

Casisto (Prestige Option)

Access to becoming a Casisto depends on the type of creature involved, many options can be transmitted via bites or blood but regardless of how someone gains access to Casisto they are not truly a member until they undergo the appropriate Ritual. The specifics of the Ritual vary from species to species but each requires a voluntary participation to complete the transformation and truly become a Casisto.

Performing the Ritual allows you to choose **two abilities and one disability** from the **Basic Casisto Tier**; they also gain all Core Features (which includes their **Species & Bloodline**.) **Intermediate and Advanced** rituals grant the character **one chosen feature** from the corresponding tier and they may purchase **up to two more features** per tier. Additionally they choose **another disability** from the attained tier or lower. Whenever you would choose an ability or disadvantage you may choose one that is unique to your **Species or Bloodline** instead of a generic one.

Progression requires going from tier to tier, so one must first perform the Basic, then Intermediate, and finally Advanced form of the Ritual sequentially.

Casisto Ritual

The ritual takes 1 day to perform, but each tier of Casisto has different basic requirements determined by the **Species**. Regardless of **Species**, the Ritual costs 1,000gp at **Basic**, 2,000gp at **Intermediate**, and 3,000gp at **Advanced**.

Vampire

Basic: 3 ranks of Blood Magic or Bite skill. Must also be a Basic Undead or better.

Intermediate: 8 ranks of Blood Magic or Bite skill. Must also be a Basic Undead or better.

Advanced: 12 ranks of Blood Magic or Bite skill. Must also be an Intermediate Undead or better.

Werebeast

Basic: 6 ranks in a natural weapon skill

Intermediate: 9 ranks in a natural weapon skill

Advanced: 12 ranks in a natural weapon skill

Casisto Core Features

Most of the features afforded by a Casisto are provided by the species but becoming a Casisto has some benefits shared across all Species (unless otherwise specified.)

- Aging is stopped or slowed to an extreme extent (can no longer die of old age)
- Gain 1 Rank of *Resist Poison*, *Resist Disease*, and *Resist Pain*. These stack with any existing ranks.
- Gain 1 Rank of *Enhanced Hearing*, *Enhanced Smell*, and *Enhanced Vision*. These stack with any existing ranks.
- Gain *Weakened by Hunters* and *Damaged by Hunter Weapons*

- Hunters are anyone who has **committed themselves** to a study (6+ ranks or the equivalent in EXP) of a skill, spell list, etc. that is **naturally opposed** to your **Species**. Hunters may generalize against all Casisto but require twice the ranks or equivalent experience.
- Any weapon, mark, or substance a Hunter uses which they hold a **genuine belief** to be effective against your kind **is as effective as they imagine it to be** - it qualifies as a "Hunter Weapon". Contact with a Hunter Weapon, of any nature, causes 1d6 Pure damage per round or, if a weapon, additional damage per strike (this damage exceeds normal caps.)
- Can identify other Casisto by sense, you know their **Species and Tier** automatically
 - If you share a **Species** you also know whether they have the **same Bloodline or not**, if they are a Tier or more below you then you know their **specific Bloodline**.
- Gain access to a Shift, Shifts are an alternate form that has its own rules (detailed later)

Shifting

All Casisto are able to access a more monstrous form, unlike other creatures their base form does not usually change much and reveal their nature but there is much less doubt in their **Shifted state**; this state is known as the **Sangita**. The appearance and many of the benefits vary among **Species and Bloodlines** but there are some commonalities.

- **Shifting** is a **1/5th action** in combat and requires **1 minute** outside of combat.
 - You can shift **HEA/4** times per day, in either fashion.
- **Sangita** lasts up to 1 minute within combat and up to 1 hour outside of combat
 - You may end Sangita early with the same time/action cost as entering it
 - Sangita forcibly ends when you would run out of DP or be slain in this form, you instead revert to base form and are unconscious for 1 minute.
- **Sangita** shares **all of your basic features** except those unique to it, **you do not lose access** to any features or abilities as a Sangita unless otherwise specified (ex. Werewolves who Shift can still talk, use their skills, etc.) with the following exceptions/rules...
 - DP in Base and Sangita are separate, Sangita has 25% of your DP pool +25% per Ritual tier (ex. 50% at Basic, 75% at Intermediate, and 100% at Advanced.)
 - **Sangita** DP recovers only when you rest Shifted, when resting you must choose which form is recovering DP. Healing effects are similarly divided, if a spell would heal you it default applies to your current form unless the caster specifies differently.
 - **Magical effects with a duration** which are still applicable **carry over** when **Shifting** or **Shifted**, if the effect is not applicable it is **suspended** (duration halted) until you **Shift** again at which point it resumes as normal if possible.
- **Sangita** may have effects or abilities specifically applied to it, instead of your base form. Whenever you would gain an applicable effect/ability you may choose to instead apply it only to yourself when Shifted (this commonly applies to Mutates.) Some effects may be excluded or may be required to be applied to one form or another (GM discretion.)

- If an existing character has access to a Shift form (typically by magic item), you may work with the item creator and appropriate club leadership (ie. Approvals) to merge the abilities of your Shift form magic items into your Sangita - you cannot do it the other way around.

Casisto Features

Features offer abilities which change how you function as a Casisto, either bringing new complications or bringing strange new abilities. When you perform the Casisto Ritual you gain access to the features appropriate to that level and may, as part of the ritual, acquire an advantage feature and 1 more advantage feature per disadvantage feature you take (up to 3 advantages and 2 disadvantages); you must be able to pay the entire cost of these changes or must make a choice which you can afford when you perform the ritual - if no advantage is affordable, you cannot perform the ritual.

This process is repeated for every ritual tier, with the caveat that you may change decisions made at previous tiers including quantities as long as you remain able to pay for all changes, at that time (ex. If you perform the Intermediate ritual and initially took 1 Advantage at Basic, you could choose to take 2 and 1 Disadvantage now if you can afford it.)

Basic Features

Primal Sparking (Disadvantage - 900XP)

Whenever you enter a new community or group of people, roll 1d100, on a 90 or better - you spark a latent, primal, drive in someone* who can see you to become a Hunter of your kind. For the duration of the session, they are a Hunter and anything they use against you is a Hunter's Weapon.

**GMs are encouraged to choose the most disadvantageous person for this to happen to*

Beastial Aura (Disadvantage - 3000XP)

It becomes one die harder to positively interact with non-Casisto who are naturally off put by your mere presence. This becomes two dice while Shifted.

Thumbless - Sangita (Disadvantage - 2800XP)

While Shifted you lose access to any weapons or weapon skills that are not unarmed/natural and cannot manipulate objects precisely that are not designed for animal use.

Sangita Resistance - Sangita (Disadvantage - 1200XP)

While Shifted, when you would voluntarily Shift back to base form you must roll PWR v WIL and on a failure, you do not Shift and must remain in Sangita for its duration as your bestial aspect refuses containment.

Unsociable Beast (Disadvantage - 600XP)

You cannot Shift outside of combat without a successful PWR v WIL check, on failure you cannot Shift outside of combat for the day.

Elder Clanmate (Advantage - 2500XP)

When you would critically hit a member of your Species and Bloodline, you may maximize the

damage of any dice rolled to determine damage this way and if you do - the target cannot be reduced to less than 1 DP by this effect.

Life Diet (Advantage - 1800XP)

You may substitute any dietary requirement with the consumption of a living creature's life force, eating this way also satisfies any normal feeding requirements such as daily food, water, etc. but requires the loss of an amount of the target's DP equal to ½ your maximum base (non-Sangita) DP.

Dreamfield (Advantage - 1200XP)

When you rest, you may apply the benefits of your rest to your Sangita without resting Shifted.

Easy Shift (Advantage - 2400XP)

You may Shift an unlimited number of times per day outside of combat and it occurs within a combat round (4 seconds.)

Unruly Soul (Advantage - 900XP)

You are not considered any type of animal for the purposes of Divine spell effects in your base form, in Sangita you are considered a land animal or sea animal depending on your species and bloodline (GM call.)

Bloodclaw - Sangita (Advantage - 3200XP)

When you deal unarmed melee damage, you restore DP to your base form based on the damage dice, per die - d6 heal 1 DP, d8 heal 2 DP, d12 heals 3 DP, and d20 or larger heals 5 DP. This effect is in addition to any other healing effects.

Create Amphora (Advantage - 2200XP)

You may create a store of prey food in the form of a magical substance known as an Amphora. Amphora take the form of any desired food or beverage, including an appropriate container, but always tastes like blood and raw meat (what they are made from.) The nature of this magical substance is at odds with the humanity of Hunters; they can always identify an Amphora's true nature and are repulsed by it.

Once per session, at the beginning of the session, roll 1d6 and record that value as your number of available Amphora for this session. You may consume an Amphora to be considered 'fed' for a day (Amphora meets any and all creature ability based dietary needs which do not have an associated monetary value.) You may consume an Amphora during combat as a fifth, if you do you instead gain 1d6 DP.

Intermediate Features

Detectable Presence (Disadvantage - 1200XP)

Hunters take a die off to find you in **any fashion**, add a die each time you **Shift** until a Hunter finds you (ex. If you Shift twice, a Hunter asking at the bar about you takes three dice off to get

the bartender to tell her you're sleeping upstairs but they would also take three dice off to follow your trail into town.)

Limited Shift (Disadvantage - 2200XP)

You gain the Impulse of another bloodline and can only Shift when you activate one of your Impulses successfully, you cannot voluntarily Shift at any other time (effects can still force you to Shift.)

Pack Shift (Disadvantage - 1800XP)

You may only Shift in combat or when another Casisto shifts.

Sangita Refusal - Sangita (Disadvantage - 2400XP)

While Shifted, you cannot voluntarily Shift back to base and must spend the entire duration in Sangita as your bestial side takes over.

People Hating Beast (Disadvantage - 1200XP)

You cannot Shift outside of combat, if forced to do so you must Shift back at your earliest safe opportunity unless a combat has started - in which case you may remain Shifted until it ends.

Elder Kinsmen (Advantage - 3000XP)

When you would critically hit a member of your Species, you may maximize the damage of any dice rolled to determine damage this way and if you do - the target cannot be reduced to less than 1 DP by this effect.

Twin-Sleep (Advantage - 1900XP)

When you rest, both your base form and your Sangita receive the benefits if you rest in Sangita. If you also possess the *Dreamfield* feature, you may rest in either form to receive the benefit.

Spellhide - Sangita (Advantage - 2100XP)

When you Shift, you may target any effects on your person with Revocate 3 (6 if you know Revocate at 3 or higher) in an attempt to break or remove them - you roll once and check it against the average value of all effects to determine if they break rather than rolling for each.

Safe Shift - Sangita (Advantage - 3200XP)

You may Shift as a free action, once per combat, and if you do you may not Shift again until combat ends.

Bestial Amphora (Advantage - 2800XP)

Requires Create Amphora. When you consume an Amphora in combat, you may consume any number of Amphora at once and if you are not already in Sangita you may Shift as part of the consumption and add the healed DP to your Sangita form. Once per day, while performing this Shift, you may make a free simple attack against a Hunter within your reach

Amphora Armor (Advantage - 2600XP)

When you consume an Amphora in combat, you may consume any number of Amphora at once and if this would cause you to overheal you may instead apply the excess DP as temporary DP. If you also possess *Beastial Amphora*, you may apply excess DP to heal your Sangita and if both pools would overheal - split temporary DP as you wish between both forms.

Amphora Bomb (Advantage - 2400XP)

Requires Create Amphora. You may spend an Amphora to throw it as a volatile projectile at an opponent, this requires your fifth to 'prime' it and then you may spend an action at any point after priming to throw it as a ranged weapon attack (this attack uses your highest attack bonus of any type) which deals 3d6 magical damage in a 30' radius; this damage is increased to 5d6 against Hunters.

Amphora Caster (Advantage - 2200XP)

Requires Create Amphora. You may spend an Amphora as part of casting a spell, if that spell targets or includes a Hunter within its area or available targets - the Hunter makes check at one die more and takes an additional die of damage from any source the spell causes, each time it would cause it (ex. Fireball adds this extra damage die once but continual effects would add it every round they did damage.)

Bloodless Oath (Advantage - 1800XP)

Requires Life Diet. You may consume the life force of plants, fungi, constructs, etc. or any other type of life, provided it is non-sapient, which allows you a more ethical route to existence. If you have Create Amphora, your Amphora may be created from such life forces (commonly Oorn.)

Advanced Features

Hunter's Prey (Disadvantage - 2200XP)

Whenever a Hunter uses a Hunter's Weapon against you, all damage it deals is Pure damage and if it does not naturally deal damage it applies 2d6 Pure damage per strike or per round (instead of 1d6.)

Diet of Hunters (Disadvantage - 2800XP)

You have a dietary requirement that cannot be fulfilled by any magical ability and can only be fulfilled by eating a Hunter once a month. Failure to do so deprives you of all Casisto benefits (you are treated as not having any ranks, features, abilities, etc.) until you do so.

Chained Shift (Disadvantage - 2800XP)

You gain the Impulse of another bloodline and can only Shift when you activate one of your Impulses successfully while having the other already met, you cannot voluntarily Shift at any other time (effects can still force you to Shift.)

Skin Shift (Disadvantage - 2200XP)

You cannot Shift without donning a suit, ritual garb, false skin, etc. which takes a full minute to put on.

Elder Beast (Advantage - 5000XP)

When you would critically hit a member of any Casisto-viable species, you may maximize the damage of any dice rolled to determine damage this way and if you do - the target cannot be reduced to less than 1 DP by this effect.

Dreamwalker (Advantage - 2900XP)

When you are not using your base or Sangita, that form is considered resting and recovering as though it were resting until used - at which point the rest for that form ceases and begins with the other form. Intervals shorter than an hour are not counted for rest this way. If you also possess the *Twin-Sleep* feature then instead both forms are always resting, unless in combat, for the purposes of recovery or other effects and you no longer require a standard rest.

Spellscale - Sangita (Advantage - 3800XP)

When you Shift, you may target any effects on your person with Revocate 6 (8 if you know Revocate at 6 or higher) in an attempt to break or remove them - you roll once and check it against the average value of all effects to determine if they break rather than rolling for each. If you also possess the *Spellhide* feature then you instead Revocate at 8 (10 if you know Revocate at 8 or higher)

Goreclaw - Base (Advantage - 6200XP)

When you deal unarmed melee damage, you restore DP to your Sangita based on the damage dice, per die - d6 heal 3 DP, d8 heal 4 DP, d12 heals 6 DP, and d20 or larger heals 10 DP. This effect is in addition to any other healing effects.

Amphora Devastator (Advantage - 3500XP)

Requires Create Amphora. You may spend all of your available Amphora at once as a full round action and consume them to fire off a viscera projectile that erupts into an explosion of blood and gore at the target location - choose a spot within 120' LOS and everything within a 60' burst of that point must make a 5d6 v AGI to halve (Hunters must make a 6d6 instead) Xd6 damage (where X is the number of consumed Amphora + 3d6); Hunters who fail the AGI check take a minimum of half damage, ignoring any effects that would reduce it further.

Species & Bloodlines

When you become a Casisto you must choose a Species and then a Bloodline from that Species, typically the one that you were exposed to begin this process (ex. If you were bitten by a Vampire you would usually become a Vampire.) Crossbreeds are typically the result of a natural lycanthrope, vampire, etc. choosing to ascend into a Casisto and voluntarily adopting powers outside of the natural ability. Beyond choosing, you must also be able to meet the minimum requirements of the Ritual to become that Species and then must meet the requirements of at least one Bloodline within the chosen Species (ex. if you qualify to become a Vampire but do not qualify for any of the Bloodlines, you cannot become a Vampire.)

Species/Bloodlines also grant an Impulse, Impulses are a negative behavior that may be invoked during gameplay when they would cause a **tangible and notable problem** in order to receive their associated benefits. When an Impulse is invoked successfully, you are Awoken (your Casisto blood is awake and powerful) which can modify other effects as long as you remain Awoken - this state persists for the duration of combat or one hour, whichever comes first. If you would act on your Impulse while you are always Awoken, you gain no additional benefit and you cannot "bank" the status for later.

Bloodlines also function like a Rogue's Creed, you must meet the requirements to purchase Tiers in your Bloodline (which are different from your Casisto Tiers via Ritual) and pay the experience cost - your Bloodline is always base cost. You may Attune into another Bloodline but you cannot otherwise purchase it, you must be a Casisto to Attune into a Bloodline and it instead becomes available to you at double cost (rather than base cost) due to the multiple layers of complexity involved in modifying the body, mind, and soul to accept another Bloodline.

Vampires

Jaern and its multiversal cousins have long held many species of vampire, to include the infamous Hirudo, which have become unified by the Casisto emerging from their ranks. While some species may have more cordial relationships between their members, the Vampire Casisto is accepted simply because they are strong enough to make opposition difficult - most Bloodlines hold bitter grudges against one another due to centuries of predation and conflict. Even common enemies or matters of survival do not calm these issues and Casisto have become living safeguards for many bloodlines that refuse to embrace the Ritual or refuse to put grudges aside to be a part of this new community.

Most Vampires feed on life force, in some way, and as this is typically harmful to sentient creatures there is a movement within the Casisto of this type to move onto a more ethical, sustainable, source of life force. In times past, Hirudo would feed on the Oorn native to Jaern and in times current, adherents to the Bloodless Oath choose to cultivate and consume these coral-like creatures instead of other creatures.

Impulse - Family Feud

You may invoke this impulse whenever you engage with another Vampire in a way that is harmful to your own goals such as insulting a ferryman you need to cross a lake.

Sangita - The Arterial

Vampires who Shift typically manifest improved agility and magical force, sprouting vestigial batwings and pronounced fangs. If you are Shifted and Awoken, you inflict an additional 2 damage (uncapped) to any target you can feed on, or eat, and influence.

Bloodlines (Vampire)

As of the time of writing, Vampires have access to the following Bloodlines...

1. Chaos Strider
2. The Blackleaf
3. Taru Nocal
4. Neterborn

...which are detailed below.

Chaos Strider

Base Cost: 2500 | Attribute: INT | Background: Casisto

You possess the traditional power of what was once known as a Hirudo, drawing strength from centuries of selective blood manipulation and religious fervor. You are interwoven with the faithful of Rudri, though the limitations of faith have been broken recently allowing the bloodline to walk free and sow chaos and destruction for their own sake. Striders are not the only members of the former Hirudo species, but they consider themselves the purest variety and are the least likely to be offended by the term.

Voluntarily entering into this bloodline is commonly anathema to non-Rudri Priesthoods as it functions to alter worship and divine magic, consult the appropriate GM for information about your god and priesthood before entering into this bloodline.

Impulse - Break

You may willingly, publically, break the law or go against an agent of it. Your statements or actions must be overt and known to at least one person responsible for maintaining or enforcing the law you are breaking.

Awoken - Twist Magic

When you are the target of a spell or spell-like effect, you may cast (for free as a reaction) *Revocate* (for this effect, Divine Revocate may be used against any magical effect) against that spell by paying the normal unit cost x 2; if you succeed then you may replace the countered effect with another spell as though you had cast *Minor Other* (you may choose to accept or reject the effect once it is known to you, if you reject it the spell you Revocated is still negated.) If you could cast *Minor Other* normally, this is considered as casting the spell for other spell effects (ex. *Chaos Student*) otherwise it is not.

Tier 1: Faithful (I), Red Shadow (I), Harmful Presence (I)

Tier 2: Faithful (II), Harmful Presence (II)

Tier 3: Red Shadow (II), Harmful Presence (III)

Faithful

If you are a Rudrite, you may substitute the need to “bask in darkness” for Encure with any other act of worship - traditionally the spreading of chaos, destruction of law, or the drinking of blood. As this is typically part of your basic nature, you are constantly regenerating DU - if you are a Rudrite, you regenerate DU at a rate of WIL/4 per hour.

If you are not a Rudrite, you may choose a Rudri list to purchase as though you were a Rudrite (as per *Attune*.) If your actions and words cease to spread chaos you may lose access to the DP regeneration as well as this granted list (GM discretion.)

(II) You instead regenerate WIL/4 per minute DU, if you are not a Rudrite you begin to infuse your own religious practices into the depths of chaos and regenerate WIL/4 DU per hour regardless of priesthood.

Red Shadow

You are the true originator and developer of dark magics across Jaern and you make sure everyone else knows it; whenever a spell from Shadow Magics or any effect that involves shadows or darkness (GM call) is cast within your LOS by a caster other than you, you may choose to Permit or Refuse it. Whichever mode you choose can be resisted with a 4d6 v PWR check, increased to 5d6 if the spell affects or targets you.

While using this ability, your shadow’s eyes become red.

Permit: You grant the spell permission to continue and your blessing, granting it a free finesse (if it is already fully finessed, return 1 unit to the caster.)

Refuse: You refuse the magic in unworthy hands and increase its unit cost by 1d4, if it exceeds that caster’s per round limit then the spell is negated.

(II) You may also apply this effect to Blood Magic and similarly related effects (GM call.)

Harmful Presence

Your touch and mere presence carries the erosive effects of the Dusphara, as well as the intoxicating influence of unbridled chaos, allowing you to harm in a unique fashion. This mystical erosion does not cause pain and is not immediately perceptible to the victim, a target can die from this not ever knowing they were in the process of rapid decay, making it a useful tool for covert death-dealing. Contact, incidental contact, or simply being within contact distance of you (roughly 5ft) causes this eroding harm.

You may, as part of a social check or conversation with a target 1 minute or longer weave in

your erosion effects - you may choose to remove any number of dice from your total dice for this check to convert them into damage, if you still succeed in the check you get your normal success result and also harm the target without their knowledge; if you fail the check, you get neither benefit.

Awareness of the harm applied by this effect requires supernatural assistance to detect, considered a rank 3 (5 at II, 7 at III) effect for detection purposes.

(II) Dice converted into damage are increased to 1d8.

(III) If you fail the check, you still apply half damage to the target and they are still unaware of it.

The Blackleaf

Base Cost: 2500 | *Attribute:* PWR | *Background:* Casisto

You descend from the Trigona Sanguilo and are imbued with an innate command over venomous plants, allowing your own strain to take root in your heart. As another branching of the Hirudo species, you are naturally at odds with Striders who consider your development to be “impure” although other Casisto are less concerned. While a capable caster, your social skills are likely less polished and this may lead to complications that your toxins cannot always resolve.

Impulse - Unsubtle

You may declare (at minimum, though you may include more) who you are, that you are a Vampire, and some clearly ill intention such as saying “I am Steve Ramslayer III from the Bloodless Sanguilo and I am here to put your head on a pike.”

Awoken - Heart of Venom

You have unlimited Charges of any creature ability you possess that uses Acid or Blight damage.

Tier 1: Dweller (I), Deliver Spell (I), Venom Blossom (I)

Tier 2: Dweller (II), Venom Blossom (II)

Tier 3: Deliver Spell (II), Venom Blossom (III)

Dweller

You are not more susceptible to the harm of sun rays but you are drawn much more into shadows and darkness than your peers. While in complete darkness during a rest, you are considered as having eaten or drank an appropriate amount to sustain yourself for that day as the shadows are metabolized like sunlight by your arboreal nature.

(II) You may share this benefit with another person, they must share the same source of complete darkness as you in order to benefit from this effect.

Deliver Spell

You may spend 3 additional units of the spell’s type when casting a spell you know to deliver

that spell with a tendril of darkness (typically a vine), for touch effects you may apply them up to 10' away per unit and for other spells their casting origin is 10' away from you per unit (this shifts the range, LOS, etc. appropriately.) This shadow tendril can move around obstacles or cover to direct spells at targets who would normally be concealed.

(II) Your tendrils share your natural senses allowing you to use them to reach targets who would normally break your LOS. If the tendril exceeds the boundaries of an area that limits or decreases your senses, that effect is temporarily suspended during this spell casting.

Venom Blossom

You may apply poisons to spells that you cast, infusing dark plant matter into the spell that recreates the toxin. Poisoning a spell requires that you fully finesse it and the finessses are used to pay for this effect; the poison is applied to all targets of the spell (you may not exclude targets) and otherwise requires a save and applies as normal - this effect is visually obvious, targets know they are being poisoned.

(II) This effect only requires 2 finessses to apply or fully finessed it becomes concealable such that the target does not know they are being poisoned by the spell you cast if they fail the poison's check and the spell's check (if any.)

(III) If the spell applies damage or another negative effect once per round, you may reattempt to poison targets who were not initially poisoned by your spell each time this effect/damage is repeated up to once per round.

Taru-Nocal

Base Cost: 2500 | Attribute: CSE | Background: Casisto

You are a hunter among hunters, even among Casisto you have lost none of your desire to exceed mere political squabble and territorial disputes and terminate all dealings with violence. A relative latecomer to the rituals and forces of the Casisto, the Taru-Nocal were hoped to have been wiped out and deliberately were excluded from joining this extended family but found their way into the mix anyways. To be Taru-Nocal is to be hated, even by other Casisto, and to find their admonishment to be...charming.

Impulse - Take Your Shot

You may refuse to initiate combat or another type of confrontation without allowing your opponent to prepare themselves or to strike you first. This decision must result in a consequence from the other party taking you up on your offer (ex. You tell a combatant to strike first, they spend their round buffing and you skip your own to allow them to do so.)

Awoken - King of Beasts

Your critical range against Casisto or similar supernatural monsters (GM call) is 2 better. You may activate a unique critical effect against other Casisto, anytime you roll on a critical effect chart against a Casisto you may also choose to force them out of Sangita, force them into Sangita, end their Awoken state, force them to enter Awoken state (even if they could not

normally), or disable a random Feature they possess. Other supernatural creatures are similarly affected in that you can choose to toggle on or off any active effects they have when you critically strike them (GM discretion.)

Tier 1: Mind the Gap (I), Observe Prey (I)

Tier 2: Mind the Gap (II) Observe Prey (II), Redirection (I)

Tier 3: Mind the Gap (III), Redirection (II)

Mind the Gap

You are disdainful of other predators and require them to understand the difference between you, enforcing that difference by easily adapting to their tactics and displaying consistent battlefield awareness. If you've seen the trick before, there's no way they'll catch you with it and every chance you'll make them regret the attempt.

When an opponent uses a skill, feature, spell, or ability which you also possess or have equal or higher ranks in then you increase the check difficulty by 1 die if it includes you as a target (or within its area) and save for full when you would save for half (if you fail the save, you still take half.)

(II) You are considered 'equal or higher' if you are within 3 ranks lower (ex. You are considered equal to someone with 12 Claw skill if you have 9 Claw skill for this effect.)

(III) If you use the same skill, feature, spell, or ability in the following round after this ability triggers it is 1 die easier if you include the activator as a target (or within range) and if they save for half damage, they instead take full damage.

Observe Prey

There are hunters who prefer to take every possible advantage and then there are hunters who don't need them. You may choose to act last in a combat round ("go slow") and if you do, you gain an additional simple attack (this stacks with other sources of simple attacks) against a target that targeted you or harmed you that round.

(II) Your bonus simple attack deals maximized damage against other Casisto or similar targets.

Redirection

You suffer the same troubles with Hunters as other Casisto but you are better prepared for managing them, they are a secondary concern (and secondary preference.) Your nature as a hunter of hunters makes you more tolerable to Hunters who would otherwise pursue you, an unspoken and uneasy truce. Since they prefer other targets, you can easily redirect them.

When a Hunter would discover you and/or your nature, the GM may inform you that a Hunter has found you and you may instead elect to give them information on another suitable target you are aware of (ex. If a Hunter finds you in Ruefang, the GM will tell you and you may tell the GM to direct the Hunter to the vampire lord you found last week instead.) Each discovery can

only be redirected once but it persists until that target has been found and slain (or the Hunter dies in the attempt.)

(II) You may make an opposed Acting check to lie and make up something for the Hunter to pursue besides you, this misdirection lasts up to a day + a day per die you exceed their own result. Afterwards, they will return to your trail and you may use the (I) effect if you have a suitable target.

Neterborn

Base Cost: 2500 | Attribute: PER | Background: Casisto

The Neter seers, vampires whose insights and mysticism enabled them to foretell and endure many a tragedy, were one of the earliest adopters (and theorized discoverers) of the Casisto ritual. Unfortunately, discovery alone is insufficient to tap into the type of powers needed to breach into these types of metamorphic magic - thankfully the residuals of the Apex Hirudo were available to assist Gera Hockmar, under the behest of the deceased White Blood. When the Traditionalists pushed back, bringing the Apex to the brink, they were also brought into the fold and the two formed a new bloodline with the power of the Casisto ritual.

The Neterborn are a family whose blood runs pale white and who hold a strange sway over fate that makes them dangerous foes, though their desire for control can often lead them to grip too tightly and let something dangerous slip. Unlike many Casisto they are the least likely to be found in their Sangita forms, finding them animalistic and unappealing.

Impulse - Grab the Reins

You have a desire to control everything around you and may do so even when you are not the best, or maybe even the worst, equipped to do so. You may invoke this impulse whenever you take the lead on a task or check which you are aware someone is better qualified to do and it costs you.

Awoken - Foretell

You can see the strings of fate, even flowing on the battlefield. You may choose to act last in a combat round and if you do, each of your allies gains a reroll during their turn of up to one die as part of an action they take (reactions such as saves do not qualify.)

Tier 1: Stardust Veins (I), Seer String (I)

Tier 2: Stardust Veins (II), Void Fate

Tier 3: Stardust Veins (III), Seer String (II)

Stardust Veins

Your blood is void white, a blended absence of color that can be used by you to instill a cosmic influence in your magic that burns down to the truth. When you cast a spell you may choose to infuse it with your own blood, paying an amount of DP equal to the total damage die count of the spell as part of casting, and if you do - the spell damage becomes Light or Magical (your choice) and it ignores temporary DP or barrier DP (it deals damage directly to the true DP pool.)

(II) If the spell also includes a save, you may instead change the save to be one die less but also include a failure effect that negates magical sources of extra DP beyond the purchased value for 1d4 rounds.

(III) As II but you do not have to reduce the save dice to receive the added failure effect.

Seer String

You are able to reduce any weapon in your hands to a temporal influence as opposed to a physical object, striking with the object's own fate though to laypersons it appears you've suddenly turned it into a string. As a fifth, you may convert a weapon you wield for the duration of the current encounter/combat and if you do - you may spend Luck to maximize the damage dice of that weapon (1 charge maximizes one die up to d8, two charges for d10 or d12.)

If another effect would render you incapable of using weapons, you may still use a Seer String unless that effect also negates creature abilities or natural weapons (or Seer String explicitly.)

(II) You may convert a weapon as a free action when combat begins, effectively beginning combat with your weapon changed into a Seer String.

Void Fate

When you declare initiative, also declare a die size and die result (ex. D20 and 12) - if that die size produces that natural result during that combat round, you may choose to force a reroll and if it produces that same natural result on the reroll may negate the action entirely.

Werewolves

The emergence of Casisto and the ability to unify and direct the evolutionary abilities of Werewolves has been a boon for their species, in evident opposition to Vampire from which the rituals basics were stolen. The powers are relatively expected, always having had these form-shifting types of abilities, but the unification has made the species come together as a cohesive force to explore and expand this new horizon. Werewolves approach the Casisto with a strong preference for the Sangita form and believe that each bloodline is pursuing a unified effort to become stronger and induct new worthy members to the various causes they support. Regardless of bloodline, or the ambitions unique to them, each Werewolf is innately dedicated to the preservation and protection of the natural world.

Impulse - Stewardship

You are intune with the natural world and seek to maintain it against outside threats, you may invoke this impulse whenever you take an action that protects natural life or nature in a way that is disadvantageous to you (ex. You confront an overfisher despite needing his help to solve the murders in town.)

Sangita - The Pack

Werewolves who Shift become larger and more animalistic, commonly adopting the traits of the animal their bloodline is associated with but all of them becoming a more imposing threat. If you are Shifted and Awoken, you may take any amount of DP (up to 50% of your total) from your base form (this is health loss and cannot be prevented) and add it to your Sangita as temporary DP that persists until the end of the encounter.

Bloodlines (Werewolf)

As of the time of writing, Vampires have access to the following Bloodlines...

1. Waneclaw
2. Nameless Ash
3. Ivory Royals
4. Pearl Lords

...which are detailed below.

Waneclaw

Base Cost: 2500 | Attribute: PWR | Background: Casisto

When the Casisto ritual was taken into Werewolf possession, some were more eager to develop this power than others and that number included a host of nightmarish lycanthropes who found this unification of flesh and blood to be just another day on the job. Axxtrian lycanthropes began the slow process of devouring others and integrating their most monstrous features 'into the family', accruing horrible curses that compounded until something utterly alien emerged - a Werewolf that was much more eldritch monstrosity than man or beast. The layering of curses seemed to cancel itself out however leaving a clean break between man and monster, outside of Sangita Waneclaws appear normal enough but entering Sangita reveals them for something that the natural world would, under any other circumstance, oppose.

Unfortunately for the natural world, the Waneclaw is its greatest defender. Waneclaws desire to acquire misfortunes for themselves, believing that adding more and more curses will make them stronger in the end, so they are quite powerful advocates against it being inflicted on anyone else. A strange outcome but one which most Werewolves don't seem to mind.

Impulse - Curse Me

You are drawn to misfortune, disease, and especially curses. You may invoke this impulse whenever you take an action that you know or believe will afflict you in a lasting fashion (ex. You are told opening this door will curse you, so you open the door.)

Awoken - Fallen Moon

You are something utterly alien and monstrous, as that influence emerges in response to malicious energies you instill fear in the deepest hearts of things that mistakenly believed they had forgotten the feeling. Creatures immune to Fear effects within 30' of you lose this immunity

(magical effects are Revocated at a Rank equal to Rate/10), if you are Shifted this area increases to anything within LOS.

Tier 1: Curse Mute (I), Alien Moon (I)

Tier 2: Alien Moon (II), Claw-Teller

Tier 3: Curse Mute (II), Alien Moon (III)

Curse Mute

When you would be afflicted with a disease, curse, etc. you may choose to delay the effects, after they are made known to you, for up to 1d4 days. This stalls any effects, beneficial or harmful, until the duration passes but you may choose to end it and suffer the effects at any time. A curse with a duration does not begin its duration until its effects are suffered (ex. A curse that lasts 48 hours begins its timer after the delay, the timer is not spent such that if you delayed it for two days it would be over when you took on the effect.)

If you use this effect then the minimum amount of time the curse must be in effect before it can be removed by any other effect is equal to the delayed time (ex. If you delay a curse for 3 days, once it resumes you cannot remove the curse until 3 days later.) Attempting to remove it earlier is not possible unless an effect explicitly negates this aspect of Curse Mute.

(II) You may change the duration to 1d4 hours instead and if you do, you may gain any positive effects of the delayed curse (you decide what a positive effect is if there is any dispute) while it is delayed and continue to stall the negative effects. You still cannot remove the curse you delayed for the number of days the d4 result would entail (ex. If you chose to use this effect and rolled a 2, you would stall for two hours but you could not cure the curse effect for 2 days.)

Alien Moon

You are under the influence of extra dimensional forces and their foreign moons grant you power and maddening insights. At the beginning of each session you may declare Waxing, Waning, or Full and roll 1d4 where 1 is Waxing, 2 is Waning, 3 is Full, and 4 is a reroll; if the roll matches your declaration then you may ask the GM for a clue or cryptic insight for the session's events - if they refuse, you instead gain a temporary Casisto feature of a rank lower than your maximum (min. Basic) that you may use once this session. Clues should, if possible, point to disease, curses, etc. that could befall you.

(II) 4 is instead considered any result and if you roll a 4, the GM may offer you up to 4 insights at any point during the session but one must be upfront (this does not change the alternative benefit, refusing still only grants one temporary feature.)

(III) You gain both the clue benefit and the temporary feature if you roll a 4, if the clue is refused you may instead choose a feature at your highest available level (instead of one lower) for your temporary feature.

Claw-teller

You can read the entrails and blood produced by your own claws as though they were portents of misfortune and fear. When you deal damage with a natural weapon to a sentient creature you may ask the GM for one of that creature's fears, if the GM refuses (or you choose this other effect) you instead may instead increase the difficulty of the next resistance against a fear effect applied to that target by one die.

Nameless Ash

Base Cost: 2500 | Attribute: WIL | Background: Casisto

While most Casisto are primarily concerned with the material plane and its inhabitants (and prey) among the werewolves this group are instead invested in the occurrences of the Beneath and the Dreaming, as well as smaller and less intrusive planes. As part of their rituals they must force their own true name upon a demon and then slay and devour it, ridding themselves of the vulnerability of a true name but reattaching the power of a name to themselves in the process - to the eyes of the fae, each of them is Nameless Ash and this name is incorruptibly useless. Of course, the werewolves themselves are also incorruptible as their names have been burned away but this removal, and the demon they devoured, binds them to their home world with a fervor that cannot be mistaken. They have no interest in leaving and every interest in making your trip shorter.

Impulse - Feet On The Ground

You are uncomfortable and greatly dislike the territories of other planes, preferring to stay in their homeworld where they are bound. You may invoke this impulse whenever you avoid or complicate leaving your home material plane, this excludes traveling to a job site (ex. You refuse to leave through a portal without spending several minutes scooping up dirt and mapping the arrangement of your body parts, delaying travel enough that the pursuers you were trying to escape catch up to you.)

Awoken - Bound Fang

You are a beast of nature and you intend to let the aberrant worlds know it by tearing them apart. You deal half damage on a missed attack against non-natives (not native to a material plane) and on a successful attack add 1d12 to the damage (up to once per round); anytime you would deal lethal damage to a non-native they may elect to survive with 1 DP and return to their home plane (if they could not normally do so, they can with this effect) if they agree not to return to the current plane for a year and a day (the agreement is magically bound, implicit, and instant - only ending after the time has passed.)

Tier 1: Burned Name I, Plane Shearing

Tier 2: Burned Name II, Brimstone Fur I

Tier 3: Burned Name III, Brimstone Fur II

Burned Name

You no longer have a "true name" and thus find it rather simple to change yourself to adapt to new situations or to adapt your legend to suit other environments while you remain unbound by

such conventions. When an NPC refers to you by a nickname or term, it is always replaced with “Ash” or “Nameless” (4d6 v PWR resists), although party members are unaffected (unless they choose to be.)

Once per session you may reinvent yourself to an NPC who does not have a name to assign to you (true or otherwise) - you can assert a name, profession, skillset, social class, economic strata, etc. and gain (Rate/50, min. 1) dice towards skill checks to affirm this new identity. This ability is not illusory and instead invokes the power of your absent name to be something else.

(II) Referring to you is now a 5d6 v PWR resist replacement effect and the target knows they have made a mistake in your reference - voluntarily repeating the check adds 3d6 Pain damage to the failure effect.

(III) Spell effects which target you (but not spells that target an area that includes you) requires verbally stating “Ash” or “Nameless” as part of casting, if the spell or effect is typically nonverbal it is now verbal for this singular statement.

Brimstone Fur

Your fur is lined with the essence of slain demons and simmers with the burning forgiveness of sin making you inherently unsettling to most hellish denizens while also rendering some of their tricks ineffective; unfortunately it also partially binds you to the dimension. When you use a portal or teleportation effect which can move interdimensionally, you may always leave the Beneath or enter the Beneath as an additional option if not normally possible; effects that would forcibly move you to or from the plane are innately Revoked (3d6 + (Rate/30)d6.)

(II) When you would take damage from a native of the Beneath you may choose to double the damage you sustain before reductions and if you do; deal 4d6 Light damage (max. The damage you took) to your attacker. The attacker may choose to leave the plane (As per the effects of *Bound Fang*) rather than take this damage, even if you are not Shifted.

(III) You may attempt to Revoke another person’s portal that enters or exits the Beneath within your LOS as though it were a forcible attempt against you. If you succeed in Revoking a teleportation effect, deal 3d6 Light damage to the attempter.

Plane Shearing

You tear at the mystical essences of otherworldly creatures as easily as you shred anything else. When you deal damage to a non-native (not native to the material plane) you may convert the damage to True damage at one die size less and the maximum value reduced by 1 (ex. Converting a d6 to a d4 means if you rolled a 4, it would be treated as a 3 as the maximum value is now 3.) Damage added by *Bound Fang* does not have to be reduced but does lose 1 maximum value to be converted.

Ivory Royals

Base Cost: 2500 | Attribute: STR | Background: Casisto

Lycanthropy is not restricted to wolves and while the common ideal of a ‘werewolf’ is a wolf, the

Ivory Royals adopt the features of other animals to include their bloodline's namesake - a mane of lion-like hair which is actually formed of fine cartilage. The mane of an Ivory Royal is often adorned with jewels and heavily stylized, braided into knots, braids, or even tusks or horns. They also have a firm belief in the strength and purity of bone, cartilage, and ivory which leads them to engage in frequent conflicts with wild animals that possess such things so that they can eat them and inherit their strength. They often find being outside of their Sangita disagreeable as it is much frailer and 'pure' than their shifted form.

Impulse - Forsake The Flesh

You dislike your basic form and most of its weaknesses, especially the reliance it has on metals to shore up the deficiencies your Sangita doesn't have. You may invoke this impulse whenever you shift or discard metal equipment in a way that is obviously disadvantageous to you; you must be able to shift normally if you choose to shift to invoke this.

Awoken - Weave the Bone, Break the Steel

You increase the effective rank of any beneficial spell or effect that targets living bone or living 'beasts' (non-sentient animals) by 1 for Revocation purposes and it becomes fully finessed for free, if applicable (if not applicable, increase the damage by 1 die or resist by 1 die if applicable.) The same applies to harmful spells applied towards metals.

Tier 1: Bonekin, Ivory Under Pressure

Tier 2: Bonekin II, Ivory Under Pressure II, Purity of Bone

Tier 3: Bonekin III, Ivory Under Pressure III

Bonekin

You can absorb the knowledge of bones as you eat them, provided they come from an appropriate source, such that you can become one of that animal in a sense. When you kill and eat a natural beast (non-sentient animal) with bones, you can eat those bones and it fulfills any dietary requirements you have for the day and you are considered a member of that animal's species for the day and can interact with others as though they had a language (ie. if you eat a cow, cows may not be able to speak but you can converse with one as though it could speak through the animal's normal vocalizations, body language, etc.)

(II) You are instead treated as any animal of its order and you are not only considered an animal of this type, you are considered an authoritative animal of its type or if they lack authority structures, attractive (ex. Among lions you would be considered like a pack leader or denmother, a position of importance among them)

(III) You are instead treated as any animal of its class and to animals within that class, you are considered the highest available authority or if they have no authority structure, you are still considered an authority even when they have no natural concept of it (ex. Even among frogs you are not 'a frog', you are 'king of frogs'.)

Ivory Under Pressure

You are able to convert excess wasted energy or magical potential applied to your bones to

something else. When effects applied to your Claws or Bites attack roll would fail to apply due to stacking rules, you may instead apply an additional 10' of movement per +1 (a 10:1 ratio) that cannot be stacked for that round.

(II) Damage that exceeds cap is instead added as temporary DP at a 1:1 ratio; temporary DP gained this way is lost at the beginning of your next turn.

(III) Any other effects that would exceed cap, which is measured numerically or in dice (for dice, average and round down to create a number), allow you to perform a roar as a free action that disturbs the air around you and causes the spaces around you to be considered as an additional 5' per 1 over cap for LOS calculations (ex. If an effect would put you 3d6 over cap for resists on a claw effect, the average of 3d6 is 10.5, rounded to 10, meaning your roar makes the spaces around you count as 50 extra feet for LOS - if you are 5' away from someone they cannot target you with effects that don't reach 55' LOS or further.)

Purity of Bone

You perform a strange ritual to infuse metal into your own flesh as a replacement for your bones, granting the purity of steel and the force of your own body. Choose a weapon you own which is not under the Horns, Claw, Bite, or Tail skill and integrate it into your own body as though it were one of those weapon types (chosen on integration); you are always armed with this weapon, it is a free action to switch to or from this weapon, and it is treated as a weapon under the category skill of its original, its original sub weapon skill, and the sub weapon skill you chose for skill options.

Pearl Lords

Base Cost: 2500 | Attribute: HEA | Background: Casisto

With the emergence of more aquatic cultures previously divorced from Jaern's land by several leagues of water, this also brought the arrival of aquatic forms of lycanthropy which intermingled with those above and became part of the Casisto 'family'. Even some surface species have intermingled here as the infamous weredolphins hidden within the Marine's ranks now count themselves among this bloodline. Ultimately, the group is a younger assembly and is thus rather broad in its behaviors but they are all afflicted with wanderlust - disliking being bound to any singular water for an extended period of time. To the Pearl Lord, the world above is very stifling and uncomfortable as it doesn't even allow you to move easily up or down, restricted to movement on a single plane, thus they take any chance they can get to at least keep on the move in the dimensions they do have access to at the moment.

The Pearl Lords are frequent users of partial Sangita forms out of necessity, their true forms do not operate while on the surface until they are strong enough to turn every battlefield they arrive at into an ocean, so they typically manifest the subtlest and fewest traits when they Shift on the surface. Below the water, however, they are quite the opposite and most of them are quite large and take up quite a bit of space with fins, tails, tendrils, luminous bulbs or scales, eyes, etc. giving them a monstrous reputation among sailors. Even the humble weredolphin does not shift into a dolphin below water, that's only part of its above-water form, and in the depths it is a

'dolphin' only for the vague resemblance - the enormity of the thing and the number of eyes makes it difficult to mistake.

As they possess a few abilities to make anything an ocean, they are typically feared by other lycanthropes who do not typically like water or have the innate ability to breathe in it but Vampires tend to be much less concerned as undead creatures and find some joy in fighting them in their home turf where they are equally comfortable.

Impulse - Moving River

You dislike being in one place for too long, or longer than you feel it is necessary to be there. You may invoke this Impulse whenever you stray from the group in order to 'get some air' or otherwise leave the current area or when you would pressure the group to do so, when it is evidently obvious it would not be wise to do so.

Awoken - Abyssal Native

When targeted by a Water or Shadow/Darkness spell, you reduce the check by a die (if it does not have a check it gains one at 4d6 v PWR) and if you pass that check you regain DP or units equal to the damage the spell deals or, if it deals no damage, equal to its effective rank (including Finesses.)

Tier 1: Mobile Home I, Pearl Magic I

Tier 2: Make Yourself Comfortable

Tier 3: Mobile Home II, Pearly Magic II

Pearl Magic

You may Defer Water or Shadow/Darkness spells as though you possess Defer 3 provided you Defer the spell into a pearl (or other watery object such as a shell, piece of coral, etc.) and the Defer condition is "exposure to water." If you already know Defer of the type used, at 3 or higher, you may instead fulfill these conditions to cast the spell for free once per encounter or once per hour (whichever comes first.)

(II) Defer 6 and if you know Defer at this level or higher, it's free once per minute.

(III) Defer 9 and if you know Defer at this level or higher, it's free once per round

Mobile Home

You are able to produce a volume of water which surrounds your person at all times and expands to accommodate the space you occupy, it is always roughly an inch out from your person if unconstrained but if constrained, it fills the constraint (ie. if you are wearing armor, it stays within the armor.) This water is normal for whatever type you would natively prefer (fresh, salt, or some other arrangement) but it never causes harm, no matter its composition (ex. Even if you natively swim in lava and are surrounded by lava, it is harmless.)

(II) You may expand this effect up to 5' per 10 Rates, in 5' cubes (ie. occupying the entire space) and may arrange them to fill any dimension provided they are touching another cube of water

created by this effect. You may also voluntarily suppress this effect back to (I) as a free action, reverting back to (II) is a standard action.

Make Yourself Comfortable

Whenever you would cause something else to bleed, cry, or otherwise produce a liquid - you may, as a move action, expand that production to a 5' cube harmlessly which occupies their space. As a free action, on your turn, you may move any cubes created this way to a space adjacent to you or your Mobile Home effect and convert that liquid into the substance your Mobile Home produces - effectively adding space to your territory.

Those Who Hunt

Many features of the Casisto mention Hunters, people who have some drive to hunt and kill what they perceive as monsters. As they are a large part of the Casisto experience, failure to include them means that many disadvantages can be simply ignored and while this may be preferable for some tables an effort must be taken to assist in making it more palatable for more tables. To that end, this document includes several example Hunters for you to pop into your games as you see fit but also a GM option for games where Hunters are not appropriate to remove them as a feature.

Part of the social agreement in playing a Casisto is understanding that the fantasy of being a monster requires acknowledgement and tension, thus do not be afraid to introduce tensions or conflicts - the Casisto will do so itself, if played as written, but it remains the GM role to manage their game appropriately. Games in which the Casisto has avoided any consequences or conflicts due to their nature should be either unusual or rare, it defeats the fantasy entirely to go long periods of time without causing trouble or being the target of trouble. Players should never be bullied or unfairly targeted for their character choices but in cases where they choose a lot of Hunter-based features or abilities, you should fairly assume this player is inviting the challenge and respond accordingly.

If your game does not include Hunters, Casisto may be limited in other ways such as...

1. Placing greater emphasis on their dietary needs which might be otherwise handwaved for time or concern (you usually assume people can feed themselves but without Hunters around, it may be worth asking the Casisto to make a check or two to take care of themselves.) This can be easily complicated by introducing factors which limit access to whatever they usually eat or losing access to easy sources of food.
2. Involving other Casisto or Casisto viable species in the game who may present friction, they may not be outright hostile (although it would be appropriate for them to be) but they may complicate things simply by being there - Casisto can usually sniff these things out but they are often limited in how they can handle them besides whatever skills they naturally possess or violence (they typically choose violence.)
3. Place a tighter focus on party conflicts with the Casisto whose Impulses are likely to create problems, somewhere or somehow, if the playgroup is mature and comfortable enough to handle this. This is not encouragement to engage in PvP but obviously a Casisto Impulse at the wrong time, for the wrong reason, may drag the whole party into something they didn't expect to get involved in and this naturally invites conflict.
4. Impose penalties or simply make the player or character THINK there are Hunters are around, this could alter the playstyle to suit the risk even if no actual risk exists and is effectively the same as having a Hunter around for most cases. Actual numerical penalties could also be invoked for areas that are appropriate, if a city doesn't have Hunters then maybe its because it uses a barrier that simply weakens Casisto when they enter so they feel no need to have them.
5. Complicate Shifts, when the Casisto wants to use their big flashy class ability - something goes wrong. Maybe they temporarily acquire a disadvantage, maybe they lose their minds in a berserker frenzy, maybe they subtly know something is off but

cannot place it, or anything in between creates a tension in a core part of the Casisto kit. Making this unreliable creates a notable disadvantage.

6. Involve weaknesses, most Casisto have some stereotypical weaknesses but may also just have disadvantages that give them weaknesses - if they don't involve Hunters and there are no Hunters then you can lean heavier on them to make up the difference.

Hunters

WIP - Statblocks here

Doing It Dirty

If you're not interested in pre created stat blocks or simply have different needs, you can consider a couple quicker approaches to accessing a solid stat block (currently, the above section for example blocks is blank so you can contribute or use the below methods anyways)...

1. Take a creature stat block, remove natural weapons. Many mundane animals can fit the same niches as physically adept people, a cheetah without a bite attack can emulate a particularly fast hunter while a triceratops short its horns could emulate a strong, burly, competent hunter. Hunters are already supernaturally endowed and can do things normal people cannot by merit of being a Hunter, a couple of exceptionals or an unusual land speed is hardly going to be a problem.
2. Assign a high, mid, and low value for a Hunter based on party assessment. The things the Hunter is good at use the high value, things they are bad at use the low value, and everything else uses the middle value. For example if I have 18, 14, and 10 on a gunslinger hunter with a keen eye then if I need his PER? Probably 18. His ranged mod? Also 18. His WIL? Dunno, guess its 14. But his swimming? Probably a 10. When would my theoretical cowboy swim? For DP purposes, add a zero to the high value and then halve it. $180/2 = 90$ DP, should last a bit. For DV purposes, no quick and easy tips - definitely start with the high value and adjust from there. Personal advice is to find whatever value the party can hit on a 10 and just use that. This quick and dirty method can get you through many improvisational need.
3. Take notes from other players at the table, whole sale copying their sheets is probably unwise but you can definitely take the broad strokes and use those, especially the lowest rate in the party (or highest, if you're feeling mean about it.) Key values like mod, DVs, attributes, etc. are easy to port over and unlikely to be noticed, many people share these numbers after all. Although very unique stat spreads may very well stand out, you can probably find a normal enough person to copy. Add a different weapon and weapon skill and you've got something functional.
4. Ask players to assist in building a Hunter or two, this is much easier in a campaign context where you will play multiple sessions with the same people and can thus get everyone involved in designing some campaign villains. Never had anyone say no to this kind of offer, it's usually pretty fun and people love making characters and love having a hand in their own problems.

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Template

Name

Base Cost: ? | Attribute: ? | Background: Casisto
TEXT

Impulse - NAME
TEXT

Awoken - NAME
TEXT

Tier 1: TEXT
Tier 2: TEXT
Tier 3: TEXT

ABILITY 1
TEXT

ABILITY 2
TEXT

ABILITY 3
TEXT