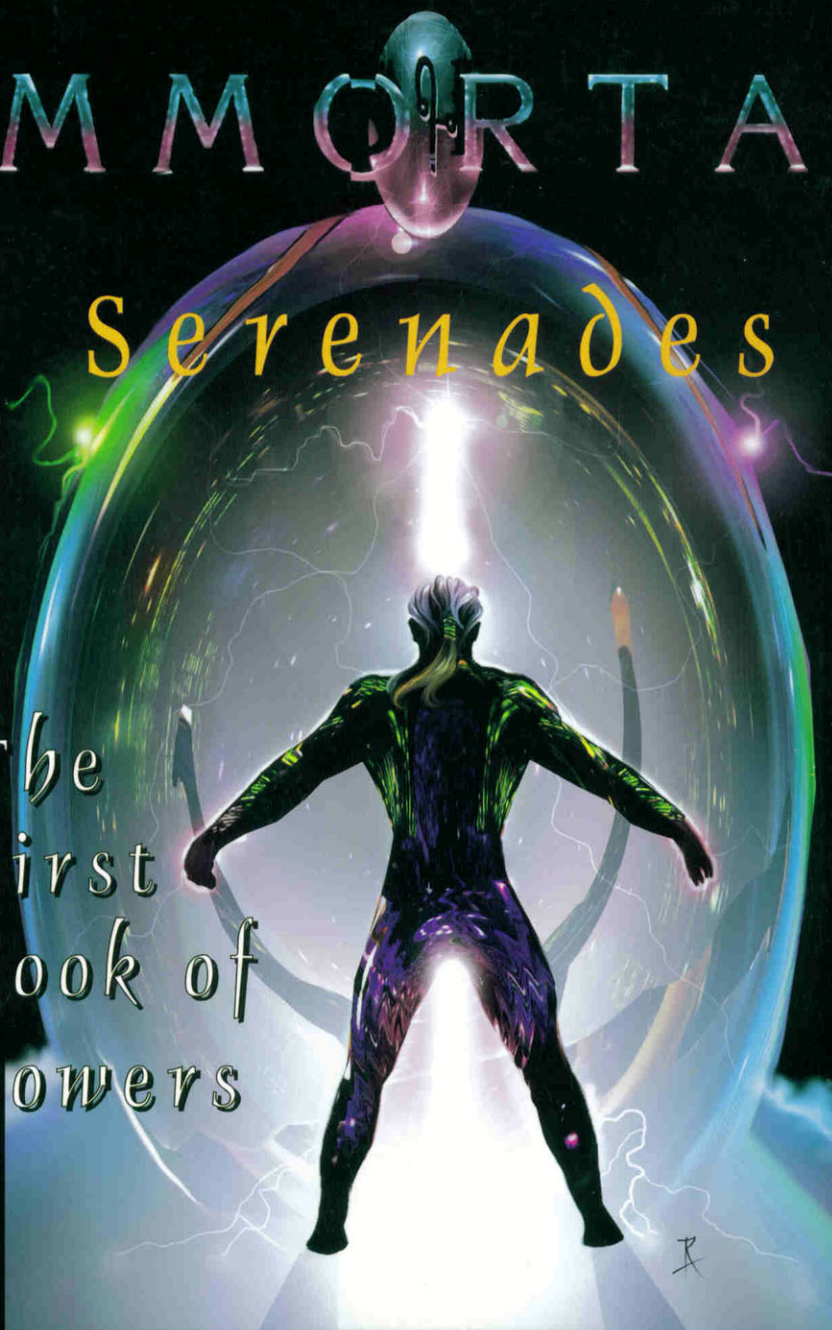


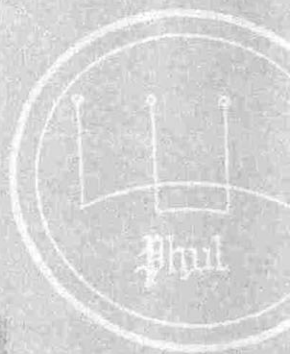
IMMORTAL[®]

Serenades

The
First
Book of
Powers



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Use of the pronouns "he" or "him" are used solely to present clarity of text and not as a suggestion of a strictly masculine viewpoint. To be clear, females are integral to the full realization of the Immortal universe.

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Observe the Powers

"We listen to the Aria; the orbit of the atom, the dance of the molecule, the shiver of matter against energy. Then our voices speak, and the universe listens to us. When it obeys, we are magical; when it resists, we are doomed."

Melisand, Pride Roane

A cry of unequivocal agony, thunder trapped in the lungs.

"Has he contributed any facts about his objective?" I ask remotely, glancing at the breathing door from my chair next to the fireplace. My companion lightly dabs her long-nailed fingers together, a gesture not unlike the antennae of a jewel wasp caressing those of another insect it is prepared to sting. How like her own himsati her very movements are. A dangerous sign that she is losing control over the beast within, that perhaps she is maddening it toward a fatal moment. Or maybe this is simply her means of testing me. Arachne Scourge. Like the rest of her calling she searches for signs that others in the Pride are straying from the *Oneness*. Does she expect me to bring the gesture to her attention? I decide to ignore it. Not enough data to make such a judgment.

She waits a long moment to answer, staring forward at the walls, following the geometry contrived there. Others not of the Arachne would be horrified to see this room. Exoskeleton overlaid with the brilliant metallic hues of a bluebottle fly (or the aforementioned jewel wasp). Curtains — the transparent wings of a rare orchid praying mantis. Carpet — the wings of a gypsy moth, all powder and glittering scales. This room breathes and hums.

Data emerges, an Anopheles joke: *Where is the best place to find an Arachne?*

Answer: *In the living room.*

Interesting use of words, and not entirely inaccurate. Let the Anopheles dwell on the room that lives and ignore the webs being spun all around them.

I dismiss the irrelevant information and recall my companion's name instantly — designation *Lydia*. If you are not an Arachne, her true name takes a *Mimic* serenade to properly pronounce. My vision shifts from the door to her. Anyone staring at her eyes (black without any whites) would expect them to move. Few realize that the pupil of an Arachne eye is not stationary as in those of other species. It roves around beneath the black lenses while the eyeball remains perfectly still,

like a camera within a camouflaging bubble. Her crisp charcoal suit opens a similar eye on its shoulder, shiny as a button as it peers at me. Studying me. Of course, I don't flinch. I've been at this long enough to know what to expect. An Arachne is not disturbed by observation, especially when sitting in a room which conceals a thousand eyes.

"A foreign substance has been introduced into his blood. He is in remarkable pain."

Correct response, clipped and relevant.

"Poison?" I ask.

"Data is incomplete. This is why we have sent for a Probe. Your direct observation will be necessary."

The door swells. Contracts. Exhales a scream from the tormented creature behind it. The sufferer is an Arachne. In another age a scream such as this might have sent mortals trembling behind walls of stone, praying for the end of the world. Personally, I shiver in pleasure as the scream, all pure data, moves through my being.

Lydia herself listens intently to the outcry, hardly aware of me, or so it seems. She must feel the pleasure too, but not a hint of indulgence escapes her stony face. I hold my arms motionless, hands caressing a rather unadorned bracelet of iridescent gray shell that circles my wrist, my symbol of self-identity among the others of the Pride.

I wait patiently, bringing an Arachne dictum forward into my *now*-thought: *an Arachne is time's master. We do not allow time to control us in any way. This is why we are deliberate in all things. This is why we strike last. How many actions of living things are governed by the need to accommodate time? In our minds we free ourselves from time's dictates and gain jurisdiction over it instead.*

I mentally repeat the dictum again, feeling a quake of pleasure more profound than the Arachne's scream as the symmetrical pattern of the dictum flows pleasingly through my thoughts. How hard I have labored to become part of the Arachne *Oneness*! I stroke the ivory surface of my bracelet, feeling an agreeable heat rise up from the friction.

"His pain will make it difficult to read his thoughts," she notes mildly. Another test.

"Unnecessary data," I chide her.

She nods without offense. "Your telepathic skills are noteworthy and rare among us. Will they be sufficient?"

"Yes." No hesitation.

A flash of lightning comes through a membrane covered window. The entire room swells as the fortress seems to take in a breath. Lydia raises a finger. Her black enameled bracelet with it's red hourglass captures some of the lightning and throws it back into my face. Subtle use of power, reminding me that my station is beneath her own. Yet why would she find such a reminder necessary? Jealousy of my *Mystique* skills?

Irrelevant question. Insufficient data to support a conclusion.

"The Paragon shall expect a detailed analysis upon your completion of this debriefing."

"Yes," I answer, "When shall I begin?"

She stands like an insect rises up: slow and poised. "There are files for you to review. Emissaries of the Creche have given assurances of your *Oneness*."

I nod. Translation: *I am cleared for sensitive data.*

* * *

The storm sweeps into the everglades. What parts of this fortress do not move, *seem* to move in the shadows cast by the lightning. The beauty of the Creche, one vast organism constructed around the Paragon and its advisors, is astonishing. Pure streams of geometry that flow through the eyes and delight every sense.

Lydia leads me to the Creche's command center. Protected so well, hidden through convolutions within the structure, it takes us hours to reach it. No wonder other Prides cannot simply penetrate and examine this room, nor even scry it supernaturally. The place is too well hidden in the geometry of the Creche. She must lead me there, step by step.

The room awaits, breathing. Arachne Keepers stand in niches within the wall, naked, armed with weapons that buzz like an angry swarm. In the dense air they seem like overgrown infants floating in amniotic fluids, or perhaps insect specimens in huge jars of formaldehyde. I dismiss the analogy. Distracting. Irrelevant. What is relevant is that they will kill me if I attempt to harm the room.

To prepare myself for the assimilation of data I methodically move through a series of dictums to place my entire *now*-thought in perfect order. It takes less time than before. *Less time*. How perfectly pure that thought. Time's power is diminished, it cannot prolong my arrangement of thought. Proof: I am deeper in the *Oneness*.

Next, I strip off my clothes and approach the Eye. It is vast, a cyclopean orb growing out of the all of this living place, not an organ of sight, but the brain of the Arachne Creche. I hold my arms out to my sides. Stripes of green light shine down on my black skin from above. Swirling violet girds me from below. A column



of light splits the eye and scans me. I am laid bare in it's glare.

It accepts me.

Next, I walk over to the console, a sweeping arabesque that grows out of the Eye itself. My fingers lightly manipulate the surface while I look into the Eye. I imagine eight limbs doing such manipulation, each capable of it's own independent function. Two will have to do. Information begins to stream into the Eye like a swarm of fluorescent ants. Crawling specks of light become geometric shapes so complex that few non-Arachne could ever hope to read them.

As the information comes forth, I listen intently. The Aria slowly filters into the room, the sound of all creation in a theme so deeply moving and elaborate that I almost want to weep. How fortunate we immortals are, to hear the Aria and know that the universe is singing. No time to contemplate such things. Ah! No *time*. I have fallen back into believing that Time is my master. I repeat the dictum. Then, I pierce through the Aria, allowing my ear to unravel the manifold serenades that course through it. Pieces of creation, physical laws, reality's skeleton. I search for a special serenade, a sound that I require. It emerges. Beautiful. The voice of a disembodied angel. I listen to the serenade, each nuance, the tempo — a song played on atoms, the tiniest instruments of all.

Next I begin the lowest of tones in my throat, imitating what I hear. I am very careful, taking special care that my serenade should not be overheard. Its tone is low because the Arachne listen to the high tones, the shrill piping of insect noise. No need to be disruptive to life in the Creche. Remember the fifth tenet of the Probe: *Protect information from those we do not serve.*

The serenade proceeds from my throat. Pure and perfect data. How pleasurable the caress of this power as it leaves you. How pleasing the geometry forming in my mind as it's effect takes root. The Arachne are given as much joy in perceiving power as the Anopheles are in receiving pleasure. Or so data suggests.

I read the file through the eyes of the Serenade and understand. As my hands rest on the console, touching the bare skin of the Creche's brain, I look at my bracelet. My designation. A reminder of my duty.

The information coalesces: the suffering Arachne is named Sadi. He is a deep operative, a Probe of the Pride sent to the Creche of the Roane in the South Pacific. His objective is ambitious: steal the serenade secret of the Roane known as *Phantasm*.

Access *Phantasm*. A Serenade used by the Roane to extend their senses over great distances. Technique unknown.

I make a mental note to suggest erasure of this last sentence. Extraneous data of no value.

Subject is well trained and adaptive (necessary considering the alienness of the Roane) and shows exceptional resilience.



天

I finger my bracelet absently as I read the report. Other data streams. Irrelevant to my needs. I know all I need to about this Sadi. He is, necessarily, only on the fringe of the *Oneness*. One speculates that it would take quite a while to return him to the *Oneness*, to purge his mind of the accumulated data necessary to successfully pose as a Roane.

I now tickle my bracelet until it's shell splits open beneath, a tiny fissure near my wrist, revealing the soft pink skin of a cephalopod underneath. Tiny tentacles, black as leeches and tipped with glowing violet suction cups reach out to explore the air. The tentacles find the console, probe it, withdraw. The bracelet closes again, seamlessly.

I read the last of the report, note the lines blurring as the pixels, like confused ants, dance crazily over the Eye.

I deactivate the station and watch the Eye close. Then I stand and call for a Keeper to escort me out of the room.



The room is so full of screams, to my ears they seem imbedded like bullets in the walls. I approach the table and watch the Arachne. He is bloated, his skin blooming with the delicate tincture of a purple bruise. I examine the skin. I look up and watch as the door opens like a pair of mandibles to reveal Lydia. Her eyes may be looking at me, perhaps at the convulsing Arachne on the table. It's hard to tell.

"I will observe." She says. Still another test.

"Your presence will not affect the outcome of the debriefing." I say, then shrug. "Stay if you wish." *Arachne do not avoid observation.*

I peer down at the suffering creature. I reach out my hands and place them gently on each temple.

"Is touching him necessary?" Lydia asks. Her throat is vibrating. A serenade is poised on the end of her tongue. She flips it into the air, subtly, but not quiet enough. Ah yes. *Minutia*. I know the sound well. She's focusing her observation to a razor point, watching me for the smallest gesture of betrayal.

"It makes the probe easier," I answer honestly. We have now entered the endgame.

I let my vox, my crystal vocal chord, vibrate as I search into the Aria for the *Mystique* serenade. It's sound, the music of telepathy itself, emerges from the background. I pitch my vox, following the contours of the sound with my mouth. In a rush of pure sensuality, the serenade comes into being, propelling my mind through the hard skull of my convulsing target.

Sadi, can you hear me?

Pain.

Deep pain. Makes reading thoughts very difficult. It takes a potent telepath to see through all this glowing pain. Not many potent telepaths in Pride Arachne. They had to call me in, Sadi. You aren't making any sense out there with your mouth contorted.

Your thoughts are — strange. The pain!

Yes. A rare venom from the ocean's depths, Sadi. The same venom used to poison the Leviathan himself. You know of the Leviathan, don't you?

The beast under the sea. Yes. I was designated to discover information on it as a peripheral mission.

That is a secret too well guarded, my friend.

I sense the Oneness in you, but. . .

Irrelevant information. We must retrieve your data. *I understand. You have a cure?*

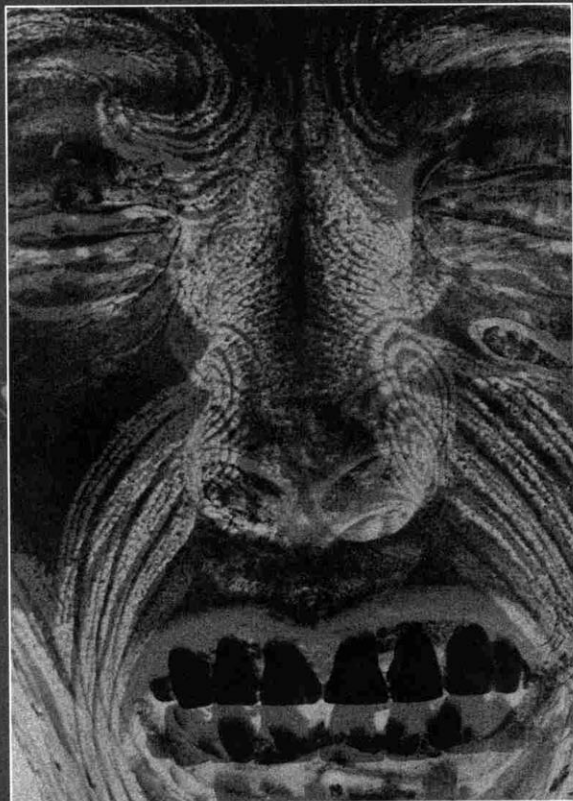
The data! (my thoughts are loud now as my true self spirals out of the *Oneness*).

Have data. Roane Secret. Successful. Genuine.

Do you truly believe that we would allow you to learn the true secret, Sadi?

Genuine. I used it.

I'm afraid not. We used it for you. You should pay *attention*. We poisoned you so that you would be brought here, unable to pass on the information.





Your superiors would easily discover your data fallacious. I have operated within your Pride for such a long time, and my telepathic skills were so necessary to debrief you. Of course, others might have been summoned instead of me, but my service to the Oneness is notable.

(Fear bubbles up from Sadi's repressed emotional pool, stagnant and black. Not simply the fear that he is about to have coup counted on him. Also fear that an enemy is in the Creche of his Pride. How horrifying to know that all the while you served as a spy among the enemy, the enemy knew of your presence, let you remain as a tool for their later use).

I must warn the others.

Too late for that. You asked if I had the cure to your poison. I do.

I feel a shifting of my bracelet's shell, the pseudopodia are extending, testing the temple of my Arachne dupe. Tentacles curl back to reveal stingers. Stingers inject a massive dose of the venom, enough poison to keep Sadi in his agony for a thousand times a thousand years. His convulsing halts as he slips away, deep into himself.

He will seek Ennui, the dreaming death to release him from this pain.

"Finished?" Lydia asks, startling me back to the outer world and the *now*-thoughts. I look at her steadily, trying to marshal my training in the Oneness around my true thoughts. Not that I believe I will escape what I have done, but it's good to anticipate what *they* will do.

She smiles, a tight expression that takes me completely by surprise. I did not expect this.

"I believe it is time to summon the Jury," I say, attempting to remain confident.

"They are on their way," she smiles enigmatically. "The stroke of coup is about to fall."

"Yes?" Now why did my answer sound like a question?

She smiles again, an unnerving mask set within too unmoving, button eyes.

I tilt my head, looking up at her through the shadow of my eyebrows, keening the telepathic serenade of *Mystique*. I must know what thoughts hide behind that smile!

Here you are. I let you in, freely.

Your Pride will be humiliated today, Lydia. I have placed your Probe in Ennui and poisoned your computer with my *Rapier* enhanced bracelet.

You are about to die.

You don't dare kill me. The stratagem prohibits —

First flaw. Believing that the Stratagem will protect you from our retribution for violating our Creche and its secrets.

As you violated ours with Sadi here! (I look down at the purple twisted creature).

Your people are an interesting species. But we do not have enough data to form an adequate agent to penetrate the Roane Creche. For that, we needed one of you, properly conditioned. . . (she looks down at Sadi and smiles again).

NO.

You did NOT poison our computer. Second flaw. Believing that you were deep enough in the Oneness to be given such access. You believed that we were not aware of you. Quite a delusion.

no. nonononono.

Third flaw. This is the one that will undo you. Arrogance. You should have left when you saw the madness of my hinsati so close to the surface. The fingers. You remember them? This was a warning you should not have ignored.

I scream! I turn to run as a horrible buzzing sound fills the room, a shrill shriek of an immortal reverting to her primordial form. Something strikes me as I claw at the door, a spear — no, not a spear.

Poison creeps through me. Not hot and painful as I would have expected, cold, cold as ice. Paralysis is not far behind. Her stinger stabs me again and again.

I realize that I am still telepathically linked to her. I sense the madness, the brutal rage of a tormented creature within the repressed Arachne form. Pure instinct. The jewel wasp. It stings its victim and lays an egg in its immobilized form. In time, the larva emerges and *eats* the host! I try to scream but my words are locked behind frozen jaws.

Time passes. Time. I am a prisoner of Time. It holds me in its judgment. The Arachne have used it against me, making me feel secure, one with them, the perfect mole. They robbed me of my instincts, just as time robs Twilights of their youth and memory.

I can't feel my body. I can't turn my head to see the egg that clings to my bare back. Then, a movement in my peripheral vision. I try to track it, fail. My eyes are frozen in my head.

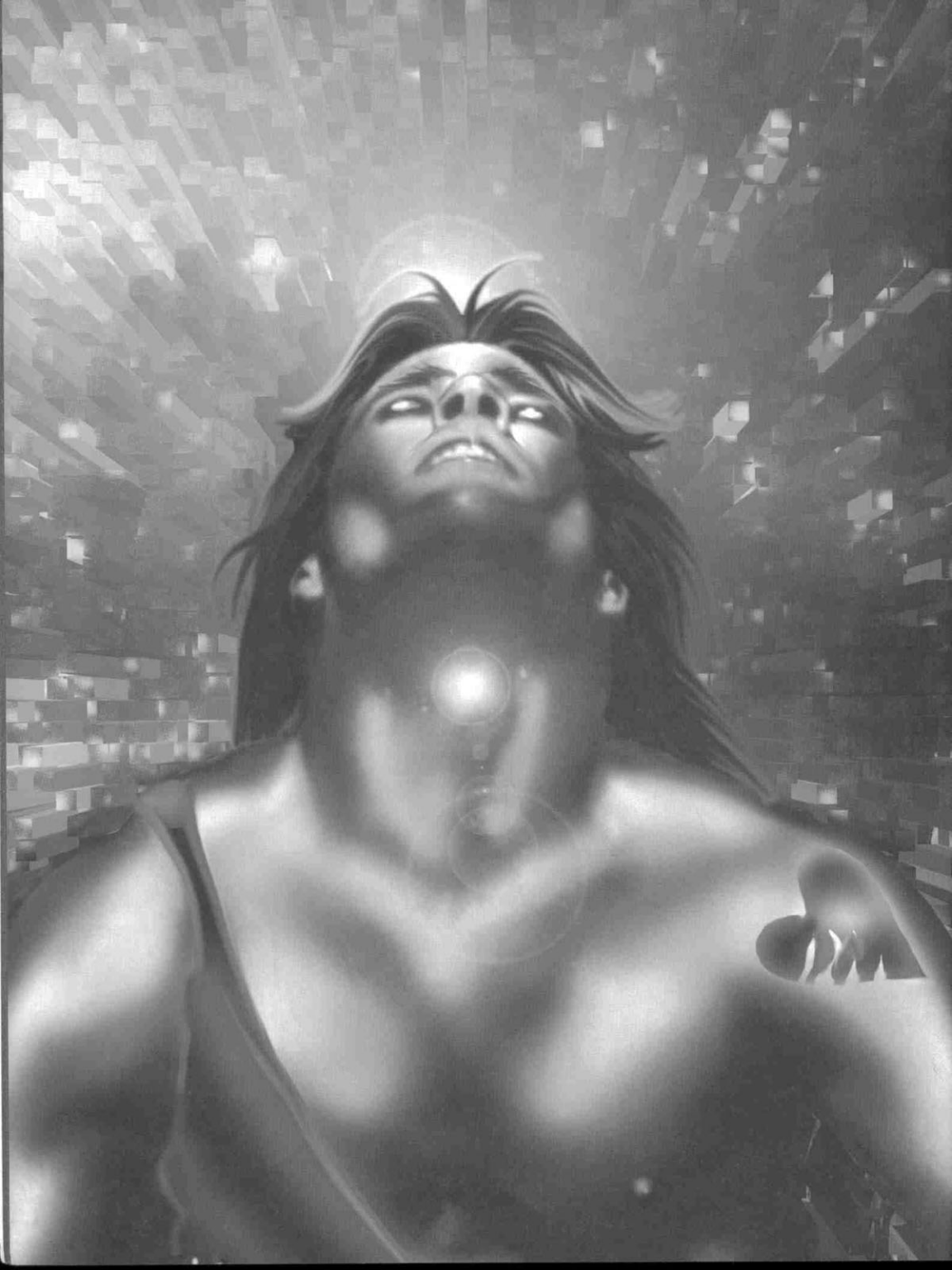
Just like Arachne eyes.

"A Scourge from your Pride awaits you outside our walls, as does the Jury." Lydia says as her face dips into my vision. No nervousness in her. The beast that was released is now contained. She is once more completely composed.

I try to answer. Tears trickle out of my eyes.

Observation. Tear ducts do not seem to be paralyzed by wasp venom.





Serenade Mechanics

Part I: Aria

Immortals perceive a musical quality in all reality, a woven fabric of vibrations and tones they know as the Aria. The Aria encompasses and permeates all matter, all energy — it is the "voice" of the universe itself. Through their parasitic relationship with the conundrum, the senses of the immortals (primarily their hearing) are opened wide to the Aria. All existence sings to the immortal, countless melodies rising from the Aria's central theme.

Part II: Melody

These melodies are known as serenades. Immortals perceive them, and with great concentration, imitate them with their own voices. These form the primary mystical powers of immortals, seducing reality into changing itself to suit their will. Man has regarded the serenade as a magical art, and in truth its form, if not its function, seems magical to the uninitiated. Through the ages immortals have commanded every imaginable force, from the seething physical elements to their more subtle reflections in the mind — thought itself.

As the serenade is the release of such force, so a skill is necessary to properly shape and control it. This skill is known as an *attention*, derived from an immortal paying close attention to the Aria and perceiving the individual serenades playing through it.

Although there are other forms of power an immortal uses, the serenade is his primary mystical tool.



The Aura

The aura of all living things contains 6 components, each corresponding to a color of the light-spectrum and delineating a specific physical or mental attribute in the creature. These "shades" of color are known as halos. Their intensity (number of motes or "points" they contain) directly determines the strength of the attribute they represent.

All Immortals and a number of twilight creatures (both human and animal) also possess a seventh halo, which is colorless (clear). This is the strength of an immortal's soul.

Below are listed the colors of the halos and the attribute each supports.

red	(the will-power and intellect of an immortal)
orange	(the physical strength of an immortal and how much damage he can do)
yellow	(the dexterity of an immortal)
green	(the movement capability of an immortal, how much territory he can cover)
blue	(the perception/awareness of an immortal)
violet	(the stamina/resilience of an immortal, how much damage resistance he possesses)
clear	(also called <i>Free Immaculum</i> or <i>FI</i> , the strength of an immortal's soul. This energy is a mystic power source that can be used to activate a number of supernatural effects, including the strengthening of other halos and the playing of serenades. Any creature without at least 1 mote of FI in his aura is considered soulless.)

Three Prerequisites of Serenades

The first requirement in playing a serenade is physical — the modified vocal chord known as the *vox*. While an attention is the skill required to perceive the serenade in the Aria, the *vox* is the tool used to imitate it, drawing it out of the background theme to work its effect over the physical world. The *vox* easily and dramatically rivals the most ingenious synthesizers ever conceived by mankind.

The second requirement is energy — the *soul*. An immortal must possess at least one mote (point of life force) in his Free Immaculum halo. Just as other attributes are reduced to feebleness when their halos contain no motes of life-force, the soul is no exception. A red halo reduced to zero motes leaves an immortal retarded; a zero green halo makes him crippled and a zero violet makes him prone to any injury since he has lost all of his resilience. A zero FI means an immortal has no soul, no mystical energy to seduce the physical world to supernaturally transform according to his wishes.

The third requirement is knowledge — the *attention*. Attentions are the skills used to play serenades. *Mystique* is the name of the attention required to read minds. *Flux and Flow* is the name of the attention required to walk on walls.

The ranks of skill for each persona (or character) in IMMORTAL begin at untrained (rank 0) and progress up to rank 5 (laureate). Laureates have assimilated all the knowledge available in the Perpetual Society relating to their particular skill. Beyond even the laureate lies the lofty heights of the virtuoso (rank 6), an exceedingly rare achievement representing absolute mastery of the deeper truths behind a specific attention.

An immortal can use any attention at the untrained rank, but suffers a penalty of -5 from his roll when attempting to do so. Although he may be aware of the patterns necessary to create a certain effect, he does not possess the skill to pitch his *vox* accordingly.

Even new immortals should quickly acquire at least a couple of attentions at familiar (rank 1) status.



The Vox

This incredibly complex musical instrument appears as a crystalline reed, about an inch and a half long. It is diamond-like in its transparency and its fiery, colorful appearance. Its hardness, however, far exceeds that of a diamond — it has a hardness rating of 30. Because of this hardness, it is nearly indestructible by normal means. Removing this vocal chord from an immortal's throat in any way causes his corporeal body to be destroyed and his *himsati/soul* (known as a gossamer) to be released into the Blue Air.

The *vox* is carved with impossibly tiny patterns known as *glyphs* which, like the rings of a tree or the convolutions in the human brain, determine the age of the immortal who possesses it. When an immortal enters *Lethe* then comes out of this amnesia, the *vox* returns to a smooth state, denoting extreme youth and begins its patterns fresh. When an avatar emerges within an Ingenue, the *vox's* glyphs also return to the depth and complexity of their state when the avatar previously wore the body.

Only in Immortals is the *vox* present. It exists alongside the normal vocal chords an immortal uses for most of his communication needs. An immortal can also use the *vox* to communicate with another if privacy is desired. This form of communication is known as the *cant*. While *canting* is soundless by human standards, it creates (based on the eloquence of the immortal) vivid music and imagery within the conscious mind, similar to telepathy. Any immortal within earshot can identify *canting*, making a *Mystique* serenade more desirable for strictly one-to-one communication that cannot be overheard.

Playing a Serenade

A Serenade requires one escapade (or action) to play. To play a serenade, as with other skills, the player makes a talent roll to determine success. In many cases, a player's skill or chance of success will be so great that he need not roll. This possibility is covered below, under when not to roll.

To make a talent roll for a serenade, roll a clear ten-sided die. This gives a number from 0 to 9, with a 0 being a null result, a failure. Add to this the player's skill rank with the attention and his free immaculum. If the skill rank is untrained, subtract 5 from the result.



The Primary Hostile and Talent Rolls

Every skill has a halo color (attribute) on which it relies. For example, lip reading, the careful observation of a person's moving lips to determine at a distance what he is saying, achieves greater success with a strong blue (awareness) halo behind it.

The ten-sided die rolled when utilizing any sort of skill, including attentions, is itself referred to as a *primary hostile*. Any other dice rolled at the same time are referred to as secondary hostiles.

The primary hostile is used to make a *talent roll*. To make a talent roll, a player rolls a die of the appropriate halo color (representing the attribute behind the skill). To this number, he adds the number of motes he possesses in that halo plus his skill rank.

Usually, the color of a primary hostile is the same as the halo attribute behind the skill. If a player does not possess a die of the appropriate color, he can simply use any color die and designate its color on a roll by roll basis.

Since serenades rely on the transparent Free Immaculum halo to power them, ideally a clear primary hostile should be used.

This talent roll is compared to the serenade's *resistance* (which is listed under each serenade).

If the resistance is higher than the talent roll, the serenade fails. If the immortal attempts to play the same serenade again before the scene ends, he suffers a cumulative penalty of -3 to the talent roll per attempt.

In many cases, if the talent roll does not exceed the resistance by at least 3, success is less than adequate. No -3 penalty is applied to further efforts, but no benefit is gained. If the narrator wishes, a partial success may be role-played. For example, if an immortal, Thaos, plays Ember in an attempt to burn an enemy with fire, his opponent may be briefly wrapped in flames, only to shrug them off with no ill effects other than slightly scorched clothing.

True success is usually measured in ranks of effect. One rank of effect is achieved for each multiple of 3 by which the talent roll exceeds the resistance. In the above example, if Thaos had exceeded his opponent's resistance by 11, then he would have achieved a rank 3 success. For Ember, an effect of rank 3 is a severe burn wound.

Some serenades are not measured in ranks of effect. These serenades use the result of the talent roll directly. The Quake serenade is a good example. The target of Quake is buried deeper in the earth with each additional point of success.

An immortal playing a serenade may attempt a specific rank of success. In this case, if he achieves less than his specified rank of effect, the serenade fails. However, if he achieves a greater rank, the effect (and volume) of the serenade is limited to the target rank. (If the serenade has no ranks of effect, a specific target number may be chosen instead) Using this method, a skilled immortal who wishes to injure, but not kill, an opponent can use a serenade to apply a non-lethal wound to his target.

An immortal may also choose to play up to a specific rank of success ("I want to attack him with inroad, but I will not do more than a severe wound").



Serenade Range

Most serenades require the player be in line of sight with his intended target. Exceptions to this rule are given in the descriptions of the individual attentions. Many of these exceptions have contact proximity built into their resistance, allowing the attention to be played on targets outside the line of sight.

Unless they specify otherwise, no serenade can cross a world boundary. (A serenade played inside a mantle cannot affect the Habitat.)

Resistance To Serenades

Each serenade has a resistance which must be overcome. Resistance may be *active* or *passive*.

Serenades which directly affect living beings target a specific halo. The number of motes in the target's halo stands against the serenade and thus forms the passive, or base, resistance. For example, an immortal is the target of an ember serenade. He has 3 violet motes in his halo. His passive resistance to the serenade is 3.

Choosing an appropriate target can greatly affect how mightily the player's serenade manifests since targets with a lower passive resistance provide less impediment against his power. A target with a higher passive resistance will not only be less affected by aggressive serenades but will gain less advantage from augmentative serenades that increase his resistance. An example of this is Bastion. Bastion boosts the violet (resilience) halo. A low passive resistance (low violet halo) guarantees that more benefit is derived from Bastion while a higher violet halo forms a greater barrier which the serenade must overcome.

An immortal who is the target of a serenade may attempt to **actively resist** its effects. The target of a serenade must have at least one mote of FI to actively resist (or, indeed, to even realize he is a target). Otherwise, no roll is permitted.

If he possesses the attention used against him at familiar or higher rank, he is able to identify its opening strains. He can thus confidently choose whether to actively resist it.

An immortal is not forced to actively resist a serenade. Whether or not he can identify it, he may elect to simply accept his passive resistance as is.

Actively resisting a serenade requires the expenditure of one escapade. This time requirement can be deferred by rolling a *Multiple Defense* secondary hostile with the resistance roll. Information on this hostile can be found in the next section under *Secondary Hostiles*.



Himsati

An immortal who assumes any Himsati aspect is at an additional -5 to play a serenade no matter what his skill rank due to the overwhelming sensual phenomena this form experiences.

This -5 penalty does not apply for purposes of resisting serenades.



Ranks of Effect

Talent roll exceeds
resistance by at least

Rank of
Effect

3	1
6	2
9	3
12	4
15	5

Unless otherwise stated, rank 5 defines the maximum effect of any serenade.

To actively resist, an immortal rolls a primary hostile of the same color as the targeted halo. To the roll he adds his skill rank with the attention and his passive resistance. As usual, if he is untrained in the attention he must subtract 5 from the result.

If an immortal rolls a *null* (0) while actively resisting, his resistance collapses. He gains no active resistance and, in addition, his halo provides no passive resistance. He takes the full effect of the serenade.

Some serenades have, for the player, additional resistance factors other than the halo of his living target. These are noted under attentions in which they occur. An example of this type of serenade is *Quake*. *Quake* causes the ground underneath its target to swallow the target. The green halo (movement) forms the passive resistance of the target, but additional resistance based on the density of the ground being affected is also added to the player's roll.

Some serenades which affect a target indirectly can still be resisted with a specific halo color. This is noted under specific attentions where applicable.

Serenades which are not resisted by a halo color have a passive resistance determined by the serenade and the target. This resistance may be determined by the desired area of effect, the weight or hardness of the target, or a combination of special factors. The individual serenades provide guidelines for the narrator. As always, the narrator has the final say in determining the actual resistance.

For example: *Thaos is attempting to use the Ember serenade to burn down an entire building. His resistance is determined by the area the building covers plus the flammability of the most resistant substance he wishes to burn in the structure (probably steel if he is trying to destroy the entire building).*



Part III: Harmony

Serenade Secondary Hostiles

Secondary hostiles represent additional factors that might manifest while playing a serenade that has nothing to do with the normal resistance of the serenade itself. The player, for example, might be injured while playing a serenade and be under a *Pain* hostile. Or he could be under a *Visibility* hostile which impedes his ability to see his target. Pain and visibility impediments (among others) create secondary hostiles.

The difficulty number of these secondary hostiles usually range from 1 to 15. This is sometimes expressed as a hostile *rank*. A rank 1 hostile equals a difficulty of 3, a rank 5 hostile has a difficulty of 15.

A secondary hostile is resolved at the same time as the talent roll of the primary hostile. It is resolved in similar fashion.

Each secondary hostile has a relevant halo color and skill that assists the roll to overcome it. The skill itself is known as a *legacy*. To resolve a secondary hostile, the player rolls a die, adding his notes in the appropriate halo color and his legacy skill rank.

If the roll of a secondary hostile does not exceed its difficulty number, the difference is subtracted from the (primary) talent roll. If the result of any secondary hostile is a null, the entire action fails.

For example: *Thaos has been severely injured by his opponent. All of his actions require that he roll an additional (red) Pain hostile, difficulty 9. He attempts to play Ember on his opponent. He rolls an 7 on his clear die and a 3 on the red die.*

His talent result is $7 + 5$ Free Immaculum + rank 3 Ember = 15.

His result on the Pain hostile is $3 + 2$ red notes = 5. He does not possess the Adrenaline legacy, which would add to his roll. The difficulty of his secondary hostile was 9, so his total of 5 was not enough to completely overcome the hostile. Taos must subtract 4 from his talent result due to the pain.

Thaos's modified talent result of 11 ($15 - 4$) is compared against his opponent's resistance. His opponent has a violet halo of 6, and does not actively resist. $11 - 6 = 5$, a rank 1 effect. Taos's opponent suffers a light wound. If he had been uninjured, or had defeated the Pain hostile, Taos would have inflicted a severe wound on his opponent.

There are a number of secondary hostiles which apply only to serenades. Some are required by the very nature of a serenade, others may be used at the discretion of the player or at the request of the narrator. In addition to these hostiles, others may apply in serenade use. For example, an immortal who is injured must still roll the Pain hostile for all his actions until healed.

Multiple Defenses (Green)

The Multiple Defenses hostile comes into play when an immortal (or Twilight) seeks to actively resist a serenade (or dodge or parry a physical attack) without spending an action. The rank of this hostile is 1 for the first such attempt during a clash, and increases by 1 for each successive attempt.

The Multiple Defenses hostile is Green. It is overcome with the help of the *Alacrity* legacy.



Hostiles and their Legacies

Legacies are special skills which allow a player to assist his rolls on various hostiles. Adrenaline, for example, is the legacy which helps to assist the roll of the pain secondary hostile. It represents a surge of adrenaline that makes pain less severe to the player as he ignores it.

Most secondary hostiles do not levy the -5 penalty on it's roll if the player possesses no ranks of skill with the legacy which helps overcome it. Examples of these hostiles are Pain, Visibility, Familiarity, Environmental, and most others. In these cases, the hostile represents a typical impediment that the immortal is not particularly vulnerable to.

A few hostiles, however, do levy the -5 penalty automatically unless the player has at least trained status (rank 1) in the legacy which helps overcome it. These penalties occur because the hostiles represent specific vulnerabilities of immortals. These hostiles are: Poison (Catholicon legacy), Visage (Isolation legacy) Religarum (Faith legacy) Orenda (Proteus legacy), Ether (Genesis legacy) and Abbadon (Maleficia legacy).

Instincts (Blue)

Instincts is an optional hostile, and does not have to be rolled by an immortal playing a serenade. An immortal who overcomes this secondary hostile, however, is able to hide that he is the source of a serenade.

If this hostile is not incorporated with the talent roll, the target of the serenade will recognize who is playing it, and, if the player is not currently visible, will know his general location. As soon as the target sees the player, he will recognize the player as the originator of the serenade, even if he does not actually encounter the player until years later, or even if the player is disguised (though a perception or memory check would still be appropriate).

The rank of this hostile is equal to the maximum rank of success an immortal wishes to disguise. If the rank effect of the serenade exceeds the rank of the Instincts hostile, the source of the serenade is not disguised. In cases where a serenade has no ranks of effect, the difficulty of the Instincts hostile is the same as the maximum result above the resistance a player is seeking to disguise.

If an immortal succeeds in using the Instincts hostile, it will also reduce the audio range of the successful serenade. This is discussed in further detail later in this book.

The Instincts hostile is blue, and is overcome with the help of the *Dark Page* legacy.

An Example: *Shayana wants to read Applejack's mind, but she doesn't want him to know that it is she who is doing so. To disguise that she is the source of the mind-reading (for Applejack will know his mind is being read) she will roll the Instincts hostile. She does not expect to score above a rank 4 success, and so will roll against a rank 4 hostile. If she manages to score a rank 5 success, the Instincts will not be powerful enough to disguise her as the player of the serenade.*

She makes a talent roll of 6, adds her Mystique skill rank of 4 and her FI of 5 for a total of 15. This is applied against Applejack's red halo of 6 for a total of 9 (he does not actively resist). She scores a rank 3 effect. At the same time, she rolls the Instincts hostile with a difficulty of 12 (rank 4). She makes a hostile roll of 5, adds her blue halo moles (5) and her Dark Page legacy of 3 for a total of 13. She successfully conceals herself as the source of the serenade.

Mask (Clear)

Mask is an optional hostile similar to the Instincts hostile. An immortal who overcomes the Mask secondary hostile initially conceals the nature of his serenade from his target. Even if his target possesses the attention, he will fail to recognize the serenade (if the player successfully uses Mask) until the serenade hits him — after he has decided whether to actively or passively resist.

The rank of this hostile is equal to the maximum rank of success an immortal wishes to disguise. If the effect of the serenade exceeds the rank of the Mask hostile, the attention being used is not successfully disguised. (As with Instincts, in cases where a serenade has no ranks of effect, the difficulty of the Mask hostile is the same as the maximum result above the resistance a player is seeking to disguise).

The mask hostile is clear and is overcome with the help of the *Ornamentation* legacy.

For Example: *Shayana is attempting to read Applejack's mind using Mystique. The narrator tells Applejack that he is being targeted by a serenade, but he cannot recognize the serenade's sound signature (it is being masked, or he does not possess the attention). The narrator asks Applejack if he wishes to actively resist the serenade, or passively resist.*

Applejack considers his options. If he actively resists, and doesn't possess the appropriate attention, he will roll at a -5 and possibly face total failure by rolling a null. However, if he chooses not to actively resist he risks allowing his opponent an automatic success.

Often it is more advantageous not to actively resist if the defender does not recognize the serenade. Masking a serenade is most often done to convince the target he has nothing to gain by actively resisting. Still, those lower on the Himsati Tier have little to lose even by rolling a null, and will often wish to actively resist, and hope they possess the correct attention when the serenade hits home and they finally recognize it.

A sample narration, in which Thaos attacks Shayana using the Ember serenade:

No Instincts or Mask: "Shayana, Thaos, over there, is playing Ember against you. Do you want to try to resist?"

Instincts, no Mask: "Shayana, someone is playing Ember against you. Do you want to actively resist?"

Mask, no Instincts: "Shayana, Thaos, over there, is playing a serenade targeted at you. Do you want to try to resist it?"

Mask and Instincts: "Shayana, someone is playing a Serenade targeted at you. Do you want to resist it?"

Jeopardy (Blue)

The Jeopardy hostile is required when a serenade (usually one which affects or controls the mind) is designed to bring harm to the target. For example, an illusion which covers a pit of cobras requires the roll of the Jeopardy secondary hostile or the serenade's effect is automatically canceled. Impulse, which controls the mind of its target, also requires the use of this hostile if the player makes any command that would cause his target to do harm to himself. This secondary hostile exists to make some uses of the serenade more difficult because the instinct for self-preservation is much stronger than most any other.

If this hostile is failed, then it must also be rolled along with the talent roll if the player wishes to re-establish control that has been broken. In this case, the difficulty number of the Jeopardy increases by a cumulative 3 per attempt for the scene. The rank of this hostile is as follows:

Rank	Threat to target
1 (difficulty 3)	Risk of minor harm or pain
2 (difficulty 6)	Sure pain, real risk of moderate injury
3 (difficulty 9)	Certain moderate injury or real risk of crippling injury
4 (difficulty 12)	Certain crippling injury, real risk of death
5 (difficulty 15)	Certain death or mortal injury intended

The Jeopardy hostile is blue. It is overcome with the help of the *Esteem* legacy.

Familiarity (Blue)

This secondary hostile is required by many serenades which rely on intimate knowledge of the subject. Subjects can include animals or favored possessions, as well as immortals and Twilights. The more familiar the target is to the player, the lower the difficulty number expressed by this hostile. This reflects the player's knowledge of his opponent, allowing him to exploit his weaknesses.

It is worth noting that some serenades incorporate the principle of familiarity into their resistance; when this is done, the familiarity hostile is not required.

Rank	Familiarity
1 (difficulty 3)	Intimate (best friend, soul mate, lover, childhood pet, cherished weapon or other heirloom)
2 (difficulty 6)	Close (good friend, relative, family pet, favored possession)
3 (difficulty 9)	Known (associate, friend's pet, possession "in the family")
4 (difficulty 12)	Met (an acquaintance, a zoo animal, a public item)
5 (difficulty 15)	Stranger (never before met or interacted with person, a stranger's possession)

The Familiarity hostile is blue, and is overcome with the help of the *Yearning* legacy

Others

A number of hostiles which were treated as serenade hostiles in the main rules are no longer strictly necessary, or are handled somewhat differently in this system.

The Ally hostiles are not necessary for normal serenades. Allies will come into play more frequently with other types of mystic powers, such as warps.

The Voyage hostile, Multiple Targets hostile and the Courtesy hostile are no longer necessary; where appropriate, they have been incorporated into the serenade's resistance.

Extending and quieting serenades is discussed later in this book. Neither is rolled as a secondary hostile at the same time as the serenade's talent roll.

Part IV: Counterpoint When Not to Roll

Most day-to-day uses of any skill are not too risky. Driving down a typical road does not, for example, have a high chance of failure. But when conditions are poor, or the driver is rushing, then there is a chance of a crash.

Serenades are no different. If an immortal can take the time to do it right, and there are no unusual conditions, a certain level of success can be achieved without risk of failure. The level of success, and the conditions an immortal can overcome, are determined by the immortal's level of training. Playing a serenade in this fashion requires an entire clash, rather than simply one escapade.

Without rolling a die, an immortal can achieve a rank of success up to or equal to his skill rank. (In cases where a serenade has no ranks of effect, instead apply an effect equivalent of 3 over the resistance per skill rank.) The passive resistance to his serenade must be no greater than his FI. Also, any secondary hostiles which are required by the serenade itself (such as the Familiarity, Jeopardy or Instincts hostiles) must be no greater in rank than the immortal's skill rank.

Any serenade which is actively resisted requires a die roll for success. If an immortal is under any secondary hostiles which hamper **all** his actions (such as the Pain, Poison or Surprise hostiles) he cannot achieve an automatic success, and must roll instead. And, of course, if the immortal is stretching his abilities (such as by trying to achieve a rank 3 success when he has only rank 2 in the attention) he must roll as well.

For example: *Rbidia the Arachne Slayer is playing the Flux and Flow serenade to allow her to walk up the side of a building. She possesses Flux and Flow at rank 3. Her FI is 7. She can automatically, without rolling, use Flux and Flow at rank 3 (allowing her to stick to walls and ceilings) if her FI is at least as high as the resistance of the serenade — in this case, her green halo. Her green halo is 5. She automatically succeeds.*

Ongoing Effects of Serenades

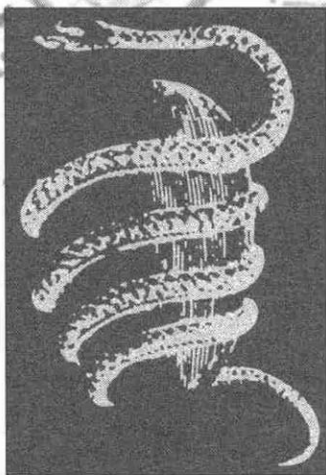
Many serenades last for more than an instant, and provide the player with some degree of control. Allure, Marionette and Impulse are all examples of ongoing serenades.

Once active, these serenades do not require concentration to remain in force. They continue to function as they are. An immortal can alter the course of his serenade by spending an escapade to make an adjustment. To use one example, Marionette:

An immortal can use Marionette to lift a key and float it around a room. It requires one escapade to play the serenade, lifting the key. So long as the serenade is in effect, the key will float or move in a set direction at the immortal's command. With a little concentration

(spending one more escapade), the immortal can insert the key into a lock. Another escapade will turn the key, and a third will remove it, sending it across the room if desired. The immortal can set the key to hovering and spinning, should he so desire, and it will continue to do so without any further thought from the immortal. A second example is Impulse. Impulse represents mind control. Any new commands require an escapade to enforce, but once those suggestions are in place, the subject will continually attempt to act on those suggestions until he has completed the task, or until the serenade expires.

Though these serenades do not require maintenance, unwilling targets of ongoing serenades have a chance to throw off their effects. If a serenade lasts for more than one scene, the target will have a new chance to resist once per day. The target makes a roll as if he were playing a counter-serenade, but with a -3 modifier to the roll. See counter-serenades, later in this book.



Serenades with Multiple Targets

An immortal may wish to play a serenade on more than one person at the same time. In this case, the rank of effect may vary based on each target's resistance, though the immortal can voluntarily keep everyone's effect limited to the lowest rank achieved.

Each target gains an increase to his resistance based on the number of targets of the serenade. Each target beyond the first who is actively resisting adds 3 to everyone's resistance. Any target who does not actively resist adds only 1.

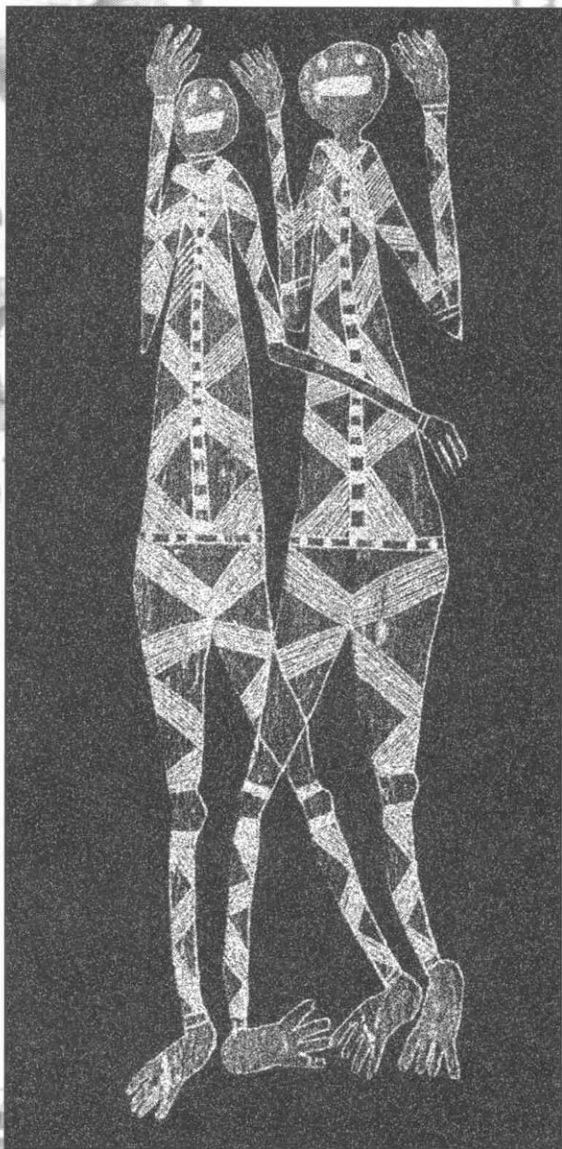
The talent roll is applied to each target's resistance individually. It may fail to affect some targets while affecting others. So long as at least one target is affected, the serenade is a success, and there is no penalty to further attempts during the same scene.

An Example: *Thaos plays ember against three targets. Two choose to actively resist, while one resists passively. Each target gains a bonus of +4 to his resistance (0 for the first target, +3 for the second, +1 for the third). His talent roll of 13 is compared to each target's resistance. The first target rolled a 15 resistance, and escapes unscathed. The second rolled a null, and takes a critical wound. The third resisted passively, and his violet halo of 4 is added to the bonus to provide a total resistance of 8. He suffers a light wound.*

Many serenades may also be played against everyone in an area, rather than against individual targets. This is handled much like the multiple targets case, but the bonus to each target's resistance is the area affected by the serenade.

Serenades played in this fashion do not differentiate friends and foes; everyone in the affected area must resist the serenade individually.

In the above example, if Thaos' targets had been clustered in a 5 yard area, he could play Ember against them all using the area effect rules. In that case, his targets would each gain a +3 to their resistance (due to the 5 yard radius), rather than a +4.



Learning Attentions

Attentions are normally learned in a number of ways. The first is through sponsorship of one immortal by another — usually one within his own Pride, but not always. Often, teaching an attention is done as a form of barter, allowing an immortal to get something he needs. Secondly, a player can learn the attention from one of his avatars who possesses it. Unfriendly avatars will certainly not teach an attention unless bribed, usually by promising them time when they can emerge and dominate the body.

The player can simply dredge up the memory of the skill from his long suppressed memory. While this is similar to the second method, it does not require an avatar's permission since it accesses the collective memory of the immortal, not one specific avatar. Another method is that the player is taught the attention as a reward from his Pride for successfully counting coup on another Pride.

The above suggestions all center around role-playing. The narrator and player together can devise a wide array of situations where learning an attention is feasible. Imagination and story dynamics should always prevail.

In mechanical terms, the ranks of skill of an attention (familiar to laureate) are purchased with memory motes, no matter how they are learned (unless the narrator sees fit to simply grant a rank of skill to a player in the game as a special perk for a job well done).

Each rank of a skill costs a number of memory motes. The cost is determined by the complexity rank of the skill, listed under each attention. The cost per complexity rank is shown in the sidebar, *Memory Cost and Complexity Rank*.



Virtuoso Rank

This optional sixth rank of skill represents absolute mastery over an attention, a mastery so complete that the player who gains virtuoso status with an attention can, in instances of playing a serenade where no roll is required, convert ranks of skill into modifiers applicable against the resistance of a serenade. While immortals of a lower skill rank (laureate and below) cannot overcome a resistance greater than their FI rating, the possessor of Virtuoso rank can apply an additional +3 against a serenade's resistance for each rank of skill he does not apply toward the effect.

In role-playing terms, an immortal who is a Virtuoso in any attention inspires awe, admiration and fear, and may be carefully monitored by members of his own Pride.

An example: *Pashon has the Surge attention at rank 6 (Virtuoso). He decides to create a rank 3 effect (a severe wound) lightning strike against his opponent. His FI is 7, so he can normally overcome a resistance of 7, achieving a rank of effect equal to his skill rank in the attention.*

Because he only wishes to create a severe wound (rank 3), he only needs 3 of his skill ranks to apply. He is able to convert the other three to 9 points usable in overcoming the resistance.



Memory Cost and Complexity Ranks

Complexity Rank Costs	Complexity 3 (Calling costs)	Complexity 4 (Pride costs)	Complexity 5 (Vogues cost)	Complexity 6 (Secrets Cost)
Rank 1 (Familiar)	5	7	9	11
Rank 2 (Trained)	+7	+9	+11	+13
Rank 3 (Pro)	+9	+11	+13	+15
Rank 4 (Master)	+11	+13	+15	+17
Rank 5 (Laureate)	+13	+15	+17	+19
Rank 6 (Virtuoso)	+23	+25	+27	+29

Part V: Tempo

Serenade Volume

Serenades are beyond the hearing of most mortal beings. It requires a blue halo of 5 or more to perceive a serenade even if one is within audio range. A blue halo of 10 is required if the immortal is in the presence of intermittent loud noises or music, and 15 if within the presence of deafening ongoing noises such as heavy road construction or a rock concert.

The chart to the right is based on the serenade's strength. However, if the Instincts hostile is rolled, the total rolled on that hostile is subtracted from the serenade strength for the purpose of determining how far it can be heard.

Of course, if the player rolls a null, then he must deal with a Ripple, which may be detected not only in this world, but in the Morpheum, Ley Membrane and the Blue Air as well. The range a Ripple extends is based on this chart as well. It extends to a range of 15 plus the player's Free Immaculum. (An Immortal with 5 FI who causes a Ripple can be detected from 25 miles away). Instincts does not help to limit the range of a Ripple. More information on the Ripple is found below.



Serenade Strength

Every successful serenade has a serenade strength. This strength is a resistance value applied against effects which alter the serenade's potency or duration. A stronger serenade is harder to extend or counter than a minor one.

The base serenade strength is equal to the original resistance of the serenade plus three times the rank of effect. For example, a serenade with a resistance of 5 and an effect of rank 2 has a base serenade strength of 11.

If the original talent roll was higher than this total, an immortal may choose to use the talent roll as the base strength instead (increasing his serenade's resistance).

Serenade Strength (subtract Instincts)

Distance Audible

0	None
1	1 Yard
2	2 Yards
3	5 Yards
4	10 Yards
5	15 Yards
6	25 Yards
7	40 Yards
8	60 Yards
9	100 Yards
10	150 Yards
11	250 Yards
12	400 Yards
13	600 Yards
14	800 Yards
15	1 Mile
16	2 Miles
17	5 Miles
18	10 Miles
19	15 Miles
20	25 Miles
21	40 Miles
22	60 Miles
23	100 Miles
24	150 Miles
25	250 Miles
26	500 Miles
27	1000 Miles
28	2000 Miles
29	4000 Miles
30+	Global



Nulls and Serenades

In IMMORTAL, a die should not usually be rolled unless there is at least a 1 in 10 chance of failure. This 1 chance in 10 is reflected by the *null*. If a null comes up on any die roll for any action, the action fails. A null on a secondary hostile indicates that the action failed because of the added negative factors. For example, an immortal who "nulls" a Pain hostile is unable to muster the willpower to go on as a result of his pain.

A null on an immortal's talent roll (the primary hostile) can be more severe. An immortal who nulls his talent roll on a serenade has not only failed, his failure has serious additional consequences.

Taint

The first consequence of such a catastrophic failure is *taint*. Taint is a hungry darkness which infests an immortal's halo, making motes unusable. Though they are still present, the motes must be purified before they can do more than take up space in his halo. Tainted motes cannot, for example, form any kind of resistance. Tainted immortals are loathed by their companion animals, and even run the risk of making the crossing

through the Maelstrom and into the Dominions which lie beyond.

When an immortal nulls his talent roll, taint invades his halo. The amount of taint is dependent on how badly he misplayed his serenade. The amount of taint is equal to the square of the number of nulls rolled (the number of nulls times itself), including the primary talent roll. So, if an immortal only nulls his talent roll, he gains 1 mote of taint (1 x 1). If he nulls three times (his talent roll and two secondary hostiles) 9 motes become tainted (3 x 3).

Taint from a serenade dims an immortal's aura, targeting the halo with the highest number of pure motes, preferring free immaculum to forte. If this color becomes fully tainted by one serenade, excess taint continues on to the next highest halo.

If an immortal rolls a null on any secondary hostile, but not the talent roll, he does not acquire taint.

For example: *Thaos rolled a null on his primary talent roll during an attempt to play Ember. He had no other nulls. His highest halo color is red, so one red mote becomes tainted, and unusable. He tries again, and this time rolls two nulls (one on his primary talent roll). He only has 5 pure red motes remaining, the same as his Fl. Four of his Free Immaculum motes become tainted, leaving only 1 usable mote.*



Taint Severity

Dice Rolled	Nulls	Taint	Chance
1	1	1	10% (1 in 10)
2	1	1	9%
2	2	4	1% (1 in 100)
3	1	1	8.1%
3	2	4	1.8%
3	3	9	0.1% (1 in 1000)
4	1	1	7.29%
4	2	4	2.43%
4	3	9	0.27%
4	4	16	0.01% (1 in 10,000)
5	1	1	6.561%
5	2	4	2.916%
5	3	9	0.486%
5	4	16	0.036%
5	5	25	0.001% (1 in 100,000)

Ripple

The second severe consequence is the Ripple. The discord created when taint invades a halo can be heard over vast distances and incites the senses of the Sanguinary's minions.

The less Free Immaculum possessed by the player, the more violent the universe's reaction to such a failure. A Ripple played by an ingenuer, with little Free Immaculum, will cause a backlash which can be heard by even the weakest servants of the Sanguinary. The most powerful Drones generally only stir themselves to seek the source of the more subtle ripple of those immortals nearing the peak of Eidos.

A Ripple occurs on any null thrown on the primary hostile of the talent roll, no matter if the target of the serenade is the self, another living thing, an inanimate object or an area. The great majority of ripples are created by immortals who use serenades in combat. Still, any immortal who stretches his powers, especially an ingenuer, is likely to create one sooner or later.

The amount of blue notes required to sense a Ripple is equal to the FI of the player. The ripple of a relatively weak ingenuer (FI of 3) is very discordant, but does not spread nearly as far as the subtle ripple created by a Paragon. The audio range of a Ripple is equivalent to a serenade with a strength equal to 15 + the player's FI.

Ripples and Taint are not so severe a threat inside mantles. Tainted notes, in fact, are fully usable by immortals who are inside mantles or in the Dominions. Still, the aftermath of a discordant serenade causes its own problems within a mantle. Many mantles have designated areas set aside for immortals who wish to attempt a risky serenade. In this fashion, the tryst who watches over the mantle can more easily counter any adversity unleashed by a failed serenade.



Optional Rule: Litanies

A litany is a universal phrase used to focus the mind of Immortals while playing serenades. Each Attention has its own litany, used from time immemorial to sharpen the awareness of the Immortal who plays a serenade based on it. Passed through the ages, the litanies became ingrained in the collective psyche of the Perpetual Society. A litany is spoken using the vox instead of the more mundane vocal chord. Though the language may change, the power it calls forth from the vox is instantly recognizable by others who have learned the litany.

To hear the phrase "the ground devours" causes an Immortal's mind to reflexively focus on the sounds of the aria that allow him to create a Quake serenade. Speaking a litany takes 1 clash. Once he has spoken, the Immortal has an effective +1 to his skill rank in the appropriate attention if he plays the same serenade immediately afterwards. Even those who have completely mastered an attention can gain this benefit from speaking the litany.

A defender may also speak the Attention's litany and gain a +1 on his defense roll. He must use an entire clash to do so, after which he makes his defense roll. This is generally only useful against opponents who take a full clash to play their serenades.

The cost of a litany is 6 memory points for each Attention. A persona need not have the attention to learn the litany; indeed, litanies are often the first steps toward learning an attention. Speaking a litany allows a persona to make use of an attention without suffering the -5 penalty for being untrained.

If a litany is pronounced for a serenade other than the one actually played (usually done as a diversion) the player takes a -3 penalty to his roll for the confusion he causes to his own concentration.



The Silence

The Silence is a law within the Stratagem, conceived and enforced by Pride Nimrod. The essential point of the law is this: Do not play a serenade which has a chance of causing a ripple in the Habitat. In system terms, Nimrod ignores immortals who play serenades which target passive resistance only. Active resistance, which always requires a roll to overcome, provides an opportunity for causing a ripple.

No other Pride enforces the Silence as stringently as Nimrod, despite the fact it is law within the Stratagem. Anyone who causes a ripple will draw Nimrod Scourges (and possibly Slayers as well) to the scene to investigate or punish the perpetrator.

Part VI: Variations on a Theme

Melds

Achieving the highest ranks of success, especially against great resistance, can be a daunting task. Immortals, fortunately, have found a way to cooperate. Working together, multiple immortals can combine in a *meld*, each contributing a little bit to the power of the serenade.

Melds require a perfect blend of all the individual voices involved. Voices which are not perfectly in tune actually hamper a meld, and in extreme cases they will cause an outright failure.

One immortal must be chosen to lead the meld, acting as the *maestro*. The maestro's task is the coordination of the meld and the playing of the actual main theme. The maestro makes all the decisions required for the serenade, such as determining what exactly the target will be. The maestro must decide what rank of effect the meld will attempt to achieve; this will determine the difficulty for each participant in the meld. For example, the target number of a rank 3 serenade effect would be a 9.

Once the maestro is prepared, each participant in the meld makes a talent roll. There is no resistance to this roll. Each participant who achieves the target rank of effect adds a bonus of +1 to the maestro's talent roll. Any participant who fails to achieve this level of success subtracts 1 from the roll. If any participant nulls this participation hostile, he will suffer taint as if he were playing the serenade himself, and the meld will fail.

The maestro, as well as making his participation roll, makes the main talent roll for the serenade. He adds to his total whatever bonuses are generated by the meld's participants. This talent roll is resisted as usual. If the maestro achieves the rank of effect (after overcoming the serenade's resistance and adding in the meld bonus), the meld is successful! If not, the meld fails.

If the maestro should roll a null on the main talent roll, every participant becomes tainted. The amount of taint infesting each participant (including the maestro) is the square of the nulls rolled by the maestro on his main talent roll. When operating under extremely hostile conditions, it has been known for an entire meld to taint all of its participants into the Dominions.

Melds offer greater power for a cadre at a slightly increased risk over normal serenades. Melds are especially useful in overcoming extreme resistance. They are a tool which should be used wisely.

Extending or Quieting a Serenade

Once a serenade is in place, it has a duration, after which its effects expire. Most serenades can be *extended* beyond their normal duration, or *quieted* so they expire more quickly. Serenades which inflict damage or are instantaneous cannot usually be extended.

Extending a serenade can be difficult, and the more potent serenades resist any attempt to alter their duration. The resistance to an alteration attempt is equal to the **serenade strength**. See the system note on page 20 titled *Serenade Strength*.

The roll to alter the duration relies on FJ and either the Loop or the Tranquillity legacy. The Loop legacy is used to extend serenades, Tranquillity is used to quiet them. If an immortal attempts to alter a serenade whose attention he does not possess, he suffers a -5 to his alteration roll.

Each rank of success above the serenade strength can alter the duration rank by 1. No duration may be extended beyond rank 5. A serenade quieted below duration rank 1 expires immediately.

A few serenades have a duration of more than a 1 but less than 2 (most often a turn, which lasts for 10 clashes.) Whenever trying to extend a serenade with this duration, treat it as duration rank 1; if trying to quiet it, treat it as rank 2.

Duration Rank

Serenade's Duration

1	Clash
2	Scene
3	Episode
4	Series
5	Indefinite (Narrator's discretion)

Counter Serenades

Rather than shorten the duration, an immortal may wish to decrease the effectiveness of a serenade.

To play a counter-serenade, an immortal uses his FI and the appropriate attention, and attempts to overcome a resistance equal to the serenade strength. Each multiple of 3 above the serenades strength lowers the serenade's rank of effect by 1, and lowers the serenade strength by 3.

If an immortal who is the subject of a serenade seeks to counter it, he suffers a -3 modifier to his roll.

For Example: *Khy has played the Talaria serenade, achieving a rank 5 success, and allowing him to fly without regard to winds, gravity or even inertia. His original talent roll of 20 overcame the resistance of 4 (his green halo) and still achieved a rank 5 success.*

Set wishes to ground this high-flying immortal, and so seeks to counter the serenade. He plays a counter serenade to Talaria, attempting to overcome the talent roll of 20. He succeeds, rolling a 23 total. The Talaria serenade's rank of effect is reduced to 4, and the serenade strength is reduced to 17. While still able to fly quite nimbly, Khy can no longer completely ignore the laws of physics.

Set, not content with a weakened serenade, attempts to remove it completely. He again plays a counter serenade, and this time achieves a 27 total. This time, he reduces the effect by 3 ranks, and the serenade strength is reduced to 8. Khy is reduced to gliding downward towards the earth. One more counter serenade would easily wipe out even this controlled descent, so Khy quickly lands.

Lulls

Anyone who possesses an attention may attempt to set up an area of interference to that serenade. This interference is known as a *lull*. The resistance to this type of preemptive measure is equal to the area that will be affected. The player uses his FI, a clear die and his talent rank in the attention, as usual. Each rank of success adds 1 to the resistance of all attempts to use that attention. The standard duration of all lulls is 1 clash, though this duration may be extended.

New Legacies

Ornamentation (Blue)

Complexity rank 5

Ornamentation is used to help overcome the *Mask* hostile.

Hallucination (Blue)

Complexity rank 5

Hallucination is used to help overcome the *Mirage* hostile.

Alacrity (Green)

Complexity rank 5

Alacrity is used to help overcome the *Multiple Defenses* hostile.

New Hostiles

Mirage (Blue)

Mirage is a hostile that a player rolls whenever he suspects he is perceiving an illusion of some kind. The difficulty of this hostile is noted under the serenades to which it applies (such as Allure and Veil). The player rolls against this difficulty, using a blue die plus his blue halo motes and any ranks of skill in the Hallucination legacy. If the total roll defeats the difficulty number of the hostile, the player can disregard any element of the illusion he wishes, even though others may still be under it. He can, conversely, also accept the illusion at will and remain under its effects.

The Mirage hostile is blue and is overcome with the help of the Hallucination legacy.



Changing Legacies

Since the legacies Tranquillity (also known as Tranquil Halo) and Loop now require a FI roll, they are changed to CLEAR legacies.

Serenade Area of Effect/Distance Modifiers

This table provides the resistance to covering an area (or volume) with the effects of a serenade. The area is given in terms of radius (usually with the player at its center).

This table is also used whenever straight-line distance is a factor.

Long-range serenades (such as Come-Hither, Ahimsa, Valkyrie and Diadem) count no resistance for distances of 1 mile or less. A Come-Hither serenade, which extended over 5 miles would have a resistance from distance of 2.

Radius / Distance Resistance Modifier

Yards:

1	1
2	2
5	3
10	4
15	5
25	6
40	7
60	8
100	9
150	10
250	11
400	12
600	13
800	14

Miles:

1	15
2	16
5	17
10	18
15	19
25	20
40	21
60	22
100	23
150	24
250	25
500	26
1000	27
2000	28
4000	29
Global	30

Weight Resistance

This table is consulted whenever weight is part of the resistance of a serenade, as described under the individual attentions such as Talaria (which allows an immortal to fly based on not only his own weight, but the weight of all he carries). In some cases, the number of weight categories above a base level is required.

Weight Resistance Modifier

under 8 oz	1
8 oz to 1 lb.	2
Lbs.	
1.1 - 2	3
2.1 - 4	4
4.1 - 8	5
8.1 - 15	6
15.1 - 30	7
31 - 60	8
61 - 125	9
126 - 250	10
251 - 500	11
501 - 1000	12
1001 - 1 ton	13

Tons

2.01 - 4	14
4.01 - 8	15
8.01 - 15	16
15.01 - 30	17
31 - 60	18
61 - 125	19
126 - 200	20
201 - 300	21
301 - 400	22
401 - 500	23
501 - 600	25
601 - 700	26
701 - 800	27
801 - 900	28
901 - 1000	29
1000 +	30+ (Narrator's Discretion)

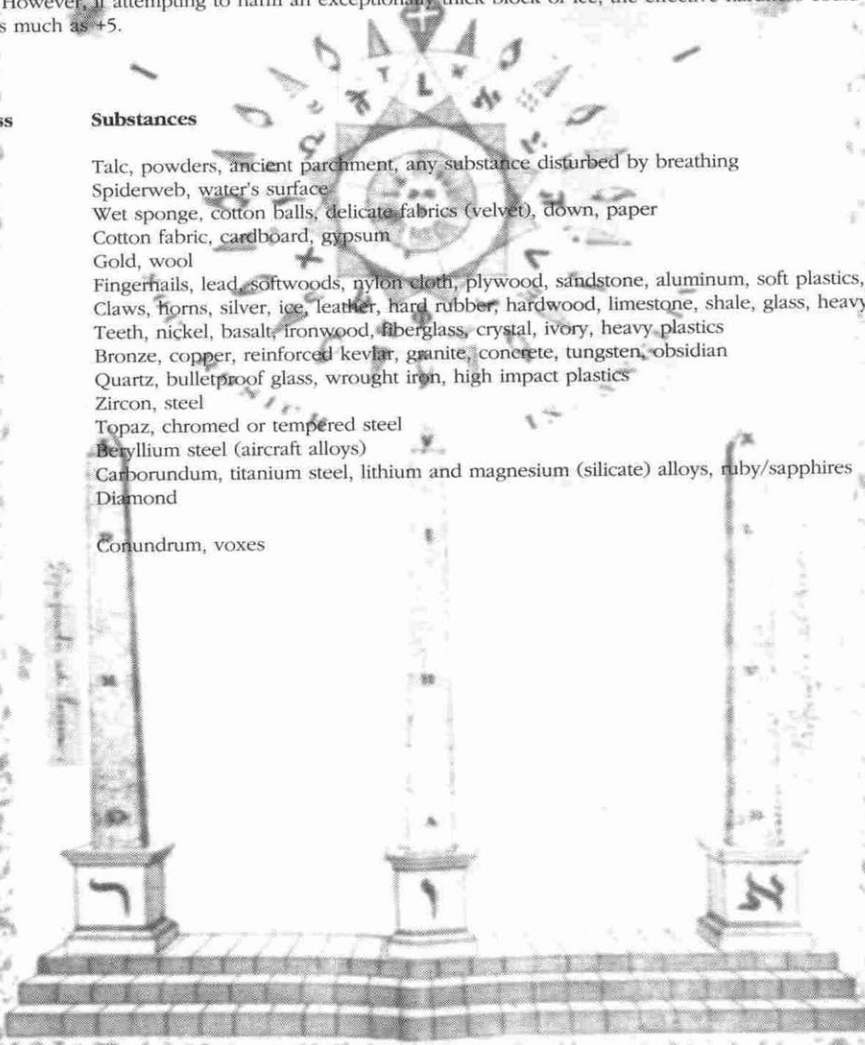
Hardness Resistance

This table is consulted whenever hardness and durability is part of the resistance of a serenade, as described under the individual attentions. (The hardness of an object takes into account its resistance to tearing as well as abrasion). The hardness of an object makes it more or less susceptible to damage or transformation. Hardness ranges from 1 (talc) to 15 (diamond) for normal objects, although supernatural objects or materials such as Conundrum have a hardness of up to 30. Consult the Hardness Table below for the appropriate hardness of other materials.

Note: especially thick or thin substances should have their hardness adjusted. For instance, Ice has a standard hardness of 6. However, if attempting to harm an exceptionally thick block of ice, the effective hardness could be increased by as much as +5.

Hardness

Substances



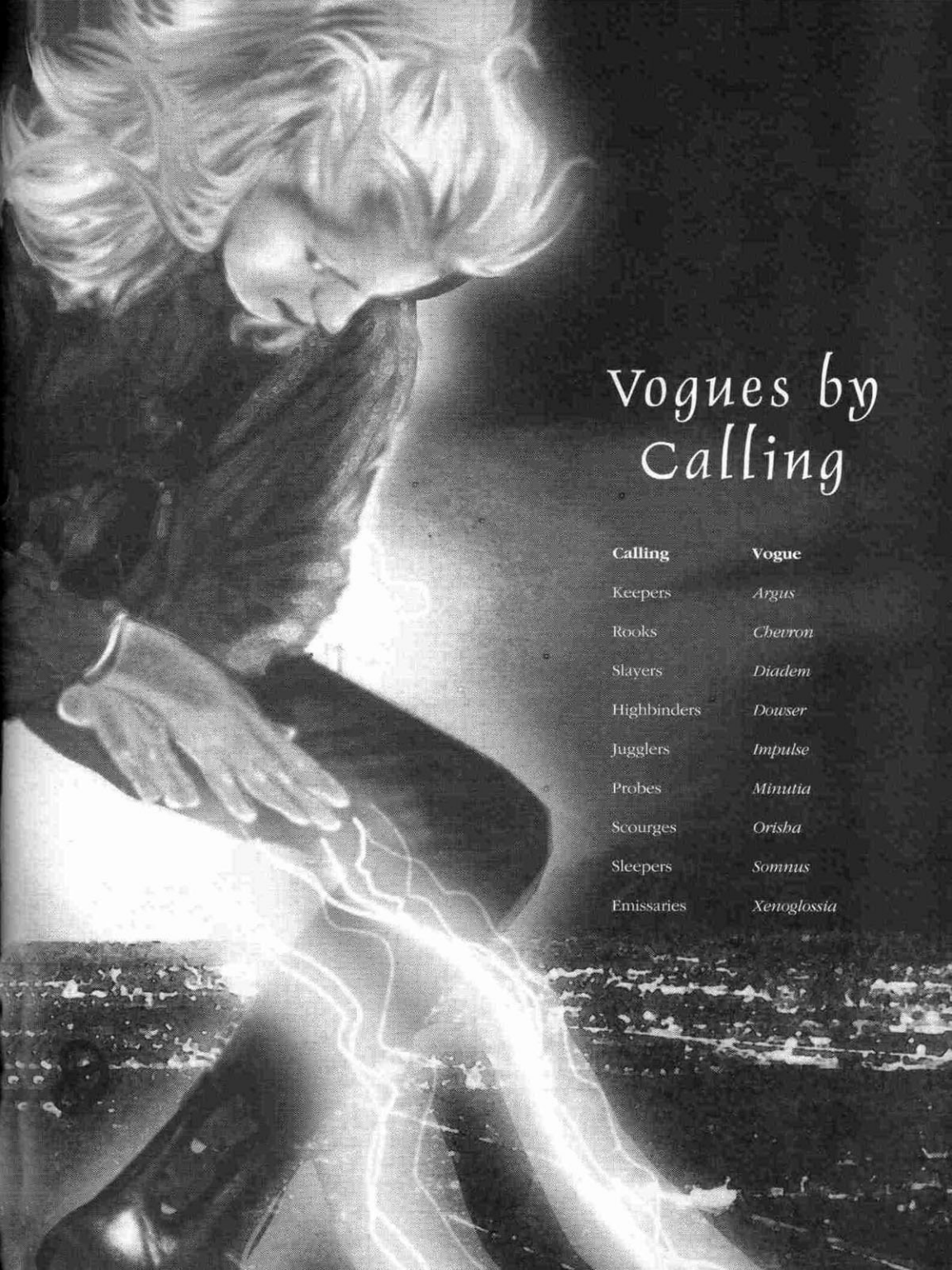
1	Talc, powders, ancient parchment, any substance disturbed by breathing
2	Spiderweb, water's surface
3	Wet sponge, cotton balls, delicate fabrics (velvet), down, paper
4	Cotton fabric, cardboard, gypsum
5	Gold, wool
6	Fingerhails, lead, softwoods, nylon cloth, plywood, sandstone, aluminum, soft plastics, silk
7	Claws, horns, silver, ice, leather, hard rubber, hardwood, limestone, shale, glass, heavy rope
8	Teeth, nickel, basalt, ironwood, fiberglass, crystal, ivory, heavy plastics
9	Bronze, copper, reinforced kevlar, granite, concrete, tungsten, obsidian
10	Quartz, bulletproof glass, wrought iron, high impact plastics
11	Zircon, steel
12	Topaz, chromed or tempered steel
13	Beryllium steel (aircraft alloys)
14	Carborundum, titanium steel, lithium and magnesium (silicate) alloys, ruby/sapphires
15	Diamond
30	Conundrum, voxes

V o g u e s

Pride

Vogues

Anopheles	<i>Adagio, Abimsa, Breath, Bubastis, Dare, Domino, Gorgon, Haspis, Ichor, Impulse, Manifesto, Mystique, Zodiac</i>
Arachne	<i>Bare, Bastion, Daze, Filament, Flux And Flow, Galatea, Gemetria, Iris, Minutia, Psychomachia, Riot, Scribe, Weld</i>
Banjax	<i>Bastion, Cradle, Dim, Flux and Flow, Gremlin, Inroad, Looking Glass, Malekin, Marionette, Riot, Veil, Weld, Xenoglossia</i>
Dracul	<i>Adagio, Abimsa, Cacophony, Douser, Himalaya, Inroad, Ley, Looking Glass, Nostrum, Rade, Syndrome, Tattoo, Zen Shadow</i>
Eremita	<i>Ambrosia, Boon, Cassandra, Evensong, Idol, Manifesto, Marionette, Nostrum, Prism, Rave, Surge, Veil, Xenoglossia</i>
Magdalen	<i>Amnesia, Brio, Cantabile, Gestalt, Gremlin, Haspis, Himalaya, Idol, Loa, Memoir, Minutia, Omen, Scribe</i>
Morrigan	<i>Allure, Boon, Brio, Cacophony, Chaos, Charm, Clarion, Incantation, Mistral, Omen, Surge, Talaria, Welkin</i>
Nimrod	<i>Animus, Anthropomorphis, Bare, Breath, Cantabile, Douser, Epitome, Gambit, Labyrinth, Mien, Prism, Sovereign, Zen Shadow</i>
Peri	<i>Anthropomorphis, Chaos, Cradle, Dim, Ember, Embrace, Endue, Filament, Gestalt, Khemia, Luminare, Quake, Syndrome</i>
Phoenix	<i>Come-hither, Daze, Domino, Ember, Gambit, Impulse, Labyrinth, Luminare, Memoir, Mystique, Sovereign, Talaria, Zodiac</i>
Roane	<i>Cassandra, Charm, Clarion, Come-hither, Dare, Diluenta, Endue, Gulag, Ichor, Incantation, Khemia, Mien, Rapier, Welkin</i>
Tautha	<i>Allure, Ambrosia, Diluenta, Galatea, Gemetria, Gorgon, Gulag, Ley, Mistral, Quake, Rade, Tattoo, Zoas</i>
Terat	<i>Amnesia, Animus, Bubastis, Embrace, Epitome, Evensong, Iris, Loa, Malekin, Psychomachia, Rapier, Rave, Zoas</i>



Vogues by Calling

Calling

Keepers

Rooks

Slayers

Highbinders

Jugglers

Probes

Scourges

Sleepers

Emissaries

Vogue

Argus

Chevron

Diadem

Douser

Impulse

Minutia

Orisha

Somnus

Xenoglossia

Adagio

Slowing Opponents

Litany: "Motion become slow..."
Resistance: target's Free Immaculum
Complexity: 5 (4 for Anopheles and Dracul)
Duration: clash

"Are you feeling sluggish? Do I, your adversary, now seem quick as lightning while you gather all of your effort for a single ponderous movement? Are you sorry now that you have challenged me to this dance?"

Description: The "slow dance" of Adagio destroys extra actions in it's target, making him as slow as most Twilights. Each rank of effect destroys one more escape.

System: The player's opponent resists with his FI. For each multiple of 3 he scores over his opponent's resistance, the player scores a rank of effect.

Special Notes: Even if the player destroys all escapades in his opponent, the opponent can still act at least once during the clash. The duration of Adagio cannot be extended.

Ranks of Effect:

Rank 1 1 escapade destroyed
Rank 2 2 escapades destroyed
Rank 3 3 escapades destroyed
Rank 4 4 escapades destroyed
Rank 5 5 escapades destroyed

Ahimsa

Summoning Animals

Litany: "The wild things listen..."
Resistance: lethality of animal + area affected (15)
Complexity: 5 (4 for Anopheles and Dracul)
Duration: scene
Secondary:
Hostiles: Companion, Jeopardy

"My vox mimics the creature I call for. My call whirls away from me like a flock of birds disturbed by a wolf or a stampeding herd which senses the lion. We will not have long to wait before help arrives."

Description: Ahimsa calls to animals and causes them to come to the player. They will be neutral and non-aggressive to the player and his comrades (unless the

player or his comrades are tainted, in which case the companion hostile is rolled to note their disposition.) The animals are free willed and will risk their lives for the player only if he achieves a roll of the secondary jeopardy hostile at the same rank or more than the primary roll.

Resistance Chart

Resistance	Animal Lethality
1	Harmless (frogs, birds, domesticated herd animals, small fish, most insects or non-poisonous spiders)
2	Usually Harmless (wild herbivores such as a ram, wild goat or deer; urbanized carnivores such as dogs, house cats, rats; shy carnivores such as jackals, skunks, vultures; small dangerous fish such as a piranha, or a small shark; a non-venomous reptile such as many snakes or iguanas; medium size fish such as salmon or red snappers; non-aggressive bees or locusts, or large spiders)
3	Aggressive (wild herbivores such as rhinos, hippos, buffalo, elephant and whales; any injured herbivore)
4	Dangerous (aggressive carnivores such as alligators, crocodiles, wolves, bears, hyenas and large cats; aggressive marine creatures such as typical sharks or a small killer whale; aggressive birds such as falcons or eagles; large herbivorous dinosaur or small carnivorous dinosaur such as Brachiosaurus or Velociraptor; any injured carnivore)
5	Extremely Dangerous (large hungry sharks, killer whales or giant squids, extremely poisonous snakes, swarms of enraged insects such as army ants, large species of carnivorous dinosaurs such as T-Rex and Allosaurus, rare monsters of a non-immortal nature; undiscovered dangerous species and any creature that will attack without provocation)

System: The player makes a roll, resisted by the lethality of the animal plus the amount of area through which his call can be heard. For every multiple of 3 over the resistance roll, the player scores a higher rank of effect, as detailed below. The higher the rank of effect, the quicker the animal(s) arrive to aid him. How quickly the animal(s) arrive is mitigated by how far away they may be. Multiple animals will arrive sporadically.

Special Notes: The player can freely communicate with the animal he summons through a special form of telepathy granted him by the serenade. Ahimsa is a long range serenade. As such, the first 15 levels on the distance chart are free. (Distance is not a factor if it is 1 mile or less.) Beyond this point, resistance accumulates as normal.

Ranks of Effect:

Rank 1	Within 24 hours
Rank 2	Within 12 hours
Rank 3	Within 6 hours
Rank 4	Within the scene
Rank 5	Within clashes

Allure

Illusions

Litany:	"Mirages find root in your mind. . ."
Resistance:	affected area + illusion's complexity
Complexity:	5 (4 for Morrigan and Tautha)
Duration:	indefinite
Secondary	Jeopardy (if the illusion
Hostiles:	conceals a danger to the target).
Created	
Hostiles:	Mirage (Blue)

"My thoughts mix with my vox, spinning out a tapestry of false image and sound. The perceptive will find themselves disturbed by my illusions but the unperceptive will find themselves lost."

Description: Allure allows the player to place an illusion on a place or an object. In most cases it is used to disguise its target, although it can also disguise a treacherous trap as well. Illusions created by Allure can affect every sense, including touch. While they cannot cause real damage, they can create pain hostiles and the illusion of wounds on the unfortunate target whose awareness is not great enough to pierce the deception.

Resistance Chart

Resistance	Illusion's complexity
3	Minor, static illusions which affect one sense
6	Minor, static illusions which affect all senses
9	Illusion affects target with full sensory side effects but cannot communicate or interact with him.
12	The illusion uses its target's own thoughts to become plausible and fully interactive, but no interaction that is not based on the target's own experiences can enter the illusion. Repetitive patterns in the illusion will eventually be discovered
15	The illusion is completely interactive and adaptive beyond the personal experiences of the target.

System: The player makes his roll against a resistance based on the illusion's complexity and the area it will cover. For every 3 points he scores over the resistance, he increases the illusion's realism by 3. The realism of an illusion determines how long someone must be in its presence to sense something "wrong".

Seeing through an illusion requires defeating the Mirage hostile. The difficulty of this hostile is equal to the illusion's complexity + its realism.

For example: *Aristander creates the illusion of a party in Alexander the Great's Babylonian palace, complete with courtiers, entertainment and food. The illusion will be very complex and interactive. It's base resistance is 12. He wants the illusion to cover the entire area of a modest mansion (40 yards diameter) for an added resistance of 6. His total resistance is an 18. His total roll is a 22, 4 above the resistance, achieving a rank 1 effect.*

*Anyone entering the mansion will quickly sense that there is some form of illusion present, and may attempt to penetrate it. They could then attempt a blue **Mirage** hostile (adding the legacy of **Hallucination**, if they have it) with a difficulty of 15 (12 complexity + 3 realism). Once this is accomplished, they may ignore any elements of the illusion they wish (ignored elements simply fade away). Anyone whose senses penetrate an illusion will not feel pain created by it.*

Special Notes: Any individual who enters the area of an illusion and does not attempt to actively penetrate it may only apply their blue halo against the Mirage hostile.

Illusions cannot be played specifically on a living thing, but all living things within an illusion can appear differently as long as they remain within the boundaries. Their interactivity with victims of the illusion, however, is based on their own ability to act. They will not become adaptively interactive in the same manner as pure illusionary characters.

Ranks of Effect:

Rank 1	Anyone exposed to the illusion senses something wrong in the area (+3 realism)
Rank 2	Anyone who spends more than a few minutes in the area will sense something amiss (+6 realism)
Rank 3	After a few hours anyone still in the affected area will feel there is a problem (+9 realism)
Rank 4	Days may pass before a feeling of falseness is detected (+12 realism)
Rank 5	The illusion is near-perfect, and can stand indefinite scrutiny (+15 realism)

Ambrosia

Restoring Youth

Litany: "The taint of death come into me. . ."
Resistance: duration taint will be carried
Complexity: 5 (4 for Eremites and Tautha)

"You know, we can hold back death and the march of time in these Twilights if we desire. By taking their taint upon ourselves, we restore their youth and vigor. Be careful of those who you bestow this gift upon. Not many are worthy."

Description: Ambrosia allows the player to restore youth to a mortal creature, by taking the tainted life-force that sickens and ages him. This taint enters the player's halo for a time, then dissipates back into the environment. This has the effect of lowering the physical age of the target by 10 years for every mote of taint.

The resistance of this serenade is the amount of time an Immortal will carry the taint in his own halo after drawing it away from his target.

Resistance Chart

Resistance	Duration taint will be carried
3	Indefinite
6	Series
9	Episode
12	Scene
15	Clash

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, he removes 1 mote of taint from his target's halo.

Special Notes: Once taint is removed from the target's halos (the target can only be a twilight) it is gone forever. This does not preclude more taint building up, but does extend the life of the mortal who undergoes its effects. The physical effect of Ambrosia is obvious to anyone looking at the beneficiary of this serenade. For every mote of taint removed, the equivalent of 10 years can be removed from the appearance of a twilight who has reached their physical peak, usually around age 35. Anyone who has not reached this physical peak will show no signs of regressed aging.

The player cannot draw taint from the Free Immaculum of a twilight.

Ranks of Effect:

Rank 1	Removes 1 taint from halo, target loses up to 10 years of obvious age
Rank 2	Removes 2 taint from halo, target loses up to 20 years of obvious age
Rank 3	Removes 3 taint from halo, target loses up to 30 years of obvious age
Rank 4	Removes 4 taint from halo, target loses up to 40 years of obvious age
Rank 5	Removes 5 taint from halo, target loses up to 50 years of obvious age

Amnesia

Forgetfulness

Litany: "Forget. . ."
Resistance: red halo + range of memory
Complexity: 5 (4 for Magdalen and Terat)
Secondary: Jeopardy (if the player wishes to erase a skill or attention)
Hostiles:

"I call to the memories in her mind, tiny sparks of light that sparkle through her red halo. I isolate those I wish to erase; they collect themselves together just above the forehead. See there? Now, the final moment of the serenade — the memories become burned-out particles floating through the red sheath. But take care! Dead memories have been known to reignite and become living sparks again!"

Description: Amnesia allows an Immortal to telepathically erase memories in his target. The target resists this ability with his red halo and the player has an additional resistance based on how far back he wishes to erase the memory (or memories). How long the memories remain erased depends upon the rank of effect scored by the player (see below).

Resistance Chart

Resistance	Range of Memory
1	The erased memory spans the last clash
2	The memory spans the last scene
3	The memory spans the episode
4	The memory spans the series
5	The memory spans an indefinite period of time

System: The player makes a roll against the target's red halo plus the range of memory. The further back he wishes to erase a memory string, the higher the resistance. For every multiple of 3 he makes above this resistance, he increases the duration of the memory loss. If he wishes to erase the memory of a skill, the skill rank is added to the resistance.

Special Notes: A rank 5 success of *Amnesia* sustains the memory loss indefinitely, even permanently. The narrator can have the memory return if the target experiences a traumatic event that "jogs" the memory. As always, this should only be used to enhance the story.

The Jeopardy hostile must be rolled in any case where the player erases the memory of a specific skill or serenade attention.

Ranks of Effect:

Rank 1	Memories return to target within minutes (player's choice, up to 60 mins.)
Rank 2	Memories return to target within hours (player's choice, up to 24 hours)
Rank 3	Memories return to target within days (player's choice, up to 31 days)
Rank 4	Memories return to target within months (player's choice, up to 12 months)
Rank 5	Memories are indefinitely erased (narrator's choice)

Animus

Devolution

Litany:	"The hunter lurks within us all. . ."
Resistance:	Free Immaculum
Complexity:	5 (4 for Terat and Nimrod)
Duration:	scene

"Inside all beings lurks the hunter. All creatures evolved into a higher state, leaving behind blind instinct for sentient purpose. But the DNA of what we were still lies locked within, discarded perhaps but not forgotten. I can reach into the depths of you and bring out things you never imagined."

Description: Animus is a peculiar form of regression that causes himsati natures to manifest in its target. Because humans are, as a race, possessed of the sleeping consciousness of the Sanguinary, they possess himsati natures that are repressed all their life. Only occasionally does a twilight become so close to the Sanguinary that these natures manifest, causing him to transform into part beast.

Animus allows an Immortal to reach into a twilight animal or human being and cause natures to manifest. Only those with Free Immaculum (necessary to "fuel" the nature) can be affected in this way. Immortal targets can be made to manifest any nature they possess. Twilight animals with free immaculum (an exceedingly rare occurrence) can manifest natures of their ancestors. Humans, however, are a wild card—they can manifest any nature imaginable due to the Sanguinary's presence within them.

System: The player rolls against the Free Immaculum of the target. For each multiple of 3 he gains above the resistance, 1 himsati nature manifests in the target.

Special Notes: The player chooses which nature will manifest. If he chooses a nature the target cannot manifest, no nature manifests.

Ranks of Effect:

Rank 1	1 himsati nature
Rank 2	2 himsati natures
Rank 3	3 himsati natures
Rank 4	4 himsati natures
Rank 5	5 himsati natures

Anthropomorphis

Interrogating Inanimate

Litany:	"I bring the voice out of eternal silence. . ."
Resistance:	complexity of answer (see chart below) + area affected
Complexity:	5 (4 for Nimrod and Peri)

"All things, living, dead or inanimate have a tale to tell. In the world we presume lifeless and static, vibrations gather into orbit. Our serenade structures these resonances into orderly patterns, one might even call these patterns thoughts! In this way we can question those things that are eternally silent."

Description: This attention allows an Immortal the ability to question an inanimate object about anything that has happened in its vicinity. A streetlight, for example, could tell an Immortal who has passed beneath it, what deals were made under its light, etc.

The answers of an object placed under Anthropomorphis take the form of a disembodied and unearthly voice.



Resistance Chart

Resistance	Complexity of answer
3	Yes/no or true/false questions
6	Multiple choice questions
9	One word answer
12	Short answer (a sentence)
15	Extended answer (dialogue or essay)

System: The player makes a roll against the complexity of answer chart above. For every multiple of 3 he gains above this resistance, he can ask a single question of the object.

Special Notes: If the player attempts to question more than a certain object (a room of a house is considered an object, not the entire house; a limited stretch of street or highway is considered an object, not the entire length of the street or road) the player adds additional resistance against his roll based on the amount of area he wishes to question. An area can include any number of objects.

No more than 5 questions can be asked through the use of Anthropomorphosis. Multiple uses of Anthropomorphosis on the same area within the same episode cause interference; the serenade strength of all previous uses of Anthropomorphosis adds to the resistance of further attempts to play this serenade.

Ranks of Effect:

Rank 1	1 question
Rank 2	2 questions
Rank 3	3 questions
Rank 4	4 questions
Rank 5	5 questions

Argus

Alarms

Litany:	"This thing become my eyes..."
Resistance:	senses left behind + area affected
Complexity:	5 (3 for all Keepers)
Duration:	1 scene, after activated (See below)

What is a guardian who does not have limitless eyes and the resolve to stare out of all of them?

Description: Argus bears the name of the trusted keeper who served the Magdalen Hera. He developed the ability to leave his senses within objects and animals in a certain place, senses which became activated whenever someone entered the area. His favorite trick was to place his eyes in the tails of peacocks left behind in Hera's ark so that he would become instantly aware if anyone discovered it.

Through the use of this attention, Immortals can convert an object or animal (never a sentient being, however) into receptacles for his senses. Creatures that enter the area activate the senses left in the object, immediately allowing the Immortal to view, smell, taste, hear and touch the person in the place, no matter how distant he may actually be. The person being observed in this manner is not aware of any sense observing him unless touched by the player. This observation lasts only for a scene, then terminates. Because of the nature of the attention, it is most effective when used in places with limited access.

Resistance Chart

Resistance	Senses left behind
3	Any one sense
6	Any two senses
9	Any three senses
12	Any four senses
15	All senses

System: The resistance of the serenade is the number of senses an Immortal wishes to leave behind plus the area of effect around the object. The object can perceive a radius of 2 feet around it with a 0 area of effect resistance. For each multiple of 3 the player scores above the resistance, he can fine-tune Argus to activate only under certain conditions, as defined in the ranks of effect below.

Special Notes: Once Argus has been activated it stays active for 1 scene. The player must return to the area where he originally placed Argus to reestablish the serenade. Argus is heavily used as a means of alert for arks and strongholds. As such, it is a favorite among Keepers.

Ranks of Effect:

Rank 1	Senses activate when a specific person nears the object or enters the area
Rank 2	Senses activate when anyone who intends to harm the player (not just physically, theft is harmful) nears the object or enters the area
Rank 3	Senses activate when a certain type of creature enters the area of effect (a twilight, an immortal, a drove, a bete noire) The player specifies which type
Rank 4	Senses activate when any sentient creature enters the area
Rank 5	Senses activate when any living thing or animated construct enters the area

Bare

Exposing the Invisible

Litany: "The light conceals nothing. . ."
Resistance: area affected + effect to reveal
Complexity: 5 (4 for Nimrod and Arachne)
Duration: scene

"A shadow must always fear its own slowness; only in leaping beyond the touch of light can it retain its secrets."

Description: Bare causes an immortal to emit a pulse of sound which surrounds certain targets in the area with a nimbus of radiant energy. Bare can reveal targets under invisibility effects of all sorts, from serenades to Religarum effects.

Resistance Chart

Resistance	Effects to Reveal
1	Reveals any object which has been deliberately hidden in the area
2	All living things in the area which move in even the most minute fashion, unless they are employing skills such as shadowing or stealth
3	All living things in the area which move, even if they are employing stealth
4	All living things in the area which are concealed through invisibility or illusions. The player sees the true form flicker underneath the illusion, metaphor or veil
5	All living things are revealed in the area, whether moving, under stealth or serenades or any that are viewing the area from afar with sensory serenades such as Iris

System: The player rolls against the area affected by the serenade as well as the types of hidden entities he wishes to reveal.

The number he scores above the resistance is compared to the stealth or serenade rolls of anything concealed in the area. Any target whose resistance is defeated is illuminated in a nimbus of radiant energy.

Bastion

Mystic Armor

Litany: "The violet light embraces. . ."
Resistance: violet halo
Complexity: 5 (4 for Arachne and Banjax)
Duration: scene

"We can be children of the Maelstrom, a spiral of violet fire within the membrane separating the Blue Air from our physical world. From this agonizing place we draw a power to strengthen our bodies against the enemy. Do not be afraid to reach into the Maelstrom for its protection — only be afraid if your taint forces you to cross into it."

Description: Bastion draws the violet energies of the Maelstrom, the elemental sheath dividing the radiant green Ley Membrane from the Blue Air and the physical worlds of the habitat and the dominions, the nursery of the Primals. In essence, the Maelstrom is the outer skin of the corporeal world, a resilient violet halo. By drawing on this fiery borderland, an Immortal energizes his own violet halo and gives himself armor. The armor appears as a mirror-like sheath that covers his entire body.

System: The player makes a roll against his own (or another's) violet halo. For each multiple of 3 he scores above the resistance, he gains an additional 1 violet halo worth of protection for the duration of the serenade.

Special Notes: Bonuses gained from Bastion can exceed limits imposed by the Himsati Tier. The bonus gained from Bastion serves only to resist harm (including serenades, physical attacks and damage caused by exposure). It does not aid any talent rolls or secondary hostiles aside from rolls made to resist a serenade's effect.

Ranks of Effect:

Rank 1	+1 violet halo
Rank 2	+2 violet halo
Rank 3	+3 violet halo
Rank 4	+4 violet halo
Rank 5	+5 violet halo

Aratron

Boon

Sharing Wounds

Litany:	"Chains of flesh and blood bind us. . ."
Resistance:	maximum wound category
Complexity:	5 (4 for Eremites and Morrigan)
Duration:	indefinite (until wound is taken)
Secondary	
Hostiles:	Familiarity

"Wounds can be shared. Let you and I enter into this bond. Your strength becomes mine. I will fight the enemy while you remain behind to fortify me. This is not a cowardly act. Those who give their strength to the Pride are honored amongst its warriors."

Description: Boon allows an Immortal to create an additional wound for himself by "borrowing" the vitality of another creature, whether that creature is willing or not. He links his body with that of his target, so that when he suffers a wound, it is instead inflicted on his target. Only one wound link may be established at a time. It's placement is always before any other wounds of the same rank. For example, a severe wound link with his target allows the player to take a severe wound without feeling the pain. His next severe wound, however, would affect him as normal.

Resistance Chart

The resistance of Boon is based on the maximum severity of wound that will be attempted. The greater the wound, the higher the resistance. The actual effect cannot exceed this wound category. If used on an unwilling target, the target may make a violet resistance roll.

Resistance	Maximum Wound Category
3	Light
6	Impairing
9	Severe
12	Crippling
15	Mortal

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, his link is established for a wound of one higher rank (up to a maximum determined by the resistance). No player or target may be the subject of more than one Boon.

Special Notes: The borrowed wound is always the first to be marked off the wound boxes when a blow is

delivered to that category. The pain hostile that accompanies the wound is NOT felt by the player of this serenade, but IS felt by the serenade's target. Thus, it is possible to borrow a wound from one's own opponent and place him under a pain hostile if he inflicts that same wound rank on the player.

If a wound whose category is higher than that provided by the serenade is inflicted on the player, the serenade itself ends.

Ranks of Effect:

Rank 1	gain 1 light wound
Rank 2	gain 1 impairing wound
Rank 3	gain 1 severe wound
Rank 4	gain 1 crippling wound
Rank 5	gain 1 mortal wound

Breath

Shelter of the Other

Litany:	"Your breath be my life. . ."
Resistance:	opponent's Violet halo
Complexity:	5 (4 for Anopheles and Nimrod)

"To be injured and have no recourse permits retreat, even if you must enter the lungs of your enemy and live as his breath. To use a Drove as a living shield in this way may be necessary, especially if you face multiple opponents. But in honorable combat, do not seek this means to fight, or you face a loss of Visage."

Description: Breath allows the player to transform his body into vapor and enter the lungs of another creature. As long as he remains inside the receptacle (or until it is killed) he takes no damage. The resistance of the serenade is the violet halo of the creature being entered.

System: The player rolls against the violet halo of his target. Each multiple of 3 over the resistance allows him to remain within the receptacle for a longer period of time.

Special Notes: If the receptacle is killed, the player must immediately leave it. While the player appears as a vaporous cloud while under the effects of this serenade, he can be harmed as if he were fully corporeal, making refuge within another body of paramount importance. He cannot play serenades or perform any other sort of physical action except to move about.

The subject of this serenade (usually the player) may end it at will.

Ranks of Effect:

Rank 1	subject may remain within the receptacle for 1 clash
Rank 2	subject may remain for 10 clashes
Rank 3	subject may remain for the scene
Rank 4	subject may remain for the episode
Rank 5	subject may remain until receptacle dies

Brio

Influencing Moods

Litany:	"The light of temper shines in every eye..."
Resistance:	red halo
Complexity:	5 (4 for Magdalen and Morrigan)
Duration:	scene
Secondary	Jeopardy (if the mood change places the target in danger)
Hostiles:	

"You're feeling... anger."

Description: Brio is a more subtle form of mind control that eventually culminates in the Impulse attention, described later. While Impulse control the mind, Brio merely shifts the moods of its target. As with all mind-altering serenades, Brio is resisted by the target's red halo.

System: The player makes a roll against the red halo of his opponent. Each multiple of 3 above this resistance alters the present mood of the target to a more extreme one. For example, a target who was completely in despair could be made to be completely happy at a rank 4 success.

Special Notes: Brio does not use the familiarity hostile required for Impulse since the player has no potential for complete control over his target. At the highest rank of effect, the player creates emotional triggers in the target. These triggers will endure beyond the duration of the other ranks for the rest of the episode.

Ranks of Effect:

Rank 1	Target's emotions alters slightly (calm becomes agitated, happy becomes mild)
Rank 2	Target's mood shifts moderately (calm to anxious, happy to annoyed)
Rank 3	Target's mood shifts dramatically (calm to flustered, happy to angry)
Rank 4	Target's mood becomes polar opposite (calm to panicked, happy to enraged)
Rank 5	Player can create emotional triggers in target (target will become happy when the sun goes down, or enraged when they see the color blue, or will feel completely secure when inside a greenhouse)

Bubastis

Transposing the Soul

Litany:	"Being a subtle passenger..."
Resistance:	animal lethality
Complexity:	5 (4 for Anopheles and Terat)
Secondary	Familiarity, Companion (if player is tainted)
Hostiles:	

"We move our soul from our body into the body of our companion animal, or into the body of another creature suited to our needs. We are subtle passengers in the bodies of our chosen, while their wild soul resides in our restrained bodies. True himsati form may be more powerful, but this serenade carries no danger of the Sanginary's possession."

Description: Bubastis allows an Immortal to transpose his soul with the soul of one of his companion animals. The lethality of that animal forms the resistance to the serenade. When the transference is made, the soul of the animal fills the body of the Immortal as well, so precautions must be taken to keep the terrene form of the Immortal from raving about and attracting attention, especially in a city.

Immortals with an esoteric himsati such as fire, water, stone or shadow can transfer their soul into that same element. The terrene form of esoterics, however, manifests the element they transferred into. Thus, a stone himsati who transferred himself into stone would have his terrene form transform into stone. A fire himsati who transferred into fire would have his terrene form burning with a harmless fire.

Resistance Chart

Resistance Animal Lethality

- 3 **Harmless** (frogs, birds, domesticated herd animals, small fish, most insects or non-poisonous spiders)
- 6 **Usually Harmless** (wild herbivores such as a ram, wild goat or deer; urbanized carnivores such as dogs, house cats, rats; shy carnivores such as jackals, skunks, vultures; small dangerous fish such as a piranha, or a small shark; a non-venomous reptile such as many snakes, iguanas; medium size fish such as salmon or red snappers; non-aggressive bees or locusts, or large spiders)
- 9 **Aggressive** (wild herbivores such as rhinos, hippos, buffalo, elephant and whales; any injured herbivore)
- 12 **Dangerous** (aggressive carnivores such as alligators, crocodiles, wolves, bears, hyenas and large cats; aggressive marine creatures such as typical sharks or small killer whales, aggressive birds such as falcons or eagles; large herbivorous dinosaur or small carnivorous dinosaur such as Brachiosaurus or Velociraptor; any injured carnivore)
- 15 **Extremely Dangerous** (large hungry sharks, killer whales or giant squids, extremely poisonous snakes, large species of carnivorous dinosaurs such as T-Rex and Allosaurus, rare monsters of a non-immortal nature; undiscovered dangerous species and any creature that will attack without provocation; human beings and Esoteric-himsatis)

System: The player makes a roll against the resistance. For each multiple of 3 he scores above the resistance, he is able to keep his soul in the animal's body for a longer period of time.

Special Notes: When an immortal transposes his soul to another body, he carries his Free Immaculum (his soul) with him. His vox, however, remains a prisoner in his terrene form. Thus, the possessed form cannot use serenades. The player can activate himsati natures in his new form (he treats it as his primary aspect).

Only creatures that do not have Free Immaculum of their own may be targeted. Even one mote of Free Immaculum makes the transference impossible. When the serenade ends, one mote of forte (if one is possessed) becomes transformed into Free Immaculum. Therefore, the vessel of such possession cannot be possessed again. A debate rages within the Perpetual

Society advocating the ban the use of Bubastis because of it's side-effect of engendering Religium.

An immortal who is tainted who does not successfully roll an Instincts hostile alerts the animal to the immortal's identity, while failing the Companion hostile causes the animal to seek out the immortal and attempt to destroy him.

Ranks of Effect:

- Rank 1 Possession lasts for an hour
- Rank 2 Possession lasts for 12 hours (all day or all night, broken by dawn or dusk)
- Rank 3 Possession lasts for the entire episode, at least a day and a night.
- Rank 4 Possession lasts for the series
- Rank 5 Possession lasts for an indefinite time

Cacophony

Halo Protection Against Serenades

Litany:	"There are many shades of red. . ." (or appropriate color)
Resistance:	any one halo color (see below)
Complexity:	5 (4 for Morrigan and Dracul)
Duration:	scene
Secondary Hostiles:	Familiarity (if played against another instead of self)

"There are many shades of red. I close my eyes and see all the colors of red mixing and emerging. There is no longer a single color of red in my aura. When my enemy's serenade seeks my mind, it will find only the chaos of too many reds. Thus am I protected even though the price is the taxing of my soul. . ."

Description: Cacophony allows an Immortal to confuse his opponent by introducing a shifting pattern of varying shades of color within his halo. Cacophony introduces a chaotic fugue to the air, making it more difficult for the player's opponent to hear the true resonance of his halo, causing a number of motes to vibrate "off-key".

System: The player makes a roll against the resistance of his own halo. For every multiple of 3 he gains over this resistance, one mote becomes affected by the cacophony. This mote becomes unusable for anything except resisting serenades, but the immortal gains +3 resistance for each affected mote against serenades targeting that halo color.

Special Notes: Only one halo at a time can be protected by Cacophony. Free Immaculum cannot be so protected. The motes affected by cacophony cannot be used for any other purpose, including skill use, physical combat, etc.

Ranks of Effect:

Rank 1	1 mote becomes unusable for anything except serenade defense, giving +3 resistance
Rank 2	2 motes becomes unusable for anything except serenade defense, giving +6 resistance
Rank 3	3 motes becomes unusable for anything except serenade defense, giving +9 resistance
Rank 4	4 motes becomes unusable for anything except serenade defense, +12 resistance
Rank 5	5 motes becomes unusable for anything except serenade defense, +15 resistance

Cantabile

Reflecting Serenade Attacks

Litany:	"What seeks also returns . ."
Resistance:	total attack roll of opponent
Complexity:	5 (4 for Magdalen and Nimrod)

"I know what you're thinking. You're going to send a globe of fire at me and set me on fire. I've heard you can do that. But before you do, let me offer a little warning. What goes around, comes around . . ."

Description: Cantabile allows an Immortal to take a serenade coming in at him and deflect it away or, on the higher ranks of success, reflect it back to the opponent who played it against him. The halo of the player of Cantabile becomes visible in a dazzling pattern of color when a serenade impacts against it.

System: The player makes a roll against the total attack roll of the incoming serenade. For every multiple of 3 he gains above the attack roll, the serenade falls more under the control of the Cantabile player, as described below.

Special Notes: Cantabile is played as if the persona were simply making a resistance roll to a serenade. If successful, it can turn the serenade backward instead of simply dissipating it. Once the serenade is reflected back, the new target can make a normal resistance roll. Cantabile cannot be used against area-affecting serenades.

If the player fails Cantabile, only his passive resistance applies to the target serenade. If he rolls a null, he loses all his passive resistance to the target serenade.

Ranks of Effect:

Rank 1	Serenade is merely resisted
Rank 2	Serenade deflects at a random target (including any comrades)
Rank 3	Serenade deflects at a random hostile target
Rank 4	Serenade is reflected back at whoever played it
Rank 5	Serenade is reflected at any target of the player's choice

Cassandra

Prophecy

Litany:	"A vision intrudes..."
Resistance:	distance into the future + destiny
Complexity:	(4 for Fremies and Roane)
Secondary Hostiles:	Familiarity
Created Hostiles:	Anael
	Disbelief (Red)

"Apollo found the key to seeing the future. He locked it away in his precious Oracle at Delphi, until he gave it to Cassandra, our marvelous Magdalen spy. A bribe for her love. What a fool the god of the sun! The humiliation of his loss should cool the fire of his arrogance. We name his secret after the one who counted coup upon him!"

Description: Cassandra is the ability to perceive the future that surrounds the player and those close to him. As he plays the serenade, the world seems to melt before the eyes of the Immortal, reforming to a future vision. All of his senses are active during the vision.

Resistance Charts

Resistance	Distance into future
3	one clash
6	one scene
9	one episode
12	one series
15	indefinite

Resistance	Destiny
1	No real impact on the player or his friends
2	The Immortal and his friends are indirectly linked to the event
3	The Immortal and his friends are minor players in the event
4	The Immortal and his friends are major players in the event
5	The Immortal and his friends are at the center of the event.

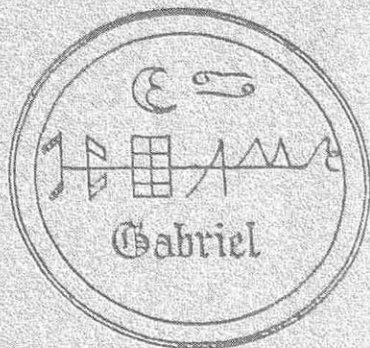
System: The resistance to an Immortal playing Cassandra comes from two sources. The first is the distance into the future he seeks to view. The farther he searches, the more difficult his search becomes. Secondly, how involved in the future event the player and his friends are determines additional resistance. The more he is the center of the event, the greater resistance to seeing how it will work out.

The player makes a roll against the resistance. For each multiple of 3 he scores above the resistance, he gains a clearer view of the future, but is bound more strongly to it.

Special Notes: The nature of Cassandra makes it difficult for a future to be believed by anyone who hears the prophecy. The player must roll a red disbelief hostile for every person in whom he confides his vision. The difficulty of the hostile is the serenade strength. Failing this roll causes the player to be dismissed. A null on this hostile causes the listener to become enraged by the player's pronouncement, in some way believing it is meant as a personal slight against himself. He will respond according to his personality.

Ranks of Effect:

Rank 1	Good or bad feelings of the future. Future may be completely altered.
Rank 2	Perception of people, objects and symbology as a surreal vision of the future. The future can be greatly altered.
Rank 3	Brief scenes of the future with a greater feel for actual possible events. Can alter the future to some degree.
Rank 4	Clear vision of a pivotal scene in the future. Very little can be changed.
Rank 5	Sweeping vision of the entire event with total understanding of what will occur. Nothing can be changed by the player, no matter what actions are taken.



Chaos

Bad Luck

Litany:	"The raven's feather falls at the door. . ."
Resistance:	yellow halo
Complexity:	5 (4 for Morrigan and Peri)
Secondary	
Hostiles:	Familiarity
Created	
Hostiles:	Chaos (Yellow)

"This is not your lucky day."

Description: Chaos allows an Immortal to create additional difficulty for his target, bad luck that interferes in most everything he does. Higher levels of success create more openings for this bad luck to strike.

System: The player makes a roll against the resistance of his target. For each multiple of 3 he scores above the resistance, the target gains an additional chaos die to be overcome during the target's next escape.

Special Notes: When the target takes his next escape, he must roll a number of additional yellow chaos hostiles at a difficulty of 1. Anything but a null indicates the target is safe, but if he nulls a single die, his entire action fails. In addition, his bad luck will be extended to his next escape. If the target decides not to take any actions, the chaos hostiles will remain with him until he does use an escape for an action. Only by taking at least one action and succeeding does he end the serenade.

Ranks of Effect:

Rank 1	Target must roll 1 yellow Chaos hostile on his next escape.
Rank 2	Target must roll 2 yellow Chaos hostiles
Rank 3	Target must roll 3 yellow Chaos hostiles
Rank 4	Target must roll 4 yellow Chaos hostiles
Rank 5	Target must roll 5 yellow Chaos hostiles

Charm

Majestic Presence

Litany:	"Only the soul knows its own beauty (ugliness). . ."
Resistance:	red halo of target(s) (+ area affected)
Complexity:	5 (4 for Morrigan and Roane)
Duration:	scene
Secondary	
Hostiles:	Jeopardy
Created	
Hostiles:	Fear/Awe (Red)

"All creatures, be they malicious or kind are beautiful. All are hideous as well. This beauty and ugliness is locked deep in some, rises to the surface or others. I paint my eyes with the power of my own soul and cast my nets into the school of dumbfounded fish. They will not soon forget me, nor the impression I made at their gathering!"

Description: Charm draws the incandescent beauty, or the shadowy ugliness of an Immortal's soul to cover his physical features, creating an impression so intense that it profoundly impacts the psyche of those who see him. The player chooses whether he appears beautiful or unsettling.

System: The Player makes a roll against his target's resistance. For every multiple of 3 he scores above the resistance, his presence is more potent, and also increases a red Fear/Awe hostile.

Special Notes: The Fear/Awe hostile comes into play if the target attempts to do anything that would cause distress or harm to the player. Failing this hostile roll cause the target to lose his nerve and depart the company of the player. This hostile is a red hostile of the same rank as the rank of effect.

Ranks of Effect:

Rank 1	Uninterested targets in the audience begin observing the player
Rank 2	Targets observing the player become curious to know more about the player and will begin discussions about him
Rank 3	Targets who are curious to know more about a player will seek contact with him
Rank 4	Targets who seek contact with the player will become awed or frightened by his majesty. Either way, they will go out of their way to please him although they will be mindful of their own social dignity
Rank 5	Targets are awed or frightened by the player, and will become obsessed with gaining his attention or keeping themselves completely outside his notice.



Chevron

Brightening the Halo (False Strength)

Litany: "The white light becomes the kaleidoscope. . ."
Resistance: current Himsati Tier
Complexity: 5 (3 for all Rooks)
Duration: series

"Chevron is an ancient word, the heraldic badge signifying rank and merit, strength to all who witness it. Where mortals make this badge from stripes of cloth, we make it in our own auras to make ourselves seem more powerful than we truly are. It is necessary to show this strength, especially where it may be necessary to avoid conflict. But be careful how you use this power, there are many bluffs which are called."

Description: Chevron creates a false signature of halo strength in the player or his target. The player must stand under some form of white light, such as a uncolored artificial lightbulbs when playing this serenade.

System: The player makes a roll against the resistance defined by his current himsati tier. For each multiple of 3 he scores above the resistance, the target gains the appearance an additional himsati tier and the maximum number of halo motes that comes with it.

Special Notes: The additional himsati tiers and motes are mere illusions — they will not stand up to real serenades or other forms of attack, but a scan will confirm their reality.

Ranks of Effect:

- Rank 1 Target gains 1 illusionary himsati tier
- Rank 2 Target gains 2 illusionary himsati tiers
- Rank 3 Target gains 3 illusionary himsati tiers
- Rank 4 Target gains 4 illusionary himsati tiers
- Rank 5 Target gains 5 illusionary himsati tiers

Clarion

Draw kindred Spirits

Litany: "The soul is worn on the outside. . ."
Resistance: area of effect
Complexity: 5 (4 for Morrigan and Roane)
Duration: scene

"We all have kindred spirits who believe as we do. Perhaps seeing our own ideals reflected in the eyes of others creates the ultimate bond of loyalty which transcends the cadre, the pride, our species, the immortal race itself. I can see you are skeptical, but your skepticism is born out of fear that your other loyalties are shallowly rooted. In the end, it is our own ideals which define us."

Description: Clarion is an ability which allows an immortal to call to others of his predilection. A knight, for example, could summon other knights to his cause. The Perpetual Society has discovered that kinship between those persons who share the same ideals is often the deepest bond.

Once the call is issued, all those in the area of effect of the same predilection as the player will sense the player's message. Increasing ranks of effect allow more detailed information to be conveyed.

System: The player makes a roll against the area the Clarion will sound through. Each multiple of 3 beyond the resistance allows the player to convey greater information to others of his predilection.

Special Notes: The serenade is centered on the player.

Ranks of Effect:

- Rank 1 Others with the same predilection will sense if the player is in danger
- Rank 2 Others can get a general feeling of the location of the player
- Rank 3 The player's identity and exact location are conveyed
- Rank 4 Any short message the player wishes can be conveyed
- Rank 5 As rank 4, but affects anyone with similar predilections (Knights call to Martyrs and Custodians, etc.)

Aratron

Come-Hither

The Call

Litany:	"greed and need draw the defenseless. . ."
Resistance:	familiarity + red halo + (distance - 15)
Complexity:	5 (4 for Phoenix and Roane)
Secondary	
Hostiles:	Jeopardy (if location is dangerous)

*"I murmur her name across the measureless seas
and she will come to me. She will not know why she
comes, or that I am here waiting for her. But she will
make the journey nevertheless. How many mortals have
we lured to us in this way? How many objects, stolen from
our boards have we recalled with this kind of whisper?"*

Description: Come-hither is an ancient Anopheles serenade whose power causes its target to be inexorably drawn to the player, no matter where they or the player may be. In the case of a living target, he will make his way to the player across nearly any distance.

In the case of inanimate objects, circumstances and probability will alter around the object, causing it to be moved closer and closer to the player.

Resistance Chart

Resistance	Familiarity
1	Person: intimately familiar, knows the target better than anyone else Object: owned by the player for a long time
2	Person: familiar, knows the target as well as anyone else. Object: owned by player for a brief time
3	Person: acquainted, has met the target and has learned a little from the encounter Object: touched and examined by the player at one time
4	Person: introduced, has met and exchanged a few words, but learned nothing personal from the encounter Object: object was once in player's presence
5	Person: unfamiliar, has never even met the target but has seen his pictures, read writings, or heard detailed descriptions Objects: tales, legends or other forms of documentation of the object have been studied by the player

System: The resistance of the serenade is based on three elements for both living and inanimate targets.

The first is the familiarity of the person or object to the player. The second is the distance which must be crossed. Come-Hither is a long range serenade. As such, the first 15 levels on the distance chart are free. (Distance is not a factor if it is 1 mile or less.) Beyond this point, resistance accumulates as normal. The third is the red halo of the target person or the ward of the target object. If an object is in the possession of a living being (on his person) either the red halo of the being or the object's ward is used, whichever is greater.

The player makes a roll against the resistance (familiarity as defined by the chart above plus the distance plus the red halo or ward protecting the target). For each multiple of 3 he scores above the resistance, he lowers the amount of time he must wait for the target of his serenade to arrive.

Special Notes: Once a living target of the serenade arrives, the player will have to use other means to secure his cooperation. The serenade ends when the object or person reaches its destination.

Ranks of Effect:

Rank 1	Indefinite wait (living target does not feel rushed, waits for vacation time off work or good weather, makes lengthy and complete preparations. He will tell others of his destination. Both living being and inanimate objects arrive at narrator's discretion)
Rank 2	Leisurely wait (living target takes time off when convenient, makes good preparations, tells anyone who asks his destination. Inanimate object arrives within years)
Rank 3	Impatient wait (living target insists on time off immediately but will reasonably accommodate other responsibilities, makes adequate preparations, tells only those close to him of his destination. Inanimate object arrives within months)
Rank 4	Restless wait (living target insists on immediate time off with little accommodations to his other responsibilities, makes poor preparations, will tell no one his destination. Inanimate object arrives within days)
Rank 5	Sleepless wait (living target drops all responsibilities, alienates all acquaintances, is not aware of his destination and makes no preparations at all. He will do whatever is necessary to reach the player, but will pay no attention to his route. Inanimate object arrives within one day)

Cradle

Mental Links

Litany:	"Two minds intertwine. . ."
Resistance:	familiarity of people in the bond + number of people connected
Complexity:	5 (4 for Banjax and Peri)
Duration:	indefinite

"There is a closeness between you and I that I have rarely felt in the ages I have lived. But I understand your need to make your own way in our strange world, and I will not hold you back. All that I ask is that you permit us to share the Cradle, a bond of our minds together so that I can sense when you are in danger. I have taught you much, but there is so much more that you are not prepared for."

Description: Cradle is a telepathic link between two (or more) individuals. Whenever one member in the Cradle is endangered, all the others sense the peril through a series of vivid flashes of vision. Any members of the Cradle that are able to see one another (even over a video-phone or other long-distance device) can telepathically communicate with one another as long as the visual contact is maintained.

The resistance of Cradle is based on the closeness of those in the link to one another. The less familiar the player is with any member of the bond, the higher the resistance. For every additional person in the bond, the resistance increases by 1.

Resistance Chart

Resistance	Familiarity
3	Intimately familiar, knows the target better than anyone else
6	Familiar, knows the target as well as anyone else
9	Acquainted, has met the target and has learned a little from the encounter
12	Introduced, has met and exchanged a few words, but learned nothing personal from the encounter
15	Unfamiliar, has never even met the target but has seen pictures, read writings, or heard descriptions

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, he can sense more subtle feelings of danger from those in the link (and thus will have more time to react on their behalf).

Special Notes: Cradle does not perceive the future — it only reacts to the present thoughts and feelings of its members. Unwilling targets resist with their red halos.

Ranks of Effect:

Rank 1	Member is experiencing a physical assault
Rank 2	Member is experiencing the feeling of being entrapped or of being in mortal danger
Rank 3	Member feels he is in some sort of danger and is on the run
Rank 4	Member is experiencing the fear of being followed
Rank 5	Member is experiencing the feeling of being watched

Dare

Lowering Inhibitions

Litany:	"Break the chains that bind desires. . ."
Resistance:	red halo
Complexity:	5 (4 for Anopheles and Roane)
Duration:	scene
Secondary	
Hostiles:	Jeopardy

"You are weighed down with your thoughts, your secret fears, your sense of what is proper and moral and just. I can free you from your heavy inhibitions and allow you to soar! Look above you at the realm of the sky. If birds were suddenly forced to carry the weight of your restraint, they would fall like a rain of stones."

Description: Dare acts as a mystic intoxicant on its target, causing him to lose his self-control as if he was drunk. Once this occurs, he becomes easier to manipulate, although he will respond more strongly to those things he feels passionately about. This serenade does not change the core beliefs of the target (as indicated by his predilection) so this manipulation can only go so far.

System: The Player makes a roll against the red halo of his target. For every multiple of 3 he scores above this resistance, his target falls deeper into a drunken revel, as described in the ranks of effect below.

Special Notes: The Jeopardy hostile must be rolled if the serenade places the target in danger.

Resistance Chart

Ranks of Effect:

Rank 1	Inhibitions loosen, as if the target is intoxicated
Rank 2	All inhibitions are stripped. The target becomes extremely uninhibited, giving way to buried desires
Rank 3	The target speaks every thought that crosses his mind when questioned
Rank 4	Target responds to any challenge to his honor
Rank 5	Target will do most anything to prove himself

Resistance Contact proximity

1	Skin to skin contact between the player and an unconscious target
2	Physical contact established between player and conscious target, whether skin to skin or through barriers such as clothes and armor
3	Player and target within visual range
4	Player sees an image (photo, video clip, live television broadcast, etc.) of the target and uses it to focus
5	Player and target have no contact, visual or otherwise

Daze

Supernatural Privacy

Litany:	"I am legend best forgotten. . ."
Resistance:	blue halo + contact proximity
Complexity:	5 (4 for Phoenix and Arachne)
Duration:	series
Secondary	
Hostiles:	Familiarity

"Yes, I realize he's been searching for information about me. Several of my mortal contacts have reported that he's trying to gain access to the Antiquity Collection at the library. His curiosity has grown to demanding proportions.

You seem alarmed. Wasted energy, do not contemplate it. I know a way to become little more than a rumor to him. He will search the world and discover no trace of me when I'm through. Then, when the time is right, I will deal with him personally."

Description: Daze is an attention created through ages of practice. It allows its player to select a target and place a subtle series of obstacles in his way when he attempts to learn more about the player's personal identity. Information that he seeks becomes scarce or subtly misdirected. Witnesses who wish to speak with him about the player will suddenly change their mind (or forget the information as long as they know the target is around). Records become misplaced or "accidentally" destroyed. Fate itself seems to work against the target's efforts to uncover the truth of the player's identity. In fact, documented proof he may already possess can become damaged or lost under the effects of Daze.

System: The Player makes a roll against his target's blue halo plus the contact proximity. For every multiple of 3 he scores above the resistance, he conceals more evidence about himself from the target.

Special Notes: Daze cannot be extended.

Ranks of Effect:

Rank 1	Some facts about the player are contradictory
Rank 2	Some facts about the player are completely misleading
Rank 3	Few real facts become available, some rumors can be found
Rank 4	No facts about the player can be found, rumors are abundant
Rank 5	No evidence or memory of the player can be discovered by the target, as if the player never existed

Diadem

The False Ripple

Litany:	"The keen nose smells all power.
Resistance:	area affected - 15
Complexity:	5 (3 for all Slayers)

"I know the Doves lie in wait within the darkness, wet noses sniffing for our failed serenades, sensing the taint that fills us and hungry to consume that taint and increase their own power. Sometimes we use Diadem to send out a false ripple, to draw them out and into our trap. There is no quarter given in this invisible war."

Description: Diadem's effect is simple — it creates a false ripple similar to those when an Immortal fails a serenade (in system terms, when a null is rolled). The player can determine how far his ripple will extend.

System: The Player makes a roll against the area he wishes to affect. For every multiple of 3 he scores above the resistance, his ripple appears to be increasingly powerful.

Special Notes: Once a ripple is sensed, tainted creatures such as Drowes generally send members to find the weakened immortal and drain his taint if they can before killing him. Players who use this ability must be careful of the consequences. Creating a potent ripple may draw the attention of very powerful individuals beyond his capability to handle.

Diadem is a long range serenade. As such, the first 15 levels on the distance chart are free. (Distance is not a factor if it is 1 mile or less.) Beyond this point, resistance accumulates as normal.

Ranks of Effect:

- Rank 1 **Weak:** Those sensing it will believe it to have come from a young immortal or one just out of Lethe
- Rank 2 **Substantial:** Those sensing it will believe it to have come from an average immortal
- Rank 3 **Energetic:** Those sensing it will believe it to have come from a strong immortal
- Rank 4 **Potent:** Those sensing it will believe it to have come from a very powerful immortal, on par with a Paragon
- Rank 5 **Mighty:** Those sensing it will believe it to have come from an immortal near eidon

Description: Diluenta allows its player to convert his body into an amorphous liquid form. The player can also allow an immortal to convert an object or the body of another being into liquid form.

System: The player makes a roll against the weight of the object or person. For each multiple of 3 he scores over the resistance, the target gains additional abilities usable when he is in the watery form.

Special Notes: In addition to transforming him into liquid, Diluenta allows the target to exist in extreme temperatures and pressures without suffering any ill effects. See the ranks of effect below.

Any two beings that take on a Diluenta form do not mingle together unless both desire it. Mingling causes the entire being of the player and his counterpart to become as one. Both entities feel the same sensations and share any depth of thought the desire, as if in a telepathic communion. This mingled state is said by the Roane to be the most intense form of intimacy possible between living entities. Roane will often, upon meeting another of their Pride, assume this form and mingle together as a means to secretly converse. This art was once a secret of the Roane until stolen by the Tautha. It was used extensively in Atlantis to promote brotherhood between Immortals of all the Prides, so much so that this period was known as the Mingling.

Whenever an immortal attacks another creature in this form (an ability gained at the 5th rank of effect) all of his halos are considered to be at half, with the exception of the violet one, which remains the same.

The target of Diluenta may end the serenade at will. Unwilling targets are not affected by this serenade.

Diluenta

Body of Water

Litany: "The anatomy flows..."
Resistance: weight or area affected
Complexity: 5 (4 for Roane and Tautha)
Duration: scene

"Your kind are too used to dry land and the rigid bones necessary to support your bodies. I come from the deepest sea, a place of such overwhelming vastness that you would be in terror for your life. In the dry world you have places to hide, but the sea is an open space. You must become one with the sea to survive it."

Ranks of Effect:

- Rank 1 Player assumes a watery form
- Rank 2 Player becomes immune to acids and combustible liquids of all kinds. He can withstand water temperature and pressure of up to 200 fathoms
- Rank 3 Player's body can quench any normal fire it passes over without harming him. His body can withstand water temperatures and pressure up to 600 fathoms
- Rank 4 Player's body becomes immune to any form of physical attack as long as he remains perfectly motionless. Can withstand water temperatures and pressure up to 1000 fathoms
- Rank 5 Player's body can move about at will and even strike others. Can withstand water temperatures and pressure of even the deepest oceans

Dim

Extinguishing the Halo

Litany: "Death wraps her cloak around me. . ."
Resistance: halo motes concealed in each halo
Complexity: 5 (4 for Banjax and Peri)
Duration: scene

"The enemy can see your living soul, no matter what shape you take. If you want to appear dead, truly dead, you must dim your aura to blackness. In this way we have taken the form of blade and armor, stone and statue, hiding our true nature until the moment to strike comes upon us."

Description: This attention perfects a means of making the aura and its halo colors so transparent that they cannot be perceived. An immortal appears as a completely dead mortal to humans or can be masked out of the halo-sensitive perception of the Doves and other creatures so that they seem to be little more than inanimate objects.

System: The player makes a roll against the highest number of motes he has in any one halo. If that number is 7, for example, his resistance to the serenade is 7. For every point he scores above the resistance, the difficulty of seeing through the dimming increases by 1. An illusion hostile can be attempted in order to see through this deception, at a difficulty equal to the serenade strength.

Special Notes: Immortals can use Dim on mortals as well. The serenade does no real damage, nor does it weaken its target in any way. All halo colors are dimmed to the same extent.

The effects of Dim remain in effect as long as the immortal stands perfectly still when touched by another living thing. If, however, he voluntarily moves, his halo will return to its full colors. If he is not in halo-to-halo contact with another living thing, the player can move without his Dim aura becoming seen as long as he remains out of halo contact with his opponent. This is especially important when dealing with Doves since their entire range of senses is based on perceiving the aura itself rather than the shell it inhabits.

An immortal may use less than his maximum number of motes to partially dim his halo. This can make an immortal seem less powerful than he really is. Anyone who successfully overcomes the illusion hostile will know that the halo is dimmed, but will not know how many motes are concealed.

Domino

Deep Intuition and Disguises

Litany: "Identity be buried behind the eyes. . ."
Resistance: blue halo + disguise complexity
Complexity: 5 (4 for Anopheles and Phoenix)
Duration: scene
Secondary
Hostiles: Familiarity, Jeopardy

"A lot can be said for the instinct we have preserved in ourselves throughout the ages. To be able to look into the eyes of our prey and sense what makes him feel safe has become a powerful trap for us. As for me, my fear comes in getting lost in the mind of the truly faithful, to be warped into something that the prey will use to protect himself. Go carefully when you present Domino, lest the kindly protector you portray becomes real in you."

Description: Domino is a form of telepathic scanning blended with illusionary glamour. Immortals use to interact with mortals on a day to day basis. While similar to Allure and Metaphor, Domino concentrates on an individual rather than a group, creating a mental bond between target and player where expectations of the target are absorbed and reflected by the player. Domino makes the player appear to his target as someone he trusts or admires.

Resistance Chart

Resistance	Disguise Complexity
1	Player appears to target as a type of person with a reputation for altruism and protectiveness, such as a fireman, police officer, doctor, priest, etc. His actions will reflect the target's expectations of what these types of persons act like
2	Player appears as an acquaintance the target has frequent social contact with, such as a local gas station attendant, the mailman, a clerk at a corner convenience store, a neighbor, a distant relative
3	The player appears as someone the target admires such as a favorite movie star, sports figure, politician or love interest
4	The player appears as someone the target knows very well, such as a sibling, parent, child or spouse
5	Player appears as someone (or something) the target trusts implicitly, such as an angel, earth spirit, ghost of a long lost parent, etc.

System: The player makes a roll against the resistance defined by the chart above plus the blue halo of the target. For each multiple of 3 he scores above the resistance, his performance becomes more perfectly in tune with the target's expectations.

Special Notes: Despite the intuitive bond created between player and target, the player must still have a logical reason he can give the target for being there — the target will question his appearance at the lower ranks of effect. Any time the player even thinks of harming the target, he must succeed at the Jeopardy hostile or Domino fades, revealing his true features in a fluid morph-like effect.

Ranks of Effect:

- Rank 1 Target is shocked, finds the disguised player's appearance hard to believe and tries to prove the player is not who he appears to be
- Rank 2 Target is taken aback, strongly questions the appearance of the player and avoids devoting his trust to him until he has proven himself
- Rank 3 Target is amazed but doesn't question the player's appearance too much as long as the player doesn't say anything that arouses suspicion
- Rank 4 Target wants to believe the player is who he says he is, and will even ignore minor idiosyncrasies
- Rank 5 Target will absolutely believe in the player's identity and will not question it unless he is asked to do something that places himself at risk

Description: Dowser allows an Immortal to track an object or person past any and all barriers in his way. To begin, the player must be somewhere the target was once located. From there, he can track the follow the path taken by the subject.

Resistance Charts

Resistance	Time Passed
3	The object in question was in the same location within the past day
6	The object was present only days previously
9	Months have passed since the object was moved
12	It has been years since the object was in this location
15	Object was present an indefinite period of time in the past
Resistance	Need
1	The object in question has almost no personal value to the player (an inconvenience)
2	The object being sought has little value to the player (it would be helpful to have it)
3	The object has some present value to the player (it is wanted badly)
4	The object has great present value to the player (it is vital for the player's objectives)
5	The object is crucial for the player's present need (earth-shattering or life and death situation for the player)

Dowser

Seeking

- Litany: "Beware the light, it conceals nothing..."
- Resistance: time elapsed since object was in same location + need or + green halo
- Complexity: 5 (4 for Dracul and Nimrod, 3 for all Highbinders)
- Duration: episode

System: The player makes a roll against the resistance based on the time which has passed since the object was moved from the location plus either the player's need for the object or the target's green halo if a person. For each multiple of 3 he scores above the resistance, he is able to trace the path through further difficulties. It is the nature of Dowser to have difficulty locating objects that have a present usefulness to the player. The more crucial to his needs the object is, the higher rank of effect he must score to follow its path.

The narrator carries the final decision on how crucial an object is at the present time to the player, based upon the use for the object and the situation surrounding the player.

"My condolences on your loss of a family heirloom. I'm sure it meant a great deal to you. Of course, if you permit me, I can find it for you. It may take a while, but nothing is impossible. I only hope the thief was mortal and hasn't had time to move it far."

Special Notes: Wards placed on objects do not affect the difficulty of Dowser.

Ranks of Effect:

Rank 1	Player can follow the path the object followed, over any solid surface
Rank 2	Player can trace the object's path, even across water
Rank 3	Player can trace the path through the air
Rank 4	Player can trace the path through the Ley membrane
Rank 5	Player can trace the path no matter what esoteric form of travel required

Ember

Creating Fire

Litany:	"Heat upon heat, the soul to fire. ..."
Resistance:	violet halo (+ dampness) or weight + combustibility (+ dampness)
Complexity:	5 (4 for Peri and Phoenix)

"Our eyes open and the fire contained behind them is unleashed. This fire we use to cleanse all that seeks to bar the path of the truly worthy. You stand in our path. Perhaps you should be cleansed."

Description: Ember is the ability to excite molecules into a frenzy of activity, causing the target to burst into flame. The target can be living or inanimate. If played against the inanimate, it sparks a normal fire that can eventually consume the item.

Resistance Charts

Resistance	Combustibility
1	Substance burns fiercely and indefinitely until consumed (gasoline, oil, kerosene, lighter fluid and other combustible chemicals)
2	Substance burns moderately and indefinitely until consumed (paper, coal, wood, non-fire-retarding fabrics including curtains, clothes and carpeting, wax)
3	Substance burns slowly and only partially unless fire is constantly tended (green wood, rubber, plastics)
4	Substance is highly resistant to fire (glass, thin metal, flame-retardant materials)
5	Substance is practically impervious to normal fire (asbestos, thick metal or reinforced glass, water, stone)

Resistance	Weather/dampness (if applicable)
1	dense fog or extremely high humidity
2	light rain or damp substance
3	downpour or partially submerged target
4	target underwater
5	target in vacuum — no oxygen

System: Against the inanimate, the player chooses his combustibility resistance from the above chart. Whatever materials are listed under the resistance he chooses (as well as any substances with lesser resistance) will be affected by the heat of his flame. Objects of a higher resistance than what is selected will be mostly undamaged, only slightly charred or blackened by smoke. In this manner, an Immortal controls the heat of his fire.

The resistance of non-living things is based on combustibility plus the area or weight of the substance the player wishes to immolate (whichever is greater). Especially damp weather or substances add to the resistance as well. For every multiple of 3 the player scores over this resistance, the fire consumes the targeted materials faster.

The resistance of a living thing is based on its violet halo. Weather conditions or dampness of the target can add to this resistance. Exceeding the violet halo by multiples of 3 creates increasingly severe wound ranks.

Ranks of Effect:

Rank 1	Objects burn for a normal duration before they are consumed, living target takes a light wound
Rank 2	Objects are consumed within the scene, living target takes impairing wound
Rank 3	Objects are consumed within 1 round (ten slashes), living target takes severe wound
Rank 4	Objects are consumed by the end of the clash, living target takes crippling wound
Rank 5	Objects are consumed instantly, living target takes mortal wound

Embrace

The Immobilizing Touch

Litany: "This hand be the weight of the world. . ."
Resistance: weight of target or orange halo
Complexity: 5 (4 for Terat and Peri)

"I render inert with this touch all that moves. The grip of all gravity flows through my hands and into you. If you're strength is poor, you are trapped on my fingertip."

Description: Embrace allows an immortal to seize control and hold someone or something simply by touching it with any part of their exposed skin. The serenade places its target under a great weight for as long as the player maintains contact. The serenade ends when the target exerts enough force to overcome the hostile, or the player releases the target.

System: The resistance is determined by the weight of the target itself, or the orange halo if the target is living. The Player makes a roll against the target's resistance. For every point he scores above the resistance, he increases the strength of his grasp by one. Moving the target (breaking the grip) requires a success against an orange held/grappled hostile with a difficulty of the player's orange halo + the serenade effect.

Special Notes: Objects that are immobilized by Embrace cannot break free, including vehicles. They are considered halted until the player releases them, or another living being breaks the grip.

Endue

Body Becomes Blade

Litany: "Supple be the limb and blade. . ."
Resistance: complexity of change
Complexity: 5 (4 for Peri and Roane)
Duration: scene

"In the underworld, we Peri grow blades from our fingers!"

"In the ocean, we Roane grow the teeth of sharks from ours."

"In the underworld we become beautiful glittering weapons for the arts of war!"

"In the ocean, we become the treasure that the enemy comes seeking."

"In the underworld, our Endue makes us the most feared of creatures!"

"Only Because the Roane are not in the underworld. Yet."

Description: Endue is an ability developed by the Peri to transform their limbs into organic weapons in the shape of swords, axes, hammers — virtually any sort of melee weapon. These weaponized arms and legs grant extra damage to the player during combat, or can be used as tools of many types, as long as the tool is not complex (such as power saws, drills and the like.)

Resistance Chart

Resistance	Body affected
3	Transform a single digit (finger or toe) into a weapon or tool (base damage of 1)
6	Transform any or all digits into weapons or tools (base damage 2 plus rank of effect)
9	Transform entire limb (arm or leg) into a weapon or large tool (such as a shovel, rake, grappling hook) (base damage of 3)
12	Transform entire body into any simple weapon or tool (a spear, katana, arrow, saw, longbow, screwdriver) (base damage 4)
15	Entire body transforms into any exotic weapon or tool (a compound or cross-bow, firearm) (base damage 5 plus rank of effect)

System: The resistance of Endue is based on how much of his body the player wishes to transform into a weapon. The more of his body he transforms, the higher the resistance. The player can ultimately transform his entire body into a weapon.

The player makes a roll against the resistance. For each multiple of 3 he scores above the resistance, he increases the amount of damage he can do as a weapon, or the precision of the tool whose form he assumes.

Special Notes: The base damage of the weapon form of the player is based on the resistance he chooses. If he transformed all digits into blades (resistance 6) he has a base damage of 2. When striking, he adds his rank of effect bonus (below) plus his orange halo unless his entire body has been transformed and he is being used as a weapon by another person. In that case, the other person's orange is instead applied.

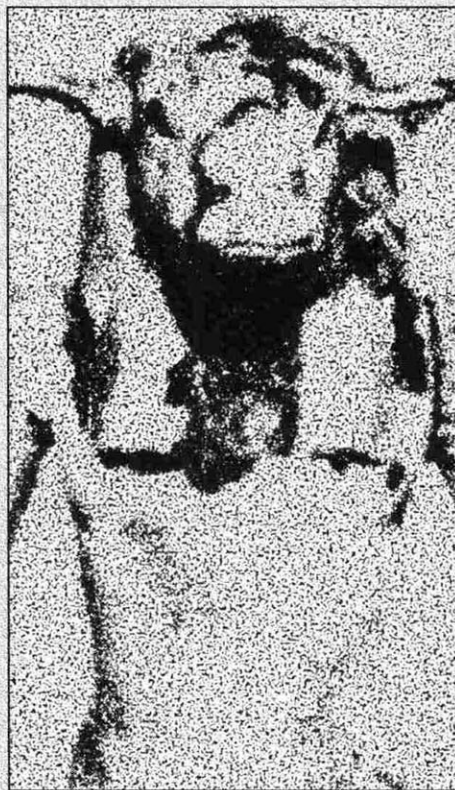
The material of the weapon-form of the player depends upon his himsati form. If his himsati is made of metal, the sword he becomes will be composed of metal. If his himsati is fire, the weapon is fire. If his himsati is a mammal, the sword might appear to be made of ivory, like a long claw, or of the substance of hoof or horn. In any event, the weapon will usually have an organic and alien appearance when compared to normal weapons made by Man.

In the case of a Peri who uses Endue, then uses his himsati's artifice gift, only the rank of effect bonus (below) is cumulative with the artifice's damage.

If played upon an unwilling target, the target may resist with his violet halo.

Ranks of Effect:

Rank 1	+1 damage bonus, tool is crude (hammer)
Rank 2	+2 damage bonus
Rank 3	+3 damage bonus, tool is refined (screwdriver)
Rank 4	+4 damage bonus
Rank 5	+5 damage bonus, tool is exceptionally precise (paintbrush)



Epitome

Taking Himsati Natures

Litany:	"The force of nature gives your power to me. . ."
Resistance:	violet halo
Complexity:	5 (4 for Nimrod and Terat)

"Take on the gifts of the beasts and use them in reverence. Come closer and let me show you how this is done. . ."

Description: Epitome allows the player to touch an animal and gain one of its powers as a himsati nature when he next takes himsati form (or if he is already in himsati form). This nature can be used as any other for the duration of the serenade.

System: The player rolls against the violet halo of his target. Each multiple of 3 over the resistance gains him use of the nature for a greater period of time. A bird, for example, can have its wings nature emulated by the Terat for the scene. During that scene, the player gains wings when in himsati form.

Special Notes: The narrator should consult *Immortal: Shapeshifter's Manual* to determine which natures are available. Natures can be taken from normal animals or from Immortals. The entity from which the natures are derived must be touched skin to skin. They do not lose the use of the natures, even while the player gains such use. Only one nature may be borrowed at a time.

Ranks of Effect:

Rank 1	Gain use of nature for a clash
Rank 2	Gain use of nature for 10 clashes
Rank 3	Gain use of nature for the scene
Rank 4	Gain use of nature for the episode
Rank 5	Gain use of nature until animal dies

Evensong

A Wish Granted

Litany: "The bloom does not wither, ..."
Resistance: present danger to player
Complexity: 5 (4 for Eremites and Terat)

"The older Immortals know of the Bloom. They remember when it erupted over this world, cleansing all of the Primals with it's purity of power, creating races of Mankind who still elude us, races that never dream and thus never looked into the eyes of the Sanguinary."

"We can call upon the Bloom, but such intervention always brings a price. Do not raise your voice in an Evensong unless you are cleansed of taint. If you fail to heed this warning, the price the earth herself will extract will be a terrible one."

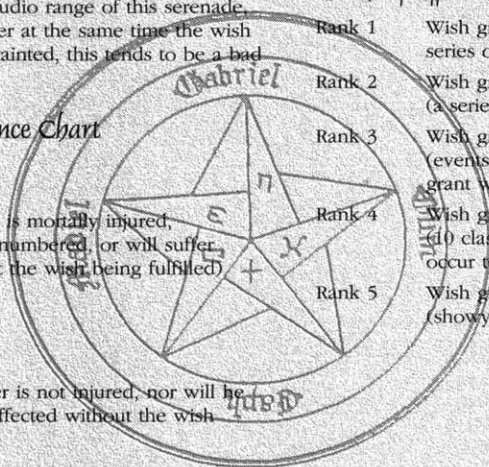
Description: Evensong calls upon the strange force known as the Bloom, a power that remains as the legacy of the destroyed Sunedion forest that once covered all the Habitat. Some Immortals believe that the Sunedion's presence over the Earth gave it a form of sentience, a self-awareness represented by the Bloom.

The serenade that calls the Bloom causes probability to alter around the player, creating a "miraculous" situation which can keep him from being destroyed, or altering events to accommodate a wish he may have. The resistance is based on the present need of the player for the miracle.

If any members of the player's companion animal (or substance) are within audio range of this serenade, they are drawn to the player at the same time the wish is granted. If the player is tainted, this tends to be a bad thing.

Resistance Chart

Resistance	Present need
3	Crucial (player is mortally injured, hopelessly outnumbered, or will suffer greatly without the wish being fulfilled)
6	Grave
9	Serious
12	Mild
15	Minimal (player is not injured, nor will he be adversely affected without the wish being fulfilled)



the narrator based on the situation. For every multiple of 3 he scores over the resistance, he gains speedier (and thus, more dramatic) fulfillment of his wish (and speedier arrival of any companions in the area).

Special Notes: The Bloom extracts a price for those who call upon it's enigmatic power. The price is usually in the form of a compulsion to protect or save some part of the earth that comes under attack by minions of the Sanguinary. At some indefinite point in the future, a compulsion comes over the player which inevitably leads him into direct conflict against the dark ones of the Sanguinary. Conversely, events might steer him more subtlety in that direction. The difficulty of his "Bloom Quest" is based on the rank of effect he scored. The greater the wish, the greater the price.

How the wish is fulfilled is left to the narrator to decide. A player's wish may be "deliver me from my enemies!" and he may suddenly stumble into a Ley-line and be carried away from the scene of battle, or a gas-main might explode and cause the battle to be abruptly ended. Starving people might gain food when a pizza-delivery truck swerves to avoid being hit as his cargo flies out the door. Often the wish will be linked to the arrival of his companion. Imagination tailored to the situation enhances the drama of this ability.

The wishes of Evensong are not cumulative. One must be fulfilled before the serenade can be used again. The Bloom may also directly censor anyone who calls upon it's power too often.

Ranks of Effect:

- Rank 1 Wish granted sometime during the series (a series of events causes wish to come true)
- Rank 2 Wish granted sometime during the episode (a series of events causes wish to come true)
- Rank 3 Wish granted sometime during the scene (events become dramatically changed to grant wish)
- Rank 4 Wish granted sometime during the round (10 clashes) (less subtle events dramatically occur to grant wish)
- Rank 5 Wish granted that clash (showy, instant granting of the wish)

System: The player verbally makes his wish, invoking the power of the Bloom. He then makes a roll against the resistance table above, its number determined by



Filament

Entanglement

Litany:	"This be the thread that binds. . ."
Resistance:	hardness rank of object + green halo
Complexity:	5 (4 for Arachne and Peri)
Duration:	indefinite (until target breaks free)
Created	
Hostiles:	Held/Grappled (Orange)

"We spiders can spin a web out of anything, perhaps out of your own hair? You seem shocked. Intriguing isn't it? How painful to have to rip out of your own hair."

Description: Filament allows the player to spin thread out of any object he touches. This web sprays out and entangles his target.

Resistance Chart

Resistance	Hardness rank
1	Hardness of 1 - 3
2	Hardness of 4 - 6
3	Hardness of 7 - 9
4	Hardness of 10 - 12
5	Hardness of 13 - 15

System: The player makes a roll against the hardness rank of the object being used as the source of the Filament, plus the green halo of his target. For each point scored above the resistance, the entanglement becomes more severe.

Special Notes: Breaking free requires rolling against an orange Held/Grappled hostile with a difficulty equal to the hardness rank + effect score. Each point scored over this difficulty snaps some strands of the filament and reduces the difficulty of further attempts to break free by 1. If this difficulty is reduced to 0, the target is freed from the web.

Attempting any action which requires movement while under Filament requires succeeding at a Held/Grappled secondary hostile of this same difficulty.

Throwing a normal net at someone requires a roll against their green halo but not the hardness. The same rules as Filament apply to breaking free.

Flux and Flow

Defiance of Gravity

Litany:	"I walk where I will . . ."
Resistance:	green halo
Complexity:	5 (4 for Arachne and Banjax)
Duration:	scene

"When down is any direction you desire, Escher's flights of fancy are only the most obvious possibilities."

Description: Through the use of this attention, the player (or his target) can walk on a variety of unstable surfaces, from vertical walls to clouds.

System: The player makes a roll against his green halo (or that of his target.) For every multiple of 3 he scores over this resistance, the player can walk on progressively more unstable surfaces.

Special Notes: Any Immortal under Flux and Flow ignores all tactical hostiles.

Ranks of Effect:

Rank 1	Target walks on steep inclines, tightropes and ledges as if on flat, solid ground
Rank 2	Target walks on liquids as if on solid ground
Rank 3	Target walks on or sticks to walls and ceilings as if on flat solid ground
Rank 4	Target walks on floating dust, flying leaves, etc. as if on flat solid ground
Rank 5	Target walks on a flow of air or any other surface, no matter how turbulent of unstable, as if on flat solid ground

Galatea

Art Imitates Life

Litany: "Earth my body, water my blood. . ."
Resistance: halo of entity
Complexity: 5-6 for Arachne and Tautha
Duration: scene

"You wish to discuss art, then. Appealing. You seek matters of direct observation on one of the hearts of our power — to create that which mortals are drawn to. Art. They leave fragments of their soul inside the art of the Arachne, a resource we do not waste. We have been counseled to be careful of our use of Galatea, bringing to life that art which we have made. Others have discerned that there are times when we make a piece for the express purpose of bringing it to life. If this disturbs you, we have been at least partially successful."

Description: Galatea is the name of a serenade used by immortals to bring to life an inanimate object or art piece. In many ways this attention is similar to the Magdalen's Allegory secret, but works its wonders in a more base fashion. While the characters of Allegory possess knowledge, personalities and skills based on the literary environment from which they sprang, the objects made flesh by Galatea begin their lives with only instinct to guide them.

Resistance: The resistance of the created being depends upon the capabilities it will possess. As the creations begin with no skills, the resistance is determined by the halo notes the player wishes his creation to assume. The Narrator may impose a limit at his discretion.

Certain pieces of art have magick stored within them that can be applied against the resistance. (See the sidebar on *Magick* on page 112.) In many cases, art can acquire magick swiftly, since the appeal of art is its immediate visual message. The Narrator can assign to a photograph, painting or other object d'art a rating of magick as he sees fit (the rating can be as high or as low as he wishes).

If the weight of the object is greater than 250 lbs., its weight category - 10 is added to the resistance.

System: The player rolls against the total number of notes he wishes the object to have when he brings it to life. He applies as much of the object's magick rating as he wishes. Magick expenditure is permanent. In this way, art is drained of the magick it has accumulated. For every multiple of 3 by which the player exceeds the resistance he scores a rank of effect, as described below. The higher the rank, the more kindly disposed to the player the entity will become.

Special Notes: Galatea is useful in creating creatures out of paintings, playing cards, statues, photographs, almost anything at all. Non-human art objects will assume a disturbing appearance once they are made living. It is known that the fortresses of the Arachne are all filled with living furniture, tools and weapons that prowl around the dim halls.

Ranks of Effect:

- | | |
|--------|--|
| Rank 1 | Entity is unmotivated by the player, treating him according to its own personality |
| Rank 2 | Entity is inclined to listen to the player's suggestions, and will act according to its own personality, aiding the player as long as it is not inconvenienced |
| Rank 3 | Entity is friendly with the player, and will act accordingly. It will not place itself at any risk |
| Rank 4 | Entity is fascinated or drawn to the player. It will do most anything the player asks as long as it is not put in mortal danger. Other risks are acceptable |
| Rank 5 | Entity is completely obsessed or protective of the player. It will do whatever it can, even placing itself at risk of destruction, to please the player |

Gambit

Total Concentration

Litany: "The reed bends in the wind . . ."
Resistance: any halo color
Complexity: 5 (4 for Nimrod and Phoenix)

"Total Concentration. No less, or you fail."

Description: Gambit allows an Immortal to focus his consciousness to such an extent that he can practically ignore peripheral hindrances to his attempt to complete an action. In system terms, the serenade allows the player to ignore ranks of secondary hostiles affecting the halo targeted by the serenade. If he wants to ignore yellow secondary hostiles for the next escapade, he targets his own yellow halo as a resistance.

System: The resistance of Gambit is based on the halo color the player wishes to focus. If he wants to ignore yellow secondary hostiles for the next escapade, he targets his own yellow halo as a resistance.

The player makes a roll against the resistance defined by halo he wishes to focus. For every multiple of 3 he scores over this resistance, he ignores increasingly higher ranks of secondary hostiles attached to that color.

Special Notes: Gambit does not directly aid any talent roll (or other primary hostiles). Gambit may not be extended.

Example: Makeda is standing in fog. She uses Gambit to focus her blue halo so that she can ignore the blue visibility hostile she is under. She rolls against her own blue halo of 10 and scores a 17. She exceeds the resistance by 7. She can ignore all blue hostiles of rank 2 or less during for her next escape.

Ranks of Effect:

Rank 1	Ignore rank 1 hostiles
Rank 2	Ignore hostiles of rank 2 or below
Rank 3	Ignore hostiles of rank 2 or below
Rank 4	Ignore hostiles of rank 2 or below
Rank 5	Ignore hostiles of rank 2 or below

Gemetria

Escape Through Duplication

Litany:	"I am many. . ."
Resistance:	violet halo
Complexity:	5 (4 for Arachne and Tautha)
Duration:	scene

"When the enemy closes on you, it is sometimes wise to split yourself into many to escape. Let him chase each part if he will. It is rare any hunter will capture all his prey."

Description: Gemetria is the ability of an immortal to transform himself into many copies of his himsati. The effect is quite startling as the immortal's body blows apart into a flock of birds or collapses as a swarm of rats or beetles. Each of these duplicated forms seek to escape the area and later recombine into the Immortal's terrene form.

System: Resistance of Gemetria is the violet halo of the player since he must force his physical form to split apart. The player rolls against the resistance of his own violet halo. How much he rolls over that resistance, as well as what his himsati form is, determines the number of duplicates, based on the entries below which appear in the following format:

Type of Animal: **System**

Very large animals such as whales, elephants, rhinos, large dinosaurs, esoteric himsatis such as fire, lightning or any other damaging forces: **For every 3 over the resistance, gain 1 duplicate.**

Large animals such as most herd animals (bighorn sheep, bulls, giraffe, zebra, horses, large reptiles such as crocodiles). Esoterics which are not innately harmful such as water, light, shadow, etc.: **For every 2 over the resistance, gain 1 duplicate.**

Smaller animals such as bats, dogs, cats, rodents, birds, snakes and other reptiles: **For every 1 over the resistance, gain 1 duplicate.**

Tiny animals such as most insects, arachnids, hummingbirds, small lizards: **For every 1 over resistance, gain 3 duplicates.**

Special Notes: No matter how many of the duplicates of Gemetria are destroyed, as long as one exists, the immortal is able to reform in his terrene body. He cannot make the duplicates attack anyone, but can use them to spy on others, if he wishes. At the end of the scene, however, the duplicates will seek to come together as one.

If at least half of the duplicates are captured, the remaining ones cannot reform the immortal in his terrene state. The captive duplicates must be killed or freed before the immortal reforms in his human state. If less than half of the duplicates are captured, they dissipate at the end of the serenade while the immortal's essence abandons them and returns to his terrene shape.

Duplicates will independently defend themselves if anyone attempts to stop them from fleeing the area. They are not under the control of the player. No duplicate has any skills of the player, but does possess the himsati natures of the prime aspect.

Gestalt

Stealing Skills

Litany:	"Into dark innocence is shed light. . ."
Resistance:	rank of skill stolen or red halo
Complexity:	5 (4 for Magdalen and Peri)
Duration:	scene

"You have a skill I wish to possess. If you were more than a match for me before, you'll find me better prepared when I steal your knowledge. Does you mind grow hazy? Your limbs seem unsure? Let us begin then."

Description: Gestalt allows an Immortal to steal the skill from his target and use it during the scene, while lowering that same skill in the target. The resistance of this serenade depends on the Complexity of the skill stolen. Stealing a vogue attention would create a resistance of 15 since all are of a Complexity 5.

Resistance Chart

Resistance	Complexity
3	1
6	2
9	3
12	4
15	5
18	6

System: The player makes a roll against the resistance defined by the chart above. If the serenade is actively resisted, the resistance is based on the red halo instead of the skill complexity. For each multiple of 3 scored above the resistance, the player gains a higher rank in the skill he has chosen and lowers it in his target by the same number.

Special Notes: An immortal cannot steal more ranks of skill than his opponent possesses. He also cannot himself exceed rank 5 of skill through use of Gestalt.

Stealing a skill from another person requires halo contact. This touch can take the form of a melee strike.

For Example: *Pashon uses gestalt to steal a dodge skill from his nimble opponent whose dodge is 5. He has a dodge of 2, so he will want to increase his rating to 3 or more. His opponent does not resist. Dodge has a Complexity of 3, creating a resistance of 9. Pashon rolls a total of 20. He scores 11 above the resistance, stealing 3 ranks of skill, reducing his opponent to a dodge skill of 2 while increasing his own skill to 5.*

Ranks of Effect:

Rank 1	1 skill rank acquired
Rank 2	2 skill ranks acquired
Rank 3	3 skill ranks acquired
Rank 4	4 skill ranks acquired
Rank 5	5 skill ranks acquired

Gorgon

Petrification

Litany:	"Medusa's blood is cold as stone. . ."
Resistance:	green halo
Complexity:	5 (4 for Anopheles and Tautha)
Duration:	scene
Created	
Hostiles:	Encumbered (orange)

"Let's see how tough I can make you. . ."

Description: Gorgon is the attention which allows an Immortal to immobilize his target by turning them to stone. By effectively transforming green halo motes (movement) to violet halo motes (resilience) the player changes the target into stone. He becomes more and more encumbered by his own weight, but takes on the resilience of stone.

System: The player rolls against the resistance of his target's green halo. For every 3 points he scores above the resistance, he transfers 20% of his target's green halo to the violet halo. When the green halo is reduced to 0, the target is completely turned to stone and cannot move.

Special Notes: If the entire number of green motes in the target's halo are not converted to violet motes, he is under an encumbered hostile whenever attempting any physical actions due to the heaviness of his flesh. The difficulty rank of this hostile is the same as serenade's rank of effect.

This serenade can cause the target's violet halo to exceed the mote limit imposed by the himsati tier.

Ranks of Effect:

Rank 1	20% of green halo is converted to violet, rank 1 Encumbered hostile
Rank 2	40% of green halo is converted to violet, rank 2 Encumbered hostile
Rank 3	60% of green halo is converted to violet, rank 3 Encumbered hostile
Rank 4	80% of green halo is converted to violet, rank 4 Encumbered hostile
Rank 5	All of target's green halo is converted to violet, target is turned to stone

Gremlin

Controlling Machines

Litany: "The soul of the machine be me..."
Resistance: machine type + security systems
Complexity: 5 (4 for Banjax and Magdalen)
Duration: scene

"Electricity is the soul of machines, even as we have spirits. Imagine it! The soul of the inanimate world is created in the power plants of mortals! It is too made in the seething weather above. Through this art you will become the soul of the machine and bring it to life. You will control the machine's functions and make it do things alien to its purpose. The Abzulim left this gift behind—we do not waste it."

Description: Immortals see the force of electricity as more than mere electrons moving through conductive materials. Their increased awareness has led them to see this energy as a special "aura" of inanimate objects, similar to that in living things. When filled with electricity, machines take on a life of their own.

Immortals control machines through the use of Gremlin. At the lower ranks of effect, the player merely controls the electricity within a machine, but at higher levels he controls the very abilities of the machine and can even alter a machine's abilities.

A player takes control of machine by possessing it with a part of his own essence — his Free Immaculum. Once he joins his soul with the soul of the machine (the electricity within it) he attains control of the machine.

Resistance Charts

Resistance	Type of machine
3	Control machines which potentially effect a small group of persons mildly such as most power tools and appliances (except radios and television), personal electronics such as games, calculators, CD players, etc.
6	Control machines which potentially effect a small group of persons dramatically, such as home computers without modem access, telephones, vehicles with limited passenger space such as family cars, small airplanes, etc.
9	Control machines which potentially effect a large group mildly such as multiple-passenger vehicles such as buses, airplanes and trains; radio, television and other non-classified transmissions

12 Control machines which potentially effect a large group of persons dramatically, such as personal or business computers with modems, communication satellites, machines which create food-products, military hardware and vehicles

15 Control machines which have a profound impact on the planet such as advanced weapon systems such as missiles and orbital lasers, nuclear submarines, machines which synthesize biological warfare organisms, supercomputers and defense department computer systems, advanced non-human technologies

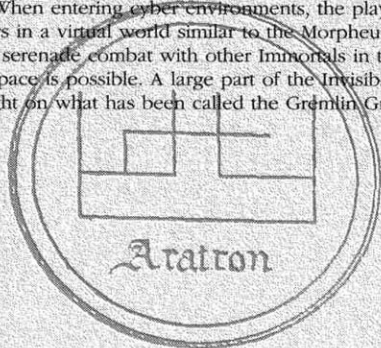
Resistance Security Systems

- 1 Little security, open access to anyone who can touch it.
- 2 Simple key lock, no password necessary to make use of machine
- 3 Simple password or code, combination lock
- 4 Multi-step identification process without countermeasures such as alerts
- 5 State of the art sensory security systems, artificial intelligence, retina-prints, finger-prints or DNA markers, appearance recognition, voice recognition, multi-step identification process with countermeasures

System: The player makes a roll against the resistance defined by the charts above. For each multiple of 3 he scores above the resistance, he gains one rank of effect.

Special Notes: Part of the immortal's essence is used to animate the machines. An immortal cannot use his Free Immaculum in any serenade until he leaves the machine and returns his soul to his body. If his body is somehow destroyed during the possession, he remains a spirit trapped in the machine.

When entering cyber environments, the player appears in a virtual world similar to the Morpheum where serenade combat with other Immortals in the cyberspace is possible. A large part of the Invisible War is fought on what has been called the Gremlin Grid.



Ranks of Effect:

- Rank 1 Gather information about the machine, what it's purpose and capabilities are
- Rank 2 Manipulate the electric soul of the machine, turning it off or on at will
- Rank 3 Cause a machine to repair itself if it is damaged, or damage itself to the point of malfunction
- Rank 4 Cause the machine to operate itself as normal, including moving if it has that capability, control who has access to the machine, program a computer or cause telecommunication systems to receive or send whatever signals are desired
- Rank 5 Mix the abilities of any two machines (a watch can be used as a telephone, a telephone can operate as a voice-activated computer, a computer can tune in television channels)

Gulag

Misery

Litany:	"Harm to me return to thee. . ."
Resistance:	violet halo
Complexity:	5 (4 for Tautha and Roane)
Duration:	series
Secondary Hostiles:	Familiarity
Created Hostiles:	Fatigue (Violet)

"Those who do us harm must learn what it is to stay awake at night and perhaps ponder what they have done. The gulag is a weight on the shoulder and a weight on the mind."

Description: Gulag is a curse that is placed on an enemy of the immortal. It prevents the target from gaining any rest, sleeping, or otherwise entering the Morpheum. As days pass, the target becomes more and more weary, requiring him to roll a Fatigue hostile which he must overcome to be able to complete even everyday actions.

System: The Player makes a roll against his target's violet halo. For every multiple of 3 he scores beyond the resistance, he increases the rank of effect by one.

Special Notes: The Fatigue hostile created by Gulag grows each night the target cannot rest. It does not have any apparent effect at first other than the inability to sleep. The target does not gain an additional attempt to resist the Gulag until it has reached its maximum effect, then he automatically resists once per day, as usual.

After the first night, the target is under a rank 1 violet Fatigue hostile to all (even everyday) actions. This hostile grows by 1 rank each night until it reaches the maximum level, according to the rank of effect. It stays at that level thereafter until the serenade is resisted or expires.

An example: *Zenya plays a rank 3 Gulag on Ornon on Tuesday. On Wednesday Ornon is placed under a rank 1 hostile. For everything he does that requires any physical effort or concentration whatsoever (including serenades) he must roll an 3 or more on the fatigue hostile or fail his action. On Thursday his roll increases to a 6 or more, and on Friday to a 9, its maximum difficulty.*

Ranks of Effect:

- Rank 1 Maximum hostile rank 1; serenade resistance postponed 2 days
- Rank 2 Maximum hostile rank 2; serenade resistance postponed 3 days
- Rank 3 Maximum hostile rank 3; serenade resistance postponed 4 days
- Rank 4 Maximum hostile rank 4; serenade resistance postponed 5 days
- Rank 5 Maximum hostile rank 5; serenade resistance postponed 6 days

Haspis

Manipulating Locks

Litany: "No lock resists the one key. . ."
Resistance: lock's complexity
Complexity: 5 (4 for Anopheles and Magdalen)

"Take hold of the lock and just whisper to it. Click so simple. Do you think something made by man could keep us out when the walls between the worlds could not?"

Description: The Haspis attention opens or secures locks.

Resistance Chart

"Close your eyes and imagine yourself as a flowing stream of water, swirling against the dam, searching for tiny imperfections into which you squeeze yourself into. Feel your body become quicksilver — nothing can contain it! Let your bonds hold only the shape of you, but not the essence of you."

Description: Himalaya allows an immortal to slip out of any prison that might hold him through becoming a mercurial, flowing form of flesh, blood and bone. The immortal's body takes on the consistency and appearance similar to pure molten copper, although the bones and veins of the player are clearly seen twisted and elongated throughout.

Resistance to unlock/secure	Lock complexity
3 / 15	Simple (a padlock, car door lock, anything that requires a standard key)
6 / 12	Uncomplicated (Locks that requires exotic, one of a kind keys that are also difficult to pick)
9 / 9	Complicated (combination locks, locks requiring multiple keys turned simultaneously, keycards)
12 / 6	Elaborate (lock opened by identification of certain persons or identifying traits of a person such as retina scan, poreprint, fingerprint, voiceprint, etc.)
15 / 3	Intricate (locks opened by multi-step identification process or those controlled by AI computers)

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, the effect of Haspis lingers for a longer duration. The lock will either be set as "locked" or "unlocked" for the duration of the serenade.

Special Notes: Haspis will disable locks, not physically open a door. Though a lock which is rendered secure cannot be unlocked, it may still be removed by other means. At the end of this duration, the lock reverts to its original condition.

The serenade may also be used to normally lock or unlock a lock.

Ranks of Effect:

Rank 1	Lock remains open/secured for 1 clash Alternately, a lock may be locked or unlocked normally.
Rank 2	Lock remains open/secured for 1 scene
Rank 3	Lock remains open/secured for 1 episode
Rank 4	Lock remains open/secured for 1 series
Rank 5	Lock remains open/secured indefinitely

Resistance	Nature of imprisonment
3	a jail cell, a containment room with openings such as air ducts
6	handcuffs, shackles and other devices that immobilize the player's limbs
9	heavy rope, Filaments (as per the attention) or any other substance wound around the immortal
12	netting of any type
15	any bond that completely encases the body of the immortal (usually a container, box, or sarcophagus) and any holding cell that is not completely air-tight, but has securely locked doors with no bars or other openings

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, he escapes his bonds more speedily.

Special Notes: Air-tight rooms cannot be escaped using Himalaya. As soon as the person feels he is out of his bonds, his body reconstructs itself in its natural terrene state.

Ranks of Effect:

Rank 1	Escape at the end of the scene
Rank 2	Escape within minutes
Rank 3	Escape within a turn (10 clashes)
Rank 4	Escape within a clash
Rank 5	Escape within an escapade

Himalaya

Slipping Bonds

Litany:	"I flow through the spaces. . ."
Resistance:	nature of imprisonment
Complexity:	5 (4 for Dracul and Magdalen)



Ichor

Transferring Wounds to Objects

Litany:	"My blood bind harm to this. ..."
Resistance:	hardness of object
Complexity:	5 (4 for Anopheles and Roane)
Duration:	indefinite (until activated)

"We Anopheles find blood very sacred, very powerful. Through it's essence flows the colors of our aura, the power of our soul. When we use this precious Ichor, we make ourselves stronger for the wounds laid against us can be absorbed by those things which our blood inhabits. In the awful ages when we served the Abzulim we learned this great power so that we could better fight our master's terrible wars."

Description: Ichor allows an immortal to place his blood in an object and make that object the recipient of a single wound that he himself suffers. The instant the player is struck, the damage (or serenade effect) he would suffer is immediately transferred instead to the object that contains his blood.

To use Ichor, the player must place a number of drops of his blood on an object. The harder the object is, the greater wound or serenade effect it can take from the player. To absorb a rank 5 serenade or a mortal wound, the object would have to have at least a hardness of 15, such as a diamond has. The hardness of the object meant to take on the wound or serenade effect forms the resistance.

Resistance Chart

Resistance / Hardness range	Maximum Wound
3 - 5	Light
6 - 8	Impairing
9 - 11	Severe
12 - 14	Crippling
15 +	Mortal

System: The player makes a roll against the resistance defined by the hardness of the object he wishes to be his surrogate. For each multiple of 3 he scores above the hardness, he places one rank of wound into the object. The very first like wound he takes is transferred to the object, which shatters.

Special Notes: Only one receptacle of this type can be created at a time. The vessel must shatter (warp, rust or whatever) or be shattered by the player before the serenade can be replayed in a different manner. The receptacles containing the blood of the player can be any distance away from him and still carry out their function.

Ranks of Effect:

Rank 1	Receptacle absorbs a light wound
Rank 2	Receptacle absorbs an impairing wound
Rank 3	Receptacle absorbs a severe wound
Rank 4	Receptacle absorbs a crippling wound
Rank 5	Receptacle absorbs a mortal wound



Idol

Sympathetic Control

Litany:	"This image draw down thy essence. . ."
Resistance:	nature of personal effect
Complexity:	5 (4 for Fremotes and Magdalen)
Duration:	indefinite (until used)
Secondary Hostiles:	Familiarity

"I have taken a part of him that is personal — this wedding band. His essence is still in it, an essence I will use to harm him in our next confrontation. This is why we, immortals, are so careful with what belongs to us. In the wrong hands, our possessions, our weapons or our hair become bane against us. Leave no part of yourself behind lest that part be one day turned against you."

Description: Idol allows an immortal to take something personal from another living thing and gain a combat bonus against him (offensive or defensive, according to the choice of the player) as that personal thing is turned against its owner. In most cases, a portion of the personal effect is placed in an amulet (to protect the player), a gauntlet (for hand-to-hand bonuses) or on a weapon (for additional damage bonus.)

The resistance of Idol is based on how personal an affect is used in creating it. The more personal the affect, the lower the resistance, and ultimately the more powerful it can become against its target.

Resistance Chart

Resistance / Max. Rank	Nature of personal effect
3 / 5	Physical substance from the target himself, including skin (or hair, fur, feathers, scales), fingernail clippings, blood, etc.
6 / 4	Precious possessions of target, such as a wedding band, favorite weapon, object d'art, credit cards
9 / 3	Favorite pet, human or otherwise, lover, anyone the target loves
12 / 2	Anything that belongs to the target, claimed by him as his
15 / 1	Anything the target has touched within 24 hours

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, he gains a bonus when delivering damage (counted as extra orange halo) or in defense (counted as extra violet halo). He must have placed a piece of the target's personal affect on himself (for protection) or on a weapon (to deal more damage.)

Special Notes: The bonus of Idol can be used only once. However, the player can choose when to use it. Once expended, the portion of the physical effect (as well as the remainder of that portion elsewhere) becomes forever powerless to harm or offer protection against the target.

Ranks of Effect:

Rank 1	+1 bonus
Rank 2	+2 bonus
Rank 3	+3 bonus
Rank 4	+4 bonus
Rank 5	+5 bonus

Impulse

Mind Control

Litany:	"Hear me and obey. . ."
Resistance:	type of control + contact proximity + red halo
Complexity:	5 (4 for Anopheles and Phoenix, 3 for all Jugglers)
Duration:	scene
Secondary Hostiles:	Familiarity, Jeopardy

"In the back of my mind I knew she had me under her power. She was so arrogant, she didn't even conceal her presence in my mind. She made me do things that I can never repeat, to you or anyone else. And when I was finished, she told me that she had left me a gift. What gift, I asked her. And you know what she said? Her gift was allowing me to remember that she had controlled me, and that all I did was not of my own free will."

Description: Impulse is a telepathic skill which allows an immortal to control the mind of another. The player enters the mind of his target and creates impulses which alter desires, wants and needs. By influencing the target's desires, the player is able to make him do things that may even be foreign to his nature.

Resistance Charts

Resistance	Type of Control
1	Target will voluntarily do things he is already disposed to doing
2	Target will voluntarily do things he is unlikely to do without some persuasion, but has envisioned himself doing
3	Target will voluntarily do things he would not do, even with attempts to persuade him, even though he might unconsciously desire to do them
4	Target will voluntarily do things he would never do, and has not imagined himself doing
5	Target will voluntarily do things he is absolutely or violently opposed to

Resistance	Contact proximity
1	Skin to skin contact between the player and an unconscious target
2	Physical contact established between player and conscious target, whether skin to skin or through barriers such as clothes and armor
3	Player and target within visual range
4	Player sees an image (photo, video clip, live television broadcast, etc.) of the target and uses it to focus
5	Player and target have no contact, visual or otherwise

System: The player makes a roll against the resistance defined by the charts above plus the red halo of the target. For each multiple of 3 he scores above the resistance, his control becomes more precise and intuitive.

Special Notes: Successful use of the Instincts hostile prevents the target from realizing he is under control for the duration of the serenade.

Ranks of Effect:

Rank 1	Target completes a command consisting of a couple of words (such as <i>stop, drop it, freeze, walk slower, run faster, jump, be quiet</i>) The target must be in the presence of the player or be released from Impulse
Rank 2	Target completes a command of simple instructions, up to one sentence (such as <i>give that paper to me, unlock the blue door, etc.</i>) The target must be in the presence of the player or the Impulse ends
Rank 3	Target completes any complex instructions given to him by the player as long as he remains in the player's presence
Rank 4	Target completes complex instructions given in the presence of the player, but can be completed outside the player's presence
Rank 5	Target follows the instructions indirectly given to him by the player, either through emissary, phone-call, delivered message. The player need not be in the presence of the target

Incantation

The Shout

Litany:	"I am the One Voice. . ."
Resistance:	violet halo or hardness + flexibility
Complexity:	5 (4 for Morrigan and Roane)

"In the old country, they called us the Shouting Ones. Our voice echoed from the sky, shattered stone and bones. Do not startle us with your sudden appearance, or you will find our surprise deafening."

Description: Incantation is a sonic vibration from the vox that shatters rigid objects and damages bones in living targets. The resistance to incantation for living things is their violet halo, while inanimate object resist according to their hardness + flexibility (see below.)

Resistance Chart

Resistance	Flexibility
1	Extremely rigid or brittle (glass, crystal, ice)
2	Rigid: most stone
3	Flexible: most woods
4	Very flexible: most metals, resins, rigid plastics
5	Extremely flexible (liquids, fabrics, living wood, rubber, porous stone, soft plastics)

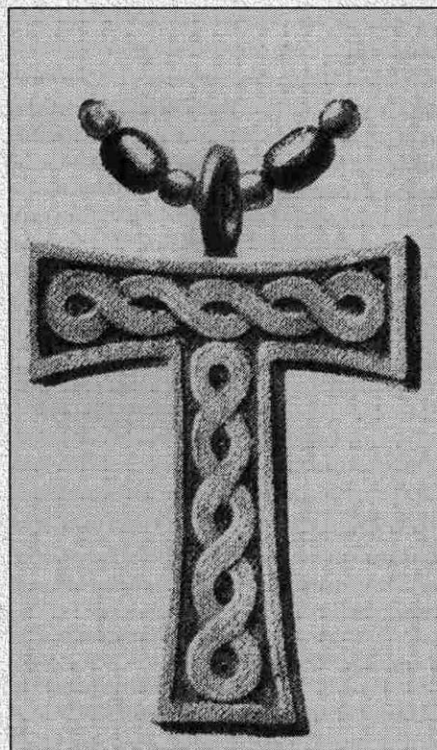
System: Against inanimates, the player makes a roll against the resistance defined by the chart above plus the hardness. Each rank of success allows less rigid substances to be shattered.

Against living things, each multiple of 3 scored above the violet halo of the target causes 1 rank of wound, as detailed in the ranks of effect below.

Special Notes: Injuries caused to living things by Incantation are considered to be internal.

Ranks of Effect:

Rank 1	Light wound results; Extremely rigid substances are shattered
Rank 2	Impairing wound results; Rigid substances are shattered
Rank 3	Severe wound results; Flexible substances are shattered
Rank 4	Crippling wound results; Very flexible substances are shattered
Rank 5	Mortal wound results; Extremely flexible substances are shattered



Inroad

Mental Combat

Litany:	"The mind is a dagger. . ."
Resistance:	red halo
Complexity:	5 (4 for Banjax and Dracul)

"The mind is the deadliest weapon of all, do not mistake that. It can create many edges and many spikes. And it is invisible while doing its work. This instructor will teach you how to fashion weapons and tools out of the mind and use them in the minds of others. This learned, what need will you have of the gross blades forged in this physical world? What is the most powerful juggernaut without a will to drive it?"

Description: Inroad is a psychic attack against the mind of another. It can be best visualized as the player and his opponent doing actual battle within the neural storm of the brain. The wounds inflicted by Inroad can either be physical (brain damage) or can take the form of suppressing the red halo. Inroad is often used to break down the will of others in preparation for Mystique, Impulse or other forms of interrogation.

System: The player makes a roll against the resistance defined by the red halo of the target. Each multiple of 3 scored above the resistance either scores 1 wound rank or temporarily lowers the red halo by 1 until the next clash.

Ranks of Effect:

Rank 1	Suppress 1 red halo until the beginning of the next clash or create light wound
Rank 2	Suppress 2 red halo until next clash or create impairing wound
Rank 3	Suppress 3 red halo until next clash or create severe wound
Rank 4	Suppress 4 red halo until next clash or create crippling wound
Rank 5	Suppress 5 red halo until next clash or create mortal wound

Iris

Another's Sight

Litany:	"All souls are but one eye. . ."
Resistance:	distance to host + blue halo
Complexity:	5 (4 for Arachne and Terat)
Duration:	scene
Secondary Hostiles:	Familiarity

"I see out of her eyes, and feel all that her finger's touch. I am her, yet I am far away, sitting in this dark, secure place. We ride the perceptions of others, just as our Avatars glimpse the world from deep inside us. Perhaps, in this way, we are all Avatars of all living things."

Description: Iris allows an Immortal to perceive through the senses of another. He cannot perceive through the senses of anyone outside the range established by his resistance. At higher ranks of effect, it allows the immortal to sharpen the sight of his host.

System: The player makes a roll against the distance to his host plus the host's blue halo. Each multiple of 3 scored above the resistance allows his sight to operate with special advantages, as noted in the ranks of effect below.

Special Notes: If an immortal merely wishes to sharpen his own sight, he may be his own host, and the distance is 0. With the roll of the familiarity hostile, he can leap from person to person (or creature) at will for the duration of the serenade, so long as the new target does not actively resist and is within the range established by the resistance.

Ranks of Effect:

Rank 1	Player sees in normal light conditions
Rank 2	Player sees in low light conditions
Rank 3	Player sees in infrared or ultraviolet spectrums
Rank 4	Player sees in x-ray fashion, peering through objects or walls not containing lead
Rank 5	Player sees immaculum motes, the halo colors, and the presence of taint and spirits

Khemia

Alchemy

Litany:	"Kissed by the philosopher's stone. . ."
Resistance:	property complexity + weight/area
Complexity:	5 (4 for Peri and Roane)

"Only a fool fills his pockets with gold. Gold weighs you down. How much better to give the glitter of gold to the sublime contours of a feather. That is truly a rare thing!"

Description: Khemia ties the attributes of one inanimate substance to another. The energetic light of fire, for example, can be placed within a diamond so that it burns without heat. By the same token, fire can be given the translucent rigidity of crystal and become unmoving stone radiating heat, or carved into a sculpture. Shadow can be placed within a woman's gown to make it move with a strange dimensionality. Shadow can also be added to fog to make it black. The applications of Khemia are endless.

Resistance Chart

Resistance	Property complexity
3	Property transferred is of a minor nature, such as texture, color, taste, sound or odor
6	Property transferred is a more complex but not directly dangerous (examples include malleability, conductivity, translucency, flammability, explosibility, etc.)
9	Mass is transferred (a feather can be given the weight of an anchor)
12	Property is aggressive or dangerous (heat or consumability of fire, corrosiveness of acid, electricity's shock, poison's toxicity, ice's chill)
15	Form can be utterly transferred (a solid can be given the properties of a gas or liquid, a liquid that of a solid or gas, a gas those of a solid or liquid)

System: The resistance of Khemia is based on the property complexity of the substance being altered by another. The more volatile or dangerous the property, the more difficult it is to transfer it into another substance.

The player makes a roll against the resistance defined by chart above plus the weight or area of all substances to be affected (whichever is greater). Each multiple of 3 scored above the resistance extends the duration that the transference of properties lasts.

Special Notes: Khemia takes a great deal of imagination to use, and has almost unlimited versatility. The narrator should decide if he wishes this attention to be available in his production.

Ranks of Effect:

- Rank 1 Lasts for the clash
- Rank 2 Lasts for a turn (10 clashes)
- Rank 3 Lasts the scene
- Rank 4 lasts the episode
- Rank 5 lasts indefinitely

The Labyrinth

Dark Maze

Litany: "The maze builds its walls of terrible shadows. . ."

Resistance: length of time to penetrate the labyrinth

Complexity: 5 (4 for Nimrod and Phoenix)

Duration: scene

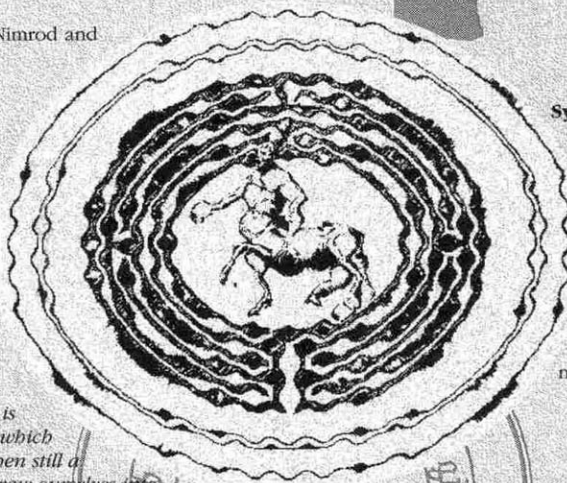
"You have peered into the conundrum and seen the maze of paradox that is the Sanguinary. You even probably suspect the true nature of the beast and it's ultimate weapon which we, the Perpetual Society, must nullify with our precious Visage. What you do not know — cannot know — is that there is a place from which the Sanguinary passed when still a single creature. We withdraw ourselves into this Labyrinth and defy you to follow. Even an Arabne feels fear in this place. Do I know what lies in the center of the Labyrinth? You could not possibly believe it."

Description: The Labyrinth has long been suspected to be simply an illusion, a state of mind placed around its player to keep others from finding him. In the modern age, more immortals are learning that the Labyrinth, composed completely of shadows, is a very real and utterly alien place.

The player of Labyrinth opens the most subtle of gates in a sphere around him. While he is transported into the depths of the Labyrinth, those outside perceive a "bubble" in the Habitat. Anyone who wishes to approach or contact the target must physically step into this bubble, which transports them into the Labyrinth as well.

Resistance Chart

Resistance	Time to locate the player (depth within the Labyrinth)
3	Located within a clash
6	Located within a turn (10 clashes)
9	Located within minutes
12	Located within half an hour
15	Located within one scene



System: The player makes a roll against the depth within the Labyrinth he wishes to hide. Each multiple of 3 scored above this resistance, transports him to a more complex portion of this vast maze. The more complex the area, the more blue notes are required to reliably navigate the structure.

Special Notes: The Labyrinth is alien in the extreme. Its walls, ceiling and floor is made of a blue-black stone which seems to subtly swirl. Anyone standing near a light source within the maze will cast a randomly changing shadow that constantly moves with him. Imbedded in the walls of the Labyrinth are spheres of a purple amber which holds trapped inside an infinite array of strange forms of life utterly alien to the target transported there. This is a true feature of the Labyrinth, not a manifestation of the serenade.

The walls of the Labyrinth are seemingly without end. Those who have entered in search of an opponent find that if they turn around an exit follows them. Those who seek to willingly remain for more than a scene exploring the Labyrinth generally do not return, although many of the Pride's suspect that the Nimrod and Phoenix have successfully penetrated the mysteries of this place.

The player of the Labyrinth may appear before those who seek him at will, or he may conceal himself from them for a time based on the serenade's resistance. Any number of people may be brought into the Labyrinth with the player, but those who do not willingly enter are left behind.

The use of Labyrinth is another hotly debated subject within the Perpetual Society. Because of its mystery and the fact that those who try to explore it's endless corridors are never seen again, the other Pride's continually try to discourage it's practice.

Ranks of Effect:

- Rank 1 Anyone can successfully find the player given time (determined by the resistance)
- Rank 2 4 or more blue motes are required to penetrate the Labyrinth
- Rank 3 7 or more blue motes are required to navigate the Labyrinth
- Rank 4 10 or more blue motes are required to find the player
- Rank 5 13 or more blue motes are required to find the player inside the Labyrinth

Description: Before the Sanguinary entered our universe, spiritual beings from the Crucible arrived. During uncounted years they constructed the Nadir, a network of cocoons surrounding innumerable planets in our galaxy and far beyond. These cocoons, known as Ley Membranes, were connected together in a vast web by way of portals known as Na-gates. Once completed, the Nadir spanned our universe, allowing travel to every planet therein. Later the Nadir was catastrophically tangled when the Malice Shard was destroyed by the Anopheles and their allies when they rode on Sheol.

Today, the Habitat's Ley Membrane is separated from the others of the Dominions. Immortals use this ethereal highway of moving energy to travel anywhere in the world in a fraction of the time it would normally take.



Sensing Ley Lines

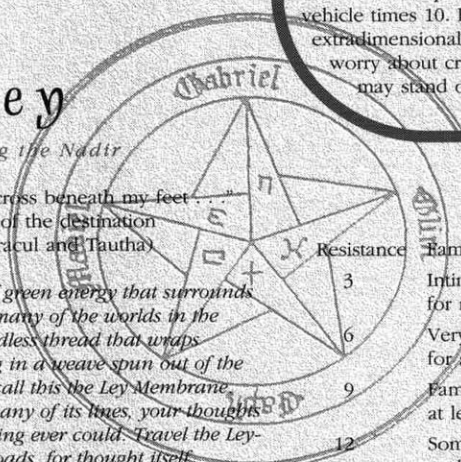
Even a mortal can sense a Ley-line with a blue navigation roll of 15 or more. The Navigation talent can be added to this roll, as can the bonus of the Feng-Shui Compass Meditation detailed in the Dracul Sourcebook (page 86.) Anyone who sees a Ley-line can enter it and be transported to its destination. The speed of this transport is determined by the green halo of the traveler times 10 mph. Taking any form of vehicle onto a Ley-line allows the player to travel at the mph of the vehicle times 10. Because the Ley-membrane is extradimensional, persons in vehicles need not worry about crashing into a building that may stand on the line in the Habitat.

Ley

Traveling the Nadir

Litany: "All lines cross beneath my feet..."
Resistance: familiarity of the destination
Complexity: 5 (4 for Dracul and Tautha)

"There is a cocoon of green energy that surrounds our world and surrounds many of the worlds in the Dominions. It is like an endless thread that wraps around itself, lines crossing in a weave spun out of the fabric of the Blue Atr. We call this the Ley Membrane. When you set your foot on any of its lines, your thoughts carry you faster than walking ever could. Travel the Ley-line, but beware the crossroads, for thought itself becomes your enemy there. Report back any Na-gates you might find for the glory of our Pride."



Resistance Chart

Resistance	Familiarity of place
3	Intimate (player has lived in the area for many years)
6	Very familiar (player has lived in the area for a short time)
9	Familiar (player has been to the area at least once)
12	Somewhat familiar (player has never been to the area, but has read about it extensively)
15	Unfamiliar (player has never been to area and knows little about how to get there or where it is actually located)



The Ley Membrane

Ley lines lie all over the world. Many of the lines, warped in the catastrophe that separated earth from the other Dominions, are constantly moving while others are motionless and connect together a predictable number of points. Still others form and dissipate randomly, lose threads of the Nadir that drift between the ground and the sky.

The Ley-membrane is composed by a barrier of highly dense *weird*, the primary energy constituent of the Blue Air. Visually it appears as a startling liquid green energy swirling with hypnotic patterns of light. When the player opens a Ley-line, the energy seeps out of his pores like luminescent sweat and gathers into the air in twisting bands. These bands probe the air, then split it, opening a path into the Ley-membrane. The effect resembles a shimmering heat wave twisting into a tunnel of the energy. The player is then drawn into the line by the tendrils of energy emanating from him, levitating him (and any he includes in his serenade) into the line. The player can also bring vehicles as long as he is not completely sealed within it.



Crossroads

Crossroads are points where multiple Ley-lines converge. They are in essence pocket dimensions similar to mantles. The more lines that converge to form the crossroads, the larger this extra-dimensional space. The entrance to a crossroads can be recognized by the distinctive blue-green color as the blue air and the Ley membrane mix together.

System: The player makes a roll against the resistance based on his familiarity with his destination. Distance is not normally a factor. Each multiple of 3 scored above the resistance allows the player to reach his destination in a shorter amount of time, as defined by the ranks of effect below.

Special Notes: If a player tries to bring along any unwilling targets, they may resist with their green halo. If a player or destination is underground, the distance to the surface forms an added resistance, as the player must bend the Ley line.

Ranks of Effect:

- | | |
|--------|---|
| Rank 1 | Arrive at destination within several hours |
| Rank 2 | Arrive at destination within the scene |
| Rank 3 | Arrive at destination within 10 clashes |
| Rank 4 | Arrive at destination at the end of the clash |
| Rank 5 | Arrive at destination within the escapade (instantaneous teleportation) |



Na-Gates

Na-gates are points that connect the Ley-membrane of the Habitat to the Ley membranes of other worlds in the Dominions. They are usually unstable although a few stable Na-gates are known to exist, sealed by the Transcendents and guarded by their servants among the Jury. Na-gates are often located somewhere in the proximity of a star, but can exist terrestrially as well.

A Na-gate is among the most valuable resources any Pride can possess, and their secrecy is strictly enforced. Entering a Na-gate can be risky since they lead directly to the Dominions. The dark lighters of the Doves prowl the Na-gates, as do lighters from the Forsaken, the Outlanders and others in the Dominions. Na-gates are extremely rare. They can be recognized by their kaleidoscopic hues of color.

Loa

Awaken the Avatar

Litany: "A light shines into thy prison,
(Avatars name). . ."
Resistance: avatar's red halo
Complexity: 5 (4 for Magdalen and Terat)

"I know you can hear me. Sitting in the dark inside my mind, I know you are not dead. You wait, you plot, you dream of the ages when you lived. You anticipate the moment I will falter and give you back this body. Yes, I know you my old friend. But I have need of your knowledge and experience now. So I call on you and compel you to answer."

Description: Loa allows an immortal to reach into his own self to find an Avatar and to ask it a single question. The resistance of the Avatar is based on its own red halo. The narrator moderates the personality of the Avatar.

System: The player makes a roll against Avatar's red halo. For each multiple of 3 he scores above the resistance, the player can get a more detailed answer to his question.

Special Notes: The player must be aware of an Avatar before Loa can be used to question it. He must speak its name while playing the serenade. The Avatar may not know the answer to the player's question, but can be made to divulge the names of other Avatars within the player's personality who do.

Avatars who are more deeply submerged in ennui can be harder to contact. At the narrators discretion, avatars who resist the call by submerging more deeply may be given an additional resistance of +1 to +15.

Ranks of Effect:

Rank 1 Yes/no or true/false questions
Rank 2 Multiple choice questions
Rank 3 One word answer
Rank 4 Short answer (a sentence)
Rank 5 Extended answer (dialogue or essay)

Looking Glass

What the Mirror Has Seen

Litany: "Awaken in this glass
what has been in the past. . ."
Resistance: age of the mirror
Complexity: 5 (4 for Dracul and Banjax)
Duration: scene

"It is no secret that a mirror is, by its very nature, a mystical thing. It captures all that is reflected in it and locks it away through it's ancient life. A mirror sees clearer than all other inanimate things, and it remembers much longer. Our power is to open the mirror's vault and peer within."

Description: Looking glass allows an immortal to access images of a mirror and at the higher ranks of effect, to actually enter the mirror and the era captured therein.

Resistance Chart

Resistance	Age of Mirror
3	Years old
6	Decades old
9	Centuries old
12	Millennia old
15	Indefinite age

System: The age of the resistance determines its resistance. The player makes a roll against the resistance. For each multiple of 3 he scores above the resistance, he gains more power over the mirror, as detailed in the ranks of effect below. The narrator determines the mirror's age and the resistance number.

Special Notes: All mirrors are susceptible to Looking Glass, no matter what they are made of. Nor must they necessarily have come from the Habitat.

Ranks of Effect:

Rank 1 Scroll through the mirror a year at a time and see images of the time
Rank 2 Place objects in the mirror to conceal them
Rank 3 Place living things into the mirror.
Rank 4 Any person placed into a mirror must be subdued or go willingly
Rank 5 Gain the clothing, ornaments or other non-magical possessions of anyone who has been reflected in the mirror
Enter the mirror during any era and dwell in the place it has reflected, in essence, traveling back in time. The player cannot significantly change events



Luminare

Bringer of Light

Litany: "The sun shines first,
the moon shines last. . ."
Resistance: area affected + brightness of light
Complexity: 5 (4 for Peri and Phoenix)
Duration: scene

"Here is the crux of our existence, the separation of the darkness of the beast and the light of our own souls. Reach in and see what is waiting to bedazzle those who live in merciless shadow."

Description: Luminare allows an immortal to reach into his own aura and merge all of the colors into a pure white radiance. This light shines out of his skin. The resistance for the serenade is the brightness required by the player as well as how far it will extend. The player forms the center of the light.

Resistance Chart

Resistance	Brightness of light
3	Very dim light, similar to that of a single candle; or create a rank 1 visibility hostile
6	Low light, similar to dusk, dawn or a small wattage bulb; or create a rank 2 hostile
9	Normal light, similar to a well-lit room at night or broad daylight; or create a rank 3 visibility hostile
12	Bright light, similar to the inside of a brightly lit, white room; or create a rank 4 visibility hostile
15	Extreme bright light, similar to a halogen bulb or a pale desert or snow-covered peak on a clear day; or create a rank 5 hostile

System: The player chooses the brightness from the chart above and adds the area the light will cover. The player can create light to see by, or can — if he desires — create a visibility hostile for everyone in the area (aside from himself).

For every multiple of 3 beyond the resistance, the brightness of the light remains imprinted on the retina's of those in the area of the serenade, causing the visibility hostile to persist according to the rank of effect scored.

Special Notes: Luminare does not mimic true sunlight for the purposes of harming those who are harmed by the sun.

Ranks of Effect:

Rank 1	Visibility hostile persists for 1 escape
Rank 2	Visibility hostile persists for entire clash
Rank 3	Visibility hostile persists for the 10 clashes
Rank 4	Visibility hostile persists for the scene
Rank 5	Visibility hostile persists for several hours

Malekin

Summoning Spirits

Litany: "I am light in the gossamer's dark. . ."
Resistance: Free Immaculum of the spirit
Complexity: 5 (4 for Banjax and Terat)
Duration: scene
Secondary
Hostiles: Familiarity

"The Blue Air is an ocean all spirits must eternally swim. The only islands are the Dominions and the Habitat, but there must be shallows for them to approach. They are cursed in this limitless sea, cold and unable to feel warmth. But we, the living, are lights they see in these depths, beacons on the shore. Let us stretch out our voices and call their names."

Description: Malekin allows an immortal to not only call a spirit into his presence, but at the higher ranks of effect, give the spirit corporeal form.

System: The player rolls against the Free Immaculum of the spirit. Each multiple of 3 above this resistance allows the player to perceive the spirit in increasingly palpable ways until, at rank 5, the spirit can be touched.

Special Notes: Once a spirit becomes corporeal, it gains all the wound boxes normal to it in life, according to its previous weight. Moreover, it gains orange and violet halos at the same value as its free immaculum halo. The spirit is not under the control of the player, but is a free-willed being. If it leaves the player's presence, however, it immediately returns to spiritual form.

A spirit must have at least one mote of Free Immaculum to be affected by this serenade.

Ranks of Effect:

Rank 1	The spirit's presence leaves a palpable taste in the mouth. The taste is pleasant or unpleasant according to the nature of the spirit (corrupted by the Sanguinary or pure).
Rank 2	The spirit's presence leaves a distinct odor in the nostrils according to the spirit's himsati form. A rose himsati smells like a rose, a wolf like a wolf.
Rank 3	The spirit's movements can be heard, including its breathing and voice.
Rank 4	The spirit can be seen.
Rank 5	The spirit becomes fully corporeal.

Manifesto

Codes

Litany:	"Vision flow along the hidden word. ..."
Resistance:	content of message
Complexity:	5 (4 for Anopheles and Eremites)
Duration:	indefinite

"On the wall I have placed a message for you. It is hidden in the colors, the flow of paint, the texture of the stone. I have also placed a message in the varnish of the table, the fabric of the velvet curtain and the swirls of the marble floor. This entire mansion is a book for you to read as you pass like an angel from room to room."

Description: Manifesto is the secret art of messages mastered by the Emissary calling in their precise work. The player manipulates paint or other finishes on walls, tables, floors or other object. These buckle, wrinkle, warp, swirl or take on a variety of other textures that look ordinary to the naked eye, but can be deciphered as words (or images) by the person the message is meant for.

Resistance Chart

Resistance	Message Content
3	A few key words or feelings
6	A short sentence or a vague image
9	One paragraph of text and a photographic-quality image
12	A few pages worth of text and a sequence of images
15	Any amount of text or a moving video image

System: The player decides who the message is intended for. He then rolls against the resistance as described above. Each multiple of 3 over the resistance increases the difficulty for others to decipher (or notice) the message.

Special Notes: The person whom the message is meant for automatically perceives it when entering the area. The message at first appears as patterns that begin to move, eventually to come to life as images and sound or even a moving picture. The message may be erased by the player or by the intended target.

Ranks of Effect:

Rank 1	Anyone can perceive the message
Rank 2	Only those with 4 or more blue motes can perceive the message
Rank 3	Only those with 7 or more blue motes can perceive the message
Rank 4	Only those with 10 or more blue motes can perceive the message
Rank 5	Only those with 13 or more blue motes can perceive the message

Marionette

Telekinesis

Litany:	"The mind makes a fist. ..."
Resistance:	weight of target + Green halo
Complexity:	5 (4 for Banjax and Eremites)
Duration:	scene

"Immortals are often concerned with physical might, forgetting of course that the mind has it's own strength."

Description: Marionette is the immortal term for telekinesis, the ability to move objects with their own willpower. The resistance to this ability is formed by the weight of the target plus the green halo, if the target is living.

System: The player rolls against the resistance of the target. Each multiple of 3 over the resistance allows the player to increase the speed of the movement, at his own discretion, and thus the damage the object does to another when impacting into it. See Special Notes: below.

Special Notes: Damage of an object is calculated by its weight class plus a bonus determined by the serenade's rank of effect (below). If the object is living, he takes the same damage as the person he strikes. However, damage inflicted by Marionette is healed by the Panacea unless one living thing is slammed into another.

It takes an escapade to change the direction of an object being moved, or to attempt to cause the target to hit something. Hitting something with the target requires a skill roll of yellow + Marionette (as if using a thrown weapon), and if it is used to hit a living being, that being may attempt to dodge as usual.

Ranks of Effect: **Ornith**

- | | |
|--------|---|
| Rank 1 | Object drifts along slowly and does damage of its weight +1 |
| Rank 2 | Object moves with definite inertia and does damage of its weight +2 |
| Rank 3 | Object travels quickly and does damage of its weight +3 |
| Rank 4 | Object travels very quickly and does damage of its weight +4 |
| Rank 5 | Object travels at high speed and does damage of its weight +5 |

Memoir

Regression

- | | |
|-------------|--|
| Litany: | "Through the blood of ages we stride..." |
| Resistance: | targeted moment |
| Complexity: | 5 (4 for Magdalen and Phoenix) |

"I am forbidden to change what was, and even if I chose to disobey, there is so much power which reinforces time. This is the legacy of the fury and the Visage they dispense. Is this the secret core of our war with the Sanguinary, the war to possess time itself?"

Description: Memoir allows an immortal to travel through his own long bloodline, possessing the bodies of himself (his avatars) throughout his own past. Through the regression of the serenade, his consciousness is transported back in time to awaken in a distant age. To an immortal, this process seems like intense recollection, but in actuality it is a form of time-travel which permits him to relive moments of the past — and react as he would in the present.

Resistance Chart

Resistance	Moment desired
3	Within a millennia
6	Within a century
9	Within a year
12	Within a month
15	Within a day

System: The resistance to Memoir is determined by the point in time to which the immortal wishes to return. The resistance increases as more precise is required in selecting the targeted moment. If the player, for example, wished to regress himself to April 24 of 1102, he could choose either a resistance of 12 (to arrive at the beginning of April) or a 15 to arrive on the 24th itself.

The player rolls against the resistance. Each multiple of 3 over the resistance allows him to remain in the targeted time for a longer period of time.

Special Notes: Memoir is a means for disenchanted immortals to return to the past and live through time. Like Akasha, the orderliness of time is maintained by the Visage of immortals in existence, making the player's desire to change the future extremely problematic. Even if he makes choices and conducts himself differently from last time he existed in the targeted time, the time stream remains focused, somehow flowing around his intentions to change it and ending up the same as before the immortal arrived. The narrator has the final authority, as with Akasha, to allow this serenade in his production. However, it is a vehicle that can allow narrators to run a campaign set in the distant past, when the immortals more openly challenged one another and were worshipped as gods.

Ranks of Effect:

- | | |
|--------|-----------------------|
| Rank 1 | Remain for a clash |
| Rank 2 | Remain for a scene |
| Rank 3 | Remain for an episode |
| Rank 4 | Remain for a series |
| Rank 5 | Remain indefinitely |

Metaphor

Cloak of Mediocrity

- | | |
|-------------|--|
| Litany: | "The voices come unbidden..." |
| Resistance: | degree of mediocrity + distinctiveness |
| Complexity: | 4 |
| Duration: | episode |

"Times come when we must scatter our light and take refuge under the shape of twilights when among them. It is too great a burden to teach those about us who refuse to understand. Place your weapons, your self, and your fortresses beneath the metaphor. It's a simple precaution in a complicated and unfriendly world."

Description: Metaphor is a type of illusion which causes anyone looking upon it to see what they expect to see. With it, an immortal can place himself and everything he carries under a disguise generated by the minds of those around him while walking openly while carrying a sword or outlandish attire that might otherwise attract attention to himself.

Resistance Charts

Resistance Degree of mediocrity desired

- | | |
|---|--|
| 1 | Player still stands out in a crowd. People will notice the intensity of his spirit in his eyes, his attractive or disturbing qualities, but will not consider him to be supernatural |
| 2 | Player stands out as a striking mortal in the crowd. Some who see him mistake him for a celebrity or other "important" person until they get close enough to see their mistake |
| 3 | Player appears as a typical mortal in the crowd |
| 4 | Player appears as the type of person people generally ignore. Most who see him, even if noting him will quickly forget about him |
| 5 | Player is supernaturally unremarkable to the point where no one will take note of him. He is a complete non-entity and might even be struck by traffic if not careful. No one who fails their awareness roll notices him |

Resistance Object distinctiveness

- | | |
|---|---|
| 1 | Mundane, but causes alarm or curiosity in some people who view it (such as a pocket-knife, a straight-razor, an almost universally feared mundane creature (such as a spider, scorpion or snake), attire of a radically different design and material |
| 2 | Mundane, but causes alarm or curiosity in most everyone who views it (a gun, hatchet, ice-pick or other threatening weapon), attire which is accompanied or inlaid with precious stones or metals |
| 3 | Special, causes alarm or curiosity in everyone who sees it, such as a sword or similar weapon whose use connotes individuals outside the mainstream |

- | | |
|---|---|
| 4 | Very special, such as ancient immortal artifacts, weapons or attire which are alien in appearance to those mortals who view them but do not give off unusual, supernatural properties |
| 5 | Supernatural, any object whose presence causes unusual side-effects that are obvious to mortals viewing them (glowing swords, manifested himsati natures, a cloak made of shadows, a Nimrod's shadow-beast, etc.) |

System: The player rolls against the degree of mediocrity desired plus the appropriate object distinctiveness. For each multiple of 3 he rolls over the resistance a greater number of blue motes is required to penetrate the Metaphor.

Special Notes: Objects, as long as they are held close to the immortal's body are protected by the Metaphor placed upon himself. Once the object leaves this close proximity, it reverts to its true form in the eyes of those who see it. Thus, immortals often place Metaphor on their weapons and other unusual objects in case they are separated from him.

Taking a significantly threatening action automatically causes Metaphor to evaporate for the target of the threat, revealing the true immortal, his possessions and attire beneath. Swiftly drawing a weapon from its sheath or aiming a firearm is considered a threatening gesture. Anyone who observes the metaphor being established is unaffected by this serenade.

Metaphor can be placed on an area itself as well as a person or object, disguising any unusual features of the area. The area covered adds to the resistance.

Metaphor has become the most widespread serenade. Its Complexity is 4 for all Immortals.

Ranks of Effect:

- | | |
|--------|---|
| Rank 1 | Anyone with 1 blue mote (or less) is fooled by the Metaphor |
| Rank 2 | Anyone with 2 blue motes (or less) cannot pierce the Metaphor |
| Rank 3 | Anyone with 3 blue motes (or less) cannot pierce the Metaphor |
| Rank 4 | Anyone with 4 blue motes (or less) cannot pierce the Metaphor |
| Rank 5 | Anyone with 5 blue motes (or less) cannot pierce the Metaphor |



7

Mien

The Craft of Flesh

Litany: "The mask is always near. . ."
Resistance: violet halo + weight categories changed
Complexity: 5 (4 for Nimrod and Roane)
Duration: scene / indefinite

"We Immortals can be vain creatures. First, we taught our bodies how to resemble that of the humans. Now we alter the colors of our skin, our hair, our eyes at a whim. We revel in the diversity of the human form — how can we be content with only one?"

Description: Mien is a shapechanging ability. Immortals possess when in their terrene form. Cosmetic changes dominate the lower ranks of effect while more subtle clues such as a voice and body nuances round out the higher ones.

System: The Player makes a roll against the violet halo of his target (most often his own) and adds 3 for every weight category he wishes to transcend, whether this is up or down. For every multiple of 3 he scores above the resistance, he gains additional control over his target's body, as described in the ranks of effect below.

Special Notes: An additional difficulty of +3 is applied whenever Mien is used against living things other than an immortal's terrene form, such as humans, animals or plants. Mien will not transform genetic markers, retina patterns or fingerprints.

Mien has an indefinite duration if used on the player, but lasts only for the scene if played on anyone else. The target of Mien may end the serenade at will.

Ranks of Effect:

- Rank 1 Any minor change in appearance is permitted such as eye color, length, curliness or color of hair, changes in skin-tone (pale to tanned).
- Rank 2 Change in racial attributes (Caucasian becomes Negroid, Hispanic becomes Asian, etc.) The gender and general appearance of the player remains the same.
- Rank 3 Alter height, bone and cartilage structure to increase or decrease hand or foot size, thicken or thin facial features, etc.
- Rank 4 Alter gender at will
- Rank 5 Change subtle identifying nuances such as voice and certain postures or other forms of body-language

Minutia

Intense Scrutiny

Litany: "The body always betrays. . ."
Resistance: blue halo
Complexity: 5 (4 for Arachne and Magdalen, 3 for all Probes)
Duration: scene

"There are many things you can learn about a room or an opponent if you but take the time to study. Strip away what is apparent, for it conceals deeper truths. All things are betrayed by their own nature. If you are observant enough, they betray themselves to you."

Description: Minutia focuses the awareness of it's player to such a fine degree that he reads subtle changes in body-language that betrays his enemy's intent. Similarly, through intense study of a room, clues which would be overlooked become apparent to him through creations of patterns deep within the psyche.

The player glances at a room, closes his eyes and allows the view to reconstruct in his mind. Even in darkness, textures and colors come vividly to life in immortal's mind's eye. Often details that are hidden to the casual glance are brought to the fore.

System: The player rolls against the blue halo of his target (usually his own). Each point he scores over the resistance allows the player to gain a +1 bonus to any perception or blue hostile rolls when taking at least a turn (10 clashes) to conduct a thorough examination.

Special Notes: The bonus granted by Minutia can be used to help see through illusions, such as those generated by the Alure serenade.

Mistral

Breath of Winter

Litany: "Winter obeys the Lady of the Lake. . ."
Resistance: violet halo or insulation + weight or area affected
Complexity: 5 (4 for Morrigan and Tautha)

"Vivienne, a Lady Of the Lake taught us where winter flies and how to call it to us. She taught us how to summon the breath of the white tiger that is snow and his blue breath that is ice. Though her lake be frozen over with a cold rime roof, still she hears the whispers of our gratitude."

Description: Mistral is an attention which causes intense cold to envelope an area, transforming it into an instant wintry scene. It's power is used in either of two means.

First, Mistral causes wound damage to living things due to freezing damage to the flesh.

Secondly, the serenade freezes inanimate objects or liquids (including gasoline and other liquids normally impervious to natural cold.) At the higher ranks of effect, the wounds caused by Mistral become more severe, and the freezing of inanimate objects makes them so brittle that they are shattered with a touch.

Mistral manifests in an unearthly manner, surrounding the target or area with a blue aurora. The air condenses into fog and glows with a cold, preternatural radiance. The howl of the north wind can be heard as well.

Resistance Chart

Resistance Insulation

- 1 Object uninsulated, object not resistant to cold (such as most non-himself tropical plants)
- 2 Object is covered from direct air exposure, water's resistance to being frozen
- 3 Object is moderately insulated (vehicles contain antifreeze as opposed to water),
- 4 Object is heavily insulated
- 5 Object is kept heated or is resistant to cold (most metals, minerals and glass)

System: The player rolls against either the violet halo of his target or against the chart above plus the weight or area of effect for inanimate targets (whichever is greater).

For each 3 points scored over the resistance, the player achieves a greater rank of effect.

Special Notes: To freeze a large amount of water, the area of the water determines the resistance, considered to be cubic with regards to the area of effect chart. An additional 2 resistance is added to this to overcome water's resistance to freezing. The player must score a rank 2 effect to freeze the water.

In addition, temperature drops in any area of the Mistral serenade. This temperature drop is 10 degrees Fahrenheit for every multiple of 3 scored over the resistance.

Ranks of Effect:

- | | |
|--------|---|
| Rank 1 | light wound / Object is encased in frost |
| Rank 2 | impairing wound / all liquids freeze |
| Rank 3 | severe wound / Object is encased in ice |
| Rank 4 | crippling wound / a strong blow shatters the object |
| Rank 5 | mortal wound / object shatters at a touch |

Mystique

Telepathic Scanning

- | | |
|-------------|--|
| Litany: | "The voices come unbidden. . ." |
| Resistance: | red halo + contact proximity + familiarity |
| Complexity: | 5 (4 for Anopheles and Phoenix) |
| Duration: | scene |

"The mind of another is the most exhilarating ride, a vault of priceless treasures, memories like baubles to try on and show off! We search for the truth among the lies, the forgotten among the remembered, the secrets among the publicized. The Mind is a world unto itself. Is it no wonder that telepaths are so lost outside the warm comforts of the brain's interior?"

Description: Mystique is the immortal form of telepathy, the ability to scan the mind of another and dredge up memories and other thoughts. Touching the target offers the least resistance to this scan while attempting to read the mind at a distance adds more. In addition, the more familiar the target is to the player, the easier the scan.

Resistance Charts

- | Resistance | Contact proximity |
|------------|--|
| 1 | Skin to skin contact between the player and an unconscious target |
| 2 | Physical contact established between player and conscious target, whether skin to skin or through barriers such as clothes and armor |
| 3 | Player and target within visual range |
| 4 | Player sees an image (photo, video clip, live television broadcast, etc.) of the target and uses it to focus |
| 5 | Player and target have no contact, visual or otherwise |

Resistance Familiarity

- 1 Player is intimately familiar with target and knows him better than anyone else
- 2 Player knows the target as well as anyone else
- 3 Player is acquainted, has met the target and has learned a little from the encounter
- 4 Player has been introduced to the target, has met and exchanged a few words, but learned nothing personal
- 5 Target is unfamiliar with the target, has never even met him but has seen his pictures, read writings about him, or heard detailed descriptions

System: The player rolls against the familiarity plus the contact proximity plus the target's red halo. Each multiple of 3 over the resistance allows the scan to probe deeper into the mind of the target.

Special Notes: Mystique also allows for telepathic communication between individuals. If the target of the scan is willing, the resistance is 3 plus the familiarity and contact proximity (the red halo does not apply). If the player communicates with a willing target, then tries to scan memories or thoughts below the surface, he must re-roll against the full resistance.

If the target of Mystique is in pain, the player must achieve more than a minimal success to read anything besides the pain. If the target has taken a serious wound, for example, (rank 3 Pain hostile) then the player of Mystique would require a rank 3 success to read the target's emotions and surface thoughts through the pain.

Ranks of Effect:

- Rank 1 Emotions only can be sensed and sent (empathic scan and projection). Blocked by any Pain hostile
- Rank 2 Surface thoughts and emotions (two-way communication possible at this rank and above). Blocked by a rank 3 or greater Pain hostile
- Rank 3 Memories can be read, but only if the target can access those memories himself. Cannot penetrate amnesia. Blocked by a rank 5 Pain hostile
- Rank 4 Memories can be read, including those suppressed by amnesia or merely forgotten by the target (most childhood memories or trauma applies in this category)
- Rank 5 Read current subconscious thoughts (deep scan) as well as surface thoughts and emotions of any avatars within the target

Nostrum

Healing

Litany: "In the fugue we find renewal. . ."
Resistance: rank of wound or disease progression
Complexity: 5 (4 for Eremites and Dracul)

"How precious this gift to heal. If you know or even suspect anything about the dangers of our immortal world, you had better pay attention. No pun intended."

Description: Nostrum is the premier healing serenade of the immortals. It not only heals physical damage and wounds, but also diseases. The resistance to the serenade is the rank of the wound or progression of the disease, as noted in the chart below.

Resistance Chart

Resistance	Wound rank, Disease progression
3	light wound, no symptoms of the disease have manifested
6	impairing wound, early symptoms of the disease are manifested
9	severe wound, chronic symptoms of the disease are manifested
12	crippling wound, advanced symptoms and complications of disease are manifested
15	Mortal wound, terminal stage of the disease with incapacitating symptoms

System: The player rolls against the chart above. Each multiple of 3 over the resistance causes the wound rank to drop by one category, or the disease to enter remission.

Wound Example: An immortal heals his horse which has taken a severe wound. The resistance is a 9. The immortal rolls a total of 15 — 6 above the resistance. The wound drops from a severe down 2 categories (1 for each multiple of 3) to a final wound of light. If he had rolled an 18, the wound would have completely healed.

Disease Example: An immortal visits his twilight friend in the hospital who has cancer in its terminal stages. The resistance is a 15. He rolls a 19. There is one multiple of 3 over the resistance. The disease enters remission to advanced symptoms instead of terminal. The new resistance number becomes a 12, allowing the immortal to heal it to greater effect. His next roll of a 24 drops the rank of the disease 4 places, healing it completely.

Special Notes: The only known disease to be resistant to Nostrum is the Lash, a telepathic plague created during the Shouting War. The disease has an added resistance of +3 per stage against the healing power of Nostrum.

Nostrum heals simultaneous wounds. All wounds below the wound rank chosen as the serenade's resistance drop the same number of categories as the target wound does.

If played against an unwilling target, the target may resist with his violet halo.

Poison adds additional resistance to each wound based on its virulence. The dose and type of poison should be considered by the narrator when he assigns this extra resistance. Resistance can be up to 9 for most poisons or toxins found in the Habitat, 10 to 15 for some found in the Dominions or similar otherworldly places.

Poison remains in an immortal's system for extended periods of time, bringing with it pain in the form of a hostile.

Poison Virulence	Time to purge from an immortal's system normally
3 (rank 1 pain hostile)	end of the scene
6 (rank 2 pain hostile)	end of the episode
9 (rank 3 pain hostile)	end of the series
12 (rank 4 pain hostile)	indefinite (narrator's discretion)
15 (rank 5 pain hostile)	will not purge without the use of Palladium

For Example: *Aristander discovers another comrade who has taken damage from a poison arrow. The wound is severe (resistance 9) and the venom adds additional resistance of 5 for a total of 14. He must roll a 17 to lower the wound to an impairing wound. The new wound's resistance is a 6, plus the venom (which doesn't diminish) for a total of 11. Aristander rolls again for a total of 17, exceeding the new wound by 6. The wound is completely healed, but the poison remains in his system for the time reflected in the chart above. Poison in the wounds of a Twilight do not maintain their virulence in this way, and are simply applied as an amalgam of the entire resistance roll.*

Omen

Portents of the Future

Litany:	"The sign comes in the storm. . ."
Resistance:	player's Free Immaculum
Complexity:	5 (4 for Magdalen and Morrigan)

"The future is said to be unmade, but those who travel there would argue this. Such is the nature of it's paradox. I call on the future to send me a sign and marvel at the form the sign takes."

Description: Omen allows an immortal to call for a sign before embarking on a chosen course.

System: The player rolls against his own FI. Each multiple of 3 over the resistance causes the omen to reveal more important aspects of his future.

Ranks of Effect:

Rank 1	The omen warns the player of danger to his loved ones
Rank 2	The omen warns the player of danger to his cadre
Rank 3	The omen warns the player of obstacles that face him on his present course
Rank 4	The omen warns the player of danger to himself
Rank 5	The omen warns the player of a traitor in his midst

Orisha

Mouth of the Transcendents

Litany:	"The root aspires to the rose. . ."
Resistance:	player's Free Immaculum
Complexity:	5 (3 for all Scourges)

"There are creatures who have reached eidos, the perfection of body and mind. We call these the Transcendents. Most are so powerful and alien to our existence that they do not concern themselves with us. Some stride through the world and woe to any of us who cross them. They are what we must become to defeat the Sanguinary, masters of time.

Some, however, remain behind to aid us when we serenade them. These I will teach you. Be respectful, and compose for their ears the most beautiful of songs."

Description: Orisha allows immortals to question 5 of the Transcendents, members of the Perpetual Society who have ascended into the eidos form. They will answer only one question, and will not be questioned more than once per day by any one immortal.

System: The player rolls against his own total free immaculum. Each multiple of 3 over the resistance allows the player to question the Transcendent of that rank or any below.

Special Notes: Only one use of Orisha per day is allowed. Furthermore, the player cannot be at all tainted when calling upon the Transcendents. If he is, they are likely to punish him in some severe manner. There is often a first warning.

Immortals marvel at the ability of potentially thousands of immortals questioning the Transcendents at any one moment, begging the question of whether those who reach eidos become somehow omniscient.

Ranks of Effect:

- Rank 1 the Mourner at the Grave knows the names of all the dead, he can tell you if a particular being is no longer alive
- Rank 2 the Historian recalls the history of immortals and their lore, knows the name of all the great heroes, the deeds of the ancients, and knows the origins of the Prides and their founders
- Rank 3 the Mentor can teach any talent or vogue attention, or identify a Pride secret if a person under its power is brought before him
- Rank 4 the Creator can tell you how to create any sort of device, relic, or can discern the secrets of artifacts
- Rank 5 the Nada can tell you an enemy's secret weakness, how to destroy an enemy

Prism

Commanding the Aura

- Litany: "White is torn in the prism..."
- Resistance: Free Immaculum
- Complexity: 5 (4 for Eremites and Nimrod)
- Duration: 1 turn (10 clashes)

"The soul in immortals is clear as the rain, free immaculum which becomes whatever color we wish. Inevitably then must come the serenade to take control of the soul and force it to shift color, to slow the opponent and lower his mystical powers even while we must fortify him."

Description: Prism allows an immortal to "fix" the free immaculum of his opponent into his opponent's forte halos. This not only lowers the number of escapades the target has, but also severely weakens his ability to effectively power his serenades. The trade-off is the fact that the FI must go to some halo color, thus strengthening the attributes of the target.

System: The player rolls against the target's Free Immaculum. Each multiple of 3 over the resistance allows the player to anchor 20% of the target's FI into forte halo colors for the duration of the clash.

Special Notes: FI allocated to halo colors through Prism cannot exceed the himsati tier limits. The player chooses which halos the FI will be allocated to. Any creature without free immaculum suffers no ill effects from Prism. If the target has more FI than can be fixed, the remainder stays free.

Ranks of Effect:

- Rank 1 20 % of FI is fixed in forte halos
- Rank 2 40 % of FI is fixed in forte halos
- Rank 3 60 % of FI is fixed in forte halos
- Rank 4 80 % of FI is fixed in forte halos
- Rank 5 All of target's FI is fixed as forte

Psychomachia

Fear

- Litany: "The eyes be a mirror of the dark mind."
- Resistance: red halo
- Complexity: 5 (4 for Arachne and Terat)
- Duration: scene
- Created
- Hostiles: Fear (red)

"You seem afraid of me. I would like to see the extent of that fear."

Description: Psychomachia is the ability to cause fear in an opponent. The Arachne are well known for their mastery of this serenade in upholding their reputations as emotionless assassins.

System: The player rolls against the red halo of the target. Each point over the resistance increases the difficulty of the target's red Fear hostile (the first point over the resistance establishes the hostile at a difficulty of 1).

Special Notes: Any action taken by the target besides fleeing in terror requires a roll of the red Fear hostile. If the target ever nulls this Fear hostile, he faints from terror for one turn (10 clashes).

Quake

Creating Chasms

Litany:	"The ground devours."
Resistance:	green halo + ground density or area affected + ground density
Complexity:	5 (4 for Peri and Tautha)

"We call to the Abyss and open the ground to swallow our enemies. Feel the rock and asphalt curl around you, the growth of ages old stone under your feet. It is the stern arms of mother earth herself that surrounds you. Have you the strength to free yourself?"

Description: Quake opens the ground beneath an opponent then closes again, burying him alive and requiring him to use his own strength (or an appropriate serenade) to break through.

Resistance Chart

Resistance	Ground Density
1	Sand, loose gravel or dirt
2	Sod, some clay, hard-pack dirt, dirt with heavy iron content
3	Asphalt, mostly clay, heavy rock-filled dirt, wood floor, shale
4	Concrete, boulder-filled dirt
5	Solid, deep stone such as granite and basalt.

System: The Player targets an opponent or area. If he exceeds the resistance, the ground parts, and surges up to swallow the target. For each point by which he exceeds the resistance, his opponent is buried one foot deeper in the earth, and will have a harder time freeing himself.

To unbury himself, the target makes a roll and adds his orange halo. His roll must exceed the number of feet he is buried plus the ground density to make progress in digging himself out. For every 1 point he scores above the resistance, he can push himself 1 foot closer to the surface.

Special Notes: As usual, if multiple opponents are targeted using an area attack, each opponent may resist using their green halo in addition to the area effect + ground density. Some may dodge out of the way while others are buried deep within the earth.

If a target is flying above the ground, the distance above the ground is added as increased resistance to Quake.

Rade

Following the Wake

Litany:	"The path opens. . ."
Resistance:	weight of object (inverse)
Complexity:	5 (4 for Dracul and Tautha)
Duration:	indefinite

"All things make a wake when they move. We ride this wake to it's end. With this attention, nothing is too swift that we cannot follow it."

Description: Rade allows an Immortal to attach himself to the wake of a moving object and be drawn along with it. he can, for example, be drawn by the wake of an accelerating car, a running animal, an airplane or a speeding bullet. In appearance, the player glides behind the object as it moves, surrounded by a distortion that makes him appear to be seen through superheated air.

Resistance Chart

Resistance	Weight
1	301-400 tons
2	201-300 tons
3	126-200 tons
4	61-125 tons
5	31- 60 tons
6	15.1 - 30 tons
7	8.01 - 15 tons
8	4.01 - 8 tons
9	2.01 - 4 tons
10	1.01 - 2 tons
11	1001 lbs. - 1 ton
12	501 - 1000 lbs.
13	251 - 500 lbs.
14	126 - 250 lbs.
15	61 - 125 lbs.
16	31 - 60 lbs.
17	16 - 20 lbs.
18	8.1 - 15 lbs.
19	4.1 - 8 lbs.
20	2.1 - 4 lbs.
21	1.1 - 2 lbs.
22	8 oz - 1 lb.
23	under 8 oz

System: The resistance to the serenade is the object's weight. The lighter the object, the less wake it makes and the more difficult the resistance becomes. Thus it is easier to be drawn by the wake of an airplane than it is to follow a bullet.

The player rolls against the chart above. For each multiple of 3 he scores above the resistance, he can follow the object at a higher speed.

Special Notes: The player is free to perform any action he wishes while in the Rade, including switching his position along the wake. If the object (or creature) the player is following is abruptly halted by means other than it's own accord the player is thrown to the ground. The damage he sustains is equal to the speed (in miles per hour) he was traveling. This damage, of course, heals swiftly through the panacea.

Ranks of Effect:

Rank 1	Effortlessly follow at up to 20 miles per hour
Rank 2	Follow object at up to 70 miles per hour
Rank 3	Follow objects at up to 250 miles per hour
Rank 4	Follow object up to the speed of sound
Rank 5	Follow object at any speed

Rapier

The Biting Weapon

Litany:	"The beast enters the blade. . ."
Resistance:	damage rating of weapon + Free Immaculum deposited for natures
Complexity:	5 (4 for Roane and Terat)
Duration:	scene

"We have learned that a warrior and his weapon can be one. It is surprising the Peri have not discovered this, but perhaps they feel more comfortable being the weapon than wielding it. They certainly are superb in their ability. We take the beast from within and place it into the blade, the spear and the arrow. Safest that we should use these gifts without the risk of becoming possessed by the Enemy."

Description: Rapier allows the player to place any himsati nature he possesses into a weapon, giving it claws, fangs, a burning corona or a variety of other unusual qualities. An arrow can glow with bioluminescence, wings, could drain blood or burrow in the ground after it's target. A whip could be given coils or the power to control mammals.

System: The player first must transfer a number of his own Free Immaculum notes into the weapon. This forms the himsati nature's RI or CI, as described in *The Shapeshifter's Manual*. He then rolls against the weapon's natural damage rating plus this FI rating as the resistance. Every multiple of 3 he scores above this resistance allows him to place an additional himsati nature within the weapon. Each nature's activation cost must be paid by the FI placed in the weapon.

For Example: *Melana wants her sword to carry her burning essence nature. She has 8 Free Immaculum. She decides to place 6 FI into the blade. The sword's damage rating is a 5, so its resistance will be 11. She rolls a total of 17 and scores +6 over the resistance, enough to place two himsati natures in the sword. She places burning essence and also decides to place terrible countenance, making her blade extremely disturbing to look at. The total activation cost for these two natures is 2, leaving a CI of 4.*

The sword now has a disturbing ugliness and is on fire. Whenever Melana strikes with it, she inflicts 4 damage (separately applied after the weapons own damage rating.) In addition, if her adversary has less than 4 red notes, he will be placed under a fear hostile (with a difficulty of 6) because the sight of the sword is so disturbing.

Special Notes: Familiarity with the rules of himsati natures in *The Shapeshifter's Manual* are necessary for the use of this attention. A weapon that already has free immaculum within it (an enchanted weapon) may add the FI to the serenade's effect.

A great danger in the use of Rapier is the fact that the player must withdraw his free immaculum from the weapon to reclaim it, and he must touch it to do so. Thus, if he is disarmed, he is unable to recover his FI until he can again touch the weapon. This makes ranged weapons especially vulnerable. If the player shoots an arrow with himsati natures, she must recover the arrow, touch it and withdraw her FI from it. The same is true with a bullet. The player must dig the bullet out of her target (or out of the wall if she missed him!) Because of this, immortals seldom place their himsati natures in bullets.

Ranks of Effect:

Rank 1	Place 1 himsati nature in the weapon
Rank 2	Place 2 himsati natures in the weapon
Rank 3	Place 3 himsati natures in the weapon
Rank 4	Place 4 himsati natures in the weapon
Rank 5	Place 5 himsati natures in the weapon

Rave

Berserk

Litany: "Only the red of rage..."
Resistance: desired level of discrimination
Complexity: 5 (4 for Eremites and Terat)
Duration: scene

"Fill your mind with rage. This is will take you through the battle and leash your pain until the last blow is struck."

Description: Rave allows the target to berserk, ignoring pain while fighting in combat.

Resistance Chart

Resistance	Discrimination
3	Player is unable to differentiate friends, enemies or innocent bystanders. He attacks anyone close to him who moves, but will not attack anyone who is perfectly still
6	Player can differentiate a certain gender or type of person he does not normally want to attack (women, holy person, children, etc.)
9	Player can differentiate anyone who is not making an aggressive move and can choose not to attack them. Anyone holding a weapon is considered making an aggressive move, but unarmed moving individuals do not draw the player's rage
12	Player can differentiate loved ones, but will still attack aggressive members of his own cadre who he is not personally close to.
15	Player differentiates his foes, sparing all others if he chooses

System: The Player chooses the category above that can be distinguished, and so can be spared from his target's attacks. This forms the resistance to the serenade. Each multiple of 3 above the resistance allows the target to ignore pain hostiles from progressively more extreme wounds.

Special Notes: Rave has a trade-off for it's ability to ignore pain hostiles — it makes it difficult for the target to determine exactly who he should be attacking. The Narrator can determine who the target attacks if he is unable to differentiate his friends from bona fide enemies.

The target may not play any serenades while under the influence of Rave. If used to berserk an opponent, the opponent may resist with his red halo.

At the end of the combat, once the target has calmed down, the pain returns, as do the hostiles.

Ranks of Effect:

Rank 1	Ignore pain hostile from a light wound
Rank 2	Ignore pain hostile from an impairing wound
Rank 3	Ignore pain hostile from a severe wound
Rank 4	Ignore pain hostile from a crippling wound
Rank 5	Ignore pain hostile from a mortal wound

Riot

Causing Conflict

Litany: "Let fly the crow..."
Resistance: red halo (+ area of effect)
Complexity: 5 (4 for Arachne and Banjax)
Duration: scene

"The Morrigan are adept at sensing conflict. We do not understand that secret enough to use it, so we have learned to cause conflict instead. The threnody is about to begin — our means to summon the Morrigan as one summons a common servant. How they must hate their own secret for it's tendency to pull them into the gravity of our dark and troubled world. Poor bastards."

Description: Riot causes tempers to flare and violence to erupt. The player cannot control the actions of those under its effect — the violence is random once sparked. Indeed, after the initial spark, the violence may spread of its own accord.

System: The resistance of Riot is the red halo of the target(s). Each multiple of 3 he scores over the resistance causes the target to escalate the conflict.

Special Notes: Feuds lasting several millennia have been sparked by the use of this reckless serenade, which is why it's use is absolutely forbidden by the Morrigan. Any player who uses Riot and is caught is brought before the Morrigan by their scourges and severely punished. What's more, their Pride suffers political censorship in the Magonian Scepter Court until such time as they publicly punish the miscreant. Despite this, Riot continues to thrive as a useful tool within the Stratagem.

Ranks of Effect:

Rank 1	Troubled emotions in an individual or group (sadness, despair, anger, vengeance, worry, etc.)
Rank 2	Non-physical conflicts (arguments)
Rank 3	Unarmed physical conflicts
Rank 4	Armed conflicts
Rank 5	Conflicts with deadly intent

scribe

Recording Information

Litany:	"This thing acquire a vault of memory"
Resistance:	Complexity of information + hardness or complexity of information + blue halo
Complexity:	5 (4 for Arachne and Magdalen)

"We can store information in anything. I laughed when you told me you though Jerimia was nothing more than a simple ball of books. Books need not be encased in paper to be stored for all time. You would find Jerimia beyond your wildest expectations of what a place of teaching could be."

Description: Scribe stores information in a variety of objects or even living things using formats far more expansive than the most advanced computer systems in the mortal world. A diamond can store recorded sound, a hologram can be stored and projected out of the eyes of a cat. The uses of Scribe are limitless and open to the ingenuity of the player.

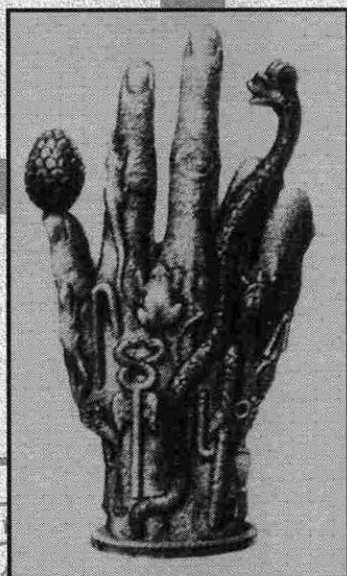
Resistance Chart

Resistance	Complexity of information
1	Data similar to computer files (text files, photographic images)
2	Sound and video equivalent (low quality)
3	Sound and video equivalent (high quality)
4	3-dimensional video, digital sound equivalent (high quality)
5	3 dimensional holography equivalent

System: The player decides which format he wishes to use to store the data at hand, based on the chart above. If he is storing it in an object, he adds the hardness of the object to his resistance. If he is storing it in a living receptacle, he adds the blue halo of the living thing as additional resistance. For every multiple of 3 above the resistance, the object or person stores the data for a longer period of time before it leaks out and dissipates, never to be recovered.

Special Notes: No matter what the information is, the player can choose the format he wishes to use to encode it on the complexity of information chart above. Even a normal computer file (resistance 1) can be displayed in 3 dimensional video, with it's text read in a clear digital-like voice if the player chooses the resistance of 4 instead.

Absorption of information into the object is initiated by placing the object directly on the source of the information. Downloading all information on the screen of a computer requires the Scribe object be placed on the monitor (or requires the living receptacle to simply see the screen and add it to photographic memory.) To record a scene, the object is simply held



in the hand of the player, who records wherever he walks. This is a conscious effort on his part, but the process is quite intuitive. People used as receptacles (all receptacles are known simply as Scribes) do not have access to the data within them unless they were the player who initiated the Serenade, or if the player causes them to display the data. This display can be anything from simple transcription to projecting the data holographically from the eyes. Only

the player and those he consciously and with free-will designates can access the Scribe.

Ranks of Effect:

Rank 1	information remains for scene
Rank 2	information remains for the episode
Rank 3	information remains for the series
Rank 4	information remains indefinitely, but eventually fades
Rank 5	information remains permanently in object or person

Selene

Drawing Down the Moon

Litany:	"The silver light anoint. . ."
Resistance:	the current phase of the moon
Complexity:	4
Duration:	episode

"Artemis was a goddess of the moon. It was she divined the power of the silver orb, taking it's light and adding it to our weapons to do greater harm to the tainted enemy. It was developed while Artemis was one of the Magdalen, but she would not teach it to them. Instead, she defected from her Pride and taught her own personal secret to many others. This power we use to hunt the Sanguinary's thralls. Let them beware us, even in our terrene forms."

Description: Selene allows a player to anoint a weapon with moonlight, a substance that causes greater damage to their tainted enemies since it uses taint as it's damage. The light turns any weapon anointed with it into a silver so pure and beautiful that it shines with a subtle moon-glow.

Resistance Chart

Resistance	Current Moon Phase
3	Full
6	Gibbous (3/4 moon)
9	Half moon
12	Crescent moon
15	New moon

System: The player rolls against the chart above. Each multiple of 3 over the resistance causes the weapon's damage rating to increase by a potential of 1. This potential is usable only against creatures who are tainted. For every one taint his opponent has, 1 point of the moon damage potential can be applied as additional damage. In addition, the moonlight poisons the tainted creature, causing a pain hostile that lasts for the duration of the moon phase. The hostile rank is the same as the rank of success of the serenade.

Special Notes: Selene can only be played at night, but it's properties on a weapon endure through the next days and nights until the phase of the moon changes (2 days, 3 nights.) The pain hostile lasts for the same length of time. When the moon phase changes the weapon loses it's silvery power until the serenade is played again.

Selene's use is widespread among all immortals.

Ranks of Effect:

Rank 1	+ 1 damage potential / rank 1 Pain hostile against tainted individuals
Rank 2	+ 2 damage potential / rank 2 Pain hostile
Rank 3	+ 3 damage potential / rank 3 Pain hostile
Rank 4	+ 4 damage potential / rank 4 Pain hostile
Rank 5	+ 5 damage potential / rank 5 Pain hostile against tainted individuals

Somnus

Dream Control

Litany:	"Two gates open. . ."
Resistance:	contact proximity + target's red halo
Complexity:	5 (3 for all Sleepers)
Duration:	scene
Secondary Hostiles:	Familiarity (for non-Sleepers)

"The Morpheum of man is the most dangerous place to us all. The beast lives there, curled up in the hush-hush and shaking in gigantic efforts to escape a web made of too many dreams. Slowly, inexorably the Sanguinary turns all dreams into one dream, one that will make him powerful enough to return to our waking world, to kill us and take our bodies as it's own. Go carefully though the dream, for you cannot be sure whose eyes actually watch you!"

Description: Somnus charts a course for an immortal into the dreams of others, particularly those of human beings. The deeper the immortal goes into the dream, the more he can affect the dreamer beyond simply altering his environment.

Resistance Chart

Resistance	Contact proximity
1	Skin to skin contact between the player and an unconscious target
2	Physical contact established between player and conscious target, whether skin to skin or through barriers such as clothes and armor
3	Player and target within visual range
4	Player sees an image (photo, video clip, live television broadcast, etc.) of the target and uses it to focus
5	Player and target have no contact, visual or otherwise



7

System: The player rolls against the chart above plus the red halo of the target. Each multiple of 3 over the resistance allows the player to take greater control of the dream and ultimately affect the target directly.

Special Notes: Somnus is telepathic in nature, a joining of minds so seamless that any damage done to or by the player within the dream manifests in the waking world as a pain hostile that lasts until he either goes to sleep again (and presumably "heals" within the Morpheum).

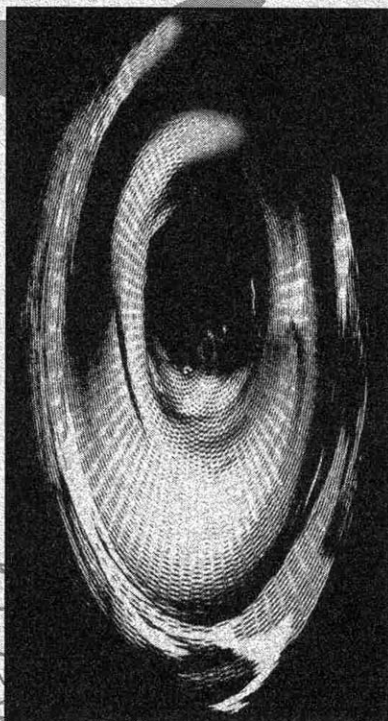
Although the Morpheum is, in essence, a telepathic web that spans the subconscious of all mortal things, those inside it find it difficult to distinguish it from reality.

Ranks of Effect:

- Rank 1 Player views the target's dream in his own mind
- Rank 2 Player appears in the dream in any form he chooses (from a living form to a symbolic representation of himself or an idea) and can communicate with the target
- Rank 3 Player can change the dream's setting to whatever he wishes but cannot physically harm the target with any elements of the new setting
- Rank 4 Player can physically interact with the dreamer, including combating him although this combat is hand to hand only — no elements of the dream can be used as a weapon by the player, but they can be used by the target in addition to his halo attributes
- Rank 5 Player can use elements of the dream as weapons just as the target can

in a soft whisper and sparks leaped out of the jar, scurrying across the marble floor, leaving sparks behind them like little blue demons. As I watched in amazement they climbed up the stone walls and leaped onto the torches that rested in their sconces, bursting them into flame with a hiss and revealing the room fully. Other Morrigans stood around me, suddenly revealed from the shadows.

"That was my first indication that this was not going to be a social visit."



Description:

Sovereign allows an immortal to imbue an esoteric element with a life of its own, allowing him to shape its contours or move it about at will. The resistance to the serenade is determined by the area affected, plus the degree of manipulation the player wishes to have over it. The area affected does not only regard the amount of the element that will be affected, but also the boundaries within which the element can be moved about.

Sovereign

Fashion Esoterics

Litany: "Air to adamantine becomes.
Resistance: area affected + element's type
Complexity: 5 (4 for Nimrod and Phoenix)
Duration: scene

"She entered the room, her gown like a gray wisp of storm cloud, flickering with sparkles of lightning. The blackbird sat on her shoulder and stared at me, beak open and sharp split tongue tasting the air like a snake's. In her hand was a jar filled with fire that swirled around as if it were liquid. She opened the jar. She spoke

Resistance Chart

Resistance	Element Type
3	smoke, fog, fine dust
6	scents, sounds
9	light and shadow
12	heat and cold
15	fire, electricity, radiation, gravity, magnetism

System: The player decides what intangible he wishes to affect. He then makes a roll against the resistance defined by the chart above plus the area affected. For each multiple of 3 he scores above the resistance, he gains more control over the intangibles in the area, as described below.

Special Notes: None of the properties of the intangibles can be changed with the use of Sovereign. Fire still burns, electricity still shocks, radiation still poisons. Similarly, sounds can be moved or suppressed but not changed into other sounds.

The player of the serenade is always at the center of the area affected — the area does not move with the player after the serenade is played.

Intangibles placed under Sovereign which are dangerous (energy forms such as radiation, electricity and fire) do damage according to the will of the narrator. He assigns a damage rating according to the amount of the energy and its concentration in the area (fire is mitigated by what is fueling it). All those caught in the area at the end of the clash take damage against appropriate resistances.

Ranks of Effect:

- Rank 1 Cause the intangible to be repelled away from the player
- Rank 2 Cause the intangible to be suppressed — completely eliminated from the area of effect
- Rank 3 Cause the intangible to shape itself into any contour envisioned by the player, but remain motionless in the spot this occurs
- Rank 4 Shape the intangible by hand, as if it were clay, or kick it out of the way without harming the player
- Rank 5 Cause the intangible to shape itself and move wherever the player wills within the area of effect — element can be made to attack or otherwise interfere with a living opponent

Surge

Electricity

- Litany: "The arc flies from me to thee."
- Resistance: area or weight of object + conductivity or conductivity + Violet halo, if living
- Complexity: 5 (4 for Eremites and Morgan)
- Created
- Hostiles: Stunned (Violet)

"If you don't know how to dance, there is no better teacher than a bolt of lightning."

Description: Surge is similar to Ember, the creation of an elemental force against an object or opponent. The player literally sends lightning from his hands in a flurry of electrical arcs.

Resistance Chart

Resistance	Conductivity
1	Any person or object that is well grounded, usually standing on wet ground
2	Any person or object covered with or made of water or conductive metals (such as copper, bronze, gold, silver, etc.)
3	Any person or object covered with or made of non-conductive material (such as clothing, blankets, etc.)
4	Any person or object covered with or made of resistance materials (such as glass, rubber, plastics, or insulation of some sort)
5	Target is not at all grounded

System: The player rolls against the conductivity chart above plus the violet halo of the living target or conductivity plus weight or area (whichever is greater) for inanimate targets. Every multiple of 3 above the resistance causes an increasingly severe wound as well as an increased violet stunned hostile.

Special Notes: Surge stuns living opponents. This stun hostile lasts for one turn before dissipating. Each rank of effect vaporizes one weight category of mass for inanimate objects. Zero weight objects are totally vaporized.

Nostrum will cure the wounds caused by surge, but will not alleviate the stun hostile.

Ranks of Effect:

- Rank 1 Rank 1 Stun hostile, light wound
- Rank 2 Rank 2 Stun hostile, impairing wound
- Rank 3 Rank 3 Stun hostile, severe wound
- Rank 4 Rank 4 Stun hostile, crippling wound
- Rank 5 Rank 5 Stun hostile, mortal wound

Syndrome

Identification of a Device

- Litany: "The relic reveals its secret. . ."
- Resistance: technological level of object
- Complexity: 5 (4 for Dracul and Peri)

"Peer closely at the relic. Feel its contours. Sense its vibrations. There are secrets hidden within it. Is it a weapon? A tool? A means of entertainment? It was made for a purpose, and we shall discover it."

Description: Syndrome allows an immortal to divine the purpose of a device or enchanted relic.

Resistance Chart

Resistance	Tech level
3	Primitive object
6	Simple machines similar to those antedating the Industrial Revolution
9	Complex machines similar to those used by humans in the modern era
12	Very complex machines similar to those used by the Immortals, in advance of human technology
15	Incredibly advanced technology far beyond the scope of most Immortals, such as that possessed by the Abzulim

System: The resistance of the relic is based on its complexity, represented by the tech level chart below. The player makes a roll against the resistance. For each multiple of 3 he scores above the resistance, he learns additional information about the relic or machine he is studying.

Special Notes: Syndrome cannot be used on any living being.

Ranks of Effect:

Rank 1	Identifies general class of the object (weapon, vehicle, armor, furniture, entertainment, tool, habitation, etc.)
Rank 2	What the object does (delivers a fireball, flies, communicates, changes color, creates food)
Rank 3	Specific skills necessary to use the item (driving, sword, enticement, lighter pilot)
Rank 4	Special requirements other than skills necessary to use it (dip it in clear water, use diamonds as fuel, requires raw potatoes, only activates in bright sunlight)
Rank 5	Directions on how to use the device (wave the wand three times counter-clockwise, activate this series of switches, speak a special word)

Talaria

Flying

Litany:	"Carry me on the winds. . ."
Resistance:	green halo + extra weight of target
Complexity:	5 (4 for Morrigan and Phoenix)
Duration:	scene

"There is no joy like that of flying above all the things which are clasped in the jealous hands of mother earth. Give your shoes to the ground and your body to the sky."

Description: Talaria is the art of flying.

System: The player rolls against the green halo of his target (usually himself). Each multiple of 3 over the resistance grants greater forms of flight.

Special Notes: If a flyer's total burden (his own weight plus any load he is carrying) exceeds his weight category, resistance increases. Each weight category beyond the flyer's own adds an additional +1 to his resistance.

Flight is directed by the thoughts of the flyer. Speed is still limited by the flyer's green halo. The target may end the serenade at any time.

Ranks of Effect:

Rank 1	Player glides from a high point to a lower point, but always tends toward the ground
Rank 2	Player levitates. He cannot rise more than 6 feet above the ground, but he can maintain this altitude even if the ground drops away
Rank 3	Player flies subject to the wind currents and can slowly gain or lose altitude at will
Rank 4	Player flies with total disregard for gravity, graceful and elegant. He can gain and lose altitude in very short distances
Rank 5	The player flies with total disregard for inertia, hovering and halting in mid air. Instant reversal of direction is possible

Tattoo

Tattoo Vaults

Litany:	"Sleep here beneath my skin. . ."
Resistance:	target's weight + orange halo
Complexity:	5 (4 for Dracul and Tautha)
Duration:	indefinite

"The Celts were a powerful people, for we gave them a gift. Their tattoos were not mere pieces of art. They were weapons, pieces of land, food — everything they would need in their dark mission ahead in the Underworld. How amusing that so many Twilights believe that you cannot take it with you. We know of whole treasures buried underneath the tattooed skin of dead Celtic kings."

Veil

Invisibility

Litany:	"Close your eyes to me. . ."
Resistance:	degree of invisibility
Complexity:	5 (4 for Banjax and Eremites)
Duration:	scene
Secondary	
Hostiles:	Jeopardy (if attacking while invisible)
Created	
Hostiles:	Mirage (Blue), Visibility (Blue)

"You can't fight what you can't see. An exaggeration. Yet, the hunt does become more frantic for the prey when the hunter lies between the shadow and the light. We have made our home in the grey space between. Not a boast. A warning. Heed it. Go."

Description: Veil is the immortal ability to become invisible.

Resistance Chart

Resistance	Invisibility applies to
3	Invisibility to normal vision
6	Cast no reflection
9	Invisible to mechanical devices (cameras)
12	Invisible to infra-red and ultra-violet (including heat sensors)
15	Invisible to entire electro-magnetic spectrum (Including Radar and X-ray)

System: The player rolls against the degree of invisibility he requires. Anyone who attempts to penetrate this invisibility may roll against a blue Mirage hostile with the same difficulty as the serenade strength. Each multiple of 3 over the resistance increases the strength of the Veil.

Special Notes: Anyone with less than the listed blue notes cannot see the immortal, and must roll a Visibility hostile of the appropriate rank when in combat with the player.

Description: This attention allows its player to take an object, person, animal or even place and store it within his skin as a tattoo. He may release it again with a mere conscious touch. All things precious to the player may thus be placed on his body as an ornament, to be called forth when desired.

System: The resistance of Tattoo is based on the target's weight or area (whichever is greater) and (if a living target) the orange halo. Each multiple of 3 over this resistance causes the tattoo to become less distinct to those who see it, being completely invisible at the highest rank until it is touched and released.

Special Notes: The Tautha learned this serenade from the Immortal Celebrant, once their ancient patron in the days when they wandered the Sahara and the garden of Gynnah where immortal and Primals lived in peace.

Tautha belief holds that the Immortal Celebrant anticipated the Shouting War and holds within his skin whole tracts of land preserved from a time before the Dominions were ravaged. Similarly his servants carry objects and creatures preserved from the many worlds beyond the Habitat.

With his servants, the Immortal Celebrant is said to even now be traveling though the Dominions and restoring to them what was lost. Further, he is said to possess tattoos of the Habitat in it's unspoiled days, a legacy to the world after the coming war with the Sanguinary. Many immortals seek the servants of the Immortal Celebrant and the ancient secrets they hold on their bodies.

The ranks below determine how the tattoos appear. The player can, at will, make his tattoos appear as they would at lower ranks. The tattoo's representation need not correspond with the object that is hidden there, but often does as a warning or symbol of loftiness among the Tautha.

Ranks of Effect:

- Rank 1 The tattoo carries an ever-present mystical glow, bioluminescent inks which are so detailed that closer inspection of them causes the observer to see deeper shades, textures and subtle hidden colors
- Rank 2 Tattoo appears as a supernaturally detailed piece of art, too perfect not to draw attention, but does not glow nor continually expose details
- Rank 3 Tattoo appears as any normal tattoo
- Rank 4 Tattoo appears as a natural birthmark or subtle pigmentation such as tan marks
- Rank 5 Tattoo is completely invisible to all but the player

Ranks of Effect:

- Rank 1 Anyone with 3 or more blue motes can perceive the player. Anyone else requires a rank 1 Visibility hostile to contact the player.
- Rank 2 Anyone with 6 or more blue motes can perceive the player. Anyone else requires a rank 2 Visibility hostile to contact the player.
- Rank 3 Anyone with 9 or more blue motes can perceive the player. Anyone else requires a rank 3 Visibility hostile to contact the player.
- Rank 4 Anyone with 12 or more blue motes can perceive the player. Anyone else requires a rank 4 Visibility hostile to contact the player.
- Rank 5 Anyone with 15 blue motes can perceive the player. Anyone else requires a rank 5 Visibility hostile to contact the player.

Weld

Mystic Binding

Litany: "Two bonded become one. . ."
Resistance: weight
Complexity: 5 (4 for Arachne and Banjax)
Duration: episode

"Electrons sing as they move away from me, like waves breaking a calm lake. My voice is the glue that binds my ancestral sword to my right hand. Though I be lying in the mud, wracked by the agony of my wounds, my enemy will find it difficult to pry this blade from my fingers!"

Description: Weld is an often-extended serenade which causes objects to stick together. Through the use of the attention, a bond is created between two objects, causing them to be attracted to one another or to become bonded together. A picture can be stuck to a wall, or two bracelets can be welded together as shackles.

Weld can also attach living things together (a person to the back of a horse) or inanimate objects to people (an Anopheles may affix a ruby to her earlobe without the need of clamps or piercings). A living creature can also be, for example, attached to a wall for interrogation. This serenade is best known for building massive structures that last through the ages.

Resistance: The resistance of Weld is formed by the lowest weight of the objects being welded together. If a man weighs 200 lbs. (resistance 10) is being attached to the bumper of his own car which weighs 1000 lbs. (resistance 12) the lower of the two (10) forms the resistance of the serenade.

System: The player decides which objects he is welding together. The weight of the lighter object forms the resistance of the serenade. For every 3 points he rolls over this resistance, he creates a weld of greater degree.

Special Notes: Above rank 2, the Weld can be restored by bringing the objects back together even if they have been separated.

Ranks of Effect:

- Rank 1 The bond is like gravity — anyone who can lift the object can break the bond
- Rank 2 The bond functions like glue — force able to lift twice the weight of the heavier object will part the bond
- Rank 3 The bond functions like magnetism — it is more intense than gravity if close, and will pull back together if the two objects are left in close proximity. The force required to separate the bond is 4 times the weight of the heavier object
- Rank 4 The bond is chemical. The two surfaces are merged, so that one or the other must tear in order to part the objects, in addition to the rank 3 effects. The force of the bond is 8 times the weight of the object
- Rank 5 The bond is atomic. One object or the other must be severely damaged to cut through or part the items, and even then the bond itself cannot be severed. The bond is stronger than the molecular links of the objects bound together

Welkin

Weather Summoning

Litany: "Winds. . ."
Resistance: swiftness of weather change or green halo
Complexity: 5 (4 for Morrigan and Roane)

"I call to the guardians of the isle of Aeolus! Open your gates, Zephyrus, the west wind! Notis in the south, Boreas in the icy north and Euros in the burning east! I call to you to gather together to scour the skies. Pass by and make your presence felt. Let rain, thunder and lightning pour out of your mouths!"



Description: Welkin is the ability to summon and alter the weather. Storms can be called or dissipated, and the effects can be focused to attack or hinder an enemy. With this serenade, a player can cause the rain to avoid falling on him, or to intensify the effects of a storm to hamper his opponents.

Resistance Chart

Resistance	Swiftness of weather change
3	end of the scene
6	several minutes
9	1 turn (10 clashes)
12	1 clash
15	1 escapade

System: The player can either alter the current weather conditions, or focus the weather onto (or away from) a target. If he is changing the local weather, his resistance is based on the swiftness of change he requires. Otherwise, his resistance is based on his opponent's green halo.

For each multiple of 3 achieved over the total resistance, the weather change becomes more dramatic, or can be focused more intensely.

Special Notes: Welkin may not be played indoors or underground, unless the area is large enough to have its own weather patterns (as in some truly vast subterranean caverns.)

By altering the weather patterns, Welkin creates (or alters) a green environmental hostile. The player may decide how this hostile manifests (blowing snow or sleet, high winds, driving rain, etc.).

Welkin can not generate an environmental hostile over an area more severe than rank 5. It cannot increase the environmental hostile for an individual to more than twice that present in the area.

Welkin can be used to lower, rather than increase, an environmental hostile.

For example: *If there is a mild storm out (rank 2 environmental hostile for anyone in the area) then this storm could be intensified for an opponent, inflicting up to a rank 4 hostile, as winds and rain are blown into his face no matter which direction he turns.*

Ranks of Effect:

- Rank 1 Slight variations from current conditions (Drizzle becomes light rain, high humidity (fog) becomes drizzle, clear sky becomes overcast or fog rolls in etc). Green environmental hostile alters by 1 rank
- Rank 2 Minor variations (Drizzle becomes steady rain, high humidity becomes light rain, clear sky clouds up and flashes lightning). Green environmental hostile alters by 2 ranks
- Rank 3 Significant variations (Drizzle becomes heavy rain, high humidity becomes light rain, clear sky clouds up and lightly rains, etc.) Green environmental hostile alters by 3 ranks
- Rank 4 Major variations (Drizzle becomes torrential rains, high humidity becomes heavy rain, clear sky clouds up and bursts into steady rain). Green environmental hostile alters by 4 ranks
- Rank 5 Dramatic variations (snow falls from a hot summer sky, clear skies burst into torrential rains, torrential rains evaporate into clear skies, etc). Green environmental hostile alters by 5 ranks



Welkin Echoes

A number of echoes are known to exist for Welkin. Each echo has an increased resistance of 3, over and above the time to take effect and any resistance for individual opponents.

Blue echo — The blue echo of Welkin is used to generate visibility hostiles. This can manifest as lightning flashes, driving rain, blizzard snow, blowing dust, fog, shimmering heat or even deafening thunder. The player decides which of these components will act against those within the area of effect if he has a specific effect in mind. Some components are not compatible, such as fog with shimmering heat, fog with blowing dust, and blowing dust with driving rain as examples.

The mechanics for using this echo are identical to the main use of Welkin, aside from the increased resistance. This echo is often used to dissipate many visibility hostiles, as well as creating them.

Violet echo — The violet echo of Welkin is used to physically injure opponents. Because this damage is inflicted through the use of a serenade, it does not heal under the Panacea. Conditions that a player can use to create damage include: Severe lightning strike, large high-velocity hail, freezing sleet, severe sunburns, or high winds such as tornadoes with or without debris.

Each rank of effect achieved with this violet echo indicates a more severe wound is inflicted, with a light wound being inflicted at rank 1, and a mortal wound at rank 5. As an attack echo, it requires a target (which can be an area) as part of its resistance. This echo requires that proper weather conditions already be in existence, such as a severe thunderstorm for lightning, or a blazing hot sun for a heat-based attack.

Weather Monitoring

The Morrigan monitor weather changes all over the world with utmost diligence, searching for activity from the Silhouette, an avatar of the Sanguinary. Because they are quick to commit their own forces against this activity, they do not smile upon other members of the Perpetual Society changing the weather. Morrigan Scourges will show up when *Welkin* is used and will levy harsh penalties against the player of the serenade, if he can be discovered.

Xenoglossia

Tongue of the Stranger

Litany:	"Out of the mouth speaks the other. . ."
Resistance:	language obscurity + target's red halo + contact proximity
Complexity:	5 (4 for Banjax and Eremites, 3 for all Emissaries)

"I have come to deliver a message to you, my Lady. If we can withdraw to more private chambers, I can contact my patron and link you to him through myself. His words will come out of my mouth, so that you will be certain of their source, if not their veracity."

Description: Xenoglossia is the ability of an immortal to telepathically link to another person's subconscious and to speak through them. Modern new-age believers among Twilights call this ability channeling although it has been in practice for quite some time among the Perpetuals. Emissaries employ Xenoglossia often to deliver messages whose content is very specific and delicate.

Resistance Charts

Resistance	Language obscurity
1	Living language spoken today
2	Unusual dialect of living language spoken today, usually regional or earlier dialect which has evolved into present form
3	Dead language no longer spoken although once in common parlance
4	Dead language, never commonly spoken
5	Secret language, created to be understood by only a certain few

Resistance Contact proximity

- 1 Skin to skin contact between the player and an unconscious target
- 2 Physical contact established between player and conscious target, whether skin to skin or through barriers such as clothes and armor
- 3 Player and target within visual range
- 4 Player sees an image (photo, video clip, live television broadcast, etc.) of the target and uses it to focus
- 5 Player and target have no contact, visual or otherwise

System: The player rolls against the charts above plus the red halo of the target messenger. Each multiple of 3 over the resistance allows the player to keep the messenger from understanding (and possibly divulging elsewhere) his message.

Special Notes: A separate and distinct use of Xenoglossia allows the player to interpret the language spoken by his target. The resistance to understanding the target is exactly the same as the channeling aspect of the serenade: the obscurity of the language being spoken (the more obscure, the higher the resistance) plus the red halo of the target. In this case, increased ranks of effect allow greater understanding.

In the chart below, the first entry is how much of the message the player's emissary will understand, the second is how much of the language is translated. One or the other will be appropriate.

Ranks of Effect:

- | | |
|--------|--|
| Rank 1 | The entire message is clear to the emissary of the player / the player understands only key words in the target's communication |
| Rank 2 | Most of the message is clear to the emissary / the player only understands a few disjointed sentences |
| Rank 3 | The general gist of the message becomes clear, but without key details for the emissary / player gets the general gist of the target's communication |
| Rank 4 | Only a few disjointed sentences become clear to the emissary / player understands most of the target's communication |
| Rank 5 | Only key words of the message become clear / player understands target's communication perfectly |

Zen shadow

Disbelief

Litany: "It is not here, it never was. . ."
Resistance: damage potential + blue halo
Complexity: 5 (4 for Dracul and Nimrod)
Duration: scene

"Focus your mind on the blade. I am quite good with it, as you know. You have learned admirably to turn aside my lunge with your parry, but your skill is not up to it. Why not then remove this threat to your head by making it unreal? The greatest of us who use this power unmake pieces of the world every day. Yet even in the unmaking, these things continue to exist to harm others. Is this a paradox to you? You must accept paradox to excel at this attention."

Description: Zen Shadow allows an immortal to focus his mind to such a degree that real things do not exist for him, nor can do him harm even though they may harm something else near him. A "shadow" sword passes through the player. Shadow fire will not burn him.

System: The resistance to Zen Shadow is the damage potential of whatever object or force that attempts to harm him plus his own blue halo since he must overcome his own perception of and belief in the object to render it less powerful to harm him. A weapon which has a damage potential of 6 creates a base resistance of 6 + the blue halo of the player.

The player chooses the object or force he wishes to transform into a Zen Shadow of itself. He then rolls against the resistance described above. Each multiple of 3 over the resistance allows the player to ignore higher ranks of wound (as well as lesser wounds) delivered by the object or force, as described in the Ranks of Effect below.

Special Notes: Zen Shadow does not at all affect the object it is directed at, only the player. The object or force is still very real to anyone else in the vicinity who does not use this unusual ability.

Ranks of Effect:

- Rank 1 Ignore light wounds inflicted by target
- Rank 2 Ignore impairing wounds
- Rank 3 Ignore severe wounds
- Rank 4 Ignore crippling wounds
- Rank 5 Ignore mortal wounds

Zoas

Changing Himsati's Prime Aspect

Litany: "The cage holds many. . ."
Resistance: himsati tier + weight categories shifted
Complexity: 5 (4 for Tautha and Terat)
Duration: scene

"This is a forbidden thing to many, you know. To change your himsati into another creature altogether. The Purists would have you skinned if they knew. But sometimes it is important that we change our perspective of the world by changing our place in it's food chain. Darwin would be amazed, wouldn't he?"

Description: Zoas allows an immortal to alter his himsati's prime aspect, or transform it into another type of creature.

System: The resistance to this transformation is determined by the current himsati tier of the player since the higher the tier becomes, the more perfect the current himsati form becomes and the more resistant it is to being changed. If an immortal is on himsati tier 12, his resistance to transforming his prime aspect is a 12 as well. Any shift in weight category adds to this resistance. For each multiple of 3 over this resistance, the player can alter his prime aspect more dramatically from it's current form.

Special Notes: Once the prime aspect changes, those natures which are natural to the new from replace those natural to the old one. Only prime aspect natures are affected, the others remain unchanged. The old form (and natures) return when the serenade expires. Zoas cannot be played on another without their consent.

If Zoas is successfully played as an immortal ascends to a new Himsati Tier, the alteration becomes real and permanent. (It cannot be affected by a counter-serenade).

Ranks of Effect:

Rank 1	Transform only the appearance of the prime aspect (a black wolf becomes a red wolf, etc.)
Rank 2	Transform to a related creature (a wolf could become a fox or dog; a man can become a monkey, ape, or lemur; fire could become lava)
Rank 3	Transform prime aspect into a related group of creatures (a oak tree could become a rose bush, algae, or seaweed, a man could become another type of mammal [a dog, rabbit or donkey], fire could become light or steam)
Rank 4	Transform himself completely within the living or esoteric groups (a man could become an insect, seahorse, or python, fire could become water, wind or shadow)
Rank 5	Cross the barriers between esoteric and living groups (man becomes fire, water becomes a tree, air becomes an insect, shadow becomes a wolf)

Resistance Chart

Resistance	Familiarity of destination
3	Intimate (player has lived in the area for many years)
6	Very familiar (player has lived in the area for a short time)
9	Familiar (player has been to the area at least once)
12	Somewhat familiar (player has never been to the area, but has read about it extensively)
15	Unfamiliar (player has never been to area and knows little about how to get there or where it is actually located)

System: The player rolls against the familiarity of his destination. Each multiple of 3 scored above the resistance allows the player to make the transition more swiftly, if the gate is linked to his destination. If not, he will eventually arrive at a random connected gate.

Special Notes: Zodiac is required to navigate lighters through the Blue Air into the Dominions.

Zodiac

Navigating Na-gates

Litany:	"Through the endless night..."
Resistance:	familiarity of destination
Complexity:	5 (4 for Anopheles and Phoenix)

"I have understood your command, my lord. You wish to take this vessel into the Dominions. There is little to interpret from such an order. What you do not realize is that if I fail this serenade, you will not reach your destination. Even worse, all of us may end up in a most dangerous place, perhaps among the Forsaken or the Outlanders. Do you fancy that this lighter of yours can stand up to the firepower of a vessel from the Dominions? No? Then perhaps you should allow me some peace so that I can make a better judgment."

Description: Zodiac is the ability to navigate the Na-gates, the portals which once linked every star in the universe in a vast Ley web known as the Nadir. Through this navigational ability, the player, his cadre or even a lighter can be led through the Na-gate.

Ranks of Effect:

Rank 1	Arrive at destination after 1 series
Rank 2	Arrive at destination after 1 episode
Rank 3	Arrive at destination after 1 scene
Rank 4	Arrive at destination at the end of the clash
Rank 5	Arrive at destination within the escapade (instantaneous teleportation)



Anopheles

Conviction of the Silence:

"The Silence is a joke, if the Sanguinary could break free, it would. If it makes the fools of our society feel safe to preserve it, we will — for now."

Vogues

Adagio
Ahimsa
Breath
Bubastis
Dare
Domino
Gorgon
Haspis
Ichor
Impulse
Manifesto
Mystique
Zodiac

Secrets

Elan
Rhapsody

Our Vogues:

"We are the masters of the mind, that fortress of hidden needs and dark fantasies whose thoughts we read and control, for true power comes in the fulfillment of repressed desires. We have never lost touch with the creatures of the earth or the means to travel to the worlds beyond her. We can make you slow and we can get inside you. We are masters of blood and fortify ourselves with it's secrets. Our gaze is deadly and turns those who stare too deeply into stone."

Our Secrets:

"Pleasure and self-identity are bound as our weapons. Should changing your outlook on life fail to bend your will to ours, we bring forth pleasure or pain as a weapon to paralyze you while we work more subtle songs in your ear."

The
Prides
and
Their
Secrets



R

Elan

Transforming Another's Predilection

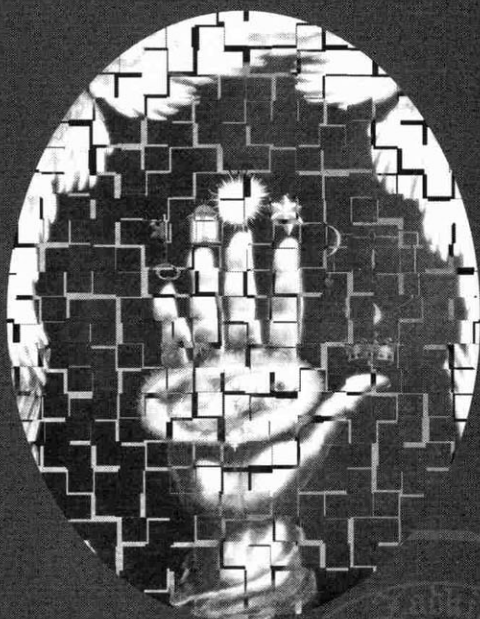
Litany: "There are many buried inside. . ."
Resistance: red halo
Complexity: 6 (Anopheles)
Duration: scene
Secondary
Hostiles: Familiarity

"So, you're always wondered what it would be like to be a thrill-seeker even though you are afraid of your own shadow. At least you have curiosity where you lack courage. Let me show you what you're missing. . ."

Description: This Anopheles secret allows its player to transform the personality of the target for the duration of the scene. An Authoritarian, who likes rules enforced can be transformed into a Heretic, who has no respect whatsoever for the law. The player does not control the mind of the target he transforms. Any of the target's comrades whose predilections are significantly incompatible with his own will be treated by him in accordance with his new core beliefs.

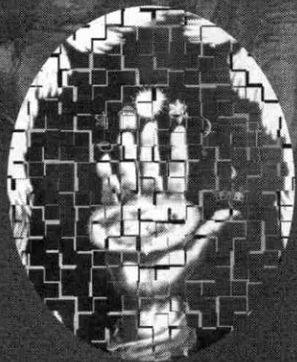
System: The Player makes a roll against the red halo of the target. For every multiple of 3 he scores above the resistance, he causes the target's personality to warp even further from his true nature.

Special Notes: Anopheles Probes, Highbinders and Jugglers often use Elan on themselves, with extended duration, to create personalities compatible with the members of groups they infiltrate. After leaving his "cover" the player is located by others of his calling and "deprogrammed" by the quieting of his serenade.



Ranks of Effect:

- | | |
|--------|--|
| Rank 1 | Personality of target remains extremely compatible with his true nature (Knights to Custodians, Bohemians to Rakes, Right-wingers to Authoritarians, Yuppies to Right-wingers) |
| Rank 2 | Personality of target changes to a compatible but different personality (Martyrs become Mourners, Boors become Bullies, Cabalists become Paramours, Preternaturals becomes Surrealists) |
| Rank 3 | Personality of target warps even further from his true nature, transforming into a personality that is neither compatible nor incompatible (neutral) (Survivors to Sycophants, Detractors to Cabalists, Drifters to Innocents, Jokers to Analysts) |
| Rank 4 | Personality becomes incompatible with true nature (Arbiter becomes Bully, Cabalist becomes Teacher, Innocent becomes Yuppie) |
| Rank 5 | Personality becomes polar opposite of true nature (Knight becomes Bully, Analyst becomes Thrill-seeker, Heretic becomes Authoritarian, Connoisseur becomes Boor) |

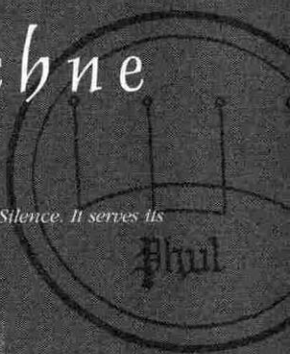


Rhapsody

Pleasure and Pain



Arachne



Litany: "In deepest denial we find the weapon"
Resistance: yellow halo
Complexity: 6 (Anopheles)
Duration: scene
Created:
Hostiles: Wrong Hand (yellow)

"There are hidden places in your brain that, if stroked, would fill you with such pleasure that you would not even be able to stand. You believe you are a tower of iron will, and that's admirable. But let's see if you can withstand the waves of pleasure that will soon engulf you."

Description: The Anopheles are masters of halo transfer, an ability that they possess with Rhapsody. It not only draws the yellow halo (agility) from their target and places it into the blue halo (awareness), at the same time it creates waves of intense pleasure (or pain) as the target's senses come to life. The target's coordination decreases as his senses are overloaded.

System: The player rolls against the yellow halo of his target. Each 3 points over the resistance transfers 20% of the target's yellow halo into the blue halo. When the yellow halo reaches 0, the target passes out from sensory overload.

Special Notes: If the entire number of yellow motes in the target's halo are not converted to blue motes, he is under an Wrong Hand hostile whenever attempting any physical actions due to his lack of coordination. The difficulty rank of this hostile is the same as the serenade's rank of effect.

This serenade can cause the target's blue halo to exceed the mote limit imposed by the himsati tier.

Ranks of Effect:

Rank 1 20 % of yellow halo is converted to blue, rank 1 Wrong Hand hostile
Rank 2 40 % of yellow halo is converted to blue, rank 2 Wrong Hand hostile
Rank 3 60 % of yellow halo is converted to blue, rank 3 Wrong Hand hostile
Rank 4 80 % of yellow halo is converted to blue, rank 4 Wrong Hand hostile
Rank 5 All of target's yellow halo is converted to blue, target is unconscious

Conviction of the Silence:

"We make no wakes in the Silence. It serves its purpose well."

Vogues

Bare
Bastion
Daze
Filament
Flux And Flow
Galatea
Gematria
Iris
Mnuttia
Pschomachia
Riot
Scribe
Weld

Secrets

Akasha
Loom

Our Vogues:

"Your incessant questions intrigue us. We can tell you will go to extremes to secure known facts, so we shall release some to you. The Arachne's powers prepare us for three simple tasks: to kill, to defend, and to acquire data. We are considered the penultimate artists of the Perpetual Society, infuriating those who find our lack of passion incongruous with creativity. We see and we study. We cause conflict and fear. We bind our adversaries in the web and in the instability of their own emotions."

Our Secrets:

"Time and Oblivion. We observe the vinculum between the two. Before Time there was Oblivion. After Time, Oblivion became suppressed. Can you guess, then, the ultimate purposes of our secrets? Perhaps you should refresh your information base."





Akasha

Time Travel

Litany:	"We flow with the currents of time. . ."
Resistance:	Free Immaculum
Complexity:	6 (Arachne)
Duration:	indefinite
Secondary	Familiarity (to find a specific person or
Hostiles:	place in time)

"Close your eyes. Hum softly and hear time itself crackle like fire. Time is a cold flame that consumed the past, burns in the present, and spreads into the future. Think of your senses, each one. Attach them to the river of time, let them be carried backward. Be careful of those who have Visage, for their power will weigh against your attempts to change what was or influence what will be."

Description: Akasha is an Arachne secret that allows him to move his senses through time at will. At the highest rank of success, an Arachne can physically manipulate his environment out of time as if he was actually there. Time is resistant to the soul of living things that try to move through it, making the Free Immaculum halo of the player his own resistance. The more powerful the soul, the more resistant time is to its passage.

System: The player rolls against his full FI rating, even if the FI motes are allocated to other halos. For every multiple of 3 he exceeds this resistance, he scores a rank of success as described below.

Special Notes: The Arachne have discovered that the orderliness of time is reinforced by Visage, the supernatural power granted to members of the Stratagem by the Jury. The more Perpetuals who are connected to an event, the greater resistance the event has to being altered. Any player who wants to alter an event must be conscious of those Immortals that were (or will be) a part of it. Their combined Visage is compared to that of the player. If his Visage exceeds this resistance, the player can significantly alter the event and have ramifications on the future.

For this reason, Akasha is most often used as an information-gathering tool. Narrators may wish to not allow the use of Akasha if they feel it will unbalance their production.

Whichever sense an Immortal sends into the past (or future) activates the same sense in those near him. If he sends his sight, others in the past will see him. Sending his sense of touch allows others to physically feel him, but he will be unable to harm (or be harmed by) a living creature until he gains a rank 5 success.

If used to send another's senses through time, the Arachne maintains control over the destination, but the subject can end the serenade at will.



Ranks of Effect:

Rank 1	1 sense can be used in the targeted era
Rank 2	Any 2 senses can be sent to the past
Rank 3	All senses can be used in the targeted era
Rank 4	The player can manipulate inanimate objects in the targeted era
Rank 5	The player can physically challenge living things in the targeted era

Loom

Entering the web of oblivion

Litany:	Oblivion is born of the thread. . .
Resistance:	weight or area affected + Visage (in living)
Complexity:	6 (Arachne)
Duration:	variable

"It is known by many that time is a web. What they do not often consider is that every web has it's empty spaces between. We hold the key to those spaces — the key to oblivion itself."

Description: Loom is an Arachne secret which allows him to remove a person (or object or area) from the regular flow of time. The target of Loom, for the duration of the serenade, ceases to exist in every way and vanishes from the world.

System: The resistance of Loom lies in the weight of an object (or person), or the area of effect for an area. In addition, the Visage rating of a living thing being targeted with Loom adds to the resistance as well. The player rolls against the resistance. Each multiple of 3 over the resistance increases the duration the target spends outside of time.

Special Notes: While the target of Loom is outside of time, he ceases to exist in the Habitat or any other corporeal world. All information about him vanishes, no matter what form it takes. Memories of him are suppressed in any creature which does not possess at least one mote of Visage. Vanished information returns when the target emerges from oblivion.

The target of Loom is considered asleep while in oblivion, dreaming yet not entering the Morpheum. The effects of this strange place are still largely unknown to the Arachne — they are known to suspend some of their probes within it in an attempt to divine it's natural laws.

Ranks of Effect:

Rank 1	Target removed for a clash
Rank 2	Target removed for the scene
Rank 3	Target removed for the episode
Rank 4	Target removed for the series
Rank 5	Target removed indefinitely



Banjax



Ars Moriendi

Imprisoning Spirits

Conviction of the Silence:

"We don't find the Silence to be an inconvenience. We can fight without using serenades against our enemies. Sheol taught us that much."

Vogues

Bastion
Cradle
Dim
Flux and Flow
Gremlin
Inroad
Looking Glass
Malekin
Marionette
Riot
Veil
Weld
Xenoglossia

Secrets

Ars Moriendi
Udjat

Our Vogues:

"We are less interested in reading thoughts than in thrusting a knife into the corrupted mind that gives birth to them. We walk on all things and cause others to move to our will. We create conflict, for we were born to it within the prison of Sheol. We are bound together in spirit and in mind and in purpose. Masters of the disembodied soul, even machines serve as our bodies, a mystery the Peri seem unable to solve despite their fascination."

Our Secrets:

"The power of spirits and the healing touch of the sun form our secrets. The two are bound together in a way that would amaze you if you were to witness it."

Litany: "The name splits the Blue Air . . ."
Resistance: Free Immaculum of spirit
+ how long dead
Complexity: 6 (Banjax)
Duration: scene
Secondary Hostiles: Familiarity

"Drowning in the sea of the Blue Air are the spirits eternal, swimming through the currents, searching for some shore where they can be corporeal again. I call through these depths. I put fire to the torch that lights your way. Come to me spirit, into this shallow place where I restore to you a body on dry land!"

Description: Ars Moriendi summons back the dead, whether the deceased is mortal, animal or gossamer. The spirit is drawn to an object chosen by the player, including a soulless body. The Banjax use this secret to create Mummies, eternal vessels filled with spirits whose Religarum makes them formidable guardians and assassins.

Any object can serve as a receptacle for a spirit. While the spirit inhabits the receptacle, the player can communicate with it. If the receptacle has motive capability, the spirit uses it as it would a body. Damaging the receptacle does not harm the spirit.

Resistance Chart

Resistance	How long dead
1	Clashes
2	Scene
3	Episode
4	Series
5	Indefinitely (any time previous to the beginning of the series.)

System: The player makes a roll against the resistance defined by the chart above plus the Free Immaculum of the spirit. For each multiple of 3 he scores above the resistance, he gains greater cooperation from the spirit.

Special Notes: The spirit possesses all skills of it's previous life, including Religarum. The Familiarity hostile is required to use Ars Moriendi since the player must know the spirit he is summoning forth. Once the spirit arrives, it will generally not be in any hurry to return to the frightening endlessness of the Blue Air, especially if it's new "body" has the capability of



Resistance Chart

movement. Even if the receptacle is only an object (such as a bottle) the senses that resonate through the object makes it far superior to swimming the sensorially-void Blue Air.

A spirit must have at least one mote of Free Immaculum to be affected by this serenade.

Ranks of Effect:

- Rank 1 Spirit will remain completely neutral, only giving information or performing actions that will be in its own best interest.
- Rank 2 Spirit will be somewhat disposed to the player as long as it requires no risk.
- Rank 3 Spirit will be kindly disposed to the player and will help him, even if there is some risk.
- Rank 4 Spirit will be extremely fond of the player and will do whatever it can to help him, even risking its corporeal existence.
- Rank 5 Spirit will be obsessed with the player and will do anything he asks of it, no matter what the personal risk or danger.

Udjat

Renewal of the Sun

- Litany: "The sun burn death's hand. . ."
- Resistance: wound or degree of object's damage
- Complexity: 6 (Banjax)

"Khepera the beetle rolls the sun along the sky, or so my ancient people say. They always understood the power of the sun to renew, even as the moon harms the corrupted. Sit here in the sun, let its light heal your wounds and mend your broken sword. You are a champion of the light and it remembers this always."

Description: Udjat is named for the sun-disk of the ancient Egyptians, the symbol of life and power. The serenade calls upon the immaculum present in sunlight to heal wounds and mend those things which have been broken or damaged in any way besides the passage of time.

Udjat can also be used to heal an area of vegetation or a ruined structure.

Resistance	Wound/Degree of damage
3	Light wound, superficial damage such as scratches, gouges or scuffs; loss of 20% from hardness of object or its functionality
6	Impairing wound, minor damage that mars the appearance of the object or area, loss of 40% from original hardness of object or its functionality
9	Severe wound, moderate damage such as up to 60% loss of hardness from object or its functionality
12	Crippling wound, heavy damage such as caused by warped, bent or twisted objects, loss of 80% of original hardness or its functionality
15	Mortal wound, object broken in pieces, its functionality is completely destroyed

System: The player rolls against the wound rank or the degree of damage of the object. If played over an area or structure, the area affected adds to the resistance. Each multiple of 3 over the resistance causes the wound to heal and the object to mend with greater swiftness.

Special Notes: Udjat can only be used during the day, and while the sun is shining without being overcast by clouds. The target of the serenade needs to stay in the sun for a time specified by the ranks of effect below. After this time is satisfied, his wounds heal completely.

Udjat will not work on poison. Perhaps there is some truth to the well-known tale among the Banjax quiet cultures that Isis poisoned the sun itself and would not cure him until he told her his secret name and gave her his power.

Ranks of Effect:

- Rank 1 Wound heals/object mends at the end of the day (target must remain in sun all day)
- Rank 2 Target mends or heals in half a day (target must remain in sun for that duration)
- Rank 3 Target mends or heals after several hours
- Rank 4 Target mends or heals during an hour of uninterrupted sunlight
- Rank 5 Target mends or heals within 1 turn



Dracul



Lung Ku

The Dragon of the Void

Conviction of the Silence:

"The Silence should be maintained, but a balance must be achieved. To keep the Sanguinary truly ignorant, we must misdirect the ripple elsewhere. To make no sound at all only invites its speculation and inquiry."

Vogues

Adagio
Ahimsa
Cacophony
Dowser
Himalaya
Inroad
Ley
Looking Glass
Nostrum
Rade
Syndrome
Tattoo
Zen Shadow

Secrets

Lung Ku
Secret Arrow

Our Vogues:

"The Dracul are the children of the eternal journey from one place to another. We carry all that we need on our skin or in our mirrors. We heal and study, find and invent. The mortal creatures come at our summons, for they understand the balance in us."

Our Secrets:

"Our secrets are those of Sharakai, the lord of all Dragons. He gave us the gift of the Dragon of the Void and the destructive force of the Ley Membrane's own flow. The two are intertwined, our deepest secret held in the catacombs beneath the Forbidden City. Two secrets become one greater one."

Litany: "Five forces gird the dragon. . ."
Resistance: required wound
Complexity: 6 (Dracul)

"We of the Dracul watched as Sharakai died on the battlefield before the gates of the Forbidden City, slain by a Secret Arrow of great power. Our lord Yu the Great took 5 hours to free his mighty soul from his equally mighty flesh. In each hour his thrashing not only caused the death of many Anopheles warriors, but revealed secrets of the five elements! Even in death, one can be a most dangerous implement of war."

Description: Lung Ku temporarily infuses the player with one of the awesome elemental powers, known by the Dracul as the 5 forces of Ch'i (earth), Sui (water), Ka (fire), Fu (wind) and Ku (void). When he next strikes his opponent, delivering an appropriate wound, he suppresses part of his opponent's blue halo. Echoes of Lung Ku suppress other halos.

Resistance Chart

The resistance to Lung Mei is based on the minimum wound the player must deliver to affect his opponent's halo.

Resistance	Minimum wound type required
3	Mortal
6	Crippling
9	Severe
12	Impairing
15	Light

System: The player rolls against the chart above. When he next delivers a wound of that severity or greater to his opponent, he also suppresses a number of motes of his opponent's blue halo. Each multiple of 3 over the resistance increases the number of motes which are suppressed.

Special Notes: The suppressed motes return at the beginning of the following clash. After the wound is delivered, Lung Ku expires. The player may only be energized by one of the elements at a time. If the opponent is reduced to 0 blue halo, he is blinded, and must overcome a rank 5 visibility hostile for any actions until the motes return at the beginning of the next clash.

There are only 4 echoes to Lung Ku. Playing any of these echoes requires overcoming an additional +3 resistance.

Lung Ch'i (earth) suppresses the violet halo
Lung Sui (water) suppresses the orange halo
Lung Ka (fire) suppresses the yellow halo
Lung Fa (wind) suppresses the green halo

Otherwise, the system mechanics for these echoes are identical to those of Lung Ku. There are no echoes of Lung Ku which target the red halo or free immaculum.

Ranks of Effect:

Rank 1	The opponent's blue halo is lowered by 1 mote.
Rank 2	The opponent's blue halo is lowered by 2
Rank 3	The opponent's blue halo is lowered by 3
Rank 4	The opponent's blue halo is lowered by 4
Rank 5	The opponent's blue halo is lowered by 5

Secret Arrow

Ley Lines Unleashed

Litany:	"The secret arrow flies straight and true"
Resistance:	pattern of arrow
Complexity:	6 (Dracul)

"The Ch'i of the earth, what you call the Ley membrane, flows in radiant green lines. It is the green halo of the world, of the universe. We have learned to harness the momentum of this infinitely moving energy and turn it into a dangerous weapon in the Habitat. Our mentor Sharakai was struck down with a Secret Arrow. How fitting that the universe which spawned him should be his weapon in glorious seppuku."

Description: Secret Arrow allows a Dracul to open a portal in the Ley membrane. The momentum of the energies rush into the physical world like water breaking through a dam. The more straight a line the Secret Arrow is directed in, the more powerful it becomes.



Resistance Chart

Resistance	Pattern of Arrow
3	A specifically designed straight path or ramp built by the player to focus the energy, such as a hallway in his fortress.
6	A completely unobstructed straight line between the player and his target, such as a deserted stretch of highway, sidewalk or an alleyway devoid of other objects or garbage
9	A relatively unobstructed straight line between the player and his target, with only a few small objects or a little debris
12	An obstructed line between the player and the target with impediments such as cars and other large objects
15	View between the player and target is completely obstructed so that the energy must flow around a corner, up a graded path or down from above

System: The difficulty in channeling the energy in a straight line forms the resistance of the serenade. The player makes a roll against the chart above. Each point above the resistance creates a point of force which is applied against all persons and objects within the line of the Secret Arrow's path. Living things are capable of dodging out of the way of the arrow (by actively resisting with their green halos).

Special Notes: The damage of Secret Arrow is applied against the green halo of living things, and against the hardness or weight of objects, whichever is greater. In the chart above where the player builds a special ramp or path for the Secret Arrow, he can also place Immaculum in the object. Every mote that is placed within the Secret Bow (as this ramp is known) adds +1 to the damage of the Secret Arrow. Throughout China, the flowing power of Ley-lines, known regionally as Ch'i force is still feared for its destructive ability and its ability (some claim) of awakening the dead. (For this reason, graves in a graveyard of the orient are placed in erratic patterns instead of the neat rows of their western counterparts.)

Sharakai was slain by a Secret Arrow while standing on a Secret Bow path before the gates of the Forbidden City. The force of the blow is legendary, no doubt increased by Free Immaculum placed within the path. The secret bow that destroyed Sharakai still lies within the Dracul Creche, linking the gates of the Ki-rin, Kylin and the Meridian Gate. See page 56 of the Dracul Sourcebook.

Rolling a null while playing Secret Arrow causes a great deal of random destruction to occur in the vicinity. This is determined by the Narrator and should not single out the player.

Eremite



Conviction of the Silence:

"A temporary situation that we tolerate only until the Sanguinary awakens and we destroy it. We have not long to wait."

Vogues

Ambrosia
Boon
Cassandra
Evensong
Idol
Manifesto
Marionette
Nostrum
Prism
Rave
Surge
Veil
Xenoglossia

Secrets

Kismet
Temper

Our Vogues:

"Our miracles heal and rejuvenate Mankind and seek out the future. And yet, there is a miracle beyond the understanding of the animals that claim superiority over Mankind. The miracle of a single being whose power and majesty far exceeds us or the pitiful darkness of the Sanguinary itself. The miracle has many names, many faces, and the Eremites will find the deepest one."

Our Secrets:

"Destiny and fortitude are our armor and weapons. If we must force others to seek the truth for us, so be it. For is not the discovery of the miracle's deepest face enlightenment for even the animal we send forth?"

Kismet

Destiny

Litany: "My will be the tool of fate. . ."
Resistance: yellow halo
Complexity: 6 (Eremites)
Duration: indefinite (until geas is fulfilled)
Secondary
Hostiles: Jeopardy

"I'm not going to control your mind because your red halo shines brightly through you. No, you are too willful. Besides, trust has to start somewhere. So, I'm going to give you a quest. It's nothing you shouldn't easily handle, but if you avoid fulfilling it, it will haunt your dreams and even your waking moments. Just go get it done, and we will say good-bye. For now."

Description: Kismet is the ability to place another person under a quest that, if they do not fulfill, will cause them to be haunted symbolically by it. It is not a form of mind-control — the target can refuse to complete the mission as long as he wishes, although to do so brings a great deal of irritation to his life.

System: The player makes a roll against the resistance defined by the target's yellow halo. For each multiple of 3 scored above the resistance, the repercussions of refusing to carry out the geas of the player become more severe.

Special Notes: This supernatural form of blackmail is often used by the Eremites in their selection of worthy individuals who will ostensibly inherit the world from Fremite hands one day. They use it to test members of their quiet cultures for advancement.

The player does not cause any of the residual effects of Kismet. They are, in fact, generated by the mind of the target, and so can be very persuasive. If the task would put the target in danger, the Jeopardy hostile must be rolled.

Ranks of Effect:

- Rank 1 If target avoids completing geas, he receives subtle and symbolic reminders of the player, but will have a difficult time convincing others of their significance
- Rank 2 Target has vivid dreams filled with the symbology of the player. These dreams can occur at night or during the day, whenever the target rests
- Rank 3 Target has vivid nightmares filled with the symbology, images and voice of the player
- Rank 4 Target has vivid, symbolic reminders of the player which indirectly interfere with his day to day life
- Rank 5 Target's fears or phobias become inexplicably challenged by events containing the player's "signature", pushing him toward madness if he still refuses to comply

Temper

Hardening Objects



Magdalen

Litany:	"The fragile becomes strong and dangerous. . ."
Resistance:	hardness + weight of object
Complexity:	6 (Fremites)
Duration:	indefinite

"I whisper to the glass and it becomes as hard as metal. I make a flower like unto a throwing star, its petals stiffening to colorful blades. I increase the soundness of these things and use them as weapons, armor or things to enchant the eye."

Description: Temper allows the player to increase the hardness (and thus durability, damage potential and resistance to damage) of inanimate objects. For example, a shirt made of cotton (hardness 3) could have its hardness increased by up to 5, which would also give it the protective quality of thick leather without losing any of its other properties (such as its flexibility and airability.) An obsidian knife can be given the hardness of thick steel. Objects hardened by Temper can adopt additional damage potential and added flexibility as armor.

System: The player rolls against the hardness plus the weight of the object. For every multiple of 3 by which he exceeds this resistance, he scores a rank of effect, as described below.

Special Notes: Damage potential or Armor rating of an object can never be increased beyond +3 (a rank 5 success.)

Ranks of Effect:

Rank 1	Increases hardness by 1, increases damage potential by 1
Rank 2	Increases hardness by 2, increases armor resistance by 1
Rank 3	Increases hardness by 3, increases damage potential by 2
Rank 4	Increases hardness by 4, increases armor resistance by 2
Rank 5	Increases hardness by 5, increases damage potential by 3, increases armor resistance by 3

Conviction of the Silence:

"Breaking the Silence only provokes the enemy. Still, when it is broken one can occasionally learn something new."

Vogues

Amnesia
Brio
Cantabile
Gestalt
Gremlin
Haspis
Himalaya
Idol
Loa
Memoir
Minutia
Omen
Scribe

Secrets

Allegory
Mojo

Our Vogues:

"Knowledge is our foremost power, and our vogues are merely means to that end. Arachne see knowledge as simple data, a collection of information leading to an end. They don't realize that even unrelated data is linked in a great pattern of thought — the thought of the beast himself. Man is our key to the enemy."

Our Secrets:

"We strike with curses and raise warriors from the books of Mankind. Nimrod's curse of the Ban did not diminish us. It gave us a weapon to use instead. And the beast who sleeps in the dreams of man — his magick soaks like blood into his children's books and we steal it!"

Allegory

Bringing Literature to Life

Litany:	"The pages breath with life. . ."
Resistance:	special, see resistance below
Complexity:	6 (Magdalen)
Duration:	scene

"The wind from my serenade stirs the pages of the book. Light sprays into a spindle, whirling around with whispers, dialogue of the character I bring to life! Listen to the din emerging from this book as we make one of it's denizens come to life before us!"

Description: Allegory is a strange secret created by the Magdalen which allows them to harness the faith energies of those who have read a book and dreamed of being part of it. Through use of the serenade, a specific character within the book can be brought to a pseudo-life for the duration of the scene.

Resistance: The resistance of the created character depends upon its capabilities, from it's physical halo attributes to it's skills and mystical powers. The resistance is equal to the sum of all halo motes plus the rank of each skill that will be usable. A typical mortal, therefore, has a resistance of 15 due to his halo, plus 1 per skill rank that he will be able to call upon. The resistance of Allegory has no limit.

The resistance can be mitigated by the purpose the player has for his creation. If a player wishes simply to converse with a character from a story, he could be called into being with sharply limited motes and skills, at the discretion of the player. This can dramatically reduce the resistance.

System: The player rolls against the resistance of the character he wishes to summon, set by player, but limited by the Narrator. He applies as much of the book's magick rating as he wishes (see the sidebar on *Magick*). Magick expenditure is permanent. In this way, books are drained of the magick they have accumulated.

For every multiple of 3 by which the player exceeds the resistance, he scores a rank of effect, as described below. The higher the rank, the more kindly disposed to the player the entity will become.

Special Notes: The entity does not necessarily need to be sentient. A player might summon a monster, unique animal or plant from a book, as long as it is a living, organic thing. Only one "copy" of any entity may be brought forth using Allegory. At the end of the Serenade's duration, the entity vanishes without a trace.



Ranks of Effect:

- | | |
|--------|---|
| Rank 1 | Entity is unmotivated by the player, treating him according to its own personality. |
| Rank 2 | Entity is inclined to listen to the player's suggestions, and will act according to its own personality, aiding the player as long as it is not inconvenienced. |
| Rank 3 | Entity is friendly with the player, and will act accordingly. It will not place itself at risk. |
| Rank 4 | Entity is fascinated or drawn to the player. It will do most anything the player asks as long as it is not put in mortal danger. Other risks are acceptable. |
| Rank 5 | Entity is completely obsessed or protective of the player. It will do whatever it can, even placing itself at risk of destruction, to please the player. |



Magick

As books are passed from reader to reader, they can gather energy based on the belief (or suspension of disbelief) of the reader. Individual books (usually being old and passing through many hands) can contain this energy, called magick. *Magick* is the power a mortal possessing Religarum leaves within objects he becomes personally attached to. A specific copy of *The Fellowship Of The Ring* may contain magick if those who read it became so caught up in the story that they have left a signature of their Free Immaculum in the book. This is not to say that every copy of the same book has this endowment — it comes from personal contact with a book. Books fresh off the shelf will almost never contain magick.

The Narrator can assign to a book a rating of magick as he sees fit (the rating can be as high or as low as he wishes). The player of Allegory can apply the magick rating of a book against the resistance of his serenade, since this spiritual energy is so attuned to the book and its characters. This occasionally allows vastly powerful characters to be brought to life by the Magdalen. However, once this energy has been tapped, it is gone. The Magdalen are, understandably, reluctant to use up their most powerfully energized tomes.

Mojo

Taboos

Litany:	"The bane seek a different flame. . ."
Resistance:	red halo + taboo rank
Complexity:	6 (Magdalen)
Secondary	
Hostiles:	Familiarity

"Too often remarked is the crushing weight the Magdalen must bear under the Ban of Nimrod. I would have more sympathy if the pedagogues did not use their arts to circumvent it's unfortunate consequences. In bimsalt form, the Magdalen eat the sins of others, but even in terrene form they can give taboos to their enemies. Perhaps the Crucible has shown them how to fashion a weapon out of the curse. Beware their Mojo."

Description: Mojo allows a Magdalen to utter a curse against another living thing. He is able to detach one of his own taboos, and cause it to afflict another.

System: The player rolls against the rank of the taboo plus the red halo of his target. Each multiple of 3 over the resistance causes the taboo to be detached for an increasingly longer duration.

Special Notes: If the target of Mojo dies, the taboo returns to the player.

Ranks of Effect:

Rank 1	Taboo is detached for a clash
Rank 2	Taboo is detached for a scene
Rank 3	Taboo is detached for an episode
Rank 4	Taboo is detached for the series
Rank 5	Taboo is detached indefinitely



Morrigan

Conviction of the Silence:

"Preserve it at all costs! We have witnessed its effectiveness, the diminishing of the Sanguinary's overt manifestations during recent centuries. Once day it will be so deeply asleep it will forget about us all. Then we can kill it while it falls in ignorance."

Vogues

Allure
Boon
Brio
Cacophony
Chaos
Charm
Clarion
Incantation
Mistral
Omen
Surge
Talaria
Welkin

Secrets

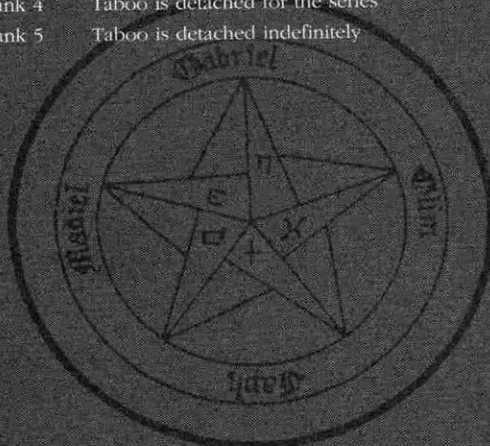
Valkyrie
Vanquish

Our Vogues:

"We build true castles in the air, illusions and fortresses within the storm. Though we have wings we hold the power of flight in another hand, and mighty voices which shatters the crude matter of this great spinning ball of dirt below. We do not merely rattle our sabers — we rattle the arsenal of the entire sky!"

Our Secrets:

"Those who would create conflict in our domain will draw us there. Make certain that your battles are neither trivial nor vain, or we will take away that healing gift given you by the beast and make you suffer all the more for your audacity. Remember: we are the scepter Pride and we choose the battlefields."





Valkyrie

Sensing Conflict



Litany: "Make known the din of war. . ."
Resistance: time range + (area affected - 15)
Complexity: 6 (Morrigan)
Duration: scene

"In our world it is all to simple to close your eyes and bear the destruction creeping through every strata of civilization. Is it no wonder why we carry ourselves up into the winds?"

Description: Valkyrie imbues the player with an extra sense which allows him to determine the location of a conflict. What type of conflict he searches for forms the resistance to the serenade, as does the area he wishes his sense to extend.

Resistance Chart

Resistance	Time since conflict
3	Conflict is presently occurring
6	Conflict was in the recent past
9	Conflict was far in the past
12	Conflict occurred in the ancient in the past
15	Near-future conflict

System: The player makes a roll against the resistance defined by the chart above plus the area he wishes to cover with his senses. Each multiple of 3 above the resistance allows him to sense subtler forms of conflict.

Special Notes: Immortals often use Valkyrie simply to confirm alibis of those they question about certain conflicts under investigations. At the highest resistance, the conflict can be sensed before it actually begins. Whether any actual conflict is now occurring is within the determination of the narrator. If there is no conflict in the area, then even a successful roll reveals nothing.

An Immortal who uses Valkyrie does not hear any specifics about the conflict — he merely gains a "feeling" that something is (or was, or will be) going on, and must investigate to determine the real nature of the conflict. Thus, it's use is not infallible by any means.

Valkyrie is a long range serenade. As such, the first 15 levels on the distance chart are free. (Distance is not a factor if it is 1 mile or less.) Beyond this point, resistance accumulates as normal.

Ranks of Effect:

Rank 1	Conflicts with badly injured individuals or fatalities
Rank 2	Armed conflicts
Rank 3	Unarmed physical conflicts
Rank 4	Non-physical conflicts (arguments)
Rank 5	Troubled emotions in an individual or group (sadness, despair, anger, vengeance, worry, etc.)



Vanquish

Negating the Panacea

Litany: "The healing sleeps. . ."
Resistance: Free Immaculum
Complexity: 6 (Morrigan)
Duration: scene

"The Panacea is a great gift to immortals, letting them heal when this natural world deals them blows. We hold the chains to bind the panacea, and we use them for those who commit folly within our skies or under our rule."

Description: Vanquish is the ability to negate the panacea in an immortal, the healing power that allows him to walk away from damage caused by falls, collisions with moving objects or ranged attacks. The serenade causes the player's halo to extend outward and contact the target's halo, shutting down the Panacea's ability to swiftly heal damage for both the target and the player.

System: The player rolls against the the Free Immaculum of the target. Each multiple of 3 over the resistance allows the player to weaken more and more of the Panacea's healing ability until, at rank 5 effect, it is completely negated.

Special Notes: Vanquish has no appreciable effect on mortals. The rank of effect determines what wound ranks, when sustained by such means as ranged weapons, falling or collision with inanimate objects, will not heal under the Panacea.

Ranks of Effect:

- | | |
|--------|--|
| Rank 1 | Light wounds do not heal under the Panacea |
| Rank 2 | Impairing wounds (or less) will not heal under the Panacea |
| Rank 3 | Severe wounds (or less) will not heal under the Panacea |
| Rank 4 | Crippling wounds (or less) will not heal under the Panacea |
| Rank 5 | No wounds will heal under the Panacea |



Nimrod

Conviction of the Silence:

"Our reason for existence; only by halting the music of our serenades can we enjoin the beast to slip deeper into slumber."

Vogues

Animus
Anthropomorphis
Bare
Breath
Cantabile
Dowser
Epitome
Gambit
Labyrinth
Mien
Prism
Sovereign
Zen Shadow

Secrets

Coda
Penumbra

Our Vogues:

"The sisters surviving the darkness of the Darkle are strong from our struggles against it. We enforce the Silence, and our powers insure that we are able to do so. We hold one of the keys to the Labyrinth and understand what it truly is. Our destiny is interwoven through it, shadow to mix with the Phoenix fire. Though they have been wronged by us in the past and have turned away, still they will discover that we have never been separated. Fire and shadow will always walk hand in hand into the future."

Our Secrets:

"We are a principled people. Our first lesson is that of Silence, and our Coda is the muzzle with which we must sometimes muffle your stubborn cries. When this fails, and you send discord through the world with your amateur serenades, we unleash in you a beast of your own making. Pray you are not tainted when we come to you, for your darker half has no sense of fair play as we do."

Coda

Enforcing Silence

Litany: "Be still these whisperers. . ."
Resistance: area affected
+ 1 per vox present in the area
Complexity: 6 (Nimrod)
Duration: scene

"You must believe you have special privileges to flaunt your power so carelessly in the mortal world. We are here to quiet your loose serenade tongues and force you to find some other means to resolve this conflict. If your enemies here were Droles we would aid you in your battle. They are not, so we will not permit serenades to be played here."

Description: Coda is a Nimrod ability which allows her to weaken the power of serenades within an area of her choosing. The Coda's area of effect must be centered on herself, though it does not move with her. Anyone who attempts to play a serenade within the affected area experiences a loss of mystical strength. This attention is one of the cornerstone abilities of the Pride in their enforcement of the silence. In the area of Coda, all color vanishes from inanimate objects, clothes and plants, replaced by shades of black. This peculiar side effect lasts until the serenade ends; whereupon everything takes on its former hue as the Nimrod shadow vanishes.

System: The resistance to Coda is the area it will effect, plus 1 resistance for each vox in the area that is being placed under the Coda.

The player makes a roll against the resistance. For each point scored above this resistance, additional resistance is created that is applied against all players of serenades in the area, including the player. Each time any Immortal attempts a serenade, he increase his resistance by the effect of the Coda.

Any null that is rolled while playing a serenade within the Coda area still taints its player, but causes no Ripple.

Special Notes: Coda can never be played on a specific individual — it must always cover an area. The voxes in the area include voxes present in immortals. Anyone leaving the area is no longer hindered by the serenade.



Penumbra

The Dark Side

Litany: "The darkness rises. . ."
Resistance: creature's taint
Complexity: 6 (Nimrod)

"You come before us accused of corruption. Taint has claimed some of your aura and made it murky. You have broken the Silence tonight. Now it is time to face punishment. Now you will know what a Drole is like when you are faced with your own dark side. Your shadow can be your greatest enemy."

Description: Penumbra is the Nimrod secret which allows the player to cause a tainted target's shadow to rise up and attack him. The amount of taint the target has in his halo plus the contact proximity of the player to him determines the resistance of the serenade and the strength of the double.

System: The player makes a roll against the amount of taint in the target's halo. Each multiple of 3 scored above the resistance allows the shadow-double to remain corporeal for a longer period of time.

Special Notes: The "double" is a mirror image of the target, although to his eyes it is a 3-dimensional shadow with an alarming lack of features. It detaches from his body for the duration of the serenade, and is only dispelled when killed or when the serenade ends. During the time of its existence, the double nor the target himself cast any shadow.

The resistance (and thus the strength of the double) can be no more than 15. If the target possesses more than 15 motes of taint, only 15 will be stripped away. These motes cannot be used or purified by the target until the double is extinguished and the motes return.

The shadow double's halos all have the same number of motes within them — the target's original number of tainted motes. Thus, a corrupt creature with 8 tainted immaculum motes would spawn a double with 8 in each of its dark halos. It fights with all the same skills as the target with the exception of serenades, which it cannot play. It does, however, have access to the himsati form and natures of the target.

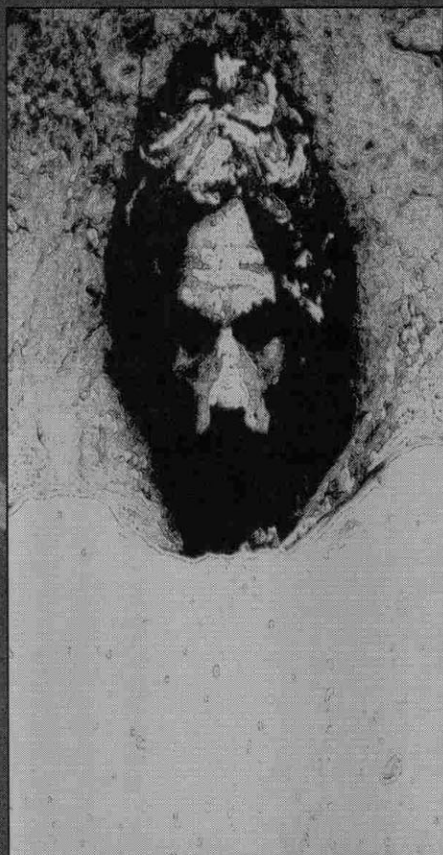
The double has unswerving enmity with the target which spawned it. It is a cruel and malicious beast whose only purpose is the destruction of its twin. Nothing will cause it to waver from its hatred, and even if the target of Penumbra escapes his double, it will continue to hunt him until slain or the serenade ends. Either condition allows the target to cast a normal shadow again.



The Nimrod learned this attention from their contact with the Femme Darkle, a fact which makes other Prides exceptionally nervous about it's use. Still, Penumbra is accepted by the Stratagem as a just punishment for anyone who allows taint to gather in his aura.

Ranks of Effect:

- Rank 1 Double remains for a clash
- Rank 2 Double remains for a turn
- Rank 3 Double remains for the scene
- Rank 4 Double remains for the episode
- Rank 5 Double remains until slain



Peri

Conviction of the Silence:

"It makes little difference to us. We use no serenades against others, for we are ourselves weapons."

Vogues

- Anthropomorphis
- Chaos
- Cradle
- Dim
- Ember
- Embrace
- Endue
- Filament
- Gestalt
- Khemia
- Luminare
- Quake
- Syndrome

Secrets

- Bane
- Intaglio

Our Vogues:

"Peri strength lies in the fact that our serenades are meant mostly for use on ourselves. We loathe using a serenade directly on another — it's a cowardly means of battle. Better to hone ourselves into the perfect weapon and to strike with our own hands. You remember such wounds longer because they are more personal."

Our Secrets:

"Our secrets are the shaping of all things on the forges of our own hearts and minds. The heart in the earth beats louder than all the things who crawl around it, and she gives us the means to make any part of her a harmful thing to those who abuse her."

Bane

Nemesis

Litany	"your shadow consume you. . ."
Resistance	commonality of Bane + violet halo of target
Complexity	6 (Peri)
Duration	scene

"We all have things we should fear that others do not."



Description: Bane is the Peri secret which allows him to create in his target a susceptibility to a substance. Literary or mythological examples of the use of Bane include the ability of silver to harm werewolves, roses or running water to harm vampires, or cold unforged iron to harm fairies. In reality, the player of Bane can create a substance that does damage to his target whenever the target touches it.

Resistance Chart

Resistance	Bane commonality
1	Unique substance (those found in only one place in the world, extremely difficult to procure no matter what the expense or risk)
2	Scarce or rare substance (difficulty to procure without great expense or risk)
3	Uncommon substance (procured with some expense, risk or persistence)
4	Commonplace substance (rather easy to procure if you go to the right place, little expense or risk)
5	Very commonplace substance (those found nearly anywhere in the world and easily to procure without expense or risk)

System: The player rolls against the chart above plus the violet halo of his target. Each multiple of 3 over the resistance causes the touch of the substance on it's target to cause additional damage.

Special Notes: Bane is most effective when the substance in question is used as part of a weapon (such as silver in a bullet, a spring of mistletoe wrapped around an arrowhead, cold iron made into a sword, etc.) Simply being handled will still cause damage equal to the rank of effect, making it uncomfortable to the touch but not likely to cause real harm to more powerful immortals.

Omnipresent forces (such as darkness, air, light, water vapor, the smell of grass, etc.) do not qualify as very commonplace substances and cannot be made a Bane with this serenade.

Ranks of Effect:

Rank 1	substance attains a damage rating of +1
Rank 2	substance attains a damage rating of +2
Rank 3	substance attains a damage rating of +3
Rank 4	substance attains a damage rating of +4
Rank 5	substance attains a damage rating of +5

Intaglio

The Psychic Chisel

Litany:	"I am wind and rain and erosion with a sculpture's heart. . ."
Resistance:	hardness, weight or area of effect
Complexity:	6 (Peri)

"The stone and your mind become one when you play what I teach you. Drifting thoughts become round contours, flowering emotions become exquisite details. Don't worry about the lack of detail. This comes with learning. Such monuments we have built with this simple song and the dedication of countless mortal worshippers. Close your eyes and imagine the pillars of Karnak blossoming from the limestone quarries of the Giza plateau."

Description: Intaglio shapes stone, wood or other inanimate substances according to the thoughts of the Peri player. He can cause columns to flow out of blocks of stone, or a car's metal reshape itself into a more pleasing contour. Statues emerge from the stone at the mere touch of the player, diamonds are cut, a boulder becomes a cave for the night. Etchings can also be left in materials, as can mental photographs.

System: The resistance to Intaglio is the hardness of the material, or it's weight, or the area affected, whichever is greatest. The player rolls against the resistance. Each multiple of 3 over the resistance causes the sculpting to become more detailed.

Special Notes: Intaglio cannot be used on living things, including living trees or other plants.

Ranks of Effect:

Rank 1	Rough shapes with crude lines, angles or script (a sculpture of a man would have a head, two arms and legs, but few other definitive features)
Rank 2	Rough shapes with well formed lines (statue now has fine contours but lacks facial or muscle details)
Rank 3	Smooth shapes with gross lines (a statue now has rough facial features, fingers and toes)
Rank 4	Smooth shapes with fine details (a statue now has wrinkles on the face, shaped mustache, fingernails, eyebrows, etc.)
Rank 5	Exquisite details (the statue is now perfectly lifelike, with each hair and anatomical detail perfectly reproduced)



Phoenix



Conviction of the Silence:

"The Silence gains us nothing, but we obey it in order to keep the hands of the other Prides shackled against our other plans."

Vogues

Come-hither
Daze
Domino
Ember
Gambit
Impulse
Labyrinth
Luminare
Memento
Mystique
Sovereign
Talaria
Zodiac

Secrets

Aegis
Syrinx

Our Vogues:

"What vision appears in your mind when you think of us? Fire. Whether it is the hot flame of energy, the bright calenture of the mind or the cold fire of the moon, we are it's supreme being. We travel back through our thoughts and remember those things that served as an ideal of perfect purpose. What endures in our memory, even if its physical form has perished, allows us to rebuild that which deserves perpetuity, and destroy that which does not. In that, we make ourselves the judge of where the gift of immortality belongs. Deal with it."

Our Secrets:

"Envision the archetype of our name — the Phoenix. A bird made of peacock fire, vast and powerful. Its song so beautiful that it drives a man to madness. It builds itself a fortress and there consumes itself. But even fire cannot destroy what it is, for it rises from the ashes. Obsession is our battle song and our weapon is distilled from the essence of the most enduring things this world has to offer."

Aegis

Invulnerability

Litany: "That which strikes
be cheated of it's strength. . ."
Resistance: degree of protection desired
+ class of item or substance
Complexity: 6 (Phoenix)
Duration: indefinite (until bonus is used)

"I anoint my comrade's skin. I strengthen him in the coming battle. All swords which strike you be cheated of their strength!"

Description: The Phoenix learned long ago how to shield against their enemies' most fearsome blows. The legendary 9 Muses, custodians of the Phoenix's creche in Troy, devised the ability to transmute a substance which might harm them into a type of salve which empowers its recipient with protection.

The player of Aegis must have a sample of the substance he wishes to shield against, which is converted into a balm used to anoint the one being protected.

Resistance Chart

Resistance	Class of item/substance
1	Items built with exact same design or by same craftsman / protection from specific chemical acid or poison.
2	Items of the same design with minor personalized variations / protection from specific chemical with impurities
3	Items with similar design (longswords or battle-axes) / Substances produced by one family of animal (spider venom, snake venom)
4	Items within the same category and use (dueling swords, target arrows) / Substances relying on one specific chemical reaction and one specific element (oxygen-based fires, arsenic-based poisons)
5	Items encompassed by one skill category (swords, arrows, etc.) / Substances characterized by a type of chemical reaction (fire, acid, poison)

System: The player determines what object or substances he wishes to empower himself against. He sets the degree of protection he desires (a bonus of +1 to +15). The two added together determines the resistance. Exceeding this resistance by multiples of 3 determines how many times he can use the bonus against the target object or substance.



Anopheles would love to learn our secret, but we keep it as protected as the One Flame. Even after these many centuries, the pipes of Pan still stir the blood of the complacent."

Special Notes: The player must have a sample of the substance or object he means to shield against. No more than one Aegis may be in effect on any target at any time. There is no time limit in which the bonus conveyed by Aegis must be used. If successfully played again to convey protection from another object, any bonuses of the previous Aegis serenade are lost.

The narrator is free to rule a category is inappropriate or requires a higher resistance. Substances which are companions of esoteric himsatis, or which cause a susceptibility because of a taboo cannot be affected by Aegis.

Applying the Bonus: The bonus is added to the violet halo when checking resistance whenever the object or substance is injuring the target, in the same fashion as armor. An attack which fails to contact the target (one which is successfully dodged or parried) does not use up this bonus. This bonus can exceed the mote limit imposed by the himsati tier.

For Example: *Jesse takes a sword and transmutes it into the Aegis salve, which he will rub on his skin. He wants a decent level of protection (+10) against all swords (level 5), so his resistance is 15. His persona rolls a total of 18, 3 more than the resistance. He will be able to apply a +10 armor bonus one time.*

Ranks of Effect:

Rank 1	Bonus usable 1 time
Rank 2	Bonus usable 2 times
Rank 3	Bonus usable 3 times
Rank 4	Bonus usable 4 times
Rank 5	Bonus usable 5 times

Syrinx

Song of Obsession

Litany:	"The knot is tied. . ."
Resistance:	red halo + appreciation
Complexity:	6 (Phoenix)
Duration:	indefinite
Secondary:	
Hostiles:	Jeopardy

"The Phoenix have learned songs so deep that to hear them creates obsessions that linger even after the air is stilled of the serenade. Mortals have always learned of us and we make them pay their homage at whatever altar we choose, whether it be of stone or more rarefied things such as youth, beauty or death. How the

Description: Syrinx is the ability of the Phoenix to create in a person an obsession for most anything. The serenade causes the target to do whatever he can to possess or be near the object of the obsession and it will affect his judgment. The object of the obsession can be any object or substance, or any trait (physical or personality that is possessed by a living thing).

Resistance Chart

Resistance	Current appreciation
1	Target has a strong admiration or fondness for the object, substance or trait
2	Target has an affinity to the object, substance or trait
3	Target has a neutral attitude toward the object, substance or trait
4	Target has an aversion to the object, substance or trait
5	Target has a hatred for the object, substance or trait

System: The player rolls against the target's appreciation plus his red halo. Each multiple of 3 over the resistance causes the obsession to become stronger.

Special Notes: Syrinx does not allow the player to make himself the object of obsession per se. He can make any traits he possesses become the obsession, however, as a draw toward his target. Moreover, the player can also create an obsession for a certain kind of activity (such as playing basketball or racing cars) or a certain ideal. The uses of the serenade are strongly enhanced by imagination of the player.

A player could make his target crave water, causing him to be constantly drinking it, or certain foods could become the subject of the obsession. Perhaps he might engender a passion for a certain kind of weapon that causes the target to begin collecting them (perhaps to be repossessed by the player at a later date?). Theme-parks, his own nose, the sound of a rooster — any of these can become an obsession.



Ranks of Effect:

- Rank 1 The target becomes obsessed over the object whenever he is around it for a prolonged time but will not otherwise think about it
- Rank 2 The target becomes obsessed over the object whenever he sees it, but will otherwise not think about it. If he sees the object of obsession, he will go out of his way to possess or be near it for a while, but his better judgment will quickly return
- Rank 3 The target becomes obsessed even when out of sight of the object, it crosses his mind at least once a day. He searches out the object of the obsession and will spend a great deal of time near it (hours)
- Rank 4 The obsession becomes more powerful, crossing his mind many times a day and evoking dreams about it every night. He devotes much more of his time to satisfying his craving for it, up to half of each day
- Rank 5 The obsession is so great that the target thinks about it constantly. His dreams torment him. He devotes as much time as possible to satisfy his craving



Roane

Conviction of the Silence:

"The enemy's babes never sleep beneath the waves. In the dry world we keep our Silence, despite Nimrod's violence. Our birthright will never be taken from us while we remain in the endless sea."

Vogues

Cassandra
Charm
Clarion
Come-hither
Dare
Diluenta
Endue
Gulag
Ichor
Incantation
Khemia
Mien
Rapier
Welkin

Secrets

Mimic
Phantasm

Our Vogues:

"Ours is the power in the sea, the blood, the curse, the scream projected through the dark dark depths. Appearance is trivial, it flows, colors, changes it's essence. We call the living, the unliving, the violence of the sky. The Morrigan took away from us our throne. What imbeciles to believe that placing it in the sky will keep our hands from stroking it."

Our Secrets:

"All sounds, all songs emerge from our mouth. Our senses are not confined to the sea, and that one single fact is our kindest warning to interlopers. Wait until we call you before you come."



Mimic

Command of Sound



Litany: "The ruse is a net closing around you. . ."
Resistance: sound complexity
Complexity: 6 (Roane)
Duration: scene

"The sea is a dangerous place. It has heard your banging, your utterances, your mindless caterwauls. Did you think those things that live in the sea have not heard these things and learned to imitate them? Beware when you enter the riptide in search of the drowning child whose cries spur you. Something else might be waiting for you."

Description: Mimic is the Roane's ability to vocally imitate any sound imaginable, from the cry of any animal or mortal to the more sophisticated urban sounds such as car horns, music or the sound of a rifle report.

Resistance Chart

Resistance	Sound complexity
3	Simple curt natural sounds, such as a snapping branch, a falling rock, a thunderclap
6	Simple curt urban sounds such as a slamming door, footsteps, a cocking gun
9	Complex natural sounds such as a raging storm, the baying of wolves or other animal calls, an earthquake, the sound of incoming floodwaters, any one voice
12	Complex urban sounds such as traffic, a shoot-out, multiple voices conversing
15	Very complex or layered sounds, such as a crowded room, a choir, full orchestra or a conglomerate of city sounds

System: The player rolls against the complexity of the sound he wishes to create with Mimic. The number of points he scores above the resistance (up to 15) indicates how many notes of any listener's blue halo will be required to identify the sound as artificial.

Special Notes: Mimic will not duplicate other serenades. The sound created by Mimic is a real, physical sound, unlike illusory sounds created by serenades such as Allure.

Phantasm

Extending Senses to Another Place

Litany: "My touch be everywhere. . ."
Resistance: familiarity of location
Complexity: 6 (Roane)
Duration: scene

"I reach my hands across the world. I touch the deserts of the Sahara as I sit in the water of the Mediterranean. I see the lights of Paris as I stand in the waterfalls of Scotland. The music of St. Petersburg reaches my ears in New York harbor, and too the smell of Holland's tulips. I am anywhere I choose to be without taking a single step and touch those I wish a thousand miles away. Do not presume that the Roane are ignorant of the upper world while in the depths of the sea. Can you say the same of our world?"

Description: Phantasm is a Roane secret which transports his senses to any place of his choosing. He can see, hear, feel, smell and taste whatever he wishes, and in part he can affect the places where his senses travel. He can, for example, eat a peach on a tree in a distant orchard. He will taste it, and his stomach will fill with the fruit as if he were eating it at his own locale. He can be blinded by a hot sun or sneeze from the pollen of foreign trees.

Resistance Chart

Resistance	Familiarity of place
3	Intimate (player has lived in the area for many years)
6	Very familiar (player has lived in the area for a short time)
9	Familiar (player has been to the area at least once)
12	Somewhat familiar (player has never been to the area, but has read about it extensively)
15	Unfamiliar (player has never been to area and knows little about how to get there or where it is actually located)

System: The player makes a roll against the resistance defined by the chart above. For each multiple of 3 he scores above the resistance, he extends an additional sense to the place.



Special Notes: Any of the senses of an Immortal sent abroad also carry with them a subtle hint of his own identity. If he sends his sense of smell, others in the area will smell his own cologne. Sending his sight will allow those in the area to "see" him.

At rank 5, Phantasm can physically affect the world beyond the player, but at a much reduced level. For every 3 notes in his yellow, orange, green and violet halos possessed by the player, his phantasmal form possesses 1 for purposes of causing injury or resisting damage.

Ranks of Effect:

- | | |
|--------|----------------------------------|
| Rank 1 | Any one sense except touch |
| Rank 2 | Any two senses except touch |
| Rank 3 | Any three senses except touch |
| Rank 4 | All four senses except touch |
| Rank 5 | Physical interaction, all senses |



Tautha

Conviction of the Silence:

"We preserve the Silence for the sake of peace with the others and to give them time to find our path."

Vogues

Allure
Ambrosia
Diluenta
Galatea
Gemetria
Gorgon
Gulag
Ley
Mistral
Quake
Rade
Tattoo
Zoas

Secrets

Aeon
Demeter

Our Vogues:

"The Tautha know that others consider us out of touch with the true struggle of the Invisible War, but this is not so. The dark side of our nature is very strong, and we contemplate terrible things in the shadows of our wood. The legends of the Nords and the Welsh and Scots cover us in cloaks of power and inexplicable cruelty. Yes. Sometimes we must be cruel. Sometimes we create art to torment the soul, or deny the sweet solitude of sleep. Moments come when our remarks make stone out of flesh or call the harsh breath of winter out of her desolate place.

But through our cruelty we extend our hand to all who will take it, who will pass through the baptism of our anger and be drawn into ultimate purity.

Our Secrets:

"The Arachne believe themselves the masters of time, but it is we who hold time's weight in our hands. We also hold the weight of rebirth and eternal life. Today's seeds are the hope of tomorrow's Weald."

Aeon

Aging



Ranks of Effect:

Litany:	"I am the weight of time. . ."
Resistance:	present age of target + Free Immaculum (if any)
Complexity:	6 (Tautha)
Duration:	episode if living, indefinite if inanimate

Rank 1	Target suffers -1 mote, equivalent of an added decade
Rank 2	Target suffers -2 motes, equivalent of 20 added years
Rank 3	Target suffers -3 motes, equivalent of 30 added years
Rank 4	Target suffers -4 motes, equivalent of 40 added years
Rank 5	Target suffers -5 motes, equivalent of adding 50 years

"Can you feel your youth running out of you like wax from a melted candle? Your fire burns low my friend. Tell me what I want to know before I am forced to extinguish it."

Description: Aeon allows the player to age an object or person. The resistance to the serenade stems from the present age of the target. The younger he is, the more difficult it is to age him.

Inanimate objects are aged according to their present condition. The older they are, and the more abused, the easier it is to age them into a state of uselessness.

Resistance Chart

Resistance	Present age of target
3	Aged (60s +); object used, abused
6	Mature (40s - 50s); object used, not well cared for
9	Young (20s - 30s); object used, somewhat neglected
12	Very young (teen); object used but well kept
15	Extremely young (child); object like new

System: The player makes a roll against the resistance table above. For every multiple of 3 he scores over the resistance, he adds more age to the person by removing 1 mote from any halo color (except Free Immaculum) and -1 weight category.

Inanimate objects also get their ward applied as resistance. For every 1 scored over this resistance, the weight and hardness of the object lowers by 1. When either hardness or weight reaches 0, the object is considered completely destroyed and useless.

Special Notes: Immortals are immune to Aeon.

Demeter

Rebirth

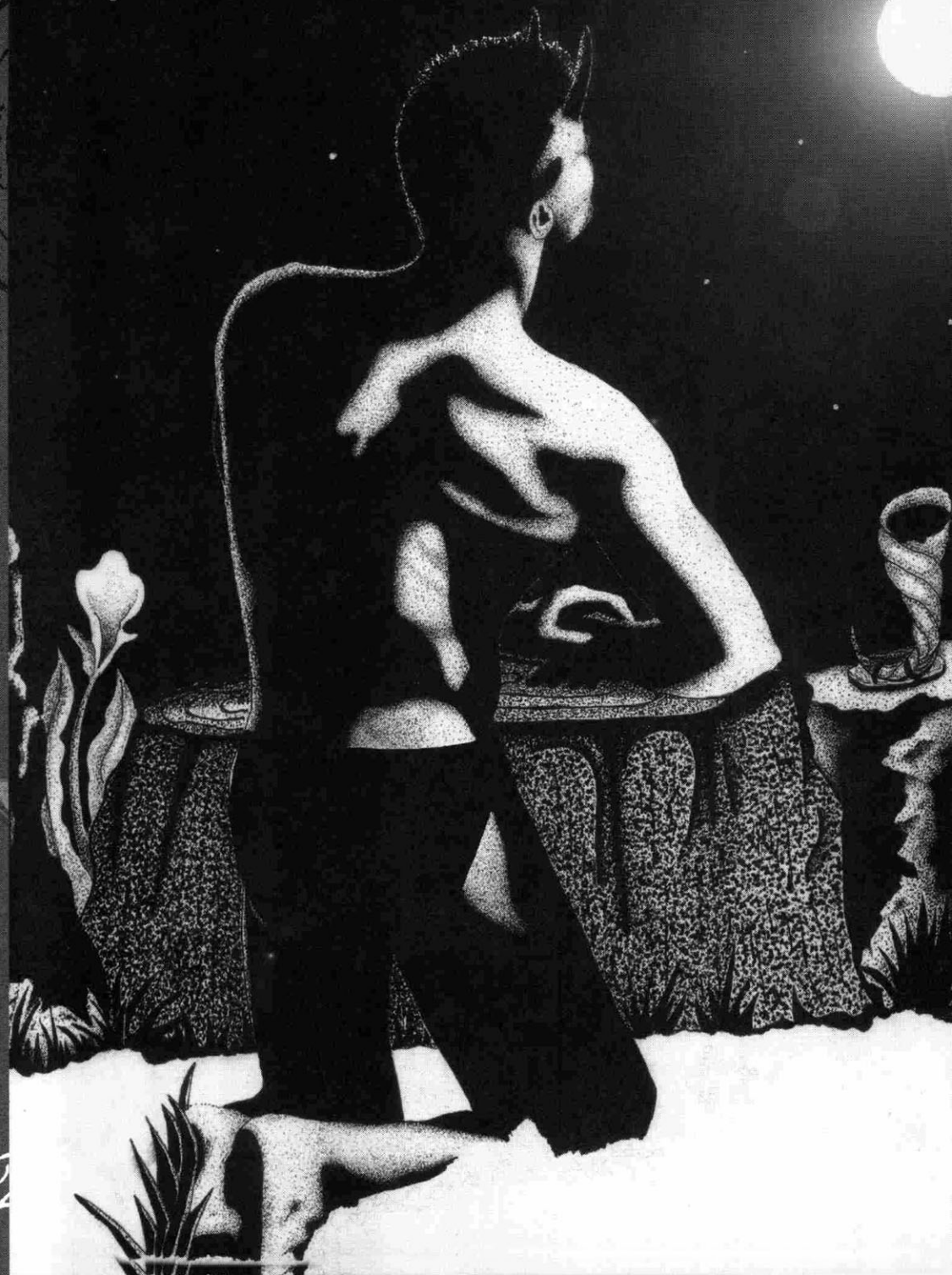
Litany:	"The seed thrives in a pure sun. . ."
Resistance:	Free Immaculum + how long dead
Complexity:	6 (Tautha)
Secondary:	
Hostiles:	Familiarity

"The Sunedrion trees are the essence of life itself, creatures of profound age from another universe. We plant the vox of our lost comrade at the roots of this ancient tree and call upon the earth to restore the spirit with all of its halo manifestations."

Description: The Tautha take voxes of those who they consider worthy and plant them near the roots of a Sunedrion tree. The Demeter serenade causes the vox to draw to itself the spirit of its slain immortal. As time passes, the immortal "grows" underground around the vox until, at the end of his rejuvenation, he digs his way out of the healing earth, pure of all taint and restored.

Resistance Chart

Resistance	How long dead
1	Clashes
2	Scene
3	Episode
4	Series
5	Indefinitely (any time previous to the beginning of the series)



System: The resistance of the serenade is formed by the FI (soul) of the vox's owner plus the length of time he has been dead. The Player makes a roll against the resistance. For every multiple of 3 he scores above the resistance, he accelerates the time it will take until the immortal can emerge, reborn.

Special Notes: Only immortals may be reborn through the use of Demeter. Further, it is known that renegade Tautha who have joined the Sanguinary take Drove voxes and rejuvenate them in the roots of the dread Zuzog trees. Only one vox at a time may be rejuvenated by any one Sunedrion tree. Rumors (kept mostly within the Tautha's Pride) suggest that an Immortal rejuvenated through Demeter becomes possessed by the spirit of the Sunedrion tree it grows under. Certainly, some of those who emerged regenerated by the earth have been changed forever, druidic teachers who commune with the enigmatic Wealds.

Ranks of Effect:

- Rank 1 Immortal reforms within a millennia
- Rank 2 Immortal reforms within a century
- Rank 3 Immortal reforms within a decade
- Rank 4 Immortal reforms within a year
- Rank 5 Immortal reforms at the next full moon



Terat

Conviction of the Silence:

"We readily preserve the Silence. When a ripple spreads from us, a minion of the enemy will always come."

Vogues

Amnesia
Animus
Bubastis
Embrace
Epitome
Evensong
Iris
Loa
Malekin
Psychomachia
Rapier
Rave
Zoas

Secrets

Melange
Savage

Our Vogues:

"The power of the Terat is the power of the beast, seized from the hands of the creature that made us and would consume us. All the weapons of the wilderness, from the moon's silver water to the ancient spirits are invoked by us. The dream is the Terat's ultimate battleground. We know it's terrain well and use our powers inside it. With our inhuman voice we rend the inhumane."

Our Secrets:

"We link our strength. Until you are Terat, you can understand no deeper than this."



Melange

Himsatis Joined

Litany: (Three howls)
Resistance: Free Immaculum
Complexity: 6 (Terat)

"Through our secret, when the lion lies down with the lamb, the lamb becomes a fearsome beast indeed."

Description: Melange allows a Terat to join his himsati form with that of another being. In this way, two Terat can become one composite creature with all the himsati natures and wounds available to both under the player's control. In this way, the zero-cost natures of both forms are available at the same time.

The resistance of Melange is based on the weight of the Free Immaculum of the creature the Terat joins with. He can join with a mortal animal just as well as with an immortal himsati. The Terat can also join with a human being (who has no himsati form) and thus give that human the power of his natures and wounds.

System: The player rolls against the resistance of the target. Each multiple of 3 over the resistance allows him to remain within the symbiosis for a longer period of time.

Special Notes: The target of Melange must be willing. Either part of the composite creature can emerge whenever desired. While in this state the participants can communicate telepathically, if both are willing. When this serenade ends, the wounds taken by the composite creature are divided evenly between the player and the target.

Ranks of Effect:

- Rank 1 bond remains for a clash
- Rank 2 bond remains for a turn (10 clashes)
- Rank 3 bond remains for the scene
- Rank 4 bond remains for the episode
- Rank 5 bond remains indefinitely



Savage

Invoking the Himsati

Litany: "The wild heart beats inside you. ..."
Resistance: red halo
Complexity: 6 (Terat)
Duration: scene
Secondary: Familiarity
Hostiles: Michael

"If you wish to battle me, it will be as beast to beast. I am insulted by your human face."

Description: Savage allows a Terat to force another Immortal into his himsati form for the duration of the scene. The higher the rank of effect, the more aspects of his himsati form the target must assume.

System: The player makes a roll against the target's red halo. For every multiple he scores above that resistance he causes more aspects to become activated.

Special Notes: The target must roll a hostile for each himsati aspect he is forced to assume. Any null thrown by the target causes the player to become possessed by the Sanguinary instead of the target, though the player may resist this possession with the Animas legacy. The Terat use this secret to teach their own the dangers of himsati form and possession by their hated enemy.

Ranks of Effect:

- Rank 1 Target assumes his prime aspect
- Rank 2 Target assumes any 1 additional himsati aspect
- Rank 3 Target assumes a total of 3 color aspects
- Rank 4 Target assumes a total of 5 color aspects
- Rank 5 Target assumes full himsati form

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