Socialize
Stuntman	Athletics, Drive
Survivalist	Animal Ken, Survival
Soldier	Firearms, Survival
Technician	Crafts, Investigation
Thug	Brawl, Intimidation
Vagrant	Streetwise, Survival

Ambidextrous (•••)

Your character is dominant with both hands.

You dont suffer the -2 off-hand penalty when using their non-dominant hand for combat or other actions.

Crack Driver (•• or •••)

Prerequisites: Drive •••

Your character's an ace at the wheel, and nothing shakes his concentration.

••: If your character focuses solely on driving, add their **Composure** to **Drive rolls** and impose a **penalty equal to Composure** on attempts to disable their vehicle.

•••: Once per turn, your character can take a **Drive action reflexively**, allowing for quick responses during chases or combat while driving.

Double Jointed (••)

Prerequisites: Dexterity •••

Your character can contort their body in extraordinary ways.

Escape from mundane restraints automatically, without needing a roll.

When grappled, **subtract your Dexterity from the opponent's rolls** to overpower your character, provided you are not making aggressive actions.

Hardy (• to •••)

Prerequisites: Stamina •••

Your character's body endures beyond normal limits.

Add the dots in this Merit to all rolls to resist disease, poison, deprivation, unconsciousness, and suffocation. This Merit makes your character **more resilient to environmental challenges** and prolonged hardship.

Parkour (• to •••••, Style)

Prerequisites: Dexterity •••, Athletics ••

Your character is a skilled **free runner**, able to move through urban environments with ease. Each level of this Style Merit provides unique abilities.

• Flow: Reduce the **successes needed in foot chases** by your Parkour dots. Ignore environmental penalties to Athletics rolls equal to your Parkour rating.

•• Cat Leap: Gain **one automatic success** on Dexterity + Athletics rolls to mitigate fall damage. Add your **Parkour rating to the damage threshold** that can be removed.

••• Wall Run: Your character can run up walls. **Instantly scale 10 feet + 5 feet per Athletics dot** without rolling.

•••• Expert Traceur: Spend **1 Willpower** to treat one Athletics roll (running, jumping, or climbing) as a **rote action** (reroll failed dice). When using this ability, your character **cannot apply Defense that turn**.

••••• Freeflow: After successfully meditating, your character can take **Athletics actions reflexively** once per turn. Spend **1 Willpower** during a foot chase to gain **three automatic successes** instead of rolling extra dice.

Relentless (•)

Prerequisites: Athletics ••, Stamina •••

Your character is **exceptionally persistent** in chases.

Opponents must achieve **two additional successes** beyond the required threshold to catch or escape from your character in any chase. This **makes your character harder to stop** when pursuing or fleeing.

Quick Draw (•)

Prerequisites: Wits •••, a Specialty in the weapon or fighting style chosen

Your character has trained in a weapon enough that pulling the weapon is his first reflex.

Choose a **Specialty** in **Weaponry** or **Firearms** when you purchase this Merit. Drawing or holstering that weapon is considered a **reflexive action**, and can be done any time your **Defense applies**.

Giant (•••)

Prerequisites: Athletics ••, Stamina •••

Your character is almost **2.5 meters** tall.

*You are **Size 6** and gain **+1 Health**.*

Small-Framed (••)

Prerequisites: Athletics ••, Stamina •••

Your character is less than **1.5 meters** tall.

*You are **Size 4** and loses **-1 Health**.*

You gain +2 to any rolls to hide or go unnoticed, and this bonus might apply any time being smaller would be an advantage, such as crawling through smaller spaces.

Boxing (• to •••••)

Prerequisites: Strength ••, Dexterity ••, Stamina ••, Brawl ••, Athletics ••

Your character excels in modern or traditional boxing styles.

*Head Protection (•): **+1 Defense** against unarmed attacks and **-1 penalty** to attackers targeting your head.*

*Defensive Jab (••): If an opponent misses with an attack, deal **1 Bashing damage** that ignores armor. If Dodging, deal **1 Bashing per two extra successes** over the opponent's attack roll.*

*Knockout Artist (•••): Treat the target's **Size as 1 lower** for applying the **Stunned Condition**. When aiming for the head, treat the target's Size as **2 lower**.*

*Combination (••••): On a successful Brawl attack, **roll Dexterity as a bonus dice pool** and add those successes to damage.*

*Out for the Count (•••••): When you inflict the **Stunned Condition**, it lasts for as many turns as the damage inflicted unless the victim spends Willpower to recover.*

Marksmanship (• to •••)

Prerequisites: Composure •••, Resolve •••, Firearms ••

Your character has mastered the use of firearms. When using these maneuvers, **you cannot apply your Defense** on the same turn.

*Through the Crosshairs (•): The maximum bonus from aiming is increased to **Composure + Firearms** (instead of the usual +3).*

*Precision Shot (••): When attacking a **specified target**, you can **reduce your weapon's damage** by 1 for each point of penalty removed.*

*A Shot Rings Out (•••): Your character can shoot into a **crowd without risk** of hitting unintended targets. If the attack misses, the shot simply goes wide.*

*Ghost (•••••): Your Firearms rating applies as a **penalty to any roll to notice or investigate** your vantage point.*

Bowmanship (• to ••••)

Prerequisites: Dexterity •••, Firearms ••, Trained Observer •

Your character has mastered archery for precision and stealth.

*Arcing Fire (•): **Double the range increments** for bows.*

*Bullseye (••): When targeting a **specific body part**, you may lower your bow's damage to add **+1 and 8-again** to your attack roll.*

*Out of Nowhere (•••): After attacking an unaware target, roll **Dexterity + Stealth** as a reflexive action. The target rolls **Wits + Composure – your successes**. Failure causes the target to gain the **Shaken Condition**.*

*Death from Above (••••): Add **10 yards per point** to your shot's range to reduce cover penalties. If the target's cover provides vertical protection, subtract **Durability from damage** as usual.*

Fighting Finesse (••)

Prerequisites: Dexterity •••, a Specialty in Weaponry or Brawl

Your character's extensive training in that particular weapon or style has allowed them to benefit more from their alacrity and agility than their strength.

*Choose a **Specialty** in **Weaponry** or **Brawl** when you purchase this Merit. You may substitute your character's **Dexterity** for her **Strength** when making rolls with that Specialty.*

This Merit may be purchased multiple times to gain its benefit with multiple Specialties.

Staff Fighting (• to ••••)

Prerequisites: Strength ••, Dexterity •••, Weaponry ••

Your character specializes in using long, pole-like weapons such as staffs, bo staffs, or walking sticks.

Short Grip (•):
*Gain **+1 to attack rolls**, but lose the **+1 Defense bonus** from the staff. You can change your grip once per turn as a reflexive action.*

Thwack Weapon (••):
*Roll **Strength + Weaponry** against an opponent's **Strength + Athletics**. Success causes the opponent to drop their weapon. On an exceptional success, the weapon flies a number of meters equal to your successes.*

Vaulting Defense (•••):
*Spend **1 Willpower** to add your Melee dots to Defense against one attack per turn.*

Tornado Strike (••••):
*Treat your attack as an **autofire medium burst** against up to three targets within reach.*

Martial Arts (• to •••••)

Prerequisites: Resolve •••, Dexterity •••, Athletics ••, Brawl ••

Your character is skilled in unarmed combat, capable of using martial arts techniques effectively.

Focused Attack (•): *Reduce penalties for **targeting specific body parts** by 1. Additionally, **ignore 1 point of armor**.*

Defensive Strike (••): *Add **1 or 2 points** to Defense, but subtract the same number from your attack roll. Cannot be used with Dodge.*

Whirlwind Strike (•••): *If your Defense is active, **deal 1 Bashing damage** to any enemy within arm's reach each turn they remain close. Spend **1 Willpower** to increase the damage to **2 Bashing** for one turn.*

The Hand as Weapon (••••): *Your unarmed strikes now deal **Lethal damage**.*

The Touch of Death (•••••): *Your character's strikes count as weapons with **2 damage**.*

Thrown Weapons (• to ••)

Prerequisites: Dexterity •••, Athletics ••, Quick Draw (with a thrown weapon specialty)

Your character is skilled at throwing small weapons with deadly accuracy.

Focused Attack (•): *Reduce penalties for targeting specific body parts by 1. Additionally, ignore 1 point of armor.*

Defensive Strike (••): *Add 1 or 2 points to Defense, but subtract the same number from your attack roll. Cannot be used with Dodge.*

Whirlwind Strike (•••): *If your Defense is active, deal 1 Bashing damage to any enemy within arm's reach each turn they remain close. Spend 1 Willpower to increase the damage to 2 Bashing for one turn.*

The Hand as Weapon (••••): *Your unarmed strikes now deal Lethal damage.*

The Touch of Death (•••••): *Your character's strikes count as weapons with 2 damage.*

Two-Weapon Fighting (• to ••••)

Prerequisites: Wits •••, Fighting Finesse ••, Weaponry •••

Your character fights effectively with a weapon in each hand.

Balanced Grip (•): *Ignore the Initiative penalties for your weapons if your off-hand weapon's penalty is the same or lower than your main weapon.*

Protective Striking (••): *Add your **off-hand weapon's bonus to Defense** against the first attack in a turn. If the off-hand weapon has no bonus, add **+1 Defense** instead.*

Dual Swipe (•••): *Perform an **all-out attack** with both weapons, adding the off-hand weapon's bonus to the roll and reducing the target's Defense by 1.*

Double Strike (••••): *Spend **1 Willpower** to attack **two targets** simultaneously within close range. Apply the highest Defense with an additional **-1 penalty** to the attack roll.*

Firefight (• to •••)

Prerequisites: Composure •••, Dexterity •••, Athletics ••, Firearms ••

Your character is skilled with firearms in real-world, high-pressure situations, focusing on practical use over precision.

Shoot First (•):
*If your character's gun is drawn, add her Firearms score to her Initiative. If she has the **Quick Draw** Merit, she can draw and fire with this enhanced Initiative in the first turn of combat.*

Suppressive Fire (••):
When using the Covering Fire maneuver, opponents cannot benefit from aiming against your character. She can also apply her Defense against incoming Firearms attacks, in addition to any cover bonuses. This can be used with semi-automatic weapons.

Secondary Target (•••):
*Your character can opt to hit objects or cause ricochets rather than directly aiming at the target, dealing **Bashing** damage instead of **Lethal**. This attack ignores cover penalties. The weapon's damage rating does not apply to the damage.*

Light Weapons (• to •••)

Prerequisites: Wits ••• or Fighting Finesse, Dexterity •••, Athletics ••, Weaponry ••

Your character specializes in small, one-handed weapons with a damage rating of 2 or lower.

Rapidity (•): *Sacrifice the weapon's damage rating for the turn to add your character's Weaponry score to their Initiative. The weapon counts as +0 damage for the turn.*

Thrust (••): *At any time, your character can sacrifice points of Defense one-for-one to add to their attack roll. This cannot be used if the character has already used Defense earlier in the turn, nor with an all-out attack.*

Feint (•••): *On a successful attack roll, instead of dealing damage, the next attack ignores 5 points of the target's Defense and deals 3 additional damage.*

Heavy Weapons (• to •••••)

Prerequisites: Stamina •••, Strength •••, Athletics ••, Weaponry ••

Your character is trained in the use of heavy, two-handed weapons.

Sure Strike (•): *Reflexively remove 3 dice from the attack pool (minimum 0) to increase the weapon's damage rating by 1 for the turn. Apply this after factoring in penalties like Defense or environmental modifiers.*

Threat Range (••): *If your character does not move or Dodge, any enemy entering her proximity suffers **1 Lethal damage** and takes a Defense penalty equal to the weapon's damage rating for the next turn. This cannot be used if the character Dodges.*

Bring the Pain (•••): *Sacrifice your character's Defense to make a standard attack. The damage dealt inflicts a penalty to the victim's actions on their next turn, equal to the damage inflicted.*

Warding Stance (••••): *Spend 1 Willpower to add the weapon's damage rating as armor for the turn. This protection does not apply against Firearms attacks.*

Rending (•••••): *Spend 1 Willpower before an attack roll to cause **1 Aggravated damage** in addition to the weapon's rating. This Willpower does not add to the dice pool for the attack.*

List of Conditions

Arm Wrack

Your character has suffered a severe injury to one arm, making it difficult to use.

Effect: -2 to rolls involving the injured arm. Cannot wield two-handed weapons.

Resolution: The Condition ends when the arm is healed or properly treated. Gain an extra **Beat** if the injury significantly hindered an important action.

Beaten Down

Your character has taken so much damage that they can no longer effectively fight.

Effect: The character must spend **Willpower** points to attack.

Resolution: Ends if the character surrenders or flees combat. Gain an extra **Beat** if surrendering puts you in danger.

Blinded

Your character is unable to see.

Effect: -5 to rolls requiring vision. **Defense** is reduced to 0.

Resolution: The Condition ends when the cause of blindness is removed (e.g., recovering from flash, healing). Gain an extra **Beat** if the blindness caused a serious complication.

Deafened

Your character cannot hear.

Effect: -5 to **Perception** rolls involving sound.

Resolution: The Condition ends when the cause is removed in-game. Gain an extra **Beat** if deafness caused a serious complication.

Drugged

Your character is under the influence of a substance, impairing their actions.

Effect: -2 to all rolls. Movement speed is halved.

Resolution: Ends when the drug wears off or with medical treatment. Gain an extra **Beat** if your altered state led you to commit a regrettable mistake.

Immobilized

Your character is physically restrained or otherwise unable to move.

Effect: Cannot perform physical actions that require movement.

Resolution: Ends when the character breaks free or is released. Gain an extra **Beat** if the restriction allowed something terrible to happen.

Leg Wrack

Your character has suffered a severe injury to one leg.

Effect: Movement speed is halved, and rolls involving running or dodging are at **-2**.

Resolution: The Condition ends when the leg is healed or properly treated. Gain an extra **Beat** if the injury significantly hindered an important action.

Prone

Your character is lying on the ground.

Effect: -2 to physical actions and Defense. Attackers gain **+2** to melee attacks, but gain a penalty of **-2** to ranged attacks.

Resolution: Ends when the character stands up. No Beats are gained from resolving this Condition.

Poisoned

Your character has been exposed to a toxin.

Effect: -2 to all rolls for the Condition's duration. Some poisons may deal damage over time.

Resolution: Ends with medical treatment or when the poison wears off. Gain an extra **Beat** if the poison brought you to near-death.

Stunned

Your character is momentarily dazed or disoriented.

Effect: Lose one action on your next turn. Defense is reduced to 0 until the turn ends.

Resolution: Ends after the character's next turn.

Extreme Cold

Your character is exposed to freezing temperatures.

Effect: Take 1 Bashing damage every 5 minutes for 30 minutes, then 1 Lethal damage every 5 minutes after that.

Resolution: Ends when the character finds warmth. Gain an extra **Beat** if the cold brought you to near-death.

Extreme Heat

Your character is exposed to high temperatures.

Effect: Take 1 Bashing damage every 5 minutes for 30 minutes, then 1 Lethal damage every 5 minutes after that.

Resolution: Ends when the character cools off. Gain an extra **Beat** if the heat brought you to near-death.

Obsessed

Your character is consumed by a single goal, idea, or object, to the exclusion of all else.

Effect: -2 penalty on any action unrelated to the object of their obsession.

Resolution: This Condition ends when your character achieves their obsession. Alternatively, another character can snap them out of it with a successful **Manipulation + Empathy** roll, contested by your character's **Resolve + Composure**.

Insane

Your character suffers from a severe mental disorder or episode.

Effect: Once per chapter, you may suffer penalties to a rolls at the Narrator's discretion equal to **10 −** your **Integrity**.

Resolution: The Condition ends after significant rest or therapy. Gain an extra **Beat** if your madness hindered you in some significant way.

Shaken

Your character has experienced something deeply unsettling.

Effect: -2 to Resolve or Composure rolls.

Resolution: Ends when the character successfully resolves a confrontation or acts to reduce their fear. Gain an extra **Beat** if the Condition caused your character to fail an important action.

Spooked

Your character has experienced something strange or disturbing.

Effect: -1 to all actions until the Condition is resolved.

Resolution: Ends when the character explains or resolves the source of fear. Gain an extra **Beat** if the Condition leads to conflict with the group.

Inspired

Your character feels particularly motivated or driven.

Effect: Gain +2 to a specific action related to your character's goal or aspiration.

Resolution: Ends when the action succeeds or fails.

Informed

Your character possesses useful information on a particular topic or situation.

Effect: +2 to rolls directly related to the information you possess.

Resolution: Ends once the information has been acted on.

Broken

Your character is emotionally devastated and unable to function normally.

Effect: -2 to all Social rolls and Resolve rolls until the Condition is resolved.

Resolution: Ends after significant therapy, rest, or roleplay of recovery. Gain an extra **Beat** if the Condition caused to back away from a fight.

Amnesiac

Your character has lost some or all memories of their past.

Effect: Can't recall any information pertinent to the memories you lost.

Resolution: Ends if the memories are restored. Gain an extra **Beat** if the restoration of your memories changes your character profoundly.

List of Equipment

Communications Headset

A compact headset with a built-in microphone, enabling hands-free communication over long distances.

Bonus: +1 to rolls involving coordination with a team via radio.

Structure: 3

Availability: 1

Crime Scene Kit

A forensics kit containing fingerprint powder, gloves, evidence bags, and basic investigative tools.

Bonus: +4 to Investigation rolls at crime scenes.

Structure: 3

Availability: 3

Duct Tape

A roll of heavy-duty tape useful for securing, repairing, or binding objects (or people).

Bonus: +1 to improvised repairs or restraining actions.

Structure: 1

Availability: 1

First-Aid Kit

A portable medical kit with bandages, antiseptics, and essential supplies for emergency care.

Bonus: +3 to Medicine rolls to stabilize injuries.

Structure: 2

Availability: 2

Flashlight

A handheld light source useful in dark environments.

Bonus: No penalties for vision-based rolls in darkness.

Structure: 2

Availability: 1

Glowstick

A small, chemical light source that provides illumination for several hours.

Bonus: No penalties for vision-based rolls in darkness.

Structure: 1

Availability: 1

GPS Tracker

A tracking device that uses GPS signals to monitor and locate objects or individuals.

Bonus: +4 to tracking rolls.

Structure: 2

Availability: 2

Personal Computer

A laptop or desktop computer with various software applications.

Bonus: +1 to Computer rolls.

Structure: 4

Availability: 2

Smartphone

A phone with internet access, GPS, and various useful apps.

Bonus: +1 to rolls involving communication or data searches.

Structure: 3

Availability: 1

Survival Gear

Includes a tent, water purifier, firestarter, and basic tools for outdoor survival.

Bonus: +2 to Survival rolls.

Structure: 6

Availability: 2

Bear Trap

A steel trap used for capturing large animals (or stopping pursuers).

Bonus: Deals 2 Lethal damage on activation and inflicts Leg Wrack Condition.

Structure: 8

Availability: 2

Climbing Gear

Includes ropes, harnesses, and carabiners for safe climbing.

Bonus: +4 to Athletics rolls for climbing.

Structure: 5

Availability: 2

Gas Mask

A mask that filters airborne toxins and smoke.

Bonus: Can't get the Poisoned Condition from inhaled toxins.

Structure: 5

Availability: 3

Handcuffs

Metal restraints used to secure individuals.

Bonus: +4 to rolls for restraining someone.

Structure: 10

Availability: 2

Lockpicking Kit

A set of picks and tools for opening locks.

Bonus: +3 to Larceny rolls for lockpicking.

Structure: 4

Availability: 2

Night Vision Goggles

Goggles that allow sight in complete darkness.

Bonus: Negates all vision-based penalties from darkness.

Structure: 6

Availability: 3

Pepper Spray

A small canister of spray used to temporarily blind and incapacitate attackers.

Bonus: Inflicts the Blinded Condition for 1 turn.

Structure: 5

Availability: 1

Rope

A long, durable rope used for climbing or binding.

Bonus: +2 to Athletics or restraining actions.

Structure: 8

Availability: 1

Sports Helmet

A sturdy helmet designed to protect the head from impacts.

Bonus: Prevents attacks targeting the head to inflict the Stunned Condition.

Structure: 12

Availability: 3

Military Helmet

A military-grade helmet offering advanced head protection.

Bonus: +2 Defense against attacks targeting the head. Downgrades 5 points of Lethal damage against attacks targeting the head to Bashing.

Structure: 15

Availability: 4

Reinforced Clothing

Clothing with extra padding or hidden protective layers.

Bonus: +1 Defense. Downgrades 1 point of Lethal damage to Bashing.

Structure: 14

Availability: 2

Kevlar Vest

A vest made of Kevlar to protect against bullets.

Bonus: +1 Defense. Downgrades 3 points of Lethal damage to Bashing.

Structure: 16

Availability: 3

Flak Jacket

Clothing with extra padding or hidden protective layers.

Bonus: +2 Defense. Downgrades 4 points of Lethal damage to Bashing.

Structure: 18

Availability: 4

Full Riot Gear

A full set of protective armor, including helmet, pads, and vest, used by riot police.

Bonus: +4 Defense. Downgrades 6 points of Lethal damage to Bashing.

Structure: 20

Availability: 4

Firearm Suppressor

A silencer that reduces the noise from gunfire.

Bonus: Removes the sound of gunfire; +2 to Stealth rolls when firing a suppressed weapon.

Structure: 6

Availability: 3

Firearm Scope

A magnifying scope that allows for greater precision at long range. Available in 2x, 4x, and 6x magnification.

Bonus: Multiplies the Aiming bonus by the scope's zoom level.

Structure: 8

Availability: 3, 4, 5

Firearm Extended Magazine

Increases the number of rounds a firearm can hold but adds weight and bulk to the weapon.

Bonus: Doubles the clip size but imposes a -1 penalty to Initiative.

Structure: 8

Availability: 3

Brass Knuckles

A pair of metal rings designed to be worn over the knuckles to increase the force of a punch.

Damage: +0 (Turns Bashing damage from punches into Lethal, uses Brawl to attack.)

Initiative Penalty: 0

Structure: 8

Availability: 2

Baton

A short, blunt stick commonly used by law enforcement or security.

Damage: +1

Initiative Penalty: -1

Structure: 8

Availability: 2

Crowbar

A heavy metal bar used for prying or levering, but effective in a fight.

Damage: +2

Initiative Penalty: -1

Structure: 10

Availability: 1

Chain

A length of heavy chain used as an improvised weapon or restraint.

Damage: +1

Initiative Penalty: -1

Structure: 10

Availability: 1

Knife

A small, sharp blade used for close combat.

Damage: +0

Initiative Penalty: -1

Structure: 8

Availability: 1

Machete

A large, broad-bladed knife used for cutting through thick brush or as a weapon.

Damage: +2

Initiative Penalty: -2

Structure: 10

Availability: 2

Hatchet

A small axe with a single blade, designed for one-handed use.

Damage: +1

Initiative Penalty: -2

Structure: 8

Availability: 2

Fire Axe

A two-handed axe commonly used by firefighters

Damage: +3

Initiative Penalty: -3

Structure: 11

Availability: 2

Chainsaw

A small, sharp blade used for close combat.

Damage: +4 (9-again)

Initiative Penalty: -5

Structure: 11

Availability: 3

Stake

A sharpened wooden stick used for immobilizing vampires or as a makeshift weapon.

Damage: +1 (Deals aggravated damage to vampires when staked through the heart)

Initiative Penalty: -1

Structure: 6

Availability: 3

Light Revolver

A small-caliber handgun that is easy to conceal and carry.

Damage: +1

Initiative Penalty: -1

Structure: 3

Range: 15/40/80

Clip: 9

Availability: 2

Heavy Revolver

A large-caliber handgun with greater stopping power but more difficult to handle.

Damage: +2

Initiative Penalty: -2

Structure: 4

Range: 15/50/100

Clip: 10

Availability: 3

Light Pistol

A lightweight, semi-automatic handgun.

Damage: +1

Initiative Penalty: -1

Structure: 3

Range: 25/50/100

Clip: 10

Availability: 3

Heavy Pistol

A larger, semi-automatic handgun with greater stopping power.

Damage: +2

Initiative Penalty: -2

Structure: 3

Range: 30/60/120

Clip: 11

Availability: 3

SMG, small

A compact automatic handgun, designed for short ranges.

Damage: +1

Initiative Penalty: -2

Structure: 11

Range: 25/50/100

Clip: 30+1 (Autofire)

Availability: 3

SMG, large

A larger, more powerful submachine gun with higher firepower.

Damage: +2

Initiative Penalty: -3

Structure: 12

Range: 30/60/120

Clip: 30+1 (Autofire)

Availability: 3

Rifle

A long-range firearm designed for precision shooting.

Damage: +4

Initiative Penalty: -5

Structure: 13

Range: 200/400/800

Clip: 5+1

Availability: 2

Assault Rifle

A larger, semi-automatic handgun with greater stopping power.

Damage: +3

Initiative Penalty: -3

Structure: 14

Range: 30/60/120

Clip: 42+1 (Autofire)

Availability: 3

Shotgun

A powerful firearm designed for close-range combat.

Damage: +4

Initiative Penalty: -4

Structure: 13

Range: 15/25/35

Clip: 5+1 (9-again)

Availability: 2

Bow

A ranged weapon that fires arrows, requiring physical strength and accuracy.

Damage: +2

Initiative Penalty: -2

Structure: 5

Range: 50/100/200

Clip: 10

Availability: 2

Crossbow

A mechanical bow that fires bolts, offering more stability than a regular bow.

Damage: +3

Initiative Penalty: -4

Structure: 5

Range: 40/80/160

Clip: 13 (2 turns to reload)

Availability: 3

List of Vehicles

Skateboard

A compact, four-wheeled board powered by pushing with one foot.

Structure: 25

Acceleration: 1 meters per turn

Safe/Max Speed: 12 / 24 meters per turn

Availability: 1

Bicycle

A lightweight, two-wheeled vehicle powered by pedaling.

Structure: 32

Acceleration: 2 meters per turn

Safe/Max Speed: 20 / 40 meters per turn

Availability: 1

Motorcycle

A two-wheeled motorized vehicle suited for higher speeds.

Structure: 35

Acceleration: 6 meters per turn

Safe/Max Speed: 50 / 90 meters per turn

Availability: 2

Compact Car

A small, economical four-door car.

Structure: 40

Acceleration: 5 meters per turn

Safe/Max Speed: 40 / 80 meters per turn

Availability: 2

Sedan

A standard-sized car, commonly used for family and daily transportation.

Structure: 45

Acceleration: 6 meters per turn

Safe/Max Speed: 45 / 95 meters per turn

Availability: 3

SUV

A larger vehicle with off-road capability.

Structure: 50

Acceleration: 5 meters per turn

Safe/Max Speed: 40 / 80 meters per turn

Availability: 3

Van

A multipurpose vehicle often used for transport and cargo.

Structure: 55

Acceleration: 4 meters per turn

Safe/Max Speed: 35 / 70 meters per turn

Availability: 2

Truck

A heavy-duty vehicle suited for hauling or cargo transport.

Structure: 65

Acceleration: 4 meters per turn

Safe/Max Speed: 30 / 60 meters per turn

Availability: 3

Jetski

A small watercraft designed for one or two passengers.

Structure: 35

Acceleration: 5 meters per turn

Safe/Max Speed: 30 / 60 meters per turn

Availability: 2

Boat

A small, economical motorized watercraft for recreational use.

Structure: 45

Acceleration: 4 meters per turn

Safe/Max Speed: 40 / 80 meters per turn

Availability: 3

Small Airplane

A lightweight aircraft designed for short-range travel, often seating 2-6 people.

Structure: 50

Acceleration: 10 meters per turn

Safe/Max Speed: 150 / 300 meters per turn

Availability: 4

Helicopter

A rotary-wing aircraft for short-to-medium-range air travel.

Structure: 60

Acceleration: 7 meters per turn

Safe/Max Speed: 125 / 250 meters per turn

Availability: 4

Large Airplane

A larger aircraft designed for longer flights and more passengers.

Structure: 80

Acceleration: 8 meters per turn

Safe/Max Speed: 150 / 400 meters per turn

Availability: 5

List of Dread Powers

Beastmaster

The creature commands lesser animals to act on its behalf. It can summon a swarm of small creatures or control one larger animal as needed.

Spend 1 Willpower to summon and control animals, who obey its commands and understand it clearly.

Chameleon Horror

The creature can blend seamlessly into its surroundings, matching textures and colors to avoid detection.

Reduces perception rolls against it by -3, or -6 if it remains still.

Discorporate

When near death or in need of escape, the creature dissolves into a swarm of vermin or scavengers. If any of these creatures escape, it can later reform.

Upon taking lethal damage, disperses into multiple small creatures to avoid final death, potentially reforming in the next scene or after a delay.

Eye Spy

The creature can observe through a selected viewpoint remotely, such as a camera, animal, or even a detached eye.

Spend 1 Willpower to watch through the chosen medium for one hour while remaining aware of its immediate surroundings.

Influence (• to •••••)

The creature wields power over a specific phenomenon (e.g., fire, shadows). Its Influence does not require a roll unless directly opposed.

Spend Willpower to manipulate the chosen phenomenon as per the creature's nature. For contested uses, use a dice pool based on an appropriate Attribute + Skill.

Gremlin

Mechanical and electrical devices malfunction in the creature's presence, randomly flickering or shutting down. It can also take control of devices, using them against others.

Spend 1 Willpower to disable or control a device. If the device can harm others, the creature can make a lethal attack roll using the device's equipment bonus as a damage modifier.

Home Ground

The creature gains significant supernatural benefits when on its home turf, whether it's a specific location or situation (e.g., a haunted house or a recent kill site).

While on home ground, adds +3 to all physical and Influence rolls, reduces all damage taken by 3, and gains +3 to resist supernatural effects.

Hunter's Senses

The creature has heightened senses specifically for tracking a certain kind of prey, such as a particular group or trait.

Gains +4 to all Perception rolls and applies 9-Again when sensing or tracking its chosen prey.

Hypnotic Gaze

The creature can captivate and influence others through direct eye contact.

Spend 1 Willpower and roll Presence + Persuasion against the target's Composure. If successful, the creature gains a perfect impression for Social maneuvers with the target for the scene.

Immortal

The creature is extremely hard to kill permanently. If destroyed by anything other than its Bane, it reappears unharmed in a later scene. Even with its Bane, it can still return by supernatural means.

Resurrects in a future scene if killed by non-Bane sources. Even if destroyed by its Bane, it may be revived through rare rituals or conditions.

Jump Scare

The creature uses sudden, terrifying actions to keep its targets on edge.

Spend 1 Willpower to resolve the Shaken Condition on another character, forcing them to fail a specific action (they still gain a Beat). Alternatively, the creature may spend 1 Willpower to turn an automatic failure from Shaken into a dramatic failure, granting the character two Beats.

Prodigious Leap

The creature can make massive, powerful jumps far beyond human ability.

Spend 1 Willpower to leap up to four stories high or across the width of a six-lane highway.

Madness and Terror

The creature can induce sheer horror and madness through its gaze, voice, or even physical touch.

Spend 1 Willpower and roll an appropriate dice pool against the target's Composure. Success inflicts the Guilty, Shaken, or Spooked Condition on the target. For 3 Willpower, the creature can instead inflict Broken, Fugue, or Madness.

Maze

The creature can twist an entire building's layout into a confusing, nightmarish labyrinth.

Spend 3 Willpower and touch the structure, transforming it into a maze for one hour. Anyone trying to move within the building must succeed on a Wits + Composure check, penalized by the creature's Resolve, to navigate; failure causes the character to become lost.

Miracle

The creature can grant powerful, supernatural wishes upon request, but at a price.

When a living human asks, the creature can perform miracles such as removing/applying Conditions or Tilts, granting 5 dots in a Merit, Skill, or Attribute, causing someone's death, or fulfilling an Aspiration. These powers vary between creatures— some grant almost any wish, others only a specific type. Most can grant 1-3 wishes per person, and asking for more wishes is prohibited. Each miracle destroys one of the wish recipient's Aspirations, making it forever unachievable.

Mist Form

The creature can dissolve into an ethereal, gaseous form, evading harm and barriers.

By spending 1 Willpower, the creature transforms into mist, smoke, or other vapor for a scene or until it reverts. In this form, it can fly at its base Speed, pass through small spaces, and bypass physical obstacles.

Natural Weapons (• to •••)

The creature has vicious natural weaponry, which is both deadly and armor-piercing.

The creature's natural weapons have a weapon modifier and armor-piercing rating equal to its dots in this Dread Power. If it has a bite, it can do so without needing to grapple first.

Know Soul

The creature can peer into the core of its victim's soul, uncovering their deepest motivations and weaknesses.

By spending 1 Willpower, the creature instantly learns the target's Virtue, Vice, Aspirations, and current Integrity. For an additional Willpower point, it can also learn the details of the victim's last failed breaking point, with further Willpower expenditures revealing progressively older breaking points. When exploiting this knowledge against the target, the creature achieves an exceptional success on any roll of three successes or more.

Reality Stutter

The creature's presence destabilizes reality, letting it flicker between locations.

By reflexively spending 1 Willpower when it moves, the creature can teleport to any visible point up to its Speed in meters, appearing to observers to spasm in and out of existence. This action grants a +2 bonus to its Defense for the turn.

Regenerate (• to ••••••)

The creature possesses extraordinary regenerative powers.

Once per turn as a reflexive action, it can spend 1 Willpower per dot in this power to heal either one lethal damage or two bashing damage for each Willpower spent.

Snare

The creature can entrap victims in a designated area with grasping objects like webs, roots, or wires.

The creature's natural weapons have a weapon modifier and armor-piercing rating equal to its dots in this Dread Power. If it has a bite, it can do so without needing to grapple first.

Skin-Taker

The creature can adopt the physical appearance of another by taking their skin.

After killing a victim, the creature spends 2 Willpower to permanently merge the features of the corpse with its own, assuming their appearance indefinitely.

Soul Thief

The creature can steal the soul of a human, rendering the victim Soulless.

By meeting a specified condition (e.g., tricking the victim into offering their soul or trapping them), the creature spends 3 Willpower and makes a roll contested by the victim's Resolve. On a success, the victim's soul is stolen, and they gain the Soulless Condition, which may be reversible through specific actions like destroying the creature or retrieving the soul from its lair.

Toxic (• or ••)

The creature's bite or presence is venomous or diseased.

By spending 1 Willpower, the creature's attacks inflict the Poisoned Condition that turn.

Unbreakable

The creature is nearly impervious to most damage.

Any non-exceptional success attack inflicts only one point of bashing damage. Exceptional successes deal normal damage. Bane-based attacks ignore this power.

Wall Climb

The creature can scale vertical surfaces effortlessly.

It can walk up walls or cling to ceilings, moving at its full Speed.

Surprise Entrance

The creature can infiltrate a scene, no matter the security.

By spending 1 Willpower, the creature suddenly appears in the scene, possibly emerging from reflective surfaces or through walls. Any witnessing character must roll Resolve + Composure or gain the Shaken Condition. If characters have actively barred entry, the creature needs a full turn to break in, allowing time for reaction. Without such precautions, it arrives as a reflexive action and can act once before others react.

List of Numina

Aggressive Meme

The entity speaks to a person capable of understanding, planting an idea in their mind. When that person shares the idea, it takes hold in the minds of others they tell.

By spending 7 Essence, the entity activates this Numen, which is contested by the target's Resolve + Composure + Integrity.

Awe

The entity instills terror in anyone who can see it.

The Numen costs 3 Essence, and its activation is contested with Presence + Composure + Integrity by anyone looking at the entity. Anyone achieving fewer successes than the entity is unable to move or speak for a turn. An exceptional success extends the effect for three turns.

Blast

The entity can wound opponents from a distance, with a range of 10 yards per dot of Power and no range penalties.

If the activation roll succeeds, the Blast inflicts lethal damage. The entity can increase the lethality by spending Essence, with every 2 Essence increasing the damage by one lethal point. The maximum bonus equals the entity's Rank.

Dement

The entity tortures its victim's mind through psychic assault.

The Numen costs 1 Essence, and the activation roll is contested by the victim's Intelligence + Integrity. If the entity succeeds, the victim suffers the Insane Tilt for the rest of the Scene.

Drain

The entity can steal Essence or Willpower (chosen at activation) from a material being.

By spending 1 Essence, the activation roll is contested by Stamina + Resolve + Integrity. The character with the most successes gains points of Willpower or Essence equal to the number of successes, while the other loses the same amount.

Emotional Aura

The entity emits a wave of powerful and distracting emotion.

This Numen costs 1 Essence and lasts for a Scene or until the entity uses another Numina. The activation roll is made once, but anyone coming within five yards must make a Resolve + Composure + Integrity roll. If the activation roll has more successes, the victim suffers a -2 dice penalty to all actions as long as the aura remains. If the victim gains more successes, they become immune to the aura unless the entity activates the Numen again.

Essence Thief

The entity can steal Essence from and consume ephemeral beings of a different type (e.g., spirits consuming ghosts and angels).

The Numen costs 1 Essence to activate.

Fate Sense

The entity can taste the Fate of a mortal being.

The Numen costs 1 Essence and is contested by Resolve + Integrity. Characters with the Destiny Merit cannot contest this Numen. If the entity succeeds, it learns the subject's Fate and can discern the presence and rating of the Destiny Merit.

Firestarter

The entity causes flammable materials to ignite.

This Numen costs 1 Essence and creates a small fire per activation success within the entity's Power in yards.

Hallucination

The entity creates an illusion experienced by a single target, ranging from sights or sounds to imaginary people that can hold conversations.

The Numen costs 1 Essence and is contested by the victim's Wits + Composure + Integrity. Each success over the victim's roll alters one of their senses.

Host Jump

The entity can leap from host to host while using the Possess or Claim Manifestations.

By spending 3 Essence, the current host must touch the intended host, and the new host must meet any prerequisite Conditions. If both requirements are met, the entity transfers the Possessed or Claimed Condition to the new host, though the Claimed Condition must restart the Claiming process. The entity does not need to re-spend Essence on the Manifestation Effect when jumping hosts. Living Claim victims vacated using this Numen still experience the aftereffects of the Claimed Condition.

Implant Mission

This Numen allows the entity to grant a mortal a vision of a task it wants them to accomplish, along with a magical determination to complete it.

The entity pays 2 Essence and rolls Power + Finesse. On a success, the subject receives a brief vision of the task and is placed under the Obsessed Condition regarding its completion.

Mortal Mask

This Numen disguises a Materialized entity as a human and can be used simultaneously with the Materialize Manifestation Effect.

The Numen costs 1 Essence, and the human appearance lasts for activation successes in hours. The disguise is flawed; witnesses may roll Wits + Composure with a penalty equal to the entity's Finesse to realize something is amiss. Characters who can sense the entity in Twilight do not suffer this penalty.

Omen Trance

Once every 24 hours, the entity can enter a trance to glimpse the future.

The Numen costs 1 Essence if the entity is trancing for itself or 3 Essence if for another. The activation roll is an extended action lasting at least one Scene. On a successful roll, the entity sees a vision of an event that will occur within the next week, typically serving as a warning of danger.

Pathfinder

This Numen enables the entity to know the quickest route to a destination.

While it provides directions, it does not indicate any dangers along the way. If the destination is associated with the Safe Place Merit, the activation roll is contested by the lowest Resolve + Integrity among its owners. The Numen costs 1 Essence and lasts for a Scene. If the destination is too far to reach quickly, the entity must use the Numen again.

Rapture

The entity activates the pleasure centers of a living being's brain, inducing ecstatic visions and feelings of bliss.

The Numen costs 2 Essence to activate. On a successful roll, the victim suffers the Insensate Tilt. If the victim fails a Resolve + Integrity roll, they gain a temporary derangement lasting the entity's Power in days, binding them closer to the entity's wishes.

Regenerate

The entity can heal bashing and lethal wounds on its Corpus using Essence.

This Numen does not require a roll to activate but costs 1 Essence and heals one level of damage. The entity must reactivate the Numen each turn to heal more severe wounds, with bashing damage healed first, followed by lethal.

Resurrection

This Numen, available only to Rank 4+ angels and spirits of healing, literally raises the dead.

It costs 10 Essence to use, and the activation roll is penalized by one die for each day the subject has been dead. Supernatural beings that have died as part of their transformation (like vampires and mummies) cannot be resurrected, nor can those who died of natural causes. Other supernatural beings lose their powers upon resurrection, with mages becoming Sleepwalkers and werewolves turning into wolf-blooded.

Seek

The entity can sense the presence of suitable Conditions from a distance, with a base range of two miles per Rank.

Entities may spend 1 Essence to multiply this range by 10. If successful on a Finesse roll, the entity becomes aware of the direction and distance to the nearest suitable Anchor, Infrastructure, or Resonant Condition.

Speed

The entity accelerates into a blur of movement.

The entity chooses to spend either 2 or 4 Essence when activating this Numen. Spending 2 Essence doubles its Speed for the remainder of the Scene, while spending 4 Essence triples it.

Sign

The entity creates messages or images in various media as a mortal would.

The Numen costs 1 Essence to activate and creates a single message upon a successful roll, allowing the entity to write in condensation on cold glass, produce images on computer screens, or send audible messages via phone lines.

Telekinesis

The entity can manipulate objects without using a Manifestation Effect.

This Numen costs 1 Essence, and successes on the activation roll determine the entity's "Strength" when lifting or throwing an item. However, fine motor control is impossible with this Numen.

EMP

The entity can disable a device by paying 1 Essence and touching it if Manifest or moving its Twilight form to superimpose over the device if not.

The device must be a human-made object with at least three moving parts. If the activation roll succeeds, the device malfunctions for a number of turns equal to the successes. In combat, using this Numen requires the entity to Grapple and gain control of the object, making it unusable in Twilight unless the target is also in that state.