

Monster	Core Discipline	Advanced		1 Advanced Power or choice	Cult Power (Advanced/Basic)	Basic						3 Basic powers of choice		
<b>Lycanthropes</b>														
Werewolves	Call of the Wild	War Form	The Beckoning			Revive the Flesh	Tongue of Beasts	Beast Form	Quickness	Vigor	Repel			
Nezumi	Call of the Wild	Hide in Plain Sight	The Beckoning			Revive the Flesh	Tongue of Beasts	Beast Form	Hide from Notice	Learn the Heart's Pain	Abyss of the Body			
Bagheera	Play of Shadows	War Form	Cloak of Shadows			Revive the Flesh	Nimble Feet	Supernatural Senses	Shadow Casting	Clinging	Touch of Darkness			
<b>Vampires</b>														
Nosferatu	Fortitude	Hide in Plain Sight	Restoration			Revive the Flesh	Vigor	Gift of Health	Hide from Notice	Clinging	Tongue of Beasts			
Daeva	Fortitude	Flight	Restoration			Revive the Flesh	Vigor	Gift of Health	Attract	Nimble Feet	Fire Walking			
Strigoi	Fortitude	Indomitability	Restoration			Revive the Flesh	Vigor	Gift of Health	Mesmerism	Repel	Bite of the Serpent			
<b>Witches</b>														
Dryad	Astral Sorcery	Puppetry	[Astral Sorcery]			Aura Perception	Grass Rope	Bitter Fruit	Pain Drops	Enchanted Slumber	[Basic Power]			
Baali	Infernal Sorcery	Fire Starter	[Infernal Sorcery]			Aura Perception	Mesmerism	Command	Hand of Flame	Light of Ennui	[Basic Power]			
Khaibit	Umbral Sorcery	Solid Darkness	[Umbral Sorcery]			Aura Perception	Compel Spirit	Summon Spirit	Eyes of the Night	Thaumaturgical Forensics	[Basic Power]			
Magus	Sorcery Steve	[Sorcery]	[Sorcery]	[Sorcery]		Aura Perception	Thaumaturgical Forensics	Dream Vision	Learn the Heart's Pain	[Sorcery]	[Sorcery]	[Sorcery]		
<b>Animates</b>														
Golem	Veil	Lost and Found	Indomitability			Persistence of Form	Vigor	Firewalking	Summon Spirit	Hide from Notice	Mask of a Thousand Faces			
Android	Magnetism	Contradiction	Indomitability			Persistence of Form	Vigor	Attract	Supernatural Senses	Light of Ennui	Distant Reflection			
Frankenstein	Clout	Devastation	Indomitability			Persistence of Form	Vigor	Repel	Supernatural Senses	Nimble Feet	Quickness			
<b>Leviathan</b>														
Deep One	Depths of Despair	Telepathy	Water Prison			Aura Perception	Supernatural Senses	Curse of Failure	Suggestion	Rising Mists	Dream Vision			
Mi-Go	Swarm Song	Telepathy	Magnify the Swarm			Persistence of Form	Supernatural Senses	Body Colony	Small Witness	Attract	Abyss of the Body			
Troglodyte	Clout	Psychometry	Burrowing			Revive the Flesh	Supernatural Senses	Curse of Failure	Vigor	Hide from Notice	Touch of Darkness			
<b>Transhuman</b>														
Icarid	Veil	[Clout]	Hide in Plain Sight			Hide from Notice	Bitter Fruit (toxic substances instead of plants)	Supernatural Senses	Mask of a Thousand Faces	Clinging	Vigor			
Fallen	Magnetism	Dismissal	Desire Reflection			Learn the Heart's Pain	Repel	Deny the Gauntlet	Mask of a Thousand Faces	Attract	Revive the Flesh			
Reborn	Celerity	Shifting Sands	Psychometry			Quickness	Nimble Feet	Supernatural Senses	Summon Spirit	Attract	Shadow Casting			

UNIVERSAL POWERS	Basic			Advanced					Elder		
Authority	Command	Mesmerism	Suggestion	Cloud Memory	Conditioning	Will to Power	Familiar Stranger	Shorten the Fuse		Possession	Mob Mind
Celerity	Quickness	Nimble Feet		Alacrity	Quicken Sight	Sands of Time				Blur	Rapid Thought
Clout	Clinging	Vigor		Devastation	Giant Size	Flight	Telekinesis	Burrowing	War Form	Earthquake	Force Field
Discernment	Supernatural Senses	Aura Perception	Sensory Dampener	Psychometry	Telepathy	Blind the Senses	Purify the Mind	Chain of Eyes		Divination	Dimensional Translocation
Fortitude	Revive the Flesh	Persistence of Form	Empty Body	Restoration	Indomitability	Flesh of Marble	Cleanse the Body	Phase Body		Endless Persistence	Skin of Night
Magnetism	Attract	Repel		Dismissal	Summons	Desire Reflection	Betrayal of the Tongue	Facade of Nonchalance		Depolarize	Siren Song
Veil	Hide from Notice	Mask of a Thousand Faces		Lost and Found	Hide in Plain Sight	Phantasmagoria	Holistic Facade			Host the Masquerade	Fictional Self
<b>SORCERIES</b>											
<b>Astral</b>											
Call of the Wild	Beast Form	Tongue of Beasts		The Beckoning	Transformation					Songs in the Dark	Soul Investment
Chasing the Storm	Howling Winds	Rising Mists		Lighting Strike	Tumultuous Rain					Form of Mist	Victory of Typhon
Coil of Thorns	Bitter Fruit	Grass Rope		Mind Root	Puppetry					Abomination	Seeds of Destruction
Depths of Despair (formerly Trail of Tears)	Curse of Failure	Pain Drops		Dark Night of the Soul	Water Prison					Astral Projection	Object of Envy
Sands of Morpheus (formerly Veil of Morpheus)	Enchanted Slumber	Dream Vision		Denial of Privacy	Horrid Reality					Dreamscape	Dreamstep
<b>Inferral</b>											
Descent of Entropy	Abbyss of the Body	Light of Ennui		Aura of Decay	Contradiction					Howl of the Abyss	Wind of Pestilence
Names of the Blasphemies	Learn the Heart's Pain	Poison Heart		Bind the Name	Banishment					The Truest Name	The Great Unbinding
Progress of Glass	Distant Reflection	Deny the Gaultnet		Mirror Pocket	Rain of Glass					Doppelganger	The Smoking Mirror
Song of Swarms	Body Colony	Small Witness		Magnify the Storm	Swarm Body					Gold and Honey	Riot
Walk of Flame	Fire Walking	Hand of Flame		Fire Starter	Flames of Panic					Hell Storm	Scorch the Gateway
<b>Umbral</b>											
Lure of Destruction	Bite of the Serpent	Touch of Darkness		Glimpse of the Abyss	Withering					Death Knell	Shadow Gate
Necromancy	Compel Spirits	Summon Spirit		Night Cry	Reanimate					Resurrection	Zombie Mastery
Play of Shadows	Eyes of the Night	Shadow Casting		Cloak of Shadow	Solid Darkness					Shadow Walk	Shadow Body
Path of Blood	Gift of Health	Thaumaturgical Forensics		Blood of Acid	Theft of Vitae					Crimson Death	Blood Puppets
Symphony of Silence	Frozen Note	Missing Voice	Silent Toll	Prison of Ice	Death Note					Frozen Day	Planar Discord

Power	Path	Power Source	Circle	Action	Effect (summary)	Skill	Defense
Universal	Authority				-		
Command	Authority	-	Basic	Complex	Give instantaneous verbal command that is obeyed	Willpower+Intimidation, Logic+Persuasion	Willpower
Mesmerism	Authority	-	Basic	Extended-1 Minute	Hypnotize victim with extended commands	Willpower+Intimidation, Logic+Persuasion	Willpower
Cloud Memory	Authority	-	Advanced	Complex	Rewrite 5 minutes of memory (increase with extra successes)	Willpower+Expression, Logic+Artisan	Willpower
Conditioning	Authority	-	Advanced	Extended-1 Minute	Extended Mesmerism	Willpower+Intimidation, Logic+Tactics	Willpower
Familiar Stranger	Authority	-	Advanced	Complex	Appear as someone an onlooker would consider to belong in the scene		
Shorten the Fuse	Authority	-	Advanced	Complex	Cause a Fear or Rage Frenzy in the victim		
Suggestion	Authority	-	Advanced	Simple	Give suggestion that is obeyed	Willpower+Expression, Logic+Tactics	Willpower
Will to Power	Authority	-	Advanced	Passive	Can use Authority without direct eye contact and upon Plants and Ghosts		
Mob Mind	Authority	-	Elder	Passive	Can double amount of affected characters for each die reduced from dice pool		
Possession	Authority	-	Elder	Complex	Take over the body of victim	Willpower+Empathy, Logic+Persuasion	Willpower
Universal	Celerity				-		
Nimble Feet	Celerity	-	Basic	Simple	Run 4x/6x/8x speed		
Quickness	Celerity	-	Basic	Simple	Gain extra initiative pass during confrontation		
Alacrity	Celerity	-	Advanced	Simple	Gain extra initiative pass during confrontation		
Quicken Sight	Celerity	-	Advanced	Passive	Gain bonuses while Celerity is active (+4/6 Dodge and other speed-related uses), Negate bonuses to multiple opponents		
Sands of Time	Celerity	-	Advanced	Reflexive	Rewind a small amount of time		
Blur	Celerity	-	Elder	Simple	Gain extra initiative pass during confrontation		
Rapid Thought	Celerity	-	Elder	Simple	When Celerity is active can do 2 actions without penalty, ignore penalty for rushing actions, always wins Initiative		
Universal	Clout				-		
Clinging	Clout	-	Basic	Passive	Can climb on almost any surface		
Vigor	Clout	-	Basic	Passive	Bonus to Strength		
Burrowing	Clout	-	Advanced	Simple	Can burrow through earth and stone rapidly	Strength+Survival, Strength+Larceny	
Devastation	Clout	-	Advanced	Passive	Can spread out force from many directions		
Flight	Clout	-	Advanced	Simple	Fly for 1 scene	Agility+Athletics (for tricky maneuvers)	
Giant Size	Clout	-	Advanced	Complex	Grow extremely large. +6 Str, +2L to weapon wielded		
Telekinesis	Clout	-	Advanced	Complex	Move objects at a distance with Strength equal to Willpower	Willpower	
War Form	Clout	-	Advanced	Complex	Transform into monstrous beast. +1 Size, 4L Natural Weapons, +3 Str, +2 Agility		
Earthquake	Clout	-	Elder	Complex	Severe property damage inducing attack. +12L Attack	Agility+Athletics, Logic+Rigging	
Force Field	Clout	-	Elder	Reflexive	For scene, absorb attacks with character's Strength at radius of 3 meters		
Universal	Discernment				-		
Aura Perception	Discernment	-	Basic	Simple	Can see auras and into Shallows of otherworld	Intuition+Empathy, Logic+Research	
Sensory Dampener	Discernment	-	Basic	Passive	Filter down noises, light, ignore pain		
Supernatural Senses	Discernment	-	Basic	Free	Increase perceptions beyond human ability		
Blind the Senses	Discernment	-	Advanced	Simple	Cause penalty to senses of victim for a scene	Intuition+Stealth, Logic+Larceny	Intuition
Chain of Eyes	Discernment	-	Advanced	Simple	Mutually share senses with others	Intuition+Operations, Intuition+Tactics	
Psychometry	Discernment	-	Advanced	Complex	View past events by touching items or people involved in the event	Intuition+Empathy, Logic+Research	
Purify the Mind	Discernment	-	Advanced	Extended-10 Minutes	Suppress madness in others	Willpower+Tactics, Logic+Empathy	Mild (Phobia)=2, Severe Insanity=4
Telepathy	Discernment	-	Advanced	Simple	Communicate mentally for a scene; read minds as Complex action	Willpower+Intimidation, Intuition+Empathy	Willpower
Dimensional Translocation	Discernment	-	Elder	Complex	Spirit Projection to Shallows of otherworld		
Divination	Discernment	-	Elder	Extended-1 Hour	Gain insight into future events	Logic+Research, Charisma+Bureaucracy	
Universal	Fortitude				-		
Empty Body	Fortitude	-	Basic	Passive	Body is always intangible except to bane material (wood, silver, iron)		
Persistence of Form	Fortitude	-	Basic	Passive	You do not have human anatomy. You are immune to mundane diseases and poisons, can neither suffocate nor drown. Age in ways that humans do not (such as rusting) and require unconventional sustenance instead of food		
Revive the Flesh	Fortitude	-	Basic	Free	Heal own wounds		
Cleanse the Body	Fortitude	-	Advanced	Complex	Heal wounds in others, Extended to heal Aggravated wounds or additional wounds		
Flesh of Marble	Fortitude	-	Advanced	Simple	Skin becomes hard armor. Gain 4 bonus dice for soaking damage, increase Str by 2		

Power	Path	Power Source	Circle	Action	Effect (summary)	Skill	Defense
Indomitability	Fortitude	-	Advanced	Passive	Wounds do not cause penalties and do not cause unconsciousness. Does not get tired		
Phase Body	Fortitude	-	Advanced	Complex	As Empty Body but can turn on and off intangibility		
Restoration	Fortitude	-	Advanced	Extended-4 hours	If character is dead can return to life		
Endless Persistence	Fortitude	-	Elder	Reflexive	Become invulnerable for a brief period		
Skin of Night	Fortitude	-	Elder	Passive	All lethal damage received is nonlethal. All aggravated damage received is lethal.		
Universal	Magnetism				-		
Attract	Magnetism	-	Basic	Complex	Gain the attention of onlookers, they lose passive defense vs. others on next attack	Willpower+Expression, Charisma+Tactics	
Repel	Magnetism	-	Basic	Complex	Intimidate onlookers into leaving	Willpower+Intimidation, Strength+Tactics	
Betrayal of the Tongue	Magnetism	-	Advanced	Complex	Affected victim cannot speak lies for 1 hour	Logic+Research, Charisma+Operations	Intuition
Desire Reflection	Magnetism	-	Advanced	Simple	Appear as whoever would be most favorably received until end of scene by the first person who sees you	Charisma+Empathy, Intuition+Larceny	
Dismissal	Magnetism	-	Advanced	Complex	Characters cannot act against you for duration of scene	Charisma+Tactics, Willpower+Intimidation	Willpower+Intimidation, Willpower+Survival
Facade of Nonchalance	Magnetism	-	Advanced	Free	Extras notice nothing out of the ordinary in the area	Charisma+Larceny, Intuition+Survival	Intuition
Summons	Magnetism	-	Advanced	Complex	Send a brief telepathic message to someone compelling them to come to you	Charisma+Bureaucracy, Charisma+Empathy	Logic
Depolarize	Magnetism	-	Elder	Extended-10 Minutes	Cause extended Frenzy of listeners	Charisma+Bureaucracy, Charisma+Empathy	Logic
Siren Song	Magnetism	-	Elder	Complex	Mass summons to everyone within large range	Willpower+Expressoin, Charisma+Persuasion	Willpower
Universal	Veil				-		
Hide from Notice	Veil	-	Basic	Simple	Character is not noticed so long as they are not incredibly overt	Agility+Stealth, Intuition+Survival	
Mask of a Thousand Faces	Veil	-	Basic	Simple	Illusory appearance including clothing and carried objects	Agility+Stealth, Intuition+Larceny	
Hide in Plain Sight	Veil	-	Advanced	Free	Can activate Veil while being observed		
Holistic Facade	Veil	-	Advanced	Complex	Create a displaced illusion of yourself that can even fool recording devices		
Lost and Found	Veil	-	Advanced	Simple	A carried object can continue to be masked by Veil after leaving physical contact with character	Agility+Stealth, Intuition+Larceny	
Phantasmagoria	Veil	-	Advanced	Complex	Create persistent illusion that fools recording devices and lasts the scene, or longer	Intuition+Artisan, Charisma+Expression	Intuition+Empathy, Intuition+Perception
Fictional Self	Veil	-	Elder	Passive	Can fool magical detection with Veils and persistent alternate persona. Complex action to change your Fictional Self	Charisma+Stealth, Intuition+Medicine	
Host the Masquerade	Veil	-	Elder	Passive	Can use Veil on others		
Sorcery	Call of the Wild	Astral			Wild animals will not attack you or flee from you unless provoked		
Beast Form	Call of the Wild	Astral	Basic	Complex	Transform into an animal		
Tongue of Beasts	Call of the Wild	Astral	Basic	Passive	Can speak to and understand speech of beasts		
The Beckoning	Call of the Wild	Astral	Advanced	Complex	Can summon creatures of a specific type	Strength+Survival, Charisma+Empathy	
Transformation	Call of the Wild	Astral	Advanced	Complex	Transform victim into a beast temporarily	Strength+Empathy, Willpower+Survival	Intuition
Songs in the Dark	Call of the Wild	Astral	Elder	Extended-1 Hour	Transform beast into a horrible monster. Control amount of such monsters equal to your Willpower	Charisma+Survival, Willpower+Medicine	
Soul Investment	Call of the Wild	Astral	Elder	Complex	Hide soul fragment in other beings.	Willpower+Empathy, Strength+Survival	Willpower
Sorcery	Chasing the Storm	Astral			You can predict local weather		
Howling Winds	Chasing the Storm	Astral	Basic	Complex	Control winds	Agility+Rigging, Logic+Operations	
Rising Mists	Chasing the Storm	Astral	Basic	Complex	Create and control fog or mist	Agility+Rigging, Logic+Operations	
Lighting Strike	Chasing the Storm	Astral	Advanced	Complex	Control and summon lightning from cloudy sky, cannot be dodged, L5 Electricity	Agility+Rigging, Logic+Electronics	
Tumultuous Rain	Chasing the Storm	Astral	Advanced	Extended-1 Hour	Create clouds, cause rain	Agility+Rigging, Logic+Operations	
Form of Mist	Chasing the Storm	Astral	Elder	Free	Transform own body into mist		
Victory of Typhon	Chasing the Storm	Astral	Elder	Extended-1 Hour	Create tropical storm	Agility+Rigging, Logic+Operations	
Sorcery	Coil of Thorns	Astral			You can make food, arts and crafts out of plant matter as though they were the finest raw materials		
Bitter Fruit	Coil of Thorns	Astral	Basic	Extended-1 Hour	Create potions and poisons	Logic+Medicine, Intuition+Survival	
Grass Rope	Coil of Thorns	Astral	Basic	Complex	Cause plant matter to grow quickly and grasp others	Logic+Rigging, Intuition+Survival	
Mind Root	Coil of Thorns	Astral	Advanced	Extended-1 Hour	Dominate victim into being mindless pawn	Logic+Medicine, Intuition+Survival	Strength
Puppetry	Coil of Thorns	Astral	Advanced	Complex	Control plants to move quickly, Agility of plants equal to your Logic. Can command sapient plants also	Logic+Medicine, Logic+Rigging	Willpower
Abomination	Coil of Thorns	Astral	Elder	Extended-1 Hour	Create Evil Plant	Logic+Medicine, Intuition+Survival	

Power	Path	Power Source	Circle	Action	Effect (summary)	Skill	Defense
<b>Seeds of Destruction</b>	Coil of Thorns	Astral	Elder	Complex	Property damage and area attack via plant growth	Logic+Rigging, Intuition+Survival	
Sorcery	Depths of Despair	Astral			You can breathe in water as easily as air		
<b>Curse of Failure</b>	Depths of Despair	Astral	Basic	Simple	Give bad luck to victim	Willpower+Sabotage, Willpower+Rigging	Willpower
<b>Pain Drops</b>	Depths of Despair	Astral	Basic	Simple	Illusory nonlethal damage	Agility+Combat, Willpower+Rigging	Willpower
<b>Dark Night of the Soul</b>	Depths of Despair	Astral	Advanced	Complex	Cause Despair Frenzy	Willpower+Sabotage, Willpower+Rigging	Willpower
<b>Water Prison</b>	Depths of Despair	Astral	Advanced	Complex	Create rigid water structure, can capture victims in bubble. Water has Strength equal to your Willpower	Agility+Combat, Willpower+Rigging	
<b>Astral Projection</b>	Depths of Despair	Astral	Elder	Complex	Send number of astral projections into Deep or Shallow Dreamlands or back to material world up your Willpower		
<b>Object of Envy</b>	Depths of Despair	Astral	Elder	Extended-1 Minute	Create an object or Extra individual that the victim desires, causing Greed or Loneliness Frenzy	Charisma+Expression, Logic+Electronics, Intuition+Artisan	Willpower+Sabotage
Sorcery	Sands of Morpheus	Astral			You are always treated as being alert and aware even when sleeping. Can see creatures of the dreamlands		
<b>Dream Vision</b>	Sands of Morpheus	Astral	Basic	Extended-1 Hour	Send messages and images into the dreams of another creature	Charisma+Expression, Logic+Research	
<b>Enchanted Slumber</b>	Sands of Morpheus	Astral	Basic	Complex	Put victim to sleep	Charisma+Expression, Logic+Medicine	Intuition
<b>Denial of Privacy</b>	Sands of Morpheus	Astral	Advanced	Complex	Can view the dreams of a sleeping victim	Charisma+Empathy, Logic+Medicine	
<b>Horrid Reality</b>	Sands of Morpheus	Astral	Advanced	Complex	Bring victim into Dreamland Shallows while they are sleeping	Charisma+Empathy, Logic+Medicine	Willpower
<b>Dreamscape</b>	Sands of Morpheus	Astral	Elder	Extended-1 Day	Shape the Deep Dreamlands, can work faster with extra successes	Charisma+Expression, Logic+Operations	
<b>Dreamstep</b>	Sands of Morpheus	Astral	Elder	Simple	Can move between Shallow Dreamlands and Material world at will		
Sorcery	Descent of Entropy	Infernal			Objects breakdown in your presence. Can cause machinery to jam, stall or break		
<b>Abbyss of the Body</b>	Descent of Entropy	Infernal	Basic	Passive	You carry diseases that you can transmit with a touch or orally	Strength+Survival, Charisma+Medicine	Strength
<b>Light of Ennui</b>	Descent of Entropy	Infernal	Basic	Free	Cause apathy and despair to others nearby. Also you stop aging and are potentially immortal	Charisma+Artisan, Charisma+Empathy	Willpower
<b>Aura of Decay</b>	Descent of Entropy	Infernal	Advanced	Complex	Destroy objects. Can exert to destroy more quickly or destroy larger objects.	Strength+Artisan, Charisma+Medicine	
<b>Contradiction</b>	Descent of Entropy	Infernal	Advanced	Extended-Conversation	Tempt victim into doing something against their nature	Charisma+Artisan, Charisma+Bureaucracy	Willpower
<b>Howl of the Abyss</b>	Descent of Entropy	Infernal	Elder	Complex	Summon Mirror Goblins	Charisma+Artisan, Charisma+Bureaucracy	
<b>Wind of Pestilence</b>	Descent of Entropy	Infernal	Elder	Complex	Expose others to magical ailment in area	Strength+Artisan, Charisma+Medicine	Strength
Sorcery	Names of the Blasphemies	Infernal			You choose a True Name. You also know the name of those you meet		
<b>Learn the Heart's Pain</b>	Names of the Blasphemies	Infernal	Basic	Simple	Learn details about another character	Charisma+Empathy, Intuition+Larceny	
<b>Poison Heart</b>	Names of the Blasphemies	Infernal	Basic	Complex	Cause victim to feel betrayed and disappointment, can cause Frenzy or morale penalty during the scene, or distrust of allies	Charisma+Empathy, Intuition+Larceny	Willpower
<b>Banishment</b>	Names of the Blasphemies	Infernal	Advanced	Complex	Send victim into the Dark Reflection	Intuition+Larceny, Charisma+Bureaucracy	Intuition
<b>Bind the Name</b>	Names of the Blasphemies	Infernal	Advanced	Complex	Increase difficulty of victim being able to leave Limbo	Intuition+Empathy, Charisma+Bureaucracy	
<b>The Great Unbinding</b>	Names of the Blasphemies	Infernal	Elder	Extended-1 Hour	Summon a demon	Intuition+Empathy, Charisma+Bureaucracy	
<b>The Truest Name</b>	Names of the Blasphemies	Infernal	Elder	Passive	Anytime any creature speaks your name anywhere in the world, you hear the next few things that are said. Saying the name 3 times causes the nearest mirror to become a portal to dark reflection nearest you.	Intuition+Stealth, Charisma+Bureaucracy	
Sorcery	Progress of Glass	Infernal			You can write in mirror images and target using reflections without penalty		
<b>Deny the Gautnlet</b>	Progress of Glass	Infernal	Basic	Simple	Reduce difficulty in moving through gateways connected to the Dark Reflection	Logic+Operations, Intuition+Stealth	
<b>Distant Reflection</b>	Progress of Glass	Infernal	Basic	Extended-1 Hour	Use reflective surface to see through other nearby reflective surface	Logic+Operations, Intuition+Perception	
<b>Mirror Pocket</b>	Progress of Glass	Infernal	Advanced	Extended-1 Hour	Create extradimensional storage space inside a mirror. Access items in the mirror as a simple action (with no casting cost).	Logic+Operations, Intuition+Stealth	
<b>Rain of Glass</b>	Progress of Glass	Infernal	Advanced	Complex	Shards of glass attack everyone in area as L3 Weapon	Agility+Combat, Logic+Operations	
<b>Doppelganger</b>	Progress of Glass	Infernal	Elder	Complex	Create evil twin tasked with replacing original	Logic+Expression, Intuition+Perception	
<b>The Smoking Mirror</b>	Progress of Glass	Infernal	Elder	Complex	Control what is seen and heard in line of sight for the scene.	Intuition+Stealth, Logic+Operations	Intuition+Perception
Sorcery	Song of Swarms	Infernal			Your presence does not bother mundane insects. They will neither attack you nor flee from you		
<b>Body Colony</b>	Song of Swarms	Infernal	Basic	Passive	Your body is host to a colony of insects under your control		
<b>Small Witness</b>	Song of Swarms	Infernal	Basic	Simple	See through the eyes of a number of insects in the area equal to your Intuition		
<b>Magnify the Storm</b>	Song of Swarms	Infernal	Advanced	Complex	Summon insect swarm	Charisma+Animal Ken, Willpower+Survival	

Power	Path	Power Source	Circle	Action	Effect (summary)	Skill	Defense
<b>Swarm Body</b>	Song of Swarms	Infernal	Advanced	Complex	Your body transforms into a cloud of insects		
<b>Gold and Honey</b>	Song of Swarms	Infernal	Elder	Reflexive	Command insects to create or destroy objects	Charisma+Animal Ken, Logic+Artisan, Logic+Electronics, Charisma+Sabotage	
<b>Riot</b>	Song of Swarms	Infernal	Elder	Extended-1 Hour	Incite violence in victims	Willpower+Intimidate, Charisma+Sabotage	
Sorcery	Walk of Flame	Infernal			Know direction to nearest open flame. Can ignite fires as if always having a lit match in hand.		
<b>Fire Walking</b>	Walk of Flame	Infernal	Basic	Passive	You are not wounded by heat		
<b>Hand of Flame</b>	Walk of Flame	Infernal	Basic	Simple	You can create a flame on your hand that deals lethal damage equal to Logic as a melee attack		
<b>Fire Starter</b>	Walk of Flame	Infernal	Advanced	Simple	You can create fire accurate to Short range, damage equal to Logic	Agility+Combat, Logic+Research	
<b>Flames of Panic</b>	Walk of Flame	Infernal	Advanced	Complex	You cause panic to onlookers in your line of sight	Logic+Intimidation, Agility+Survival	Willpower
<b>Hell Storm</b>	Walk of Flame	Infernal	Elder	Complex	You immolate a large area with explosive damage equal your Logic, +2 damage for anyone at ground zero	Agility+Combat, Logic+Research	
<b>Scorch the Gateway</b>	Walk of Flame	Infernal	Elder	Complex	Create a gateway between the mortal world and the Dark Reflection attuned to one specific creature per Complex action spent concentrating	Logic+Research+Potency, Willpower+Intimidate+Potency	
Sorcery	Lure of Destruction	Umbral			Increase Death Threshold		
<b>Bite of the Serpent</b>	Lure of Destruction	Umbral	Basic	Passive	Your bite or kiss carries a specific toxin and you are immune to poison		
<b>Touch of Darkness</b>	Lure of Destruction	Umbral	Basic	Passive	Your physical attacks inflict aggravated damage		
<b>Glimpse of the Abyss</b>	Lure of Destruction	Umbral	Advanced	Complex	Stun into despair victims within your line of sight	Strength+Athletics, Willpower+Expression	
<b>Withering</b>	Lure of Destruction	Umbral	Advanced	Simple	Sap the Strength of victim by touch for the scene	Agility+Combat, Strength+Athletics	
<b>Death Knell</b>	Lure of Destruction	Umbral	Elder	Complex	Shut off access to The Gloom, closing Shadow Gates, banishing ghosts, draining power from Umbral creatures	Agility+Combat, Strength+Athletics	
<b>Shadow Gate</b>	Lure of Destruction	Umbral	Elder	Complex	Open a Shadow Gate between Mictlan and the material world	Strength+Athletics, Willpower+Expression	
Sorcery	Necromancy	Umbral			Can see ghosts. Can touch and be touched by Umbral users of Empty Body. Can feel the presence of nearby ghosts, poltergeists and Shadow Gates.		
<b>Compel Spirits</b>	Necromancy	Umbral	Basic	Complex	Command Ghosts from Mictlan and send them to or from the material world. Know the location of a wraith's fetters	Willpower+Empathy, Logic+Bureaucracy	
<b>Summon Spirit</b>	Necromancy	Umbral	Basic	Complex	Summon a named Ghost by holding a part of their body, or important tether	Logic+Medicine, Logic+Operations	
<b>Night Cry</b>	Necromancy	Umbral	Advanced	Complex	Summon a Poltergeist to attack a target of your bidding for the scene	Willpower+Empathy, Logic+Bureaucracy	Willpower
<b>Reanimate</b>	Necromancy	Umbral	Advanced	Extended-1 Day	Transform a body into a Shambler or Soulless. Shamblers come into existence under your control, up to a number of 2 per Willpower	Logic+Medicine, Logic+Operations	
<b>Resurrection</b>	Necromancy	Umbral	Elder	Extended-1 Day	You can bring someone back from the dead into an appropriate body	Logic+Medicine, Willpower+Empathy	
<b>Zombie Mastery</b>	Necromancy	Umbral	Elder	Complex	You have no limit to the amount of Zombies you can control; you can control Zombies of any type (Complex action to control Revenant)	Logic+Operations, Willpower+Tactics	Willpower
Sorcery	Play of Shadows	Umbral			Can dim ambient light in your presence		
<b>Eyes of the Night</b>	Play of Shadows	Umbral	Basic	Simple	You can see in darkness passively. You can draw your senses from a pool of darkness within range	Intuition+Empathy, Intuition+Perception	
<b>Shadow Casting</b>	Play of Shadows	Umbral	Basic	Free	You control lighting to either gain attention or go unnoticed (+2/4/6)		
<b>Cloak of Shadow</b>	Play of Shadows	Umbral	Advanced	Complex	You can become transparent except for your shadow for 5 minutes	Intuition+Empathy, Intuition+Stealth	
<b>Solid Darkness</b>	Play of Shadows	Umbral	Advanced	Simple	You control shadows that can grab and tear, Strength equal to your Intuition	Intuition+Combat	
<b>Shadow Body</b>	Play of Shadows	Umbral	Elder	Complex	You transform into a shadow form intangible save to the material you are vulnerable to		
<b>Shadow Walk</b>	Play of Shadows	Umbral	Elder	Simple	You can step into a shadow and out of another that you can see		
Sorcery	Path of Blood	Umbral			Treat Terminal Wounds as only being Incapacitating Wounds		
<b>Gift of Health</b>	Path of Blood	Umbral	Basic	Extended-1 Minute	You can invest power into your blood to give to others as you draw out your own blood. Also you stop aging and are potentially immortal		
<b>Thaumaturgical Forensics</b>	Path of Blood	Umbral	Basic	Extended-10 Minutes	You can make accurate specific divinations about biological samples	Logic+Medicine, Logic+Research	
<b>Blood of Acid</b>	Path of Blood	Umbral	Advanced	Passive	Your blood deals L3 Caustic damage, and you can try to actively fling blood onto victims	Strength+Survival, Strength+Combat	
<b>Theft of Vitae</b>	Path of Blood	Umbral	Advanced	Complex	You draw the blood and power out of a victim, 1L and 1 PP per hit	Agility+Larceny, Logic+Medicine	Strength
<b>Blood Puppets</b>	Path of Blood	Umbral	Elder	Complex	Turn victim Extras into puppets by controlling their blood	Willpower+Medicine, Logic+Operations	
<b>Crimson Death</b>	Path of Blood	Umbral	Elder	Extended-1 Hour	Kill a victim using their blood and a voodoo doll	Logic+Medicine, Logic+Survival	Strength
Sorcery	Symphony of Silence	Umbral			You have perfect pitch and can perfectly repeat rhythms		
<b>Frozen Note</b>	Symphony of Silence	Umbral	Basic	Simple	Use music to suddenly chill an area, object or victim	Logic+Artisan, Charisma+Expression	
<b>Missing Voice</b>	Symphony of Silence	Umbral	Basic	Free	You control the origin of every sound nearby as you play your music	Logic+Artisan, Charisma+Expression	

Power	Path	Power Source	Circle	Action	Effect (summary)	Skill	Defense
<b>Silent Toll</b>	Symphony of Silence	Umbral	Basic	Free	You can suppress all sounds including your music		
<b>Death Note</b>	Symphony of Silence	Umbral	Advanced	Complex	Lethal music deals damage equal to Charisma, ignores armor and cannot be dodged. Needs to have been playing music for 1 minute or more	Logic+Artisan, Agility+Combat	Intuition
<b>Prison of Ice</b>	Symphony of Silence	Umbral	Advanced	Complex	Create ice structures or objects, can capture victims inside	Logic+Artisan, Charisma+Expression	
<b>Frozen Day</b>	Symphony of Silence	Umbral	Elder	Extended-1 Day	Create a cold weather system dropping temperature over large area	Logic+Artisan, Charisma+Expression	
<b>Planar Discord</b>	Symphony of Silence	Umbral	Elder	Extended-1 Minute	Ability to travel between worlds is made impossible over large area for 1 hour per hit	Logic+Artisan, Charisma+Expression	