

Character Sheet

Stress Threshold: ☐ ☐ ☐ ☐ ☐ ☐		Injuries: ☐ ☐ ☐	
Action Points: ☐ ☐ ☐ ☐		Handler Seals: ☐ ☐ ☐	
Grit: ☐ ☐ ☐		Reserve: ☒ ☒ ☒	
Might: 0 Agility: 0	Presence: 0 Focus: 0	Drives: ☐ Drive 1 ☐ Drive 2	
Actions: Strike 1 AP. Attack, Touch Success, inflict 1d6 Stress. Critical Success, inflict 2d6 Stress.		Dash 1 AP. Movement Move up to Graded Distance to a point you can see.	
Block 1 AP. Utility, Touch When you or an ally within Melee takes Stress, reduce the Stress loss by 1. If you reduce Stress taken to 0, you deal Graze damage to the target who inflicted the Stress or you can use Set Up without spending an Action Point.			
Set Up 1 AP, Utility, Touch Set up an ally, granting them a 1d4 Advantage or an additional 1d6 Stress inflicted. If the ally scores a Success or Mixed Success, you can immediately Follow Up.		Technique Set Up 1 AP, Utility, Ranged Burn a Reserve or Grit and Set up an ally, granting them a 1d6 Advantage or an additional 2d6 Stress inflicted. If the ally scores a Success or Mixed Success, you can immediately use a Technique Follow Up.	
* Follow Up * 0 AP, Touch, Attack Inflict GRd6 Stress		* Technique Follow Up (Burn a Reserve or Grit) * 0 AP, Ranged, Attack Inflict GRd6 at Graded Distance and clear 1 Stress	
Powers:		Pillar Abilities:	

Portents			
Portent Name ☐ ☐ ☐	Portent Name ☐ ☐ ☐	Portent Name ☐ ☐ ☐	Portent Name ☐ ☐ ☐

Grades

Grade Level	0	1	2	3	4	5	6	Myth
People	One	A Few	Small Group	Large Group	A Large Crowd	Hundreds of People	Thousands of People	Multiple Thousands of People
Size	Human Size	Animal (Lion)	Large Animal (Bear)	Vehicle	Bus	Building	Stadium	Skyscraper
Area	Within Reach	Across the Room	Entire Room	A Few Rooms	Whole Building	A City Block	An Entire Neighborhood	A Whole Town
Distance	Touch	Same Room	Across the Street	Down the Block	A Few Blocks Away	Across Town	Visual Range	Over the Horizon
Speed	Average Human	Olympic Athlete	Fast Animal	Car	Train	Maglev	Airliner	Jet Fighter
Magnitude	Small	Noticeable	Large	Very Large	Massive	Destructive	Overwhelming	Cataclysmic

You are One of the Fated

Negative emotions, feelings, and the cruelties of the world have bubbled over at an all time high, bringing about Manifestations that are wrecking havoc upon unknowing people. You are one of the Fated, forever driven with a heart to reshape the world, with potential brimming within you. This unyielding potential forms a psychic force named Arete. Side by side with other Fated in the Vaiśrava, you are one of the Pillars within your group, wielding a unique Technique to take on Missions, excising Manifestations and wielding your burning potential to grow alongside your companions, finding yourself and the future you will all shape together.

Arete

All living things have potential within them, and this potential manifests as an energy source known as Arete. It is known as raw potential, life force, psychic energy, or mana, and it is suffused in all living things, amplified by their aspirations, desires, regrets, fears, and hope. Most everyone will go through their life unknown of their own arete, only experiencing flashes of their true potential during moments of struggle and adrenaline, allowing them to do feats they never thought possible. But without an understanding of this invisible potential within them, most of their arete will instead percolate, drip, and leak out into the world. Much of this leaking arete is harmless, but enough regret, fear, shame, or guilt can coalesce into a Manifestation. However those brimming with potential, those with an unstoppable will and determination, or those with a sense of purpose that burns so bright it acts as a beacon to others, these individuals can see and alter their own arete, and are known as Fated.

Manifestations

Manifestations are beings made of arete that feed off of this potential released by living creatures. Manifestations are dangerous, intelligent, and often have skewed personalities and goals born from the core emotions, aspirations, fears, and hatred that birthed them. Manifestations, as well as Fated, are sorted by Grades. They go by Grade 0, 1, 2, 3, 4, 5, 6, and Myth. As a Fated, your livelihood, you can use your arete and potential to stop Manifestations from wreaking havoc on humankind. This is done through Missions, that are requisitioned to you, and fellow Fated, by the Vaiśrava.

Limitations

All Manifestations have a Limitation, some kind of weakness or vulnerability of the Manifestation that stems from its creation. If this Limitation can be found, and exploited, it can turn the tide of battle. It is the Fated's job to find out what a Manifestation's Limitation is, and use it to their advantage. This can be as simple as a Manifestation of earth cannot summon new earth when no longer touching the earth, or as complex as a Manifestation applying a contagion to each Fated they touch, that allows them to use special abilities or control the Fated that is cleansed by water. Limitations can vary in scope, size, and severity, but are always related to the core arete and emotions that make up the Manifestation.

Tests and Strikes

Whenever you make a Strike or attempt something that is risky, unclear, or above your current Grade, unless you are using your Technique, it often requires a Test. A Test is a 2d12 roll using your Might, Agility, Focus, or Presence, adding any Advantages or subtracting any Disadvantages from the total. A Strike is also a 2d12 roll, but is not tied to your Might, Agility, Focus, or Presence, instead, only adding or subtracting any Advantages or Disadvantages you may have. The total result will determine the degree of success or failure. If you roll the same number on both d12s, regardless of the total amount, it is considered a **Critical Success**.

2-8: Failure. You gain a Grit

- Strike: Roll Graze damage, and the enemy acts after your Strike resolves
- Test: Your Test fails, and if there is an enemy present, it acts after your Test resolves

9-13: Mixed Success. You gain a Grit

- Strike: Roll damage, and the enemy acts after your Strike resolves
- Test: The Test succeeds as intended but with a consequence OR take a Portent to have the Test succeed without a consequence

14-20: Success.

- Strike: Roll damage
- Test: The Test succeeds as intended

21+: Major Success. Clear 1 Stress

- Strike: Roll damage
- Test: The Test succeeds as intended

Rolling the same number on both d12s: Critical Success. Regain 1 Reserve, Clear 1 Stress, or remove 1 mark from another Fated's Portent.

- Strike: Roll Critical Success damage
- Test: The Test succeeds with greater results than expected

Advantage and Disadvantage

When making a Test or Strike with an Advantage, you roll an extra die and add its total to the Test or Strike, determined by the type of Advantage. In general, this is a d4 Advantage, and sometimes a d6 Advantage. Similarly, when making a Test or Strike with Disadvantage, you roll an extra die and subtract its total from the Test or Strike.

You can only have one Advantage or Disadvantage to a Test or Strike, regardless of how many Advantages or Disadvantages are currently affecting your Fated. When making a Test or Strike with multiple Advantages, choose one Advantage to roll add to your total Test.

Both an Advantage and Disadvantage can affect a Test or Strike at the same time, but if they are of the same die type (i.e., a d4 Advantage and a d4 Disadvantage), they cancel out and you do not add or subtract any additional dice to the Test or Strike.

Snap Tests

Sometimes the GM will call for a Snap Test. Snap Tests are like normal Tests, and they still can generate Grit or clear Stresses on Mixed Successes, Failures, and Major Successes, but on a Mixed Success or Failure, an enemy will *not* act after the Test resolves. Snap Tests are usually called to resolve another Action and represent micro-fiction moments, like an Agility Test made by a Fated trying to Dash to take the blow for one of their allies.

Attributes

Your attributes represent what your Fated is generally more skilled at and less less skilled at.

Might

Force, strength, breaking, pushing, smashing, grappling, using your arete to force, push, or destroy something

Agility

Climbing, balancing, jumping, agility, dexterity, finesse, using your arete to have supernatural reactions, move faster, or perform tasks quickly

Focus

Examine, connecting the dots, perception, understanding, recognizing patterns, using your arete in a more precise, measured, and specific manner

Presence

Persuading, lying, exerting authority, convincing, using arete to add compulsion, inspiration, or fear in your speech or communication

Grades

The strength, danger, and general power-level of a Manifestation and a Fated is dictated by its Grade, which come in 8 levels, Grade 0, 1, 2, 3, 4, 5, 6, and Myth Grade. A Grade 0 is considered to be a normal human, and is a benchmark for other Grades. If an Action or Power states “GRd6,” the amount of d6s rolled is equal to the Fated Grade level. Oftentimes various Pillar Abilities or Technique Powers will reference Graded Distance, or Graded Area, which is a distance, area, speed, or magnitude determined by the Fated’s Grade. Below lists the general information on Grades.

Grade Table

Grade Level	0	1	2	3	4	5	6	Myth
People	One	A Few	Small Group	Large Group	A Large Crowd	Hundreds of People	Thousands of People	Multiple Thousands of People
Size	Human Size	Animal (Lion)	Large Animal (Bear)	Vehicle	Military Vehicle	Building	Stadium	Skyscraper
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				Block	Away			
Speed	Average Human	Olympic Athlete	Fast Animal	Car	Train	Maglev	Airliner	Jet Fighter
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Portents

When rolling a Mixed Success or during your Mission, you can gain Portents. Portents are foreboding consequences that can, and likely will, come back to haunt your Fated, and always have consequences that are *more severe* than the alternative of taking the Portent.

When you take a Portent, make a 3-tally counter that you track on your sheet. When you take an Injury, take the same Portent again, or one of your d12s shows a 1 when making a Test or Strike, make a mark on the Portent. Once the Portent has 3 marks, the Portent is now fulfilled, and no longer gains any marks, but the GM can “cash it in” at any point to remove it and apply its consequences when appropriate, which are *always worse than they would be up front*. Some Portents also have immediate negative effects once fulfilled, even before the GM “cashes” the Portent in, like Damocles Portents.

Below are a few examples of Portents:

- A Fated rolls a Mixed Success on an Agility Test to run away from the police, and as opposed to the police directly intervening, the GM creates a “Wanted by the Police” Portent
- A Fated rolls a Mixed Success on a Might Test to push away a concrete barrier, and as opposed to failing, the GM creates a “Weakening Body” Portent
- A Fated takes an infected bite from a Manifestation, and as opposed to inflicting Stress, the GM creates a “Spreading Curse” Portent
- A Fated uses a Power without burning a Reserve or Grit, and the GM allows it, but creates a “Burnt Out Arete” Portent

Portents remain until they disappear at the end of the Mission. There are some Fated that have such a strong control over the arete within their body and the untapped potential of the world that they can reverse the effects of fate, but this mastery over arete is only accomplished with time and training.

Gaining Marks on a Portent

- When a 1 is rolled on the 2d12s on a Test or Strike
- When you take an Injury
- When you take the same Portent again

Damocles Portents

Although you typically only gain Portents on Mixed Successes and not Failures, you can always negotiate with the GM and try to take a Damocles Portent instead of taking a full Failure.

Damocles Portents are much more potent Portents. They cannot be affected by the Fate Reversal arete mastery, whenever the Damocles Portent is marked, the Fated also marks a

Stress, and once cashed in, a Manifestation immediately takes a turn as if a Fated rolled a Mixed Success or Failure.

Fulfillment Consequences

Many Portents that a Fated can take are found within their Pillar Abilities or Techniques. These Portents often confer a consequence not just when they are cashed in, but also when they are fulfilled. When a Portent states a consequence when it is fulfilled, that consequence immediately takes effect once fulfilled, not when cashed in by the GM.

Creating a Grade 1 Fated

When creating a Grade 1 Fated, go through the following checklist, answering any questions as necessary

- Choose a Technique
 - Choose 2 Powers from that Technique
 - **Why did this Technique manifest in you?**
 - **Who was the first person you showed your Technique to? Why?**
- Choose an Pillar
 - Choose 1 Pillar Ability from that Pillar
 - **Who led you to the Vaiśrava?**
 - **Why did you become a Fated?**
- Set all your Attributes to 0. Set one Attribute to +2, one Attribute to +1, and one Attribute to -1
- **Who do you need to save or what must you change?**

Technique and Powers

As one of the Fated, you have access to the burning potential that flows in you, which manifests in specific forms fated by your Technique. Techniques are generally manifestations of the individual's core personality and personage. For example, a Fated with the Magnetism Technique might be considered the "glue" of a group of friends, whereas a Fated with the Density Technique might be considered an emotional rock or anchor to others.

In general, Techniques are usually represented by a singular word or phrase. For example a Fated with a Magnetism Technique can use pull and push objects as well, whereas a Fated with a Grasshopper Technique might be able to jump great distances, make strikes with incredible speed, or produce locusts of psychically manifested grasshoppers to swarm their enemies.

Powers are specific manifestations of a Fated's Technique, as listed under the Technique.

Starting out as a Grade 1 Fated, you have 2 Powers. Although your Powers dictate specific actions that can be taken with your Technique, **you can always alter Tests** with your Technique, if you believe it applies, by burning a Reserve or Grit, usually removing the need to make the Test as a whole, or granting you a d6 Advantage if it is still especially difficult.

Using your Technique - Reserve and Grit

When using your Technique, whether that is fueling a specific Power or using your Technique beyond your Passive, you must burn a Reserve or Grit.

Reserve

A Fated starts a mission with max Reserves (3 at Grade 1), representative of the stores of their arete. Reserves are hard to replenish, but can be improved with enough training and experience, but the majority of what fuels a Fated, is their Grit.

Grit

Grit is representative of the latent potential and energy that comes from failing. Fated are unique in the fact that the more dire the straits, the stronger they become. Whenever a Fated rolls a Failure or Mixed Success or takes an Injury, they gain a Grit, which can be used to fuel their Technique in place of Reserve.

Additionally, when Fated make heroic decisions when facing unbeatable odds, their potential burns brighter and solidifies into Grit as well.

Gaining Grit

- Rolling a Failure or Mixed Success
- Taking an Injury
- Granted by the GM situationally

Drives

During your Mission to Excise a Manifestation, your Fated will be pushed to their limit, but will be able to persevere through the connections and drives of what brought them here and built them to who they are. These Drives are found underneath a Fated's Pillar, and a Fated's goals in being a Fated, and why they are a Fated, are tied to the Fated's Drives. Were they shown kindness in laughter, and seek to bring joy in others with a grin and a joke against an unkind world? Were they once lost, afraid, and self-destructive, but were given a path to redemption and they want to bring back everyone they can since they too understand the allure of power? Drives act as the foundation for your Fated's Pillar, and should uplift, uphold, and push the Fated forward.

[[A Fated is only able to grow to their full potential as a person, and gain the full benefits of leveling up, if they are able to fulfill their Drives during a Mission!]]

Using your Drives

If an Action taken would be in accordance with one of your Drives, you can fulfill the Drive and choose one of the following benefits. Once you have fulfilled a Drive, you cannot fulfill that Drive again until the Mission is completed.

1. Use a Power without expending a Reserve or Grit, treating your Grade as 1 higher for the use of the Power
2. Clear an Injury or all Stress from another Fated
3. Automatically succeed on a Test you, or another Fated is attempting, of a magnitude of 1 + your Grade

The Drive that is Bolded under your Pillar is your Strengthened Drive, and typically has more weight to a Fated than its other Drive. Some Pillar Abilities are strengthened and empowered when this Drive is fulfilled.

Stress and Injuries

When a Fated would “take damage,” a Manifestation were to hit a Fated, or an especially dangerous mind or spirit shattering revelation was pushed onto a Fated, they’re likely to mark a point of Stress. This does not necessarily mean that the Fated is fully stabbed or slashed, instead this could be getting grazed by an attack, blocking an attack but expending a lot of arete, etcetera. When a Fated would have their Stress Threshold reduced to 0, they instead take an Injury, and their Stress Threshold decreases by 1 for each Injury they have. If a Fated has 3 Injuries and would gain another, instead they are Killed. Each time a Fated gains an Injury, they immediately gain a Grit, and gain a +1 bonus to all Stress inflicted for each Injury they possess. This bonus to Stress inflicted as well as the decrease to the Fated’s Stress Threshold reverts when an Injury is healed.

When you take an Injury

- Gain a +1 bonus to all Stress inflicted
- Reduce your Stress Threshold by 1

Scenes

A Scene is a single situation. This might be an argument between two Fated, a fight against a Manifestation before it flees, escaping law enforcement, etcetera. Many Powers dictate that they end when the Scene ends, and ultimately the GM decides when the Scene ends, and a new Scene has begun.

Combat

During combat, the Fated use their Action Points on Actions until they are exhausted of all of their Action Points and the Round ends. Then a new Round begins and every Fated regains all of their Action Points. The Manifestation (or Echoes or other adversaries) react to the Fated when the Fated rolls a Failure or Mixed Success.

[Order of Operations

In general, the Subject with the highest Graded Speed goes before other Actions. If multiple Actions are taken at once at the same Graded Speed, everyone at the table decides what makes the most sense in the narrative, but the GM has final say.]

Actions

During combat, you gain 4 Action Points that can be spent for a variety of Actions. The most common use of Actions are Strike, Dash, Block, Set Up, and use a Power, with each Action typically costing only one Action Point. You can use an Action at **any point** during the Round, and you regain all of your Action Points once the Round ends.

All of the Actions listed below cost 1 AP, or 1 Action Point.

Strike

1 AP. Attack, Touch

Success, inflict 1d6 Stress. Critical Success, inflict 2d6 Stress.

Strike is the bread and butter of the Fated. Although they may have powerful Techniques that can pull from their arete, a well-timed Strike infused with arete can get the job done just as well. When making a Strike, roll 2d12 and compare the result to the Tests and Strikes table.

Use this when you want to get in the mix, get Grit, and fight back.

Graze

When you roll a Failure on an Strike or Test that deals damage, you instead deal Graze damage, which is the damage of the Strike reduced by one die size (d8 to d6, d6 to d4, etc), and if you would add any bonuses to the damage, you do not. You can also inflict Graze damage when you've successfully Blocked Stress dealt to you or a Fated!

Dash

1 AP. Movement

Move up to Graded Distance to a point you can see.

Dashing moves you up to your Graded Distance to a point you can see at Graded Speed, which can put yourself in Melee to a target or put yourself Far from a target.

Use this when you want to get closer, get farther, reposition, or try to take a hit for another.

Block

1 AP. Utility, Touch

When you or an ally within Melee takes Stress, reduce the Stress loss by 1. If you reduce Stress taken to 0, you deal Graze damage to the target who inflicted the Stress or you can use Set Up without spending an Action Point.

Blocking allows you to mitigate Stress when you or an ally within Melee takes Stress, reducing the Stress loss by 1. If you reduce Stress taken to 0, you inflict Graze Stress to the target who inflicted the Stress or you can use Set Up without spending an Action Point. You can use this Action consecutively to block more than 1 Stress.

Use this when you want to take less Stress or to protect a friend. You can use this multiple times to block more than 1 Stress!

Set Up

1 AP, Utility, Touch

Set up an ally, granting them a 1d4 Advantage or an additional 1d6 Stress inflicted. If the ally scores a Success or Mixed Success, you can immediately Follow Up.

When an ally takes an Action, you can use an Action Point to Set Up your ally in whatever manner is appropriate, granting the ally a d4 Advantage or inflicting an additional d6 Stress. If your ally rolls a Success or Mixed Success, you can **immediately** Follow Up without spending

an Action Point. Follow Ups *automatically succeed*, and you do not need to roll to see if they succeed or not.

Use this when you want to support your friend, and do even more when they succeed!

Technique Set Up

1 AP, Utility, Ranged

Burn a Reserve or Grit and Set up an ally, granting them a 1d6 Advantage or an additional 2d6 Stress inflicted. If the ally scores a Success or Mixed Success, you can immediately use a Technique Follow Up.

When an ally takes an Action, you can use an Action Point and burn a Reserve or Grit to use a Technique Set Up for your ally, in whatever manner is appropriate, granting the ally a d6 Advantage or inflicting an additional 2d6 Stress. If your ally rolls a Success or Mixed Success, you can **immediately** take a Technique Follow Up without spending an Action Point. Technique Follow Ups *automatically hit*, and you do not need to roll to see if they succeed or not.

Use this when you want to support your friend with your Technique, and do even more when they succeed!

**Follow Up*

0 AP, Touch, Attack

Inflict GRd6 Stress

You can only take a Follow Up when you have successfully Set Up another Fated. When taking a Follow Up, it occurs immediately, and you can do so without spending an Action Point. You must be in Melee to take a Follow Up, which inflicts GRd6 Stress.

Pummel your foes when you Set Up your friend!

**Technique Follow Up*

0 AP, Ranged, Attack

Inflict GRd6 at Graded Distance and clear 1 Stress

You can only take a Technique Follow Up when you have successfully used a Technique Set Up with another Fated. When taking a Technique Follow Up, it occurs immediately, and you can do so without spending an Action Point. A Technique Follow Up has Graded Distance, inflicts GRd6 Stress, and clears 1 Stress.

Use your Technique to barrage from afar once you've Set your friend Up!

Far vs Melee

Distance and Area is determined by Grade, but Actions and Powers state "Far" and "Melee" to generally refer to how close a Fated needs to be. Far simply means out of Melee, and Melee

means within an arm's reach, or close enough that the Fated can touch the target. A Fated or Manifestation cannot use a Melee Action or Power if their target is Far. Dashing will move a Fated their Graded Distance, which can bring a Fated from Far, to Melee, if it is within their listed Graded Distance, otherwise, they may have to Dash multiple times.

Fated, Manifestation, and Subject

For the purposes of combat and powers, a Fated refers to any individual that is aware of their flow of arete and can control it, usually your teammates that are joining you on your Mission. A Manifestation refers to any creation that is made entirely of arete. These are almost always harmful entities and need to be excised.

A Subject refers to anything; non-Fated individuals, animals, a Fated, or a Manifestation.

Equipment

Due to the unpredictable nature of Manifestations, a Fated won't know what they need often until the moment arrives, which is why the Vaiśrava have supplied all Fated with Handler Seals and a Handler. When equipment is needed, a Handler Seal can be burned with a brief concentration of arete (no Action Point required) to signal to the Handler to transport the item directly to the Fated's hand.

This can be done when attempting a Check to gain equipment that can make the job easier, granting the Fated a d4 Advantage. This can look like burning a Handler Seal for duct tape to quickly repair a broken table during an Agility check, a crowbar to pry open a door during a Might check, a blacklight to reveal additional information during a Focus check, etcetera.

Although a Fated's initial array of items available to them by their Handler are limited to mundane items that can assist in mundane situations, obtaining arete imbued objects are possible with VRQs (Vaiśrava Requisitions) awarded at the end of missions. Typically the amount of VRQs awarded are equal to the new Grade of the Fated after completing a Mission.

[Handler Seals are complex seals imbued with arete and a variety of Vows, and are bound to a specific Handler. VRQs are often traded between Fated between missions, as they can grant access to more powerful, arete imbued objects.]

Handlers

Handlers are Fated from the Heruk House that have been hand picked and chosen by the Vaiśrava to seek out new Fated and to debrief the Fated on missions to excise Manifestations. As a Fated, you will be familiar with your Handler, as they will inform you and your fellow Fated on where to go and what to do. Due to generations of strict training and enforced Vows, your Handler has a Technique that allows for them to supply you with various pieces of equipment throughout your Mission when Handler Seals are burned.

Creating a Handler Together

When your GM assembles your Fated together and you are creating your Fated, work together to make your collective Handler. They can be short, angry, and ornery, slick, professional, and curt, or bumbling, happy, and ditz!

Handler Seals

Each Mission, you start with 3 Handler Seals which can be burned to instantly (no Action Points required) gain appropriate equipment of your choice during a Test to grant you a d4 Advantage. This equipment can be one of the following items, or something similar in terms of size, complexity, and cost.

- Clothing, a burner phone, a snack, a notebook and writing implement, a melee weapon, up to \$20 in bills, a pair of clamps, duct tape, a wrench, or other basic tools or items

You can also burn a Handler Seal to create equipment outside of making an immediate Test if desired.

More substantial objects and equipment can come into your Handler's jurisdiction if they are offered VRQs.

Leveling Up

When a Fated finishes a Mission, they Level Up, using the following checklist.

Level Up Checklist

- Your Grade increases by 1
- You gain an amount of VRQs to spend equal to your new Grade
- Choose one item from the following list
 - Gain 1 additional max Stress (maximum of 8)
 - Gain 1 additional max Reserve (maximum of 5)
 - Increase one of your Attributes by +1 (maximum of +3)
- Reflect on your Fated's actions. Did they act in accordance with their Drives, regardless if they were fulfilled? For each Drive you fulfilled or feel you acted in accordance with, choose one unique item from the following list
 - Learn an additional Power from your Technique
 - Learn an additional Pillar Ability
 - Learn an Arete Mastery

Arete Masteries

Arete Masteries are advanced maneuvers and techniques that are done by experienced Fated, usually Grade 2 or higher. These are generally advancements within the Fated world that characters can attain as they gain a mastery over their Technique.

Dikpalā Stance

There are repeated phrases and words that withhold cultural and historical potential of protection and abjuration, and through the chanting of these ancient phrases, infused with personal memories of protection, symbols, and beliefs, the Dikpalā Stance can be assumed to protect yourself against harmful arete. You gain a new Action, Dikpalā Stance.

Dikpalā Stance

1 AP, Buff

All Stress inflicted against you via arete is reduced by 1 (minimum 1 Stress inflicted) until you move.

Kartikeya Ignition

Arete, with enough focus, can be heavily augmented by the sentiments and feelings of the Fated, and with careful practice, a burning rage can be fostered and temporarily tapped into to ignite the flow of arete to become brighter and more dangerous. You gain a new Action, Kartikeya Ignition.

Kartikeya Ignition

1 AP, Buff, Offensive

By marking a Stress, you can ignite your arete to burn brighter and hotter for the remainder of the Round, granting you a +1 Advantage on all Strikes made for the Round.

If you take this Action at the beginning of your next Round, the Advantage and the Stress marked increase by 1, which can be consecutively stacked up to 3 times.

Arete Chant

Within a Technique, there are phrases and words that hold immense potential. Finding these words through reflection and then enhancing these words with Arete can greatly amplify a Technique's Power. You gain a new Action, Chant.

Chant

1 AP, Buff, Risky

You say one of the three Arete Chant Words of one of your Technique's Powers. If you use this Power before the Round ends, your Grade is considered to be 1 higher and it requires 2 Grit or 2 Reserve to be used. This effect can stack up to three times, with its cost remaining the same. Each time you take this Action, an enemy can immediately act as if you had rolled a Failure.

Advanced Arete Manipulation

Akin to blood, emotion, and breath, there is a constant flow of arete within the body and mind, and through careful practice, breathing techniques, and focus, the manipulation of arete in the body can be focused for defensive or offensive capabilities, at the expense of hindering the other. You gain a new Action, Arete Focus.

Arete Focus

1 AP, Utility

Until the Scene ends or you take this Action again, you can either inflict more Stress with your Strikes equal to your Grade and take 1 additional Stress when taking any Stress from sources of arete, or you can inflict less Stress with your Strikes and Powers equal to your Grade and reduce all Stress inflicted to you from arete by 1 (minimum of 1 Stress inflicted).

Fate Reversal

Few Fated can feel the subtle shifts within their arete when a Portent looms over their head, and even fewer Fated can guide the flow of their arete into this empty gap waiting to be fulfilled to reverse and change their very fate. You gain a new Action, Fate Reversal.

Fate Reversal

3 AP, Utility

By burning a Reserve, you can remove a mark on a Portent affecting you (4 AP to remove a mark on another Subject you can touch). If you would remove the last mark, or choose a Portent that does not have a mark, the Portent burns away, and no longer affects you.

Fate Alteration

Through careful meditation and practice, a Fated can sense the flow of arete around them, and they can subtly shift fate itself in their favor by connecting their own potential to that of the world. However doing so opens a channel, where the Fated's arete can become unstable and affected by the world in turn. You gain a new Action, Fate Alteration.

Fate Alteration

1 AP, Utility, Reroll

By burning a Reserve, you can reroll a Test or Strike. You can only take this Action once per Test or Strike, and upon taking this Action, you gain the Unstable Fate Portent, which only gains marks when you take this Action.

Arete Flood

Through fluid movements, spiritual release, and focused meditation, a Fated can open themselves to accept floods of arete and potential, usually laden with emotion and feeling of others. This practice is dangerous, as it leaves the Fated more vulnerable to arete for a time. You gain a new Action, Arete Flood.

Arete Flood

1 AP, Buff, Risky

When you gain a Grit or Reserve, you can mark a Stress and instead gain 2 Grit or 2 Reserve, and for the remainder of the Round, if you mark Stress inflicted by arete, you mark 1 additional Stress.

Overflow

Overflow is a state of being that occurs when a Fated perfectly resonates with every source and flow of arete in their body during a Strike, causing arete to flow through their body at an accelerated rate that enhances the power of the Fated.

When you roll a critical success on a Strike, in addition to the normal critical effects, you enter Overflow, where your Grade temporarily increases by 1 until the end of the scene.

Maximum Potential

Considered to be the pinnacle of arete manipulation, Maximum Potential channels all arete in the body, spirit, and mind and focuses them into a singular condensed point that holds a fragment of what an ascended version of yourself looks like, tempered by an extreme volume of potential. It has been the case in all history that only Grade 4 or higher Fated can use Maximum Potential. Taking this Action requires you to be in Overflow, requires all 4 Action Points, and requires 3 Grit or Reserve, in any combination, to be used. Maximum Potential has a differing effect for every Fated, but its effect is treated as if the Fated's Grade is increased by 3.

Pillars

When creating a Fated, choose a Pillar from the list below that best defines their character, their motivation, and how they want to change the world. Ensure that the Drives listed under the Pillar are actions that resonate with their heart before taking one Pillar Ability from your chosen Pillar. A Pillar doesn't necessarily represent the entirety of a Fated, but closely resonates their feelings and motivations.

The Glasses

Lilith Clawthorne from the Owl House, Momo Yaoyorozu from My Hero Academia, Okarun from Dandadan

- What's a pet peeve that one of your fellow Fated does?
- Which Fated comes to you the most for help and for what subject?

Drives:

- ☐ Follow the Plan Precisely
- ☐ **Enact a Plan to Assist Another**

Just As Planned

A Fated you Set Up gets an additional +1 Advantage. Your Follow Ups instead inflict 1+GRd8 Stress and can be used at Graded Distance.

This Wasn't Supposed to Happen!

When you would Fail a Test, you can take the Portent "Plans Crumbling" and treat it like a Success. When this Portent is fulfilled, you mark 2 Stress.

I've Read About This

When making a Focus Test, you can mark 1 Stress and grant yourself a d4 Advantage.

I've Got It!

If you have spent at least 1 Round fighting a Manifestation, you can mark 2 Stress to learn its Limitation.

The Reformed

Zuko from Avatar, Hunter from Owl House, Killua from Hunter X Hunter

- Which Fated knew you from before? How have they impacted you?
- Which Fated have you previously hurt? Have they forgiven you?

Drives:

- ☐ Prove you Regret the Past
- ☐ **Find the Joy you Couldn't Find Before**

Never the Same Mistake Twice

When you would mark any amount of Stress from a Subject or situation that has inflicted this Stress before, you can instead take the Portent “Never the Same Mistake Twice.” This Portent also gains a mark when you use this Ability again. When this Portent is fulfilled, you gain 1 Injury.

I've Been There

Once per Scene when you empathize with another because of your past and your previous actions, you and the other Subject can clear a Stress.

I've Done This Before...

When you make a Test or Strike that brings you back to your past and your previous actions, you can gain a d4 Advantage and mark 1 Stress.

Arete Festering

You slip into an old habit or mindset, revitalized by the regret and guilt in you, regaining a Reserve but gaining the “Past Wounds” Portent. This Portent also gains a mark when you use this Ability again. When fulfilled, your Stress Threshold is reduced by 1 for the remainder of the Mission.

If your Strengthened Drive is fulfilled while you are under this effect, it burns away with the positive arete you surround yourself with.

The Heart

Luz Noceda from the Owl House, Katara from Avatar, Falin from Dungeon Meshi

- Which Fated has confided in you? What did they tell you?
- Which Fated do you truly see? What event led to this?

Drives:

- ☐ Show Empathy
- ☐ **Offer a Hand**

Another Way

You gain a d6 Advantage on Focus or Presence Tests that show the misunderstood that there is another way.

I'm Here

Once per Scene, if you take a selfless action to listen to a Subject or provide care, you can clear a Stress and clear up to 2 Stress from the Subject.

I Believe You

Once per Scene, if you let your guard down around an untrustworthy, dangerous, or suspicious Subject, you gain a Grit and can clear a Stress.

Together

When you Set Up a Fated, you can mark a Stress to give them a d6 Advantage or to remove any Disadvantage affecting them.

The Shoulder

Eijiro Kirishima from My Hero Academia, Garnet from Steven Universe, Alex Louis Armstrong from Fullmetal Alchemist

- What scar do you have from protecting another Fated? What does it remind you of?
- When did you first stand up for another Fated? Why?

Drives:

- ☐ Protect your people
- ☐ **Refuse to stand by**

Down but Not Out

The bonus you gain to Stress inflicted from having Injuries is also added to any Might or Focus Tests.

Iron Body

Your Stress Threshold is no longer reduced by having Injuries.

You'll have to go through ME

When you reduce Stress dealt to another Fated to 0, you can inflict GRd6 Stress in addition to using Set Up or inflicting Graze Stress.

We don't leave anyone behind

Once per Mission, when you go back to save a Subject, you clear all your Stress and clear 1 Injury. If you save a fellow Fated, you can also clear 1 Injury on the Fated.

The Loner

Shoto Todoroki from My Hero Academia, Amity Blight from the Owl House, Megumi Fushiguro from Jujutsu Kaisen

- Which Fated are you closest to? Why?
- Which Fated has tried to reach you? Why didn't you let them in?

Drives:

- ☐ Help in the Only Way you Know How
- ☐ **Let Them In**

It's my Burden

When a Fated suffers a consequence of a Portent being fulfilled or cashed in, you can instead take the consequences for the Fated, if applicable.

I'll do it Myself

When a Fated fails a Test, you can step in and take the Test over, marking a Stress and granting yourself a d4 Advantage in place of the original Fated.

I won't fail

When you Fail a Test or Strike, you can instead turn it into a Mixed Success and gain a "Overwhelmed" Portent. This Portent gains a mark when you use this Pillar Ability, and when fulfilled, you mark 3 Stress.

If your Strengthened Drive is fulfilled while you have this Portent, it is burned away by the positive arete of those around you.

I know what i'm doing

When you roll a critical success, you can clear 1 additional Stress or gain 1 additional Reserve.

The Lighthouse

Kamina from Gurren Lagann, Olivier Mira Armstrong from Fullmetal Alchemist, Kabru from Dungeon Meshi

- When did you first fully trust a Fated's capabilities? Why did you believe in them?
- What Fated do you think would take your place if you passed? Why?

Drives:

- ☐ Lead the Group
- ☐ **Let Someone Else Take Charge**

I know you have what it takes

When another Fated Fails a Test or Strike, you can mark a Stress and the Fated can reroll their Test or Strike.

What we Mean to Say...

If you interrupt a Fated to make a Presence Test, you can mark 1 Stress and gain a d4 Advantage

Side by Side!

Once per Scene, if you use a Power immediately after another Fated uses a Power and you are both within Melee, both you and the other Fated clear a Stress.

You've got this

Once per Scene if you instruct or guide another Fated, they either gain a d4 Advantage or gain a Grit.

The Grin

Sokka from Avatar, Maes Hughes from Fullmetal Alchemist, Isshin Kurosaki from Bleach

- What's an inside joke you have with another Fated? Where did it come from?
- Which Fated doesn't find you that funny? How do you try to make them laugh?

Drives:

- ☐ Make Someone Laugh
- ☐ **Remind Someone of a Joy They Didn't See**

Amirite?

Once per Scene, if you cause a Fated to laugh, you and the Fated can clear a Stress.

Yikes...

Once per Scene, if you make light of a situation or cut the tension, you can mark 1 Stress and gain a Grit, and one other Fated can also gain a Grit.

Its All Gravy!

When making a Presence Test, you can grant yourself a d4 Advantage and gain the "Horribly Timed" Portent. This Portent gains a mark when you use this Pillar Ability, and when fulfilled, you mark 1 Stress, and it can only be cashed in by the GM to turn any Focus or Presence Test result into a Critical Failure.

It's not THAT bad

Once per Mission, after talking with another Fated, if you have an Injury and another Fated has an Injury, they clear 1 Stress and ignore the Stress Threshold reduction from one of their Injuries for the remainder of the Mission.

Techniques

Techniques are representative of how arete flows through an individual and what form it takes when coalesced into the living world. Although most people do not have control over what kind of technique comes from their arete, it is most always representative of their personality and with enough effort and focus, it is possible to shape and even dramatically change their technique. Fated have only ever been noted to have one Technique, but many of the Council believe that with enough arete and potential, it is possible to attain two techniques at once. When creating your Fated, choose your Technique, gain its passive, and choose 2 Powers from your Technique.

Density

Alter the density of objects, allies, and enemies to break anything and to take the brunt of any blow.

Iron Hand

Passive: When you have any amount of Stress marked, your Block Action protects against 2 Stress as opposed to 1.

Passive: With 1 Action Point, you can reduce or amplify the density of the arete that flows in your body, effectively doubling your normal weight or halving your normal weight

Density Fold

1 AP, Utility, Touch

Arete wraps around your fingers that lets you mold steel, iron, or a similar material of 1 + your Grade as if it were clay. You can mold an amount of material at once equal to 1 + your Grade.

Density Hammer

2 AP, Attack, Touch

You coalesce your arete to fold density into an implement of destruction and strike a Subject with unbelievable force. Deal 1+GRd8 Stress and send the Subject flying equal to 1 + your Grade in distance. This attack can break through objects equal to 1 + your Grade.

Unyielding

2 AP, Buff/Debuff, Touch

You focus your arete into a Subject to massively increase their density. The Subject can only move half as fast as they normally can, but cannot be moved against their will. This lasts until the end of the current Scene, or until the Subject Dashes twice in a row to shake off the arete.

Condense

1 AP, Utility, Touch

You imbue an object no larger than your Grade with extreme density. The object's weight and density increase by 2 + your Grade until the end of the Scene.

Lock

Lock objects, enemies, and even arete itself with mere touch, defying gravity and space.

God's Hand

Passive: Once per Mission, when you would mark a Portent, you can instead lock the Portent, temporarily pausing fate. It can no longer gain marks for this Portent for the remainder of the Mission.

Passive: Anything you touch that has an electronic or analog lock can automatically lock if you wish it to (no Action required) with a magnitude equal to your Grade.

Lock

1 AP, Utility, Touch

An object of a size equal to your Grade is no longer affected by gravity and cannot be moved by any force unless it is 2 + your Grade. This ends when you are no longer touching the object.

If the object is a mechanical or electronic object of Graded Magnitude, it ceases to function while locked.

Cease

2 AP, Debuff, Distanced

A Subject or object of 1 + your Grade can no longer willingly move until you mark 2 or more Stress or break visual contact.

Secure

3 AP, Utility, Creation

Choose two objects within Graded Distance. A wall of arete springs up between them, and any Subject you have visual contact with cannot pass through this wall.

Seal

3 AP, Debuff, Distanced

You seal away the flow of Arete in a Subject and any Stress the Subject would inflict is reduced by your Grade until you mark 2 or more Stress.

Transposition

Swap places with objects, enemies, and allies to disorient and gain the upper hand.

Quickswap

Passive: Without the need to spend any AP, you can transpose any two objects you are holding or that are on your person.

Self-Transpose

1 AP, Utility, Distanced

You instantly swap places with a Fated or Manifestation within Graded Distance. Immediately before or after teleporting in this way, you can take a Strike, Block, or a Technique Set Up Action without expending any additional AP.

Telefrag

3 AP, Attack, Distanced

You transpose an object you've touched this Scene, no larger than your Grade - 1, with another object within Graded Distance. The transposed object retains its original angle and velocity, and typically inflicts 2 + GRd6 Stress to a Subject.

Transpose

2 AP, Utility, Distanced

You transpose two other Subjects within 1 + Graded Distance, who immediately swap places.

Substitution

3 AP, Utility, Distanced

You transpose yourself with an object you've touched this Scene no larger than your Grade -1 within 1 + Graded Distance.

Magnetism

Attract and repulse the environment and your enemies to control the battlefield.

Diamagnetic Field

Passive: Your arete pulses with a negatively charged magnetic field, and any projectiles that would deal Stress to you are reduced by half your Grade (rounded up, minimum 1).

Passive: As part of taking any Action, you can magnetize an object that fits into your palm within Graded Distance - 1 to one of your open hands.

Attraction/Repulsion

2 AP, Attack, Forced Movement

You magnetize the arete in a Subject within Graded Distance and pull them into Melee. You can then immediately roll Strike damage adding additional GRd6 Stress.

Alternatively, you can roll Strike damage against a Subject within Melee, adding additional GRd6 Stress, and repulse the Subject back Graded Distance from you.

Field Imbuement

2 AP, Debuff, Area

You lock your arete into an object within Graded Distance, granting it a powerful magnetic field, causing all loose objects of your Grade or lower in an area of your Grade to be pulled to the object. You can maintain this magnetic field as long as you are unmoving, or until you are dealt Stress.

Magnetic Dash

1 AP, Utility, Movement

You magnetize your feet and are pulled to a place you can see within 1 + Graded Distance. The magnetism keeps you planted, regardless of gravity, until you Dash or mark 2 or more Stress.

Arete Repulsion

3 AP, Debuff, Distanced

You alter the arete within two Subjects within Graded Distance to be fully opposed to each other. The two Subjects cannot move closer than their current distance from each other. You can

maintain this powerful change in the flow of arete as long as you are unmoving and spend at least 2 AP each Round focusing on this state. If you mark Stress, this state also ends.

Equipment

Once you have purchased an item, you can burn a Handler Seal to receive that item during a Mission. Unless an item is listed as Consumable, your Handler has permanent access to the item purchased. Below are a number of mundane and arete-infused items, but more items can be requested. In general, use these guidelines when considering how much VRQs an item would cost to be purchased:

- 1: Mundane items that you can hold in one hand
- 2: Larger items that need specialized storage or need two hands to hold
- 3: Very large items that are heavy that under normal circumstances, can't be lifted without two or more people

The following items, and items of a similar nature, can be acquired during a Mission without the need of spending VRQs, as your Handler has access to these items.

- Clothing, a burner phone, a snack, a notebook and writing implement, a melee weapon, up to \$20 in bills, a pair of clamps, duct tape, a wrench, or other basic tools or items
- As a reminder, when a Handler Seal is burned to create Equipment that would assist in a Test, it grants the Fated a d4 Advantage.

1 VRQ

- **Credit Card.** Allows for most mundane purchases, but cannot be used to purchase anything significant.
- **30 feet of Cord/Rope.** The rope/cord can either be mundane or reinforced with arete that requires strength of your Grade - 1 to break.
- **Alcohol, Spirits, or Similar Legal Substances.**
- **Mask.** Consumable. When a name is whispered into this seal, it will dissolve and billow into a sticky mist that coats your face, granting you the illusion of the individual named. This illusion fades after one Scene, or if a strong breeze blows it away.
- **Karuma Binding.** Consumable. If both of these connected bracelets are worn at the same time and arete is channeled through them, the two connected Fated can absorb and transfer up to 4 Stress from the other connected Fated to themselves.

2 VRQ

- **Beaker of Acidic/Basic Chemicals.**
- **Nidradevi Needle.** If this needle punctures a non-fated, they fall into an unwakeable slumber until the Mission is completed, or the needle is removed.
- **Seal of Potential.** Consumable. When burned for 1 Action Point, restore 3 Reserves.
- **Veil.** Consumable. When this nail is driven into the ground, it will produce a Veil of a size equal to 2 + your Grade that non-Fated cannot pass through until the Mission is over or the nail is destroyed.
- **Green Vial.** Consumable. When drunk for 1 Action Point, clear 1d3 Stress.

3 VRQ

- **Portable Generator.**
- **Blue Vial.** Consumable. When drunk for 1 Action Point, clear 1d6+1 Stress.

4 VRQ

- **Concentrated Divinity.** Consumable. When consumed for 1 Action Point, clear 1 Injury and 1d6+1 Stress.

6 VRQ

- **Kubera Seal.** Consumable. When wrapped around the head of a Fated who died in the current Scene (4 AP), they are revived with 2 Injuries.
- **Car.** -1 Handler Seals at the start of the Mission, cannot be transported by Handler during Mission but is accessible at the start of a Mission.

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Running Project Punch

Session 0

Before you begin the combined character creation process with your players, its very important to have a session 0 to let everyone know the tone and vibe of the game. Ultimately, this is up to you and what you want to get out of your game and out of this system, but below I'm going to describe what I've made this system to excel at, but I deeply encourage you to make this system and this game whatever you want!

Fated Fists is a heroic game. As such, the major focuses of Fated Fists is going to be heroic fantasy, going forward and punchign baddies to save the world witht he power of friendship. The focus of hte game is not saving the world, the focus is growing together as a group and feeling a sense of connection together to push forward and push past obstacles by relying on each other. These themes should be made very clear to the players you intend to run this game for, because the more the players are into this premise, the better this system works! Creativity, teamwork, and self-advocacy is encouraged within this system and will get you very far! The way that Tests are structured means that players will often perform actions where anything is possible, and in a game where you're trying to push past the boundaries, go above and beyond, going plus ultra, thats exactly what you want.

Know your Player's Drives!

Drives are supremely important! These are the guiding principlces that lead a player to play what they want to play and inform decisions of play. In Dungeons and Dragons, you play to level up, to have the heroic power fantasy fairly often, in Fated Fists, the Drives allow the players to experience the heroic stories possible in fated Fists. Drives literally allow a player to overcome their own barriers and the limits imposed by the game, and are needed to level up! So absolutely, write down and have your players' Drives known, so you can be aware of what story beats players would like to hit.

Anything is Possible? (Damoclese Portents)

As with this heroic game, the design of this game is to make pretty much anything possible. Although there are the constraints of grades (and even those are sometimes ignored), whenever you ask for a Test, because there is no sliding scale DC, it is pretty much *a/ways* possible. You still have the ability to reign players in by saying that its not within their Grade, and therefore impossible to attempt, but oftentimes there should be a lot more YESES than nos, if you have set the tone properly with a session 0 and your players know what they are getting into.

Structure of a Mission

Intro -> Debrief -> Exploration -> Echo A -> Echo B -> Manifestation -> Resolution

Timers AKA Portents

When to use Snap Tests

When to use Advantages and Disadvantages

Put the math here on much of a mechanical advantage an advantage and disadvantage is

Granting Grit

Encouraging Fated to Self-Advocate

When it comes to Pillar abilities and Drives especially

The Houses of Vaiśrava

Vaiśrava were the first Fated to discover arete within themselves and others, and have since fostered the Fated in their role in rooting out and destroying Manifestations. The Vaiśrava are the ones who assign Handlers to find future Fated, and to offer them a hand in creating a brighter future. For a thousand years, various powerful houses have arisen within the Vaiśrava, the Kuberas, Heruk, and Dakins that are now political powerhouses that boast the strongest and most powerful Fated arete users. However, there are those that have abandoned the path of the Fated, to use arete for personal gain, known as Vritra, named after the first who abandoned the path, now referred to as the King of Curses.

Vows

Vows are ways for Fated and Manifestations to amplify their arete output and their Technique by placing Vows on themselves to only have their arete function within certain conditions, as with the more limits placed, the more their potential deepen as only few paths to success become feasible. Vows are in-universe explanations for you to use to create more interesting and dynamic encounters, such as useful NPCs that have Vows preventing them from directly attacking Manifestations but as such, greatly increases the magnitude and range of their Techniques.

Making a Technique

Although the Techniques offered here are pretty rad, what excited me the most about playing in this TTRPG was making my own Technique and having my own Fated that felt like my own. As such, making your own Technique is something I would absolutely recommend if your players don't vibe with the options listed here. In general, when making a Technique, it should be centered around a singular idea or word, like an epithet. This can involve rolling 20 words at a

random word generator to get ideas for a Technique, but in general it should revolve around one idea. When creating Powers for the Technique, try to abide by the following guidelines:

- All Powers should be more powerful than making a Strike
- An X AP Power shouldn't be so appealing that no other use of AP is worthwhile
- 1 AP Powers should meaningfully change the flow of a fight or situation. If using this Power wouldn't change most situations, it should be more powerful.
- 2 AP Powers should be powerful abilities that aren't likely to be used twice in the same Round
- 3+ AP Powers should change the tide of a battle but have some countermeasure to be dealt with

Making a Manifestation

A Fated will generally deal 15-20 Stress at Grade 1 per Round, and with each Grade above 1, dealing an additional 6 damage per round. So, a group of 4 Grade 1 Fated will generally deal 60-80 Stress per round, with an additional 24 Stress for each Grade above 1.

Grade 1 Manifestation: 300

Grade 2 Manifestation: 420

Grade 3 Manifestation: 540

Grade 4 Manifestation: 660

Grade 5 Manifestation: 850

Grade 6 Manifestation: 1,000

Myth Grade Manifestation: 2,000

In general, it is much more difficult for a Fated to fight above their Grade.

Inspirations

Project Punch was heavily inspired by Jujutsu Kaisen, Chainsaw Man, My Hero Academia, and Hunter x Hunter, its mechanics are a kitbash of a variety of systems, including CAIN, Daggerheart, Draw Steel, Epithet Erased Anime System, and 5e.

Manifestations

Manifestations are beings made of arete that feed off of arete. They are dangerous, oftentimes intelligent, and have skewed personalities and goals born from the core emotions, aspirations, fears, and hatred that birthed them. Manifestations are sorted by Grades, the higher their grade, the more dangerous the Manifestation.

Limitations

All Manifestations have a Limitation, some kind of weakness or vulnerability of the Manifestation that stems from its creation. If this Limitation can be found, and exploited, it can turn the tide of battle. This can be as simple as a Manifestation of earth cannot summon new earth when no longer touching the earth, or as complex as a Manifestation applying a contagion to each Fated they touch, that allows them to use special abilities or control the Fated. Limitations can vary in

scope, size, and severity, but are always related to the core arete and emotions that make up the Manifestation.

Reading a Manifestation

Grade refers to the Manifestation's Grade, which dictates the magnitude of its abilities.

Investigation Suggestions offers potential suggestions of background and encounters during the Mission that do not involve directly fighting the Manifestation.

AT refers to a Manifestation's arete threshold, the quantifiable amount of arete the Manifestation can absorb before being destroyed. When this is reduced to 0, the Manifestation is excised.

Traits refer to the traits of the Manifestation, which are usually passive benefits.

Limitation * refers to the Manifestation's Limitation, also known as its weakness or vulnerability. If the Manifestation's Limitation is exploited, the Manifestation cannot use traits or actions that have this symbol next to it *

□ traits and actions can only be used once per Round.

Actions refer to what Actions the Manifestation can take after a Fated rolls a Mixed Success or Failure.

OUTBURST is the turning point of a battle, or the "phase transition." This typically occurs when the Manifestation reaches 1/3rd of its AT, and it makes the combat more difficult and raises the stakes.

Echoes

Echoes are fragments of a Manifestation that bleed out into the world once they have fully manifested, and are more common than Manifestations as a whole. Typically, Echoes are smaller fragments of the Manifestation, and are markers of what the Manifestation represents, while only holding a scrap of power of what the Manifestation withholds. Although Echoes can appear on their own without a Manifestation, they are often markers of what is to come.

As a GM, Echoes are your way to introduce encounters and challenges to the Fated, and sometimes are created by Manifestations during combat itself. Echoes are similar to Manifestations in terms of how they are run, but have the following changes,

- **Arete Threshold.** Echoes have an AT of 1, meaning as soon as they mark Stress, they are instantly Excised.
- **Stress Inflicted.** Echoes inflict 1-3 Stress per attack, depending on the Manifestation's Grade.
- **Multiple Echoes Act at Once.** When a Fated rolls a Mixed Success or Failure, as opposed to a single Manifestation acting, during an Echo Encounter, an amount of Echoes take an Action equal to the amount of Fated present in the Scene. For example, this means that if 4 Fated are fighting 8 Echoes and a Fated rolls a Mixed Success, 4 of the Echoes act.
- **Limited Actions.** Echoes typically have only two Actions, unless they have a unique Echo Trait. These two Actions are Dash and Strike.
 - **Strike.** Melee, 1-3 Stress inflicted
 - **Dash.** The Echo moves Graded Distance

Echo Encounters

Before the main fight against a Manifestation, Fated may have to assist other people or investigate further on the location or Limitation of the Manifestation. If you wish for these to be encounters with combat, an Echo Encounter might be suitable. Echo Encounters have an amount of Echoes in the combat equal to 2 x the amount of Fated in the Scene, meaning an Echo Encounter with 4 Fated will have 8 Echoes.

Hollow Earth

Grade 1

Fury and fear of an abused and vengeful nature spirit

Suggestions for What's at Stake

- A parasite is spreading and infecting people, turning their skin to creaking oak
- An ever-expanding tree root system is destroying more and more of the city and is fueled by the fury of Hollow Earth
- The heart of a tree is spreading through the sewer systems and the Hollow Earth is commanding its roots to break into buildings to capture people and siphon away their arete to feed the tree

Suggestions for Setting

- A dense and sprawling forest has sprouted in the center of a city
- Sinkholes have appeared throughout a city that lead to a forested sewers
- Buildings have been overtaken and destroyed by massive trees that sprout in the center, with roots that all lead to a singular location

Suggestions for Echo Encounters

- A tree has uprooted an apartment complex and people are hanging on for dear life while Echoes try to destroy the remaining infrastructure to collapse the building
- A field of flowers stands in the way between the Fated and the lair of the Manifestation, with a single Echo standing in the center, holding a flower. This Echo has the trait Life Pollen.
- A collection of people are trapped, hanging from vines, being transformed into Echos while Echos protect them

Suggestions for Echo Traits

- **Regeneration.** At the start of the next Round, the Echo reconstitutes if it is touching the ground.
- **Deathburst.** When the Echo is Excised, the Echo erupts into rapidly spreading roots and oak, and all Subjects within Melee mark 2 Stress and cannot move until the roots mark 1 Stress.
- **Life Pollen.** The Echo has a new Action: *Reproduce*. The Echo moves up to Graded Distance and imbues a flower, which becomes a new Echo with this trait.

Hollow Earth

AT: 320

Traits

✱ **Regeneration.** Hollow Earth regains 10 AT whenever it takes its turn if it is touching the ground or plants.

Limitation ✱

Of the Earth. The Hollow Earth Manifestation pulls arete from the ground and nearby plants. If Hollow Earth isn't touching the ground or plants, it cannot use ✱ abilities or traits.

Actions

- **Strike.** *Dash+Melee.* Move Graded distance and inflict 5 Stress to a Subject.
- **Thorn Strike.** *Graded Range.* Fire 3 thorn projectiles, each inflicting 2 Stress.
- **[✱] Blood of the Earth.** *Creation Graded Range.* Create Echos equal to the amount of Fated. When a Fated rolls a Failure or Mixed Success, each inflict 1 Stress to 1 Fated if they are within 1 + Graded Range.
- **✱ Rampant Growth.** *Creation + Melee.* Create a wall, ramp, or other object of vines (Graded size, 1 AT), and inflict 5 Stress to a Subject.

OUTBURST

When Hollow Earth reaches 100 AT, it will take a turn, no matter what. It will scream with the horror, fear, and vengeance of nature herself, and all earth and ground in 3 + Grade becomes soft and malleable, as if liquid. Moving through or on the ground takes 2 Action Points as opposed to 1 and every character gains the 'Swallowed by the Earth' Portent. Every time a Fated rolls a Mixed Success or Failure, each Fated touching the ground marks their Portent, which can only gain marks in this way. Once this Portent is fulfilled, it is immediately cashed, the Fated suffers an Injury, and is swallowed by the Earth. While swallowed by the earth, they suffer 2 Stress at the start of each Round, and can only escape with a Critical or Major Success Test.

Eschar

Grade 1

Collection of overworked and burnt out vengeance collected into a frustrated arsonist

Investigation Suggestions

- Investigating office buildings where long-time employees suddenly combusted on the spot
- Traversing corporate headquarters filled with everburning fires, ash, and undead burnt corpses of executives
- Searching through an oceanside town where the water's temperature continually rises to a near boil

AT: 300

Traits

* **Combustible Touch.** When the Eschar touches an object or Subject, it is set Ablaze. If a Fated is set Ablaze, they suffer a 1d4 Disadvantage on Strikes for the Scene, or until 1 Action Point is spent to put out the fire.

Limitation *

Desperate Husk. The Eschar Manifestation is frustration and scalding burnout manifested, and if it is doused in water or wet, it cannot use * abilities or traits.

Actions

- **Burning Strike.** *Dash + Melee.* Move Graded distance and inflict 4 Stress to a Subject, setting them Ablaze.
- **□ Gout of Flame.** *Graded Range.* Inflict 3 Stress to Fated in a direct line in Graded Distance, setting the Fated and any other objects Ablaze.
- **[*] Burnout.** *Debuff + Melee.* Grip the skull of a Fated and burn away their arete, inflicting 3 Stress and burning away a Grit and Reserve, if possible, inflicting 1 extra Stress for each burned away.
- ***Eruption.** *Delay + Area.* At the start of the next Round, or immediately if this action is taken twice more, inflict 5 Stress on all Subjects in 1+ Graded Area.

OUTBURST

When Eschar reaches 100 AT, it will take a turn, no matter what. It will scream and gouge itself in frustration and anger, and each Fated within 1 + Graded Area loses a Grit or Reserve for each Injury they have, and gain the “Overworked” Portent. While a Fated has this Portent, Major Successes only count as Successes, and it gains a mark anytime a Success is rolled. Once fulfilled, it is immediately cashed and the Fated marks Stress equal to the amount of Injuries and Grit they have.

Speed Demon

Grade 2

Inattentiveness and virality manifested into a dangerous speedy spirit that wants nothing more than endless content, in whatever form it may take.

Investigation Suggestions:

- Investigating an internet cafe with all computers and phones running despite having no power, all playing shortform content that have hypnotized people within
- Attempting to stop a racetrack from racing before the Speed Demon races the cars and causes havoc
- The Speed Demon challenging the Fated to individual races, and killing civilians if they refuse and when they lose

AT: 400

Traits

[*] Unstoppable. When a Fated uses an Action Point, the Speed Demon can move Graded Distance before the Action is taken.

[*] **Too Slow.** When a Fated deals Stress with a Distanced attack, the Speed Demon only takes half Stress and moves Graded Distance.

* Limitation

Can't Stop Won't Stop. The Speed Demon cannot function if it can't be moving. If the Speed Demon cannot move, it cannot use its * Actions or traits.

Actions

- **Dashstrike.** *Dash + Melee.* Move 1 + Graded Distance and inflict 5 Stress to a Subject.
- * **Toss.** *Dash + Manipulate.* Move Graded Distance, grab a Subject, and throw it 1 + Graded distance. This typically inflicts 5 Stress to the Subject.
- [] **Content.** *Debuff + Melee.* Grab the skull of a Fated and drain away their thoughts and dreams as content to consume. The Fated marks 5 Stress and their Grade is considered 1 lower for Dashing until the Speed Demon marks 30 Stress.

OUTBURST

When the Speed Demon reaches 140 AT, every digital screen within 2+Graded Distance begins scrolling through shortform content at an exponential rate before the videos peel from the screens and siphon into the Speed Demon. The Speed Demon can immediately take an Action, and it is now considered to always be in constant motion, gaining 2 new traits.

* **Supersonic.** Whenever a Fated spends 2 Action Points, it can immediately Dash 1 + Graded Distance.

* **Impossible to Hit.** Only Major Successes count as Successes, and Successes now are considered Mixed Successes.

The Pyrrhic

Grade 3

Exhaustion and hate from inflicting and being a product of violence manifested into an unstable, depressive spirit locked in a cycle of violence

Investigation Suggestions

- A police precinct filled with cops who shot themselves to death
- A war-torn field where all soldiers holding weapons were hung
- A city where all weapons had mysteriously disappeared from their owners, left behind with hands stained in blood and minds that wouldn't allow them to sleep

AT: 540

Traits

[] **Violence Begets Violence.** When someone deals damage to the Pyrrhic, they gain a "Violence Begets Violence" Portent. This Portent only gains marks when the Fated inflicts any amount of Stress, and can hold an endless amount of marks.

* **Numb to Violence.** Stress inflicted to the Pyrrhic by weapons (guns, knives, explosives, etcetera) is reduced by 2.

* Limitation

Origin of Violence. The Pyrrhic draws its arete from the shame, pain, and cruelty of violence. If there are no weapons visible, the Pyrrhic cannot use * Actions or Traits.

Actions

- **Strike.** *Dash + Melee.* Move Graded Distance and inflict 5 Stress. If the Subject has a visible weapon, inflict 1 additional Stress.
- **[*] Symphony of Violence.** *Graded Area.* All weapons (knives, guns, explosives, etcetera) within Graded Distance fire at all Fated within Graded Distance, and each Fated takes 3 Stress.
- **[] Give and Take.** *Melee.* Inflict Stress to a Fated with a “Violence Begets Violence” Portent, equal to the amount of marks on the Portent, and the Portent is then fulfilled and cashed in.
- **[*] Bloody Hands.** *Debuff + Melee.* A Fated takes 3 Stress and their hands are stained in blood. While stained, the Fated marks 1 Stress when they inflict Stress. This remains until the Fated does not inflict Stress for 1 round, or willingly inflicts an Injury to themselves.

OUTBURST

When Pyrrhic reaches 180 AT, it will finally understand the true answer to violence. The Pyrrhic can immediately take an Action and all Fated gain “The Answer” Portent. Once this Portent is fulfilled, it is immediately cashed and the Portent transforms, and a noose manifests around their neck that cannot be destroyed. This transformed Portent only gains marks when the Fated uses Action Points. If it is dealt 10 Stress, all marks on the Portent are cleared, but the Portent remains. Once fulfilled, it is immediately cashed and the noose will fully tighten, inflicting 2 Injuries and suspending the Fated, where they cannot move nor speak until 10 Stress is inflicted to the noose.

The Mask

Grade 4

Self-hatred and toxicity towards the world and the self manifested into a hateful spirit that can hide amongst the crowds of others to spread lies and hate

Investigation Suggestions

- Investigating a town where non-Fated know what Fated are, and inexplicably hate them, being influenced by the Mask
- Searching a mall where every mirror and reflective surface is shattered and malformed and tortured humans roam the empty halls
- Denizens of a Fated’s hometown going missing one by one in gruesome scenes of violence

AT: 620

Traits

One in the Same. If the Mask has a piece of organic material of a Fated or humanoid, it can look and sound exactly like the Subject.

[*] Cruel Retaliation. When the Mask is dealt Stress, it can morph into a loved one of the Fated who dealt the Stress, forcing the Fated to mark 3 Stress.

* Limitation

Anonymity. If the Mask sees its own reflection, it loses whatever form it is currently taking, and while in its true form, it cannot use * Actions or traits.

Actions

- **Strike.** *Dash + Melee.* The Mask moves Graded distance and inflicts 6 Stress to one target.
- **[] Spoil Humanity.** *Creation + Dash.* The Mask moves Graded distance and along the way, if they touch any humans (up to the amount of Fated present), they lose their sense of self and stop at nothing to kill the Fated (20 AT each, each moving 0 Graded Distance and inflicting 2 Stress on a Failure or Mixed Success to one Fated). If a Fated kills one of these humans, they mark 3 Stress.
- **[*] Shatter Ego.** *Melee + Debuff.* The Mask molds the skin and sense of self of a Fated it grabs, inflicting 5 Stress and they gain the “Unrecognizable” Portent. This Portent gains a mark if the Fated deals Stress to anyone other than the Mask. Once fulfilled, it is immediately cashed and the Fated marks 3 Stress and loses the memory and ability to use one of their Powers or Pillar Abilities until the Mission is finished.
- **[*] What’s Yours is Mine.** *Melee + Debuff.* The Mask inflicts 6 Stress to a Subject and siphons away their arete, forcing the Fated to lose a Reserve or Grit and immediately adopting their form and regaining 20 AT. If a Fated cannot lose a Reserve or Grit, they mark an additional 2 Stress.

OUTBURST

When the Mask reaches 200 AT, it will come to realize the pure hatred and vitriol of humanity, and fully understand how the Fated are the truest scum of humanity. The Mask immediately uses **Maximum Potential: Truth of the Fated**, and each Fated in a 1 + Graded distance gains the Portent “What Humanity Deserves.”

- This Portent only gains marks when the Mask inflicts Stress to the Fated.
- While a Fated has this Portent, Major Successes count as Successes against the Mask and Successes count as Mixed Successes against the Mask.
- When this Portent is fulfilled, it is immediately cashed and the Fated marks 10 Stress, and the Mask permanently deals +1 Stress to all Stress inflicted.

Vritra

Grade 4

A Fated that has turned against the Vaiśrava, bitter and vengeful to the society of arete and so called Fated

Investigation Suggestions

- One of the houses of the Vaiśrava ransacked and slaughtered
- The home base of the Fated and their Handler is under siege by the Vritra and Grade 0 Manifestations
- A city of non-Fated slaughtered, where previous Fated had been sent to investigate but never came back

AT: 650

Traits

[*] Substitution. When a Fated inflicts Stress to a subject, the Vritra can swap places with a Fated within Graded Distance, forcing the swapped Fated to mark 5 Stress in addition to any additional effects the Vritra would've been subjected to.

[*] Transpose. When a Fated is moved or moves the Vritra can swap places with the Fated if they are within Graded Distance.

* Limitation

Blind to the Cost. As result of a powerful Vow, the Vritra can use their Technique without concern for Reserve or Grit, but **can only use their Technique if they can see the Subject they are transposing with**. To obscure this, they wear an arete-infused bandage or sunglasses over their eyes.

Actions

- * **Swapstrike.** *Teleport Graded Range + Melee.* Swap places with a Subject within Graded Distance and inflict 6 Stress to a Subject or vice versa.
- **Strike.** *Dash + Melee.* Move Graded Distance and inflict 6 Stress to a Subject.
- * **Telefrag.** *Graded Range.* Throw a Subject, and swap the Subject with something on a Fated's person, typically piercing the Fated, inflicting 5 Stress.
- **Chant.** *Buff.* The Vritra uses Chant. The Vritra can only use the next Action, if they have Chanted twice in a row.
- * **Entwined Transpose.** *Teleport Graded Range.* This Action can only be taken if the Vritra has Chanted twice. Two Fated within Graded Distance are transposed with two objects entwined, and the Fated both take 8 Stress.

OUTBURST

When Vritra reaches 210 AT, they will feel that they can finally see the shape of arete, and will ask if the Fated think arete lies in the body, soul, or heart, and then will use **Maximum Potential: The Shape of Potential**. Ask each Fated what part of their body they believe is the most integral to their Technique and their Arete. All Fated within Myth Graded Distance take an Injury, as the body part stated is instantly destroyed and replaced with the Vritra's accompanying body part. The gaps in the Vritra's body are replaced with pure arete and potential, and the Vritra transforms into a Manifestation covered in eyes, allowing it to now see everything, including arete itself. The Vritra gains the following new Actions and Traits:

Actions

- **[*] Transpose Arete.** *Graded Range.* The Vritra holds nothing, and swaps nothing with the arete with a Fated within Graded Distance and consumes the arete. The Fated loses all of their Reserves or Grit, and the Vritra can immediately take another Action.
- **[*] Lapse.** *Teleport Graded Range + Melee.* The Vritra swaps places with the latent arete in the air, effectively teleporting anywhere within Graded Distance.

Traits

Godhood. The Vritra can fly.