

Wraith

The Oblivion



The World of Darkness



Wrath: The Oblivion

nWOD Conversion

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Credits

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Introduction

This document is a conversion toolkit designed to allow you to play **Wraith : the Oblivion** with the rules of the new **World of Darkness** (nWoD). Therefore, copies of the *Wraith : the Oblivion* corebook and of the *World of Darkness* rulebook are both required to use this conversion.

Please note that the Forbidden Arcanos (Flux and Mnemosynis), the Spectral Arcanos and the Shadow Thorns are not included in the present file. They will probably be included in the next versions of this document.



Character Generation

1. Determine character concept
2. Select Vice and Virtue
3. Prioritize and chose Attributes (5/4/3) and Skills (11/7/4)
Apply the Wraith Template :
4. Chose Merits (7)
5. Chose Arcanos (3)
6. Design Passions
7. Design Fetters
8. Design Shadow
9. Willpower, Corpus and Angst

Attributes and Skills

This step uses the standard nWOD breakdown of 5/4/3 for Attributes and 11/7/4 for Skills, plus three specialties. See the nWOD rulebook for more details.

Arcanos

In a change of direction more in keeping with nWOD, Arcanos are *uncommon*. Instead of every Wraith having a big bag of tricks, it is instead assumed that the majority of on-the-street wraiths have very little knowledge of these closely guarded secrets. Learning Arcanos is time-consuming and challenging, and the various factions guard their secrets carefully.

As it is you only get 3 points of Arcanos at the start of the game, and this puts you well ahead of the game compared to most Wraiths already.

Passions

Each Wraith has **three passions**.

Your **Driving Passion** is the underlying goal that made you into a wraith. When you "did not go gentle into that good night", this was the reason why.

Your Driving Passion defines your character, so make it a good one, based around a good strong emotion.

Here are some (admittedly pedestrian) examples:

- *Kill the triad gang who murdered me (Anger).*
- *Protect my baby daughter (Love).*

- *Finish building my dream house (Hope).*

Be careful to identify the underlying emotion that your character will feel as he works towards his goal. For example, the last passion listed “Finish building my dream house” is Hope rather than Regret, as your wraith will be filled with Hope as he finds ways to keep building.

Also be careful to make a goal not impossible to attain, but also not so ridiculously easy that its story becomes dull. “Walk the streets at night (longing)” may be a powergamer’s dream, but it also makes for a seriously dull story.

Two Minor Passions represent other important aspects of your continued existence and personality. These need not be as powerful in drive as your primary passion, nor need they be powerful enough reasons to hold a soul back from true death, but still ought to be coherent and tell us something about your character, and need to be things which you are *passionate* about. For example:

- *Experience sexual satisfaction again (Lust).*
- *Race cars... Race to win! (Joy)*
- *Keep collecting Egyptian treasures (Greed)*

The same guidelines apply as for primary passions – if they’re too easy or too dull, your ST will probably veto them.

Regaining Pathos

In certain circumstances your Passions allow you to regain *Pathos*, which is the lifeblood of the setting. When one of the below circumstances arise, you get to roll a certain number of dice.

Dice	Circumstance
1	Witnessing the underlying emotion in a mortal evoked artificially (e.g. due to the Keening arcanos).
2	Witnessing the underlying emotion in the mortal world.
3	Working towards a goal within the theme and direction of the passion. (e.g. for "Protect My Daughter", helping a mortal father protect his own daughter).
4	Directly working towards the goal of the passion itself. (e.g. For “Kill the triad gang who murdered me”, actually killing a gang member.)

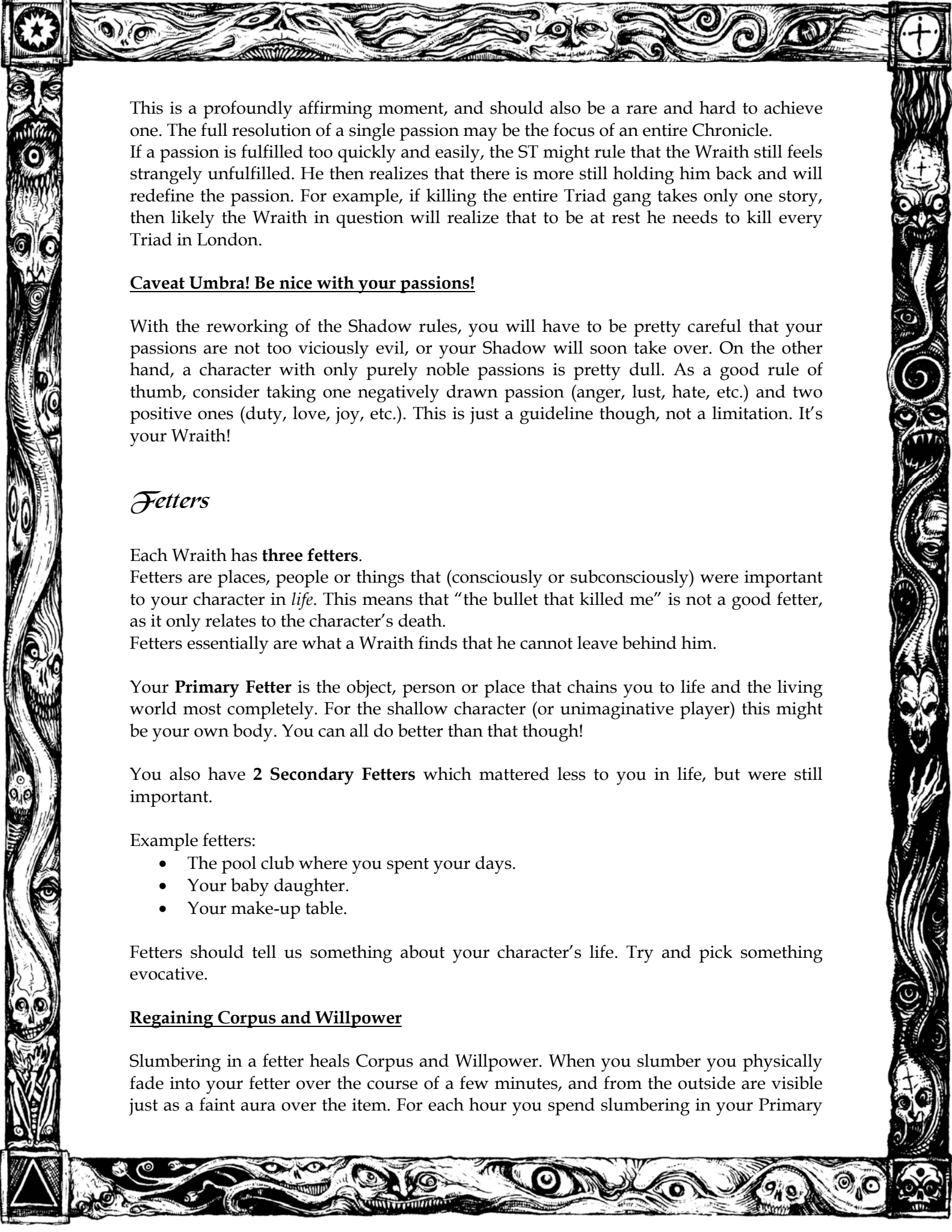
For each success gained you regain 1 *Pathos*.

With the *Driving Passion* this is an 8-again roll instead of a 10-again roll.

Also *Pathos* gained has a certain resonance based on what emotion it drew off. So for example a Wraith might have 4 points of Lust pathos and 3 of Anger pathos in his system. This resonance will colour the Wraith's appearance, and to a degree his behavior as well.

Resolving a Passion

If the goal of a Passion is completed, then it is possible (though not absolute) that the Wraith will have *resolved* the passion. When this happens the Wraith immediately regains *all Willpower* and *all Pathos*.



This is a profoundly affirming moment, and should also be a rare and hard to achieve one. The full resolution of a single passion may be the focus of an entire Chronicle. If a passion is fulfilled too quickly and easily, the ST might rule that the Wraith still feels strangely unfulfilled. He then realizes that there is more still holding him back and will redefine the passion. For example, if killing the entire Triad gang takes only one story, then likely the Wraith in question will realize that to be at rest he needs to kill every Triad in London.

Caveat Umbra! Be nice with your passions!

With the reworking of the Shadow rules, you will have to be pretty careful that your passions are not too viciously evil, or your Shadow will soon take over. On the other hand, a character with only purely noble passions is pretty dull. As a good rule of thumb, consider taking one negatively drawn passion (anger, lust, hate, etc.) and two positive ones (duty, love, joy, etc.). This is just a guideline though, not a limitation. It's your Wraith!

Fetters

Each Wraith has **three fetters**.

Fetters are places, people or things that (consciously or subconsciously) were important to your character in *life*. This means that "the bullet that killed me" is not a good fetter, as it only relates to the character's death.

Fetters essentially are what a Wraith finds that he cannot leave behind him.

Your **Primary Fetter** is the object, person or place that chains you to life and the living world most completely. For the shallow character (or unimaginative player) this might be your own body. You can all do better than that though!

You also have **2 Secondary Fetters** which mattered less to you in life, but were still important.

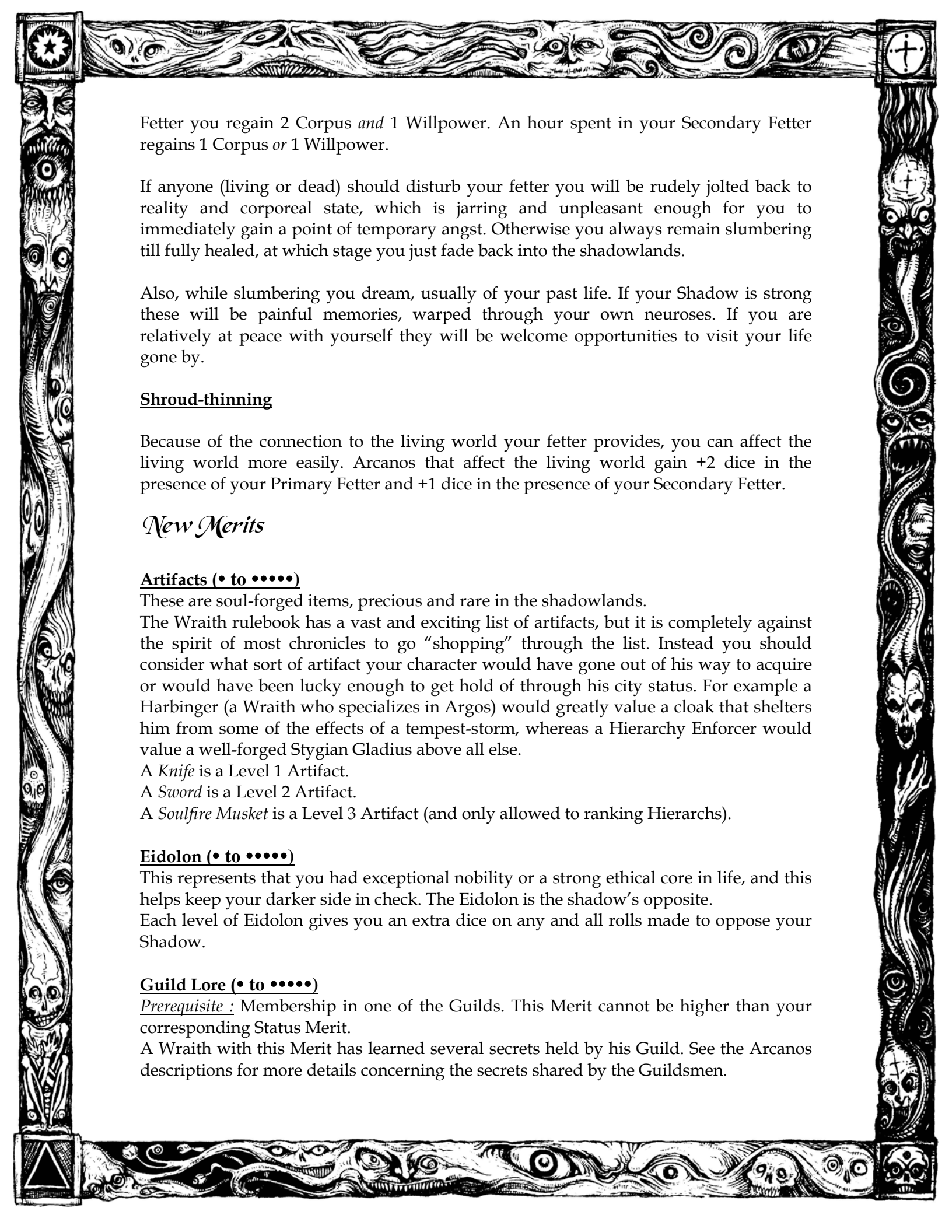
Example fetters:

- The pool club where you spent your days.
- Your baby daughter.
- Your make-up table.

Fetters should tell us something about your character's life. Try and pick something evocative.

Regaining Corpus and Willpower

Slumbering in a fetter heals Corpus and Willpower. When you slumber you physically fade into your fetter over the course of a few minutes, and from the outside are visible just as a faint aura over the item. For each hour you spend slumbering in your Primary



Fetter you regain 2 Corpus *and* 1 Willpower. An hour spent in your Secondary Fetter regains 1 Corpus *or* 1 Willpower.

If anyone (living or dead) should disturb your fetter you will be rudely jolted back to reality and corporeal state, which is jarring and unpleasant enough for you to immediately gain a point of temporary angst. Otherwise you always remain slumbering till fully healed, at which stage you just fade back into the shadowlands.

Also, while slumbering you dream, usually of your past life. If your Shadow is strong these will be painful memories, warped through your own neuroses. If you are relatively at peace with yourself they will be welcome opportunities to visit your life gone by.

Shroud-thinning

Because of the connection to the living world your fetter provides, you can affect the living world more easily. Arcanos that affect the living world gain +2 dice in the presence of your Primary Fetter and +1 dice in the presence of your Secondary Fetter.

New Merits

Artifacts (• to •••••)

These are soul-forged items, precious and rare in the shadowlands.

The Wraith rulebook has a vast and exciting list of artifacts, but it is completely against the spirit of most chronicles to go “shopping” through the list. Instead you should consider what sort of artifact your character would have gone out of his way to acquire or would have been lucky enough to get hold of through his city status. For example a Harbinger (a Wraith who specializes in Argos) would greatly value a cloak that shelters him from some of the effects of a tempest-storm, whereas a Hierarchy Enforcer would value a well-forged Stygian Gladius above all else.

A *Knife* is a Level 1 Artifact.

A *Sword* is a Level 2 Artifact.

A *Soulfire Musket* is a Level 3 Artifact (and only allowed to ranking Hierarchs).

Eidolon (• to •••••)

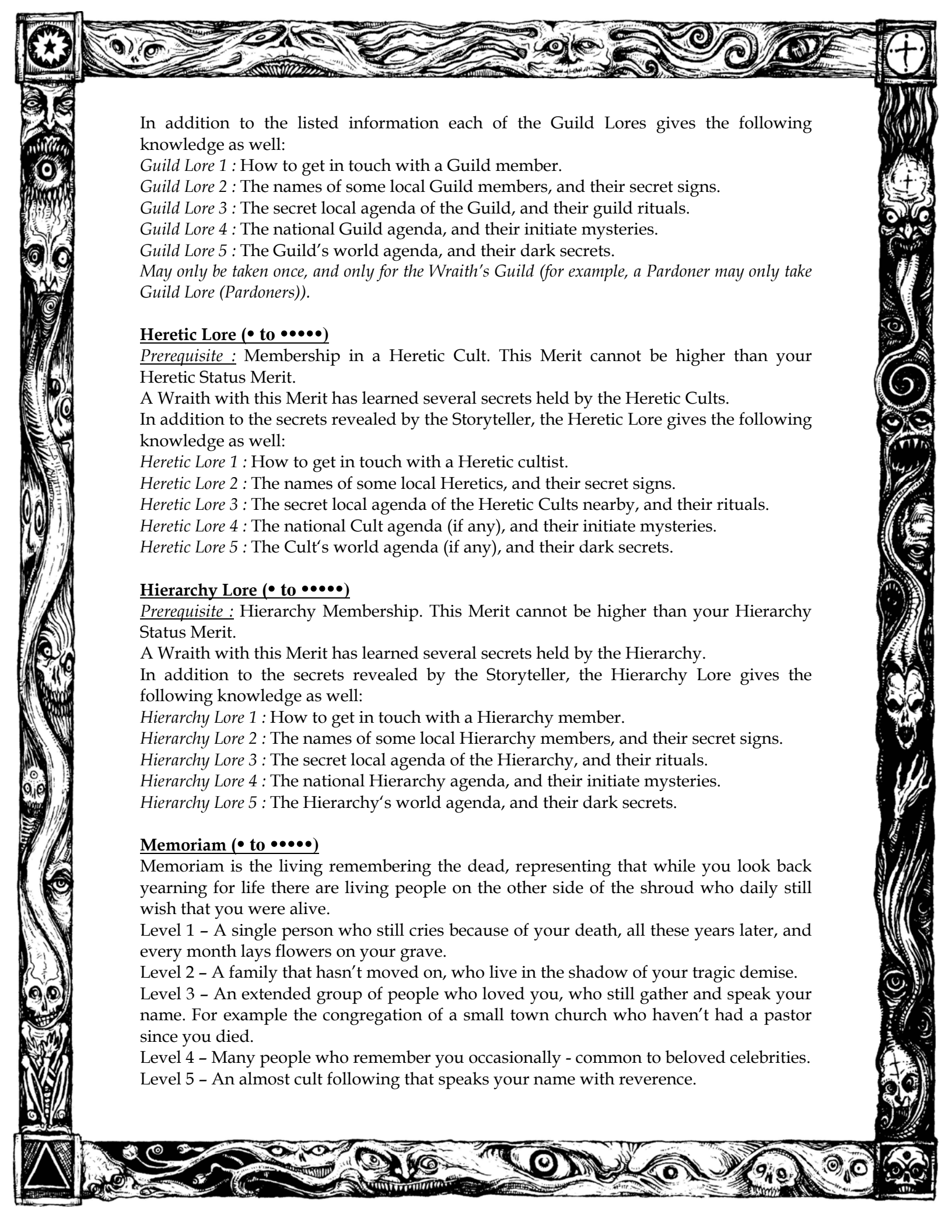
This represents that you had exceptional nobility or a strong ethical core in life, and this helps keep your darker side in check. The Eidolon is the shadow’s opposite.

Each level of Eidolon gives you an extra dice on any and all rolls made to oppose your Shadow.

Guild Lore (• to •••••)

Prerequisite : Membership in one of the Guilds. This Merit cannot be higher than your corresponding Status Merit.

A Wraith with this Merit has learned several secrets held by his Guild. See the Arcanos descriptions for more details concerning the secrets shared by the Guildsmen.



In addition to the listed information each of the Guild Lore gives the following knowledge as well:

Guild Lore 1 : How to get in touch with a Guild member.

Guild Lore 2 : The names of some local Guild members, and their secret signs.

Guild Lore 3 : The secret local agenda of the Guild, and their guild rituals.

Guild Lore 4 : The national Guild agenda, and their initiate mysteries.

Guild Lore 5 : The Guild's world agenda, and their dark secrets.

May only be taken once, and only for the Wraith's Guild (for example, a Pardoner may only take Guild Lore (Pardoners)).

Heretic Lore (• to •••••)

Prerequisite : Membership in a Heretic Cult. This Merit cannot be higher than your Heretic Status Merit.

A Wraith with this Merit has learned several secrets held by the Heretic Cults.

In addition to the secrets revealed by the Storyteller, the Heretic Lore gives the following knowledge as well:

Heretic Lore 1 : How to get in touch with a Heretic cultist.

Heretic Lore 2 : The names of some local Heretics, and their secret signs.

Heretic Lore 3 : The secret local agenda of the Heretic Cults nearby, and their rituals.

Heretic Lore 4 : The national Cult agenda (if any), and their initiate mysteries.

Heretic Lore 5 : The Cult's world agenda (if any), and their dark secrets.

Hierarchy Lore (• to •••••)

Prerequisite : Hierarchy Membership. This Merit cannot be higher than your Hierarchy Status Merit.

A Wraith with this Merit has learned several secrets held by the Hierarchy.

In addition to the secrets revealed by the Storyteller, the Hierarchy Lore gives the following knowledge as well:

Hierarchy Lore 1 : How to get in touch with a Hierarchy member.

Hierarchy Lore 2 : The names of some local Hierarchy members, and their secret signs.

Hierarchy Lore 3 : The secret local agenda of the Hierarchy, and their rituals.

Hierarchy Lore 4 : The national Hierarchy agenda, and their initiate mysteries.

Hierarchy Lore 5 : The Hierarchy's world agenda, and their dark secrets.

Memoriam (• to •••••)

Memoriam is the living remembering the dead, representing that while you look back yearning for life there are living people on the other side of the shroud who daily still wish that you were alive.

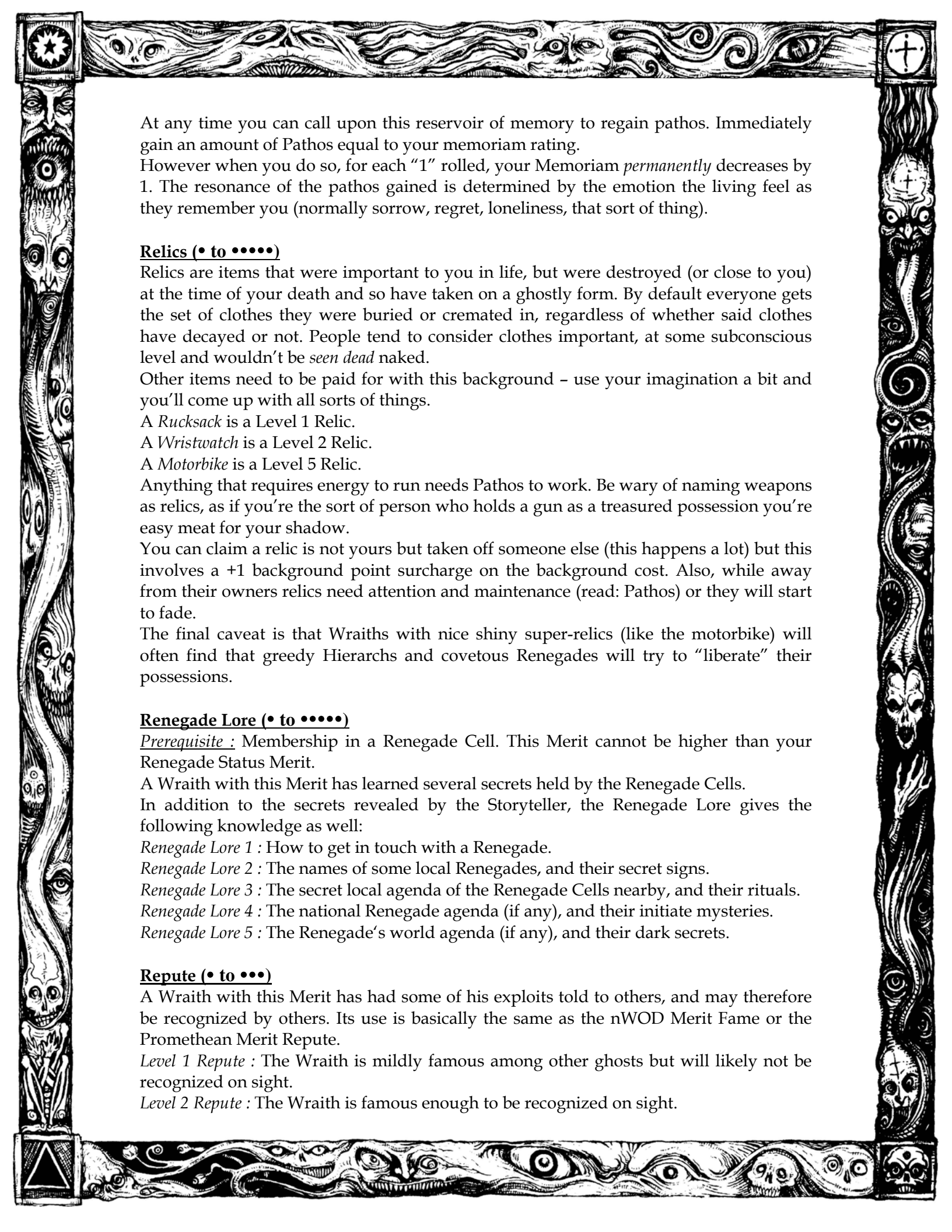
Level 1 - A single person who still cries because of your death, all these years later, and every month lays flowers on your grave.

Level 2 - A family that hasn't moved on, who live in the shadow of your tragic demise.

Level 3 - An extended group of people who loved you, who still gather and speak your name. For example the congregation of a small town church who haven't had a pastor since you died.

Level 4 - Many people who remember you occasionally - common to beloved celebrities.

Level 5 - An almost cult following that speaks your name with reverence.



At any time you can call upon this reservoir of memory to regain pathos. Immediately gain an amount of Pathos equal to your memoriam rating. However when you do so, for each "1" rolled, your Memoriam *permanently* decreases by 1. The resonance of the pathos gained is determined by the emotion the living feel as they remember you (normally sorrow, regret, loneliness, that sort of thing).

Relics (• to •••••)

Relics are items that were important to you in life, but were destroyed (or close to you) at the time of your death and so have taken on a ghostly form. By default everyone gets the set of clothes they were buried or cremated in, regardless of whether said clothes have decayed or not. People tend to consider clothes important, at some subconscious level and wouldn't be *seen dead* naked.

Other items need to be paid for with this background – use your imagination a bit and you'll come up with all sorts of things.

A *Rucksack* is a Level 1 Relic.

A *Wristwatch* is a Level 2 Relic.

A *Motorbike* is a Level 5 Relic.

Anything that requires energy to run needs Pathos to work. Be wary of naming weapons as relics, as if you're the sort of person who holds a gun as a treasured possession you're easy meat for your shadow.

You can claim a relic is not yours but taken off someone else (this happens a lot) but this involves a +1 background point surcharge on the background cost. Also, while away from their owners relics need attention and maintenance (read: Pathos) or they will start to fade.

The final caveat is that Wraiths with nice shiny super-relics (like the motorbike) will often find that greedy Hierarchs and covetous Renegades will try to "liberate" their possessions.

Renegade Lore (• to •••••)

Prerequisite : Membership in a Renegade Cell. This Merit cannot be higher than your Renegade Status Merit.

A Wraith with this Merit has learned several secrets held by the Renegade Cells.

In addition to the secrets revealed by the Storyteller, the Renegade Lore gives the following knowledge as well:

Renegade Lore 1 : How to get in touch with a Renegade.

Renegade Lore 2 : The names of some local Renegades, and their secret signs.

Renegade Lore 3 : The secret local agenda of the Renegade Cells nearby, and their rituals.

Renegade Lore 4 : The national Renegade agenda (if any), and their initiate mysteries.

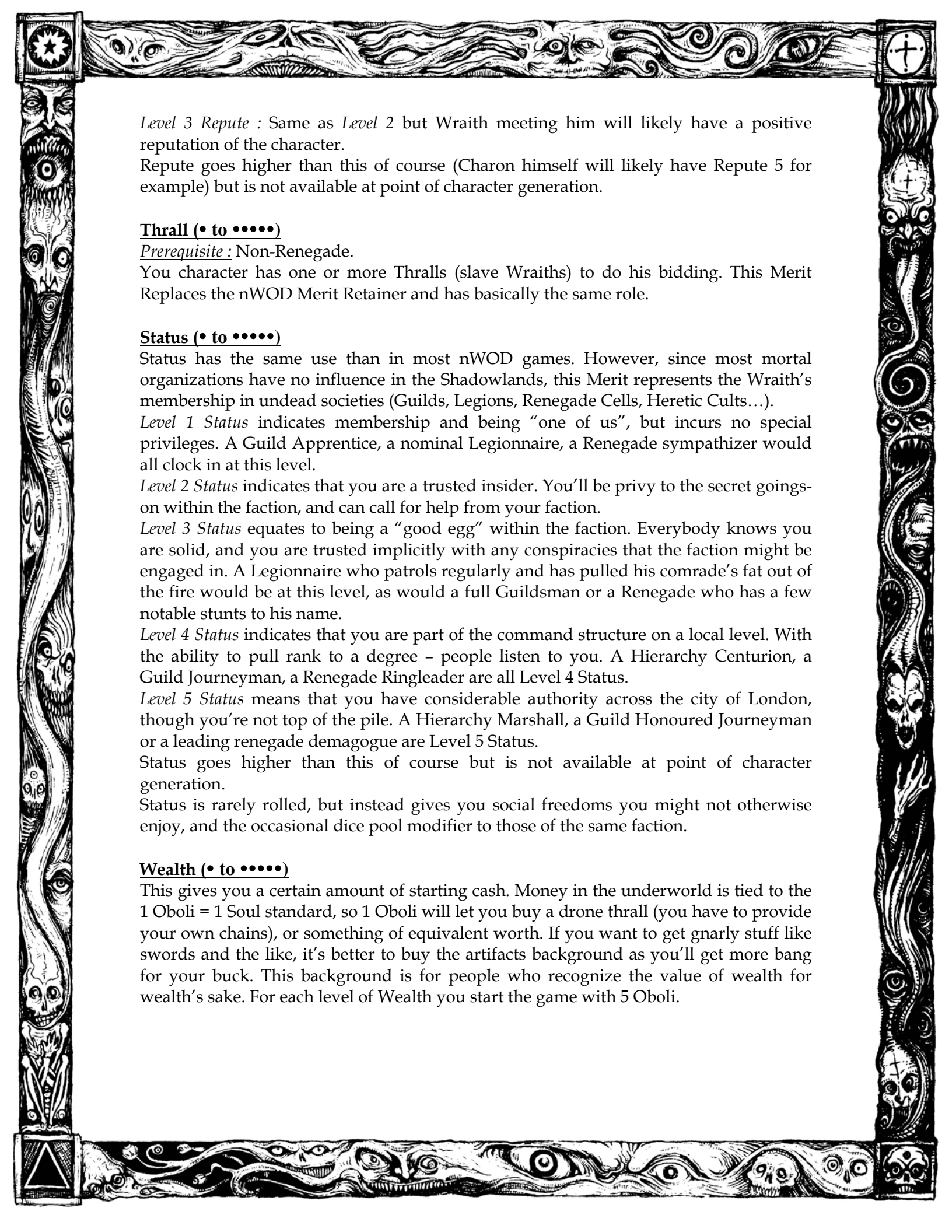
Renegade Lore 5 : The Renegade's world agenda (if any), and their dark secrets.

Repute (• to •••)

A Wraith with this Merit has had some of his exploits told to others, and may therefore be recognized by others. Its use is basically the same as the nWOD Merit Fame or the Promethean Merit Repute.

Level 1 Repute : The Wraith is mildly famous among other ghosts but will likely not be recognized on sight.

Level 2 Repute : The Wraith is famous enough to be recognized on sight.



Level 3 Repute : Same as *Level 2* but Wraith meeting him will likely have a positive reputation of the character.

Repute goes higher than this of course (Charon himself will likely have Repute 5 for example) but is not available at point of character generation.

Thrall (• to •••••)

Prerequisite : Non-Renegade.

Your character has one or more Thralls (slave Wraiths) to do his bidding. This Merit Replaces the nWOD Merit Retainer and has basically the same role.

Status (• to •••••)

Status has the same use than in most nWOD games. However, since most mortal organizations have no influence in the Shadowlands, this Merit represents the Wraith's membership in undead societies (Guilds, Legions, Renegade Cells, Heretic Cults...).

Level 1 Status indicates membership and being "one of us", but incurs no special privileges. A Guild Apprentice, a nominal Legionnaire, a Renegade sympathizer would all clock in at this level.

Level 2 Status indicates that you are a trusted insider. You'll be privy to the secret goings-on within the faction, and can call for help from your faction.

Level 3 Status equates to being a "good egg" within the faction. Everybody knows you are solid, and you are trusted implicitly with any conspiracies that the faction might be engaged in. A Legionnaire who patrols regularly and has pulled his comrade's fat out of the fire would be at this level, as would a full Guildsman or a Renegade who has a few notable stunts to his name.

Level 4 Status indicates that you are part of the command structure on a local level. With the ability to pull rank to a degree - people listen to you. A Hierarchy Centurion, a Guild Journeyman, a Renegade Ringleader are all Level 4 Status.

Level 5 Status means that you have considerable authority across the city of London, though you're not top of the pile. A Hierarchy Marshall, a Guild Honoured Journeyman or a leading renegade demagogue are Level 5 Status.

Status goes higher than this of course but is not available at point of character generation.

Status is rarely rolled, but instead gives you social freedoms you might not otherwise enjoy, and the occasional dice pool modifier to those of the same faction.

Wealth (• to •••••)

This gives you a certain amount of starting cash. Money in the underworld is tied to the 1 Oboli = 1 Soul standard, so 1 Oboli will let you buy a drone thrall (you have to provide your own chains), or something of equivalent worth. If you want to get gnarly stuff like swords and the like, it's better to buy the artifacts background as you'll get more bang for your buck. This background is for people who recognize the value of wealth for wealth's sake. For each level of Wealth you start the game with 5 Oboli.

Restricted or altered Merits

Iron Stomach, Strong Lungs, Quick Healer, Natural Immunity, Toxin Resistance are all unavailable for obvious reasons.

Ressources has been replaced by *Wealth* (see above).

Fame has been replaced by *Repute* (see above).

Retainer has been replaced by *Thrall* (see above).

Giant : Gives +1 Corpus instead of giving +1 Health.

Allies : Can only take Wraith allies (or exceptionally mortal mediums or speakers with the dead)

Contacts : Same as *Allies*

Mentor : Same as *Allies*

Corpus, Willpower and Angst

Corpus is equal to 5 + Stamina.

Willpower is equal to Resolve + Composure.

Permanent Angst is equal to half Permanent Willpower rounded down.

Temporary Angst starts at 0.



A decorative border surrounds the text, featuring a repeating pattern of stylized eyes and skulls. The border is composed of a top and bottom horizontal strip and two vertical strips on the left and right sides. The top and bottom strips contain a series of eyes and skulls, while the vertical strips feature larger, more detailed depictions of faces and skulls. The style is reminiscent of a woodcut or linocut print.

Corpus and Destruction

Your Corpus is the plasmic shell that surrounds your soul itself. Corpus is defined by your body's residual self image (just like in *the Matrix*). In other words you tend to look like you did at the time of death, albeit slightly more fashionably corpse-like. If your corpus level is at maximum, you look as solid as you did when you were living. As you loose corpus your image starts to look frayed around the edges, and increasingly translucent.

When all your Corpus is stripped away (typically by damage) then your soul (or Psyche) itself is bare and exposed. This appears as a translucent shivering, naked and emaciated version of yourself, with the light of your pathos visible glowing within. You don't die straight off, but violent force applied to your psyche will cause it to literally fall through a hole in reality and into the Labyrinth itself, where it will undergo a Harrowing. (We'll come back to these in the Shadow chapter). Holding the psyche in place with Stygian Chains can actually prevent this happening, though it is in no way a pleasant experience for the Wraith concerned.

You can also voluntarily "go incorporeal" by spending a point of Corpus. This allows you to walk through walls and solid objects in the living world (but not plasmic objects) for a number of rounds equal to your Stamina.

Normal and Aggravated Damage

Most damage dealt to a wraith is normal damage, whether by fists, swords or bullets. Plasm heals and reforms itself very rapidly, so apparently grievous injuries leave no mark, instead causing general dissolution of corpus. In other words if you swing a sword through a wraith, his corpus will ripple (and provide some resistance) as the blade passes through but not leave a big gash mark. Instead the wraith will look slightly less defined and solid. You can heal ordinary damage by slumbering, or by spending 1 Pathos to heal 1 Corpus over 1 round.

Aggravated damage is different. Aggravated damage rends and tears the corpus, leaving it mutilated and ripped. Fortunately for wraiths there are only a few sources of aggravated damage: Stygian Darksteel, certain Arcanos attacks, and most importantly the teeth and talons of spectral Shades.

Aggravated damage isn't healed as normal during Slumbering. You can heal one level of Aggravated damage by spending 5 Pathos and 1 Willpower over an hour of slumber in your Primary fetter.

Certain *Moliate* arts can repair the damage more easily.



The Shadow

Angst

- You have 2 Angst stats, Permanent (PA) and Temporary (TA).
- When you get 10 TA this is immediately traded in for 1 PA.
- If your PA is less than your Willpower (as it is by default) then your shadow is *dormant*. You'll here the odd whisper from him, but you got him licked, more or less.
- If your PA exceeds your Willpower then your shadow is said to be in *ascendance*. This is bad, as your shadow takes a jump in power.
- If your PA = 10, then you become Shadow-Eaten, and become a spectre permanently (of the *Doppelganger* type).

Designing the Shadow

The darker half of a Wraith should be designed together with the Storyteller. Most important is the selection of your shadow nature, which represents the darker side of your personality. For example the *Director* is found in those who were megalomaniacs in life, whereas the *Freak* is in those who were always a little deviant, a little outcast and a little ostracized.

One your Shadow's nature has been selected, the next step is the selection of the Shadow's Dark Passions : Just like your Wraith has three Passions, your Shadow has it's own goals in the form of its three Dark Passions (a Primary Dark Passion and two Secondary ones). The same creation guidelines apply to this choice. Although Dark Passions tend to be the opposite of the Psyche's Passions, this is by no means an obligation.

The Storyteller also selects Thorns for the Shadow (see the Wraith corebook for more details on this).

Shadows and Vices

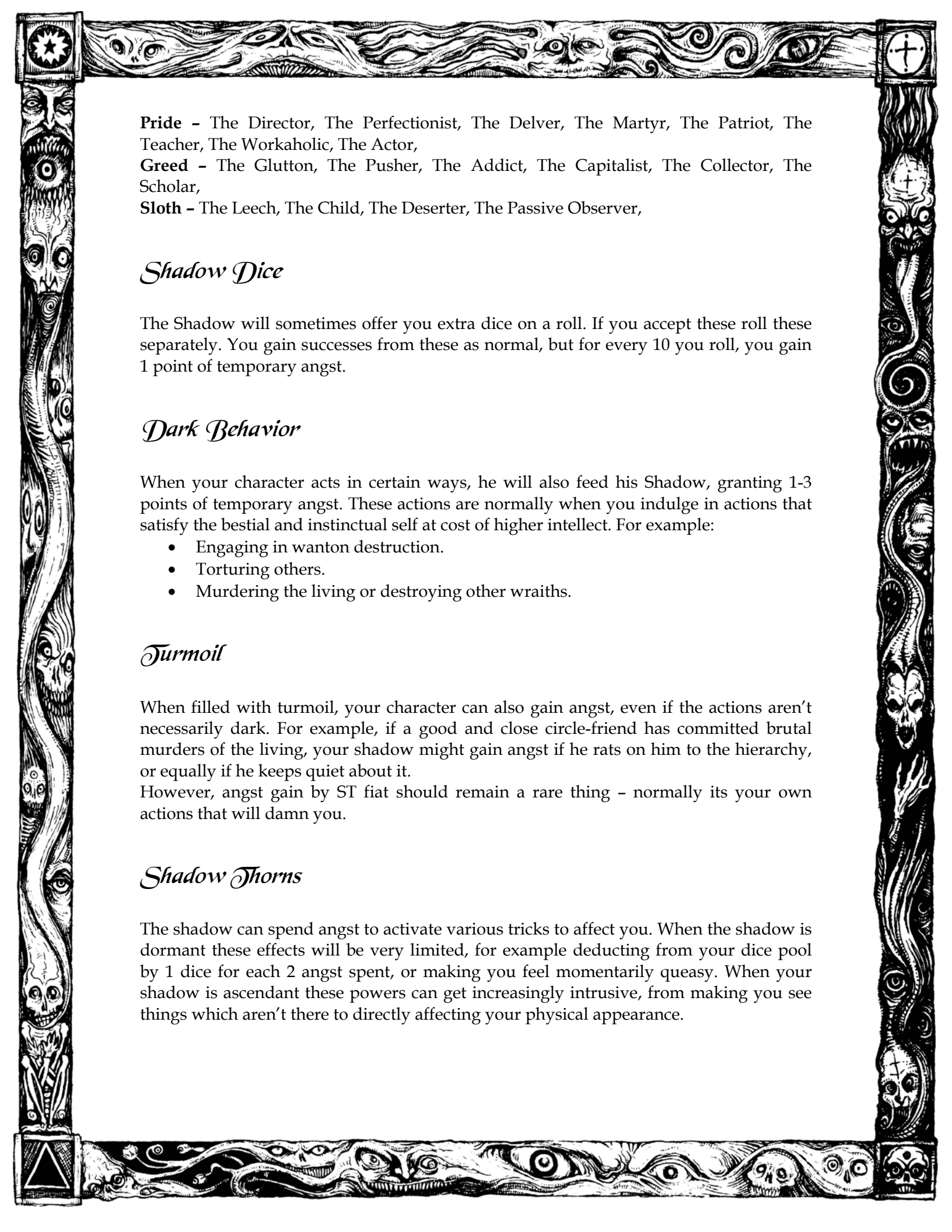
The following Vices are linked to the following Shadows. This is not an exhaustive list.

Lust - The Submissive, The Dominant, The Deviant, The Lover, The Maggot, The Torturer,

Wrath - The Beast, The Sadist, The Abuser, The Anarchist, The Bully, The Self-Destructive,

Envy - The Masochist, The Parent, The Comedian, The Freak, The Informer, The Paranoid,

Gluttony - The Hedonist, The Compulsive, The Hypochondriac,



Pride - The Director, The Perfectionist, The Delver, The Martyr, The Patriot, The Teacher, The Workaholic, The Actor,

Greed - The Glutton, The Pusher, The Addict, The Capitalist, The Collector, The Scholar,

Sloth - The Leech, The Child, The Deserter, The Passive Observer,

Shadow Dice

The Shadow will sometimes offer you extra dice on a roll. If you accept these roll these separately. You gain successes from these as normal, but for every 10 you roll, you gain 1 point of temporary angst.

Dark Behavior

When your character acts in certain ways, he will also feed his Shadow, granting 1-3 points of temporary angst. These actions are normally when you indulge in actions that satisfy the bestial and instinctual self at cost of higher intellect. For example:

- Engaging in wanton destruction.
- Torturing others.
- Murdering the living or destroying other wraiths.

Turmoil

When filled with turmoil, your character can also gain angst, even if the actions aren't necessarily dark. For example, if a good and close circle-friend has committed brutal murders of the living, your shadow might gain angst if he rats on him to the hierarchy, or equally if he keeps quiet about it.

However, angst gain by ST fiat should remain a rare thing - normally its your own actions that will damn you.

Shadow Thorns

The shadow can spend angst to activate various tricks to affect you. When the shadow is dormant these effects will be very limited, for example deducting from your dice pool by 1 dice for each 2 angst spent, or making you feel momentarily queasy. When your shadow is ascendant these powers can get increasingly intrusive, from making you see things which aren't there to directly affecting your physical appearance.



Catharsis

The Shadow can at any time attempt to seize control of the psyche. This is a contested roll of permanent angst versus willpower (plus eidolon) and the Shadow must gain *more* successes.

If the Shadow loses, then 1 Permanent Angst is burnt off in the exertion and it cannot try again for a few days.

If the Shadow wins, then he gets control of the psyche for a period of time. If the shadow is normally dormant, then this will likely only be a few minutes, or at most half an hour. If the Shadow is ascendant, then this could be anything up to 24 hours.

While in control, the Shadow cannot gain Angst, but can spend Temporary Angst as Pathos, and wreak havoc with the wraith's life-in-death. Angst may well be regained as the psyche tries to deal with the consequences. The Shadows aim while in control is generally to undermine everything the Psyche holds dear, like passions, fetters and friendships. He doesn't want to destroy the wraith, but rather to put him in a position where he needs the shadow more and more just to survive. Control, not oblivion, is the shadow's goal.

Some shadow archetypes (like the *Beast*) try to grab for catharsis often, whereas others (like the *Director*) plan their moves for optimum effect.

After successful catharsis the shadow goes totally quiet for a few days – a small blessing that rarely compensates for the damage wrought.

Harrowings

As previously stated, if you run out of corpus and take an injury, you are dragged into a Harrowing. What is a Harrowing? Well, it's presumed that your characters have not yet been in one, so ask and find out in game!

System-wise it is a struggle for the psyche's existence. A scenario is played through, and the psyche must make the right decisions :

- If he takes the *eidolon* path he escapes the harrowing and learns something about himself in the process, reforming at his primary fetter with Corpus equal to his Stamina healed back.
- If he takes the *shadow* path then the harrowing defeats him and a little bit of himself dies. He loses a *permanent willpower* and is returned as above. If a character is reduced to 0 Willpower he becomes a type of Spectre called a *Shade*.
- If he takes the *oblivion* path, then he ceases to exist completely. You have to be pretty self-destructive to take this path, and it's not easy to do.

A Harrowing is therefore essentially a story based challenge.

Arcanos and Guilds

Arcanos Breakdown

Each Arcanos section is broken down into three chunks:
The background details with relation to that Arcanos.
The five arts you get, plus the basic abilities of each Arcanos.
The benefits of the relevant *Guild Lore Merit*.

Argos

Arcanos name: Argos
Guild: Harbingers
Proper name for Guildsman: Praenuntius
Vulgar Argot for Guildsman: Stormwatcher / Stormcrow
What does it do?
Mostly deals with travel, especially through the Tempest.

Argos Arts

Basic Abilities

Tempest-sight

Wits + Argos

No cost

Success: Look through into Tempest from Shadowlands, or vice versa.

Exceptional Success: Also hear what is happening.

Failure: Cannot try again this scene, also overwhelmed by sensory overload for 1 round.

Additional Notes: Also allows you to see in Tempest while in Tempest. Normally Wraiths are unable to make sense of the chaos of the storm.

Threshold

Strength + Argos

No cost

Success: Open hole from shadowlands into Tempest or vice versa. Hold open for as many rounds as successes. One wraith can pass through each round.

Failure: Nothing, can try again next action.

Orienteering

Wits + Argos

No cost

Navigates through tempest.

0 successes: Failed! Get lost en route.

1-3 successes: Standard travel time.

4 successes: Half standard time.

5+ successes: Quarter standard time.

Track

Wits + Argos

No Cost

opposed by Dexterity + Argos

Tracks another wraith through the tempest.

Level 1 Art - Enshroud

Dexterity + Argos

1 Pathos.

Makes wraith invisible for 1 turn per success, not including turn on which is activated (during which wraith fades away). Can be maintained by activating again on last turn of Enshroud. Cannot use Non-Argos Arcanos without revealing self. Physical contact with another wraith reveals self.

Level 2 Art – Phantom Wings

Stamina + Argos

1 Pathos.

Manifests angel wings out of your back which let you fly at running speed, for 1 turn per success. In Tempest no pathos cost and no roll required – continuous with concentration.

Level 3 Art – Flicker Step

Dexterity + Argos

1 Pathos.

Flicker in and out of the tempest, cutting travel times down when moving in the Shadowlands. Each success lowers travel time by 1 turn, to a minimum of 1 turn. You cannot use *flicker step* if you're already in the tempest, or if embodied. You can use *flicker step* to move through solid obstacles (both plasmic and skinland), so long as you end in open space. Using this Arcanos when weather is bad in the tempest can lead to you being thrown off course, dragged into the storm, or worse.

Level 4 Art – Jump

Stamina + Argos

3 Pathos.

Travel directly to your fetter in the shadowlands, via the Tempest, from anywhere in the tempest or shadowlands. Travel is almost instantaneous and goes directly into your fetter, where you fall into slumber immediately. Its *very* hard to stop this, though Stygian Chains or a Maelstrom might manage to. Physical grappling or mundane walls will certainly not prevent it.

Level 5 Art – Oubliette

Strength + Argos

3 Pathos.

opposed by Resolve + Composure

If you win the above contest, either send a target from the Shadowlands into the Tempest, or prevent that Wraith from using any Argos arts whilst in your vicinity.

Harbinger Lore

Lore Additional Knowledge

- 1 The location of major nihilis in town. The basic types of and nature of spectres.
- 2 The relative position of local Byways and their destinations.
- 3 The moods and tides of the tempest, and its patterns.
- 4 The factions of spectres. The way to the Far Shores.
- 5 The secret nature of the Ferrymen. The location of Enoch.

Castigate

Arcanos name: Castigate
Guild: Pardoners
Proper name for Guildsman: Episcopus / Confessor
Vulgar Argot for Guildsman: Psychs, Lanterns,
What does it do?
Fights the Shadow and defends against the forces of Oblivion.

Castigate Arts

Basic Abilities

Soulsight

Wits + Castigate

No cost

Determines the strength of another Wraith's shadow. Wraiths can sense you doing this, so its normally polite to ask permission first.

Bulwark

Stamina + Castigate

1 Pathos per Maelstrom level

Protects Pardoner and those touching him against a Maelstrom.

Level 1 Art - Coax

Manipulation + Castigate

No cost

Lets the Wraith add or subtract Shadow dice from a roll. 1 Shadow Dice per 1 success rolled. Using Coax commits you to making a roll, and in accepting the shadow's help at the given level, whether or not Coax succeeds.

Level 2 Art – Dark Secrets

Wits + Castigate

1 Pathos.

opposed by Permanent Angst

Ask one question about target per success which Shadow must answer truthfully.

The questions must be asked out loud so that the target can hear them, though the Shadow's answer can only be heard by you. If you fail the check to use Dark Secrets then your target becomes aware of you using the Arcanos.

Level 3 Art – Purify

Presence + Castigate

1 Pathos.

Remove 1 Temporary Angst and 1 Corpus per success from *another wraith*. Each roll is 1 hour. If you fail the roll your own shadow grows stronger – gain +1 temporary angst.

Level 4 Art – Casting Out

Presence + Castigate

1 Pathos

opposed by Permanent Angst


Drives out all spectres except doppelgangers from area for 1 turn per success.

Level 5 Art – Defiance

Composure + Castigate

1 Pathos.

Your successes effectively add to Psyche's willpower successes for resisting Catharsis.



Produce a touch (strength of a keystroke) in the material world.

Maintain the Material Form

Stamina + Embody *1 Pathos*

Add successes to duration of Embody power already activated.

Level 1 Art - Whispers

Manipulation + Embody *1 Pathos*

One short sentence heard in material world per success.

Level 2 Art – Phantom

Presence + Embody *1 Pathos*

Translucent figure that appears for 1 turn per success. May scare mortals.

Level 3 Art – Statue

Stamina + Embody *1 Pathos.*

Appear solid but motionless for 1 scene / 1 touch per success. You are *fully materialised* while Statue is active.

Level 4 Art – Life in Death

Manipulation + Embody *2 Pathos*

Appear as idealized version of self in living lands for 1 scene per success.

Level 5 Art – Materialise

Manipulation + Embody *3 Pathos + 1 Willpower.*

Become nearly human for 1 breath per success rolled, or 1 minute per success if no mortal witnesses present (attuned witnesses do not count against you for this). You are *fully materialised* while materialise is active.

Proctor Lore

Lore Additional Knowledge

- 1 Places locally where the shroud is especially thin or thick.
- 2 The names of some mortal organisations that have cross-Shroud dealings.
- 3 The names of some people in these organisations.
- 4 The agendas of these organisations.
- 5 The Giovanni Grand Plan. The true story of JFK.

Fatalism

Arcanos name: Fatalism
Guild: Oracles
Proper name for Guildsman: Oracle / Fate
Vulgar Argot for Guildsman: Fortune tellers / Spirals
What does it do?
Allows you to read and control the forces of fate.

Fate Arts

Basic Abilities

Kismet

Wits + Fatalism

No cost

Allows you to tell who Fate deems important in a room, and who is tied to your own Fate.

Level 1 Art – Fatal Vision

Wits + Fatalism

1 Pathos

Tells about how subject died (or of mortal how will die) in near future. Adds 1 dice / success to later *Interpretation*.

Level 2 Art – Prophet’s Dreams

Automatic

No Cost

When you Slumber you may choose to dream of the future instead of the past, though as with all dreams this may be couched in symbolism and uncertain.

Level 3 Art – Interpretation

Intelligence + Fatalism

2 Pathos

Allows 1 question per success about subject’s past or future, to which a cryptic but true answer will be gained. 10 minutes per Interpretation attempt. Subject can be a wraith, mortal or object.

Level 4 Art – Lachesis’ Measure

Wits + Fatalism

2 Pathos

Gives immediate information about current and future situation and hints as to optimum path. For examples using as you touch a wall will tell you what lies beyond the wall and what will happen when you step through it.

Level 5 Art – Fate’s Guidance

Intelligence + Fatalism

3 Pathos and 1 Willpower

Once activated, for rest of the scene all your dice rolls are 7+ for successes instead of 8+.

Oracle Lore

Lore Additional Knowledge

- 1 Local numbers and dispositions of the Legion of Fate.
- 2 Important convergences and astrological events that effect the underworld.
- 3 Contents of the Stygian Cassandra prophecies.
- 4 The destinies of the major “players” of the region.
- 5 Detailed knowledge of the weave of fate as it concerns you.

Inhabit

Arcanos name:

Inhabit

Guild:

Artificers

Proper name for Guildsman: Journeyman (or Fabricator, for old Artificer)

Vulgar Argot for Guildsman: Neo (or Hammerboy, for old Artificer)

What does it do?

Control of machines and computers, affecting electronics. The Artificers are really two guilds in one though, and the "Fabricators" deal with soulforging. All players who learn Inhabit are most of the time new-school artificers though.

Inhabit Arts

All inhabit arts have their dice pool modified by the local *shroud* (+4 to -4). Fetters and Haunts also affect the roll.

Basic Abilities

Sense Gremlin

Wits + Inhabit *No cost*

Success: Determines if a machine or object has a wraith in it.

Exception Success: As above, and if been Inhabited in past.

Failure: Cannot try again this scene with same object.

Level 1 Art - Surge

Dexterity + Inhabit *(1 Corpus).*

Disrupts electronic devices that you pass through. You need to spend 1 Corpus to go incorporeal, but then everything you pass through is disrupted.

Level 2 Art – Gremlinise

Dexterity + Inhabit *3 Pathos + 1 Pathos per effect.*

Enter a machine for a number of hours equal to successes. Spend pathos to control its actions.

You can attune with a machine using *Gremlinise* at 1 WP per visit. Once you have spent 5 WP in attuning you can control that machine at no Pathos cost, though it still costs the initial 3 Pathos to enter the machine.

Level 3 Art – Enter the Matrix

Intelligence + Inhabit *2 Pathos + 1 Pathos per passenger*

Previously called *Ride the Information Highway* when it was invented, this art has been renamed and refined by a pop-savvy new generation of Journeymen. This lets the Wraith enter computers, computer networks and phone-lines, allowing them to travel world-spanning distances at the speed of a phone call and do their best Netrunner haxxor impersonations at the same time.

Level 4 Art – Claim

Intelligence + Inhabit *2 Pathos.*

Lays claim to an object, machine or building which the wraith then inhabits for 1 hour per success. The Wraith can directly control the object if it has moving parts, and can use appropriate Arcanos (such as Pandemonium) to effect the environment within and around it. He also maintains full awareness of the inside of a building claimed.

Level 5 Art – Machine Dominion

Presence + Inhabit

+1 Willpower cost per machine after the first.

Lets you Gremlinise multiple machines at once without Inhabiting them first. All the machines must be of the same type – for example you could gremlinise 6 cars at cost of 5 Willpower (and also the usual pathos cost), but not 3 cars and 3 washing machines. These machines must remain as a group, as your senses cannot be split amongst them, but may operate independent actions.

Artificer Lore

Lore Additional Knowledge

- 1 The location of good firewire spots and the concentrations of tasty data.
- 2 The best way to navigate from Delhi to London across fat bandwidth.
- 3 The secret places that really shouldn't exist on the Net but do.
- 4 The back doors into the "Secure Systems" of the Governments and Illuminati.
- 5 The real nature of the Matrix...

Keening

Arcanos name:

Keening

Guild:

Chanteurs

Proper name for Guildsman:

Vates

Vulgar Argot for Guildsman:

Songbird, Heart-fucker,

What does it do?

For the most part, control emotions and minds through music. Also various other music-related tricks.

Keening Arts

Keening arts have their dice pool modified by the local *shroud* (+4 to -4), but only when targeting mortals. Fetters and Haunts also affect the roll. You don't have to embody to use keening on a mortal, except for Crescendo. Using appropriate music (and good roleplaying) can also boost dice pools.

Basic Abilities

Perfect Pitch

Composure + Keening

No cost

Sense when someone else is using Keening. Resists *Sotto Voce*.

Sotto Voce

Manipulation + Keening

No cost

Conceals keening in normal speech or song.

Level 1 Art - Dirge

Presence + Keening

1 Pathos

Provokes dark feelings for one turn per success for wraiths or one day per success for mortals.

Level 2 Art – Ballad

Manipulation + Keening

2 Pathos

Provokes light feelings for one turn per success for wraiths or one day per success for mortals.

Level 3 Art – Muse

Manipulation + Keening

3 Pathos

opposed by *Resolve + Composure*

Make a subject think an idea is his own.

Level 4 Art – Crescendo

Stamina + Keening

3 Pathos.

Does one Corpus damage per success to all wraiths in normal hearing range. If embodied does 1 health level per 2 successes.

Level 5 Art – Requiem

Strength + Keening

3 Pathos and gain 3 Temporary Angst.

opposed by *Resolve + Composure*

Paralyses subject for one turn per success by flooding them with a specific emotion. Also deals permanent mental damage.

Chanteur Lore

Lore Additional Knowledge

- 1 The times and dates of major performances by notable chanteurs and talented mortals.
- 2 The social calendar of wraith high society.
- 3 The seven songs that Elvis wrote *after* he died.
- 4 Knowledge of which prominent wraiths and mortals are under the thumb of the guild.
- 5 The forgotten songs of Taliesin the Greatest Bard.

Lifeweb

Arcanos name: Lifeweb
Guild: Monitors
Proper name for Guildsman: Oculus
Vulgar Argot for Guildsman: Watcher, Chain-maker,
What does it do?
Deals with Fetters - the ties that bind wraiths to the Shadowlands.

Lifeweb Arts

Basic Abilities

Locate Fetter

Intelligence + Lifeweb *No cost*

Detects range and distance to your own fetters, and allows you to vaguely perceive the area around them.

You can also use this on another wraith, with their permission and knowledge of their fetters.

Level 1 Art – Sense Strand

Wits + Lifeweb *1 Pathos*

Detects if an object is a wraith's fetter (you must name the wraith and the object, and the art will tell you if you are right or not). Also, if it is a fetter determines the strength of the fetter.

Level 2 Art – Web Presence

Presence + Lifeweb *1 Pathos / turn.*

Allows you to use arcanos in the area surrounding your fetter even if you are not there.

Level 3 Art – Splice Strand

Dexterity + Lifeweb *1 Pathos + 1 Pathos per day*

Makes something the wraith touches into a temporary weak (secondary) fetter. You can do this for other wraiths as well. At the end of 24 hours pay another 1 Pathos to maintain the effect, or it ends.

Level 4 Art – Sever Strand

Strength + Lifeweb *2 Pathos + 1 Willpower, and gain 3 Temporary Angst*

With knowledge of a wraith's fetter allows you to sever a target's connection to a fetter by touching it. The target cannot resist this, and when it happens immediately loses 3 Willpower points and 3 Corpus points.

Level 5 Art – Soul Pact

Presence + Keening *5 Pathos + 3 Willpower.*

Make a willing mortal into a new Secondary fetter for yourself. Because this is an artificial fetter it does not need to be resolved for you to be able to move freely.

Monitor Lore

Lore Additional Knowledge

- 1 Knowledge of which notable wraiths have original fetters, and which do not.
- 2 Knowledge of mortal secret societies who offer soul pacts.
- 3 Rumors of fetters of some notable local wraiths.
- 4 Definite knowledge of fetters of some local wraiths.
- 5 Secret knowledge of fetters of many notable wraiths.

Moliate

Arcanos name:

Moliate

Guild:

Masquers

Proper name for Guildsman:

Amicus

Vulgar Argot for Guildsman:

Tailor, Skinchanger, Hairdresser,

What does it do?

Shapes the corpus of self and other wraiths for cosmetic, martial and ulterior purposes.

Moliate Arts

Basic Abilities

Shapesense

Wits + Moliate

No cost

opposed by Arcanos as below

Detects whether and how another wraith has been moliated. Must beat original successes.

Glow

Presence + Moliate

1 Pathos

Causes a wraith or others to glow with a given colour and intensity for 1 scene per success.

Return of Death's Visage

Composure + Moliate

1 Pathos

Returns wraith to unmoliated state. Must beat original successes. Can be extended action.

Level 1 Art – Imitate

Dexterity + Moliate

1 Pathos

Mold a wraith's face to match another's. +3 dice if can see face, +5 dice if has skinmask.

Level 2 Art – Sculpt

Dexterity + Moliate

1 Pathos

Changes wraiths shape. Cannot alter subject's abilities or mass. Each roll: 1 minute, and deals 1 level of corpus damage.

Can also be used to convert aggravated into normal damage. In this case each roll is 10 minutes and does not deal corpus damage.

Level 3 Art – Martialry

Intelligence + Moliare

5 Pathos

Creates weapons or armour out of a wraith's plasm (that are attached to and can only be used by the wraith they are sculpted from). Each roll is one minute and deals 1 level of corpus damage. For each success rolled add either +1 to a Wraith's armour rating, or +1 to the base damage of a weapon made, to a maximum of base damage 5 and armour 5.

Masquers charge 1 Obolus per Martialry-work up.

Level 4 Art – Rend

Strength + Moliare

1 Pathos and gain 1 Temporary Angst

Close combat attack (strength + brawl) but if you hit deal aggravated damage equal to your Strength + Moliare successes.

You do not have to pay the cost of Rend unless you hit with the attack.

Level 5 Art – Bodyshape

Stamina + Moliare

1 Pathos + 1 Pathos per scene.

Dramatically alter whole body and appearance for 1 scene per success. Dice pool may be modified by difficulty of form assumed.

Masquer Lore

Lore Additional Knowledge

- 1 The locations and names (but not identities) of local information brokers.
- 2 The names of some low level infiltrators in each of the various factions.
- 3 The past exploits of some famous guild infiltrators.
- 4 The current roles of most major infiltrators.
- 5 The plan in the Grand Masquerade maintained by the guild.

Outrage

Arcanos name:

Outrage

Guild:

Spooks

Proper name for Guildsman:

Firebrother

Vulgar Argot for Guildsman:

Boojobs, Vandals, Thugs, etc.

What does it do?

Interacts violently with the living world, smashing up stuff, and people as well.

Outrage Arts

Outrage arts have their dice pool modified by the local *shroud* (+4 to -4), with the exception of Leap of Rage. Fetters and Haunts also affect the roll.



Basic Abilities

Leap of Rage

Strength + Outrage *1 Pathos*

Leap five metres up or across per success.

Level 1 Art – Ping

Strength + Outrage *1 Pathos*

Moves a small object just a little bit (e.g. push open a book). Very small masses (like a bottlecap) will move faster.

Level 2 Art – Wraithgrasp

Strength + Outrage *2 Pathos*

Lifts objects in the skinlands with a *feat of strength*. 3 levels of feat of strength per success rolled. Objects cannot be moved in any other way than lifting.

Level 3 Art – Stonehand Punch

Special *2 Pathos*

Make a brawl attack that strikes with a base damage equal to your Outrage rating (i.e. at least 3). This is always lethal damage, and can strike targets in the skinlands or the shadowlands.

Level 4 Art – Death’s Touch

Dexterity + Outrage *3 Pathos*

Either manipulate living world objects for 1 round per success gained, or start fires in the living world. If used to directly set a target alight, deal aggravated damage equal to successes.

Level 5 Art – Obliviate

Presence + Outrage *3 Pathos, and gain 2 Temporary Angst*

Deals 1 aggravated level of damage per success to a target (in skinlands or shadowlands), and destroyed objects are sent directly to oblivion (e.g. wraiths do not pass through a harrowing first). This does not require an attack roll.

Spook Lore

Lore Additional Knowledge

- 1 The locations where hierarchy patrols are scarce and a wraith can get away with more.
- 2 How to get in touch with “fixers” of all sorts, mortal and wraith.
- 3 The names of notable spectres, and the deals they offer.
- 4 The legend of Eric Spinefist, and what he has done.
- 5 The nature of the “Circle of Fire”, and their agenda.

Pandemonium

Arcanos name: Pandemonium
Guild: Haunters
Proper name for Guildsman: Chaosbrother
Vulgar Argot for Guildsman: Poltergeists.
What does it do?

Infects the living worlds with the taint of chaos, causing all manner of terrifying effects.

Pandemonium Arts

Pandemonium arts have their dice pool modified by the local *shroud* (+4 to -4), with the exception of Sense Chaos / Tempus Fugit used on Wraiths (see below). Fetters and Haunts also affect the roll.

Basic Abilities

Sense Chaos

Intelligence + Pandemonium None

Senses the touch of entropy and oblivion upon something. This will identify the telltale marks left by use of Pandemonium, as well as the interference (past or present) of spectres. It will not tell you anything about a wraith's shadow however – that is the province of Castigate.

If used on a skinlands object or person, Sense Chaos is affected by the Shroud.

Level 1 Art – Weirdness

Presence + Pandemonium 1 Pathos

Causes something weird to happen to one individual in the skinlands for a moment (a hot flush, a minor hallucination, etc.).

Level 2 Art – Befuddlement

Manipulation + Pandemonium 1 Pathos

Causes one individual in the skinlands to become confused for 1 turn per success. By spending 1 Willpower a mortal can resist with *Intelligence + Resolve*.

Level 3 Art – Dark Ether

Dexterity + Pandemonium 1 Pathos + 1 Pathos per turn

Affects weather or light in a small area. Five or more successes can deal 1 level of damage to those in the area, but this art is intended to terrify not injure.

Level 4 Art – Foul Humour

Stamina + Pandemonium 2 Pathos + 1 Corpus

Causes a rain of vermin, stream of blood or other bizarre effect. Damaging effects do 1 level of damage per 2 successes to those in area. The Foul Humour manifests only once, but the detritus from it lasts one scene.

Level 5 Art – Tempus Fugit

Intelligence + Pandemonium 4 Pathos

Distorts the flow of time space around one individual, speeding up / slowing down actions or altering distances. Factor of shift depends on successes. 1 success = x2, 2 successes = x3, etc. This can allow you to take multiple actions in the space of a round, or to cause another's action to become numbingly slow.

If used on mortals this is modified by the shroud.

Haunter Lore

Lore **Additional Knowledge**

- 1 The locations where hierarchy patrols are scarce and a wraith can get away with more.
- 2 How to get in touch with “fixers” of all sorts, mortal and wraith.
- 3 The Entropic Prophecy and the signs and portents relating to this.
- 4 The names of many Malfeans, and their relative strengths.
- 5 The nature of the “Circle of Fire”, and their agenda.

Phantasm

Arcanos name:

Phantasm

Guild:

Sandmen

Proper name for Guildsman:

Oneiran / Morphean

Vulgar Argot for Guildsman:

Dreamweaver / Voyeur.

What does it do?

Deals with sleep and dreams.

Phantasm Arts

Phantasm arts are unaffected by the *shroud*, despite the fact that many of the arts affect the living.

Basic Abilities

Sleepsense

Automatic

None

Intuitively sense a subject's sleep state (awake, REM, deep sleep, etc.). Also vaguely perceive the current contents of a sleeper's dream. This can also be used on slumbering wraiths.

Level 1 Art – Elysia

Dexterity + Phantasm

1 Pathos

Harmlessly removes a sleeping soul from a mortals body. The soul is brought into the shadowlands and can experience (and communicate with) its surroundings, but if physically interacted with will dissolve away back into the sleeping mortal's consciousness.

If used on a slumbering wraith this instead gently and immediately wakes the wraith from slumber (without any angst gain).

Level 2 Art – Lucidity

Manipulation + Phantasm 1 Pathos

Allows a Sandman to alter one detail of a dream that he is observing or he is within. Large changes incur a dice pool penalty, small changes that flow well with the dream give dice pool bonuses.

This can also be used on slumbering Wraiths, though never on your own dreams.

Level 3 Art – Walk of Dreams

Wits + Phantasm 1 Pathos

Allows a Sandman to enter into a sleeping soul's dream, and to interact with the sleeper. This can be risky however, as the Sandman is as if embodied in the dream "reality".

This can be used with a slumbering wraith's dream.

A dream-walking sandman can exit a dream as a one-minute action, so long as he is not under a great deal of duress. He can also "pull the emergency cord" and snap out of a dream instantly, but doing so gains him 1 temporary angst from the jarring effect.

Level 4 Art – Agon

Strength + Phantasm 3 Pathos and gain 1 Temporary Angst

Rips a sleeping mortal from his body for 1 scene per success, and deals 1 health level of damage per success to the target. The sleeping mortal's soul is prevented from returning for the duration of the art (and thus the sleeper cannot be woken), and can be physically interacted with. If "killed" then the sleeping body will die suddenly in its sleep.

A mortal who is aware of what is happening can resist with **Resolve + Composure**.

Agon cannot be used on Wraiths.

Level 5 Art – Phantasmagoria

Presence + Phantasm 3 Pathos and 1 Corpus

Creates illusions in the Shadowlands that are as real (or even more real) than their plasmic surroundings. These illusions affect all five sense equally but have no true physical substance – an illusory brick wall might look and feel solid, but will not truly resist physical force against it. Likewise it is not possible to harm someone with an illusory weapon, nor to give any nourishment from illusory food.

The touch of Stygian Steel, of mortal bodies or bodily fluids, of spectres and of the tempest itself immediately destroys and dispels any illusion. For example, if a wraith with Argos were to open a Tempest Threshold then the strands of storm that wisp through would shred illusions in an instant.

Sandman Lore

Lore Additional Knowledge

- 1 The names and locations of local Dreamers who have dreams especially worth watching.
- 2 The dates and times of upcoming Theatres.
- 3 The existence of the Deep Dreaming, and types of entities that resolve there.
- 4 The secret paths that pass through the Dreaming.
- 5 The truth in the legends of mythic Arcadia.

Puppetry

Arcanos name: Puppetry
Guild: Puppeteers
Proper name for Guildsman: Master
Vulgar Argot for Guildsman: Skinrider / Meatfucker.
What does it do?
Allows possession of mortals, and control of their actions.

Puppetry Arts

Pandemonium arts have their dice pool modified by the local *shroud* (+4 to -4). Fetters and Haunts also affect the roll.

Basic Abilities

Detect Possession

Wits + Puppetry *None*
Must beat successes of skinrider.

Level 1 Art – Skinride

Dexterity + Puppetry *1 Pathos*

Climb into a mortal body, and exert no more than passive control. Spend 1 Pathos to drop a single thought into the host's head while riding it, which it may or may not then act on depending on its nature. You must skinride before using any higher level Puppetry art.

Level 2 Art – Sudden Movement

Strength + Puppetry *1 Pathos*

Take control of a subject's (one) arm or (both) legs for 1 round.
Aware targets can resist with Willpower, but generally this happens too quickly for them to do so.

Level 3 Art – Master's Voice

Presence + Puppetry *1 Pathos*

Speak through mortal for one breath per success. Voice is combination of mortal and master.

Level 4 Art – Rein in The Mind

Manipulation + Puppetry *4 Pathos and gain 1 Temporary Angst*

Complete control of skinridden mortal for 1 scene per success.

Level 5 Art – Obliterate the Soul

Presence + Phantasm *1 Willpower and gain 2 Temporary Angst*

Use a maximum of once per night on Host. When used reduce Host's permanent Willpower by 1. When Host's Willpower is reduced to 0 it becomes a mindless vegetable incapable of acting independently. Thereafter whenever the Host is skinridden the Master gets absolute control with no further Pathos cost.

Level 5 Art – Conversion

Automatic

None

Change the resonance of a Pathos within your own body to any other resonance that you have encountered. Resonance particularly alien to your nature may result in some loss of Pathos through leakage. Filling yourself with negative emotions may empower your shadow.

Usury Lore

Lore Additional Knowledge

- 1 The price of everything and the value of nothing.
- 2 The best ways to make $1 + 1 = 3$.
- 3 Or... 4.75.
- 4 The secrets of where Soulfire crystals come from.
- 5 The Guild Investment Strategy, and where the Future(s) lies.

