

Numb

Type: Special (Out-of-Genre Action Permission), Issue-Granting

Cost: —

You are a being that is wont to fade into the background, that does very little as the tide comes to sweep them away. Once every session you can declare yourself to be entranced by a simple experience and if you have benefitted from no under issue-granting powers this session invoke a suitable

- Slice Of Life or
- Shared Action

XP action and automatically pick up a point of Isolation unless your Isolation issue is already at 5 or has been recently resolved.

If you have raised your Isolation issue with this power this session this session you may opt not to lower that Isolation issue at the end of that session.

Numb Blue: Fulcrum

Fulcrum is a Miraculous Bindings Arc for innovators and visionaries who's creation has grown beyond anything they could have imagined.

This arc offers access to the following abilities:

- **A New Age**
- **For All That It Matters**
- **Paper Trail(Arc 1+)**
- **Resources(Arc 1+)**
- **Study(Arc 1+)**
- **Innovations(Arc 1+)**
- **Malicious Malfunction(Arc 2+)**
- **Improvise(Arc 2+)**
- **The Weight Of The World(Arc 3+)**
- **Decorum(Arc 3+)**
- **Autopoiesis(Arc 4+)**
- **Making History(Arc 5+)**

Choosing Your Endowment

You gave the world a Gift. Perhaps it was a product of your talent and labor, perhaps it pours out of your body like the sap of a tree. Or maybe you wished on a star and it came to pass. Your Endowment might be:

- Cybernetic enhancement.
- An immortality granting Panacea.
- Spacial Warping.
- Infective Advertising.
- Abyssal Monsters crawling from the depths of the sea.
- Crystal energy.
- A plague.
- Nanomachines.
- Devil Binding Seals.

Powers

A New Age

Type: Imperial Miracle or Miraculous Action, Major

Cost: N/A or 1MP(Or 0MP at Arc 2+)

You changed the world. It is not necessarily a better world, It is not necessarily a worse one, but it is a changed one. This functions as a Wish that is activated as soon as you begin this Arc that says:

“I wish my Endowment would be important to the world for both positive and negative reasons.”
You... Probably didn't actually say that, but that is how it turns out.

At any time you can Invoke **A New Age** for 1MP to make your Endowment appear in the scene, how this exactly manifests is up to the HG and will *usually* be more of an aesthetic contribution than something that shifts the focus of the scene, but really they can do just about anything as long as it makes your Endowment appear.

At arc 2+ Invoking A New Age costs 0MP.

Examples

- Invoking A New Age as the person who invented cybernetic enhancements, multiple minor NPCs in the scene are said to have augmented limbs.
- You ripping a hole into hell should *probably* be objectively a bad thing, but due to the nature of the wish wrought by A New Age, it's a surprisingly nuanced historical moment.
- As the person who ushered in the alien invasion, you invoke A New Age expecting to have some minor alien technology appear in the scene. However, your HG was bored, so instead an alien kaiju begins rampaging through the city.

For All That It Matters

Type: Special

Cost: N/A

You understand your Endowment more than anyone. You have a universal +2 tool bonus to all intentions directly involving your Endowment.

Examples

- As the occultist who discovered the 7 elemental seals, you are also the master of their techniques.
- A sludge monster created from your evolution goop attacks you, not realizing you know all of its weaknesses.
- The Master Gamer who invented the VR game the entire world can't stop playing has a +2 to everything happening inside.

Paper Trail(Arc 1+)

Type: Imperial Miracle

Cost: 0MP the first time you do it in a chapter.

1MP for a second or later time in a chapter.

Arc 3+

+3MP to get a message to a group.

Whenever you finish creating preserved information, such as a video, written text or an audio tape you can invoke **Paper Trail** to supernaturally protect it. This functions as the Wish:

"I wish that what I made would never be destroyed or unusable."

In addition you can name 1 person you need that information to reach, if you do add

"and that it will reach whomever I named when it would be most appropriate"

At arc 3+ you can spend 3 more MP to name a group of people instead, this group can be any size and it will reach every given member of that group individually when it would be most appropriate.

Examples

- You record an audio diary before you go to bed each night, enchanting it for when you finally write that memoir.
- Writing a letter to your lover, you seal it shut and invoke Paper Trail to ensure it reaches them.

- You leave behind a set of short novels that will tell your story to “The Chosen Ones from the Prophecy, no not that prophecy, the other one”
- Fed up with how everyone thinks your rival is perfect, you decide to show a recording of them cheating on a test to the entire Town.

Resources(Arc 1+)

Type: Accessory

Cost: -

You obtain a free Accessory perk that does not count against your maximum perk slots. The Accessory is something that gives you effectively infinite wealth, usually in the form of some massive bank account or a vault of gold. This gives you the narrative permission to throw arbitrary amounts of money around and to take Wounds in order to protect that wealth.

Examples

- As the character designer who created the famous mascot Chirp, you get a monthly check in the mail for your effort.
- Since you live in a post-scarcity society and money isn't really a concept, your resources perk represents the deep connections you have in society and the respect people have for you.

Study(Arc 1+)

Type: Miraculous Action

Cost:

1MP over the course of an entire scene

4MP over the course of a few seconds.

By invoking this miracle and thoroughly inspecting an object, creature or phenomena you can gain a deep knowledge of it. Once the inspection is completed, you first become aware of if it is related to your Endowment and how, then you can ask the HG or another appropriate player exactly 2 questions about the target.

If the target you are inspecting somehow becomes more difficult for you to perceive, or if you have your concentration broken by an outside force before you complete the miracle, the miracle fails and you are refunded all spent MP.

Examples

- You spend a scene carefully inspecting a puzzle box trying to figure out how to open it, only to be told there was no puzzle and there was just a key inside of the flower pot.
- Lacking the time to spend an entire scene figuring out what is wrong with your friend, you spend 4MP instead and figure out that they were cursed within a few minutes of looking them over.

- Using study you stalk a strange and exotic creature to try to figure out where its from, only for it to spot you and turn invisible, breaking the miracle.

Innovations(Arc 1+)

Type: Chthonic Action

Cost:

1MP- Remove the obstacle of using an Innovation perk.

At arc 1 your endowment begins to take forms with direct applications.

Create 2 special “Innovation” perks based on your Endowment. An invention could be a physical object like a weapon, but it can also be something more ephemeral like a superpower. An Innovation perk is composed of 3 parts:

- A “basic use” that offers a simple narrative permission.
- A special, obstacle 1 mundane action with specific utility.
- And an Obstacle 3 mundane action with a more powerful or versatile effect.

Any character, regardless of whether or not you want them to, can spend 2MP to “purchase” an innovation perk. An innovation perk exists generally in the world, outside of your direct control and the HG should feel free to integrate NPCs who simply possess the powers you created. Any given character can normally only have 1 innovation perk.

You can spend 1MP to ignore the obstacle when using the special actions of an Innovation perk.

Arc 2+

By going on a 25+ xp quest to develop, discover or otherwise interface with it you can create a new innovation perk, up to a maximum of 8 perks.

In addition, whenever a use of your endowment causes you trouble(even outside of using innovation perks against you), the HG can grant you 3 will or 3MP.

Arc 4+

The innovations become more robust as they develop within the world.

Each perk now consist of the following elements:

- A “basic use” that offers a simple narrative permission.
- A special, obstacle 1 mundane action with specific utility.
- Two Obstacle 3 mundane actions with generally useful effects.
- An Obstacle 5 mundane action with an extremely flashy, extremely powerful, and optionally named effect.

Innovations(Powered Up!)(Arc 3+)

Type: Chthonic Action, Ritual

Cost:

2MP- Unlock the true potential of someone's Innovation perk.

At arc 3 the innovations are revealed to possess hidden, miraculous potential. Any character with an Innovation can use a special 4MP, ritual miracle to transform their Innovation perk into a Unlocked Innovation Perk.

In addition to all their normal benefits, Unlocked Innovation perks have a simple miraculous ability that costs 1MP to invoke and compliments but does not directly overlap with its mundane abilities.

By invoking this miracle and spending 2MP you can help someone else uncover the true potential of their innovation, or do it yourself for cheaper than most people.

Examples of both Innovations and Powered Up Innovations will be explained in their own section.

Malicious Malfunction(Arc 2+)

Type: Miraculous Action, [Chthonic action]

Cost: 2MP

4MP to use it a second or later time in a chapter.

+2MP to affect a medium sized group of things instead.

You can cause something associated with your Endowment to "Go Rogue", it doesn't just stop working, it *twists*, it becomes wicked or monstrous.

Invoke **Malicious Malfunction** and...

- The target rapidly changes, aesthetically it shifts to become obviously dangerous and corrupted. If it was not animate before, it becomes animate, and tends to become hostile regardless of previous its mentality or lack thereof. However, this hostility does not extend to other "rogue" instances of your endowment, nor to you, for reasons unclear. Usually they will just ignore you, but can be made to do things for you with some prompting.
- If the target is a Character or NPC with a Innovation Perk, they suffer the effects as listed above, however they can also choose to purchase a second Innovation perk during this time that ignores the usual maximum. You can end the effects of this miracle by

resolving an Issue, in addition to any other benefits of resolving that issue, however you do lose the additional innovation perk.

Examples

- One of the robots you invented begins acting violent and its eyes turn to their glowing red “evil mode”(why did you program that in?)
- Some petty criminal attempts to rob you, not realizing that you were the one who invented his cybernetic arm, before he can touch you his arm explodes into alien tendrils and transforms him into an evil cyborg.
- Another main character has their back against the wall and needs *something* to assist them, they already have one innovation perk... but what if you gave them a second one. So anyway that is why they are a zombie now.
- One of the crystals you discovered could power entire cities for years turns red and begins exploring the room with a fleshy, neuron-like mesh, looking for something to eat.

Improvise(Arc 2+)

Type: Miraculous action

Cost:

1MP- Create a solution to a problem, 1/book

4MP- Create a solution to a problem a second or later time in a book.

Invoke **Improvise** and describe a problem you are facing. You create an improvised tool that often draws on the powers of your endowment, but doesn't have to, and grants a tool bonus equal to your arc level to all actions taken with it to solve the problem you described. The tool also levies an Auctoritas equal to your arc level on all miracles that would attempt to stop someone from using it to solve the problem.

The tool lasts until the end of the story or until you solve the problem, whichever comes first, at which point it fades into the background or ceases to function for one reason or another.

Examples

- You have a problem, a bunch of ambitious young heroes want to steal your secret treasure, luckily, there is a perfect solution! Giant Robot.
- The child you have been tutoring definitely isn't gonna pass that test, so you quickly conjure a pencil that can answer the questions for them.
- You build your own boat to escape a deserted island, when an angry ocean god attempts to destroy your boat its miracles flounder against your Auctoritas.

The Weight Of The World(Arc 3+)

Type: Chthonic Action, Ritual

Cost: 2 MP

Perform a simple gesture for an NPC and invoke **The Weight Of The World**. As long as this miracle lasts you aren't really a character, existing more as a background detail of the setting acting towards an unseen goal, instead you narrate and guide the actions of the person you selected when you used this miracle. This functions like an **Alternate Identity** perk, and when you use it you may have them you move 2-3 points of your inherent Skills to different mundane, Superior, and magical Skills for as long as you play as them. This effect lasts for as long as you forgo your MP breath at the beginning of each chapter.

At the beginning of the chapter where you choose to end this miracle. Discuss with the HG what you were doing in the meantime and immediately crash into the final acts or consequences of whatever you were planning.

Off Screen Plans

The goals you pursue while **Weight Of The World** persists aren't usually that important. They can be important to you, don't get me wrong, they aren't *unreal* but they shouldn't massively shift the dynamic of the game. The purpose of the goals are to explain what your character is doing while acting through the Alternate Identity, and to give you somewhere to start when your character reenters play.

Examples

- You are tired, you are just so TIRED, so you toss a coin to a beggar on the street and have them take over for you as a main character. In the meantime, you just take a nap off screen.
- Withdrawing into the shadows to work towards the maintenance of the conspiracy you founded, you leave your apprentice your spellbook and tell them to take care of things while you are gone.
- You give one of your employees a small bonus before taking a tropical vacation to assassinate a business rival, playing as that employee in the meantime.

Decorum(Arc 3+)

Type: Miraculous Action

Cost:

2MP at arc 3

1MP at arc 5

By invoking **Decorum** you can make your presence command a level of respect and courtesy for the rest of the scene. An obstacle equal to your arc level is imposed on all mundane actions that would harm, inconvenience, or even simply annoy you, while any miraculous action that would attempt to do so faces an Auctoritas equal to your arc level.

This effect immediately ends if you directly harm someone else.

Examples

- You activate Decorum before speaking with your nemesis, trapping them within the boundaries of politeness as you are free to monologue to them about your plots.
- You walk through a street fight completely undisturbed, they even make sure not to run into you as they tackle each other over.
- You claim sanctuary from the hurricane wrought by a powerful sky kraken, your Auctoritas blocking out the worst effects of the devastating storm.

Autopoiesis(Arc 4+)

Type: Chthonic Action

Cost: 2MP the first time you use it each story

Or 4MP the second or further time you use it each story.

Invoke **Autopoiesis** and viscerally transform into a monster forged of your Endowment. As long as you remain in this monstrous form, you are treated as having all of your Endowment perks in an Unlocked state and may ignore Obstacle when using Endowment perks.

You remain in this form until you are defeated or until the end of the current chapter, whichever comes first.

Examples

- Casting yourself into a cauldron of molten metal, you transform into a conglomerate of cybernetic limbs, now no one can force you to go golfing.
- Backed into a corner by your rival, you scream some stuff about your ideology and plunge a syringe into your arm, transforming yourself into a 10 foot tall mass of flesh and teeth with a mastery of biological weapons.
- You overflow with psionic energy and transform into an arcane, lime colored version of yourself.

Making History(Arc 5+)

Type: Imperial Miracle, Ritual

Cost: 2MP the first time it is evoked each book.

4MP if it is used a second or further time in the same book.

At most once per chapter, you may declare the beginning of a new age of your naming. This functions as the wish:

"I wish the age of [Whatever you said] would begin"

The declaration of a new age subtly shifts the world to fit the tone and ideals of the age. An age of innovation is scored by dozens of inventors creating revolutionary new technology, while an age of blood might cause a war to break out.

Further Examples

- Declare an age of Stars, maybe causing an explosion of celebrity in town, or maybe causing some stars to fall to earth and start chatting with people. Honestly, kinda ambiguous.
- Declare an age of Ruin, causing everything to get worse and society to generally decline. Not sure why you would do that, but you certainly can!.
- Declare an age of Flowers, bringing joy and light and flowers growing in urban areas where they probably shouldn't.

Examples Innovations

Innovations Of Egg-Craft

You discovered that through the careful crafting and painting of bejeweled eggs, you can create conduits for the summoning and channeling of elemental beings from beyond this world.

Inferno Egg

The black,red and gold inferno egg traditionally is bound with a small doglike creature glowing with internal light capable of setting small fires and keeping you warm through the night.

[Obstacle 1]: Communicate with your beast from any distance and see through its eyes.

[Obstacle 3]: Transform your Beast into its battle form, causing it to grow into a great hound the size of a horse with claws capable of tearing through steel and powerful fire breath that can incinerate entire trees. You can return it to its cute form whenever you want, don't worry.

Blizzard Egg

The white, blue and gold blizzard egg is traditionally bound with a small crystalline insect that chirps arcane songs, capable of freezing most liquids and air conditioning most homes during the summer

[Obstacle 1]: Communicate with your beast from any distance and see through its eyes.

[Obstacle 3]: Transform your Beast into its battle form, a strange centipede-like insect the size of a python that ushers in a cold so deep that it chills your bones and whose alien song compels you to lie down and freeze in the cold. You can return it to its cute form whenever you want, don't worry.

Tempest Egg

The gilded jade Tempest Egg is traditionally bound with a small draconic beast with electric breath capable of charging your phone or fly around to do simple tasks for you.

[Obstacle 1]: Communicate with your beast from any distance and see through its eyes.

[Obstacle 3]: Transform your Beast into its battle form, a colossal storm dragon that can move faster than the speed of sound and turn most things to dust with a single blast of its breath weapon. You can return it to its cute form whenever you want, don't worry.

Innovations From The Radio

You invented the radio in your world, and there are strange beings that chitter and speak to those who linger too long on dead channels. Teaching them strange techniques and technologies.

Soul Blade

The whispering things taught you how to sharpen your wits until they could cut. In 7 breaths you can call to your hand a wicked blade shaped by your own hate.

[Obstacle 1]: Use your soul blade to cut apart something ephemeral, like a ghost or a lightning bolt.

[Obstacle 3]: Cut anything you can see that's smaller than a house perfectly in half.

Unlocked

1MP: See the hatred inside of someone's heart, telling you who their enemies are and what makes them angry.

Geometrically Impossible Object

You aren't even quite sure what this is, you can't really describe it, all you know is that it works. The most basic use of the geometrically impossible object is as a way to store information, it constantly records everything that happens around it and can be asked to replay any sound it has heard on command.

[Obstacle 1]: The object remains perfectly still in whatever spot it is placed, even if that spot is physically impossible (such as in midair). It will only ever become dislodged if you tell it to stop or when a truly insurmountable force is placed upon it.

[Obstacle 3]: The object freezes both itself and whoever is touching it in time for 1 hour, during this time nothing can harm or touch the person who is frozen in time, anything that tries simply gets ripped apart.

Unlocked

1MP: Someone who can see it becomes fascinated with the object, willing to do anything just for the experience of holding it.

The Breaking Note

A sound that sometimes comes screaming through the radio waves even on living channels, a single note that when played shatters glass and temporarily deafens everyone who listens to it without hearing protection.

[Obstacle 1]: Play the note extremely quietly, to the point others cannot tell you are playing it at all. People who are exposed to this become anxious, irritable, and eager to leave.

[Obstacle 3]: Concentrate the powers of the Breaking Note to a single point, ripping apart metal or bone as easily as its basic use shatters glass.

Unlocked

1MP: Distort the breaking note in such a way that reality itself seems to strain, leaving the local area utterly silent for the next hour.

Moving Sideways

The radio taught you how to enter a "sideways space", an exact copy of our reality but seemingly lacking any people. Unattended objects manipulated in the sideways mirror their movements in the physical world and vis versa. You can always enter the sideways space through any doorway.

[Obstacle 1]: Exit the sideways space, you will reenter reality exactly where you are standing, if someone else is already where you would appear you instead appear above them and fall on top of them.

[Obstacle 3]: Force someone to enter the Sideways Space anywhere, potentially stranding someone there for a while.

Unlocked

1 MP: Exit the sideways into another world that you know of, such as the Realms discussed in Called Away.

The Mark

Just a nickname for a symbol conveyed to you through bizarre hallucinations from leaving the radio on before you went to bed. Anything you draw it on will begin to emit a light visible only to you, enough for you to navigate in darkness.

[Obstacle 1]: Pinpoint the location of something with your mark on it from any distance.

[Obstacle 3]: Something you placed your mark on violently explodes, vanishing entirely from existence and turning anything near it to ash.

Unlocked Miracle

1 MP: Draw the symbol inverted, causing whatever you drew it on to become completely invisible to anyone except you.

The Hansen Cascade Innovations

You, under the delusion that humanity would not be able to survive a great filter without being forced to evolve, helped unleash a virus that transforms people into monsters. Sometimes though, rather than completely losing their wits people will instead come away with powerful abilities.

Pisces Strain

An evolution of the Hansen cascade that causes those infected to gain fishlike qualities, while the monsters tend to be marked by their bulbous eyes, gills are the main notable trait of the infected. Anyone infected with the Aquarius strain can breathe underwater.

[Obstacle 1]: Speak to fish and other oceanic beings.

[Obstacle 3]: Temporarily Sprout tentacles, jagged teeth and serrated spikes.

[Obstacle 3]: Smell blood, fear or pain from up to a mile away.

[Obstacle 5]: Call forth an army of fish, crustaceans and other more ancient and horrible sea creatures from any source of water.

Unlock

1 MP: Vanish into thin air, reappearing in the nearest body of water deep enough to become fully submerged in.

Scorpio Strain

An evolution of the Hansen cascade that causes the infected blood to become highly toxic, capable of leaving someone incapacitated with pain from consuming a single drop. Monstrous cases transform into arachnid horrors.

[Obstacle 1]: Speak to insects and arachnids.

[Obstacle 3]: Temporarily Sharpen your fingertips into claws capable of administering the poison in your blood.

[Obstacle 3]: Temporarily grow an armored carapace capable of blocking bullets.

[Obstacle 5]: Unleash a burst of extremely caustic liquid capable of dissolving almost anything.

Unlock

1 MP: Make a demand of someone(That they drop their weapon, that they stop where they are, that they jump off a bridge), if they refuse to meet your demand they get poisoned.

Leo Strain

An evolution of The Hansen Cascade associated with big cats. Anyone infected with it becomes able to run for hours without stopping. Monstrous infected grow large manes and patchy fur.

[Obstacle 1]: Speak to cats.

[Obstacle 3]: Temporarily grow razor sharp claws and become strong enough to throw cars.

[Obstacle 3]: Temporarily become fast enough to outrun a car.

[Obstacle 5]: temporarily grow until you are ten feet tall, get stronger and faster, and rapidly heal most minor injuries. I feel like I am forgetting something involving cars.

Unlock

1 MP: Resist an effect that would change who or what you are.

Epsilon Strain

Those infected with the Epsilon strain no longer sleep. Unlike other products of the Hansen Cascade there are not any apparent physical changes to the infected, even the ones who have become monsters. They blend in perfectly, relying on strange Psionic talents to hunt.

[Obstacle 1]: Mimic someone's voice.

[Obstacle 3]: Make someone tired, make someone so incredibly tired.

[Obstacle 3]: Mimic someone's appearance.

[Obstacle 5]: Unleash a massive psionic attack capable of leaving someone comatose for the rest of their life.

Unlock

1 MP: Temporarily mimic someone else's skills.

Delta Strain

Those infected with the delta strain show an unprecedented control over their own anatomy and biology. Its most basic use is the ability to slightly modify your own appearance with your mood.

[Obstacle 1]: Detach one or more of your body parts and grant it autonomy until it returns to you.

[Obstacle 3]: Grow additional limbs or organs.

[Obstacle 3]: temporarily become slimelike and able to squeeze through any gap.

[Obstacle 5]: Create custom limbs and organs that don't normally exist

Unlock

1 MP: temporarily transform what material you are made out of, becoming made of living titanium or poison gas.

Omega Strain

A (mostly) traditional zombie virus. The main thing the omega strain gives you inherently is the authority that your ability to do most tasks is not inherently inhibited by any sort of injury you experience.

[Obstacle 1]: Pretend to be dead.

[Obstacle 3]: Cause an object you are touching to rapidly age.

[Obstacle 3]: call up some zombie friends.

[Obstacle 5]: Force someone or something to come back from the dead.

Unlock

1 MP: Return a monster created by the cascade to normal.

Numb Orange: Chained

Chained is a Miraculous Knight Arc. It is an arc for Dragons, Henchmen and Cultists, people whose essence and identity are defined by their service to another.

This arc offers access to the following abilities:

- **Tether Of Service**
- **Loyalty**
- **What They Need**(Arc 1+)
- **Intervene**(Arc 1+)
- **Aura Of Menace**(Arc 1+)
- **A Favor**(Arc 1+)
- **Vicarious Excision**(Arc 2+)
- **Conscription**(Arc 2+)
- **A Promise Made, A Promise Kept**(Arc 3+)
- **Your Wish Is My Command**(Arc 4+)
- **Liberation**(Arc 5+)

In addition, Main Characters receive the power **Numb** while actively pursuing this Arc.

Choosing Your Master(And Your Role)

As someone who is Chained you bow to another person or force. This person or force is known as your **Master** and is the source of many of your abilities, your master might be:

- A cursed artifact.
- Your best friend who you kinda have a crush on.
- An evil empress.

- The supercomputer you built.
- An extradimensional horror.
- Your memory for your dead wife.
- Goodness.
- Fate.
- Another main character.

Your Master doesn't necessarily have to be aware that they are your Master, nor do they have to be comfortable that you view the relationship like that.

Your **Role** is what you mean to your master, you might be:

- The fool who wields them.
- A favorite goon.
- A loyal knight.
- A helpless puppet.
- The scientist who studies them.
- Her devoted husband.
- Its thrall.
- Its amoral enforcer.
- Their best friend.

Choosing Your Failing

Your failing is what stops you from living up to your role, from living up to what your Master sees in you or wants you to be. Your failing might be:

- Having free will.
- Disloyalty.
- Morals.
- Mercy.
- Asking Questions.
- Cowardice.
- Love.
- Having a life.

Choosing Your Truths

Your truths are facts and qualities about you that make you valuable to your master. They are what make you *matter*. They are usually good things such as:

- Quantum Scientist.
- Loyal.
- Swordmaster
- Sorcerer.
- Kind
- Sly.
- Chosen By Fate.
- Fastest Kid In School.

- Brave
- Beloved Brother.

But they can also be bad or neutral things like:

- Useful idiot.
- Lonely.
- Total Pushover.

You begin this arc with at minimum 2 truths, and you should probably have 3 by time you reach arc 2. These Truths will occasionally be implemented as Superior Skills, so there is an underlying (something you are) to these truths even if they aren't immediately obvious.

Powers

Tether Of Service

Type: Miraculous Action [with free Strike = Arc level]

Cost: 0 MP

You can invoke Tether Of Service at any time to have a telepathic “phone call” with your Master. Your Master often appearing to you as a hallucination during that time for the length of the “call”. If your master is a Force, it takes on a form that it feels would be most convincing to you.

Your Master can also invoke this ability on their own, with or without your permission.

Your master can end this call at any time with 0 MP cost, if you want to end the call early you must spend 2MP.

In addition, you may take a free level 2 connection perk representing your bond with your Master.

Examples

- Your empress projects herself into your mind to give you your orders.
- Your Master, another student in your second period class who you got really attached to, calls upon your soul to ask if you want to go bowling.
- In a moment of weakness, you hallucinate your dead wife mocking you for your failure to save her.
- Feeling lonely, you reach out to your Dark Lord wishing for company.
- As a servant of Goodness, an angel descends into your mind to prevent you from committing a wicked act.
- Your beloved sister is having a hard time opening the pickle jar and commands you to assist her.

Loyalty

Type: Level 2 Bond

Your existence is tied up with your master on a fundamental level. This bond represents the fundamental, metaphysical ties that bind you together with your master.

- Invoke **Loyalty** when acting in service of your master requires you to beat an obstacle or win a conflict, add (2) to your intention level.
- Invoke **Loyalty** while performing miraculous actions in service of your master to add (2) to your Strike. Strike from a Bond doesn't add to Strike from other Bonds, but it does add to Strike from MP and Strike intrinsic to a miracle.
- When serving your master gets you in trouble or otherwise hurts you the HG can invoke **Loyalty** and give you up to 2 will or mp.
- As long as you are serving your master your **Loyalty** allows you to operate without food, sleep, water or even air. It will suck, but isn't it worth it, for them?

Examples

- Under your masters orders, you brave the trial that is going to the store to buy milk and eggs WITHOUT BUYING ANYTHING ELSE.
- Get a little bit MP or Will to help you win a fight against a mythical monster your Master decided they want the head of on a whim.
- March for days on end without food, water or sleep to deliver a message for your Master.

What They Need(Arc 1+)

Type: Chthonic Action

Cost(Arc 1):

2 MP- Enforce a truth as a superior skill.

Cost(Arc 2+):

1 MP- Enforce a truth as a superior skill.

You are a tool. Your master needs you to be able to do what you say you can do, to be what they think you are. By invoking What They Need alongside one of your Truths, you can gain that truth as a Superior Skill of an equal level to your arc level for the rest of the chapter. Even if the skill would not normally be superior(Such as Superior Magician) or if it would not traditionally be a good thing (Such as Superior Fool) it takes a form that is both inhumanly effective and assists you in achieving your goals. A Superior Magician may gain an uncanny level of control over human perception while a Superior Fools gains a supernaturally powerful tendency to fail forward through their problems.

Talented Servant. You'll gain access to a third Truth at Arc 2 and a fourth at Arc 4. You may buy up to one more Truth at any point, whether that's at the instant you attain Arc 1 or a long time after you reach Arc 5, as the reward for a 35+ XP quest. If one of your Truths becomes dated, you may spend a Recharge Token to replace it with something new.

Further Examples

- As a dark knight gain **Superior Swordmaster** to effortlessly parry bullets and cleave through crowds of enemies.
- Embody your truth that you are a Total Pushover to gain **Superior Total Pushover** allowing you to... somehow benefit from fawning anytime someone challenges you, ending up in a better situation when you allow yourself to get kidnapped or reveal secret information.
- Empower the Truth that you are sly to gain **Superior Sly**, an inhumanely powerful cleverness.
- Call upon your Truth that you are the fastest kid at School to gain **Superior Fastest Kid At School** and win the big race.
- Your Master values you highly for your magical abilities, but they are often too high effort to pull off in the midst of combat, so you give yourself **Superior Sorcerer** to throw around basic combat magic as if it was something in your very nature.
- Give yourself **Superior Quantum Scientist** to pull off unrealistic, physics defying nonsense like teleportation to better assist the monster whispering to you from beyond the veil.

What They Need(Powered Up!) (Arc 2+)

Type: Miraculous Action [with free Strike = Arc level]

Cost:

2 MP at arc 2

1 MP at arc 3

Nothing, not even divine powers of destiny and metaphor, can prevent you from doing what must be done. When acting in accordance with your role or one or more of your truths of your truths, you can invoke **What They Need(Powered Up)** to grant the following benefits to a mundane action:

- In a contest with miraculous actions, the action does not automatically lose. Instead they use What They Need(Powered Up!)'s miracle level and strike.
- It ignores all obstacles that would be imposed upon it, including by the world itself or by your own body not being capable of the task.

Examples

- Enforce your truth that you are a Swordmaster to sever a miraculous Kaiju's breath weapon in half.
- Act in your role as a Beloved Brother to shield your sister from the World Breaker's Hand.

- Enforce your truth that you are Brave to overcome an obstacle related to supernatural terror.
- Act to protect the Empress as her royal guard despite having most of the bones in your body shattered and your arm completely missing.

Intervene(Arc 1+)

Type: Chthonic Action

Cost: Up to 5MP

When your Master is in trouble in any way, they can call you to defend them. This causes you to instantly, dramatically appear when and where they need you the most to deal with threats to them. “Trouble” and “Threats” can be physical, but they can just as easily be an interruption to their schemes or, if they are more of an ephemeral force, something that acts in direct defiance of them.

When they do this, you can spend up to 5MP. For each MP you spend, add 1 Strike to all mundane and miraculous actions for the rest of the chapter used to deal with what your Master summoned you to deal with.

Examples

- Appear just in time to parry an assassin’s arrow before it reaches your master’s heart.
- Be pulled by the strings of fate to slay a time traveler violating destiny.
- As a group of spunky teens are about to disrupt your Master's scheme, you appear to interrupt them.

Aura Of Menace(Arc 1+)

Type: Miraculous Action

Cost:

1 MP- Invoke Aura Of Menace the first time in a chapter

3 MP- Invoke Aura Of Menace a second or further time in a chapter.

Aura Of Menace creates an obstacle equal to your arc level to interact with you or for bystanders to interfere with whatever you are trying to do for the rest of the scene. During this time you also have a +1 tool bonus and 1 edge on actions to intimidate others, and you face no obstacle for doing so without saying anything or actively demonstrating a reason to be afraid of you.

Your master is immune to the effects of aura of menace.

Examples

- Chase someone through the streets without any passerby trying to stop you.

- Project a sinister presence so people will leave you alone and you can cry in peace.
- Frighten someone into running away just by looking at them and smiling.

A Favor(Arc 1+)

Type: Chthonic Action

Cost:

2 MP- Invoke A Favor the first time in a story.

Take a Deadly wound-For each additional time you invoke A Favor.

Never a gift, never a gift, but always the opportunity for a favor. You can invoke **A Favor** to request material aid from your Master. Each Master has 3-5 distinct ways to grant their favor you can choose from, determined by the HG when you reach arc 1. These can include, but are not limited to:

- A single level 3 Trait perk.
- A powerful accessory from your master that confers a +2 tool bonus.
- The Service of a powerful entity loyal to your master.
- Command of a squad of 10-20 disposable grunts with 1 distinct superior or magical skill at level 2.
- Or another similarly powerful effect, at the HGs discretion.

You maintain control of this favor for at least the remainder of the story, at which point your Master can choose to revoke it at any time, usually when you request another favor or as a punishment for somehow failing them.

Examples

- The extra-dimensional horror you serve bestows you with powerful spacial warping magic, but reserves the right to revoke your powers.
- Beseeching your empress to help you plan her birthday party, she gifts you a squad of funny henchmen that are pretty good at clowning around.
- Praying to Goodness for intervention, it bestows you with an Affliction that evil burns away in your presence.
- You ask your Master if you could borrow their pencil for a test, but having already used A Favor in this story you take a Deadly wound, much to their terrified concern.

Vicarious Excision(Arc 2+)

Type: Miraculous Action

Cost(Arc 2-3):

2MP the first time you do it in a chapter

+2MP each further time you do it in a chapter.

Cost(Arc 4+):

0MP the first time you do it in a chapter
+2MP each further time you do it in a chapter.

There is a poison in your heart, it eats away at your loyalty, it eats away at what makes you *you*. You see it everywhere, you see it in everyone, and they don't even care. You can invoke **Vicarious Excision** to utterly obliterate any trace of your Flaw in a person or object.

You cannot use this miracle on yourself.

Examples

- As the Death Knight of a Lich with the critical Flaw of Not Being Dead, you can stop the hearts of your kindred in life.
- As the servant of a rogue superintelligence whose Flaw is your Free Will, you can turn people into unthinking machines.
- As the cowardly squire of a great hero, you can annihilate the fear of your master's fellow knights driving them to great victories.

Conscription(Arc 2+)

Type: Miraculous Action, Bleak

Cost:

3 MP at Arc 2

2 MP at Arc 3+

You can't do this alone anymore. This miracle can give something, or someone, to the power of your Master. Forever binding them to the same fate you have submitted to, and giving you authority over them. This miracle has the following effects:

- If the target is a character your master assigns them a "Role" within their plans and gives them a level 2 superior skill to help with that role.
- If the target is not a character, the target is assigned a Role in the same fashion, but instead of gaining a level 2 superior skill it instead becomes a +1 tool for the purposes of fulfilling its role.
- Their aesthetic changes to be more in line with you, your master, or both.
- You and your Master do not face an obstacle for commanding, intimidating, operating or otherwise manipulating the target.

This miracle's effects can be broken at any time by someone else taking a serious wound on the target's behalf, even without the explicit purpose of ending the miracle.

Examples

- Isolated from your allies and facing a powerful evil, you Conscript some helpless bystanders to serve Hope as you do.
- Growing tired of a hero who keeps bothering your Dark Lord, you corrupt them to serve your Master.
- Desiring a more fantastical sword, you Conscript it and your master assigns it the role of “The Blade Of My Champion”.

Cataclysmic Introspection(Arc 3+)

Type: Chthonic Action, Unreal

Cost: 2mp, 1 Health Level

Sometimes it is all just too much.

But when you break.

So does the world.

Invoke this miracle and choose either your flaw or an Issue you have at least one point in. The scene around you viscerally shifts to reflect your perspective on that flaw or issue, experiencing massive aesthetic changes and becoming horrifying and dreamlike, these aesthetic changes are Unreal but follow you wherever you go. For the remainder of the chapter, replace the region properties of every scene you are in with 3 properties based on the Flaw or Issue you invoked when you activated this miracle. Optionally, you can instead have this effect last until the Wound heals or you get some serious help.

Examples

- Contemplating your Flaw of love, the world around you decays into a surreal, Valentine’s day hellscape with bloody clouds and visceral organic imagery that has the region properties “Emotion Erodes People’s Convictions”, “You can’t handle it anymore” and “Blood Is Catharsis Enough”.
- As you lash out at someone due to your Isolation Issue, the scene becomes abstract, as if occurring in a white void, this void has the region properties “I am so far away”, “I wish people would stop bothering me”, and “You are in danger”.
- As you panic about your Hollow Issue, the world begins to look as if it were doodled on scrap paper with a graphite pencil and has the region properties “Nothing Is Real”, “Nothing Matters” and “Nothing Can Hurt You”.

A Promise Made, A Promise Kept(Arc 3+)

Type: Chthonic Action

Cost:

0MP the first time you invoke it each chapter

1MP for each time beyond the first.

Your existence as a creature of obligation and loyalty begins to extend beyond just your master. Whenever you say that you will do something for someone else you may invoke **A Promise Made, A Promise Kept** and Seal that promise. While a promise is sealed this way it becomes a level 3 bond on your character sheet you can use for the purposes of fulfilling it. If it would ever become impossible to fulfill your promise, or you do something that would actively go against your promise, you take a Deadly Wound.

You may have up to your Arc level in promises Sealed and turned into bonds. If you fulfill a promise you made this way, it instantly becomes unsealed, allowing you to seal more promises in its place.

Examples

- You vow that you will always protect your friends and Seal it with a bond. When eventually one of them comes to harm because you weren't fast enough, you take a deadly wound.
- You promise to your master that you will slay their enemies, gaining a powerful bond for doing so even when they didn't explicitly ask.
- A child asks you to help them with their homework, you seal the promise just so that you will remember to do so later.

Your Wish Is My Command(Arc 4+)

Type: Imperial Miracle

Cost:

0MP the first time it is invoked in a book

4MP each further time it is invoked.

2MP each further time it is invoked if you are Arc 5.

You can't fail them, no matter how insane their request is, you cannot fail them. When your Master asks you to do something, you can Invoke **Your Wish Is My Command** and transform that command into an Imperial Miracle phrased as "I will do [What My Master Commanded]".

You will accomplish whatever they asked for in a fashion that aligns with your role, using abilities that align with your Truths.

Examples

- Your master(Your five year old son) wishes he could go to the amusement park but it is raining out. You console the sky with your **Kind** truth to make it stop crying.
- The ancient evil you serve wishes it could be unleashed into the world, as its archpriest you conduct a ritual that breaks its seals.
- Your partner vents to you about how sometimes they wish that their father was dead, you know what you have to do.

Liberation(Arc 5+)

Type: Chthonic Action

Cost:

1 Divine Health Level and 1 Recharge Token

You can take a ritual wound and invoke **Liberation** to rip yourself away from your Master and become your own person, at least for a while. This process takes around 10 minutes, once it is complete, the wound has the following effects instead of the normal effects of a deadly wound:

- You are considered your own master for the purposes of effects that refer to your Master. This allows you to teleport yourself to any perceived threat using **Intervene**, grant your own wishes using Your **Wish Is My Command**, or control the role given by **Conscription**.
- All of your favors are automatically revoked.
- You cannot use your Loyalty bond, nor can you invoke A Favor. Instead gain two level 5 Bonds of your own design to represent your new power and independence.

The ritual wound you take to invoke Liberation will not heal on its own, if you wish to you can undertake a 15xp quest to heal this wound. Upon the completion of the Quest you can choose a new master, or a previous one if you wish. Change your role, truths and failing as appropriate to reflect the new relationship you have centered yourself around.

Examples

- Rip out your heart so that your empress no longer has a hold over you. Gaining the Bonds "Heartless" and "I am an enemy of the crown."
- Forsake the artifact that ensnared your soul, gaining the bonds "I will never be controlled again" and "My soul is scorched by unholy fire".
- Embrace life to rebel against your lich king, gaining the bonds "I evade the embrace of death" and "The darkness seeks me out".

Numb Red: Creature Of Darkness

Numb Gold: Legacy