

[Vampires](#)

[Werewolves](#)

[Demons](#)

[Mages](#)

[Prometheans](#)

[Changelings](#)

[Sin-Eaters](#)

[Beasts](#)

All Vampires Can:

1. Spend 1 Vitae to get the blush of life for a scene, becoming able to do anything a living person can and passing all medical inspections.
2. See easily in the dark, and never get more than a -2 penalty from total darkness.
3. Immediately spot traces of blood in any quantity, dried or otherwise.
4. Hear heartbeats at a range of (3*BP) yards, no roll.
5. Smell blood at a range of (10*BP) yards, no roll. If they have Auspex, multiply by Auspex dots.
6. +BP to all rolls to track a human by scent if they've tasted the human's blood.
7. +BP to all rolls to detect hidden people or details by blood traces in which 3-5 might be useful.
9. Spend 1 Vitae to get +2 to rolls involving their choice of Strength, Stamina or Dexterity for one turn. This does not increase derived traits but does increase resistances.
10. Spend 1 Vitae to heal 2B or 1L. No scar. This will happen automatically during daysleep unless you spend WP to resist it.
11. Spend 5 Vitae to heal 1A over the course of a full daysleep. This leaves a scar.
12. Spend 1 WP to make an alteration to your body 'permanent' during daysleep. This includes wounds if you want, 1 WP per wound.
13. Immediately spot (with any sense) other vampires that aren't using an ability to mask their nature.
14. Invoke the Predatory Aura to inflict the Bestial (rolling BP+Strength), Wanton (BP+Presence) or Competitive (BP+Intelligence) condition in the target. This is free vs mortals, costs 1 WP vs vampires. Vampires can try to resist.
15. Spend a dot of Humanity and feed vitae to a dying mortal or a corpse to Embrace them.
16. Use their fangs as 0L Brawl weapons that can drain 1 Vitae on attack during a grapple (and deal +1L and the Scarred condition to mortals if they do).
17. Cause the Swooning condition on mortals during noncombat feeding.
18. Sense the direction to sires and childer anywhere, siblings, grandchilder, and grandsires on the same continent, sire-siblings, great-grandsires, and great-grandchilder in the same city, and any clanmates in one mile, for a Wits+BP+Blood Sympathy bonus roll.
19. Spend 1 WP and roll BP to contact blood sympathy relatives mentally and tell them where you are and your general state of being.
20. Blood bond people by feeding them your blood.
21. Ghoul mortals by doing same and spending 1 WP.
22. Taste someone's blood and make a Wits+Composure roll to tell if they're human, on drugs, poisoned, sick, their blood type and what clan they are, if they are a vampire, and if you've tasted their blood before, plus possibly other stuff.
23. Take only Bashing damage from, quote, "many" sources that would deal Lethal to mortals, including, quote, "most" non-supernatural weapons.

24. Diablerize other vampires for power.

All Werewolves Can:

1. Heal 1B/turn at least (based on Primal Urge) or spend 1 Essence to heal Lethal for a turn instead.
2. Heal 1L/15 minutes.
3. Heal 1A/4 days, including any Tilts associated with the wound.
4. Take Lethal from anything that would deal Agg damage except for silver and supernatural powers.
5. Heal all Bashing and Lethal damage each turn in Gauru form.
6. Get -(Primal Urge) to the Toxicity of any poison or disease affecting you.
7. Use Human, Wolf or Spirit senses reflexively (but consciously) in any form that doesn't natively get them.
8. Use Human senses to have 20/10 vision, good hearing and keen sense of smell, even if born blind or deaf.
9. Use Wolf senses to get a bonus to perception-based rolls based on current form and to ignore any penalties due to sensory deprivation.
10. Use Wolf senses to identify people you've met before by smell with a Primal Urge roll.
11. Use Wolf senses to identify werewolves whose scent you've found before with a Wits+Primal Urge roll, or no roll if they deliberately left their scent.
12. Use Wolf senses to detect nearby werewolves and wolf-bloods by smell with a Wits+Primal Urge roll.
13. Use Wolf senses to hear out to (Primal Urge) miles in non-urban areas.
14. Use Wolf senses to hear frequencies humans can't and ignore all penalties based on quietness or hearing range.
15. Use Wolf senses to halve all vision penalties for darkness and ignore all vision penalties for rapid movement.
16. Use Wolf senses to magically detect the direction to the last creature whose blood you tasted in the past lunar month.
17. Use Spirit senses to spend an instant action to project any of your form's native senses across the Gauntlet, or 1 Essence to do so reflexively. You get penalties to perception and concentration if your senses are not all on the same side of the Gauntlet as each other.
18. Use Spirit senses to detect spirits in Twilight as if they were manifested.
19. Track things by scent.
20. Shapeshift into the five forms, with ease and cost based on Harmony.
21. Deal Lethal damage to vampires with a bite in any form, and count their teeth as mystical sources of damage in any form.
22. Place a Hunter's Aspect condition (based on Auspice) on any prey being hunted by the pack that does not already have one, with a roll.
23. Intuitively understand the meaning and context of Renown markings that are visible, either due to presentation or being in Shadow.

24. Spend 1 Essence, once per story, to present one Renown's markings in the world of flesh and get a Condition based on the chosen Renown.
25. Absorb Essence from a locus, a spirit hunted in the Sacred Hunt, destroying a fetish or seeing your Auspice moon.
26. Deal Agg with a bite and regain Essence when devouring human or wolf flesh.
27. Cross the Gauntlet at a locus, either freely over time or spending 1 Essence to do so instantly.
28. Understand First Tongue, and speak it in most forms.
29. Use their Auspice ability once per chapter.
30. Have spiritual Rank based on Renown.

All Demons Can:

1. Gain Beats by following their Agenda condition.
2. Make Pacts with people to gain Cover or other benefits.
3. Assume demonic form and, with some Aether, turn back human.
4. Burn a Cover to go Loud.
5. Harvest Aether when angels use their powers or from Infrastructure.
6. Use Cover instead of Primum to resist supernatural powers when in a Cover, or can use Primum instead if they want to.
7. Spoof being human to any effect that'd detect otherwise, even if you're unaware of it. If successful, you become aware that something got spoofed but not what.
8. Spend 1 Aether and roll Cover with a penalty to temporarily gain dots in a Skill or Merit your Cover should have but you don't.
9. Spend a dot of Willpower to shove an Embed or Exploit into an object and make it a magic item.
10. Assemble a Cipher via key Embeds.
11. Perfectly and completely control the expression of their emotions and whether they seem to be lying or not - even to supernatural effects.
12. Perfectly remember anything and everything they have ever seen or experienced.
13. Perfectly and natively speak all natively-spoken living languages, including First Tongue, but not High Speech.
14. Perceive Infrastructure.
15. Spend 1 Aether to be able to sense the presence and location of nearby Aether sources and expenditures.
16. Spen 1 Aether to switch between Covers.
17. Make temporary, time-limited Pacts to create flimsy false identities, called Facades.

All Mages Can:

1. Gain Arcane Beats by various means, particularly Obsessions.
2. Use Attainments based on dots in various Arcana.
3. Use Yantras based on Gnosis.
4. Combine multiple spells at Gnosis 3+.
5. Spend 3 Mana to heal 1B or 1L.
6. Spend 3 Mana to remove a Mental Condition without gaining a Beat.
7. Spend 3 Mana to remove a Physical Tilt.
8. Perform Oblations in a Hallow to gain Mana.
9. Consume tass that is in the form of food to gain Mana.
10. Reduce a Physical Attribute (and all derived traits) by 1 for 24 hours to gain Mana.
11. Take resistant 1L to gain Mana.
12. Kill a living being to gain Mana.
13. Inflict a Nimbus Tilt on anyone that can perceive your Immediate Nimbus.
14. Spend 1 Mana, once per scene, to flare your Immediate Nimbus for a turn in a way even mortals can see.
15. Spend 1 Mana to imprint your Signature Nimbus on an object, place or person for several weeks, or months if you spend 1 WP.
16. Automatically flare your Nimbus to resist other Condition-creating aura effects, such as Predatory Aura or Hunter's Aspect.
17. Speak and understand High Speech.
18. Notice that something happened whenever an active supernatural effect happens nearby as long as it hasn't been concealed.
19. Use Active Mage Sight freely and reflexively (with Ruling Arcana, plus 1 Mana per scene to add Common or Inferior) to detect information based on Arcana, spot Awakened magic and get -2 to all rolls unrelated to using or perceiving magic. You must spend 1 WP after (Gnosis) minutes to keep it up for the rest of the scene.
20. Use Focused Mage Sight while using Active Mage Sight to actively study a Mystery and attempt to learn more about it, based on the Arcana in use.
21. With 3+ dots in an Arcanum, summon Supernal entities.
22. Carve out part of your soul into a soul stone by imprinting an object with your Signature Nimbus and spending a Willpower dot.
23. Create a Demesne using 1-5 soul stones.

All Prometheans Can:

1. Tell if anyone they sense is a Promethean.
2. Identify the presence of other Azoth nearby with a Wits+Azoth roll, based on Azoth.
3. Temporarily reduce their Azoth to make themselves harder to notice for 24 hours.
4. Cause Disquiet, based on Azoth.
5. Sense the presence of past Torment in the Azothic radiance of other Prometheans.
6. Create Wastelands, based on Azoth.
7. Spend 1 Pyros to boost any Attribute by 1 for a single action, extended or otherwise.
8. Spend 1 Pyros to ignore 1L or 2B damage as it happens.
9. Spend 3 Pyros to ignore 1A as it happens.
10. Gain Pyros at sunrise.
11. Gain Pyros by hearing thunder.
12. Gain Pyros by sleeping in or near your key element.
13. Gain Pyros by spending time around humans.
14. Heal and gain Pyros when exposed to electrical current strong enough to damage mortals.
15. Go without sleep for 48 hours without penalties, and only -1 per six hours after that.
16. Fully recharge after only four hours of sleep.
17. Ignore wound penalties.
18. Stay alive and active until killed with agg damage.
19. Revive from death entirely unhurt once.
20. Eat anything organic that they can manage to swallow.
21. Never need to poop or piss.
22. Get +(Azoth) on rolls to resist toxins or poisons.
23. Go without food for (Resolve) days, after which they suffer Torment.
24. Not age, though they will die after a century. (Resurrection from death resets this clock.)
25. Spend Pyros to heal even faster while exposed to electricity.
26. Appear to be a normal human when not using Pyros.
27. Eventually turn into a human if they try hard enough and get a little lucky.

All Changelings Can:

1. Reduce penalties from illness and fatigue based on Wyrd.
2. Get a bonus to resist mundane disease based on Wyrd.
3. Carry goblin fruits in the mortal world based on Wyrd.
4. Get +(Wyrd) to remember or interpret your dreams while awake.
5. Remember time in Arcadia based on Wyrd.
6. Live (20*Wyrd) years longer than a normal person.
7. Harvest Glamour from human emotion, dreams or Hedge bounty.
8. Reap Glamour out of a human soul.
9. Ken, if at least half your Clarity bar is undamaged and you spend a point of Willpower, letting you detect nearby supernatural stuff.
10. Spend 1 Glamour to strengthen the Mask and prevent fae from seeing your Mien (but your shadow remains unchanged).
11. Spend 1 Glamour to scour the Mask and reveal your Mien to everyone for the scene or until you spend 1 Glamour to reinstate it, whichever comes first. This gives you bonuses to Contract use and causes Spooked in most mortals, but makes you easy to find for fae creatures and tears open Hedge gates within (Wyrd*10) yards.
12. Spend 1 Glamour to automatically free yourself from any mundane bonds, or get a roll to escape magical bonds.
13. Spend 1 Glamour and ask it to open to turn any door, window or other portal you can fit through into a Hedge portal, in or out of the Hedge.
14. Spend 1 Glamour and 1 Willpower to cause Bedlam, overcoming anyone who can sense you with intense emotion, even over recording devices.
15. Use Hedgespinning to alter the Hedge in useful ways, subtly or in paradigm-shifting ways.
16. Spend 1 Glamour to seal any promise you see or hear being made (except by True Fae), forcing the promising person to follow through or face the consequences. Anyone with Glamour can unseal themselves by spending it, and Huntsmen also get a resistance roll.
17. Swear a formal oath to get various benefits as long as the oath is kept.
18. Make bargains with mortals who know their true nature, offering something in exchange for concealment for the fae.
19. Enter their own dreams and take control of them or travel to other dreams or the Hedge in dream form.
20. Bodily enter the realm of Dream via the Hedge.
21. Use Oneiromancy to alter and control dreams in useful ways, subtly or in paradigm-shifting ways.
22. Make tokens by leaving stuff in the Hedge to absorb fae magic.
23. Make tokens by swearing oaths on an object.

All Sin-Eaters Can:

1. Unleash their Geist to allow it to act on its own.
2. Gain Plasm by unlocking a Key.
3. Gain Plasm from the residuum left by ghosts and some rites.
4. Eat ghosts to gain their power.
5. Downgrade damage with plasm unless caused by their Geist's bane.
6. Resolve physical tilts with plasm.
7. Access Geist Remembrance traits with plasm.
8. Coat objects or people with plasm to make them easier to possess.
9. Feed ghosts plasm to empower them.
10. See ghosts at all times, even if they are possessing someone.
11. Touch ghosts as if they were solid. (It is currently unclear if this extends to any objects or ranged weapons; text disagrees on the subject.)
12. Have the Medium and Tolerance for Biology merits.
13. Have effective Ghost Rank.
14. Be utterly immune to possession, body-swapping or mind replacement (but not mind control or physical body control).
15. Remain conscious no matter what damage they talk.
16. Not bleed out.
17. Return from death as long as they have Synergy 1+ and do not die in a resonant manner with their original death or from damage by their Geist's bane.
18. Immediately sense other Sin-Eaters (and be sensed by ghosts).
19. Help ghosts manifest by just being present and, sometimes, spending Willpower.
20. Spend Willpower to flare their aura and scare living people or inspire dead people.
21. Perform the Bestow Regalia, Krewe Binding, Speaker for the Dead and Pass On Ceremonies.
22. Use Keys to open Avernian Gates.
23. Gain nourishment from the food of the Underworld.
24. Become a Ferryman.

All Beasts Can:

1. Fuck off.
2. Die.