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Key:

YS = DFRPG Your Story

OW = DFRPG Our World

FC = Fate Core

Creature Features

The powers listed here are all about the basic nastiness found in a number of beastly and monstrous creatures in the Dresdenverse

Addictive Saliva [-1]

Description: Your saliva is a powerful narcotic, leaving a victim insensate in the short term. With just a little more exposure, your victim goes straight from senseless to senselessly addicted. For those poor saps, detoxing is a bitch - it's easier, and more pleasant, just to play along with whatever you demand of them.

Skills Affected: Fighting, Deceit.

Effects:

Narcotic Saliva. You may use your narcotic saliva in a number of ways.

The most common way in a fight is to spit it at your target or get close enough to lick him. Use the Fighting skill to Create an Advantage on someone in the same zone as you - preferably in very close physical proximity. If successful, you place a scene aspect on the target representing the momentary effects of your venom.

Alternatively, you may make a Fighting attack against someone in the same zone as you - setting aside any damage bonus you may have - to inflict mental stress instead of physical stress. Any consequences resulting from such an attack represent the more lasting effects of the venom - if you score a moderate consequence or worse, or if you take your target out, you've really gotten your hooks into him (see below).

Typically, however, this saliva is administered out of combat - usually with an act of intimacy (kissing) or unintentional ingestion (spiking the punch). Roll Deceit with a +2 bonus against the victim's Will to create the consequence (see YS193) Addicted on the victim. Addicts are in pretty bad shape when dealing with you. You get a free invoke on their addiction aspect every time you enter a new scene with your new victim/pal, making it very easy to gain - and keep - the upper hand.

Aquatic [-1]

Description: You're an underwater creature, with the benefits that come from that.

Skills Affected: Athletics.

Effects:

Can't Drown. You never take stress or consequences from drowning in water.

Easy Swimming. You may ignore all water based borders while swimming.

Breath Weapon [-2]

Description: You're able to spit or throw some sort of self-generated projectile a short distance.

Must: Choose a single type of effect, e.g., acid, fire, lightning, etc.

Skills Affected: Fighting or Shooting (choose when you buy the power).

Effects:

Breath Weapon. You may attack targets up to 1 zone away from you with your breath weapon, which has a Weapon Rating of 2. You may be able to use this to create advantages.

Claws [-1]

Description: You have claws, fangs, or other natural weapons that let you add damage when attacking with your "bare" hands.

Note: Unless you have the ability to conceal your nature or change your shape (whether through Flesh Mask, shapeshifting powers, or the application of a Glamour), your claws are always visible.

Skills Affected: Fighting.

Effects:

Natural Weapons. You have claws (or something similar) that has a Weapon Rating of 2.

Venomous [-2]. Your claws are venomous. Use Fighting to create advantage; if successful, the target gains a Poisoned aspect. In each subsequent exchange, the target must roll Physique to defend

against an attack from the poison equal to your Fighting score. Once the target concedes or is taken out (falling unconscious), the attacks stop. However, the damage is already done; without proper medical attention, a taken out victim will die soon (within a few hours, perhaps less), though not immediately. Proper medical attention will remove the aspect and end the effect, with a difficulty of your Fighting skill.

Diminutive Size [-1]

Description: You're very small, or able to become very small if you're a shapeshifter - at the very largest, you're dwarfed by even a small human child.

Note: This power is always in effect unless you have the power to shapeshift.

Skills Affected: Notice, Investigation, Physique, Stealth, combat skills.

Effects:

Hard to Hit, Easy to Hurt. Your physical stress track is reduced to 2 no matter your Physique skill (other modifiers may affect it as normal).

When your size is a factor in combat, you gain a +1 to Athletics for dodging, but suffer -2 to physical stress per attack (before adding Weapon Ratings and other modifiers).

Everything is Big. Your ability to lift and manipulate objects determined by the Physique skill are considered relative to creatures of your small size (this will usually impose a penalty between -2 and -4, or possibly forbid the use of Physique at all.)

You suffer -1 on Athletics rolls to cover distance with your reduced stride.

Some zone borders may not be an obstacle for you, as you fit in tight places.

Small is Big. You're better at picking up on very small details, gaining a +2 to any perception (Notice, Investigation) rolls needed to spot them.

Hard to Detect. You gain +4 to Stealth attempts to remain hidden.

Echoes of the Beast [-1]

Description: Some part of you is a beast, an animal - often due to shapechanging powers or something similar. This brings along the benefits of that animal's senses.

Musts: Define the type of beast you share a kinship with at the time you take this power.

Skills Affected: Varies, but usually Notice, Investigation, and Scholarship.

Effects:

Beast Senses. Whether in human form or otherwise, your senses are strongly tuned in a fashion fitting a particular type of beast (specify the senses when you take this power, based on what the beast is known to have). You gain +1 to perception rolls (Notice or Investigation) when your sense comes into play.

Beast Trappings. You are able to do one minor thing that normal people can't do, related to the abilities of your beast-kin. This may be tracking by scent (for a wolf or other predator), finding your way around while blind or in total darkness (like a bat), or hiding in plain sight (like a chameleon). You gain a +1 on the roll that fits your beast kinship. For example, you could say that, because you're kin to leopards, you gain a +1 to Stealth when barefoot.

Beast Friend. You may achieve at least an instinctual understanding (if not actual communication) with beasts of a similar type. This gives a +1 to Empathy rolls to suss out a particular animal's motives.

Hulking Size [-2]

Description: You're very large, or able to become very large if you're a shapeshifter - at the very largest, as tall as a house.

Note: This power is always in effect unless you can shapeshift.

Skills Affected: Fighting, Weapons, Stealth, others.

Effects:

Easy to Hit, Hard to Hurt. Add 2 boxes to the length of your physical stress track.

When target size is a factor you suffer -1 to defense rolls.

Everything is Small. You get a +2 to your Physique rolls to lift or break things - on top of any supernatural Strength bonuses you may have.

You gain +1 on Athletics rolls to cover distance with your gigantic stride.
Normal sized doorways and rooms have a border value of 1 when you change zones.
You cannot interact with any man-sized objects using skills like Burglary and Craftsmanship (but knowledge-related rolls are unaffected).

Big is Scary. You get +2 to Intimidate against a target likely to consider your size an advantage.

Easy to Detect. Your Stealth is reduced to +0, and you may not roll higher than +1.

Living Dead [-1]

Description: You're dead, but you keep walking around. It's kind of gross.

Musts: You've got to be dead.

Skills Affected: Intimidation, social skills.

Effects:

Corpse Body. Your body is a corpse. This means that you cannot recover from consequences with time, because your body does not regenerate. Any physical consequences you suffer are permanent until you take some kind of effort to remove them (know any good taxidermists?) or seek supernatural assistance to reconstruct your body.

Death is a Nuisance. Unless wholly destroyed or killed by special means, you're already dead, and that doesn't seem to have fazed you much. No "death" result is ever permanent unless special means are used (usually as determined by your creature type).

Dude! You're Dead! And that's pretty scary to a lot of people. When dealing with folks unaccustomed to the walking dead, gain a +1 on Intimidation.

Take a -1 penalty on nearly all other social skill (except Deceit). For every level of physical consequence you've sustained, increase the modifier by -1/+1. That said, the effect is short-lived with any one target - as they become accustomed to a reality where the dead walk, they eventually become inured to it as an *additional* reason to be terrified.

Pack Instincts [-1]

Description: You are part of a pack and share a certain kind of unspoken communication with one another.

Musts: You must define who is in your pack, and they must have this power as well.

Skills Affected: Notice, Investigation, others.

Effects:

Pack Communion. Gain +1 to your Notice when near a member of your pack.

If any one of your pack spots an ambush (by succeeding at an Notice roll), all packmates are considered to have won the Notice roll as well.

When in the same zone as others of your pack, you may communicate with one another wordlessly. Only single words and simple concepts may be communicated: *attack, protect, follow, distract*.

You may make an Investigation roll to pick out the approximate location of others of your pack.

Spider Walk [-1]

Description: You can climb on things the way a spider would.

Skills Affected: Athletics.

Effects:

Like a Spider. While climbing, you may treat any surface, no matter the angle, as no more difficult than climbing up a vertical surface with plenty of handholds. Ceilings? No problem.

This ability may give a bonus to some Overcome actions and Contests when applicable.

Supernatural Sense [-1]

Description: You have a supernatural sense of some sort, enabling you to detect something no one could normally detect (e.g., smell hope), or to perceive something normally in situations where you otherwise couldn't (see in complete darkness).

Musts: With each supernatural sense, you must identify whether this is a purely mystical sense (using Lore) or a more physical sense (using Investigation and Notice as appropriate).

Note: The sense you define can't be a "gamebreaker" without the GM's approval - no "hear someone's True Name in their heartbeat," probably no "see through walls."

Alternatively, such things could be possible, but they should probably cost an extra one or two refresh at least. A number of powers already encompass some portion of supernatural sensory ability. Don't purchase this power unless it's clearly something extra, above and beyond what you already enjoy from your other powers.

Skills Affected: Notice, Lore, Investigation.

Effects:

Strange Sense. In situations where you could be penalized or otherwise told that it's impossible to sense something, you can nevertheless attempt to sense the thing you've defined, without penalty.

Strange Senses [-1]. You may instead define a small set of up to three thematically related supernatural senses.

Broad Senses [-2]. Take this instead of Strange Senses. You have a wide array of supernatural senses, easily up to a dozen.

Wings [-1]

Description: You have wings of some sort - gossamer as a faerie, batlike as a demon - enabling you to fly.

Musts: You should define the appearance of the wings when you take this power.

Your wings are always present and visible unless you have a power allowing you to hide them (Flesh Mask, shapeshifting powers, or the application of a Glamour).

Skills Affected: Athletics.

Effects:

Flight. You can fly, eliminating or reducing certain kinds of borders and enabling travel upwards into zones that can't normally be reached.

Winged flight is governed by the Athletics skill, just like running.

Faerie Magic

The powers of the faerie focus heavily on the *appearance* of things. Glamours - faerie illusions - are the mode of the day, leading to the truism: *if it looks too good to be true, it probably is, and it's probably fae*.

Glamours [-2]

Description: You are able to create the basic glamours of the fae - minor veils and "seemings" that make something look like what it *isn't*.

Skills Affected: Will, Deceit.

Effects:

Minor Veils. With a moment of concentration, you may draw a veil over something (not particularly large - maybe the size of a small, tight group of people), hiding it from sight and other means of detection.

Use your Will or Deceit to defend against any efforts to discover the veil. If the veil is discovered, it isn't necessary *pierced* - but the discoverer can tell that it's *there* and that it's *wrong*.

Seemings. You may cause someone or something to appear to be other than what it is. Usually this is personal, but it may be used on other objects or people if they belong to you or have entered a pact with you.

You may use Will or Deceit skill to defend against any efforts to discover that the seeming is something other than real.

Greater Glamours [-4]

Description: As a pure fae of considerable power, you are able to create **true seemings** - actual objects, or near enough as to make no difference in the moment (i.e., ectoplasmic constructs). Your veils are potent and your lesser seemings are flawless.

Musts: Character must be a pure fae. This *replaces* Glamours, if the character previously had it.

Skills Affected: Will, Deceit.

Effects:

Veils. With a moment of concentration, you may draw a veil over something (up to an entire zone), hiding it from sight and other means of detection.

Use your Will or Deceit at +2 to defend against any efforts to discover the veil. If you draw a veil over a whole zone, you do not get this +2 bonus.

Seemings. You may cause someone or something to appear to be other than what it is. Usually this is personal, but it may be used on other objects or people if they belong to you or have entered a pact with you.

Gain +2 to Will or Deceit skill to defend against any efforts to discover that the seeming is something other than real.

True Seemings. You may create a single object - or with some difficulty, even an ephemeral creature - out of ectoplasm, the stuff of the Nevernever. This creation is not casually detectable as "unreal," per se, save through magical means of perception, so it is immune to most efforts to discover the seeming. As far as the effects of the object are concerned, simply give it the same attributes a fully real object of its type would have.

You may only have one object at a time via seeming - creating another dismisses the first.

Seelie Magic [-4]

Description: Drawing on the power of the Summer Court, you're able to cast spells that fit its essential nature: wildness, birth, growth, renewal, fire. These magics are under the sway and watch of the Queens of Summer (Lady, Queen, and Mother), and inevitably making use of them will catch their notice. While some may think the Summer Court is all warmth and light, they should pause to consider that unbridled growth favors an ebola virus just as much as it does a pear tree.

Note: If you already practice another kind of magic (e.g., Evocation, or Thaumaturgy), the cost for Seelie Magic is reduced by 1 for each power you already possess (becoming -3 or -2).

Skills Affected: Will

Effects:

Summer Spellcasting. You are able to cast spells of a deep and true nature, drawing upon the magics of the Summer Court. Due to the faerie nature of this power source, it is less flexible in some areas than mortal spellcasting and is therefore subject to the limitations described in its entry under “*Sponsored Magic*” in *Spellcasting*, YS287.

See the [Spellcraft Power](#) section for full rules.

Unseelie Magic [-4]

Description: Drawing on the power of the Winter Court, you’re able to cast spells that fit its essential nature: wildness, death, decay, slumber, ice. These magics are under the sway and watch of the Queens of Winter (Lady, Queen, and Mother), and inevitably making use of them will catch their notice. While some may think the Winter Court is all frozen cruelty, they should remember that without their balance to Summer, the world of man would end, choked off by unbridled nature.

Notes: If you already practice another kind of magic (e.g., Evocation, or Thaumaturgy), the cost for Unseelie Magic is reduced by 1 for each power you already possess (becoming -3 or -2).

Skills Affected: Will.

Effects:

Winter Spellcasting. You are able to cast spells of a deep and true nature, drawing upon the magics of the Winter Court. Due to the faerie nature of this power source, it is less flexible in some areas than mortal spellcasting and is therefore subject to the limitations described in its entry under “*Sponsored Magic*” in *Spellcasting*, YS287.

See the [Spellcraft Power](#) section for full rules.

Items of Power

"Items of Power" is a catch-all category for powers that are derived not from the person himself, but from the magical equipment he brings to the table. Champions of the supernatural heavyweights (OW26), including the Champions of God, Knights of the Faerie Courts, and other Emissaries of Power, may carry such artifacts to battle, as protection or weaponry.

Item of Power [-Varies]

Description: You have an item of great power - an artifact that goes beyond the ephemeral items created by spellcasters and alchemists. This is an artifact with an ancient story, often drawing its power from some vast supernatural entity of old.

Musts: An aspect directly referencing the Item of Power is required.

The Item of Power power **may not** be taken multiple times - even if the character has multiple items of power. A single instance of Item of Power covers all such items that the character carries.

Options: Plenty! An Item of Power is a way to take [Minor Powers](#), [Speed](#), [Strength](#), [Toughness](#) or some other powers (subject to approval) at a small discount, gaining back a point or two of refresh based on the nature of the item.

Skills Affected: Varies.

Effects:

Imparted Powers. Choose a set of powers that are imbued within and imparted by the Item of Power. Take these powers normally, recording their refresh cost and noting that they're part of the Item.

Powers outside of the [Minor Powers](#), [Speed](#), [Strength](#), and [Toughness](#) categories must be examined closely by the GM and may be disallowed. Simply possessing the Item of Power is not enough to use the powers. Rules must be followed, bargains must be made. Work out the particulars with the GM.

While the item may be "loaned" occasionally for a specific single task, it is not an easy thing to do: the owner of the item must pay 1 fate point for every scene in which he allows another to enjoy its benefits, or the item fails to work for the recipient. The recipient must still obey the rules associated with the Item of Power.

One-Time Discount [+1 or +2]. You regain Refresh for "externalizing" some of your powers in the form of the Item of Power.

- **Obvious +2:** The Item of Power is reasonably obvious and easy to detect, like a sword.

- **Concealed +1:** The Item of Power is difficult to detect, allowing concealment, like a ring.

This discount only happens once, even if you have multiple separate Items of Power.

This discount may not bring the total cost of its powers down to 0.

It Is What It Is. The item is often based on a mundane template - a sword, a shield, a suit of armor - and as such may have some armor or damage values completely independent of its supernatural nature. Swords will have damage bonuses like swords, armor will protect like armor. All the same, the item should be obvious as something unusual.

Unbreakable. As an Item of Power, it cannot be broken, save through dedicated magical ritual predicated upon perverting its purpose. How this manifests may vary; the item may be breakable but able to repair itself, or it may simply refuse to be fractured.

Example Item of Power - Sword of the Cross [-3]

Description: You possess one of the three Swords of the Cross, their hilts reportedly forged from the nails that fixed Christ to the Cross. Those bearing the Swords are called the Knights of the Cross.

Musts: You must have a destiny or calling to inherit the Sword, represented as a high concept or template.

Note: If the Sword of the Cross not the first Item of Power the character has, the Refresh cost is -5.

Skills Affected: Fighting, others.

Effects:

All Creatures Are Equal Before God. This is the truest purpose of the Swords of the Cross, the ability that makes even ancient dragons take pause when facing a Knight.

When facing an opponent, the Knight may spend a fate point to ignore that opponent's defensive

powers (Toughness based ones, primarily), as well as any mundane armor the foe has, for the duration of the scene.

In essence, a Sword of the Cross may take the place of whatever it is that a creature has a weakness to (whatever "the Catch" is on their Toughness powers), on demand, so long as the Knight can spend that fate point - particularly handy when facing ultra-tough Denarians or true dragons. Whatever powers a creature may have, the job of a Sword of the Cross is creating a mostly even playing field - or something very much like it - between mortal and monster.

Divine Purpose. A Sword of the Cross may only be swung with true selfless purpose in mind and heart; if this is not the case, the bond between the Knight and the Sword is broken and may only be restored by undergoing some sort of trial of faith.

When swung without such purpose in mind and heart, the blow does not land (any attack roll automatically fails), the bond is immediately broken, and the sword falls from the wielder's hand. Basically, the GM and player should look at the description above as a guideline for how to compel the high concept attached to the sword - your character may be tempted to use the sword for selfish reasons, and could either receive a fate point to stay his hand or succumb to the temptation and lose the sword temporarily. If another takes up the sword and swings it selfishly, your Knight is still responsible for how the sword is used, with similar repercussions.

True Aim. When swung in keeping with its purpose, a Sword of the Cross grants a +1 to the wielder's Fighting skill.

Holy. This weapon is a powerful holy symbol in its own right. Its very touch is like holy water or that of a cross or other symbol of faith backed by the belief of the possessor.

It's a Sword. A Sword of the Cross always takes the form of a sword, though the precise type of sword may change through the ages. There are only three in existence (OW72). As a sword, it possesses the damage and other attributes of any sword (YS202).

Unbreakable. As an Item of Power, it cannot be broken, save through dedicated magical ritual predicated upon perverting its purpose.

Minor Powers

The minor supernatural powers that exist in the world are too numerous to be categorized easily. All the same, you'll find some in [Psychic Powers](#), and a few more are listed here. Usually these powers offer some small advantage, but in many cases they also come with a disadvantage or a price

Cloak of Shadows [-1]

Description: You and the shadows are as one. You're able to melt into the shadows with ease; the cover of night offers easy concealment.

Skills Affected: Stealth, perception skills.

Effects:

See in the Dark. Perception skill rolls (Notice and Investigation) are not penalized by darkness.

Melt into the Shadows. Under the cover of darkness, gain +2 to your Stealth rolls.

Ghost Speaker [-1]

Description: You see dead people. All the time.

Some people mistakenly refer to you as an *ectomancer*, but your ability is more instinctual and you are not technically a spellcaster (although this power can be added on top of an existing spellcaster if the character template allows for it).

Skills Affected: Social and perception skills.

Effects:

See the Dead. You have no problems perceiving the presence of spirits and ghosts, unless they are deliberately trying to conceal themselves - in which case roll Investigation (or Notice) vs. Stealth.

Seen by the Dead. Spirits get a +2 when trying to perceive or locate you.

Spirits and ghosts have no problem perceiving *you* as well, regardless of how tenuous their manifestation is. They recognize you as a conduit to the mortal world and will readily come forward to contact you. This means such creatures will see and find you more easily than other people, when all other factors are equal.

Speak to the Dead. You can speak and otherwise communicate directly with ghosts and other invisible or incorporeal spirits, without any need to perform thaumaturgy.

Seek the Dead. The dead seek you out, and it goes the other way as well. You may use Contacts to seek out information and specific individuals among the dead.

Mana Static [-1]

Description: Despite not being a mortal practitioner of magic, you have a tendency to cause technology to short out the way a wizard or other mortal spellcaster does.

Note: While we don't have documentation of this sort of power in our casefiles, it's pretty well supported by theory. There are plenty of folks out there with undeveloped magical talent, and it's easy to see how they could first - and perhaps only - manifest the hexing aspect of their powers.

Musts: If the character ever takes a spellcasting power, it replaces this one.

Skills Affected: Varies.

Effects:

Hexing. You can hex technology deliberately (YS228).

Gain +2 to your Will skill to avoid *accidentally* hexing technology.

Marked by Power [-1]

Description: You've been marked by something powerful, in a way recognizable to those with a magical affinity. Such people and creatures will think twice about acting against you, but they'll also see you as a representative of the thing that's marked you.

Musts: Your high concept must reflect the creature or person who has marked you.

Skills Affected: Varies.

Effects:

Aegis of Respect. A magical mark is upon you, placed by a creature or person of significant

power. It's not that the mark provides any *actual* protection, but magically aware people and creatures can perceive this mark upon you and word tends to get around that you've been "claimed."

Gain +1 to social rolls whenever dealing with someone in the magical community. The downside is that people tend to see you as a representative of the thing that marked you, which can lead to some uncomfortable entanglements and assumptions.

You may attempt to conceal the mark, but it takes some concentration. Use an appropriate skill (Stealth or Deceit, usually) restricted by Will to do so. You can't do anything stressful (like combat) without dropping the concealment.

Wizard's Constitution [-0]

Description: You are a wizard, or are like a wizard - incredibly long lived for a human, able to recover from injuries just a little better than the next guy.

Note: This power is replaced by any Inhuman or better Recovery or Toughness powers, if any such powers are taken. In terms of game effects, the uses of this power are so minor that they're really almost cosmetic; hence the zero cost.

Skills Affected: Physique.

Effects:

Total Recovery. You're able to recover from physical harm that would leave a normal person permanently damaged. You can recover totally from any consequence - excluding extreme physical ones - with no other excuse besides time; simply waiting long enough will eventually heal you completely. (Many wizards use this power to avoid hospitals, where their tendency to disrupt technology can put others in serious danger.)

Long Life. As a side-effect of your improved ability to recover from injury, your lifespan is significantly extended. In game terms this will rarely have relevance, but it's why the Senior Council of the White Council of wizards can talk at length about the events of the American Civil War (many of them were *there*) and several can go back even further than that.

Nevernever Powers

This category of powers is for those creatures other than Faeries that are strongly rooted in the Nevernever - like spirits and ghosts - as well as the ability to affect or reach the Nevernever easily.

Demesne [-1]

Description: As a spirit that has been linked to the mortal world, you naturally create a space within the Nevernever tied to that place or concept. This space reflects the landscape of your “mind.”

Skills Affected: Will.

Effects:

Home Turf. You have an immense amount of control over the features of your demesne; the “local reality” bends to your will. You automatically succeed at any declarations about the physical form of your demesne, and in combat you can roll Will to place scene aspects on the demesne.

You can even roll your Will as a physical attack against intruders, using the nature of the Nevernever to harm opponents.

Spirit Form [-3]

Description: You are an incorporeal spirit form, able to pass through walls and other barriers in the mortal world (thresholds still have an almost physical reality to you, however).

Skills Affected: Many.

Effects:

Insubstantial. You are incorporeal, able to pass through walls, reducing most borders to zero. Thresholds (YS230), act as physical barriers to you.

Without also taking Physical Immunity to a broad range of effects, you can still be harmed by physical attacks.

Variable Manifestation. You must manifest *visibly* to truly perceive anything “useful” about the world around you. Even when largely separated from the world, your presence may be felt by those with Ghost Speaker, a high Lore, or other means of magical sensitivity.

Variable Visage. As a spirit, your form may change somewhat in response to your mood or idea of self, causing you to appear more fearsome or beautiful.

Gain a +2 to appropriate social actions based on appearance (Intimidation for a fearsome appearance, Rapport or Deceit for a beautiful one). Usually this is an exaggeration of your “normal” appearance in some way.

Poltergeist [-2]. Your manifestation is reinforced with solid ectoplasm and able to manipulate objects in the mortal world.

When doing so, you may use your Will in place of Physique to move heavy things, and you may use physical combat skills as normal.

Swift Transition [-2]

Description: Most supernatural creatures may cross over into the Nevernever naturally, so long as they are in a place that particularly resonates with their nature. With this power, a spirit or other creature may cross over into the Nevernever from nearly anywhere at all.

Skills Affected: Many.

Effects:

Everywhere is a Portal. You may transition to the Nevernever from nearly any location in the mortal world, so long as you are not forcibly restrained by some magical or ritual means.

No Mortal Home [+1]. If it suits your concept - such as with ghosts - you are so native to the Nevernever that you are pulled to it if given no strong reason to remain in the mortal realm.

Under high stress or magical assault, you may need to make Will rolls (against a difficulty in line with the strength of an attack, etc.) in order to remain in the mortal world. If knocked unconscious or otherwise wholly incapacitated, you immediately transition to the Nevernever, for better or for worse.

Worldwalker [-2]

Description: You have a natural ability to cross into and out of the Nevernever by opening a gateway. Others in close proximity to you may pass through this opening as well - and things within the Nevernever may use it to get out. You're also adept at finding places where the barrier between this world and the Nevernever is weak and permeable, bypassing the need to open a rift yourself.

Notes: This is another "extrapolated" power, not documented in Harry's casefiles, but pretty well supported by theory. It's already true that many supernatural creatures can cross over into the Nevernever in places that share an affinity with their kind, so it seems reasonable that someone with a little bit of latent magic ability would be able to manifest a similar kind of affinity.

It's also worth observing that spellcasters usually needn't worry about this power - their spellcraft powers already provide the ability to detect and open rifts between the mortal realm and the Nevernever.

Skills Affected: Investigation, Lore.

Effects:

Rift Sense. You may use Investigation or Lore to find places where the fabric of reality is weak, allowing easy passage into or out of the Nevernever.

Rift Maker. *Once per scene* (or per hour, if more appropriate), you are able to tear a temporary hole between this world and the next, allowing people and things to pass into or out of the Nevernever for a few seconds (it takes a true spellcaster to hold a rift open for longer).

Some supernatural power-players will get a bit agitated or excited about this, since this inevitably weakens the fabric between the Nevernever and our own world in a given location.

Strange Worlds. Gain +2 Lore regarding Nevernever geography and other trivia about it.

By dint of using this power and not, y'know, dying or getting enslaved in Faerie or the like, you've had enough exposure to the Nevernever to have a degree of familiarity with it.

Psychic Powers

Psychic powers seem to divide into two types - ones which are more trouble than they're worth, and those which break the hell out of the Laws of Magic.

Cassandra's Tears [-0]

Description: You are afflicted by the condition known as Cassandra's Tears - you have a limited ability to see the future and predict the shape of things to come. But there's a big downside: most people simply ignore or won't believe your warnings.

Musts: You must take Cassandra's Tears or some similar variant as an aspect.

Skills Affected: Social skills.

Effects:

Unbelievable Predictions. You are able to make precognitive predictions or receive them from the GM. This places an aspect on the "world" related to the prediction that remains until it comes true or is otherwise resolved. See the guidelines on YS324 for more details about predictions.

However, you suffer -2 to any attempts to convince or warn people about what you foresee.

Domination [-2]

Description: This power is most commonly seen among a segment of Black Court vampires. Given a captive victim, a skilled Black Court vampire or other creature with this power can break down the target's will through direct psychic assault. It's not subtle, and it's not pretty, and it usually leaves a wreck of a mind in its wake.

Skills Affected: Will.

Effects:

Psychic Domination. Given a helpless captive, you may use your Will skill as an overt psychic attack, dealing mental stress and consequences until the victim's mind is entirely under your sway.

The victim may defend with his own Will, but he usually can't counter-attack, and eventually he'll just be whittled down - especially if you get creative with the "preparation" of your victim.

Create Renfield. If you take out a victim using this method, you may then perform 1 day of work and turn the character into a Renfield (OW84): a horribly broken individual, with nothing left to do except foam at the mouth and fanatically execute your instructions.

Master Dominator [-2]. Your domination attacks inflict +2 stress on successful hits.

With 3 days of work, you can upgrade a Renfield with Inhuman Strength, Inhuman Recovery, and lifespans of no longer than a month.

Possession [-3]. Your domination attacks inflict +2 stress on successful hits (stacks with Master Dominator).

This variant is seen most commonly among demons; with this upgrade, you may fully possess your victim once you've taken him out with your domination attack. This upgrade is possible only when combining this power with another that allows you to become insubstantial. Gaseous Form could allow you to possess a victim by way of inhalation, while Spirit Form would allow you to simply "step into" the victim's body.

Once you've taken possession, you may control your victim completely - without any easy telltales of mind control - and gain access to all of their physical powers and many of their mental ones. Once someone has a reason to be suspicious, you must use your Deceit to defend against discovery.

Incite Emotion [-1]

Description: You are able to incite certain strong emotions in a target - usually emotions of passion or pain. Dark or morally "corrupt" emotions (lust, wrath, despair, and others) are the usual ones available. Emotions created by this power are real, but not True. So True Love, Courage, Hope, and so forth are off the table.

Options: This power costs 1 refresh to start and requires you to pick a single emotion you can incite. More potent versions (see below) may be purchased by increasing the refresh cost. The emotion this power incites may be changed under special circumstances, as part of character development.

Skills Affected: Deceit, Intimidation.

Effects:

Emotion-Touch. If you can touch someone, you can make them feel something.

You gain a +2 to your rolls to create an emotional aspect or obstacle upon them (using Intimidation for anger or fear, and Deceit for every other emotion). Target defends with Will.

This lasts as long as you continue to physically touch them.

Additional Emotion [-1 or more]. For every point of refresh spent on this upgrade, you can choose another emotion to use with your Incite Emotion power. Any other upgrades apply to all emotions you can incite.

At Range [-1]. You may use this power on targets up to one zone away without touching them. You must stay within this range to maintain your aspect upon them.

Lasting Emotion [-1]. You can now use *Emotion-Touch* as a mental attack. Target defends with Will. If your attack hits, your mind has a Weapon rating of 2.

This increases the chances of inflicting a mental consequence (a more lasting emotional state).

Potent Emotion [-1] (Must have Lasting Emotion). Your mind now has a Weapon rating of 4.

Psychometry [-1]

Description: You have a semi-magical ("psychic") talent for catching glimpses of the past when you touch objects.

Skills Affected: Investigation.

Effects:

Echoes of the Past. You can perform an assessment action on the history of a given object that you are able to touch and contemplate.

This is a standard Investigation roll, but instead of searching a physical location, you are rifling through the situations that the object has been exposed to in the past, looking for glimpses of something significant. Psychometry assessments are more difficult than normal (Good or higher), so even with a high roll, you may only get one aspect or fact, and you may not receive any additional context to help you make sense of it.

For example, a knife used as a murder weapon could only give you fleeting images from the scene, not enough to make a positive ID on the killer; but you could see something like A Butterfly Necklace that you can tag later as a clue on a future roll.

The Sight [-1]

Description: Wizards and others have learned to open their third eye, perceiving the magical world in great detail. The downside here is that the often phantasmagorical images are burned into their brains - never forgotten, *always* vivid.

Musts: You must have a high concept that shows either that you are a spellcaster or that you have received training of some kind to open your third eye.

Skills Affected: Lore, Will.

Effects:

Arcane Senses. Even with your third eye closed you have heightened arcane senses.

Gain a +1 to use Lore as if it were an arcane Investigation or Notice skill.

Wizard's Touch. As another aspect of your arcane senses, when you touch another being who has some magic potential, the GM may ask you to roll Lore to catch just a hint of a "spark" - indicating their nature as something other than mundanely mortal.

Even on a failed roll, you may experience some sort of sense that something is "off."

Opening the Third Eye. You may use the Sight to fully open your third eye, with all of the risks and rewards that come with it. See YS223 for details on how the Sight works.

Soulgaze [-1]

Description: Wizards (and a rare few others) have the ability to gaze upon another's soul directly - but only the first time they make more than a moment of eye contact, and only if the one they gaze upon actually has a mortal soul. When it doesn't happen, that in and of itself is an interesting piece of information!

Skills Affected: Will.

Effects:

Application of the Sight [+1]. If you have the Sight, you may take Soul gaze for free.

Soul gaze. You are subject to the uses and effects of Soul gaze as described on YS226.

Shapeshifting

Shapeshifting can happen solely in the mind, but more often it is an alteration of the body. The changed form may be greater or smaller in size than the original. The True Shapeshifting power is rarely possible for a mortal mind to bear - the stress and strain placed on the sense of self inevitably leads to a psychotic break of some sort. (This may be why those mortals who do learn how to shapeshift rarely enjoy more than a *single*, fixed alternate form - such as werewolves of the Alpha style.)

Whatever the case, this is very much a case of (mental) function follows form - changing the body may well be the easiest part. What to do with the mind when this happens - that's *paramount*, at least as far as mortal shapeshifters are concerned. Most supernatural creatures already have it covered - or aren't particularly bothered by petty things like psychosis. Others conquer this problem with a variety of limitations, magical "cheats," or just good hard training.

Beast Change [-1]

Description: You're able to take on the form of one beast, rearranging your skill list.

Musts: You must define the particular kind of beast that you change into.

Skills Affected: Many.

Effects:

Beast Form. You take on the shape and appearance of the beast you specified at the time you took this power. This only covers a cosmetic change of form and does not convey additional powers like Claws or any supernatural [Speed](#), [Strength](#), or [Toughness](#) powers - you will need to take those separately to get the appropriate benefit.

Skill Shuffle. You may shuffle around your skills for a different configuration while changed, using the same number of skill points you currently have. Any knowledge or social skills may not be given a higher value due to the change.

For example, you can't suddenly know more about Shakespeare just because you're a wolf (or whatever). Physical and perception skills, however, *may* (and perhaps should) be increased in this way.

Demonic Co-Pilot [-1]

Description: Running around in a body that isn't yours is hard, so you contract out the hard work to a spirit. Usually an evil, angry one.

Musts: You should have an aspect referencing this pact in some way. The GM is going to be compelling it. The GM should think about what the co-pilot's agenda is.

Skills Affected: Ones used by the shapeshifted form.

Effects:

Demon's Agenda. You gain a +1 on *any* skill roll that's in keeping with your shapeshifted form or demonic co-pilot's agenda (often having to do with gleeful murder). When doing so, you must roll Will against the result, as if you were defending against an attack. Failure to defend results in mental stress as if from an attack; psychological consequences that result are set by the GM, in line with the demon's agenda.

Flesh Mask [-1]

Description: This is a variant on Human Guise power that offers a few extra benefits. Most commonly used by Red Court vampires, a Flesh Mask is a real-seeming outer layer of ectoplasmic flesh, usually embodying an idealized human form. But the creature beneath can move around inside, sometimes able to perform small actions underneath its very "skin," likely unnoticed by those around it.

Skills Affected: Social skills, Stealth.

Effects:

Flesh Mask. The flesh mask is a pliable outer shell of false flesh, made of ectoplasm. The true creature beneath can tear through this mask with ease, discarding it to take its true form.

Any physical attack that inflicts a consequence of any size is sure to pierce the mask, at least a little. It takes only a few minutes for a flesh mask to be restored after it has been removed.

Idealized Appearance. Your flesh mask has a single appearance - usually a stunningly attractive version of the human you were before you became a vampire.

Gain +2 on any social rolls where appearance is a primary factor, so long as the target of your action is not aware of the horror that lies beneath the outer veneer.

What Lies Beneath. You may move around within your flesh mask, so long as the motions are small and subtle (Deceit or Stealth).

For example: pulling your real arm out of the mask-arm and pointing a small gun at your opponent.

Gaseous Form [-3]

Description: Certain Black Court vampires may have the ability to turn into a cloud of gas, seeping under door cracks, traveling great distances undetected, and so on. Other creatures may do this as well.

Skills Affected: Various.

Effects:

Gaseous Transformation. You may transform into a gaseous cloud. It takes a whole exchange to make the transformation.

In gas form, you set aside all ability to act in exchange for the following:

- **Flight** eliminates or reduces certain kinds of borders and enabling travel upwards into zones that can't normally be reached. Flight is governed by the Athletics skill, just like running.
- **Insubstantial** reduces most borders to zero. Thresholds (YS230), act as physical barriers to you.
- **Physical Immunity** You take no stress and no consequences from physical attacks and other harms, *unless* someone satisfies your Catch.
- **The Catch** of any of your normal weaknesses, if you have any, plus the vulnerabilities a cloud of gas should have (someone could bottle up part of you if he got off a good enough "attack;" a strong head-wind could impede travel, adding borders to zones if you are trying to float into the face of it).

You cannot attack while in this form. The only real actions available to you are movement. You may be able to ignore border values entirely by seeping through cracks under doors or windows, traveling through ventilation systems, and so forth. You'll still be stopped by something airtight and slowed down by something that's *mostly* airtight.

Human Form [+1]

Description: You're a shapeshifter, but when you haven't shapeshifted, you're just a normal person.

Skills Affected: Varies.

Effects:

Regular Joe/Regular Jane. Specify which of your supernatural powers (usually most or all of them) are unavailable to you when you're *not* shapeshifted into your "powered" form.

This discount may not bring the total cost of the forms powers down to 0.

Rare or Involuntary Change [+1]. Regain 1 additional Refresh if you are only *rarely* able to take your powered form (rare times of the day or month or year, etc.)

This discount may not bring the total cost of the forms powers down to 0.

Human Guise [-0]

Description: Congratulations, you pretty much look like everyone else.

Skills Affected: Will.

Notes: The effects of this power are so minor that they're really considered to be almost cosmetic, at least in terms of the impact on the game mechanics; hence the zero cost. Ghouls are one example of a creature with this power, as are White Court vampires.

Effects:

Normal Appearance. You have a number of supernatural powers (often from "[Creature Features](#)") that give you an appearance that's noticeably, often horrifically, different from normal folks. With this power, you are able to take on a human guise that conceals your supernatural nature from

mundane senses. Supernaturally gifted individuals may still sense your unusual nature using Investigation, Notice, or Lore.

Your other powers are still technically available to you while you're looking normal, unlike with Human Form. The moment you choose to use your powers, however, the human guise drops away. So long as you do not use your powers, you don't give away your nature to mundane senses.

Under times of great stress or high emotion, you may be called on to make a Will roll to keep the guise in place.

Mimic Abilities [-Varies]

Description: You are able to mimic the abilities of another individual, at least to an extent. This is what gave the Nightmare not only Harry's form but also his advanced spellcrafting powers in the Grave Peril casefile.

Musts: The Refresh cost of this power is equal to the maximum Refresh value of any mortal stunts and supernatural powers you wish to copy from a target. These are your **mimic points**.

Skills Affected: Many.

Effects:

Cloning Process. This cloning is only possible if you lay hands on a significant part of the victim - such as his brain, his heart, or a large portion of his magic power. If the victim is not dead from this, then he is at least *diminished* while you access his powers. This is reflected by a consequence resulting from the attack that allowed you to steal from him, the terms arrived at when taking him out, etc.

The cloning may be undone if the victim is able to turn tables on you and reclaim what you've stolen from him. Usually this requires winning some sort of supernatural or magical conflict with you, though it probably goes without saying that killing you will restore the victim's power.

You can keep your mimic points configured in a certain way indefinitely. If you switch out your current set of powers for a new one, you can't go back to your previous "settings" - you'd have to eat those powers again to have access to them.

Mimic Power. You are able to clone any of your target's mortal stunts. You must clone these powers by temporarily paying for them out of your mimic points.

Mimic Stunt. You are able to clone any of your target's mortal stunts. You must clone these stunts by temporarily paying for them out of your mimic points.

Mimic Skill. Allocate 1 mimic point to copy any one of your target's skills. This replaces your actual rating with that skill rating while the allocation remains in place.

Mimic Form [-2]

Description: You are able to mimic the appearance of another, given the right materials to work with: ideally a piece of their flesh, some strands of hair, a patch of skin, or a vial of blood. (Mortal monster-hunters, take heed!)

Skills Affected: Deceit, others.

Effects:

Take Form. You may take on the form, voice, and other seemings of an individual, provided you have something significant of theirs - the better the object, the more convincing the copy.

Gain up to +4 Deceit to fool others if your mimicked appearance is close to perfect; the bonus decreases significantly if you don't have the right "fuel."

Modular Powers [-Varies]

Description: You can improve your body, taking on a variety of powers as you change your form.

Musts: The Refresh cost of this power is equal to the maximum total value of the powers you want to be able to change around at will (These are called your **form points**). plus a surcharge of 2 Refresh (so a pool of 7 form points would cost 9 Refresh).

Options: None.

Skills Affected: Varies.

Effects:

Function Follows Form. You may shapeshift your form to take on a variety of powers, taking a

full action to change them around. When making such a change, you may reallocate some or all of your form points to purchase new powers, focusing on those available as [Creature Features](#), certain [Minor Powers](#), [Speed](#), [Strength](#), and [Toughness](#).

True Shapeshifting [-4]

Description: You are able to shapeshift into a variety of forms.

Options: None, but the Modular Powers power is recommended.

Skills Affected: Varies.

Effects:

Multi-Form. You may take on nearly any humanoid or beastly form as a supplemental action. Changing into something else - say, a tree, a vacuum cleaner, a water bed - takes a longer amount of time, usually several actions, or even minutes, depending on *how* different.

Concealing your true nature while in these forms is casually easy, but if you do something to call it into suspicion, your attempts to evade detection are at +4 on your Deceit or Stealth rolls.

Skill Shuffle. As with the skill-shuffling effect of the same name under the Beast Change power, only with multiple different configurations to suit the form you take.

Speed

When it comes right down to it in the battle between mankind and creatures of darkness, the creatures have the upper hand when it comes to physical capability. One such area is speed - simply, most of them have the ability to move faster than we can.

Like any of the physical "building block" categories (see also [Strength](#), and [Toughness](#)), Speed is divided first and foremost into three levels - Inhuman, Supernatural, and Mythic. You must have a high concept that fits taking one of these powers. The Mythic level is nearly always reserved for potent NPCs.

Inhuman Speed [-2]

Description: You are very fast, just past the edge of human capability.

Skills Affected: Athletics, Notice, and some other physical skills.

Effects:

Improved Initiative. Your Notice gains +4 for the purpose of determining initiative.

Athletic Ability. Gain +1 to all your Athletics checks (including dodging).

This increases to +2 when moving between zones.

Casual Movement. Once per exchange you may do one of the following:

- 1) use a Free Action to move into a zone that has no border.
- 2) use a Supplemental action to attempt to cross a border into another zone.

Supernatural Speed [-4]

Description: You're able to move far faster than the eye can see - or at least so fast that what's seen is only a blur. You can cross physical distances easily and quickly; acting before ordinary mortals do is trivial.

Notes: This power replaces Inhuman Speed if taken.

Skills Affected: Athletics, Notice, Stealth, and some other physical skills.

Effects:

Supreme Initiative. You *always* go first in initiative order in a physical conflict, regardless of your Notice rating. If there are other entities present who share this ability, you must then use Notice to resolve initiative order among yourselves. If someone has Mythic Speed, it trumps this ability.

Superior Athletic Ability. Gain +2 to all your Athletics checks (including dodging).

This increases to +4 when moving between zones.

Effortless Movement. Twice per exchange you may do one of the following:

- 1) use a Free Action to move into a zone that has no border.
- 2) use a Supplemental action to attempt to cross a border into another zone.

Mythic Speed [-6]

Description: You are a rare supernatural creature whose very essence is tied to the notion of speed. You're like the wind itself. Hell, you may *be* the wind itself.

Musts: This power replaces Inhuman or Supernatural Speed if taken.

Skills Affected: Athletics, Notice, Stealth, and some other physical skills.

Effects:

Super Supreme Initiative. You *always* go first in initiative order in a physical conflict, regardless of your Notice rating. If there are other entities present who share Mythic Speed, you must then use Notice to resolve initiative order among yourselves.

Extra Superior Athletic Ability. Gain +3 to all your Athletics checks (including dodging).

This increases to +6 when moving between zones.

You may ignore this bonus to simply declare you have no problem keeping up with a moving vehicle.

Instant Movement. Three times per exchange you may do one of the following:

- 1) use a Free Action to move into a zone that has no border.
- 2) use a Supplemental action to attempt to cross a border into another zone.

Spellcraft

Though certainly not exclusive to mankind, spellcraft is one of the few ways that mortal man can compete with the creatures of the Nevernever. True practitioners such as wizards are few and far between (and often come out of specific human bloodlines), but there are lesser practitioners out there as well, able to deliver in less refined and more specific ways.

Regardless how you pursue it, if you're a mortal spellcaster, you can cause technology to short out around you (see the principles of hexing on YS228).

When you first take a Spellcraft Power, you gain all three of the following modifiers.

Magic Is Stressful. You have an additional stress track called **magic**. The length of the track is determined using Will as the base skill.

Act of Will. Your Will skill is used to determine the Power of your magic.

Cast a Deadly Spell. You gain access to the skill Spellcasting, which determines your Control of magic.

Evocation [-3]

Description: Evocation is the "thug" side of spellcasting, from some perspectives. It's all about pushing energy from one place to another, quickly - and subtlety isn't, truly, part of its vocabulary. Worse, it runs a real risk of spiraling out of the caster's control. Those who have mastered Evocation are among the most feared spellcasters around. It's not because they can create widespread destruction (although of course they can); it's because they're able to do potent spellcasting at a *moment's notice*. Those who haven't quite mastered evocation are usually dangerous as well - but only until they accidentally engineer their own demise. For more on Evocation, see YS249.

Options: Casters whose template allows for it should consider the Refinement power.

Skills Affected: Will, others.

Effects:

Evocation. You're able to use evocation in all of its forms, as described on YS249.

You Know What You Know. While Evocation allows the use of a broad range of elements (fire, air, water, earth, and spirit/force, classically speaking), the practitioner doesn't start out familiarized with all of them.

When you take Evocation, you must specify 3 elements you do know. You cannot cast spells using the other elements (which should number 2, if using the classical model).

Specialization. Full Evocation grants the ability to specialize in one form of Evocation magic, usually by focusing on a particular known element (such as Harry's predilection for fire).

This specialization can take one of 2 forms, though the specialization does not need to be defined at the time the power is taken.

- A **power bonus**, increases the caster's Power score by one for any spell of that element.
- A **control bonus**, increases the caster's Control score by one for any spell of that element.

Item Slots. Evocation comes with 2 free Focus Item Slots (YS278). A single Focus Item Slot may be traded in for 2 Enchanted Item Slots (YS279).

You can design the items that fit into these slots now, or later on during play.

Thaumaturgy [-3]

Description: Thaumaturgy is a subtle art - and slow. It was created by mortal spellcasters due to their need to produce great power but to keep that power under control better than Evocation ever could. This is done through careful preparation and ritual: Thaumaturgy can't ever be used quickly enough to be much use in a fight. However, given enough time, preparation, materials, and the right caster, it's more than a match for supernatural forces. For more on Thaumaturgy, see YS261.

Options: Casters whose template allows for it should consider the Refinement power.

Skills Affected: Will, Lore.

Effects:

Thaumaturgy. You're able to use Thaumaturgy in all of its forms, as described on YS261.

Specialization. Full Thaumaturgy grants the ability to specialize in one form of thaumaturgical

magic, usually by focusing on a particular application (such as ectomancy, crafting, or divination—see page 272). This specialization can take one of two forms, though the specialization does not need to be defined at the time the power is taken.

- A **complexity bonus**, increases the caster's Lore score by one for any ritual of that type.
- A **control bonus**, increases the caster's Control score by one for any ritual of that type.

Crafting Specialization uses different bonus types:

- A **frequency bonus**, increases the times per session an Enchanted item can be used.
- A **strength bonus**, increases the shifts of power an Enchanted item has.
- A **focus bonus**, increases the maximum number of slots fit in a single Focus item (YS281).

Item Slots. Thaumaturgy comes with 2 free Focus Item Slots (YS278). A single Focus Item Slot may be traded in for 2 Enchanted Item Slots (YS279).

You can design the items that fit into these slots now, or later on during play.

Channeling [-2]

Description: Channeling is one of the many general names given to a lesser form of Evocation that is only able to use 1 particular element. But more often such powers are referred to by names such as *pyromancy* (fire evocation) and *kinetomancy* (kinetic force evocation).

Musts: Choose the 1 element your spellcasting is restricted to when you take this power.

Skills Affected: Will.

Effects:

Channeling. You are able to use Evocation (YS249), but you are restricted to 1 element.

Item Slots. Channeling comes with 2 free Focus Item Slots (YS278). A single Focus Item Slot may be traded in for 2 Enchanted Item Slots (YS279).

You can design the items that fit into these slots now, or later on during play.

All items created for those slots must be in keeping with the elemental theme you've chosen for your power.

Notes: You may **only** buy Refinement to increase your number of Focus Item Slots.

Ritual [-2]

Description: Ritual covers the ability to do one particular application of thaumaturgy - such as *crafting* or *wards* - to the exclusion of any others. The application isn't always a technique so much as a subject matter: for example, some *ectomancers* have this power, giving them a wide range of thaumaturgic abilities, but restricted only to spirits and ghosts.

Musts: Choose the single application of Thaumaturgy you are limited to when you take this power.

Skills Affected: Will, Lore.

Effects:

Ritual. You are able to use Thaumaturgy as described on YS261, but your use is restricted to a single application or thematic subject matter (YS272). Choose this limitation when you take the power.

Item Slots. Ritual comes with 2 free Focus Item Slots (YS278). A single Focus Item Slot may be traded in for 2 Enchanted Item Slots (YS279).

You can design the items that fit into these slots now, or later on during play.

All items created for those slots must be in keeping with the elemental theme you've chosen for your power.

Notes: You may **only** buy Refinement to increase your number of Focus Item Slots.

Lawbreaker [-Varies]

Musts: This power must be taken immediately upon breaking one of the Laws of Magic (YS232). You must specify the Law broken at the time you take the power. This power must be taken separately for each Law of Magic broken - noted like so: Lawbreaker (First), Lawbreaker (Fourth), etc.

Description: You've broken one of the Laws of Magic:

- **First:** You've taken a life with the use of magic, turning a little bit of your soul dark.
- **Second:** You've transformed someone with the use of magic, destroying your victim's original

body and, quite probably, mind.

- **Third:** You've invaded someone's thoughts with the use of magic, violating the privacy of your victim's mind.
- **Fourth:** You've enthralled or otherwise laid a compulsion upon another being with magic, likely causing long-term psychological trauma to your victim.
- **Fifth:** You've reached beyond the borders of life and death with your magic, upsetting the natural order of the universe.
- **Sixth:** You've swum against the flow of time, upsetting the natural order of the universe.
- **Seventh:** You've sought knowledge from beyond the Outer Gates, or otherwise drawn power from that forbidden source, upsetting the natural order of the universe.

Effects:

Slippery Slope. Gain a +1 bonus to any spellcasting roll whenever using magic in a way which would break the specified Law of Magic.

If you break the same Law 3 or more times, increase the Refresh cost to -2 and the spellcasting bonus to +2. This requires that you change one of your existing aspects into a version twisted by the violation of the Law.

Every three times that you break this law past that point, a different aspect must be changed, though the refresh cost and spellcasting bonus do not further increase. You cannot stack bonuses if you break multiple Laws with one spell - use the highest bonus.

Trouble Comes in Threes. Increase the spellcasting bonus by +1 if you have three or more Lawbreaker powers in any combination (i.e., if you've broken three or more Laws of Magic, sporting a Lawbreaker power for each one), making the maximum possible bonus +3.

Refinement [-1]

Description: Experienced spellcasters learn in time how to refine and focus their abilities, gaining greater strength and diversity.

Skills Affected: Will, Lore.

Effects:

Refined Spellcraft. Refinement is a tool for improving your spellcasting over time. Each time Refinement is taken, choose **one** option from the following:

- **Add 2 additional Focus Item Slots (or four additional Enchanted Item Slots).** For more details on focus items and enchanted items, see YS278.

Note: If you are Refining your Channeling or Ritual Power(s), Focus/Enchanted Item is the **only** upgrade you may take.

- **Add 1 new element to your Evocation familiarity list.** You also get one specialization for that new element.

- **Add 2 additional specialization bonuses for Evocation and/or Thaumaturgy.**

You have to structure your specialization bonuses for each power according to the same "column" limits for skills (YS65). For example, you can't have a +2 *power bonus* for water evocation until after you've taken +1 in something else, either a *control bonus* for water or power/control in another element. You can't have a +3 bonus until you also have a +2 and a +1. If you want two bonuses at +2, you must have two more at +1, etc.

The same goes for thaumaturgic types and complexity/control bonuses, but when you're calculating, look at Evocation and Thaumaturgy *separately* - if you have a +1 complexity bonus to divinations and you want a +2, having a +1 power bonus in water evocation isn't going to help you. You need to take another thaumaturgic specialization at +1.

In addition, you cannot have any specialization bonuses higher than your Lore skill. If your Lore is only Fair (+2), you can't have a higher bonus than +2 in any specialization.

Sponsored Magic [-Varies]

Description: Some varieties of magic draw on power sources external to the practitioner. Invariably, these sources of power have some kind of agenda of their own. See *Spellcasting* (YS287) for details about the various kinds of Sponsored Magic.

Strength

Nothing matches supernatural strength for putting a hurt on an opponent quickly and decisively. Sadly for humanity, usually that opponent is...humanity.

Like any of the physical "building block" categories (see also [Speed](#), and [Toughness](#)), Strength is divided first and foremost into three levels - Inhuman, Supernatural, and Mythic. You must have a high concept that fits taking one of these powers. The Mythic level is nearly always reserved for potent NPCs, but even the Inhuman level can change the nature of the battlefield.

Inhuman Strength [-2]

Description: You are able to lift more and hit harder than the average human can, due to your supernatural heritage.

Skills Affected: Physique, other physical skills.

Effects:

Improved Lifting. Gain a +3 to Physique whenever lifting or breaking inanimate things.

Bruising Strength. Gain a +1 to Physique whenever grappling. Gain +1 to Fighting when attacking someone you have grappled.

Hammer Blows. With attacks that depend on muscular force (Fighting, thrown Weapons, etc.), you increase the stress dealt by 2 on a successful hit.

Supernatural Strength [-4]

Description: You have supernatural strength - you're able to lift and break things you shouldn't be able to, and people who get in your way tend to be very, very sorry.

Musts: Supernatural Strength replaces Inhuman Strength if taken.

Skills Affected: Physique, other physical skills.

Effects:

Superior Lifting. Gain a +6 to Physique whenever lifting or breaking inanimate things.

Bludgeoning Strength. Gain a +2 to Physique whenever grappling. Gain +2 to Fighting when attacking someone you have grappled.

Lethal Blows. With attacks that depend on muscular force (Fighting, thrown Weapons, etc.), you increase the stress dealt by 4 on a successful hit. Be careful; it's casually easy to kill someone with a simple punch at this level.

Mythic Strength [-6]

Description: Your strength is a thing out of legend - legends that feature *you*. This power is usually only available to NPCs.

Musts: Mythic Strength replaces Inhuman or Supernatural Strength if taken.

Skills Affected: Physique, other physical skills.

Effects:

Supreme Lifting. Gain a +12 to Physique whenever lifting or breaking inanimate things.

Unstoppable Strength. Gain a +3 to Physique whenever grappling. Gain +3 to Fighting when attacking someone you have grappled.

Devastating Blows. With attacks that depend on muscular force (Fighting, thrown Weapons, etc.), you increase the stress dealt by 6 on a successful hit.

Toughness

Supernatural creatures are difficult to kill. Sometimes they're just impossible to damage without a specialized means, like magic or a weapon made of inherited silver. But more often, they can simply take more punishment than a normal person can.

Like any of the physical "building block" categories (see also [Speed](#) and [Strength](#)), Toughness is divided first and foremost into three levels - Inhuman, Supernatural, and Mythic. You must have a high concept that fits taking one of these powers. The Mythic level is nearly always reserved for potent NPCs, as is the special Physical Immunity power. Toughness powers require you to define the circumstances under which the power is effective - this is represented by a stunt attached to your toughness powers called the Catch, defined below.

The Catch [+varies]

Description: Your Toughness powers are limited in some way.

Skills Affected: None.

Note: This discount may not bring the total cost of toughness & recovery powers down to 0. You may specify more than one Catch if you so choose, but you can only receive the discount once; take the best one.

Effects:

The Catch. You must specify something that bypasses your Toughness powers. Any Recovery powers you have will not speed up the recovery from an injury sourced from something that bypasses the Catch. Even the mere presence of the thing that satisfies your Catch will cause you discomfort (and may be grounds for a compel or something similar).

This will give you a discount on the overall cost of any and all Toughness powers that you take, based on how likely it is that the Catch will be met in play.

Add all the relevant discounts from the list below:

- **Protection**
 - **Shield +2:** If your powers *only* protect you against something specific.
 - **Bane +0:** If your powers protect you against everything *except* something specific.
- **Availability**
 - **Common +2:** The Catch is something that anyone could reasonably get access to, but usually doesn't carry on them (like cold iron)
 - **Rare +1:** The Catch is something only a rare class of people in the world have (like True Magic).
 - **Unique +0:** The Catch is something only one or two people in the world have access to or could produce (like a Sword of the Cross).
- **Knowledge**
 - **Common +2:** If almost anyone with an awareness of the supernatural knows about the Catch or could easily find out (like from the Paranet, or Bram Stoker's Dracula).
 - **Rare +1:** If knowledge of the Catch requires access to specific research material that could be restricted (like a wizard's library)..
 - **Unique +0:** If knowledge of the Catch requires knowing you personally to learn about it (like the effect of Judas' Noose on Nicodemus).

Inhuman Recovery [-2]

Description: You have an incredible fortitude, able to exert yourself longer and heal faster than a normal human can.

Musts: You must attach this power to a Catch.

Skills Affected: Physique, other physical skills.

Effects:

Total Recovery. You can recover totally from any consequence (excluding extreme ones) with no other excuse besides time; simply waiting long enough will eventually heal you completely.

Fast Recovery. Out of combat, you may recover from physical consequences as if they were 1 level lower in severity (you recover from moderate consequences as though they were mild, etc.).

Consequences reduced below mild are always removed by the beginning of a subsequent scene.
Vigorous. Physique never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects.

Shrug It Off. In combat, *once per scene*, you may remove a mild physical consequence as a supplemental action.

Inhuman Toughness [-2]

Description: You're unusually tough and have incredible fortitude. You're able to take more punishment than a normal human can.

Musts: You must attach this power to a Catch.

Skills Affected: Physique, other physical skills.

Effects:

Hard to Hurt. You naturally have Armor:1 against *all* physical stress.

Hard to Kill. You have 2 additional boxes of physical stress capacity.

Supernatural Recovery [-4]

Description: You can exert yourself constantly without issue and, given just a little downtime, you can recover from particularly nasty wounds.

Musts: You must attach this power to a Catch. This power replaces Inhuman Recovery.

Skills Affected: Physique, other physical skills.

Effects:

Total Recovery. As with Inhuman Recovery.

Faster Recovery. Out of combat, you may recover from physical consequences as if they were 2 levels lower in severity (you recover from severe consequences as though they were mild, etc.)

Consequences reduced below mild are always removed by the beginning of a subsequent scene.

Unfaltering. Physique never restricts other skills due to a lack of rest. You may skip a week of sleep with no ill effects.

It's Nothing. In combat, *twice per scene*, you may remove a mild physical consequence as a supplemental action.

Supernatural Toughness [-4]

Description: Your body can take punishments that would easily kill a normal man.

Musts: You must attach this power to a Catch. This power replaces Inhuman Toughness.

Skills Affected: Physique, other physical skills.

Effects:

Harder to Hurt. You naturally have Armor:2 against *all* physical stress.

Harder to Kill. You have 4 additional boxes of physical stress capacity.

Mythic Recovery [-6]

Description: You heal faster than anyone should be able to. Prometheus' liver has fits of jealousy.

Musts: You must attach this power to a Catch. This replaces Inhuman or Supernatural Recovery.

Options: None.

Skills Affected: Physique and other physical skills.

Effects:

Total Recovery. As with Inhuman Recovery.

Really Amazingly Fast Recovery. Out of combat, you may recover from all physical consequences before the beginning of the next scene after you receive them! The exception is extreme consequences, which may last the duration of the next scene before vanishing.

Indefatigable. Physique never restricts other skills due to a lack of rest. You never need to sleep.

You Call That a Hit? In combat, *three per scene*, you may remove a mild physical consequence as a supplemental action.

Mythic Toughness [–6]

Description: Issues of the flesh rarely trouble you. Your body has, to a great extent, transcended the petty concerns of mortality.

Musts: You must attach this power to a Catch. This replaces Inhuman or Supernatural Toughness.

Options: None.

Skills Affected: Physique, other physical skills.

Effects:

Nearly Impossible to Hurt. You naturally have Armor:3 against *all* physical stress.

Nearly Impossible to Kill. You have six additional boxes of physical stress capacity (page 201).

Physical Immunity [–8]

Description: You simply can't take physical damage from anything normal.

Musts: You must attach this power to a Catch.

Skills Affected: Physique, other physical skills.

Effects:

Physical Immunity. You take no stress and no consequences from physical attacks and other harms, *unless* someone satisfies your Catch.

This does not make you unusually tough to such attacks; if you want to be tough in all cases, even when your Physical Immunity is compromised, take Inhuman, Supernatural, or Mythic Toughness as well with a less susceptible Catch or one of the recovery powers if you merely want to heal quickly when your invulnerability is pierced.

If a character spends more than 1 fate point on a successful attack only to discover you are completely immune to it, that character should be refunded all but 1 point.

Stacked Catch [+varies]. If you take Physical Immunity, you may **also** receive the refresh rebate of a second Catch. This second Catch may only affect how the Physical Immunity works, and it's called a Stacked Catch.

For example, let's say a fire demon has Supernatural Toughness with the Catch that he's vulnerable to cold. This would give him a refresh rebate of +3 (+2 availability, +1 knowledge). In addition, he has physical immunity to damage from any kind of fire. The Catch is that it only applies to attacks with fire, this would give a rebate of +5 (+2 shield, +2 availability, and +1 knowledge). Because you can stack these two refresh benefits, the demon gets a total of +8 toward his Toughness powers, so his total refresh cost is only –4 (–4 for Supernatural Toughness, –8 for Physical Immunity, +8 for the Stacked Catch).

True Faith

The power of belief is very real and very *palpable* in the Dresdenverse. This means that unshakeable faith in a higher power - faith that the higher power will protect and guide you - has a potent *magical* effect when focused. These powers don't arise through training or innate talent; they're the result of a life of strong faith, elevating the act of belief into a power of its own. As such, these powers are usually seen in *seemingly* ordinary people - but their power of belief has made them extraordinary and supernatural.

Bless This House [-1]

Description: Your faith is proof against the invasion of the supernatural, enabling you to improve the strength of a threshold in a place where you reside.

Skills Affected: Will.

Effects:

Bless This House. By your very presence in a place, you may increase the strength of its threshold. If your Will is higher than the threshold rating (YS230) of a particular place, the threshold gets a +2 bonus while you are there.

Multiple individuals who have this power can stack the effects, making a den of the faithful potentially very safe from supernatural incursion - unless someone's so foolish as to invite a powerful supernatural creature in.

Guide My Hand [-1]

Description: By giving yourself over to your faith, you may sense the purpose the higher powers have in mind for you, guiding your hands (and your feet) to take you to where you are most needed.

Skills Affected: Will, others.

Effects:

Faith Manages. Given the time to pray for guidance and provided that your goals are pure and your actions are selfless, you may spend a fate point to use your Will skill instead of any other skill for one roll.

This effect cannot be used for any attacks or to disadvantage others, but it can be used to bypass other kinds of obstacles.

Spiritual Guidance. You have a semi-conscious awareness of where you are needed most. Usually, this simply means you are guided to the right place at the right time.

If the GM agrees that such a circumstance is in effect, you need not spend a fate point to stage a fortuitous arrival (YS20).

Sometimes this may work in reverse, allowing an ally to show up where you already are.

Holy Touch [-1]

Description: When acting with a pure heart and selfless purpose, your very touch is harmful to creatures vulnerable to such things.

Musts: You must have taken Righteousness in order to take this power.

Skills Affected: Many.

Effects:

Holy Touch. If you act in keeping with your calling, keeping a pure heart and selfless purpose, your touch can be imbued with a holy power.

Creatures that would be an offense to your faith take a 1-stress hit from being touched by you. You could use this with a Fighting attack, giving you Weapon Rating 1 against such creatures.

Your touch may satisfy a Catch for the Toughness powers of some creatures.

You may have your touch justify a compel on the high concept of any creature that would be offensive to your faith. This way, you may be able to hold them at bay temporarily or otherwise keep them from attacking you.

For example, suppose your character with this power is attacked by a Black Court vampire - you can look at the GM and say, "Hm. I want to have this confrontation, but I don't want to fight - what if I hit it with my Holy Touch, spend a Fate point, and you compel its Black Courtier aspect to force it to deal with

me a different way?" The GM says, "Okay, your touch burns the vampire and it jumps back, eyeing you cautiously. You still look like dinner, you can tell, but it's listening - for now."

Righteousness [-2]

Description: Your prayers have a profound effect.

Skills Affected: Will, others.

Effects:

Potent Prayer. when pursuing your calling, you may make a prayer (YS324) to guide your actions righteously. Spend a fate point to invoke your high concept and define a Divinely-inspired purpose you're aiming at. This creates an aspect on the "world."

While in effect, use your Will to complement **any** action that directly addresses your purpose. If you either achieve your purpose, take any compels that would threaten to derail you from your pursuits, or refuse any compels that are meant to keep you true to your purpose, the effect immediately ends.

Desperate Hour. In times of most desperate need, you may call out a prayer for aid from the Divine.

Once per scene, any time you are hit by an attack that *requires* you to take a severe or extreme consequence to avoid being taken out, you may make such a prayer. You may also call upon this prayer in any scene where a friend, ally, or innocent victim is taken out, concedes, or otherwise suffer a lasting, terrible fate (like being crippled, kidnapped, etc.).

Roll your Will as an attack against every non-allied, supernatural creature in the same zone as you, they defend with their Will. This attack does holy, physical stress that cannot be offset by *any* supernatural powers (it automatically satisfies the Catch on any Toughness powers).

Vampirism

Vampirism powers cover the need to feed, affecting creatures that feed on blood or emotions to gain their power. Not every creature with these powers could be called a “vampire,” but the mechanism is much the same.

Blood Drinker [-1]

Description: You can (and, with Feeding Dependency, *must*) drink blood. Feeding on lifeblood sustains you more fully than any other food can, and you’re particularly good at it. Anything short of freshly-spilled blood is less vital and, thus, less fulfilling. A fresh kill is like a three-course meal, while a bag from the blood bank is like an *hors d’oeuvre* - small and tasty, but ultimately leaving you hungry for the main course. You have no need to eat regular food (though you may still enjoy it).

Skills Affected: Fighting, others.

Effects:

Drink Blood. Any time you draw blood in close personal combat - with your claws or your teeth - you can ingest some of it to gain sustenance. You can create advantages to make your target bleed.

Gain a +1 to your attacks against the same bleeding target.

In a grapple, you may inflict 1 extra point of stress on a target as a supplemental action.

The Taste of Death. *Once per scene*, if you inflict enough stress and consequences to kill a victim from feeding, you may take an immediate “free” recovery period equal to an extra scene. This will clear your stress track and mild physical consequences, and possibly larger consequences if you have Recovery power (be mindful of your Catch).

Blood Frenzy. When in the presence of fresh blood, you feel a nearly uncontrollable urge to attack. The GM is within her rights to call for Will rolls to resist the urge. In some cases, the urge may take the form of a compel against your high concept.

Emotional Vampire [-1]

Description: You can (and, with Feeding Dependency, *must*) “eat” strong emotions - often lustful and passionate or otherwise dark ones. Purely positive emotions, such as love, are not an option.

This very much follows the law of “you are what you eat”: those who feed on fear and despair tend to be fearsome creatures (or at least control freaks), while those who feed on lust tend to be consummate seducers and very sexually active. As a baseline, whenever you’re near an “eligible” strong emotion, you may draw in mild sustenance from it. This just grazes the surface of the victim’s life force, maybe making them just a shade less vital in the long term, but it doesn’t have much of an immediate effect. Being in the presence of many people experiencing strong emotions - a mob during a panicked riot or an orgy at a “swingers” convention, for example - has a multiplicative effect; as such, emotional vampires are nearly always drawn to such events.

Musts: You must choose the emotion associated with this power when you take it.

Skills Affected: Deceit, Intimidation.

Effects:

Feeding Touch. When a victim is in the throes of an eligible emotion (usually easy for a White Court vampire using his Incite Emotion power), you may draw some of their life force out of them to sustain you. This is done as a mental attack with an appropriate skill (usually Deceit or Intimidation). If you have the Incite Emotion power, inciting the emotion and feeding on it may be done as a single action, based on a single roll.

Afterwards, if the emotion is still in place, you may continue to feed, gaining a +1 on the roll.

The Taste of Death. *Once per scene*, if you inflict enough stress and consequences to kill a victim from feeding, you may take an immediate “free” recovery period equal to an extra scene. This will clear your stress track and mild physical consequences, and possibly larger consequences if you have Recovery power (be mindful of your Catch).

Feeding Frenzy. When in the presence of heightened emotions and willing victims, you feel a nearly uncontrollable urge to feed. The GM is within her rights to call for Will rolls to resist the urge. In some cases, the urge may take the form of a compel against your high concept.

Feeding Dependency [+1]

Description: You gain some of your supernatural powers by feeding on blood, emotions, or something else (in the case of ghouls, massive quantities of meat).

Skills Affected: Will.

Note: This discount may not bring the total cost of attached powers down to 0.

Effects:

Powerful Hunger. When you take this power, you must decide which powers are affected by it. In most cases this will be all of your powers outside of the Vampirism category.

Hunger Is Stressful. You have an additional stress track called **hunger**. The length of the track is determined using Will as the base skill. Unlike other stress tracks, you may not clear this out at the end of a scene (see below).

Limited Reserves. At the end of a scene whenever you have used your affected powers, you must check to see if you experience **feeding failure**. This manifests as an attack with a strength equal to the total refresh cost of the affected powers you used in the scene. You defend with Will.

For example, if you used Inhuman Strength and Inhuman Toughness in the scene, that's a total of 4 refresh, so you'd be rolling your Will to defend against an attack of +4.

- **Succeed with Style:** you may clear your hunger stress track and recover 1 Refresh of lost powers.

- **Succeed:** you may clear out your hunger stress track.

- **Tie:** you gain the aspect Hungry for a scene, and may clear out your hunger stress track.

- **Fail:** you take hunger stress equal to the shifts. You may use physical or mental consequence slots to reduce hunger stress. If you still take hunger stress, you lose access to a number of your powers, up to a refresh cost equal to the amount of hunger stress taken.

- **Taken Out:** If you have no powers left to lose you are taken out by a feeding failure, (resulting in complete incapacitation, extreme emaciation, and other nasty fates). Highly stressful or emotional situations can still trigger your need to feed, even if you've already lost some or all of your powers. In such situations (often as the result of a compel), the strength of the attack is equal to half of the refresh value of your affected powers, rounded up.

Hunger Recovery. You can recover your lost powers at the rate of up to 1 Refresh per scene so long as you opt out of the scene, essentially because you are spending it feeding. You can regain *all* of your lost powers in one scene if you feed so forcefully as to kill a victim outright.

In either case, your hunger stress clears out completely, and any consequences that resulted from feeding failure vanish regardless of the usual recovery time.

Tattoos of St. Giles [-2 (We suggest -1)]

Description: You've enlisted or allied with the Fellowship of St. Giles (OW87) to keep your Red Court vampirism in check. They've covered you in normally invisible tattoos that carry a magic potency, enabling you to better fight off the dark urges rising within you - and letting others know when you're in jeopardy of giving in to your hunger.

Musts: The tattoos are only available to someone infected, but not yet turned, by Red Court vampirism. You lose this power immediately if you ever turn and become a full Red Court vampire.

Skills Affected: Will.

Effects:

A Warning to Others. Whenever you take hunger stress, your tattoos become visible, darkening into a black ink, then turning red when you're at high risk of taking consequences.

This gives others a bonus to any perception checks to realize your situation. The bonus is equal to the amount of hunger stress you take from the attack.

Biofeedback. The tattoos give you a boost when exercising your self-control. Whenever your tattoos are visible, you gain +1 to your Will when defending against hunger stress.

Deeper Reserves. You can run longer and harder before really losing it. Add 2 boxes to the length of your hunger stress track.

Supernatural Player. The tattoos mark you as a member of the Fellowship when those "in the know" see them on you. If your tattoos are showing, gain a +1 to your Intimidation when dealing with such

individuals.

Fellowship Training. The tattoos come with the Fellowship's training program. Gain +1 to Lore when using it to identify supernatural threats. Increase this bonus to +2 to identify signs of the Red Court.