Tools Required

- Character Sheets
- Pencils
- 4 Fudge Dice or 4d6 per player
- Tokens for Fate Points
- Index Cards, Post-Its, etc.

City Generation

1. Choose City – Research details of city or make it up. Discuss details until everyone agrees.
2. City-Wide Themes and Threats – Discuss common themes to the city and threats to mortal life. Define a defining person (Face) for each.
   a. Identify the Mortal and Supernatural Status Quo and the Balance of Power
   b. Who's in the Dark? Who's in the Know?
   c. Who wants to maintain the Status Quo? Who wants to rock the boat?
3. Locations – Define recurring places within your chronicle, give a description. Define if it is a theme or threat, and identify a defining Face.
4. The Faces – Assign High Concepts and Motivations to each, and connections to other persons.
5. Define Power Level of PC’s – How much of an impact do you want your players to have?
6. Create Characters – Keep their city and its denizens in mind when creating characters.
7. Assign Aspects to Themes, Threats, and Locations.

Character Generation

1. Select a Template – What kind of character do you want to play? (Wizard, Vanilla Human, etc.)
2. High Concept – At his very core, who is your character? (“Wizard Private Eye,” “Geeky Medical Examiner”)
3. Trouble – What theme gives you the most problems? (“Temptation of Power,” “Family Man”)
4. Background – Write short descriptions and attach Aspects.
   a. Where did you come from? (Background) – Describe your origins.
   b. What shaped you? (Rising Conflict) – Described an even that was made you who you are.
   c. What was your first adventure? (The Story) – Come up with a title and the intro to your first story.
   d. [Pass Left] Whose path did you cross? (Guest Starring) – Describe how you were involved in someone else’s story.
   e. [Pass Left] Who else’s path did you cross? (Guest Starring Redux) – Repeat previous step.
5. Skills – Distribute skills to skill pyramid. Use Skill Packages (pg 65) if desired.
7. Wrap up – Calculate final Refresh level, max Stress levels, and consequences.

Using Aspects

1. Invoking an Aspect – Spend 1 Fate Point to invoke your own aspect. Allows 1 reroll or +2 to roll. (“Quick to the Draw” in a gun fight)
2. Invoking for Effect – Spend 1 Fate Point to define something that will assist your character. (“Paranet Member” to state that a contact is local.)
3. Compelling an Aspect – Gain 1 Fate Point by allowing an aspect to limit your actions or create a complication. Negotiate the conditions of the compel.
4. Learning Other’s Aspects
   a. Guess – Spend 1 Fate Point to attempt to guess an aspect. If it is right, the point is spent. If it is wrong and otherwise inconsequential, the point is returned. If it is wrong and you gain knowledge based on the failure, the point is spent.
   b. Assess – Roll perceptive skills (Lore, Investigation, Empathy) to learn an Aspect. Success reveals a relevant aspect.
5. Creating Aspects In-Game
   a. Declare an Aspect – Roll an appropriate skill to add an aspect to the scene.
   b. Use a Maneuver – See Conflicts
   c. Create a Consequence – See Conflicts
6. Invoking Someone Else’s Aspect – Give 1 Fate Point for using someone else’s Aspect to gain a reroll or +2.
7. Compelling Someone Else’s Aspect – Give 1 Fate Point for using someone else’s Aspect to limit or complicate them.
8. Declare an Aspect – Roll an appropriate skill to add an aspect to the scene or
9. Tagging an Aspect – A newly declared or assessed aspect may be invoked or compelled immediately at no Fate Point cost.

Using Skills

1. Select an appropriate skill
2. Roll 4dF. Add 1 to skill for each +, subtract 1 for each -. If using d6’s, 1&2 count as -, 5&6 count as +. Augment the roll with stunts.
3. Compare to target number or opposed roll. Levels in excess of difficulty translate to degrees of success/damage.
Conflicts

1. **Frame the Scene** – What are the zones? (2-4 are usually sufficient) Define scene aspects. (Around 5 aspects.)
2. **Establish Groups** – Who is fighting whom?
3. **Establish Initiative** – Who has the highest skill? Use Alertness for Physical conflicts, Empathy for social, and Discipline for mental.
4. **Begin an exchange**
   a. **Take Action!**
      i. **Attack** – Roll opposed skill. Shifts equate to stress levels.
      ii. **Maneuver** – Roll opposed skill or difficulty to place temporary aspect on character or scene. (“Under cover,” “Distracted,” “On fire”)
      iii. **Block** – Roll to create defense v. named action. (Climbing a ladder, exiting the room) Roll is block strength. Characters roll against block strength.
      iv. **Grappling** – Tag or invoke an aspect, then roll might for grapple strength. Each subsequent exchange cause 1 shift stress, drag target one zone, or add maneuver (and reduce grapple strength by 1)
      v. **Sprint** – Roll to move to a different zone. Shifts equate to more zones. Borders (fence, etc) add to the difficulty.
   b. **Resolve Action**
   c. **Begin next exchange**

Stress and Consequences

1. When taking stress, check off that box. If that box is filled, the damage “rolls up.” (If slot 3 is filled, 3 damage rolls up to slot 4.)
2. If all boxes filled, or damage taken in excess of available slots, the character is taken out. Target narrates failure. Excess shifts may be applied to another action. (Escaping the building after killing the demon.)
3. To lower stress taken, you can take a consequence. Mild consequences reduce 2 stress, moderate 4 stress, severe 6 stress. Extreme consequences relieve 8 stress, but should be rare, as they are character changing events. (Consequences are temporary aspects that may be compelled.)
4. Stress goes away between conflicts.
5. A Concession may be made to end the conflict with the characters at a clear and decisive disadvantage. (Bad guy got away with the artifact, they know your secret)
6. Each consequence is awarded 1 Fate Point.

Advancement

1. **Minor Milestone** – Lessen a Location theme, Remove a Location threat. Do one of the following:
   a. Switch two adjacent skills, or swap Average skill for one not on sheet
   b. Swap out a stunt.
   c. Purchase stunts or powers with Refresh
   d. Rename one Aspect
2. **Significant Milestone** – Lessen a City Theme, Remove a City Threat, Invert a Location Theme.
   a. One Minor Milestone action, plus:
      b. Upgrade one skill, as per skill pyramid rules.
3. **Major Milestone** – Invert a City Theme
   a. Clear out Extreme Consequence
   b. 1 Additional Refresh
   c. Purchase Powers or Stunts
   d. All Significant Milestone action

Building Mortal Stunts

Stunts offer their benefit for specific situations.

- Transplant a trapping from one skill to another.
- Add a new trapping to a skill.
- Give a +2 to a specific application of a nonattack trapping.
- Give a +1 to an attack, improving its accuracy under a specific circumstance.
- Give a +2 to an attack’s result, applied only if the attack was successful, under particular conditions.
- Give one or two expendable 2-shift effects (e.g., additional mild consequences) or a persistent 1-shift effect.
- Reduce the amount of time necessary to complete a particular task by two steps.
- Reduce the difficulties faced by a skill under a particular “sub-set” of circumstances by two.
- Combine any two of the 2-shift effects from above at half value.
- Get a more powerful effect, but only when you spend a fate point.
**Magic: Evocation**

1. **Determine the effect.** Include the element (Fire, Water, etc.) used.
2. **Describe in terms of conflict actions.**
   a. **Attack**
      i. 1 shift = +1 Weapon rating
      ii. 2 shifts = Target zone.
      iii. Split shifts to target multiple individuals
   b. **Block** (Shields, Armor, and Veils)
      i. 1 shift = +1 Block rating to Shield (Bypassing attack cancels spell)
      ii. 2 shifts = +1 Armor rating (Bypassing attack does not cancel spell)
      iii. 1 shift = +1 exchange duration
      iv. 2 shifts = Protect all allies in 1 zone.
   c. **Maneuver** – Adds/removes temp aspect to target or scene. Diff 3 or opposed contest.
   d. **Counterspell** – Assess to get power rating, roll as per normal spell.
3. **Gather power (shifts) and take mental stress.** Minimum 1, plus 1 for each desired shift in excess of Conviction plus focus item(s).
4. **Roll Discipline plus focus item(s) vs. # of shifts of power.**
   a. **Success** – Apply excess shifts as effect/damage.
   b. **Backlash** – Spell succeeds, take difference as physical or mental stress. (No split)
   c. **Fallout** – Spell succeeds at rolled power, GM creates negative aspect on scene or character.
5. **Rote Spells** – # Rotes = Lore Skill. Negate need to roll Discipline for equal powers spells. Foci tied to rote spells must be used or roll required. (Harry’s blasting rod for Fuego!)
7. **Mundane Effects** – Used for narrative flavor only, usually require no stress or roll.
8. **Prolonging Spells** – Gather power for additional duration and roll Discipline. Takes standard action.
9. **Redirecting Spells** – Roll Discipline to change spell type. (Attack, Block, Maneuver, Counterspell)

**Magic: Thaumaturgy**

*Requires time and symbolic connection. (Blood, hair, photo, etc)*

1. **Decide the effect.**
   a. Solve improbable or impossible problems - Treat as Simple Action
   b. Create lasting changes in people and things - Treat as Maneuver or Consequence-creating Conflict.
   c. Provide inaccessible knowledge - Treat as Assessment.
   d. Allow interaction with the supernatural - Treat as Contest.
   e. Shape magical energies into physical forms - Treat as Evocation w/ Shifts for Duration
2. **Determine complexity.** (How much power needs to fuel the spell.)
3. **Prepare** – If complexity and greater than Lore, additional preparation is required.
   a. Invoke aspects = +2 shifts
   b. Make declarations = +2 shifts
   c. Accept or inflict consequences = +Value of consequence
   d. Skip a scene = +1 per scene
4. **Cast the Ritual**
   a. Invest some power, take Mental stress for each shift above Discipline.
   b. Roll Discipline vs. newly invested power.
      i. **Success** – Power is added to the spell.
      ii. **Backlash** – Caster in inflicted by all stored energy, may continue.
      iii. **Fallout** – Spell fails, energy released and does damage to environment.
   c. Repeat until power = complexity.
5. **Types of Thaumaturgy**
   a. Summoning and Binding
   b. Conjuration
   c. Divination
   d. Veils
   e. Wards
   f. Crafting (Focus items, enchanted items, potions)
   g. Transformation and Disruption
   h. Transportation and Worldwalking

**The Sight**

1. **Open the Sight** – Full action.
2. **Understand and Defend** – Repeat until Sight is closed
   a. **Understanding the Vision** – Lore assessment vs. intensity (DM-defined.) Success = aspects or details.
   b. **Defend** – Intensity vs. Discipline. Shifts = Mental Stress.
3. **Close the Sight** – After a successful defense, you may choose to close the Sight or repeat 2.
Alertness
- **Avoiding Surprise** – Vs. Stealth, failure = Defense @ Mediocre for first exchange
- **Combat Initiative** – Determines Init for combat. Optional: No die roll.
- **Passive Awareness** – Alertness is reactive.

Athletics
- **Climbing** – Shifts = speed of climb. Modified by Might.
- **Dodging** – w/ Full defense negates Sprinting. Still allows 1 zone shift as supplemental action.
- **Falling** – Reduces severity of damage.
- **Jumping** – vs. TN for bare minimum of jump.
- **Sprinting** – vs. Mediocre (+0) = # Zones/Borders to pass. 0 = 1 Zone, no border.
- **Other Physical Actions** – Use when moving yourself. Use Might when moving someone/thing else.

Burglary
- **Casing** – Use to assess Aspects, make Declarations.
- **Infiltration** – Can complement Stealth, Contacts, Deceit, etc.
- **Lockpicking** – Craftsmanship and Scholarship can modify Burglary.

Contacts
- **Gathering Information** – Ask questions, roll vs TN, failure = need more time. Usually tips off someone of the investigation.
- **Getting the Tip-Off** – Passive. NPCs will contact PC when something is amiss, similar to Alertness.
- **Knowing People** – Roll to make declaration.
- **Rumors** – Roll to spread rumors, create “sticky” Aspect or as a social attack.

Conviction
- **Acts of Faith** – Defend vs. mental/social attacks to your faith.
- **Mental Fortitude** – Improves Mental Stress track.
- Craftsmanship
- **Breaking** – Use knowledge of structure to do damage or perform maneuvers.
- **Building** – Use when making declaration when creating something. Diff based on tools available.
- **Fixing** – Use when repairing items.

Craftsmanship
- **Breaking** – Use knowledge of structure to do damage or perform maneuvers.
- **Building** – Use when making declaration when creating something. Diff based on tools available.
- **Fixing** – Use when repairing items.

Deceit
- **Cat and Mouse** – Use as social attack.
- **Disguise** – Used to hide one’s identity. May be modified by Performance.
- **Distraction and Misdirection** – vs. Alertness or Investigation. Hide small actions or objects.
- **False Face Forward** – Social Defense. Used to give a false impression. Modified by Rapport.
- **Falsehood and Deception** – Used for social contests or conflicts. May modify or be modified.

Discipline
- **Concentration** – May restrict other rolls when under duress.
- **Emotional Control** – Roll as social defense or to keep cool under pressure.
- **Mental Defense** – Roll as mental defense. Can work with Conviction.

Driving
- **Chases** – Used to close distance, avoid obstacles.
- **One Hand on the Wheel** – May restrict other rolls while driving.
- **Other Vehicles** – May be used to pilot crafts other than cars.
- **Street Knowledge and Navigation** – May be used to figure way around town, establish shortcuts.

Empathy
- **Reading People** – Assessment. After 10 minutes of talking, roll vs. Rapport to reveal Aspect, may be done over longer to provide more rolls.
- **A Shoulder to Cry On** – Use to help another recover a mild Consequence.
- **Social Defense** – vs. Deceit in social conflict.
- **Social Initiative** – Establishes Init in social conflicts.

Endurance
- **Long-Term Action** – Restricts other actions over long periods of time.
- **Physical Fortitude** – Adds to Physical Stress track.

Fists
- **Brawling** – Used as attack and maneuvers while unarmed in physical combat.
- **Close-Combat Defense** – Defend against Fists or short weapons. (Knife, etc.)

Guns
- **Aiming** – Use for maneuver to create Aspect you may tag for +2.
- **Gun Knowledge** – Demonstrate knowledge about guns, their use and repair.
- **Gunplay** – Use as ranged attack vs. Athletics. Cannot be used for defense.
- **Other Projectile Weapons** – Can be used to cover bows, etc. at -2. Can be renamed if the player wants to specialize, taking penalty when using guns.
Intimidation
- The Brush-Off – vs. Presence or Discipline to make menacing first impression.
- Interrogation – Use for “Bad Cop” situations.
- Provocation – Use as social attack to enrage target or break their cool.

Investigation
- Eavesdropping – Play attention to details normally overlooked.
- Examination – Assessment. Look for clues, details, verify truth.
- Surveillance – Keep an eye on the target. Used in conjunction with Stealth, Endurance over long periods.

Lore
- Arcane Research – use Scholarship trappings in reference to occult knowledge.
- Common Ritual – Use to perform ritual, contact otherworldly entities.
- Mystic Perception – Use instead of Alertness to gain vague hunch about the supernatural details.

Might
- Breaking Things – Use Might to employ brute force to damage objects.
- Exerting Force – Modifies, complements, or restricts other actions using physical strength.
- Lifting Things – Roll vs. TN base on weight, leverage, etc.
- Wrestling – Can modify Fists or Weapons in combat, or be primary skill for holds and grappling.

Performance
- Art Appreciation – Sub for Scholarship involving art-focused knowledge.
- Composition – Create pieces of art.
- Creative Communication – Can be modified by Scholarship for letter writing, or can modify Rapport, Intimidation, presence or Deceit.
- Playing to an Audience – Use to declare Aspects on scene.

Presence
- Charisma – Passive. How people react when you’re not putting in an effort to influence them.
- Command – Use for a maneuver action to place aspects on those under your control.
- Reputation – Use to defend in Social attacks and maneuvers.
- Social Fortitude – Adds to Social Stress track.

Rapport
- Chit-Chat – Use for social maneuvers and attacks when trying to engage a person.
- Closing Down – Use as full defense vs. Social attacks, but is very obvious.
- First Impressions – Roll to place a temp Aspect on yourself upon first meeting.
- Opening Up – Roll while being read. Success = revealing an Aspect of your choosing.
- Social Defense – Use for defense in Social conflicts.

Resources
- Buying Things – Use as an indicator for what you can acquire.
- Equipment – You usually have the items to perform your skills properly.
- Lifestyle – Items costing 2 or more steps below your skill means you probably already have it.
- Money Talks – Can modify Social skills. Can be used during social interactions when money counts.
- Workspaces – Your dwelling has a workplace equal to 2 steps below your skill.

Scholarship
- Answers – Roll to determine if you automatically know the answer to difficult questions.
- Computer Use – Modifies skills (Burglary, etc.) when using a computer.
- Declaring Minor Details – Declaration action to place Aspect or fill in details that GM overlooks.
- Exposition and Knowledge Dumping – GM can give information outright, through a character.
- Languages – One language per step above Mediocre.
- Medical Attention – Create environment for recovering consequences.
- Research and Lab Work – Quality of workspace determines maximum difficulty of answerable questions.

Stealth
- Ambush – Hide (see below) then roll vs. Alertness. Success = Victim’s defense at Mediocre for first exchange.
- Hiding – Roll to establish TN for Alertness and Investigation.
- Shadowing – Roll vs. Alertness. Modified by Driving if by car. Modifies Investigation to maintain sight.
- Skulking – Hiding while moving. Speed increased TN.

Survival
- Animal Handling – Social skill when dealing with animals.
- Camouflage – Modifies Stealth to create hiding place.
- Riding – Substitutes Driving.
- Scavenging – Find items from the environment.
- Tracking – Look for signs of travel. Modified by Investigation.

Weapons
- Distance Weaponry – Use thrown or reach weapons.
- Melee Combat – Use for close combat physical attacks and maneuvers involving weapons.
- Melee Defense – Use weapons for physical defense in close combat.
- Weapon Knowledge – Demonstrate a knowledge and understanding of weaponry and fighting.
Alertness
- Corner of My Eye – +2 when noticing details.
- On My Toes – +2 for Initiative.
- Paranoid? Probably. – +2 vs. surprise.

Athletics
- Acrobat – +1 for falling. +1 vs. ranged attacks.
- Fleet of Foot – +2 for sprinting.
- Human Spider – +2 for climbing.
- Mighty Leap – Avoid Fair (+2) borders by jumping.
- Too Fast to Hit – +1 to full defense when moving 1 zone with no penalty.

Burglary
- The Big Picture – 1 additional Aspect when successfully casing.
- Cat-Burglar – Use Burglary instead of Stealth when Hiding/Skulking.
- Hacker – Use Burglary instead of Scholarship for Computer Use.
- Hairpin Maestro – Up to -2 Diff for poor tools.
- Safecracker – Lockpicking is two shifts faster.

Contacts
- Ear to the Ground – Up to -2 Diff for tip-off.
- I Know Just the Guy – +2 for Gathering Information, -1 time shift.
- Rumormonger – +2 to spread rumors.

Conviction
- Devout Words – Use Conviction for physical block.
- Person of Conviction – Use Conviction instead of Presence for social stress track.
- Resilient Self-Image – Two add’l mild mental consequences vs. torture.
- Tower of Faith – Armor:1 vs. social/mental stress after prayer.

Craftsmanship
- Car Mechanic – +2 for cars and trucks, +1 for other vehicles.
- Demolition Training – Use Craftsmanship to do attacks or maneuvers vs. structure w/ explosives.
- Junkyard Artist – Use Craftsmanship instead of Performance to make art.
- Jury-Rigger – Repairs last two scenes longer.
- Monkey with a Wrench – +1 to disassemble, one shift faster.

Deceit
- Document Forging – Use Deceit when making fake documents.
- Honest Lies – +2 when weavng truth with lies.
- Make-Up Artist – +2 Diff for exposing your disguise.
- Pick-Pocket – Use Deceit when stealing small objects.
- Stage Magician – +1 to do stage routines w/o penalty. +1 stacking to pick-pocket.
- Takes One to Know One – Use Deceit instead of Empathy to catch a lie.

Discipline
- Calm Blue Ocean – +2 to maintain emotions.
- Supreme Concentration – Skill at Fantastic when it modifies another skill.
- Unshakeable – Any aspects tagged against you provide +1 or lock a die for reroll.

Driving
- Been There – Always use at value for navigation.
- Like the Back of My Hand – +2 to use shortcuts.
- Pilot – +1 for piloting aircraft, +1 for specialization.
- Shake the Tail – +2 to lose a tail.

Empathy
- Counselor – Help another recover from moderate or severe mental/social consequence.
- Read the Surface – Read someone in a minute instead of ten.
- The Social Graces – +2 for Initiative in social conflict.
- Won’t Get Fooled Again – +2 vs. lying after catching them in a lie.

Endurance
- No Pain, No Gain – one additional mild physical consequence.
- Tireless – Skill at Fantastic when it modifies another skill.
- Tough Stuff – Armor:1 in unarmed combat.

Fists
- Footwork – Use Fists instead of Athletics to dodge.
- Killer Blow – +3 to damage, once per scene, by paying 1 Fate Point.
- Martial Artist – +1 to make assessments and declarations for fighting styles.
- Armed Arts – Use Fists instead of weapons when using 2 predefined weapons.
- Redirected Force – After successful defense, sacrifice next action to maneuver.
- Step Into the Blow – After failed defense, sacrifice next action to counterattack at +1.
Guns
- Fast Reload – No penalty to reload as supplemental action. +1 if main action.
- Gun Nut – +2 for gun knowledge.
- Hand-Eye Coordination – Use Guns instead of Weapons for thrown projectiles.
- Pin Them Down – Aiming aspects cannot be removed unless target moves. Move attempts vs. +1 border.
- Target-Rich Environment – +1 when outnumbered.
- Way of the Bow – Use Guns instead of Craftsmanship to build/repair bows, +1 damage.

Intimidation
- Infuriate – +2 to make someone angry.
- Interrogator – Treat successful attack as successful Empathy to read.
- Rule with Fear – Use Intimidation instead of Presence to establish reputation.
- Subtle Menace – Target gets no advantage for making threats.
- You Don't Want Any of This – +2 against Brush-Off.

Investigation
- Listening – +4 to pick up minute details, Alertness drops to Terrible (-2)
- Pin the Tail – +2 while keeping track of someone. May complement Stealth while Shadowing.
- Quick Eye – Examining a location is 2 shifts quicker.
- Scene of the Crime – +1 and one time shift quicker when combing a crime scene.

Lore
- Occultist (Specify) – +1 for encompassing field of study, +2 for narrowed field.
- Finely Tuned Third Eye – +2 when substituting Alertness to sense supernatural.

Might
- Bend and Break – +2 to effect (stress) when breaking an object.
- Mighty Thews – +2 shifts to lift capacity.
- Wrestler – +1 when maintaining a grapple.

Performance
- Art Historian – +1 when used as knowledge/perception. Add’l +1 for broad category, add’l +1 for narrow category.
- Impersonator – Use Performance instead of Deceit when impersonating someone.
- Poet – +2 when writing, and +2 for purposes of modifying another skill.
- Pointed Performance – Target a specific person/mood.

Presence
- Leadership – +1 when commanding others, at one shift quicker.
- Personal Magnetism – +2 when using Charisma trapping.
- Teflon Persona – Armor:1 vs. social attacks.
- The Weight of Reputation – Use Presence instead of Intimidation to scare target.

Rapport
- Best Foot Forward – +1 to make a good impression, failure does not create an aspect.
- Let Me Tell You a Story… – Use Rapport instead of Deceit to create distraction.
- Sex Appeal – +2 when seducing a compatible target.

Resources
- Filthy Lucre – +2 when using money for illegal purposes.
- Lush Lifestyle – You own items equal to your skill level.
- High Quality Workspace – Workspace at skill level or fulfills two functions.
- Windfall – +4 once per adventure when Fate Point is spent.

Scholarship
- Capable Researcher – 2 shifts faster, except with Lore.
- Doctor (Specify) – Help another recover moderate physical consequences outside facility, severe while inside. +1 for broad research, add’l +1 for narrowed research. May be taken multiple times.
- Forgery Expert – +2 to spot fake documents.
- Linguist – +4 to determine # of languages spoken. May be taken more than once. Up to half may be rare or dead.
- Scientist (Specify) – +1 for broad study in specified field, add’l +1 for narrowed study.

Stealth
- Blend In – +2 when hiding in a crowd.
- Stay Close and Keep Quiet! – Your Stealth complements nearby allies’ Stealth. Allies may invoke your Aspects pertaining to stealth.
- Swift and Silent – Difficulty for Skulking is reduced by two.

Survival
- Animal Handler (Specify) – +1 to Animal Handling and Riding. Add’l +1 for specified creature.
- Go Native – +1 when Scavenging, and one shift longer between rolls.
- Hunter – +2 when Tracking in the outdoors.

Weapons
- Good Arm – Thrown weapons travel 2 zones.
- Juggler – Use to defend vs. thrown attack. Use instead of Performance when entertaining.
- Off-Hand Weapon Training – Add half of second weapon’s bonus, rounded up.
- Riposte – On successful defend, sacrifice next action to automatically attack. (Full defense bonus does not carry over.)
- Wall of Death – Make a spray attack against targets in same zone. May not be combined with other stunts.
Pure mortals are ordinary (or mundanely extraordinary!) people who don’t have anything supernatural going on—save perhaps for the company they keep or the things they’ve seen. Pure mortals can come from all walks of life—police, doctors, mobsters, actors, students, and more. People like Karrin Murphy, Waldo Butters, and John Marcone all qualify as pure mortals, at least as we first meet them in Harry’s casefiles.

Pure mortals need a reason to be involved in supernatural goings-on despite a lack of supernatural mojo. This reason can be determined in advance, or it can be supplied quickly during play by dropping the character into the middle of some nasty circumstance—which happens surprisingly often in the Dresdenverse.

While they don’t bring any supernatural oomph to the table, pure mortals can still pack quite a wallop in terms of their mundane abilities and “civilized world” influence, connections, and resources. Karrin Murphy has the resources of the Chicago P.D.’s Special Investigations unit available to her, while Marcone has been investing his blood money in expanding his power base—both in mortal and supernatural affairs.

**MUSTS:** Pure mortals may not take any supernatural powers. In exchange for this restriction, pure mortal characters get a +2 bonus to their starting refresh. If this character ever takes a supernatural power, this refresh bonus goes away immediately (which may be mitigated by dropping one or two mortal stunts).

**OPTIONS:** Pure mortals may take as many mortal stunts as they can afford without putting them at or over the zero refresh cut-off. That said, some NPC mortals do exactly that. (It doesn’t always take supernatural power to corrupt someone beyond the capacity for free will…)

**IMPORTANT SKILLS:** None! (Or, to put it another way, any!) No supernatural powers means no specific skills to focus on. The sky’s the limit.

**FROM THE CASEFILES:** No better example exists than Karrin Murphy (OW199), though the men and women of Special Investigations (OW202) all deserve mention, as do folks like John Marcone (OW187) and Waldo Butters (OW118).
Champions of God are among the rarest of mortal humans, actively called to service by the Almighty (in one of many possible guises) to stand against the darkness and beat it back with the strength and light of their faith. They are very few in number, usually limited to the three Knights of the Cross. (Luckily for this game, there are quite a few more faithful, in the form of True Believers, page YS82.)

In your campaign world there may be more folks than just the Knights of the Cross who can rightly be called Champions of God. Talk to the GM about any ideas you have along these lines.

**MUSTS:** Champions of God must have a high concept that is in line with their nature as a true holy warrior—such an aspect (e.g., Knight of the Cross) will be the source of many opportunities for invocation, but it also carries the weight of the responsibilities and codes of behavior expected from such men and women of faith.

Champions of God must have a fairly high Conviction score (Good or higher recommended). In addition, Champions of God must take the following supernatural powers:

- **Bless This House** [-1] (YS187)
- **Guide My Hand** [-1] (YS187)
- **Holy Touch** [-1] (YS188)
- **Righteousness** [-2] (YS188)

**OPTIONS:** Knights of the Cross carry one of the Swords of the Cross in addition to the above:

- **Sword of the Cross** [-3] (Item of Power already baked in.) (YS168)

**IMPORTANT SKILLS:** Conviction, not to mention some combat skills.

**FROM THE CASEFILES:** Michael (OW125), Shiro (OW242), Sanya (OW223).
Changelings are half-human, half-faerie people who—at least for the moment—are still living life as mortals. But before each changeling, every day, stands the Choice, a razor’s edge dividing their mortal nature from their faerie nature. When they call upon the abilities of their faerie blood, they—bit by bit—push themselves closer to becoming full faerie.

In play, this means that any time a changeling purchases new powers, it comes with a clear alteration of the changeling’s body, moving him towards a more fae appearance in line with that of his faerie parent (like suddenly growing horns or hooves and so on). Eventually, too much transformation will lead to an inability to retain a grip on mortality, and the character slips into faerie (often becoming an NPC as his power costs rise to exceed his refresh).

Short of that final decision, the character has the option—using his remaining free will—to make the other Choice to become purely mortal. Doing so means setting aside all of his faerie abilities—in essence, swapping the changeling template for the pure mortal one. When such a Choice is made, it’s permanent—there’s no going back.

**MUSTS:** A changeling must have a high concept indicating his or her faerie parentage (e.g., Ogre-Blooded Changeling or Half-Pixie Heritage). This aspect brings with it some of the baggage of the fae—a vulnerability to cold iron, supernaturally binding gift-exchanges and other such pacts, etc.—making this ripe for compels. Some compels, if accepted, might even mandate that your character take on another of his faerie abilities.

Note, faerie vulnerabilities mean that—even if your character takes some manner of paranormal toughness or healing abilities—those abilities will not protect him against attacks and implements that take advantage of those vulnerabilities.

**OPTIONS:** During character creation, you and your GM must work out a set of supernatural powers that the character could inherit from his faerie parent (usually by looking at the list of musts and options for the appropriate faerie template in What Goes Bump). If you wish for that to be a mystery, your GM may determine this list in secret and reveal it incrementally during play as your character draws closer to making his Choice.

Regardless, any ability from this list may be added to your character’s sheet at any time during play, reducing current fate points and refresh as indicated by the ability’s cost. There are no “take-backs” once this is done, save for the Choice to become fully mortal (see above). If taking on another ability reduces your character’s refresh to zero or otherwise fulfills all the “musts” of a faerie of the appropriate type, the changeling’s Choice is made and he becomes a full faerie, never mortal again, and now fully subject to the will of the Faerie Courts.

Abilities a changeling might take include, but are not necessarily limited to:

- **Inhuman, Supernatural, or Mythic Speed** [varies] (YS178), **Strength** [varies] (YS183), **Toughness** [varies] (YS185), or **Recovery** [varies] (YS185)
- **Physical Immunity** [varies] (YS186)
- **Glamours** [–2] (YS166)
- **Seelie Magic** [–4] (YS166) or **Unseelie Magic** [–4] (YS167)
- Physical traits such as **Wings** [–1] (YS165), **Claws** [–1] (YS162), **Diminutive Size** [–1] (YS163), or **Hulking Size** [–2] (YS164)

**IMPORTANT SKILLS:** None from musts. Varies depending on options taken.
Emissary of Power

Emissaries are mortals who’ve been saddled with a burden of great power—and great responsibility—by one of the big dogs in the supernatural community: vast powers from Faerie or the outer reaches of the Nevernever, one of the true dragons, or something stranger. Emissaries of Power are often the bearers of items of great potency, able to tap into the power of their patron and bring it to bear on their—and their patron’s—behalf. Such champions are usually more victim than anything, though—powers such as theirs come at the price of dark bargains, be it a lifetime of thankless servitude and sacrifice, their eternal soul, or other such “petty” things.

Knights of the Faerie Courts are an example of this, as are—by certain lights—Champions of God such as the Knights of the Cross. (Both have their own templates found elsewhere in this chapter.) This template, then, is for the outliers, the cases that aren’t covered by the more common, more easily identified Emissary templates. Perhaps there was once an Autumn Court of Faerie that got crushed by Winter and Summer—and some hapless mortal is its champion. Perhaps the dragon Ferrovax has need of a functionary that can handle all of that insignificant mortal nonsense on his behalf. Perhaps something else is afoot.

If you are looking to play something supernatural, but unsure what, this template offers plenty of build-your-own options. GMs are, however, encouraged to make the demands of the emissary’s patron a regular (if not constant) pain in the ass.

MUSTS: An Emissary of Power must have a high concept that speaks to the bargain or pact they have made with a patron (e.g., Last Champion of Autumn or Ferrovax’s Toadie). This aspect brings with it all of the strictures and responsibilities the patron places on your character—this can sometimes be a moving target, since all the implications of “the fine print” in the agreement may not be obvious at first. It may also mean that the patron can occasionally exercise near-total power over the PC (think of Harry’s predicament when Mab decides to force him to do something—like stab himself in the hand). You and your GM should discuss the terms of this agreement, to the extent that they’re known by your character.

In addition, the emissary must take Marked by Power [-1] (YS169), though exceptions may be made if it there’s a concept-based reason to do so.

OPTIONS: No two emissaries are alike. Many of the abilities in Supernatural Powers (YS158) are negotiably available, assuming you can afford the refresh cost and match the theme and nature of the emissary’s supernatural patron (if the patron is in some way a mystery to the character, the powers taken may offer a hint). Often some of these powers are essentially contained within an Item of Power (YS167). You might also want to take a look at Sponsored Magic as an option (YS183). If you pick up some kind of spellcasting ability, make sure to investigate “Building a Practitioner” on page YS77.

IMPORTANT SKILLS: Varies, depending on supernatural powers and options taken.

FROM THE CASEFILES: It’s hard to pin down a specific example that isn’t represented by another template-type here (the Champions of God and Knights of the Faerie Courts are specific types). But the fact remains that these types of individuals must exist in the supernatural landscape.
Focused practitioners are the minor-league of the spell-slinging set. They have one rather narrowly defined aptitude at spellcraft which they practice to the exclusion of all else—usually because they just don’t “get” things outside of their focus. Sometimes this is due to the practitioner having an intuitive understanding of what they do rather than a trained understanding; sometimes it’s simply the result of a mystical blind spot. Depending on the causes of the focus, some focused practitioners might be able to train into broader spellcasting capabilities, but few do.

Each focused practitioner is different, with spellcasting abilities centered on a single theme. Kinetomancers have access to spell abilities that focus on the use of force (and, untrained, can lead to reports of poltergeists due to their subconscious mind flinging power around accidentally). Pyromancers are the fiery version of the same. Ectomancers can summon and speak with spirits and ghosts, sometimes getting those spirits to do their bidding. Alchemists brew potions subtle and strange. Open up your handy Latin dictionary and peruse the prefixes—there are tons of –mancers out there, and if you can come up with something by playing “prefix mash-up,” it’s likely that one actually exists somewhere. (Apparently there’s a caffeinomancer who runs a coffee shop in Baltimore.)

Of course, focused practitioners are subject to the White Council’s enforcement of the Laws of Magic, like any other spellcaster (see page YS232). Their narrow focus doesn’t necessarily prevent them from breaking Laws like violating someone’s mind or swimming against the currents of time.

(Players should beware the appeal of something like an enchantress or chronomancer since it can quickly lead to the Wardens deciding your neck has an appointment with a sword.)

**MUSTS:** A focused practitioner must have a high concept that names or implies his spellcasting abilities and focus (e.g., Haunted Ectomancer or Kinetomancer for Hire).

Additionally, a focused practitioner must take one or both of:

- **Channeling** [–2] (YS181)
- **Ritual** [–2] (YS181)

The appropriate focus for each ability must be defined at the time the ability is taken. (Please see the power descriptions for more details.) Players of spellcasting characters should take some time to work out their most often used, most practiced spells before play—see page YS257 for the particulars.

**OPTIONS:** Focused practitioners may take the **Sight** [–1], but if they do, its use will be colored, narrowed, and limited by the focus of their abilities. For example, an ectomancer with the Sight might see the world in terms of its ghostly spiritual presences and may find himself seeing dead people all the time; a pyromancer might perceive supernatural power and presences in the form of flames of various colors and intensity. See “Building a Practitioner” on page YS77 for more information.

**IMPORTANT SKILLS:** Conviction, Discipline, Lore.

**FROM THE CASEFILES:** Mortimer Lindquist (OW174) has gotten the most coverage.
As far as we know, both Courts of Faerie—Winter and Summer—each have only one Knight, a mortal granted some measure of the power of his or her patron Court and charged with making certain the Court’s interests are well-represented in the world of mortals and beyond. For the Winter Court, the position doesn’t tend to be a long-term one. Employment is terminated only in the case of death.

Those chosen to be the Winter Knight and the Summer Knight are no lightweights, usually catching the attention of the Queens of the Courts because of their already well-developed supernatural capacity. But each is bound, body and soul, by a deep compulsion to adhere to the word of the Mother, Queen, and Lady of his Court.

Still, the reason these Knights exist at all is that they alone possess something unique among the members of the Faerie Courts: they have mortal free will—in this, they are able to take action that is flatly impossible for faeriekind, for the fae cannot act in any way other than in accordance with their natures. As such, the Knights are regarded with much more importance than might seem apropos to their (admittedly still potent) supernatural powers.

**MUSTS:** A Knight of the Faerie Court must have a high concept that names the title and mantle he has assumed (e.g., Winter Knight or Summer Knight). No other character in the game may hold this same title at the same time as this character. The aspect brings with it all of the strictures and responsibilities the Mother, Queen, and Lady of that Court might place upon your character. It may also mean that the queens can occasionally exercise near-total power over your character—but then’s the breaks. It’s highly likely they know your character’s True Name.

In addition, your character must take the following supernatural powers:

- **Seelie Magic** [-4] (YS166) or **Unseelie Magic** [-4] (YS167)
- **Marked by Power** [-1] (YS169)

**OPTIONS:** Other options abound, such as mixing in elements of a Focused Practitioner, Sorcerer, or Wizard (take note of the potential discount on Seelie or Unseelie Magic in such a case). Your character may carry an Item of Power and may be able to draw upon the power of the Courts to exercise Inhuman Strength, Speed, Toughness, or Recovery. Glamours may also be possible. You should discuss any such options with your GM before your character takes them (and watch those refresh costs!).

**IMPORTANT SKILLS:** Conviction, Discipline.

From the Casefiles: The late Ronald Reuel (OW219) and the wishes-he-were-late Lloyd Slate (OW229). The current Summer Knight is a guy named Fix (OW145).
Let’s get this clear up front: lycanthropes are not werewolves—though they share some traits in common. But where werewolves change their bodies, lycanthropes change only their minds, aligning their thoughts and senses with those of a beast. While this isn’t as scary as a man turning into a wolf right in front of you (at least at first), they can still mess you up all nasty. Add to this the fact that a pack of lycanthropes in close proximity to one another have a sort of group-mind advantage, and you’re looking at some serious badasses here.

So, what keeps lycanthropes from taking over the world? Well, to start, they’ve got a bit of a temper problem. Beasts don’t run governments very well. Beyond that, most of their powers aren’t fully in effect except for about five days out of every month—starting two days before the full moon and ending two days after.

As such, players may find playing a lycanthrope pretty frustrating—having access to the bulk of your power only 5 days out of every 28 may not be a lot of fun for some. When faced with a lycanthrope PC, a GM will have to consider how often she’s willing to stage stories near the time of the full moon—and, if she is willing, how much of a restriction the Human Form (Involuntary Change) really represents. (However, deciding that the full moon is not forthcoming may be worth a compel every time it’s relevant.)

**MUSTS:** A lycanthrope must have a high concept that references his nature as a mind-shifting beast-dude (e.g., Lycanthrope Biker).

In addition, the lycanthrope must take the following supernatural powers; these are always available to the lycanthrope, even when not near the full moon:

- **Pack Instincts** [-1] (YS165)
- **Echoes of the Beast** [-1] (YS163)
- **Human Form (Involuntary Change)** [+2] (YS176)

The lycanthrope must also take:

- **Inhuman Strength** [-2] (YS183)
- **Inhuman Recovery** [-2] (YS185)

This set of abilities is affected by the change from the Human Form and is only available near the full moon. Some lycanthrope concepts (particularly non-wolf-derived ones) may not require all of these abilities, or may provide a different set of abilities during a particular time period or under particular circumstances. If you are interested in any such possibilities, discuss them with your GM.

**OPTIONS:** None.

**IMPORTANT SKILLS:** Alertness, Endurance, Investigation, Might, Survival.

**FROM THE CASEFILES:** Parker (OW205) and his gang of Streetwolves.
The Dresdenverse is filled with mortals who have small, limited powers, whether due to long-forgotten traces of inhuman bloodlines, exposure to the supernatural, or simply the right combination of willpower and belief. These mortals can be referred to as minor talents: people with “one-trick” powers that might not have a lot of mojo—but which can be very effective in the hands of a creative and driven individual.

This template is a good option for someone who wants a little supernatural trickery up his sleeve—a mortal but with a little extra flavor, the kind you might rub shoulders with at McAnally’s.

MUSTS: A minor talent must have a high concept that mentions the talent in some capacity (e.g., Demi-Semi-Hemigod, Weeps Cassandra’s Tears, or Son of Shadows). The character may then take a single, one refresh cost (or, with approval, two refresh cost) ability from Supernatural Powers (YS158). Specifically, the Minor Ability and Psychic Ability categories should be considered, but the GM may allow the player to look further afield.

OPTIONS: None.

MINIMUM REFRESH COST: –1. The total cost rarely rises as high as –2.

FROM THE CASEFILES: Lydia, Harry’s client in the Grave Peril case (OW178); many of the members of Ordo Lebes (OW105); patrons of McAnally’s.
Red Court vampires—nasty bat-things that live inside an apparently human (and typically gorgeous) flesh-mask, drool addictive narcotic venom, and feed on blood—are able to infect humans, putting them on a potentially inevitable path towards becoming a full-on Red Court vampire. These infected individuals possess some of the same capabilities as the monsters that bit them—at least at a “junior varsity” level.

But these victims haven’t turned—they haven’t given up their humanity—yet. Not until they kill, though that often comes fast, as an almost uncontrollable hunger for blood grips them. Still, it’s only almost uncontrollable—with the right amount of discipline and careful choices about what sorts of situations they get into, these victims can hold out, at least for a time.

If they’re particularly lucky, they may find their way to the Fellowship of St. Giles (OW89)—a secret organization bent on destroying the Red Court. The Fellowship has devised an extra means of controlling vampiric urges through the use of magical tattoos which are normally invisible but flare red when the hunger begins to take hold. They can help keep control, a little.

It’s worth noting that, without the Tattoos of St. Giles, an infected character using his supernatural abilities will be more quickly exhausted, finding himself without his infection-derived powers—and on the cusp of turning once and for all—in very short order. On the other hand, the Fellowship can be very demanding of its members; it doesn’t tattoo someone lightly.

**MUSTS:** A Red Court Infected must have a high concept that addresses the character’s infected status (e.g., Once Bitten, Twice Red or Infected Insurgent). This aspect may be compelled to inflict watered-down versions of the Red Court’s weaknesses on the character—he will experience aversion to holy objects and sunlight and, when exercising his powers, he may even be damaged by them. On the other hand, these can also help him resist his vampiric urges when he isn’t using his powers.

Further, the infected character must take the following:

- **Addictive Saliva** [-1] (YS162)
- **Blood Drinker** [-1] (YS188)
- **Feeding Dependency** [+1] (YS190), which will affect all abilities listed below:
  - At least one of:  
    - **Inhuman Recovery** [-2] (YS185),  
    - **Inhuman Speed** [-2] (YS178),  
    - **Inhuman Strength** [-2] (YS183),  
    - **Inhuman Toughness** [-2] (YS185).

If at any point the character kills another human and drinks its blood, he must immediately “upgrade” to a full Red Court Vampire (OW87). This invariably results in turning the character into an NPC, and an evil one at that.

For the Recovery and Toughness abilities, it’s unclear how far the **Catch** (YS185) goes. It often involves holy stuff, and may include sunlight in some cases. This produces a Catch value from zero to +2 depending on the extent of the abilities and the breadth of the Catch.

**OPTIONS:** Optional abilities beyond those noted above include:

- Tattoos of St. Giles [-2] (YS190)
- Cloak of Shadows [-1] (YS169)

**IMPORTANT SKILLS:** Fists, Deceit, Discipline.

**FROM THE CASEFILES:** Susan Rodriguez (OW219) and her ally Martin (OW190).
“Sorcerer” is a near-pejorative term that many on the White Council use to describe “full spectrum” spell practitioners who don’t have the bloodline, access, resources, and training that a Wizard of the White Council has. The sneer has perhaps a little merit, as these versatile spellsters are often self-taught or—let’s face it—at least dabbling in some grey, if not outright black, areas of magic in order to get a leg up. This fairly common moral flexibility turns into a slippery slope in short order. Victor Sells from the Storm Front casefile is one such example of a sorcerer gone too far into the nasty to make it back out with his soul intact.

As such, sorcerers are either known to the White Council and walking the straight and narrow, or they tend to be in hiding from them (or at least hiding their talents) in the interests of avoiding the pointy proclivities of the Wardens. PCs may be of either type—but regardless, the Wardens, even when stretched thin, cannot be ignored.

Nor, really, can one ignore sorcerers themselves. While not wizards, they can still be subtle, quick to anger, all that jazz. They have incredible flexibility in their capacity for spellcraft; while it is very rare to find one as broadly expert as a wizard, they can still specialize in a few areas and, in a pinch, draw from the full range of evocation and thaumaturgical castings. And while they are watched over by the White Council in part, they are not a part of that club; that lack of proximity means they can occasionally get away with doing something that the Council wouldn’t be too happy about.

For many sorcerers, lack of access to the White Council’s resources is just fine by them in exchange for freedom. And so long as they keep their heads down (and their noses clean), sorcerers are numbered among the bigger players on the mortal side of supernatural affairs.

**MUSTS:** A sorcerer must have a high concept that declares his nature as a free-agent spellcaster (e.g., Sorcerer Cop or Spell-Slinging Troubadour). In addition, the character must take the following supernatural powers:

- Evocation [−3] (YSYS180)
- Thaumaturgy [−3] (YSYS181)

See the power descriptions for more details. Players of spellcasting characters should take some time to work out their most often used, practiced spells before play—see page YS257 for the particulars.

**OPTIONS:** Nearly every sorcerer also takes the Sight [−1] (and would be considered “flying blind” without it). Sorcerers with a dark past (but hopefully on the path to reform) may need to take a Lawbreaker stunt or two (YS182). Sorcerers may take Refinement [−1] once per spell-ability (once for Thaumaturgy, once for Evocation), but may not take it multiple times per ability—there’s only so far they can develop without being full-on wizards. See “Building a Practitioner” on page YS77 for more information.

**IMPORTANT SKILLS:** Conviction, Discipline, Lore.

**FROM THE CASEFILES:** Victor Sells (OW225) may be our best example. Mostly self-taught, completely dangerous.
Faith has power in the Dresdenverse, where the strength of your belief can—when focused properly—turn back the tide of darkness. There are special mortals among us whose beliefs are so strong that they cross into the territory of true supernatural power. These mortals are called true believers, for lack of a better term.

At their most extreme, true believers are among those actually called upon by a higher power to take action (and are better represented by the Champion of God template on page YS73). But short of that, these men and women of faith can still give pause to the creatures of the Nevernever, for the strength of their convictions is a palpable supernatural force.

**MUSTS:** A true believer must have a high concept that speaks to the strength of his or her abiding faith in a higher power or other similar construct (e.g., Man of God or Zen Nun)—in short, a belief in something powerful and life-affirming beyond oneself. A high Conviction skill (Good or better) is highly recommended.

Additionally, true believers must take the following supernatural powers:

- *Bless This House* [-1] (YS187)
- *Guide My Hand* [-1] (YS187)

**OPTIONS:** True believers may also have *Righteousness* [-2] (YS188), and a select few might even carry some holy relic, warranting a custom-designed *Item of Power* (YS167) agreed upon with the GM.

**IMPORTANT SKILLS:** Conviction.

**FROM THE CASEFILES:** Father Forthill (OW147).
The Dresdenverse is rife with shapeshifters of all stripes (many nonhuman). Some humans have learned (or were simply born with the capability) to take on the form of a beast; when that beast is a wolf, we call them werewolves, but there are many other were-forms out there. The animal in question isn’t supercharged or innately magical (other than the fact that it has a human intellect kicking around in its noggin), but with some practice, the shapeshifter can use it as easily as his human form, within the limits of what that animal can do. Unlike lycanthropes, loupgaroux, and some other types of shapechangers, most were-form shifters are entirely in control of their change. There’s no full moon business going on with us.

**MUSTS:** A were-form shapeshifter must take a high concept indicating that—whether hereditarily or by choice—he is a shapeshifter, able to take on a single animal form (e.g., Crime-Fighting Werewolf or Weregoat Wiseass). The type of animal must be specified at the time the character is created.

In addition, the following supernatural powers must be taken:

- **Beast Change** [-1] (YS174)
- **Echoes of the Beast** [-1] (YS163)
- **Human Form** [+1] (YS176)
- At least two refresh points’ worth of abilities from the options list below. The **Beast Change** ability allows the player to restructure his skills when in animal form. This second skill configuration should be worked out before play begins. See page YS174 for details.

**OPTIONS:** The character may take up to two of these abilities—**Inhuman Recovery** [-2] (YS185), **Inhuman Speed** [-2] (YS178), **Inhuman Strength** [-2] (YS183), or **Inhuman Toughness** [-2] (YS185)—so long as those abilities are in sync with the animal form he assumes. Similarly, abilities may be taken from the Creature Feature category (YS162) or the Minor Ability category (YS169) if they can be shown to be a part of the creature’s natural advantages.

Thus, a werewolf might have:

- **Inhuman Speed** [-2] (YS178)
- **Inhuman Strength** [-2] (YS183)
- **Claws** [-1] (YS162)
- **Pack Instincts** [-1] (YS165)

A wereraven (were there such a thing) might have:

- **Diminutive Size** [-1] (YS163)
- **Inhuman Speed** [-1] (YS178)
- **Wings** [-1] (YS165)

You and your GM should work together to determine what advantages the chosen animal form has. Note, some advantages will be expressed already due to the Beast Change reshuffling of skills; if an animal is more resilient or deadly, that might simply be reflected by boosting the character’s Endurance or Fists skill as a part of the **Beast Change**, rather than going to the full extent of **Inhuman Toughness**, etc. Similarly, the improved senses the creature might enjoy are covered by **Echoes of the Beast** (and carry over to the human form). In a pinch, if these don’t seem like enough, toss in one or two mortal stunts (YS146) that tie into the random side-effects and benefits of the chosen beast.

**IMPORTANT SKILLS:** Varies, since Beast Change allows retooling of skills.

**FROM THE CASEFILES:** Will (OW114) and Georgia Borden (OW114) of the Alphas (OW116), among others.
Of all the known vampire courts, the White Court vampires appear to be the weakest—but they are no less deadly. They are also the closest to mortals in behaviors and predilections. They might best be seen as a separate race, able to interbreed with humans (White Court vampires are born, not made—it’s hereditary). They feed on the strong emotions of their victims—sometimes, though not always, to the point of death—and they can excite these emotions in their victims as well. Adept at manipulation, White Court vampires rarely take action directly, preferring to act through catspaws and patsies.

The truism “you are what you eat” is rarely more accurate than with the White Court. It’s easy to see them as simply “sex vampires,” but that’s only because the majority of those encountered in the casefiles have chosen lust as their primary food-source. As such, the Raiths are masters of seduction, and it’s no mistake that a few of their number have established a presence in adult films. But this is just a matter of preference—other dark, intense emotions are viable as food. Fear, despair, and wrath are at the root of the practices of other Houses. Harry’s encounters with White Court vampires with other feeding habits have been rare, but indications are that their approach to life is just a bit different from that of the lust-seeking Raiths.

Some few of their kind choose to and are able to resist the demonic hunger that lives within them. To do so is to live a life of near-starvation. A few manage to find ways around this, feeding off a much larger “herd” in dribs and drabs rather than a single victim in quantity. These are the ones most likely to be viable as PCs, as they grip onto the last vestiges of their free will—making the important choice not to kill, every day.

**MUSTS:** White Court vampires must take a high concept indicating their heritage (e.g., Black Sheep of House Raith or White Court Dancer). This aspect may be compelled to represent some of the White Court’s classic weaknesses—True Love can burn them (leaving scars that don’t fade), and holy objects and displays of faith at least make them uncomfortable.

Unless it’s not known for some reason, the player should determine and at least sketchily detail the character’s House—family is terribly important to the White Court, if only in a “know thy enemy” sort of way.

In addition, a White Court vampire must take the following abilities:

- *Emotional Vampire* [-1] (YS189)
- *Human Guise* [+0] (YS176)
- *Incite Emotion (Touch Only)* [-1] (YS172)
- *Feeding Dependency* [+1] (YS190), which affects the rest of the abilities listed
- *Inhuman Recovery* [-2] (YS185); the Catch is *True Love* [+0]
- *Inhuman Speed* [-2] (YS178)
- *Inhuman Strength* [-2] (YS183)

**OPTIONS:** White Court vampires may upgrade some of their listed abilities. They may take the more expensive versions of *Incite Emotion* (YS172), allowing it to operate at range or through a broader range of emotions, and can upgrade their *Inhuman Recovery* to *Supernatural Recovery*.

**IMPORTANT SKILLS:** Athletics, Alertness, Deceit, Endurance, Discipline, Intimidation, Might, other physical skills.

**FROM THE CASEFILES:** Thomas Raith (OW212) is the most PC-like vampire of his clan.
White Court vampirism is a hereditary condition, passed along when interbreeding with humans, always breeding true. But the condition doesn't truly take hold until the “virgin” White Court vampire has killed for the first time with his emotion-feeding abilities. Unblooded White Court virgins do not have the weaknesses of full White Court vampires, making them difficult to detect.

Some vestiges of ability—enough to excite emotion and feed on it—exist prior to that point, and a White Court virgin fully aware of his condition might be able to finesse making use of it in a mostly “safe” way. Sadly, many preadolescent White Court scions are kept in the dark about the true nature of their family—it makes it easier for them to stumble into that first kill, and thus harder for them to fight the reality of their genes. Once the kill is made, this character template is swapped out for the full White Court Vampire template.

There is an escape clause, however; if he experiences true, deep, reciprocated love with another, the curse of heritage is broken, and he may live life as a normal, regular human (thus setting aside his modest powers, swapping this template for the pure mortal, page YS73). But after his first kill, there is no remedy, even if he should fall in love, however real and true.

**MUSTS**: White Court virgins must take a high concept indicating their heritage and predicament (e.g., White Court Family Secret or I Was a Teenage White Court Virgin). This aspect may be compelled to bring the character’s heritage to the fore, triggering a sudden buried urge to feed, etc.

Unless it’s not known for some reason, the player should determine and at least sketchily detail the character’s House—it’s bound to be important.

- **Emotional Vampire** [-1] (YS189)
- **Incite Emotion (Touch Only)** [-1] (YS172)

**OPTIONS**: If your GM agrees, you can slowly slide your way down the path to your heritage, taking on one or two abilities from the White Court Vampire list—but using them will leave you ravenous and in some pretty dire straits in short order. If you do this, you must take Feeding Dependency (YS190) as well.

**IMPORTANT SKILLS**: Deceit, Intimidation.

**FROM THE CASEFILES**: Thomas’ little sister Inari Raith (OW207).
The full wizard in action is a terror to behold. His is an ancient bloodline, heir to the magics of old and able to command their full array; given enough time and preparation, there is very little to limit what a wizard can accomplish beyond the fetters of his own belief in what he can do.

In short, a Wizard of the White Council is a lean, mean, arcane ass-kicking machine.

The power comes at a price. Wizards are practically walking contraband, the way their own White Council watches over them. The Council’s policemen, the Wardens, are particularly vigilant (or at least were until things got… interesting) about making sure that all known wizards walk the straight and narrow. The Laws of Magic were laid down for a reason, and it's the capabilities of the mortal wizard that made them necessary.

Plus there’s that little problem of a raging, ongoing war between the vampires and the wizards, brought on by one of the White Council’s own members. Players of wizard characters who are not active in their support of the White Council’s war efforts will need a damn fine reason for why they aren't off fighting the good fight. That's not to say that there aren't plenty of such reasons—but the war is so big, so far-reaching, it simply can't be ignored.

Every wizard is different, with his own special aptitudes and approach to magic, but all of them are powerful individuals with a common core set of abilities. They stand with a foot in each world—the mundane and the magical—and are the object of deep interest by a variety of organizations, from the White Council of Wizards, to the Courts of the Faerie and the Vampires, to the mortal police and the Mafia, and more.

**MUSTS:** A wizard must have a high concept that declares his nature (e.g., Wizard For Hire or Favorite Son of the White Council). In addition, the character must take the following supernatural powers:

- **Evocation** [−3] (YS180)
- **Thaumaturgy** [−3] (YS181)
- **The Sight** [−1] (YS174)
- **Soulgaze** [−0] (YS174); discounted due to the Sight.
- **Wizard’s Constitution** [−0] (YS170)

See the power descriptions for more details. Players of spellcasting characters should take some time to work out their most often used, practiced spells before play—see page YS257 for the particulars.

**OPTIONS:** Wizards may (and in fact, should at least once) take the Refinement ability (YS182) as many times as they can afford—even multiple times for one particular mode of spellcasting (Thaumaturgy or Evocation). See “Building a Practitioner” on page YS77 for more information.

**IMPORTANT SKILLS:** Conviction, Discipline, Endurance, Lore.

**FROM THE CASEFILES:** Harry Dresden (OW134), but also Warden Donald Morgan (OW196), Warden Carlos Ramirez (OW215), Elaine (OW183), and, oh yeah, all of the White Council (OW17).
Creature Features (p162–165)

- **Addictive Saliva [-1]** – Fists maneuver, or weaponless Fists attack for mental stress. Out of combat, Deceit+2 vs. Discipline to inflict “Addicted” consequence. Tag “Addicted” for free once/scene.
- **Aquatic [-1]** – Doesn’t drown; ignore water-based borders.
- **Breath Weapon [-2]** – Weapon:2, one zone away.
- **Claws [-1]** – Weapon:2 for Fists attacks. Stacks with Strength!
  » **Venomous [-2]** – Fists maneuver for “Poisoned” aspect. Each turn, free Fists vs. Endurance attack.
- **Diminutive Size [-1]** – +4 to Stealth to hide. +2 to notice small details. Endurance capped at Mediocre for Stress boxes. Might is relative (-2 to -4 or worse). +1 to Athletics for dodging. Max 1 stress per attack (plus weapons).
- **Echoes of the Beast [-1]** – Better senses (+1). One extra trapping. Assess beast motives.
- **Hulking Size [-2]** – +1 to be hit. +2 physical stress boxes. Border 1 for normal doors. +2 Might to lift/break, +1 Athletics to cover distance. +2 Intimidation. Mediocre Stealth, no more than 1 shift
- **Living Dead [-1]** – Cannot heal. Cannot die (again). +1 Intimidation on mundanes, -1 on almost every social skill but Deceit. Each physical consequence boosts above by 1.
- **Pack Instincts [-1]** – +1 Alertness when near pack members. Communicate single words wordlessly. Locate pack members with Investigation. All or no pack members are surprised.
- **Spider Walk [-1]** – All surfaces are vertical with handholds.
- **Supernatural Sense [-1]** – Strange sense.
  » **Strange Senses [-1]** – Up to three senses.
  » **Broad Senses [-2]** – Up to a dozen (exclusive with Strange Senses).
- **Wings [-1]** – Fly with Athletics, ignoring some borders.

Strength (p183–184)

- **Inhuman Strength [-2]** – +3 to lift/break objects. Might+1 to grapple. 2-stress hit as supplemental action during grapple. When Might modifies, it always adds +1. +2 damage with muscles.
- **Supernatural Strength [-4]** – +6 to lift/break objects. Might+2 to grapple. 3-stress hit as supplemental action during grapple. When Might modifies, it always adds +2. +4 damage with muscles. Casual punches kill
- **Mythic Strength [-6]** – +12 to lift/break objects. Might+3 to grapple. 4-stress hit as supplemental action during grapple. When Might modifies, it always adds +3. +6 damage with muscles. Casual punches kill.

Speed (p178)

- **Inhuman Speed [-2]** – +4 to initiative. +1 to Athletics, including dodging; +2 to sprint. No penalty for supplemental movement. -2 penalty for moving Stealth.
- **Supernatural Speed [-4]** – Always first. +2 to Athletics; +4 to sprint. Two zones free movement. -4 penalty for moving Stealth.
- **Mythic Speed [-6]** – Always first. +3 to Athletics; +6 to spring. Keep up with vehicle. Three zones free movement. No penalty for moving Stealth.

Toughness (p184–187)

- **Inhuman Recovery [-2]** – Total recovery. Physical consequences are one level lower. Endurance never restricts from lack of rest. Skip a night of sleep. Once per scene, supplemental to clear mild physical consequence.
- **Supernatural Recovery [-4]** – Consequences two levels lower. Skip a week of sleep. Twice per scene, supplemental to clear mild physical consequence.
- **Mythic Recovery [-6]** – Recover all physical consequences. No sleep. Three times per scene, supplemental to clear mild physical consequence.
- **Inhuman Toughness [-2]** – Armor 1. Two physical stress.
- **Supernatural Toughness [-4]** – Armor 2. Four physical stress.
- **Mythic Toughness [-6]** – Armor 3. Six physical stress.
- **Physical Immunity [-8]** – No stress or consequences unless Catch met.
- **Stacked catch [+?]**

Nevernever Powers (p170–171)

- **Demesne [-1]** – Auto-declarations about physical form of demesne. Discipline to place scene aspects, or as attack.
- **Spirit Form [-3]** – Incorporeal, but still affected by attacks. Must be visible to see. +2 to social actions based on your appearance.
  » **Poltergeist [-2]** – Manipulate solids. Conviction instead of Might. Physical combat skills work.
- **Swift Transition [-2]** – Transition to the Nevernever from anywhere, not just tuned places.
  » **No Mortal Home [+1]** – Discipline to avoid being pulled back to Nevernever.
- **Worldwalker [-2]** – Investigation or Lore to find weak spots. Make a rift once per scene. +2 to Lore or Survival for Nevernever geography.

Items of Power (p167–168)

- **Item of Power [?]** – Discount up to 2. Unbreakable. Hard to loan (1 FP/scene).
- **Sword of the Cross [-3]** – 1 FP to ignore defensive abilities and armor for a scene. Only for divine purpose. Holy. Weapon 3. +1 to Weapons. Unbreakable. Already discounted
Shapeshifting (p174–177)

- Beast Change [-1] – Shift to one form. Shuffle physical skills.
- Demonic Co-Pilot [-1] – +1 to any skill aligned with form or demon agenda. Defend against your own such rolls with Discipline, or take stress.
- Flesh Mask [-1] – As Red Court: pierced by attacks, restored in minutes. +2 to appearance on the unknowing. Can move underneath, Deceive vs. Stealth.
- New Catch: bottles, fans, wind.
- Human Guise [-10] – Drops when powers are used.
- Mimic Abilities [?] – Eat power. Must lay hands on heart, brain, mojo, etc. 1 point to mimic skills or stunts.
- Mimic Form [-2] – Requires something significant: ideally blood, hair, skin. Deceit+4 (or worse, with bad fuel).

Spellcraft (p179–183)

- Evocation [-3] – p249
- Thaumaturgy [-3] – p261
- Channeling [-2] – one-element Evocation
- Ritual [-2] – one-subject Thaumaturgy
- Lawbreaker [-1+] – +1 to break that law. +2 if broken 3+ times, but [-1] and twist an aspect for every third breaking. +1 more if more than three laws are broken.
- Refinement [-1] – 1 element, 2 specializations (pyramid, lore cap), 2 focus slots, or 4 item slots.
- Sponsored Magic [?] – p287.

Minor Abilities (p169–170)

- Cloak of Shadows [-1] – No perception penalty in dark. +2 Stealth to hide in shadows.
- Ghost Speaker [-1] – See dead without penalty. Ghosts see you at +2. Speak to the dead freely. Contacts works on the dead.
- Marked by Power [-1] – +1 to social skills with the magical community. Hard to conceal.
- Wizard’s Constitution [0] – Recover eventually from anything.

True Faith (p187–188)

- Bless This House [-1] – If conviction higher than base threshold, add +2 to threshold.
- Guide My Hand [-1] – Given time to pray, pure goals, selfless actions, 1 FP to use Conviction for any skill. No attacks or maneuvers. Show up where needed without a FP.
- Holy Touch [-1] – Holy. Even with no Catch for Holy, bad things take 1-stress hit from touch. Compel their High Concept to hold them at bay.
- Righteousness [-2] – Pray and 1 FP to declare a purpose. Conviction complements actions towards that purpose until achieved or abandoned. If you must take severe or extreme, or friend/ally/innocent is taken out/concedes, pray: Zone Attack, Conviction vs. Discipline. Holy, physical, catchbusting. One/scene only.

Psychic Abilities (p172–174)

- Cassandra’s Tears [-0] – Predictions as an aspect on the world (p324). -2 to convince anyone this is real. Compellable.
- Domination [-2] – Given a helpless victim, use Discipline vs. Discipline for mental attack. Create one Renfield/day.
- Master Dominator [-2] – +2 to psychic attacks.
- Enhanced Renfields have Inhuman Strength and Recovery, one-month span. Three days to create each!
- Possession [-3] – +2 to psychic attacks. Must take Gaseous or Spirit Form, then take control.
- Incite Emotion [-1] – Touch, Intimidation/Deceit +2 vs. Discipline as maneuver or block.
- Additional Emotion [-1+] – Upgrades apply to all emotions.
- Range [-1] – one zone, no touch required
- Requires Lasting Emotion.
- Psychometry [-1] – Assess object history with touch and time: Investigation, Good or better.
- The Sight [-1] – Lore+1 as Investigation. Free roll when touching supernatural. Open the Third Eye (p223).

Vampirism (p188–190)

- Blood Drinker [-1] – Fists or Weapons to draw blood. +1 to attack in subsequent exchanges. 1 extra stress on grappled target as free action. Once/scene, recover when killing. Discipline to control blood thirst.
- Emotional Vampire [-1] – Touch attack (Deceit/Intimidation), may combine with Incite Emotion. Later exchanges, continue to feed at +1. Once/scene, free recovery when killing. Discipline to control emotion-thirst.
- Feeding Dependency [+1] – Hunger stress track, Discipline based. Each scene end, resist attack with total cost of abilities used with Discipline. Success: clear Hunger. Fail: take Hunger stress or consequences. Stress blocks powers. If taken out or no powers left, taken out. If compelled otherwise, strength is half the total of affected abilities. Recover 1 point per scene feeding off-screen, or all in one scene of killing.
- Tattoos of St. Giles [-2] – Visible warning. Bonus to others’ perception equal to your Hunger. +1 Discipline when defensive. Two extra Hunger stress. +1 Intimidation for those who know them. +1 to Lore for identifying threats, +2 vs. Red Court.

Faerie Magic (p166–167)

- Glamours [-2] – Veil with Discipline or Deceit; Disguise with Discipline or Deceit. Only self, things that belong to you, or those that have a pact with you.
- Greater Glamours [-4] – As Glamours at +2, or on a group. Create one object at a time from ectoplasm.