

D r e a d

S h e e t o f u l t i m a t e q u i c k n e s s

Skills:		
Athlete	Journalist	Hunter
Intimidator	Soldier	Con Artist
Linguist	Hacker	Scientist
Criminal	Mechanical	Driver
Medic	Empath	Professional

Spells:

Askance	Makes a target suspicious of everyone
Astarte	Makes a target enamored of you
Barricade	Create an invisible wall of force
Bete Noir	Allows you to learn a secret about someone
Bile	You vomit up powerful, blinding, acid and blood
Burgeon	Become super powerful/smart/charming for one round
Cacophony	A stunning sound deafens and confuses those around you
Caliban	The victim will perceive another to be hideous
Cancer	You grow giant crab arms and kick ass
Carnation	You heal people's wounds ... for a price
Castigate	You can imprison a demon in a cage of invisible energy
Char	Inanimate objects become brittle and useless
Chelicerae	Huge insect mandibles come out of your stomach and attack
Confession	For two minutes, a target will answer any question
Confound	Confuse someone and plant a suggestion. Like in MIB.
Crepusculus	A demonic shadow appears and attacks for you
Culebra	Your hand turns into a snake
Deny	You are immune to all magic and supernatural things
Diablerie	Summon illusionary ghosts to attack people
Discern	You can see the true nature of a person
Dresden	Induce flashbacks of the Dresden firestorm on a target
Duress	A demon is frozen, and will be forced to answer questions
Emesis	Expel a demon from a possessed person
Emeute	Induce a horrible scene in target's mind
Energumen	You speed and reflexes are increased to super levels
Excise	Tear a demon from a possessed person
Excoriate	Create a whirlwind of inanimate objects to attack a target

Frostbite
 Gadarene
 Gird
 Hemophage
 Inferno
 Leviathan
 Levin
 Malison
 Malvado
 Miserere
 Moloch
 Mute
 Nimrod
 Nyctalgic
 Oracle
 Phantasmo
 Sclera
 Sentinel
 Sombra
 Stratus
 Sunder
 Sycorax
 Tirade
 Valence
 Viscera
 Vore

Paralyze a target with an icy blast of wind
 Tears a demon out of person and puts it in an inanimate object
 Huge stone blades appear and allow you to defend (magic, too)
 Create body-sucking leeches on a victim
 Engulf a victim in a terrible fire
 A victim thinks that you are a terrible monster
 Lighting attacks target, draining their Spirit
 You cause great wounds to appear on demons
 You grow thick bone spikes out of your body
 You make it rain red, and all targets become feeble
 An armor of living flame covers your body
 Create silence in a 20 foot radius around you
 You can effortlessly track prey
 You can see in the dark like a cat
 You view the possible future 10-30 minutes ahead.
 Except for one target, you are invisible to everyone else
 Your eyes turn red, and can paralyze a target
 You create a an invisible, trapped field that sounds an alarm
 You turn into a cloud of smoke
 You can jump to impossible heights
 Your hands gain huge mass, and you can punch through steel
 You gain telekinesis... and skin like tree bark
 A target screams out loud, then is paralyzed
 A sphere of energy appears and protects you or another
 Your guts turn into snakes, and leap out to attack!
 Your bite drains the blood and energy of a victim

KYO:FU Spells

Kuji-kiri Making the traditional nine ninja cutting motions with your hand while saying this mantra immediately does two things: It cuts away any spiritual/demonic binds or reside on your body, and at the same time "uncloids your vision", allowing you to see demons, spirits, magically hidden creatures and the like in their true form for 2 minutes. Also, add 3 dice to any perception check for the next 10 minutes.
Diapason Attune yourself to the spirit world. You can see the influence of spirits and (to a lesser degree) demons. This spell can last up to 12 hours, but all normal world activities are at -1 dice while this spell is active. You can easily dispel it.
Somnolence Immediately calms or dispels restless lingering spirits (does not work on demons). Spirit roll of 7 for lingering spirits, 10 for hostile spirits.
Certainty Creates an area (40x40 foot) or line (10 miles long) that the demon cannot pass over, like an invisible wall that doesn't affect humans, for one full day. You can attempt to encircle the demon with this spell (about a 20-30 foot circle) with a spirit or mind roll of 12.

when the going gets tough, the tough get... 'stabby'