

DEVIANT

the renegades

Kickstarter Manuscript Preview #3



Deviant: The Renegades Manuscript Preview #3

Variations

The extraordinary abilities of the Broken manifest in countless ways, as varied as the Remade themselves. Although Clade influences the way their Variations manifest, in principle, every Deviant can exhibit any Variation, regardless of his Clade. A minority of Variations (**Cephalist Variations**, **Chimeric Variations**, **Coactive Variations**, **Invasive Variations**, and **Mutant Variations**) are considerably more commonplace among Broken of a particular Clade, a fact conspiracies use to their advantage when attempting to assess the best way to bring a Renegade into custody. The rest (**Universal Variations**) do not make the taxonomical classification of one of the Broken any easier.

At the end of each Variation, we've included a few examples (in *italics*) to illustrate potential ways to re-flavor them based on Clade. These are far from the only possibilities, and players are encouraged to reskin their characters' Variations and Scars to fit each Deviant's Clade, concept, and history.

Universal Variations

Universal Variations are not strongly associated with a single Clade. They include most Deviant abilities conspiracies have catalogued over the years.

Aquatic (• to •••)

Subtle

Perpetual, Tiered

The Remade can function in water as easily as on land.

At Magnitude •, the Deviant cannot drown and suffers no penalties to Speed, Defense, or rolls due to wading, swimming, or diving in fresh or salt water. She is still vulnerable to strong currents, decompression, and wildlife, as well as the hazards of the deep ocean — cold, darkness, and crushing pressure.

At Magnitude ••, choose one:

- **Habitat:** Marine predators usually ignore the Broken unless provoked, and even then, they are more likely to flee than attack unless given no other choice. Gentler sea life responds to her more favorably, granting him a +2 bonus on Animal Empathy rolls to gain their cooperation. Finally, the Deviant operates at any depth with equal ease, unimpeded by sunless abysses with crushing pressure, near-freezing temperatures, or even the intense heat of hydrothermal vents.
- **Speed:** The Remade operates more easily underwater than do undersea vehicles. Her Speed is equal to 20 times Scar Power. She can navigate whitewater rapids and even swim up waterfalls, albeit at a reduced speed.

At Magnitude •••, the Broken enjoys the benefits of both Magnitude •• effects.

The Chimeric has gills inside her throat, which conceals them from view, but they make it difficult for her to speak above a whisper (Silence; Persistent).

Flippers unfold from the Invasive's feet, but her internal oxygen tank eventually runs out (Depletion; Controlled; Dexterity; Deviation: Disfiguring Scar).

The Mutant can breathe through her skin but can't endure low-humidity environments (Native Environment; Persistent).

Bioluminescence (• to •••••)

Overt

Tiered, Toggled

The Remade's body is capable of generating light.

Any Directed effects created by this Variation do not suffer range penalties.

At Magnitude •, the Broken projects a beam of light no greater than that of a bright flashlight from his body. With appropriate Scar Finesse rolls, she can exercise minute control over this Variation, such as to brighten or dim her light, or change the colors and patterns of the light she generates.

At Magnitude ••, the Remade's light rivals that of a floodlight. As a Directed effect, she may shine the light into a target's eyes to impose the Blinded Tilt (in both eyes, on an exceptional success), unless the victim is wearing protective eyewear.

At Magnitude •••, the Remade can produce light as bright and intense as direct sunlight. This bioluminescence has the same effects as sunlight, which includes triggering the vulnerability of certain supernatural creatures. If successfully Directed into a target's unprotected eyes, it imposes the Blindness Tilt in both eyes (only one eye, if he has protective eyewear).

At Magnitude ••••, the Remade can project Intensity 4 ionizing radiation (Intensity 5, in action scenes), which can be Directed at a living target (p. XX).

Deviations

- **Aura (+1 Magnitude):** The Deviant can make her whole body glow, illuminating the entire area within her light's range. Paired with the Magnitude •• or ••• effect, she can create the Blazing Light Environmental Tilt, which affects anyone within short range, other than herself.

The Cephalist's psychic powers include conjuring light, but she can only maintain it for short periods (Cooldown; Controlled; Manipulation).

The Chimeric generates bioluminescent chemicals, but she lost an arm to infection during her Divergence (Missing Limb; Persistent).

The Coactive burns with terrible light, which she cannot keep hidden for long and which causes tales of an angel to crop up wherever she goes (Power Build-Up, Involuntary; Deviation: Wild Variation).

Boneless (• to ••••)

Overt

Tiered, Toggled

The Deviant's skeleton is pliable and flexible, and her organs can tolerate a great deal of compression and distortion without ill effects.

The Remade can contort her body.

If the Variation ends while the Deviant is in a position that would be impossible for human anatomy, her body returns to its natural shape if it is not actively harmful to do so — moving up to one yard/meter beforehand if necessary. If returning to her natural shape would cause a human body harm (such as if she is stretched out in a 3-inch wide pipe), she is ejected into the nearest space that can accommodate her normal shape and suffers a medium Instability.

At Magnitude •, the Remade can dislocate joints and contort her body as expertly as a circus performer. She automatically escapes from any mundane bonds without a roll. The Deviant adds Scar Power to all grapple rolls.

At Magnitude ••, the Deviant's body behaves more like that of an octopus — able to stretch and squeeze through narrow spaces. This allows her to fit into places whose dimensions are not normally large enough for a human or to wriggle through pipes. These actions are usually automatic. Grapple rolls made against the Deviant suffer a penalty equal to Scar Power.

At Magnitude •••, the Remade can become a true liquid, albeit one that looks unhealthy or unearthly. While in this state, she can flow uphill at her normal speed and will not suffocate. Although she cannot pass through certain barriers like water filters, ordinary grilles and grates present no obstacle to her, and most weapons have little or no effect. Fire and electrocution still pose real risks, as do purely supernatural attacks.

At Magnitude ••••, the Deviant can take the form of a sickly vapor. This gas hugs the ground rather than rising into the air, although the Remade can move uphill along the ground at her normal Speed. Most weapons have no effect on a Deviant in this state, but Environmental Tilts frequently have their normal, full effects.

The Chimeric's cephalopod anatomy allows her to squeeze and stretch into impossible shapes, but she heals more slowly when injured (Sluggish Metabolism; Persistent).

The Coactive submits to the occult energies within, which cause her body to lose its cohesion, but this can range from mere flexibility to transformation into vapor (Fluctuating Variation; Controlled; Manipulation).

When the Mutant assumes a liquid form, she become exceptionally vulnerable to electricity (Persistent Drawback [Bane]; Controlled; Dexterity).

Brachiation (• to •••)

Overt

Reflexive, Tiered, Toggled

The Deviant is capable of incredible athletic feats.

At Magnitude •, choose one of the following at the time the Deviant develops this Variation:

- **Bounding:** The Deviant may, as an instant Athletics action, leap up to twice Scar Power in yards/meters. Further, when using a Dexterity + Athletics roll to mitigate damage from falling (p. XX), the Remade gains one additional success, with each success reducing falling damage by one. This can reduce the lethal damage from a fall at terminal velocity.
- **Wall Crawling:** The Remade can climb sheer, vertical surfaces as quickly and as easily as he walks on flat ground — at her normal Speed and without preventing the use of her hands.

In most cases, such movement is automatic, but especially slippery surfaces may require Athletics rolls to avoid complications that resemble the Knocked Down Tilt (p. XX), except affecting the character's movement on a vertical surface.

At Magnitude ••, choose one of the following at the time the Deviant develops this Variation:

- **Generalist:** The Deviant enjoys the benefits of both Magnitude • effects — Bounding and Wall Crawling.
- **Leaper:** This is only available if the Remade's player has chosen Bounding as her Magnitude • effect. The Deviant suffers no damage from falls unless she lands on a dangerous surface. She may also leap up to five times Scar Power in yards/meters.
- **Spider:** This is only available if the Remade's player has chosen Wall Crawling as her Magnitude • effect. The Deviant can cling to the bottoms of horizontal surfaces, including ceilings — moving at her full Speed while retaining the use of both her hands.

At Magnitude •••, the Remade enjoys the benefits of all the Magnitude • and •• effects.

The Chimeric's leg and arm muscles have been overlaid with artificial sinews derived from rabbit and monkey DNA, granting him incredible climbing and jumping abilities, but he must regularly engage in specialized limbering exercises to keep them functional (Maintenance; Persistent).

The Coactive generates a gravitational field that allows her to stand, sit, or crawl on any surface, regardless of its orientation to prevailing gravity. However, this gravitational field often activates while she sleeps, causing her to wander up the sides of buildings or wake up lying on the ceiling (Involuntary Stimulus; Involuntary; Resolve; Deviation: Indelible Mark [Alternate Persona]).

The Invasive can fire a grapple from one arm, granting her the ability to climb vertical surfaces and make incredible leaps, although she can't use the arm to do anything else when it is active (Persistent Drawback [Missing Limb]; Controlled; Dexterity).

Camouflage (•• to ••••)

Subtle

Tiered, Toggled

The Remade can hide from the human eye, blending into the background.

This Variation conceals the Deviant, as well as his clothing and immediate possessions.

At Magnitude •, the Deviant fades into the background as long as he does not move more than one yard/meter or draw attention to himself (by yelling, waving his arms, etc.) during the turn. Within these limits, his Stealth rolls to avoid detection enjoy a bonus equal to Scar Power.

At Magnitude ••, as Magnitude •, and choose one:

- **Mobile:** The Deviant retains his camouflage even while moving.
- **Invisible:** The Remade does not register on the visible light spectrum. Casual observers are reduced to a chance die on Perception rolls to detect him. Even those who suspect an unseen presence suffer a -5 penalty to all rolls that rely on being able to see the Remade (including attack rolls). If it's possible to locate the Deviant by indirect means, this penalty is instead -3

(such as if he is leaving a trail of blood or walking across fresh snow), -2 (if engaged in close combat or making a lot of noise) , or -1 (when “outlined” by a fire extinguisher, sprinkler system, or similar). This affords no protection against alternate means of detection or those more sensitive than the human eye. He can still be tracked by scent, still shows up on infrared sensors, and enjoys no special protection from supernatural senses. The Remade can also run afoul of low-tech physical security like trip wires or covered pit traps.

At Magnitude •••, the Broken enjoys both Magnitude •• effects.

At Magnitude ••••, as Magnitude •••, and choose one, both of which provoke a Clash of Wills against supernatural means of detection:

- **Multi-Sensory:** The Deviant cannot be detected by scent, echolocation, or accidental noise. In addition, he may mask any scent or sound originating from within one yard/meter, whether it is breaking glass or a sentry’s shouted alarm.
- **Wavelengths:** The Remade’s invisibility extends to the full electromagnetic spectrum, including infrared, ultraviolet, and radar.

At Magnitude •••••, the Broken enjoys both Magnitude •••• benefits.

The Cephalist vanishes from view at random and without warning (Power Build-Up; Involuntary; Composure; Deviations: Uncontrollable Variation).

The Chimeric’s skin changes color like that of a chameleon, and she cannot turn off this effect except by focusing on not matching her environment (Relentless Variation [Concentration]; Persistent).

When the Mutant assumes the transparency of air, light is unable to interact with her eyes, blinding her (Persistent Drawback [Sensory Deprivation]; Controlled; Wits).

Carapace (• to •••••)

Subtle

Discrete, Perpetual

The Deviant possesses a defensive shell or protective shield that protects her from harm.

When this Variation is active, the Remade possesses an armor rating. This armor is not cumulative with other kinds of armor; only the best armor rating applies.

At Magnitude •, choose one:

- **Kevlar:** The armor rating is 1/3.
- **Leathery:** The armor rating is 2/0.

At Magnitude ••, choose one:

- **Flak:** The armor rating is 2/4.
- **Steel:** The armor rating is 3/0.

At Magnitude •••, as Magnitude ••, and choose one:

- **Bulletproof:** Increase the Broken’s ballistic armor rating by two, and she never takes damage from firearms that lack the armor piercing quality.

- **Dense:** Increase the Remade's general armor rating by one, and she doesn't suffer the automatic point of bashing damage if this Variation reduces damage from a source to zero.

At Magnitude •••, the Deviant enjoys both Magnitude ••• effects.

At Magnitude ••••, as Magnitude ••••, but the Deviant shrugs off terrible blows. After applying armor against a source against which armor provides protection, reduce any remaining damage to one. If a source would inflict multiple types of damage (bashing, lethal, or aggravated), it inflicts one point of the worst type of damage.

The Cephalist generates a nearly impenetrable protective shield around herself, but this requires an intense level of concentration that she can't maintain for long (Concentration; Controlled; Wits).

The Coactive's skin turns into bronze in response to an injury that causes at least one level of lethal damage (Involuntary Stimulus; Involuntary; Stamina; Deviation: Disfiguring Scar).

The Invasive can deploy nanobots under his skin to provide him with protection, but doing so interferes with his agility and fine motor skills. This protection deploys automatically whenever the Deviant sees someone draw a gun or other deadly weapon (Involuntary Stimulus, Involuntary; Resolve; Deviations: Indelible Mark [Suppression]).

Electrokinesis (• to •••••)

Overt

Directed, Tiered, Toggled

The Deviant has influence over electronics and electricity. While the Variation is active, the Deviant can affect objects in range with a Size no greater than the Variation's Magnitude times Scar Power.

Choose a number of the following effects equal to Magnitude when purchasing this Variation:

- **Conductivity:** The Deviant increases or decreases the conductivity of the air surrounding a target. This can shield electronic and non-electronic targets (including people) from electricity and EMPs, reducing electrocution damage by twice Scar Power. Alternatively, it can direct an existing source of electricity at a nearby target, potentially damaging a device (by overloading it or exposing it to a localized EMP) or inflicting damage no greater than twice Scar Power (dependent on a viable source within range).
- **Input:** The Deviant can spoof passwords and other access credentials, bypassing local security protocols. This cannot grant network access (including via VPN) unless the server where the target data is stored is also within range, although if the device has passwords to remote servers stored locally (including ones unlocked with a fingerprint or by facial recognition), these still function normally.
- **Output:** The Remade can alter the output of an electronic device, causing it to display whatever the Broken wishes, within the device's limits. She can alter the images and sound coming from a TV, cause a phone to ring and produce the sound of a voice when answered, or any number of other tasks. Particularly complex feats, such as fabricating a convincing news broadcast out of whole cloth, may demand Scar Finesse rolls and/or relevant Skill rolls to make believable, at the Storyteller's discretion.

- **Power:** The Broken can feed or starve an electronic device, powering it on or off even in the absence of a viable power source. This can “hotwire” a device that usually requires a physical component, such as a switch, button, lever, or ignition. If the device controls other devices (such as a control terminal that directs an entire assembly line of robots, or the ignition of a car that is otherwise in operational condition), it is possible to control much larger machinery, as long as the subordinate devices have an existing power source.
- **Research:** The Deviant can rapidly analyze an electronic device to which she has gained access (or which lacks security), locating any data on it that she is seeking as long as it is stored on the target device. This reduces the interval of relevant extended actions by a full step — from hours to minutes or from minutes to turns.

The Cephalist wields electrokinetic influence, but doing so sends damaging electrical currents through her arms (Deterioration; Controlled; Dexterity).

The Chimeric has the electricity-generating powers of an electric eel, but he cannot stop generating constant electric shocks unless wearing wire mesh gloves (Relentless Variation [Power Failure]; Persistent).

The Invasive’s cybernetic generator allows her to project electricity from her hands, but if she does not discharge the built-up power regularly, it eventually lashes out on its own (Power Build-up; Involuntary; Stamina).

Enhanced Speed (• to ••••)

Overt

Reflexive, Tiered, Toggled

The Remade moves with incredible grace and speed, easily outpacing pursuers.

At Magnitude •, the Broken enjoys a bonus to Initiative rolls equal to Scar Power. In addition, she doubles her Speed when moving under her own power — whether running or relying on other Variations such as Flight or Aquatic.

At Magnitude ••, the Deviant receives a bonus to Defense equal to half Scar Power (rounded up), and attacks against her do not reduce her Defense against subsequent attacks in the same turn.

At Magnitude •••, choose one:

- **Alacrity:** Once per scene, the Broken may choose to take her action at any time during a turn — whether to act first each turn, to interrupt another character’s turn, or to hold her action until everyone else has acted for the turn. Other characters using preempting powers provoke a Clash of Wills.
- **Fleetness:** The Remade instead multiplies her Speed by Scar Power plus one when moving under her own power. She may also employ her Defense (and Dodges) against firearms attacks, as long as she is aware of them and capable of responding (not tied up, grappled, etc.).

At Magnitude ••••, the Broken enjoys the benefits of both Magnitude ••• effects.

The Coactive exists in a pocket of compressed time, such that the world seems to move in slow motion around him, but he needs more five times as much food and oxygen to survive (Dependency; Persistent).

Mystical quicksilver sheaths the Invasive's skeleton, making her movements swift and graceful, but the substance is toxic and frequently sends her to the hospital (Genetic Disorder; Persistent).

The Mutant's hollow bones play an important role in his ability to achieve such incredible speeds, but they also make him especially vulnerable to trauma (Thin Skin; Persistent).

Environmental Adaptation (• to •••••)

Subtle

Discrete, Perpetual, Reflexive

The Deviant is particularly hardy and resistant to environmental hazards.

Choose a single broad type of environment, such as mountains, deserts, cold, swamp, or subterranean. The Deviant enjoys a bonus equal to Magnitude to all Survival rolls in that environment. In addition, in the chosen environment, he may either to ignore a number of Environmental Tilts equal to Magnitude, to reduce the level of an Extreme Environment by Magnitude, or a combination of the two.

At Magnitude • and ••, this cannot reduce the level of a level 4 Extreme Environment.

At Magnitude ••• or ••••, this can reduce the level of a level 4 Extreme Environment.

Deviations

- **General (+1 Magnitude):** The benefits of this Variation instead apply to all Extreme Environments and Environmental Tilts, regardless of the type of environment, as long as they are not wholly supernatural phenomena. The Broken may shrug off a thunderstorm summoned by a sorcerer, for example, but not an Environmental Tilt imposed by a cloud of pure necrotic energy summoned from the Underworld.

By means of biofeedback techniques, the Cephalists insulates himself against extreme heat, but he is emotionally distant (Frozen Heart; Persistent).

The thumb-sized magical ruby embedded in the hollow of the Invasive's throat allows her to sheath herself in the appropriate survival equipment for any environment (Conspicuous Appearance; Persistent).

The Mutant's thick hide and redundant organs allow him to weather bitter cold, but he heals more slowly (Sluggish Metabolism; Persistent).

Face Thief (• to •••••)

Overt

Tiered, Toggled

The Remade can disguise himself as another person (the subject) as a Directed effect, although the target does not contest this effect, and the Deviant can only mimic one person at a time. This disguise lasts until the end of the scene, but the Remade may spend a point of Willpower to extend its effects until the beginning of the next chapter (potentially allowing her to wear the disguise for several consecutive chapters).

At Magnitude •, The Deviant can only mimic a single part of the subject's body — such as a face or hand.

At Magnitude ••, the Deviant can mimic any bodily features that he can see or has identified during a previous examination of the target. This makes faces and hairstyles easy to match, but the Remade's disguise may not fool someone who checks his body for a scar or tattoo that the Broken knows nothing about. The transformed can imitate the target's voice, too, but as with identifying features, he must already be familiar with the target's dialect and vocal mannerisms. The Deviant cannot change Size, nor can he adopt the clothing or other trappings of the target. Within these limits, however, the disguise is almost flawless, granting the Remade the rote quality on Subterfuge rolls to successfully apply a disguise.

At Magnitude •••, the disguise perfectly replicates the target's body in appearance, sound, and even scent. Furthermore, he may take on the target's current costume or even appear of a Size up to two higher or lower than his own. These are not functional features, however. Riot gear created by this disguise offers no protection, for example, and an increase in apparent Size does not grant more health levels.

At Magnitude ••••, the Deviant's transformation also grants him access to useful fragments of the target's memories that make it more difficult to recognize him as an imposter:

- The Remade is able to speak the target's native tongue (or tongues, if he was raised multilingual) with the proper accent.
- The Deviant automatically recollects names, recognition signals, and the right responses to questions meant to establish his identity. This isn't an active awareness, but it works to prevent his being found out. For example, if greeted by one of the target's friends, the Remade can return the greeting without hesitation, suddenly recollecting that person's name. The same is true of secret handshakes and passwords. The Deviant could not tell anyone what the target's laptop password is, but as soon as he sits down in front of the login screen, his fingers seem to move of their own volition.
- The Remade becomes aware of the target's Social Merits and may gain temporary access to a number of dots of these equal to Scar Power. He recollects bank account credentials, the contact information for allies who owe the target favors, and so forth. The Deviant can, instead of reaping the benefits of a Social Merit, sabotage it such that the target loses access to it until the end of the chapter. The Deviant may benefit from this effect for a given target only once per chapter.

Deviations

- **Recollection (+1 Magnitude):** The Broken may also adopt an appearance based on a photograph of the subject, although low resolution images impose a penalty to the Scar Finesse roll to apply the disguise. Further, she may adopt the appearance of anyone she has previously mimicked.

The Coactive dabbles in games of mistaken identities, in keeping with the nature of the trickster god whose essence she drank, but its final curse plagues her daily (Misfortune; Persistent).

The Invasive's skin contains pinhole holographic projectors, and his voice box contains a sound modulator. Together, these allow him to imitate anyone. However, this equipment is delicate and requires regular repairs (Maintenance; Persistent).

The Mutant literally rearranges his face, molding the flesh like putty, but it takes time to complete this transformation (Preparation; Controlled; Dexterity).

Flight (• to •••••)

Overt

Reflexive, Tiered, Toggled

The Deviant can fall safely, glide, or fly under his own power.

At Magnitude •, the Deviant may turn any fall into a controlled descent, taking no falling damage.

At Magnitude ••, the Remade may glide with a horizontal Speed of 10 + Scar Power. He cannot gain altitude and must descend at least three yards/meters per turn of gliding — although the Storyteller may allow exceptions to this if local conditions are just right for riding thermals and updrafts. The Deviant may opt for a steeper descent, diving at a rate of up to 30 yards/meters per turn.

At Magnitude •••, The Broken may initiate flight. His horizontal air speed and diving rate are the same as for the gliding effect above. In addition, he may ascend a number of yards/meters each turn equal to Scar Power as an instant action. Certain Tilts and Environmental Tilts might also complicate flight or make it impossible for the Deviant to stay aloft (at the Storyteller's discretion).

At Magnitude ••••, choose one:

- **Grace:** The Deviant flies as easily as walking. The Remade can hover, and his ascents are part of his normal movement, instead of requiring an instant action.
- **Velocity:** The Broken's flight is swift. His horizontal air speed is equal to 20 times Scar Power.

At Magnitude •••••, The Deviant possesses both the Magnitude •••• effects.

The Cephalist uses her telekinetic powers to fly, but she is prone to hallucinations (Glitch; Persistent).

The Chimeric's arms have been replaced with wings (Missing Limb; Persistent).

Retractable rocket jets extend out of the Invasive's arms and legs, but remaining aloft is a constant balancing act that requires his full attention. (Concentration; Controlled; Wits).

Gigantic (• to •••••)

Overt

Tiered, Toggled

The Deviant is a true giant when this Variation is active. This grants several effects:

- Once per chapter, when the Variation's effects end, the Deviant heals some of the damage she sustained while it was active. This is equal to the difference between her normal Size and the Size the Variation granted her. The least serious injuries always heal first — bashing damage before lethal damage and lethal damage before aggravated damage — and this will not heal injuries the Remade suffered before activating the Variation. Any damage remaining in extra health boxes that disappeared because of a reduction in Size is applied to remaining health boxes as additional damage, potentially wrapping around to more severe types of damage (see p. XX).

- The Remade enjoys the 8-Again quality on Strength and Stamina rolls that benefit from her increased mass and adds four dice when spending Willpower on these rolls instead of three.
- The Broken receives a bonus equal to half the Magnitude of Gigantic (rounded up) to derived traits or static effects based on Strength or Stamina — such as Speed, thrown weapon calculations, and resistance to Tilts (whether personal or environmental). When spending Willpower to resist an unwanted effect targeting Stamina, she gains +3 instead of +2.
- The Deviant can lift, push, or slowly drag objects of up to her current Size, wield objects of up to half that (rounded up) with both hands, and wield objects of one-third her current Size (rounded up) one-handed. This does not require a roll unless the object in question is exceptionally dense (such as solid gold, lead, or uranium).

At Magnitude •, the Deviant's natural Size increases by 1, granting an additional health box.

At Magnitude ••, Size instead increases by 2 or 3.

At Magnitude •••, Size instead increases by 4 or 5.

At Magnitude ••••, Size instead increases by between 6 and 10.

At Magnitude •••••, Size instead increases by between 11 and 15.

The Chimeric is huge and can do nothing to reduce his size (Relentless Variation; Persistent).

The Coactive channels the power of a titan, growing to enormous heights but descending into a bestial state (Persistent Drawback [Alternate Personality]; Controlled; Manipulation).

The Mutant's body expands to an enormous size, but her Progenitor used the threat of immolation as a means of controlling her, instilling her with a fear of fire (Phobia; Persistent).

[CHART]

Size	Object
0	Insect
1	Handheld object or tool, rodent
2	Infant, cat, sword, sawn-off shotgun, skateboard
3	Mid-size dog, child, window, two-handed tool, stool
4	Spear, teenager, chair
5	Adult, door, electric scooter
6	Very large adult, deer, bicycle
7	Alligator, bear, motorbike, coffin
8	Vault door, compact car
10	Sports car, moose
12	Shark, luxury car
15	SUV, elephant
20	Light airplane, yacht, semi-truck

25 Dump truck, houseboat, tour bus, semi with trailer

30 Whale

[END CHART]

Healing Touch (• to •••••)

Overt

Tiered, Toggled

The Deviant can repair injuries and cure other physical ailments with a touch.

No patient can benefit from the same effect of this Variation more than once per chapter, regardless of how many Broken attempt to use it on her, although the healer can use an Adaptation to overcome this limit. This Variation does not heal damage caused by a Scar (such as Perilous Variation) or Adaptation (such as Adrenaline Surge or Overclock).

At Magnitude •, the Remade alleviates symptoms, cures minor ailments, and takes away pain, reducing the patient's wound penalties by half Scar Power (rounded up) until the end of the scene.

At Magnitude ••, the Broken may heal a patient of all bashing damage or temporarily neutralize the effects of a drug, poison, or injury. This removes a number of Tilts (such as Poisoned, Sick, or Leg Wrack) equal to Scar Power, but doesn't cure any underlying Conditions.

At Magnitude •••, the transformed may heal a patient of lethal damage equal to Scar Power or remove a Condition caused by bodily injury, exhaustion, or illness (such as the Fatigued Condition). This does not affect Persistent Conditions.

At Magnitude ••••, once per chapter, the Deviant can heal a patient of aggravated damage equal to half Scar Power (rounded up), remove a Persistent Condition, or replace/restore function to a missing or destroyed limb or organ. This does not affect Scars.

At Magnitude •••••, the Remade can restore a dead patient to life. Such resurrection is often traumatic for the patient, who may not be entirely himself after the experience. If his death took place prior to the current story, his body was not largely intact, he patient died of natural causes, and/or he does not wish to be brought back from the dead, the risk of trauma is higher, and the Variation may fail entirely (at the Storyteller's discretion). The Broken may perform one such resurrection per story without personal cost. Each additional miracle she performs in the same story causes a medium Instability.

The Coactive redirects the life energy around him into his patient, healing her but at the expense of his own health and leaving a trail of withered plants and dead insects behind (Perilous Variation; Controlled; Dexterity; Deviation: Identifier).

The Invasive injects medical nanites into her patient, which effect rapid healing, but the electrical impulses generated by these nanites in her blood also slow her reaction times (Suppression; Persistent).

The Mutant Transmissible's saliva has healing properties, allowing him to close wounds, mend bones, and even restore life to the dead by licking them. However, using this ability frequently carries a high cost. Further, resurrection introduces a high probability of triggering Divergence in the newly arisen (Cooldown; Controlled; Dexterity).

Holographic Projection (• to •••••)

Overt

Directed, Tiered, Toggled

The Deviant can conjure illusions.

The Remade may generate holograms of up to Size 5 (or with a one-yard/meter radius). This illusion is static unless directed during the turn and disappears at once if the Deviant moves out of range of it. Simple holograms do not require a roll, but especially detailed illusions may demand Skill or Scar Finesse rolls as the Storyteller deems appropriate.

At Magnitude •, the hologram is obviously unreal. Visual illusions are translucent or occasionally flicker, and the noises they generate are tinny or obvious reproductions — like orchestral music played through the speaker of a cellphone. Detailed illusions — even if flawlessly rendered — suffer from low resolution or visual or audio artifacts.

At Magnitude ••, the Deviant generates convincing audio-visual illusions. Most observers cannot distinguish them from the real thing until they or some other object passes through the hologram. Although the sensory stimulus provided by the Remade's illusions cannot inflict Tilts, they can illuminate a small room or generate enough white noise to discourage eavesdroppers.

At Magnitude •••, the Remade can give his holograms substance. Holographic objects have a Durability of 1 and Structure equal to Size + Durability. Characters within the affected area can pick up these illusory objects and use them as tools or weapons, although complex machines and electronics will require Skill and Scar Finesse rolls, often with significant penalties.

Deviations

- **Expand (+1 Magnitude):** The Deviant may generate holograms with a radius in yards/meters up to Scar Power or of a maximum Size equal to five times Scar Power.
- **Control (+1 Magnitude):** The Broken's illusions do not vanish when he moves out of range, and he may direct a number of holograms equal to Scar Power as a reflexive action, each turn.

The Cephalist can conjure illusions of anything she can imagine. Her Divergence involved being injected with spider eggs from a Fae world, which hatched thousands of gossamer spiders that crawled out of her body — an experience that she relives in dreams each night and which makes her intensely arachnophobic (Phobia; Persistent; Deviations: Nightmares).

The Coactive can pull images of objects and creatures that exist in parallel dimensions into his own. However, tapping into these otherworlds can draw the attention of their unseen, meddling denizens (Paranoia; Persistent).

The Invasive Amalgam has hologram projectors implanted in his body, placed there through meticulous and agonizing procedure that would have shattered his mind were it not for a fellow test subject's constant support — a test subject who only ever existed in his imagination (Glitch; Persistent).

Hyper-Competence (• to •••)

Subtle

Discrete, Perpetual, Reflexive

The Deviant possesses superhuman adroitness within a narrow field.

Choose a Skill when purchasing this Variation. This Variation can be purchased multiple times, and each time its benefits apply to a different Skill.

At Magnitude •, the Deviant is always treated as having an applicable Specialty when using the chosen Skill. She also achieves an exceptional success on three successes instead of five with that Skill.

At Magnitude ••, the Remade enjoys a bonus on rolls involving the chosen Skill equal to Scar Power.

At Magnitude •••, the Broken enjoys the rote quality on rolls with the chosen Skill.

The Chimeric's specialized education allows her to build, maintain, and repair virtually anything even while blindfolded, but the masters did not consider her ability to express her emotions a sufficiently useful skill (Frozen Heart; Persistent).

The Coactive is the vessel of a ghost, and it will aid him with tasks it could perform in life, although not always the way he expected (Persistent Drawback, Alternate Persona; Controlled; Manipulation).

The arcane circuitry in the Invasive's brain reroutes resources that he would normally use for self-expression to first aid and surgery (Silence Scar; Persistent).

Immunity (• to •••)

Subtle

Discrete, Perpetual, Reflexive

The Remade enjoys complete immunity to a certain impairments or sources of harm — whether due to alien anatomy, mystical protection, or some other factor.

While the Variation is active, the Deviant enjoys an immunity chosen at the time this Variation is purchased. This Variation can be purchased any number of times, and each purchase grants an additional immunity (or immunities). The immunity the Broken possesses determines the Variation's Magnitude:

At Magnitude •, the Remade is immune a number of Tilts equal to Scar Power, as well as to any Condition that operates on the same premise. A Deviant who is immune to the Leg Wrack Tilt cannot gain the Crippled Condition, for example. This does not include Environmental Tilts, however, and the Broken cannot make himself immune to a Scar.

At Magnitude ••, the Deviant possesses immunity to a number of the following equal to Scar Power: Caustic Chemicals (such as acids and bases), Cold, Disease, Electricity, Falling Damage, Fire, Drugs/Poison, or Radiation. The Storyteller may allow alternative immunities at her discretion.

At Magnitude •••, the Remade demonstrates a substantial resistance to the powers of a single category of supernatural being such as ghosts, wizards, vampires, demons, or werewolves. Any attempt to target the Remade with one of these abilities must defeat him in a Clash of Wills.

The adaptations of the Chimeric's animal half manifest as a resistance to cold, disease, and drugs, but her pedigree also comes with a thinness of the blood (Hemophilia; Persistent).

The Invasive has cybernetic arms and legs, which are nearly unbreakable, if almost impossible to overlook (Conspicuous Appearance; Persistent).

A lifetime of controlled exposure to food and drink imbued with sorcerous powers has allowed the Mutant to resist magic at need, although it has come at the cost of needing to consume these substances to survive whenever the Variation is active (Dependency; Persistent).

[Descriptor] [Skill] Lash (• to ••••)

Overt

Discrete, Toggled

This Variation allows the Remade to attack enemies with an arsenal other than a Baseline's punches and kicks. The manifestations of this Variation are as varied as the Broken themselves. Some lash out with telekinetic force, others with a hail of glass shards or a blast of necrotic shadow, and still others have wicked claws, fangs, or horns. This Variation may be purchased any number of times to represent different means of attack.

- Lashes have a descriptor chosen at the time of purchase — Bruising (deal bashing damage), Cutting (deal lethal damage), or Gentle (deal no damage).
- Choose a combat Skill when purchasing this Variation — Athletics, Brawl, Firearms, or Weaponry. This determines the dice pool used to resolve attacks with the Lash (Dexterity + Athletics/Firearms - target's Defense, or Strength + Brawl/Weaponry - target's Defense) and whether the attacks are ranged (Athletics/Firearms) or melee (Brawl/Weaponry). Each attack with a Lash requires an instant action.
- A ranged Lash has a range of 30/60/120 yards/meters. Although not Directed, Scars and Deviations that cannot entangle Directed Variations cannot entangle a ranged Lash, and ones that may only entangle Directed Variations can entangle a ranged Lash.
- In order to apply their Tilts, Cutting Lashes must inflict at least one point of lethal damage after armor, and Bruising Lashes must inflict at least one point of damage in excess of the target's general armor rating (before applying armor). Gentle Lashes apply their Tilts on any successful attack, regardless of the target's armor.

At Magnitude •, the Lash has a damage rating of 0 and deals damage as part of an attack. In addition, choose one of the following effects at the time of purchase:

- **Blasting (Ranged Lash Only):** The Lash behaves as a short burst (p. XX).
- **Caustic:** The Lash splashes the target with a caustic chemical (p. XX) with an intensity of +0 and coverage of 1 (2 on an exceptional success).
- **Channel:** Choose one of the Remade's Directed Variations. On a successful attack with Lash, the Deviant may reflexively activate that Variation as though she had touched the target. Variations that can affect multiple targets only affect the target of Lash, however. The Lash gains the Exclusive keyword.
- **Conjured:** The dice pool for attacks made with the Lash is instead Scar Finesse + Acclimation - the target's Defense.
- **Deadly:** The Lash has a damage rating no greater than the lower of Scar Power or Magnitude and has an equal Initiative penalty.

- **Deafening:** The Lash inflicts the Deafened Tilt in both ears.
- **Disabling:** When attacking a specified target (p. XX) with the Lash, reduce the penalty by one, and increase the damage by Scar Power for the purpose of applying Tilts. A Gentle Lash also adds successes on the attack roll to this effective damage.
- **Envenomed:** The Lash causes the Poisoned Tilt.
- **Forceful:** The Lash inflicts the Knocked Down Tilt.
- **Grappling (Melee Lash Only):** On a successful attack, the Deviant may also initiate a grapple against the target as a reflexive action.
- **Immolating:** The Lash causes the target to catch fire as though exposed to a flame (p. XX) with a size of 1 and a heat of +0 (size 2, on an exceptional success).
- **Insidious:** The Lash ignores Defense. However, attacks with it are instead resisted by a Resistance Attribute chosen at the time the Lash is created.
- **Obscuring:** The Lash inflicts the Blinded Tilt (in both eyes, on an exceptional success).
- **Piercing:** The Lash has the Armor Piercing quality equal to the lower of Scar Power or Magnitude.
- **Reach (Ranged Lash Only):** The Lash instead has a range of 100/200/400 yards/meters.
- **Sickening:** The Lash inflicts the Sick Tilt.
- **Soporific:** The Lash inflicts the Drugged Tilt.
- **Touch (Melee Lash Only):** The Lash is delivered via touch attacks, rolling Dexterity + Brawl/Weaponry - the target's Defense.
- **Versatile:** Your Lash becomes Tiered, allowing you to call upon fewer of the effects and Deviations you chose. A Lash with Sickening and Soporific, for example, may inflict the Sick Tilt, the Drugged Tilt, both, or neither, as you decide before making an attack with it.

At Magnitude ••, as Magnitude •, but choose three effects, instead.

At Magnitude •••, as Magnitude ••, but choose five effects, instead.

At Magnitude ••••, as Magnitude •••, but choose seven effects, instead.

At Magnitude •••••, as Magnitude ••••, but choose nine effects, instead.

Deviations

None of the following Deviations has one of the similar effects above as its prerequisites. Corrosive does not require Caustic, and only the more powerful effect applies. Additionally, Deviations that increase the damage rating do not stack (only the best one applies).

- **Blinding (+1 Magnitude):** The Lash inflicts the Blinded Tilt in both eyes.
- **Burst (Ranged Lash Only; +1 Magnitude):** The Lash behaves as a medium burst (p. XX).
- **Circle Strike (Melee Lash Only; +2 Magnitude):** The Lash attacks every viable target within one yard/meter of the Deviant — friend or foe. Resolve each attack separately.

- **Corrosive (+1 Magnitude):** As Caustic, but the chemical's intensity bonus is instead equal to half Scar Power (rounded up).
- **Debilitating (+1 Magnitude):** As Disabling. Additionally, if the Broken does not specify a target, it still hits one chosen at random based on the face value of a single die, potentially imposing a Tilt: Arm (1-3), Leg (4-6), Head (7-8), or Heart (9-10).
- **Devastating (+1 Magnitude):** As Deadly, but use the *higher* of Scar Power or Magnitude.
- **Explosive (Ranged Lash Only; +2 Magnitude):** The Lash instead generates an explosive with a range of 10/20/30. It has a blast area is equal to Scar Power + Magnitude and a Force equal to the lower of Scar Power or Magnitude. Its damage rating is unchanged, but extra successes on the attack roll do not increase damage.
- **Full Auto (Ranged Lash Only; +2 Magnitude):** The Lash behaves as a Long Burst (p. XX).
- **Gunshot (Ranged Lash Only; +1 Magnitude):** The Lash ignores Defense as though it were a firearm attack.
- **Horrendous (Cutting Lash Only; +1 Magnitude):** The Lash instead deals aggravated damage.
- **Immobilizing (+2 Magnitude):** The Lash imposes the Immobilized Tilt on the target. Escape attempts treat this as a restraining item with a Durability equal to half Scar Power (rounded up). This restraint further imposes a -2 penalty on the escape attempt (-4 if the Deviant achieved an exceptional success on the attack).
- **Incinerating (+1 Magnitude):** As Immolating, but the fire's heat bonus is instead equal to half Scar Power (rounded up).
- **Line-of-Sight (Ranged Lash Only; +1 Magnitude):** The Lash can strike any target not completely hidden by cover, regardless of the distance.
- **Penetrating (+1 Magnitude):** Armor affords no protection from the Lash's damage.
- **Scrambling (+1 Magnitude):** The Lash inflicts the Insensate Tilt.
- **Stunning (+1 Magnitude):** The Lash inflicts the Stunned Tilt.
- **Terminal (+1 Magnitude):** The Lash inflicts the grave Sick Tilt.
- **Toxic (+1 Magnitude):** The Lash inflicts the grave Poisoned Tilt.

[FULL-PAGE SIDEBAR — HALF FOR RANGED LASHES AND HALF FOR MELEE LASHES, SO MAYBE MAKE IT TWO COLUMNS OR TWO HALF-PAGE SIDEBARS ON TOP OF EACH OTHER.]

Example Lashes

Ranged Lashes

Magnitude •

The Cephalist's psionic strike dulls the target's senses (Bruising Firearms Lash; Soporific).

The Chimeric spits venom (Gentle Athletics Lash; Envenomed)

The Coactive unleashes a directed scream seeming from the pits of hell (Bruising Athletics Lash; Deafening).

The Invasive shoots lasers from his eyes (Cutting Firearms Lash; Immolating)

The Mutant fires shards of bone out of specialized organs on each side of her skull (Cutting Firearms Lash, Deadly).

Magnitude ••

The Cephalist's lightning-quick telekinetic strike grapples her foe (Bruising Athletics Lash; Channel [Telekinesis], Gunshot).

The Chimeric fires a burst of quills that can penetrate body armor (Cutting Firearms Lash; Burst, Piercing)

Arcane darkness envelops the Coactive's opponent (Cutting Athletics Lash; Blinding, Insidious [Composure]).

The Invasive fires stunning energy from his hands (Gentle Firearms Lash; Deadly, Stunning).

A terrifying, short-lived winged gremlin bursts out of the Mutant's skin and bites the target (Cutting Athletics Lash; Devastating, Soporific)

Magnitude •••

The Cephalist unleashes a wave of telepathic control that plunges one or more victims into a reverie of vivid memories of trauma or ecstasy (Gentle Firearms Lash; Conjured, Burst, Scrambling).

The demonic ovipositor under the skin of the Chimeric's left arm sends forth a barrage of hungry larvae that burrow into the target's flesh (Cutting Athletics Lash; Blasting, Horrendous, Toxic).

Tendrils of blue energy burst out of the Coactive's body, lashing out in every direction (Cutting Firearms Lash; Deadly, Full-Auto)

The Invasive's right hand folds back to reveal a small cannon (Cutting Firearms Lash; Piercing, Devastating, Gunshot).

The Mutant exhales a plume of pure pestilence (Bruising Athletics Lash; Soporific, Terminal, Toxic).

Magnitude ••••

The Cephalist projects intense psychic energy that causes brain hemorrhages (Cutting Firearms Lash; Insidious [Resolve], Horrendous, Penetrating).

The Coactive lobbs a ball of explosive, white-hot ectoplasm (Cutting Athletics Lash; Deadly, Conjured, Immolating, Devastating, Explosive)

The Mutant showers the victim in deadly acid (Gentle Athletics Lash; Conjured, Burst, Corrosive, Devastating)

Magnitude •••••

The Chimeric generates a powerful bolt of electricity (Bruising Firearms Lash; Forceful, Devastating, Forceful, Reach, Gunshot, Penetrating, Stunning)

The Invasive's body contains a whole arsenal of weapons suitable for any occasion (Cutting Firearms Lash; Deadly, Disabling, Forceful, Immolating, Obscuring, Piercing, Reach, Soporific, Versatile).

Melee Lashes

Magnitude •

The Cephalist sheaths her hands in tiny forcefields that allow her to land bone-shattering blows (Bruising Brawl Lash; Disabling).

The Chimeric has razor sharp, retractable claws (Cutting Brawl Lash; Deadly).

The Coactive conjures a main gauche of coruscating energy (Cutting Weaponry Lash; Piercing).

The Invasive deploys canisters that project sand into a nearby target's eyes at high velocity (Gentle Weaponry Lash; Obscuring).

The Mutant's teeth are sharpened and envenomed like those of a cobra (Cutting Brawl Lash; Envenomed).

Magnitude ••

The Cephalist touches her opponent, sending a knife of psychic fire into his brain (Bruising Brawl Lash; Deadly, Insidious [Resolve], Touch).

The Chimeric's prehensile tail is covered in bony hooks as sharp as shark's teeth (Cutting Brawl Lash; Forceful, Deadly, Grappling)

The Coactive's touch burns white hot (Gentle Brawl Lash; Touch, Incinerating).

The Invasive has an electrified sword for an arm (Cutting Weaponry Lash; Channel [Electrokinesis], Devastating).

The Mutant's claws drip with foul substances (Cutting Brawl Lash; Sickening, Corrosive).

Magnitude •••

The Cephalist's punches literally strike fear into the heart of his target, sapping away the will to fight (Bruising Brawl Lash; Channel [Creeping Dread], Scrambling).

The Chimeric explodes into a berserk whirlwind of claw, fang, and horn (Cutting Brawl Lash; Deadly, Circle Strike).

The Coactive's touch freezes the target in a block of ice (Gentle Brawl Lash; Touch, Immobilizing).

A chain of small teeth protrudes from the Invasive's right arm, moving like a chainsaw (Cutting Weaponry Lash; Piercing, Debilitating; Devastating).

The Mutant bites off chunks of his victim's flesh and swallows them (Cutting Brawl Lash; Channel [Inhuman Digestion], Deadly, Grappling, Horrendous).

Magnitude ••••

The Chimeric sprays the target with toxic and highly caustic black ink (Cutting Weaponry Lash; Blinding, Corrosive, Deadly, Toxic).

A needle in the Invasive's finger injects the victim with aggressive nanites with effects ranging from light-headedness to the formation of super-fast-acting cancer

cells that harden into tumors throughout the victim's body (Gentle Brawl Lash; Piercing, Sickening, Soporific, Toxic, Venomous, Versatile).

The Mutant wields a dozen, grasping, memory-devouring tentacles (Bruising Brawl Lash; Channel [Memory Thief], Deadly, Grappling, Circle Strike).

Magnitude ••••

The Cephalist conjures flaming swords of varying sizes and intensities, and the fires they ignite are under her command (Cutting Weaponry Lash; Channel [Pyrokinesis], Deadly, Immolating, Versatile, Devastating, Incinerating).

The Coactive conjures a spear with a point made of pure necrotic energy (Cutting Weaponry Lash; Deadly, Debilitating, Devastating, Obscuring, Penetrating, Stunning).

Miniaturization (• to ••••)

Overt

Discrete, Toggled

The Remade shrinks.

This miniaturization has a less drastic effect on the Remade's mass than one might expect. As a result, if the Remade adopts a Size that is less than Scar Power, she uses Scar Power instead of her Size when calculating the number of boxes in her health track. A Deviant with a Scar Power •• and Stamina •• who shrinks to Size 2, for example, would have five health boxes, not four.

At Magnitude •, the Remade shrinks to Size 4. This grants her a +2 bonus on any rolls to remain unnoticed or to gain access to or operate in places where being small is an advantage — such as in a crawl space or while seeking cover from enemy gunfire.

At Magnitude ••, the Deviant can shrink to as little as Size 1. The bonus to rolls above is instead equal to (6 - Size), and she enjoys a bonus to Defense equal to half that bonus (rounded up). However, the species factor to the Remade's Speed is equal to her new Size instead of being five, and she cannot wield any weapon whose Size is equal to or greater than her own.

At Magnitude •••, the Remade becomes Size 0, which ranges from the size of a moderately large cockroach to that of a fruit fly. Anyone not actively looking for her rolls a chance die to notice she is present, and even if successful, they are likely to assume she is an unimportant insect. Those searching for the Deviant suffer a -5 penalty, while she enjoys a +5 bonus to attempts to elude notice. However, the Remade's Speed is reduced to 1, and she cannot lift or manipulate objects larger than a sugar cube without additional Variations.

At Magnitude •••• the Deviant becomes microscopic. He is undetectable without a combination of scientific instruments and dumb luck or without supernatural abilities. He cannot move more than a few millimeters without piggybacking on a moving object.

Slipping inside the body of an enemy and then returning to full size is a messy but effective tactic at Magnitude ••• and ••••, inflicting aggravated damage to the victim equal to the Deviant's new Size, but this inflicts a medium Instability on the Deviant.

The Coactive has a strange relationship with space that allows him to take up less of it, adopting a wide variety of sizes, but even at full size, he never quite has the mass of other human adults (Fragility; Persistent).

Subdermal pumps inject a shrinking potion into the Invasive's veins when she gives a mental command. The Remade learned the formula of the cocktail that activates her miniaturization, but it still takes time to brew and does not have a long shelf life (Maintenance; Persistent).

The Mutant can fold her body on a subatomic level, but doing so weakens her hold on reality further (Unstable Variation; Controlled; Wits).

Out of Phase (• to •••••)

Overt

Tiered, Toggled

The Deviant's body does not interact with matter in the ordinary way.

At Magnitude •, the Remade may render part of a limb — such as a finger, a hand, or an arm from elbow to hand — insubstantial to material with a Durability of 1 or less. The entire affected region remains insubstantial until the end of the scene or until the Broken ends the Variation as an instant action. He therefore can't reach into an enemy's chest and crush her heart in a fist, for example. However, he could reach through a wooden door to unlock it from the other side using the metal doorknob, since it would still be solid to his hand. If this Variation ends while the Deviant still intersects a solid object, he is ejected from it and suffers a medium Instability.

At Magnitude ••, choose one:

- **Stone:** The Remade's insubstantial body parts can pass through material with a Durability of 2. He must decide how insubstantial to make himself at the time he activates the Variation, but he can change this density as an instant action during its duration — ignoring either Durability 1 or Durability 2 and 1 materials.
- **Torso:** The Broken may render up to half the volume of his body insubstantial, allowing him to peek a head through walls or hide in places that are too small for him by dangling his legs inside a wall or floor. This can likewise afford him the benefits of partial concealment (p. XX) against weapons whose Durability does not normally interact with his body. Further, his clothing and possessions in contact with the affected body parts likewise become insubstantial, as long as they consist entirely of materials whose Durability is less than the maximum he can penetrate (Durability 0 if he could normally pass through Durability 1 materials, for example). He cannot, however, separate these items from his body. He cannot stick a glass dagger in a target and then let go of it so that it is no longer in his hand when the Variation ends, for example.

At Magnitude •••, choose one:

- **Balance:** The Broken enjoys the benefits of both Magnitude •• effects.
- **Steel:** This is only available if the Deviant chose Stone as her Magnitude •• effect. The Remade can become insubstantial enough to pass through Durability 3 materials. Only rare, super-hard or mystical substances are beyond his ability to penetrate.
- **Body:** This is only available if the Remade chose Torso as her Magnitude •• effect. The Broken may render his entire body insubstantial (as well as any clothing or equipment, per the

Torso effect at Magnitude ••). Moreover, he can leave behind immaterial objects, which become material again when the transformed does. However, insubstantial items that intersect with other objects when the Variation ends are ejected from them into the nearest empty space large enough to accommodate them, inflicting a minor Instability on the Deviant.

At Magnitude •••, the Broken enjoys the benefits of all Magnitude ••• effects.

Deviations

- **Defensive (+1 Magnitude):** The Deviant may become insubstantial or regain solidity as a reflexive action but may only do so once per turn.

The Cephalist achieves material harmony through this psionic discipline, allowing him to pass through solid objects, but the Divergence has left him sickly (Genetic Disorder; Persistent).

By using advanced technology to rearrange the matter in his body to line up with the empty space of an object, the Invasive passes through it. This only functions in the presence of certain frequencies of sound, however, and its efficacy varies widely (Involuntary Stimulus; Involuntary; Stamina; Deviations: Short Circuit [Power Fluctuation], Uncontrollable Variation).

The Mutant's body responds to matter strangely, but this also renders her particularly fragile (Fragility; Persistent).

Pyrokinesis (• to •••••)

Overt

Directed, Tiered, Toggled

The Remade controls nearby flames.

This affects flames within range whose total damage due to size and heat does not exceed Scar Power. For example, with Scar Power 3, the Remade can affect a fire the size of a torch with the heat of a Bunsen burner (1 + 2), a bonfire-sized fire with the heat of a torch (2 + 1), or an inferno with the heat of a candle (3 + 0) — as well as smaller and less intense flames (see p. XX).

At Magnitude •, choose one:

- **Influence:** The Remade can direct a fire, moving at Speed no greater than the Scar Power. Attempting to engulf an enemy in range requires a Scar Finesse roll, that is resisted by Defense (instead of contested by Scar Resistance + Supernatural Tolerance). If successful, the target suffers lethal damage based on the fire's size and heat. The Deviant may instead prevent a target fire from spreading to new fuel or protect a creature or object from fire, reducing fire damage by Scar Power.
- **Pyrotechnics:** The Broken can exert limited influence over the fires under her control, shaping them to largely cosmetic ends — such as creating pyrotechnic displays, causing the flames to give off more or less light, or making the fire produce more or less smoke. However, she can also prevent the fire from spreading to new fuel, including allowing creatures to walk amid the flames safely.

At Magnitude ••, the Broken benefits from both Magnitude • effects.

At Magnitude •••, the Deviant can increase or decrease the size or heat of a fire by one step. This can cause the fire to rage beyond her further control. If the fire is already of minimal heat (inflicting one damage due to its size and heat), further reduction extinguishes it.

At Magnitude •••, choose one:

- **Ignite:** The Remade can ignite a fire of any combination of size and heat that she can control (or a smaller and/or cooler one, if she prefers). She may choose to ignite a living target, inflicting lethal damage based on the size and heat of the fire.
- **Extinguish:** This is only available if the Deviant selected Suppress as her Magnitude •• effect. The Remade can extinguish a fire.

At Magnitude ••••, the Remade benefits from both Magnitude ••• effects.

The Cephalist can shape and direct fire with his mind, but anyone holding a lit match can issue commands to him that he must obey (Subliminal Conditioning; Persistent).

The ifrit's skin fused to the Chimeric's own grants her an ifrit's command over flame, but she cannot abide cold environments (Native Environment; Persistent).

The Mutant's fire powers lash out when the ambient temperature falls below freezing, filling him with a desire to do violence (Involuntary Stimulus; Involuntary; Composure; Deviation: Indelible Mark [Murderous Urge]).

Shadow Selves (• to ••••)

Overt

Tiered, Toggled

The Deviant shatters into identical shards like images of a broken mirror, only one of them real.

The Remade creates a number of copies of himself (not counting the original) equal to Scar Power — all of them within one yard/meter. The character's player must decide which is the original at the time the Broken activates the Variation. Copies have the Deviant's Defense and benefit from active Variations that increase maneuverability (such as Flight or Enhanced Speed). However, they vanish the first time they would suffer damage, regardless of the type. Copies likewise disappear if they are more than 30 yards/meters from the original, if the Remade activates this Variation again, or at the end of the scene. If an attack or targeted power meant for the Broken could potentially hit a copy, instead, the Storyteller determines at random which is targeted.

At Magnitude •, the Deviant has very limited control over the copies and does not see through their eyes. On each of his turns, as a reflexive action, he can direct each copy's movement. If he cannot perceive the copy, he can mentally direct it only to stay where it is, move away from him, or return to him. The copies make excellent decoys, but they cannot take any actions other than to move. Swinging from a rope or opening a door represents the upper limit of their ability to interact with the world. Therefore, if the Remade takes any other action beyond moving, it can spoil the illusion, allowing observers an Intelligence + Wits roll to identify the original.

At Magnitude ••, the Broken has a greater awareness of the copies' positions and situations. These are usually only vague sensory impressions, but he can, as an instant action, take direct control of a copy, experiencing its senses as his own while his body behaves like a copy. If a copy is destroyed while the Deviant is riding it in this way, he suffers a minor Instability.

At Magnitude •••, the copies have a degree of self-direction. Each copy counts as a Retainer (p. XX) with a rating equal to half Scar Power (rounded up) whose areas of expertise include those

Skills in which the Remade has at least three dots. They possess any mundane weapons, armor, or equipment the Broken is currently carrying.

Deviations

- **Prism (+1 Magnitude):** The Broken may choose for his shadow selves to have an appearance different from his own. This cannot result in a change in Size, but he may create copies that do not share his race, sex, attire, or other qualities. These cannot convincingly mirror another person, being instead a rather generic collection of physical traits. However, the Deviant may choose for any of these alternate selves to be the original.
- **Superposition (+1 Magnitude):** The Remade exists in a superposition with all his copies. The character's player may decide which is the original at the beginning of the Deviant's next turn instead of deciding when activating the Variation. In addition, the Broken may, as an instant action, change which one is the original. Paired with Prism, the Remade's current self changes back to his original appearance when the Variation ends.

The Cephalist clouds the minds of onlookers, causing them to see her in places she is not, but she also sees people who are not there while this Variation is active (Persistent Drawback [Glitch]; Controlled; Manipulation).

The Coactive summons alternate versions of himself from parallel dimensions, but he isn't the one in charge when they're around (Persistent Drawback, Alternate Persona; Controlled; Wits).

The Mutant is able to be in several places at once, but she has a difficult time staying in only one place for too long (Power Build-Up; Involuntary; Stamina).

Shadows of the Past (• to •••••)

Subtle

Directed, Tiered, Toggled

The Deviant glimpses the past.

This Variation targets either a character within range or the Deviant's current location. The visions it grants can last anywhere from a single turn to several hours — depending on the duration and importance of the events the Broken witnesses. During this time, the Remade is in a trance and is non-responsive.

The Broken cannot target the same person/object with this Variation more than once per chapter, although Adaptations can overcome this limitation.

At Magnitude •, the Deviant may choose to glimpse random moments in the target's past. These impressions are too hazy and scattered to derive a complete history from them, but they always reveal something relevant to the Remade's current goals, granting a bonus on the next relevant roll equal to half Scar Power (rounded up).

At Magnitude ••, the Broken may choose a time or event in the target's past — whether a fixed time (“last Tuesday at 9 a.m.”) or a specified event (“his honeymoon”). She receives a vision of something that took place during that time or within 24 hours before or after it. This means that although she will always see something of importance to her, it might not be the event she intended to watch. She might not witness the murder, but she will see how the decedent's spouse responded when he found the body, for example, or she might not see the target's exotic

honeymoon destination, but she'll get to hear the argument the newlyweds had the day before they went to the airport.

At Magnitude ••, choose one:

- **Living History:** Once per chapter, the Remade may project herself into an echo of a target's past. This works similarly to the Magnitude •• effect, except she may fully explore the events as though she had been there — either as one of the original participants or as a vaguely familiar stranger to those who were there. She can interact with these shadows of the past to interview witnesses or perform surveillance on her enemies. Nothing she does in this echo has any impact on the present, and so no one else will remember what happened in it when the Deviant exits her trance.
- **Precision:** The vision of the past the Broken receives is no more than one hour before or after her target time (rather than 24 hours).
- **Shared Vision:** The Remade may share her vision with several willing companions within 10 yards/meters. All of them arrive at the same place in time and remain for the same length of time and typically see the same things — although some may notice different details than their companions.

At Magnitude •••, choose two of the Magnitude •• effects. Living History paired with Shared Vision allows each companion to occupy a different participant in the vision, such that they can pursue multiple lines of investigation simultaneously.

At Magnitude ••••, the Remade benefits from all Magnitude •• effects.

The Cephalist probes the target's memories or reads its psychometric properties. Her memory of her own past before her Divergence is filled with gaps, however, and even this Variation cannot lift these veils (Amnesia Scar; Controlled; Wits).

The Chimeric's senses pick up important, relevant details about the target's recent whereabouts. The process of Divergence left the Remade prone to bouts of illness (Genetic Disorder; Persistent).

The alien power within the Coactive reveals what has come before, making him better-prepared to meet to trials ahead. Seeking too much knowledge in this way can leave him blind to the present, though (Deterioration; Controlled; Dexterity).

Specialized Sense (• to •••)

Subtle

Discrete, Perpetual, Reflexive

The Deviant has special senses beyond those of Baselines.

This Variation may be purchased any number of times to represent additional senses.

At Magnitude •, choose one:

- **Animal:** The Broken possesses sensory advantages in common with other members of the animal kingdom. She might have the long-distance vision of a bird of prey, for example, or the olfactory acuity of a bloodhound. When this sense affords her an advantage on a Skill roll or allows her to compensate for adverse environmental factors (such as using echolocation while suffering the Blinded Tilt), she enjoys a +2 Equipment bonus. The Deviant possesses a number

of such senses equal to Scar Power. Her player may choose all of these when she purchases this Variation or may “reveal” a new sense up to once per chapter until she has assigned all the available senses.

- **Technology:** The Deviant can mimic a scientific instrument (such as a microscope, telescope, or metal detector), chosen at the time of purchase. This includes instruments that project energy and build images from the way the signals bounce, such as radar, sonograms, and x-ray machines. When this sense affords her an advantage on a Skill roll, the Remade enjoys a +3 Equipment bonus, or it can completely negate an appropriate sensory-based penalty (such as using sonar to pinpoint the location of an invisible opponent).

- **Sixth Sense:** The Broken can sense the proximity and pinpoint the location of one type of supernatural creature (such as Deviants, faeries, or ghosts), chosen at the time of purchase. The Remade’s range is limited to 10 yards/meters, and this sixth sense fails if the creature is concealing its nature using a special power to do so.

At Magnitude ••, as the Sixth Sense Magnitude • effect, and the Broken possesses senses to observe one class of ordinarily undetectable signals and forces (such as ghosts, temporal anomalies, or astral projections), chosen at the time of purchase. These are fully visible to the Deviant, who may analyze them as though they were ordinary phenomena. In addition to providing useful context during supernatural encounters, these senses provide a +2 Equipment bonus to relevant Occult rolls.

At Magnitude •••, as Magnitude ••, but the Broken’s supernatural senses also function as specialized equipment designed for measuring and analyzing the chosen class of phenomena. The Equipment bonus is instead +3, and once per chapter, the character’s player can describe something in the current environment that is relevant to the class of phenomena and might reasonably be there. This detail is present in the scene and immediately obvious to the Deviant.

The Cephalist can detect the psychic waves generated by creatures native to or projecting into the Astral plane, but she cannot hear the sounds of the material world (Sensory Deprivation; Persistent).

The Chimeric’s yellow eyes can see in low light as easily as in full daylight (Conspicuous Appearance; Persistent).

The Mutant’s nose can distinguish creatures by the scent of their DNA sequences. However, she cannot do so if the evidence is tainted by the DNA of six or more other creatures of the same species (Power Failure; Controlled; Wits).

Storm-Caller (•• to •••••)

Overt

Tiered, Toggled

The Remade can create highly localized environmental phenomena.

The Deviant may transform the area within 10 yards/meters of him, transforming it into an Extreme Environment (p. XX) and imposing one or more compatible Environmental Tilts on the area. When activating this Variation, the Remade must decide whether the environment it creates remains in place or whether its center “follows” him. The Broken does not enjoy any special immunity to the Environmental Tilts or damage inflicted by this Variation.

At Magnitude ••, the Remade may create a level 1 Extreme Environment with a single Environmental Tilt.

At Magnitude •••, once per chapter, the Broken may create an Extreme Environment with a level and number of Environmental Tilts no greater than half Scar Power (rounded up).

At Magnitude ••••, choose one:

- **Control:** This Variation may instead affect an area up to 30 yards/meters from the Deviant. The Remade can also “spend” levels of his Extreme Environment and/or his Environmental Tilts to neutralize an existing, contrary Extreme Environment or Environmental Tilts (although supernaturally generated environments provoke a Clash of Wills). A Storm-Caller could create cold to counter heat, for example. As an instant action, the Deviant may exchange one Environmental Tilt for another.
- **Intensity:** The Deviant may create a level 4 Extreme Environment with up to four Environmental Tilts. The Remade may call upon this effect once per story without adverse effects, but each additional catastrophic environment he creates in the same story causes a medium Instability.

At Magnitude •••••, the Broken enjoys both Magnitude •••• effects.

The Cephalist sends telekinetic shockwaves into the surrounding area, simulating an earthquake, but this dangerous effect manifests continually unless she wears headgear lined with gold foil, and the damage it leaves behind is easy to identify (Relentless Variation [Power Failure]; Persistent; Deviations: Identifier).

The Coactive summons rain, wind, and storms, but this requires he perform an elaborate dance to call upon the local weather gods (Preparation; Controlled; Dexterity)

Darkness and cold cloak the Mutant wherever she goes, extinguishing lights and sources of heat in his vicinity. The Broken can be compelled to do violence by hearing a ghost story or the invocation of an urban legend such as Bloody Mary (Subliminal Conditioning; Persistent).

Superhuman [Attribute] (• to •••••)

Subtle

Discrete, Perpetual, Reflexive

The Remade possesses the potential to exceed the talents of even the most competent Baseline human.

Choose one Attribute when purchasing this Variation. This Variation increases the target Attribute by its Magnitude, or to a minimum rating of (Magnitude + 3) — whichever is higher. This can raise the Attribute’s rating higher than five — to a maximum rating of 10. However, any bonus this Variation grants never affects the calculations or effects of supernatural abilities, including the activation of Variations or computations of the Remade’s Scar Power, Finesse, or Resistance. Improved Resistance Attributes still apply when resisting or contesting supernatural effects.

This Variation can be purchased multiple times, but each time it applies to a different Attribute.

At Magnitude •, this is a +1 bonus or a minimum rating of 4.

At Magnitude ••, this is a +2 bonus or a minimum rating of 5.

At Magnitude •••, this is a +3 bonus or a minimum rating of 6, and the Deviant enjoys a special benefit based on the Attribute the Variation enhances:

- **Intelligence:** The Remade knows things he could not possibly know and draws correct conclusions even in the absence of all the facts. Once per chapter, the Deviant's player may introduce a bit of lore or trivia. She could describe the club that just opened across town, for example, or describe a rare species of insect that has markings strangely similar to those on the giant insect the Remade is investigating. This piece of information becomes a fact that the character can immediately share to grant the Informed Condition to her allies regarding the topic.
- **Wits:** The Deviant has a preternatural ability to pick up on relevant details in his environment. Once per scene, the character's player can describe something in the environment that might reasonably be there — a fire escape leading to the roof of the building, for example, or the butt of an unusual brand of cigarette enjoyed by the subject of the Remade's investigation. This detail is present in the scene and immediately obvious to the Deviant. In addition, once per chapter, when the Remade uncovers a Clue, it has one additional element (see p. XX).
- **Resolve:** If a supernatural effect would control the Deviant's emotions, mind, or actions (or one that is resisted or contested by her Resolve or Composure), it automatically provokes a Clash of Wills with this Variation. If the Remade wins this contest, the source of the effect cannot target her with it again during the current scene. If she loses, she may spend a point of Willpower to force a new Clash of Wills on a later turn.
- **Strength:** The Deviant is capable of impossible feats of strength. The Remade can dead lift, shove, or slowly pull objects whose Size does not exceed five times Scar Power. In addition, his Brawl and Weaponry attacks gain the armor piercing quality equal to the half Scar Power (rounded up) and ignore Durability equal to the half Scar Power (rounding up), allowing him to splinter a door with a single kick or ram a knife through armored plates.
- **Dexterity:** The Remade possesses perfect balance and incredible grace. Whenever an outside force would push, pull, or drag the Deviant off a precipice, he catches himself before the fall occurs and can pull himself safely back onto the ledge as an instant action. If the Remade would fall due to a slippery horizontal surface — such as in an area affected by the Ice Environmental Tilt (see p. XX), he may choose either not to fall or to fall but to rise to his feet at the beginning of his next turn as a reflexive action. Finally, when making an autofire attack against multiple targets, the Remade may opt not to benefit from the usual bonus to the attack roll, in which case he also does not suffer a penalty to the attack roll if he attacks multiple targets in a single action.
- **Stamina:** If a supernatural effect would degrade, transform, or disable the Deviant's body, it provokes a Clash of Wills with this Variation. If the Remade wins this contest, the source of the effect cannot target her with it again during the current scene. This affords no protection from supernatural powers that merely inflict damage. If she loses, she may choose to suffer a point of bashing damage to force a new Clash of Wills on a later turn, but she cannot suffer more than one point of bashing damage per turn in this way.
- **Presence:** The Remade is a veritable people magnet. Once per chapter, the character's player can describe someone (or a small group) who is reasonably likely to be there — from a group or revelers in a college town on a Saturday night or a state trooper pulling over a speeder

on the side of the highway, to an old enemy mentioned in the Deviant's backstory or someone linked to one of his Social Merits. This person is present or arrives almost immediately.

- **Manipulation:** The Remade has a remarkable ability to convince strangers to do small favors for him. Once per chapter, the Broken's player may designate one stranger or small group of strangers as a connection to temporary dots of Allies, Contacts, Resources, or Retainer equal to half Scar Power (rounded up). This person must be a Baseline who is not currently hostile to the character. The Remade can, with a few minutes of flattery, begging, or con artistry, convince the target to perform one minor favor for him that is consistent with who they are and the Merit they represent. The Deviant could get a cop to let him off with a warning for a minor offense, for example, or he could invent a believable premise to convince a passerby to deliver an envelope to the woman waiting for a bus on the other side of the street. The Merit granted by this Variation isn't cumulative with any existing Social Merits, and its effects only last until the end of the scene, but it lacks the Overt keyword. This Variation does not cause a person with the desired connections to appear on the scene. The Deviant must work with the people she finds nearby.

- **Composure:** The Deviant remains cool under pressure, even in the face of failure. Each time the Remade spends a point of Willpower to add dice to an action or to increase a Resistance Attribute, he regains the spent Willpower if the extra effort does not pay off. For a roll enhanced by Willpower, this means he achieves no successes. For a Resistance Attribute, this means that the phenomenon the Remade attempted to resist still overcomes his Resistance.

At Magnitude •••, as Magnitude ••, and the bonus is +4 with a minimum rating of 7.

At Magnitude ••••, as Magnitude ••, and the bonus is +5 with a minimum rating of 8.

The Cephalist possesses an impossible intelligence, but it has caused his muscles to atrophy (Suppression; Persistent).

The Chimeric is an exceptional physical specimen, capable of feats impossible for Baselines, but she can be forced into submission by threatening her with a common housecat (Phobia; Persistent).

The Mutant's Divergence involved the excision some of her base animal instincts, leaving her calm, if cold, even under intense pressure (Frozen Heart; Persistent).

Narrative Control

Supernatural Attributes often grant the Remade's player the ability to introduce a narrative element to the scene. The Storyteller can always veto these details if they are inappropriate or contradict what she knows about the scene. If he does so, treat it as if the character did not use it at all and can therefore attempt to introduce a different detail.

Telekinesis (• to •••••)

Overt

Directed, Tiered, Toggled

The Deviant can exert raw telekinetic force to lift, throw, or strike without the need for physical action.

The Broken can affect targets in range with a Size no greater than the Variation's Magnitude times Scar Power. Targeting an unattended object succeeds automatically. Attempting to grab a living target works like initiating a grapple (p. XX), using a Scar Finesse roll instead of Strength + Brawl, and so must contend with Defense, not a Resistance Attribute.

At Magnitude •, the Deviant arrests the target's motion until she releases it as a reflexive action, until it is torn free (or escapes the grapple), or until the scene ends. The telekinetic grapple is only capable of the hold, restrain, and drop prone maneuvers, although it is immune to all maneuvers other than break free (p. XX).

At Magnitude ••, the Deviant can push, drag, lift, or operate the target at a Speed no greater than Magnitude times Scar Power. When calling upon the Magnitude • effect, the Remade's telekinetic grapple is also capable of the control weapon, damage, and disarm maneuvers (p. XX). She can instead manipulate an object as though her telekinesis were extensions of her hands, using Scar Power as its Strength and Scar Finesse as its Dexterity.

At Magnitude •••, choose one:

- **Throw:** The Deviant can throw the target with enough force to damage it and/or anyone unfortunate enough to be in its path. If throwing an object at an opponent in range, this is a Scar Finesse roll, penalized by one-fifth the object's Size (rounded up) and resisted by the target's Defense. If successful, it inflicts lethal damage equal to half the object's Size (rounded up). If throwing an opponent, it requires a successful Scar Finesse roll and is treated as a fall from a height no greater than Magnitude times Scar Power in yards/meters, and this can be mitigated normally.

- **Deflect:** As a reflexive action, the Remade may turn aside attacks — be they fists, knives, or bullets. Whenever the Remade (or another character within range) is targeted by an attack with some physical component (not purely supernatural assaults, Environmental Tilts, or explosions), she may call upon this effect before the attack roll. Her successes on a Scar Finesse roll subtract from the attacker's successes on the attack. Each use of this effect imposes a -1 penalty on the Scar Finesse rolls of later deflection attempts during the same turn.

At Magnitude ••••, choose one:

- **Versatility:** The Deviant is capable of both Magnitude •• effects.

- **Crush/Dismember:** This is only available if the Remade chose Throw as her Magnitude ••• effect. The Deviant is capable of crushing or tearing apart objects in his telekinetic grip. This deals Scar Power + Acclimation Structure damage to inanimate objects (reduced by Durability). Against living victims, the Remade's telekinetic grapple deals lethal damage instead of bashing damage with its damage maneuvers.

- **Force Field:** This is only available if the Deviant chose Deflect as her Magnitude ••• effect. The Remade may erect a transparent barrier of pure telekinetic force — either an immobile, 10-foot-by-10-foot wall (3-meter-by-3-meter), or a protective sphere around herself or a target in range (which moves with the target). The force field provides cover as though it were a non-transparent object with Durability equal to half Scar Power (rounded up). Armor piercing bullets enjoy their usual effect against it, and it blocks the passage of objects in both directions (and so can potentially inconvenience the Deviant, as well). It does not have Structure, however, and so conventional means of destroying it usually fail.

At Magnitude ••••, the Remade is capable of all the Magnitude ••• and •••• options.

The Cephalist can hurl large, heavy objects with her mind, but the exertion causes severe nosebleeds and terrible headaches (Perilous Variation; Controlled; Dexterity).

The Coactive Symbiote plays host to a violent poltergeist who refuses to be bottled up for long before demanding violence of him (Power Build-Up; Involuntary; Resolve; Deviations: Short Circuit [Murderous Urge]).

The Invasive has an experimental implant that manipulates gravity in a small area, but its effects are unpredictable (Fluctuating Variation; Controlled; Wits).

Translocation (• to ••••)

Overt

Tiered, Toggled

The Deviant can travel between two points without passing through the intervening space in the material world.

While this Variation is active, the Deviant may teleport once on each of her turns as a reflexive action. Although this is not a Directed Variation, each translocation requires a successful Scar Finesse roll that suffers penalties for medium/long range and concealment. A dramatic failure on this roll either results in a medium Instability (instead of the usual minor Instability), as the Remade finds an object in her way and must abort the translocation attempt, or it means the Broken arrives at an unintended destination within range, chosen by the Storyteller.

At Magnitude •, the range of teleportation is 10/20/40 yards/meters and cannot penetrate non-transparent cover (p. XX).

At Magnitude ••, choose one:

- **Blind:** The Remade can move to a destination blocked off by non-transparent cover, albeit at a -4 penalty to the Scar Finesse roll. She may either call upon her memories of the destination (if she has been there before) or stipulate a direction and distance.
- **Far-Reaching:** The range is instead 30/60/120 yards/meters.

At Magnitude •••, the Deviant enjoys the benefits of both Magnitude •• effects.

Deviations

- **Conjuration (+1 Magnitude):** As a Directed effect, the Remade can instead teleport a creature or object within range (including one behind non-transparent cover, if the Remade is capable of Blind translocation) to a destination within range. This cannot affect objects with a Size greater than Magnitude + Scar Power and cannot place a target in immediate danger. Translocating an enemy into a cage or ambush is possible, but placing a target over a pit of molten steel or intersecting with another object is not.
- **Defensive (+1 Magnitude):** The Remade can activate this Variation and translocate as a reflexive action even when it is not her turn, such as to avoid an attack or explosion after it is announced, but before its damage is determined. Each reflexive translocation attempt after the first in the same turn imposes a -1 penalty on the Scar Finesse roll to target a destination.

The Cephalist briefly atomizes his body and causes it to reform somewhere else, but the process of reconstituting his brain is imperfect, resulting in temporary disorientation (Persistent Drawback [Glitch]; Controlled; Wits).

The Coactive steps out of the material world and steps into it again a short time later, but this fails if an object made of at least 14-carat gold and weighing at least one ounce is within 10 yards/meters of either her point of origin or her destination (Power Failure; Persistent).

Whenever the Invasive suffers at least one point of lethal damage, she disappears through a pinhole wormhole as a reflexive action (Involuntary Stimulus; Involuntary; Stamina).

Cephalist Variations

Although Psychics have the potential to manifest any ability they can imagine, including those that influence tangible objects in the material world, Cephalist Variations are extensions of the Deviant's mind or grant power over the thoughts, memories, and emotions of others.

Astral Travel (• to •••••)

Subtle

Tiered, Toggled

The Remade projects his awareness beyond his body — entering dreams or sending forth his senses.

At Magnitude •, the Remade may seek answers in his dreams that eluded him while he was awake. Once per chapter, the Remade may attempt to uncover a Clue while he sleeps or meditates for four hours. This is a Scar Finesse roll.

At Magnitude ••, the Deviant's body may enter a comatose state, and his astral self steps out of it. This projection is invisible and insubstantial to all but a handful of supernatural creatures, and it can pass through solid objects as though they were no more than smoke. The Deviant may only travel under his own power when in this state. He cannot drive a car or hop on a subway train, for example.

This normally lasts until the end of the scene or until the Remade's awareness steps back into his body. In an emergency (or if a supernatural being destroys the projection), however, the Deviant may return to his body as a reflexive action, although the resultant psychic shock causes one minor Instability. The Remade's body suffers deprivation normally in the absence of his astral self, and if it dies, his consciousness vanishes at once.

At Magnitude •••, by merging his astral form with the body of a sleeping victim, the Broken may spy upon her dreams. This provides a bonus equal to half Scar Power (rounded up) to the next social maneuver or research action the Deviant takes against the victim, and it can often reveal other useful information, at the Storyteller's discretion.

At Magnitude ••••, choose one:

- **Dream Walker:** The Deviant may bring his body with him on astral journeys, transforming it into invisible, insubstantial ephemera. Traveling in the flesh in this way carries its own risks, including astral predators, and destruction of the physical body while it sojourns results in death. Returning to material existence requires an instant action.

- **Dream Gates:** The Remade's astral form can jump from one dreamer to another. The new target must be someone with whom the current dreamer has a strong, existing relationship (not necessarily a friendly one), and that person must also be asleep. Once he completes this leap, the Broken's astral self may step out of the new dreamer's body to continue exploring her surroundings astrally.

At Magnitude ••••, the Deviant enjoys the benefits of both Magnitude •••• effects.

The Cephalist projects his consciousness outward, leaving his body behind — a uniquely liberating sensation (Addictive Variation; Persistent).

With an act of will, the Chimeric sends forth her animal mind to explore her environs and enter the primal dreams of nearby animals (Tribulation; Controlled; Wits).

Whenever the Coactive rides the primordial currents of the Other Place, her blood loses its coagulating properties (Persistent Drawback [Hemophilia]; Controlled; Dexterity).

Body Snatcher (• to ••••)

Subtle

Directed, Tiered, Toggled

The Deviant can insert his consciousness into the body of another person.

At Magnitude •, the Remade chooses a target within range. The Broken rides the senses of his victim, leaving his body comatose until the scene ends or until he ends this Variation as an instant action. If the victim dies, the Variation ends immediately, and the Deviant suffers a minor Instability.

At Magnitude ••, the Remade can read the surface thoughts of the target he is riding. Further, he may leap from one body to another, as long as the new target is one within range of his current victim.

At Magnitude •••, the Deviant may control the actions of his ridden victim for a turn, but if this command causes her to suffer lethal damage or a breaking point, the victim is immune to this effect until the end of the scene.

At Magnitude ••••, choose one:

- **Body Swap:** The Deviant may swap bodies with his victim until the end of the scene, until he transfers his consciousness to a new target, or until he chooses to return to his own body (as an instant action). Mental and Social Attributes and Scars, as well as all Skills, follow the transferred consciousness. Physical Attributes and Scars stay with the body.
- **Puppet Possession:** The Broken may seize full control over the victim's body, leaving her fully aware of the actions she takes while under its effects. If the victim suffers lethal damage or a breaking point while possessed in this way, this effect ends, and the victim is immune to it until the end of the scene. Otherwise, it lasts until the end of the scene, until the Deviant transfers his senses to a new victim, or until he chooses to withdraw his influence as an instant action.

At Magnitude ••••, the Remade develops a perfected version of his Magnitude •••• effect:

- **Body Swap:** The Deviant may spend a point of Willpower to maintain the body swap until the beginning of the next chapter, potentially maintaining it from chapter to chapter in this way. Any Physical Scars gradually spread to the possessed body at the rate of (6 - Acclimation)

Magnitude per chapter. Once the possession ends, the victim's Physical Scars fade at the same rate. The Remade may instead choose to make the body swap permanent, leaving his victim's awareness stranded in his old body while he lives out his life in the new one. The Broken may complete a permanent transfer of consciousness once per story without personal consequences, but each additional such transfer inflicts one medium Instability.

- **Puppet Possession:** The Remade may choose to suppress the victim's consciousness during the possession. A victim whose consciousness is suppressed will not escape control due to damage or other trauma and will not remember what she did while possessed. Further, the Deviant does not suffer a minor Instability if the host body dies.

The Cephalist perceives all minds as one mind and can easily superimpose hers over a target's. However, she is utterly dependent on a special serum for which only her Progenitor knows the formula (Dependency, Persistent).

A portion of the Chimeric's brain has been replaced by that of a telepathic subspecies of dolphin, allowing him to ride the senses of others,, but her body quickly atrophies while she spends time away from it (Deterioration; Controlled; Dexterity).

The Invasive surreptitiously plants a microscopic listening device on the target, which painlessly burrows into his skin, passes into his bloodstream, and takes up residence in the motor control centers of his brain, ready to seize control of his actions for as long as its battery holds a charge. However, the Deviant must physically touch the target and so cannot use it at longer range (Power Failure; Controlled; Dexterity).

Creeping Dread (• to •••••)

Subtle

Directed, Tiered, Toggled

The Deviant inserts a growing terror in the mind of her victims.

At Magnitude •, a target within range suffers a penalty equal to Scar Power on breaking point rolls until the end of the scene, and attempts to intimidate or frighten him enjoy a bonus equal to half Scar Power (rounded up).

At Magnitude ••, the Deviant selects an object of the victim's fear in the current scene, which they must be able to perceive. This can be the Remade herself, but it may also be another person, a place, or a discrete inanimate object. Victims cannot approach this frightening object except by succeeding on a Resolve + Composure roll. If a victim confronts his fear (willingly or not), he suffers a -2 penalty to all actions. This fear lasts until the end of the scene.

At Magnitude •••, as Magnitude ••, but whenever the victim comes into contact with the source of fear, he suffers the Frightened Condition (p. XX). In action scenes, if he can't escape the source, he suffers the Insensate Tilt (p. XX).

At Magnitude ••••, when credibly threatened with the source of fear, the victim suffers the Beaten Down Tilt (p. XX).

Deviations

- **Aura (+1 Magnitude):** The Variation inspires fear in *all* viable targets within range. Roll to target each one individually.

The Cephalist broadcasts dread telepathically but cannot predict the intensity of emotion it will inspire (Fluctuating Variation; Controlled; Wits).

The Invasive exudes a chemical mist through mechanical glands, which stimulates the production of fear hormones, but the residue of this chemical persists after she no longer calls upon it, causing everyone nearby to distrust her (Lying Eyes; Persistent).

The Mutant's horrifying appearance inspires terror in everyone he meets (Conspicuous Appearance; Persistent).

Memory Thief (• to •••••)

Subtle

Directed, Tiered, Toggled

The Remade can pluck memories from the minds of others, assimilating them as though they were his own, and leaving a blank spot in their place.

This Variation targets a character in range. The transformed gains the memory, while the victim loses it. However, human memory is elastic, and if the victim learns the details of the events or goals she has forgotten, she regains the memory. Mnemonic aids include audio and video recordings, written transcripts (including diaries), or even the retelling of events to the victim by other witnesses. The Deviant cannot affect any single target with this Variation more than once per chapter, although Adaptations can overcome this limit.

At Magnitude •, the Deviant may steal the victim's memory of an oft-repeated action or event — one day of her commute, for example, or a routine coupling with her long-term partner. The Remade's player may suggest the general nature of the stolen memory, but the Storyteller determines the details. Even randomly selected memories should have some bearing on the Broken's interests, revealing key details of the victim's personality (such as an Aspiration, Virtue, or Vice) or putting useful secrets into his hands.

At Magnitude ••, The Deviant may steal a recent memory no more than a scene in length. This allows the Remade to absorb a witness' impressions of an event while simultaneously erasing her memory of it. The Broken may stipulate the memory he targets with greater specificity — citing a specific time and/or place, or describing an event he believes the target may recollect.

At Magnitude •••, choose one:

- **Forgotten Goal:** The victim forgets the details of a single short-term Aspiration and everything she has done so far to achieve it. This can include goals she has already resolved, whether recently or long ago, either one chosen at random by the Storyteller, or one chosen by the Deviant's player. The Remade's player may choose to immediately replace his character's current Aspiration with the victim's.
- **Forgotten Milestone:** The victim forgets a significant memory — either one of serious emotional weight or one that involved a lot of preparation, although not both. This could include a friend's wedding, but not his own, for example, or a tough break-up, but not a divorce hearing. The victim forgets the event at the center of the memory, but not his anticipation of it nor his planning and preparations for it. The Broken may specify the time, place, and/or emotional tenor of the memory he wishes to steal.

At Magnitude ••••, choose one:

- **Fickle Memory:** The Deviant enjoys the benefits of both Magnitude •• effects.
- **Stolen Triumph:** The transformed must have selected Forgotten Goal as his Magnitude ••• effect. The Remade may steal a long-term Aspiration and all memories formed in the pursuit of fulfilling that goal. A detective who has pursued a criminal for months forgets the case entirely, for example. The Remade cannot acquire this stolen Aspiration, but he familiarizes himself with it. This can also target memories of past accomplishments, either one the Broken knows about or one chosen by the Storyteller.
- **Formative Memory:** The transformed must have selected Forgotten Milestone as his Magnitude ••• effect. The victim forgets a formative memory, such as a world-shattering trauma or a momentous event like the birth of a child, the death of a parent, or her wedding day. The Remade may target memories specifically (if he is aware of them), or based on their timing or emotional tenor, or he may let the Storyteller decide what he takes from his victim. If he steals a happy or affirming memory, the Deviant regains a point of Willpower. If he steals a traumatic or painful memory, the victim regains a point of Willpower. Truly mind-altering memories might impose a Condition or Tilt on the Remade, such as Broken or Insane, or inflict a minor Instability.

At Magnitude ••••, the Remade enjoys the benefits of all three Magnitude •••• effects.

The Cephalist Amalgam has no memory of the time before her Divergence, only the memories of those she has stolen since (Amnesia; Persistent).

Whenever the Invasive hears someone recount a memory of an event, he can identify the exact parts of the brain where that memory is stored and project a sonic pulse that precisely destroys those memories (Power Failure; Controlled; Manipulation).

The Mutant lets out a terrifying, sucking shriek as he inhales the memory of a nearby victim, but he is incapable of exhaling while speaking, instead speaking as he inhales (Silence; Persistent; Deviation: Disfiguring Scar).

Telepathy (• to ••••)

Subtle

Directed, Tiered, Toggled

The Broken can hear the thoughts of those around her.

At Magnitude •, choose one:

- **Attune:** Once per chapter, the Deviant can read the surface thoughts of a target in range. She hears these as though the target were speaking his internal monologue aloud, and regardless of any ambient noise. In addition to any information volunteered by the Storyteller, her player may ask a number of the following questions each chapter equal to Scar Power (or others, as permitted by the Storyteller):

[QUESTION TABLE LIKE THE ONE IN CHRONICLES OF DARKNESS P. 60]

- What does your character want right now?
- What does your character fear most right now?
- What is your character hiding?

- What does your character want mine to do?
- What does your character know about [relevant topic at hand]?
- What turns your character on right now?
- What's something shameful or embarrassing about your character?

[END QUESTION TABLE]

- **Project:** The Remade can broadcast her thoughts into the mind of a target in range. An unwilling target may end this effect and block further contact until the end of the scene by spending a point of Willpower.

At Magnitude ••, the Broken enjoys the benefits of both Magnitude • effects. In addition, when using the Project effect, the recipient may respond telepathically as easily as speaking aloud. This connection lasts until the end of the scene or until the Deviant chooses to break contact. If telepathically connected to multiple targets, the Remade may choose either to act as a central switchboard (each target can only communicate with her) or to allow all targets to communicate with each other.

At Magnitude •••, choose one:

- **Network:** As a single Directed effect, the Deviant may establish telepathic connections with a number of targets equal to Scar Power. Further, she may maintain a total number of telepathic links equal to Scar Power times Variation Magnitude.
- **Recontact:** The Broken can use the Magnitude • Project effect to establish a telepathic connection with anyone she has previously had a telepathic connection with, even if they are hundreds of miles away, although the Scar Finesse roll suffers a -3 penalty if the distance exceeds the long range of her telepathy. The target is immediately aware that the Deviant is attempting to contact him, and if he refuses this connection, it automatically fails.

At Magnitude ••••, choose one:

- **Balance:** The Remade enjoys the benefits of both Magnitude ••• effects.
- **Hivemind:** This is only available if the Deviant chose Network as her Magnitude ••• effect. Networked characters can borrow each other's knowledge. The recipient's rating in a Skill becomes that of the donor, both of whom must consent to this transfer of information. Each character may only donate and receive a transferred Skill once per chapter, and Adaptations cannot overcome this limitation.
- **Forceful:** This is only available if the Broken chose Recontact as her Magnitude ••• effect. As long as the Remade succeeds on the Scar Finesse roll against the target, the victim cannot refuse or terminate the connection until the end of the scene.

At Magnitude •••••, the Broken enjoys all three Magnitude •••• effects.

The Cephalist blurs the barrier between his mind and that of another person, but she never really knows peace except when she is drunk on an active telepathic connection (Addictive Variation; Controlled; Resolve).

The Coactive can perceive the electrical impulses in the human brain, which he can interpret as spoken language or manipulate to simulate hearing his voice in return.

An alien chemical that coats the Mutant's skin sets up a connection between anyone on whose skin it has been smeared, but simply washing off this substance ends the effect (Involuntary Stimulus; Involuntary; Composure; Deviation: Short Circuit [Power Failure]).

Chimeric Variations

Their tendency to emulate the adaptations of animals in the wild does not limit the Chimerics' diverse capabilities; after all, many human technological advancements are no more than an attempt to mimic designs Nature worked out eons ago. Chimeric Variations often facilitate their mastery of two different natures, whether this duality manifests physically, mentally, or socially.

Animal Transformation (•• to •••••)

Overt

Discrete, Toggled

The Deviant transforms into an animal.

This Variation allows the Deviant to take the shape of a single animal chosen at the time of purchase. In animal form, she takes on the animal's Physical Attributes, as well as its Size, Speed, and Health. She can move, sense, and attack in any way that the animal can. She may be unable to use some Merits or take certain actions, at the Storyteller's discretion.

This Variation may be purchased any number of times, and each time it allows the Remade to transform into a different animal.

At Magnitude ••, the Deviant can transform into a small (up to Size 2) animal — such as a cat, sparrow, spider, frog, or mouse.

At Magnitude •••, choose one:

- **Medium:** the Remade's form can be a mid-sized (Size 3-5) animal — such as a wolf, owl, rattlesnake, or mountain lion.
- **Swarm:** The Broken's form is a swarm of Size 1 or 0 animals a number of yards/meters across equal to the Variation's Magnitude plus Scar Power. Swarms are difficult to harm. After rolling attacks against the swarm as normal, factoring in armor and other modifiers, the swarm takes one point of damage of the appropriate type, two points with an exceptional success on the attack. Fire, explosions, chemical sprays, and other area effects cause normal damage. Anyone caught within the swarm, whether friend or foe, suffers from panic and limited visibility and hearing, which imposes a -2 penalty to all actions.

At Magnitude ••••, choose one:

- **Large:** The Deviant becomes a larger animal (Size 6-9) — such as a horse, alligator, bear, tiger, or gorilla.
- **Biting Swarm:** As the Magnitude ••• Swarm effect, but those in the area also suffer bashing damage each turn equal to half Scar Power. Armor provides protection from this damage but at half its normal rating (rounded up).

At Magnitude •••••, choose one:

- **Huge:** The Broken becomes a gigantic animal (Size 10-15) — such as moose, great white shark, small whale, or elephant.

- **Lethal Swarm:** As the Magnitude •••• Biting Swarm effect, but the damage is instead lethal.

Deviations

- **Shapeshifter (+1 Magnitude):** The Variation becomes Tiered, instead, allowing the Remade to take the form of any appropriate animal (or swarm). However, the Broken can only activate the Variation once per chapter.

The Chimeric can take the form of a bear, but sometimes his bear-mind seizes control of him (Alternate Persona; Persistent)

The Coactive Symbiote is infused by the spirit of a snowy owl, whose form she can take at will, but she suffers frequent hallucinations as a side-effect of the Divergence (Glitch; Persistent).

The Mutant turns into a swarm of cockroaches each night and cannot do so by day (Involuntary Stimulus; Stamina; Deviations: Uncontrollable Variation).

Hybrid Form (•• to •••••)

Overt

Discrete, Toggled

The Deviant transforms into a half-human, half-something-else monster that walks upright like a person but possesses some of the abilities of its inhuman half.

This Variation allows the Remade to take a single hybrid form chosen at the time of purchase. This Variation may be purchased any number of times, and each time it allows the Deviant to transform into a different hybrid form, but only one can be active at a time.

The hybrid form possesses a number of Scar-free Variations based on Magnitude, chosen at the time of purchase. The Magnitude of Variations this grants can be lower than the maximums, but the number of Variations based on the highest-Magnitude, Scar-free Variation cannot be. All these capabilities must fit the profile of the inhuman form the Deviant assumes.

When Hybrid Form activates, so do all its nested Variations, although Directed Variations still require an action to target.

At Magnitude ••, this is two Magnitude • Variations.

At Magnitude •••, this is two Magnitude •• Variations or three Magnitude • Variations.

At Magnitude ••••, this is two Magnitude ••• Variations, three Magnitude •• Variations, or four Magnitude • Variations.

At Magnitude •••••, this is two Magnitude •••• Variations, three Magnitude ••• Variations, four Magnitude •• Variations, or five Magnitude • Variations.

The Cephalist unfurls all her considerable psychic talents at once, hovering above the ground while manifesting telekinetic and telepathic powers. However, she cannot fully contain this power and must unveil it more frequently than is safe (Power Build-Up; Involuntary; Resolve).

The Chimeric transforms into a dangerous wolfman, but he can be mortally wounded by silver (Bane; Persistent).

The Coactive becomes a portrait of angelic glory, but this transformation lasts only a few seconds, after which she must say a prayer before invoking its power again (Depletion; Controlled; Manipulation).

Mimicry (• to •••••)

Subtle

Tiered, Toggled

The Deviant can partially and temporarily hide her nature.

When the Deviant activates this Variation, her player may choose any number of Scars of a current Magnitude (i.e. after increases or decreases due to Adaptations or Instability) equal or lower to the Magnitude of Mimicry. This Variation suppresses these Scars and any of their entangled Variations until the end of the scene. While Mimicry lasts, the Deviant does not suffer any of the effects of the suppressed Scars and loses the benefits of the suppressed Variations. Remade with this Variation often undergo a terrifying metamorphosis when its effects end.

This Variation cannot suppress the Scar that is entangled with Mimicry. However, the Untamed Adaptation (p. XX) can diminish or suppress even this Scar, at least temporarily. If a suppressed Scar's Magnitude becomes higher than that of this Variation (typically due to Instability), it immediately manifests, although this also makes its entangled Variations accessible.

The Cephalist can temporarily isolate those parts of her mind affected by her Divergence, but this leaves her with no memory of what she did during her mental sequester (Tabula Rasa; Controlled, Wits).

The Chimeric possesses an exceptional ability to blend in among Baselines, erasing signs of her Scars. However, on a subconscious level, they sense something “off” about her (Lying Eyes; Persistent).

As other Invasives redirect power away from their Variations to rebuild damaged tissue, he accepts substantial tissue damage to temporarily neutralize problematic Scars (Perilous Variation; Controlled; Dexterity).

Hybrid Form vs. Mimicry

Although both these Variations reflect a transformation from one form to another, each has a different flavor.

Use Hybrid Form to portray a rapid unveiling of several capabilities. This is useful for activating multiple Toggled Variations that are best brought into play quickly, such as Lash and Supernatural Strength for combat or Enhanced Speed and Flight for escaping enemies.

Use Mimicry to conceal the Deviant's nature, allowing him to blend in among Baselines. This is useful for hiding several “unsightly” Scars so that they only cause problems when this Variation fails or when he must deactivate it to make use of their entangled Variations.

Pheromones (• to •••••)

Subtle

Directed, Tiered

The Remade causes other animals (including humans) to treat her as one of their own kind.

This Variation targets an animal within range, including humans and Manticores.

At Magnitude •, the animal responds to the Deviant the way it would to a member of its family unit. Against human targets, her impression level increases by one when using the social maneuvering system (see p. XX). Most impressions are good, and even sworn enemies find it impossible to ignore her entreaties entirely (impression level is poor instead of hostile). The Remade also achieves an exceptional success on three successes instead of five on Social actions targeting the victim.

At Magnitude ••, choose one:

- **Communication:** The Remade can understand and be understood by the target. Although she does not exercise any direct control, she may attempt to bargain with these creatures for information or favors, as well as ignoring language barriers between humans.
- **Status:** The target treats the Remade with respect — or even deference — as though she had dots equal to half Scar Power (rounded up) in the Status Merit associated with the in-group the victim most admires or wishes to earn the respect of. This can be a great advantage, but it can also inspire victims to beg favors of the Deviant that she cannot grant. It can also be problematic when wielded against supernatural beings who have their own societies, since they will naturally assume the Remade is capable of belonging to that organization (and so is clearly a wizard, werewolf, or other creature like themselves, if one in disguise).

At Magnitude •••, the Broken enjoys the benefits of both Magnitude •• effects.

At Magnitude ••••, the Remade may direct the actions of the target in a general way, one he could convey in a short sentence or two. Most non-sapient animals will obey this command without hesitation, even if it is clearly suicidal. Sapient animals (and some especially intelligent, but non-sapient, ones) will ignore suicidal compulsions, and those who suffer lethal damage or a breaking point while under its effects may make a Scar Resistance + Supernatural Tolerance roll to escape control until the Deviant reestablishes it.

Deviations

- **Aura (+1 Magnitude):** The Variation affects *all* viable targets of the same species within range. For sapient animals, roll to target each one individually. Non-sapient animals usually fall under its effects automatically when the Variation is active.

The Cephalist broadcasts a psychic signal that fosters feelings of camaraderie toward him, but being the center of attention in this way is addictive (Addictive; Controlled, Wits).

The Chimeric emits a scent that grants her undue influence over the creatures around her unless there is a strong odor present (Power Failure; Persistent).

The Mutant exudes a pheromonal odor, but she reeks of strong and distinctive perfume that lingers for hours after she leaves (Conspicuous Appearance; Persistent; Deviation: Identifier).

Predator's Cunning (• to ••••)

Subtle

Perpetual, Reflexive, Tiered

The Deviant possesses an uncanny situational awareness. She always manages to stand with some object between herself and the enemy sniper. Guards searching for her always seem to arrive moments after she turns a corner and ducks out of sight. And her gun clears the holster a split second before the ambush.

At Magnitude •, if a guard or searcher would make a roll to notice, find, or tail the Remade, the roll suffers a -2 penalty. In addition, the Deviant enjoys a bonus equal to half Scar Power (rounded up) to rolls to identify, avoid, and disarm traps — whether it is a trip wire that sets off a rockslide or an improvised explosive device.

At Magnitude ••, the Remade enjoys the following benefits in combat as long as she is aware of her opponent:

- The Deviant enjoys the benefits of concealment that levies a -1 penalty to enemies' ranged attacks.
- She may ready a weapon as a reflexive action before anyone else acts.
- Her Defense against hand-to-hand attacks increases by one.

At Magnitude •••, choose one:

- **Alert:** The Broken retains her Defense and enjoys the benefits of the Magnitude •• effect even if ambushed. In addition, even if the Deviant is not aware that she is being watched, tailed, or searched for, she often eludes notice. She may make a reflexive Stealth roll in such circumstances using her normal dice pool.
- **Uncanny:** The Remade applies her Defense against firearms attacks, anticipating these with uncanny instinct.

At Magnitude ••••, the transformed enjoys the benefits of both the Magnitude ••• effects.

The Cephalist can sense the intentions of those who mean him harm, allowing him to better evade them. However, he sometimes has difficulty distinguishing real intent to harm from mere temptation (Paranoia; Persistent).

The Chimeric carries the instincts of an apex predator but she suffers an irrational fear of mice and rats (Phobia; Persistent).

The Mutant's flesh distorts light subtly, giving him the appearance of being a few feet away from his actual location. However, he has an especially difficult time trusting people (Paranoia; Persistent).

Coactive Variations

Coactive Variations represent the influence of worlds beyond the material one. These places teem with strange, unseen entities, pulse with alien energies unknown to human physicists, and obey natural laws that contradict those of Earth.

Blessing (• to •••••)

Subtle

Reflexive, Tiered, Toggled

The Deviant is the recipient of a blessing that attracts good fortune to herself or unhappy accidents to those who stand in her way.

This Variation never affects rolls related to supernatural powers (such as Scar Finesse or Scar Resistance rolls).

At Magnitude •, whenever the Broken rolls a chance die, it is instead treated as a single die — succeeding on an 8 or 9 and benefiting from 10-Again. She may also spend a point of Willpower to add three dice to a roll *after* seeing the results (but before the result is applied), instead of before.

At Magnitude ••, choose one:

- **Lucky:** Once per chapter, the transformed may choose to benefit from a stroke of good fortune of moderate improbability. She could correctly guess a spin of a roulette wheel or win a raffle, for example, but not win a lottery jackpot. If applied to a roll, she enjoys a bonus to a single roll equal to the Magnitude of Blessing.
- **Unlucky:** Once per chapter, the Deviant may choose for a misfortune to befall someone of her choosing who is present in the current scene. In addition to any narrative effect, this may impose a penalty to the victim's next roll equal to the Magnitude of Blessing.

At Magnitude •••, choose one:

- **Balanced:** The Remade benefits from both Magnitude •• effects.
- **Charmed:** This is only available if the Deviant selected Lucky as her Magnitude •• effect. Once per chapter, the Broken's player may suggest a beneficial plot twist in the current scene or request that the Storyteller introduce one. This may instead allow the Remade to evade a misfortune entirely — such as the effects of a single supernatural power (with a successful Clash of Wills) or all the damage inflicted by an attack.
- **Albatross:** This is only available if the Remade selected Unlucky as her Magnitude •• effect. Once per chapter, the transformed's player may suggest a plot twist that adversely affects another character in the current scene, or request that the Storyteller introduce one. In addition to any narrative effect, this converts the victim's next failure on a roll to a dramatic failure.

At Magnitude ••••, choose one:

- **Destiny's Chosen:** The Broken benefits from all three Magnitude ••• effects.
- **Near Miss:** This is only available if the Deviant selected Balanced or Charmed as her Magnitude ••• effect. Once per chapter, the Remade may choose to leave a scene she is in without her departure being noticed, allowing her to avoid an ambush, capture, or socially awkward situations. If she has not made an impact that another character could not have made, her player may decide that she was never present in the scene to begin with — as long as she can invent some rationale for being elsewhere.
- **Supernatural Aid:** This is only available if the Deviant selected Balanced or Albatross as her Magnitude ••• effect. Once per chapter, the Remade's player may choose for her to be unexpectedly present in a scene that does not currently involve her, as long as her player can invent some rationale for her presence or prompt arrival (subject to Storyteller approval). This allows the transformed to provide reinforcements where none are expected or to serve as eyes and ears where none would otherwise be, although the target scene must be one of which the player is aware, whether because it involves another member of her cohort or because she is in communication with a Storyteller character who is present.

At Magnitude ••••, the Broken enjoys all three Magnitude •••• benefits.

The Cephalist implants self-doubt in the minds of her victims, which soon becomes a self-fulfilling prophecy, but she is only imposing her own self-doubt upon them (Misfortune; Persistent).

Fae energies infuse the Coactive so that the web of Fate preserves him from many misfortunes. However, these faerie energies also project an untrustworthy air that poisons all his social interactions (Lying Eyes, Persistent).

The Invasive makes complex probabilistic calculations that only give the appearance of being luck, but the supercomputer displaces parts of her brain's emotional center (Frozen Heart; Persistent).

Fate's Agent (• to ••••)

Subtle

Perpetual, Reflexive, Tiered

This Variation protects the Deviant from unwanted supernatural influence and scrutiny.

At Magnitude •, the Remade is automatically aware whenever a supernatural power attempts to target her or an area containing her, as well as the source of the effect. Supernatural powers that attempt to peer into the Deviant's future, read her fate, gather information about her, or spy on her from afar provoke a Clash of Wills with her. If the Remade wins this contest, the supernatural power fails, and further attempts to use it on her during the current scene automatically fail. If the triggering power attempted to observe an area that contained the Deviant, it does not fail entirely, but its vision doesn't register the Remade's presence.

At Magnitude ••, choose one:

- **Counter:** Once per chapter, at any point before the Broken's action, she can choose to counter a supernatural power as her target attempts to initiate it. Doing so takes up his normal action. If she defeats her target in a Clash of Wills, the target's power does not take effect, although it still carries its normal cost in Willpower, actions, or occult currency.
- **Dispel:** Once per chapter, as a Directed effect, the Deviant may neutralize a single supernatural effect in range. If the source of the supernatural effect still exerts control over it, the Broken must defeat her in a Clash of Wills. This usually ends short-duration effects (including most Variations), but longer-lasting ones only cease to function until the end of the scene. This Variation has no effect on extremely powerful occult phenomena, such as those created by godlike beings.

At Magnitude ••, the Remade enjoys the benefits of both Magnitude •• effects.

At Magnitude •••, when a purely supernatural effect would target him and he successfully counters it using the Magnitude •• Counter effect, the Broken may attempt to turn the power against the assailant. If the Deviant defeats the target in a Clash of Wills, the power turns back on the initiator with its full, original effects. If the power cannot normally affect the target, it has no effect. The Remade cannot redirect indirect or area-affecting powers in this way.

At Magnitude ••••, once per chapter, when the Deviant successfully turns back a supernatural power using the Magnitude •••• effect, he may instead direct the effect at any target as though it

were a Directed effect (albeit one that doesn't require an instant action). In addition, he may discharge the same effect repeatedly during the current scene as a Directed effect. Any variables this stolen power has remain fixed until the end of the scene.

Such are the Cephalist's powers of imagination that she can bring them to bear against unnatural powers and influence, but this pushes her mind further out of alignment with her body (Unstable Variation; Controlled; Wits).

Those who try to scry upon the Chimeric often find themselves instead examining one of the animal donors from which his flesh came, but he is missing parts of his memory (Amnesia; Persistent).

The Coactive is a living gateway to a realm of pure sorcerous energy, granting her a measure of influence over all forms of supernatural power, although she cannot sustain an active connection with this source of energy for long periods before it begins to drive her mad (Cooldown; Controlled; Manipulation).

Onomantic Influence (• to •••••)

Subtle

Reflexive, Tiered, Toggled

The Deviant possesses an intense awareness of the relationship between a person and the names they use.

At Magnitude •, whenever someone introduces himself to the Remade by name, she immediately recognizes whether the proffered name is his true name (one that serves as a true identifier of him on a supernatural level) or a pseudonym, nickname, or title. If the target introduced himself by his true name, the Broken learns a number of pieces of information about the target equal to Scar Power. This might include a Virtue, Vice, or Aspiration, but it could also be some other useful detail such as a birthdate, home address, relationship status, or work phone number. This will always be something the Deviant can use to her advantage, chosen by the Storyteller.

At Magnitude ••, once someone has introduced himself to the Deviant, she can always recognize him by it regardless of any disguises, illusions, or alternate forms he may use to hide his identity (although not those that conceal his presence). This does not allow the Remade to see through any disguise he might have worn at the time of introduction (nor does it grant knowledge of his true name if he offered a pseudonym). But she can tell that the nondescript man she encounters at the pharmacy is the same as the masked figure who taunted her at the warehouse the previous night.

At Magnitude •••, choose one:

- **Invoke Name:** Whenever someone mentions the Deviant by her true name in spoken conversation, they invite her attention, regardless of how near or far away they are. Usually, she only hears the speaker's voice and a sentence or two that follows her name. If she recognizes the speaker by his true name, however, she also sees his face, immediate surroundings, and the individual(s) he is addressing. Once per chapter, the Broken's player may suggest the existence of a conversation that invokes her name. Although the Storyteller decides on the exact nature of this conversation, it should always be something the transformed can use to her advantage.

- **True Name:** At the moment of introduction, the Broken learns the target's real name, regardless of the name the target gives her. This is usually but not always synonymous with his legal name, and this information can be an especially powerful weapon in the hands of those with the right occult powers. In addition, by speaking a person's true name aloud, the Deviant can cause him to hear her voice for several seconds as though she were whispering in his ear — as long as the target is someone who previously introduced himself to the Remade.

At Magnitude •••, the Broken enjoys both Magnitude ••• benefits.

At Magnitude ••••, as a Directed effect, the Deviant may temporarily erase the true name of a target, although she must know his true name. A nameless person loses his true name and so cannot be targeted by supernatural effects that rely on his connection to that true name, including many of the effects of Onomantic Influence. The Deviant may spend a point of Willpower to maintain this effect until the beginning of the next chapter, potentially maintaining it from chapter to chapter in this way. He may instead choose to make the effect permanent. The Broken may permanently erase a true name once per story without personal consequences, but each additional erasure inflicts one medium Instability.

When he meets someone new, the Cephalist often receives flashes of information that leave him with an impression of that person's character. However, he must also make physical contact (such as a handshake) with the target (Power Failure; Controlled; Manipulation).

The astral worm implanted in the Chimeric Symbiote's ear, when she hears a name for the first time, whispers the speaker's true name to her. It also lets her know when the voice she hears is one she has heard before — however disguised it might be — and reminds her of who it is. However, the worm requires regular meals of uncooked primate brains, and if it does not receive these, it starts eyeing its host's brain hungrily (Dependency; Persistent).

Mere knowledge of a person's name entangles the Coactive in her victim's fate. The Deviant is highly vulnerable to harm inflicted by anyone whose true name she knows (Bane; Persistent).

Otherworldly Connection (• to ••••)

Subtle

Perpetual, Tiered

The Deviant has a connection to an alien world.

Establish an origin at the time the Remade develops this Variation. This could be ghosts, animistic spirits, angels, faeries, or anything else — subject to Storyteller approval. This Variation may be purchased any number of times, but each time it applies to a different supernatural origin.

At Magnitude •, the Remade can perceive entities, places, things, and forces connected to the chosen origin. Although this does not come with any specialized knowledge of these phenomena, it serves as an important first step in studying (or avoiding) them.

At Magnitude ••, the Deviant can also communicate with beings who share this origin. In addition, these creatures recognize her inherent connection to their kind, granting her an effective Status among them equal to half Scar Power (rounded up).

At Magnitude •••, the Remade and her immediate possessions can touch or strike these phenomena, even if they are normally insubstantial to the material world. The Broken is still

tangible to those in his native world, and he is as vulnerable to the alien entities as they are to him.

At Magnitude •••, as a Directed effect, the Deviant can exorcize any of these phenomena that has invaded his native world. He can drive the demon out of the boy it is possessing, for example, or banish the abyssal residue that has leaked into the old factory. If driving out a mindless force, this requires an instant action but automatically succeeds — although particularly large or virulent manifestations might require more time and/or a successful Scar Finesse roll, at the Storyteller's discretion. Exorcising a hostile alien intelligence is a series of Clash of Wills rolls, each requiring an instant action. A loss in this contest causes the combatant to lose a point of Willpower. If the Remade runs out of Willpower, he cannot continue the contest. If the entity runs out of Willpower, it is forced to leave the Deviant's native world and cannot return until the beginning of the next story (at the earliest).

At Magnitude ••••, the Deviant can force these phenomena into phase with his native world as an instant action. If directed at a sapient entity, this always requires a successful Clash of Wills, and if the attempt fails, the Remade cannot attempt to draw that target into the material world again during the current scene. The Broken can summon one otherworldly phenomenon per story, but each additional summoning during the same story causes a medium Instability.

The Cephalist can interact with otherwise insubstantial beings who have a strong connection to the dreaming world, interacting with them as he does through telepathic senses, but he suffers chronic pain that magnifies the pain of his injuries (Fragility; Persistent).

The Coactive can hear, speak to, and even touch angels that are invisible to everyone else, but their voices are the only ones she can hear. (Sensory Deprivation; Persistent).

The Invasive's implants include experimental sensors that allow him to see nearby ghosts, although it sometimes interferes with his mental faculties (Glitch; Persistent).

Precognition (• to ••••)

Subtle

Reflexive, Tiered, Toggled

The Deviant sees glimpses of the future that allow him to change the course of events.

At Magnitude •, after seeing the results of a roll, the Remade's player may reroll one or more dice that do not show an 8, 9, or 10 — including a dramatic failure on a chance die. He may only reroll each die once and cannot reroll more dice during a chapter than Scar Power, although Adaptations can grant more rerolls during the same chapter (but never for the same action).

At Magnitude ••, the Broken may peer into the likely futures of a target he touches. His player may ask one question per turn of physical contact between Deviant and target — to a maximum number of questions per chapter equal to Scar Power (although Adaptations can grant more questions during the same chapter, but never during the same scene). Although the Remade can attempt to peer far into the future, distant events tend to be hazier than those in the immediate future, unless they carry exceptional temporal weight.

At Magnitude •••, once per chapter, when the Broken would fail on an action (whether or not it involves a roll), he may choose to take a different action, instead. The player must invoke this effect immediately after the action fails (usually after seeing the result of a roll but before its

consequences play out). This can affect an instant action, a single roll of an extended action, or even a particular tack taken in a social interaction that turns out to be a serious faux pas. He can and must change the action he takes, however minutely (attacking a different opponent, for example, or using intimidation instead of subtlety in a social situation), for otherwise everything will unfold exactly as it did in his vision.

At Magnitude •••, choose one:

- **Bifurcation:** Once per chapter, as a reflexive action, the Deviant may force a target to take a different action than the one she just took. This is a Directed effect, albeit one that does not require an instant action. This is similar to the Magnitude •• effect, but it can also target a successful action — including one that would otherwise incapacitate or kill the Remade. The Broken's player must declare this after seeing the immediate consequences of the target's action, but before anyone else has taken their turn.
- **Prophecy:** The Remade may look upon a single scene he anticipates will take place before the end of the current story. This can be narrowly defined (“when we break into the secure facility”) or more generally described (“the next fight I’m involved in”), but he cannot initiate it in a way that affects events of a scene already in progress. At any point during the designated scene, the Broken's player may “reset” its events and replay the scene from its beginning — even if this Variation is not currently active or if the transformed is incapacitated or dead at the time. The Deviant can invoke this effect safely once per story, but each additional use during the same story causes a medium Instability.

At Magnitude ••••, the Remade enjoys the benefits of both Magnitude ••• effects.

The alien organisms that swim in the Chimeric's blood possess precognitive powers that he can tap into, but doing so is physically painful (Perilous Variation; Controlled; Dexterity).

The branching pathways to the future lie open to the Coactive, and she can see them clearly. However, she suffers dark twists of fate in all her possible futures (Misfortune; Persistent).

As a consequence of her bizarre biology, the Mutant can loop short distances backward in time, but doing so only worsens her Divergence (Unstable Variation; Controlled, Dexterity).

Invasive Variations

Although not all Cyborgs' capabilities share a technological basis, many express their Variations as super technology virtually indistinguishable from magic. Invasive Variations tend to maximize the effectiveness of the Deviant's available tools, whether it is a piece of special equipment or the Broken herself.

Computer-Aided Processing (• to ••••)

Subtle

Reflexive, Tiered, Toggled

The Deviant has access to vast libraries of information and can mimic the muscle memory of specialized training.

Choose a number of the following effects equal to Magnitude when purchasing this Variation, each of which lasts until the end of the scene:

- **Biokinesis:** Once per chapter, the Broken may assign a number of dots of Physical Merits equal to 1 + Scar Power.
- **Combat Programming:** Once per chapter, the Broken may assign a number of dots of Fighting Merits equal to 1 + Scar Power.
- **Data Warehouse:** Once per chapter, the Broken may assign a number of dots of Mental Merits equal to 1 + Scar Power.
- **Human Clay:** Once per chapter, the Remade may shift a number of dots no greater than 1 + half Scar Power (rounded up) from one Physical Attribute to another.
- **Mind Hack:** Once per chapter, the Deviant may shift a number of dots no greater than 1 + half Scar Power (rounded up) from one Mental Attribute to another.

For any of the above effects that grant Merit dots, the Deviant need not meet the Attribute or Skill prerequisites for this Merit, but he must meet any Merit or Specialty prerequisites. The Merit granted by this Variation cannot serve as the prerequisite for another Merit (other than those also granted by Computer-Aided Processing). This Variation cannot emulate the effects of Professional Training or those with Deviant as a prerequisite.

Effects above that move Attribute dots cannot reduce an Attribute to 0. Although they can raise an Attribute's rating higher than five (to a maximum rating of 10), any rating in excess of five never affects the calculations or effects of supernatural abilities, including the activation of Variations or computations of the Remade's Scar Power, Finesse, or Resistance. Improved Resistance Attributes still apply when resisting or contesting supernatural effects.

Although Adaptations can grant more Merit dots (or move more Attribute dots) during the same chapter, they may not do so during the same scene.

Connected as she is to all the minds in the world, the Cephalist can call upon bits of their knowledge whenever she needs it, but accessing this information requires a considerable act of will (Tribulation; Controlled, Wits).

The Chimeric's Progenitor tried to pass on everything she knew to the Deviant — at least until she betrayed him (Paranoia Scar; Persistent).

The Invasive can access the combat knowledge contained on the hard drive in his skull, but someone with the right passphrase can direct him to use that knowledge in ways he does not want (Subliminal Conditioning; Persistent).

Hidden Compartments (• to •••••)

Subtle

Tiered, Toggled

The Deviant has hidden compartments from which he can pull a wide variety of useful equipment.

At Magnitude •, once per scene, the Remade may remove a weapon, piece of equipment, or materials of Size 1 and Availability no greater than half Scar Power (rounded up).

At Magnitude ••, once per chapter, the Broken may remove an object of Size 1 and Availability no greater than Scar Power.

At Magnitude ••, the Deviant may remove an additional object of Size 1 and Availability •••• or less. At the Storyteller's discretion, this may instead be a Size 1 object of occult origin or with supernatural properties, the details of which are determined by the Storyteller (but always relevant to the Broken's current situation). The Remade may invoke this effect once per story without adverse effects, but each additional such item he produces during the same story causes a medium Instability.

Deviations

- **Extra Capacity (+1 Magnitude):** The objects the Broken removes from these hidden compartments can be as large as Size 2.
- **High Capacity (+2 Magnitude):** As Extra Capacity and exclusive with it, but the objects can be as large as Size 3.

The Chimeric has a pouch similar to those of marsupials, in which he secrets all the small objects he compulsively steals. Its contents are a jumble, however, so he must spend time rummaging around among the junk to find what he needs (Preparation; Controlled; Dexterity).

With a few moments of thought, the Coactive can draw together threads of ectoplasm out of the air in order to construct a solid object, but the Divergence made her less tolerant of pain (Thin Skin; Persistent).

The Invasive's chest slides open, revealing a hollow, steel chamber suitable for storage. Of necessity, this has forced her internal organs closer to the surface, making them more vulnerable (Hemophilia; Persistent).

Integrate Technology (• to ••••)

Overt

Tiered, Toggled

The Deviant can interface with tools and other devices, achieving a unity between them and himself.

At Magnitude •, tools in the Remade's hands become extensions of his body, granting him the 8-Again quality on all rolls on which it would grant him an Equipment Bonus.

At Magnitude ••, the Deviant can absorb an object, tool, weapon, or device — both concealing it from searches and allowing him to replicate its functions. The target object's Size cannot exceed half the Scar Power (rounded up), and the sum Size of all objects he has integrated at any given time cannot exceed Magnitude times Scar Power. While these objects are integrated, the Remade may employ them normally, exactly as if she had her hands free. She can fire bullets out of her hands if she has integrated a pistol, for example, and an integrated laptop would allow her to perform tasks ranging from web surfing to operating engineering software. This requires the same amount of time and degree of concentration as they would normally. In addition, objects can be used up while integrated. Batteries run down. Nail guns run out of nails. Pens run out of ink.

At Magnitude •••, the Broken can “feed” devices while they are integrated, such that they remain in the same state as when he absorbed them. The battery of an integrated cellphone never goes dead, for example, and an integrated gun never runs out of ammunition. This cannot be used to

place new bullets in an empty revolver, but a gun with even a single bullet remains lethal while integrated and still has a bullet in it when the Invasive ejects it.

At Magnitude •••, instead of absorbing a machine into his body, the Remade merges his body with a machine with a Size no smaller than his own and no larger than Size 30, such as a car, boat, or small server room. While so integrated, the Broken has a perfect awareness of the machine and can direct it to take any action it normally could. While integrated, any damage to the object's Structure causes an equal amount of lethal damage to the Deviant, and if he loses consciousness, he is expelled from the machine and suffers a medium Instability.

Deviations

- **Battery (+1 Magnitude):** The Deviant's body can generate as much electricity as a standard wall socket — enough to power or charge one or more small electric devices such as a cellphone, laptop, a TV, or a box fan. Further, it is possible to plug such devices into his body directly in order to supply them with current, such as along an extension cord. The maximum number of sockets he can support at a given time cannot exceed Magnitude times Scar Power.

Taking an object into her hands, the Cephalist renders it down to its component concepts, which she then emulates, reconstituting it when the Variation's effects end. This process takes some time to initiate, however (Preparation; Controlled; Wits).

The Invasive contains a tiny fusion reactor that produces electricity and allows her to synthesize small objects like bullets, ink, or gumballs. She must bleed off this power regularly, lest it escape containment (Power Build-Up; Involuntary; Stamina).

The Mutant's flesh has a putty-like quality to it that allows him to graft objects onto it or slide them into his body. When the Variation is active, however, his flesh becomes a mass of unsettling distortions and bulges (Persistent Drawback [Conspicuous Appearance]; Controlled; Manipulation).

Omnicompetence (• to ••••)

Subtle

Discrete, Perpetual, Reflexive

This Variation grants rudimentary understanding of a wide range of skills.

Any Skill dots granted by this Variation do not satisfy the prerequisites for Specialties, Merits, or the purchase of additional dots in the Skill.

At Magnitude •, the Deviant does not suffer untrained penalties on Skill rolls.

At Magnitude ••, as Magnitude •, plus choose one:

- **Jack of All:** Once per chapter, the Remade is considered to have a single dot in every Skill in which he has no dots.
- **Journeyman:** Once per chapter, the Broken is considered to have three dots in a single Skill of his player's choice.

At Magnitude •••, as Magnitude •, plus choose one:

- **Balanced:** The Deviant benefits from both Magnitude •• effects, each of which can be invoked once per chapter.

- **Polymath:** Once per chapter, the Broken is considered to have three dots in every Skill in which he has fewer than three dots.
- **Mastery:** Once per chapter, the Remade is considered to have five dots in a single Skill of his player's choice.

At Magnitude •••, as Magnitude •, plus the Deviant benefits from the Polymath and Mastery Magnitude ••• effects, each of which can be invoked once per chapter.

At Magnitude ••••, as Magnitude •••, plus the Deviant is considered to have a single dot in every Skill in which he has no dots.

The Cephalist steals the knowledge of someone nearby but also picks up some of his personality quirks, at least temporarily (Alternate Persona; Persistent).

The Chimeric's ancestral memory allows her draw on the experiences of predecessors a thousand years dead, allowing her to achieve things she normally could not, but she can never remember how she did them, precisely (Tabula Rasa; Controlled; Wits).

The Invasive downloads immense quantities of information through any available cellular or open wi-fi, but this is not possible without web access. Additionally, this connection leaves data traces that are identifiable as his (Power Failure; Controlled; Wits; Deviation: Identifier).

Sensor Array (•• to •••••)

Subtle

Perpetual, Tiered

The Deviant can calibrate her senses to perceive greater details, protect herself, or to observe otherwise undetectable forces.

Once per scene, the Remade may recalibrate her senses as an instant action. She must be aware of the existence of the phenomena she is attempting to observe or protect herself against. Most people know that fingerprints can be used in an investigation, for example, but someone who doesn't know that animistic spirits exist cannot easily guess how she must calibrate her senses to see them. The Storyteller may call for Intelligence + Science or Occult rolls if the Broken attempts to calibrate her senses to detect phenomena that are beyond her knowledge and experience. The Deviant cannot benefit from more than one sensory enhancement at a time, and this enhancement must be narrowly defined (magnifying vision or enhanced hearing, for example, but not both).

At Magnitude •, the transformed may filter out or protect herself from a source of extreme sensory input — such as blinding light, nausea gas, or the roar of a jet engine — allowing her to operate normally in situations that would ordinarily impose Tilts. This reduces penalties due to such environments by three and may prevent certain Tilts from affecting the Remade if she isn't already suffering from them. It couldn't remove the Deafened Tilt caused by a flashbang grenade, for example, but it could prevent a flashbang grenade from deafening her during the scene.

At Magnitude ••, the Remade's ordinary senses are greatly enhanced. Her eyes can function as binoculars or a magnifying glass, and she can see clearly in low light conditions or hear a whisper on the other side of a room. The Broken can calibrate his senses for a task that requires precision and attention to detail in order to apply a +2 Equipment bonus.

At Magnitude ••, the Remade can calibrate her senses to detect and interpret phenomena that would normally be undetectable to humans but measurable by technology — such as infrared or ultraviolet light, supersonic or subsonic sounds, or radio waves. The Broken can calibrate her senses to perceive anything ordinary technology could normally detect and measure, and she automatically puts numbers and units of measure to any observations she makes and has an eidetic memory where these details are concerned. This grants a +3 Equipment bonus to relevant Skill rolls but can also have other, practical effects — such as allowing her to see in total darkness or receive radio transmissions.

At Magnitude •••, the Deviant can calibrate her senses to observe signals and forces that normally require supernatural senses to detect — such as ghosts, temporal anomalies, or astral projections. These are fully visible to the Deviant, who may analyze them as though they were ordinary phenomena. In addition to providing useful context during supernatural encounters, appropriately calibrated senses provide a +2 Equipment bonus to relevant Occult rolls.

Deviations

- **Rapid (+1 Magnitude):** The Remade may calibrate her senses as a reflexive action, no more often than once per turn.
- **Versatile (+1 Magnitude):** The Broken may make a number of sensory calibrations per scene equal to Scar Power, but no more than one per turn — and may benefit from a number of sensory enhancements at a time equal to Scar Power. Adaptations can grant additional calibrations during the same scene but not during the same turn.

The Coactive does not have a connection to a single arcane otherworld. She is enmeshed in a spider web of such links, which she can call upon to grant her special occult senses. These forces sometimes demand a personal sacrifice from the Remade in exchange for such gifts (Deterioration; Controlled; Dexterity; Deviation: Wild Variation).

The Invasive's body is rigged with countless tiny cameras, microphones, and other sensors. These are delicate and finicky pieces of equipment, however, and so require regular recalibration (Maintenance; Persistent).

The Mutant enjoys a highly adaptable anatomy capable of adjusting his senses at a moment's notice, although doing so carries some physical cost (Perilous Variation; Controlled; Dexterity).

Mutant Variations

Grotesques suffer frequent comparisons to cancers, in part because they are the Clade most prone to fatal deteriorating due to Instability, but also because Mutant Variations are disturbing perversions of normal bodily functions.

Anomalous Biology (• to ••••)

Subtle

Perpetual, Tiered

The Remade's body does not require all the essentials most human bodies demand.

The Deviant enjoys a bonus equal to the Variation's Magnitude on all attempts to feign death or otherwise pretend to be inanimate.

At the time the Deviant develops this Variation, choose a number of the following based on Magnitude — one at Magnitude •, two at Magnitude ••, four at Magnitude •••, six at Magnitude ••••, and all nine at Magnitude •••••.

- **Ageless:** This may only be chosen if the Variation is Persistent. The Deviant does not age. Unless his life is cut off by violence or accident, he is functionally immortal.
- **Bloodless:** The Remade's injuries — whether external or internal — do not bleed. She does not bleed out when her health track is filled with lethal damage, and she gains a ballistic armor rating equal to Scar Power, which stacks with any armor she wears.
- **Breathless:** The Deviant does not need to breathe. She cannot drown, choke, or suffocate. She enjoys a bonus equal to Scar Power on Stealth rolls where the sound or motion or her breath might give away her presence.
- **Heartless:** The Remade's heart does not beat. She is immune to poison and disease.
- **Hungerless:** This may only be chosen if the Variation is Persistent. The Deviant does not require food or water to survive and so does not suffer the effects of starvation or dehydration.
- **Lifeless:** The Remade's body does not generate heat. He treats extreme environments based on heat or cold as one level lower and does not show up on heat-based sensors.
- **Mindless:** Although the Deviant is capable of thought, she registers as brain dead. Attempts to analyze or manipulate her mind or emotions (or detect her lies) by mundane means (such as Empathy rolls) automatically fail, even if enhanced by physical equipment (such as a polygraph or truth serum). Supernatural powers of this kind provoke a Clash of Wills, but work normally otherwise.
- **Painless:** The Remade does not experience pain in a way that interferes with his behavior. This halves any wound penalties he suffers (rounding penalties down). Additionally, he does not need to succeed on a Stamina roll to remain conscious if his health track is filled with bashing or lethal damage, although any actions made while suffering wounds that would otherwise incapacitate the Deviant suffer a -3 wound penalty (which is not halved).
- **Tireless:** This may only be chosen if the Variation is Persistent. The Remade does not need to sleep and never suffers fatigue.

The Cephalist's mind commands his body in ordinarily impossible ways, although it requires a concerted effort to maintain this control (Concentration; Controlled; Wits).

Several of the Invasive's autonomic biological functions have been replaced by cybernetic equivalents, but she is utterly dependent on replacement batteries (Dependency; Persistent).

The Mutant's body violates known laws of biology, lacking as it does many metabolic functions normally essential for living things. However, she is highly vulnerable to bright light (Bane; Persistent).

Deadly Ichor (• to •••••)

Overt

Discrete, Reflexive, Toggled

Acid, liquid nitrogen, poison, or some other dangerous substance courses through the Deviant's veins.

Whenever the Deviant suffers lethal damage from an opponent in melee range, her player may choose for her blood to spatter the attacker. This ichor is built like a melee Lash (p. XX) of equal Magnitude, but the Remade resolves the attack as a reflexive action. Multiple attackers can trigger these counterattacks during the same turn. The Deviant may choose the following as one of the Lash's effects (i.e. in lieu of one such as Deadly, Envenomed, or Forceful):

- **Contact:** The Ichor's counterattack responds to any successful Brawl or Weaponry attack, even if it inflicts bashing or no damage (such as a touch attack).

Deviations

- **Aura (+1 Magnitude):** The Ichor's counterattack responds to any Brawl or Weaponry attack, even one that does not succeed.
- **Pressurized (+1 Magnitude):** The ichor is instead built as a ranged Lash (p. XX) and can also be triggered by successful ranged attacks made by attackers within range.
- **Retaliatory (+2 Magnitude):** As Pressurized and exclusive with it, except even unsuccessful ranged attacks may trigger the Ichor.

For the first hour after she eats a full meal, the Chimeric's blood acts as a contact poison (Involuntary Stimulus; Involuntary; Stamina).

The steam-powered Invasive vents steam at his attackers, but once the pressure is released, it takes awhile to build up new steam (Cooldown; Controlled; Dexterity)

The Mutant's blood is a corrosive acid, and even a papercut sends it spraying out of the wound unless she actively stanches the flow (Relentless Variation [Depletion]; Persistent).

Inhuman Digestion (• to •••••)

Overt

Tiered, Toggled

The Remade is capable of consuming, digesting, and subsisting on food that could not normally sustain human life.

This Variation allows the Deviant to survive in the absence of ordinary food and to destroy evidence with ease. Nothing she eats causes her digestive distress or injury, whether it is rotten food, gasoline, or broken glass.

Although not Directed, this Variation can be paired with the Channel effect of a Lash (p. XX), allowing the Remade to bite (and potentially consume) objects and enemies without needing to grapple them first — or without being within melee range (if using a ranged Lash). Any armor-piercing rating or capacity to inflict aggravated damage granted by Inhuman Digestion applies to all attacks made with the Lash that channels it.

At Magnitude •, the Broken can consume substances with a Durability of 1, including foodstuffs that are normally inedible. Her teeth have a damage rating of 0L with armor-piercing 1.

At Magnitude ••, when the Remade successfully bites (and damages) another Deviant, she may gain one of the victim's Variations until the end of the scene, as well as its entangled Scar at its full Magnitude. She can choose the Variation she steals this way (if known). Otherwise, she takes one at random. This effect does not deprive the victim of the ability to use the stolen power.

At Magnitude •••, once per chapter, when the Broken uses the Magnitude •• effect, she may instead choose to gain the stolen Variation until the end of the chapter, during which time the victim loses the Variation. If all Variations entangled with the same Scar are stolen in this way, the victim also loses the Scar for as long as this effect lasts. Further, the Remade may spend Experiences to purchase the stolen Variation, acquiring it and the entangled Scar permanently (even if not currently suffering medium or major Instability), while stripping it away from the victim (although the Sanctity of Merits applies). Consuming all of a Deviant's Variations eliminates his Scars, but it does not reverse the other effects of the Divergence.

Deviations

- **Adamant Jaws (+1 Magnitude):** The Remade can devour objects and materials whose Durability is no greater than 1 + half Scar Power (rounded up), and her teeth have a damage rating of 0L with an armor-piercing rating equal to 1 + half Scar Power (rounded up).
- **Cannibalize (+1 Magnitude):** The transformed may devour the flesh of other humans and humanlike supernatural beings to fortify herself. The damage she inflicts with her bite is aggravated instead of lethal, and she heals one lethal or bashing damage for every point of aggravated damage she inflicts.

The Coactive fires a coruscating beam of light at his enemies that drains their life force and renews his, but its energies are poisonous to both body and mind (Genetic Disorder; Persistent; Deviation: Nightmares; connected to a ranged Lash with the Channel effect).

The Invasive's stomach has been replaced with a gold-lined sac of powerful acids capable of dissolving most materials. This chamber can rupture when the Deviant suffers damage, however, leaking corrosive chemicals (Hemophilia; Persistent).

The Mutant's mouth, teeth, and jaws are comprised of organic, alien metal, but his appetite is not unlimited (Depletion; Controlled; Dexterity).

Rapid Healing (• to •••••)

Subtle

Discrete, Perpetual

The Deviant's body works tirelessly and unerringly to restore itself.

This Variation must be Persistent. This Variation cannot heal damage (or restore missing or damaged limbs or organs) caused by Scars (such as Perilous Variation) or Adaptations (such as Adrenaline Surge or Overclock).

At Magnitude •, the Deviant's natural healing times are halved.

At Magnitude ••, the Remade heals one bashing damage per turn in action scenes and heals all bashing damage at the end of each scene. This also removes minor ailments such as colds, food poisoning, or sprains.

At Magnitude •••, as Magnitude ••, but the Deviant also heals all lethal damage at the end of each chapter. This also cures most diseases and purges the Broken's body of toxins.

At Magnitude ••••, as Magnitude •••, but the Deviant instead heals one bashing or lethal damage per turn in action scenes, heals all lethal damage at the end of each scene, and heals all

aggravated damage at the end of each chapter. This also regenerates damaged or destroyed limbs and organs, eliminating relevant Persistent Conditions such as Blind or Crippled.

At Magnitude ••••, as Magnitude •••, but the Deviant is nearly invulnerable to death, except as the result of Instability. Even if decapitated, dismembered, or incinerated, his body still makes itself whole. After being killed, the Broken's body can remain inert for as long as his player wishes, such as to wait for enemies to leave the scene or until he is no longer immersed in a vat of strong acid. When he rises from the dead, the Deviant heals points of aggravated damage equal to Scar Power.

The Coactive Symbiote doesn't remember the assassination missions her body carried out on behalf of her old employers because the spirits they coaxed into possessing her never let her — at least not until she convinced one to help her escape (Amnesia; Persistent).

The Invasive contains powerful nanites capable of rebuilding his body from a fragment, if necessary. They have done her mental health no favors, however (Murderous Urge, Persistent).

The Mutant possesses regenerative abilities that would make a starfish jealous. Although he heals quickly, he also feels pain more keenly (Fragility; Persistent).

Sacred Flesh (• to ••••)

Subtle

Discrete, Toggled

The Remade decants some of her power into a form that can grant others temporary access to miraculous powers.

This Variation allows the Deviant to impart a single, Scar-free secondary Variation chosen (including any optional effects and/or Deviations) at the time she develops Sacred Flesh. However, she cannot grant the secondary Variation to herself. The Broken may purchase Sacred Flesh any number of times, and each time allows her to grant a different secondary Variation.

- The character who gains the secondary Variation has full command of it, exactly as though she were a Deviant wielding it, and it lasts until the end of the scene. A Baseline who is unprepared for this power may suffer a breaking point (p. XX) or may cause unintended harm because he is unfamiliar with his new capabilities.
- The secondary Variation uses the user's traits to calculate Scar Power, Scar Finesse, and so forth. Non-Deviants always have an Acclimation of 0 and calculate Clash of Wills using the Magnitude of the secondary Variation.
- Although Sacred Flesh is a Subtle Variation, its secondary Variation can be Overt. However, any conspiracy attention a secondary Variation attracts usually falls on the one who consumes the material, rather than on the Deviant who harvested it.

At the time the Broken develops Sacred Flesh, choose one method by which the Remade bestows the secondary Variation:

- **Boon:** The Deviant bestows the secondary Variation to a target in range as a Directed effect.
- **Secretion:** Once per chapter, the Remade may produce a substance that another character may consume in order to gain the benefits of the secondary Variation. The material might be the

secretions of an alien gland below her chin, her saliva, or a small piece of a shoulder muscle, for example, but it could also be a pearl of pure thought, a spell placed on a talisman, or a blessing passed through the laying of hands. Material has no function other than giving form to a Variation, although the secondary Variation could manifest as a supernatural tool or weapon. The one seeking its benefits might need to eat, drink, inject, smoke, or spread the material on his skin to do so, or he might need to speak a prayer to activate the talisman or perform a short dance to call upon the Deviant's blessing. It is possible for someone to consume material without realizing he is doing so, such as a Variation delivered with a kiss or one baked into his food. In any case, the Broken's player must decide on both the form the secretion takes and the method by which it must be consumed when the Deviant develops Sacred Flesh. Any unused material loses its potency at the end of the next chapter. This method produces a number of doses of the substance equal to Scar Power.

- **Token:** As Secretion, except the Remade suffers a minor Instability when calling upon this method. However, the token remains potent until it is consumed or destroyed. This method produces a number of tokens equal to Scar Power.

- **Fragment:** As Token, but a fragment is reusable (and so more often takes the form of a weapon or jewelry). It can bestow the secondary Variation to a character who employs it once per chapter (Adaptations cannot overcome this). The Broken may create a single fragment per story without any personal consequences, but each additional such fragment during the same story inflicts a medium Instability.

At Magnitude •, choose a Magnitude • secondary Variation.

At Magnitude ••, choose a Magnitude •• secondary Variation.

At Magnitude •••, choose a Magnitude ••• secondary Variation.

At Magnitude ••••, choose a Magnitude •••• secondary Variation.

At Magnitude •••••, choose a Magnitude ••••• secondary Variation.

Deviations

- **Flexibility (+1 Magnitude):** The Deviant may bestow the secondary Variation by an additional number of methods equal to half Scar Power (rounded up).

- **Self-Cannibalism (+1 Magnitude):** The Broken can benefit from the secondary Variation granted by Sacred Flesh.

The Cephalist can produce a sword made of pure thought, which she may give to another person to wield (Tribulation; Controlled; Wits; Secondary Variation: Lash).

The Chimeric periodically sheds his skin like a snake, and those who pull this gauzy garment over their shoulders become invisible. (Power Build-up; Involuntary; Stamina; Deviation: Uncontrollable Variation; Secondary Variation: Camouflage).

The Mutant's flesh grants remarkable powers to those who eat it, but harvesting it requires cutting it out of him (Perilous Variation, Controlled, Dexterity; Secondary Variation: Any).

Scars

The price a Deviant pays for his Variations are Scars. Scars are divided by activation method — **Controlled Scars**, **Involuntary Scars**, and **Persistent Scars**. **Deviations** that can apply to multiple Scars are listed separately.

Controlled Scars

Controlled Scars are inextricably tied to the active use of their combined Variations.

Controlled Scars impose their price each time one of their Variations is activated. If a Scar is entangled with multiple Variations, the Scar's effect applies separately to each Variation.

Most Controlled Scars can be purchased more than once, exacting their price on all their entangled Variations. Repeatable Controlled Scars may have a different criteria for each purchase, if desired.

Concentration (• to •••••)

Keywords: Mental; Subtle; Repeatable

The Variation demands constant, intense concentration to maintain, and any distraction can cause it to fail or to get out of control — or make it impossible to activate in the first place.

At Magnitude •, whenever an unexpected surprise or other distraction causes the entangled Variation to shut down (or prevents her from activating it) in a way that creates a complication for the Deviant, the player may take a Beat.

At Magnitude ••, whenever the Remade suffers lethal (or aggravated) damage not caused by a Scar or Adaptation, whenever she Falters, or whenever she suffers the Stunned Tilt or the Distracted Condition, the entangled Variation deactivates unless her player succeeds on a Scar Resistance roll. She may activate the Variation again on a future turn.

At Magnitude •••, as Magnitude ••, and choose one:

- **Tenuous:** Whenever an attack or hostile power successfully targets the Remade and either deals damage or imposes a deleterious Tilt, Condition, or other unwelcome effect, the entangled Variation deactivates unless her player succeeds on a Scar Resistance roll.
- **Unfocused:** The Broken cannot attempt to activate an entangled Variation if under the influence of a distracting Tilt or Condition (such as Deprived, Distracted, Frightened, Intoxicated, Insane, Insensate, or Stunned) except by first succeeding at a Scar Resistance roll, which is allowed once per minute (once per turn, in action scenes).

At Magnitude ••••, both Magnitude ••• effects apply.

Deviations

- **After-Effect (+1 Magnitude):** This is only available if all entangled Variations are Directed. Choose a negative temporary Condition. If the character concentrates on directing the Variation for consecutive turns greater than her Scar Resistance, she suffers that Condition when the entangled Variation deactivates.
- **Self-Doubt (+1 Magnitude):** If an entangled Variation deactivates because something broke the Deviant's concentration, she may not attempt to activate it again until the end of the scene.

- **Single-Minded (+1 Magnitude):** This is only available if all entangled Variations are Directed. If the Broken does not direct the Variation's effect at least once per minute (once per turn, in action scenes), it deactivates unless she succeeds on a Scar Resistance roll.

Cooldown (• to •••••)

Keywords: Any; Subtle; Directed, Repeatable

The Variation overheats, overclocks, or overwhelms the Remade whenever he directs it, requiring a cooldown period before he can safely direct it again.

At Magnitude •, each additional time the character directs the Variation after the first in a scene, he risks overheating it; the player may accept a Beat for the Variation to fizzle out or cause complications for him or his allies the more he uses it.

At Magnitude ••, whenever the character directs the entangled Variation without waiting one full minute (or turn, in action scenes) after the last time he directed it, each Scar Finesse roll his player makes to direct the entangled Variation suffers a cumulative -1 penalty. This penalty resets to 0 after one minute/turn without Directing the Variation.

At Magnitude •••, as Magnitude ••, but instead of resetting to 0, the penalty decreases by one each minute/turn the Remade goes without directing the entangled Variation.

At Magnitude ••••, as Magnitude •••, and choose one:

- **Blackout:** If the roll to direct the entangled Variation results in a dramatic failure, the Variation deactivates at once and cannot be activated again during the current scene.
- **Ponderous:** The penalty decreases by one every two minutes/turns the Broken goes without directing the entangled Variation.

At Magnitude •••••, the Deviant suffers both Magnitude •••• effects.

Depletion (• to •••••)

Keywords: Any; Subtle; Repeatable

The Remade uses up whatever powers the Variation quickly, requiring him to recharge or replenish it often. The Variation may literally run on batteries or electricity, or he may need to consume a particular fuel or reload a weapon.

Each instance of this Scar requires a different kind of recharge.

At Magnitude •, the Variation runs out of juice and deactivates at dramatic moments when the character needs it most. The player can accept a Beat to declare the Variation depleted when it would cause him or his allies problems.

At Magnitude ••, the Variation lasts a number of minutes (turns, in action scenes) after activation equal to the character's Scar Resistance before it needs recharging. Recharging the Variation takes an instant action.

At Magnitude •••, as Magnitude ••, but the character loses his Defense while recharging the Variation, and each recharge within the same scene adds one additional instant action to the time it takes. If he stops recharging before the power is ready again, he loses all progress and must start over.

At Magnitude ••••, as Magnitude •••, and choose one:

- The Variation only lasts one minute/turn before it needs recharging.
- Alternatively, recharging the Variation takes (6 - Scar Resistance) hours instead of one or more instant actions; the character still loses his Defense while recharging, doesn't replenish Willpower even if he sleeps during that time, and can't take non-reflexive actions and recharge at the same time. If this process is interrupted, he keeps the progress and can pick up where he left off.

At Magnitude ••••, as Magnitude ••••, but *both* effects apply; effectively, the Variation can only be used once per scene.

Deviations

- **Hazardous Recharge (+1 Magnitude):** Recharging the Variation inflicts one point of lethal damage on the character; the fuel he must consume is poisonous, recharging the power electrocutes him, etc.

Deterioration (• to •••••)

Keywords: Physical; Overt; Repeatable

The more the Broken relies on the Variation, the more her body deteriorates. Her parts might fall off or grow increasingly unmanageable tumors at an accelerated pace, her skin and organs might age too fast, turn inside out, or fester with decay, or she might melt into a foul-smelling gob of flesh little by little.

Each instance of Deterioration affects a different limb or sense.

At Magnitude •, upon activating the Variation, one or more of the character's body parts deteriorate. The Storyteller may offer a Beat to temporarily incapacitate the part at the wrong moment or cause horrified reactions in onlookers.

At Magnitude ••, upon activating the Variation, the character's player makes a Scar Resistance roll. On a failure, the Deviant suffers one of the following Tilts (p. XX) of the player's choice, depending on which body part deteriorates: Arm Wrack, Blinded, Deafened, or Leg Wrack. The Tilt fades at the end of the scene.

At Magnitude •••, as Magnitude ••, but choose one:

- **Lingering:** The Tilt's effects last until the end of the chapter, instead. Outside of action scenes, this imposes the Blinded, Deafened, or Crippled Persistent Conditions.
- **Painful:** The character also suffers a point of bashing damage upon activating the entangled Variation.
- **Severe:** The character instead suffers the Tilt in both arms, ears, eyes, or legs.

At Magnitude ••••, the character suffers from two of the Magnitude ••• effects.

At Magnitude •••••, the character suffers from all three Magnitude ••• effects.

Fluctuating Variation (•••)

Keywords: Any; Subtle; Repeatable

The Variation is wild and unreliable, sometimes sputtering out and sometimes overflowing with uncontrollable power.

- When entangling this Scar, the Deviant's player must determine how it functions at every available Magnitude. For most Variations, this means choosing its configuration at Magnitude 1, 2, 3, 4, and 5, but many Scars have a narrower range (1-3, 2-4, 1-4, 2-5, etc.). Whenever this Scar causes the Variation to change Magnitude, all its key variables follows this initial model. She must decide all the effects her Lash has at each Magnitude (p. XX), for example, or decide whether she gains access to Crush/Dismember or Force Field when her Telekinesis is at Magnitude •••• (p. XX).
- When first activated, an entangled Variation's Magnitude is equal to the successes on its activation roll.
- Every several minutes of activation (every turn, in action scenes), the Deviant's player declares whether she wishes to increase or decrease the current Magnitude of the Variation by 1 and makes a Scar Resistance roll. On a success, the Magnitude fluctuation obeys the Remade, but future such fluctuation rolls during the Variation's current activation suffer a -1 penalty. On a failure, it moves in the opposite direction, although future fluctuation rolls enjoy a +1 bonus.
- If fluctuation would have an impossible result (i.e. increasing Magnitude when it is already at the highest possible Magnitude for that Variation or decreasing it when it is already at the lowest), the Magnitude remains unchanged, but the resulting bonus or penalty to future fluctuation rolls is instead +2/-2.

Perilous Variation (• to ••••)

Keywords: Physical; Overt; Repeatable

The Variation is dangerous to the Deviant. It might come with a side effect like an energy backlash or psychic feedback, or it might involve an implant physically tearing through her flesh. Perhaps she channels power from a sinister force that wants to hurt her, or it takes so much effort to use that her body can't handle the strain. The effects are always outwardly noticeable, such as a nosebleed or uncontrollable trembling.

At Magnitude •, the Variation harms the character whenever he activates it, but the damage — while painful — is mostly cosmetic and doesn't stick around. The player may accept a Beat for the pain to be distracting enough to hinder the Broken or her allies.

At Magnitude ••, upon activating the Variation, the character takes a point of bashing damage.

At Magnitude •••, as Magnitude ••, but the damage is lethal instead.

At Magnitude ••••, as Magnitude •••, but the damage is aggravated instead.

Deviations

- **Ongoing (+2 Magnitude):** This may only entangle Directed Variations. The Scar deals its damage upon the Variation's activation *and* every time the character directs its effects. This Deviation can't modify the Magnitude • version of this Scar.

Persistent Drawback (• to ••••)

Keywords: Any; Subtle; Repeatable

The Variation carries more insidious drawbacks than most Controlled Variations do.

Choose a Persistent Scar (p. XX) with Magnitude equal to this Scar's Magnitude. All Variations combined with this Scar also suffer that Persistent Scar, but only while one or more of those Variations are active.

Each instance of this Scar *must* apply a different Persistent Scar or one with the Repeatable keyword.

Deviations

- **Continual (+1 Magnitude):** The chosen Persistent Scar manifests whether the combined Variations are active or not.

Power Failure (• to •••••)

Keywords: Any; Subtle; Repeatable

The Variation breaks down under certain circumstances, which the player chooses when he acquires this Scar. These circumstances are uncommon but not unusual — such as “when the Remade suffers lethal damage,” “when deafened,” or “inside a church.”

Each instance of Power Failure may have a different failure circumstance.

At Magnitude •, whenever the character is in the presence of his weakness, he may not be able to activate the entangled Variation. If it is already active, it gradually loses Magnitude until it falls below the Variation's minimum Magnitude, at which point it deactivates. Whenever the Broken is exposed to his weakness, the player may accept a Beat for an entangled Variation to lose potency, deactivate, or fail to activate.

At Magnitude ••, when the character encounters his weakness while the Variation is active, that Variation loses one Magnitude per minute (or per turn in action scenes) unless the player succeeds on a Scar Resistance roll. Scar Finesse rolls to activate the Variation in the presence of the weakness suffer a penalty equal to (6 - Scar Resistance).

At Magnitude •••, as Magnitude ••, but when the failure circumstance comes into play, the Variation ends immediately rather than losing Magnitude (although a Scar Resistance roll is still allowed). The character can't reactivate it until the circumstance ends.

At Magnitude ••••, as Magnitude •••, but once the Variation deactivates, it doesn't regain functionality and can't be reactivated for the rest of the scene.

At Magnitude •••••, as Magnitude ••••, but it can't be reactivated until the end of the *chapter*, instead.

Deviations

- **Rare (-1 Magnitude):** The situations that depower the Scar are very specific, such as “when a Loyalty Touchstone is a target” or “when special equipment is employed” or “while the Remade is in contact with a rare substance.”
- **Common (+1 Magnitude):** As Rare and exclusive with it, the vulnerability is instead commonplace — such as “when the character loses his temper,” “when he takes any damage,” or “when someone removes his mechanical limb with a successful disarm action.”

Preparation (•• to •••••)

Keywords: Any; Subtle; Repeatable

The Variation requires preparation or charging up before the Broken can use it. For instance, she may need to concentrate or meditate, build up energy, perform a ritual, or bargain with an internal entity for the right to use the power.

Each instance of this Scar requires a different ritual.

At Magnitude ••, the character must perform an action that takes one minute (or one turn in action scenes) before activating the Variation.

At Magnitude •••, as Magnitude ••, but the Variation's activation is an extended action with an interval of one minute/turn, requiring total successes on the activation roll equal to (Variation's Magnitude + Scar's Magnitude + 1), and the character loses her Defense during preparation.

At Magnitude ••••, as Magnitude •••, but add two successes to the total required.

At Magnitude •••••, as Magnitude ••••, but instead add four successes to the total required.

Deviations

- **Lengthy (+1 Magnitude):** The ritual instead requires five minutes (two turns in action scenes).
- **Grueling (+2 Magnitude):** As Lengthy and exclusive with it, but the ritual instead requires 15 minutes (three turns in action scenes).

Tabula Rasa (• to •••••)

Keywords: Mental; Subtle

Whenever the transformed activates the Variation, it's only a matter of time before the stress cracks his mind, and memories fall into the space between. Once he has a moment to decompress, he forgets it all — everyone he met, every victory he won and loss he suffered, every goodbye he said.

At Magnitude •, the character forgets details about what happened while the Variation was active. The player can accept a Beat for his character to forget something important that comes back to bite him or causes complications.

At Magnitude ••, the Deviant's memories of events that happen while he uses the Variation are unreliable. Anytime he would need to remember such an event, his player must succeed on a Scar Resistance roll to do so. Other rolls to know or remember information he learned during those times suffer a -2.

At Magnitude •••, at the end of the scene in which the character activated the Variation, he forgets everything that happened in that scene after the point of activation. Later, he may spend a Willpower point to temporarily regain that memory for one scene, as long as something strongly reminds him of the missing events, such as an impassioned recap from someone who was there or another eerily similar event unfolding before his eyes. Once he's spent Willpower equal to the Variation's Magnitude this way, he regains the memory permanently. Any Conditions or supernatural effects imposed upon him during the missing time remain — he may not remember how they came about, but they still affect him.

At Magnitude ••••, as Magnitude •••, but choose one:

- **Permanence:** The character can't spend Willpower to regain the memories, temporarily or otherwise; they're gone for good.

- **Rapid:** The character forgets everything at the end of every minute that passes while the Variation is active (or each turn in action scenes), losing track of what he was just doing with potentially disastrous consequences.

At Magnitude ••••, as Magnitude ••••, but *both* effects apply.

Tribulation (••• to •••••)

Keywords: Mental; Subtle; Repeatable

Using the Variation is a struggle. It requires extra effort — incredible focus, finding the perfect mindset, or overcoming traumatic memories, for instance.

At Magnitude •••, the player must spend a Willpower point each time the character activates the Variation.

Deviations

- **Meditation (+1 Magnitude):** Spending the Willpower to activate the Variation takes a separate instant action.
- **Draining (+2 Magnitude):** This can only entangle Directed Variations. The player must spend the Willpower each time the character activates the Variation *and* on any turn on which she directs it.

Unstable Variation (•• to •••••)

Keywords: Any; Subtle; Repeatable

The Variation is more erratic than most, sending the Deviant spiraling toward a loss of control whenever he uses it.

At Magnitude ••, the first time the character activates the Variation in a given chapter, he gains one minor Instability.

At Magnitude •••, as Magnitude ••, but the Instability is medium instead.

At Magnitude ••••, as Magnitude •••, but the Instability is major instead.

Deviations

- **Severe (+2 Magnitude):** The Broken gains the Instability the first time he activates the Variation in a given *scene* instead.

Involuntary Scars

Involuntary Scars plague transformed who don't have full — or any — control over their powers.

Most Variations with an Involuntary Scar can be activated with a successful Scar Finesse roll (p. XX). In cases where the Variation activates unintentionally, this initial activation is a reflexive action. Resisting the manifestation of an Involuntary Variation when it would normally occur (or regaining control of it once it has) is more complicated.

Involuntary Stimulus (• to •••••)

Keywords: Any; Subtle; Repeatable

The Variation activates on its own under certain circumstances, which the player chooses when she acquires this Scar. These circumstances are uncommon but not unusual — such as “when exposed to freezing temperatures,” “under a full moon,” “when exposed to direct sunlight,” or “at the sound of chimes.”

Each instance of Involuntary Stimulus provides a different activating circumstance.

At Magnitude •, the Variation may activate on its own in the stimulus’ presence, possibly at highly inconvenient moments, for the Deviant. If the Variation is Directed, the Storyteller may offer a Beat to direct the Variation for a single turn on which the Remade does not do so (or select its target and effect at random). Once activated, the character can deactivate an entangled Variation as an instant action, even if the stimulus persists, but it might reactivate a short while later (turns in action scenes, minutes in other scenes) if the stimulus is still present.

At Magnitude ••, if the Scar activates due to exposure to the stimulus, it and all its entangled Variations are considered Overt, this scene. In addition, choose one:

- **Insistent:** The Variation(s) *always* activates in the stimulus’ presence unless the player makes a successful Scar Resistance roll. If exposure continues, the Storyteller might call for more Scar Resistance rolls — no more often than once per turn in action scenes, once every several minutes in non-action scenes — with a penalty equal to the number of consecutive, successful Scar Resistance rolls the Deviant’s player has made, this scene.
- **Reactive:** Once the Variation is active, the Broken cannot deactivate it while in contact with the stimulus. Getting clear of the stimulus often involves an instant action and a roll of some kind, depending on the circumstances. This might be Resolve + Composure to calm down in the face of an emotion-based stimulus, for example, or Wits + Survival to bundle up against a cold-based one.

At Magnitude •••, the Remade suffers both Magnitude •• effects.

Deviations

- **Rare (-1 Magnitude):** The situations that trigger the Scar are very specific, such as “while someone is singing a specific song” or “while the Remade is in contact with a rare substance.”
- **Common (+1 Magnitude):** As Rare and exclusive with it, the stimulus is instead commonplace — such as “at room temperature” or “exposure to fluorescent lighting.”
- **Uncontrollable (+2 Magnitude):** This is exclusive with Common and Rare; the Deviant’s player may define a stimulus that is more common or rarer, but doing so doesn’t increase or decrease the Scar’s Magnitude. The transformed can’t activate the combined Variation *except* involuntarily.
- **Unpredictable (+1 Magnitude):** The Variation activates according to the chosen stimulus *and* at other, unexpected times; the Storyteller may choose one or more additional secret stimuli that may or may not be discoverable.

Power Build-Up (• to ••••)

Keywords: Any; Subtle; Repeatable

The Remade's power wants to spill out at every opportunity, and it's all he can do to keep it bottled up inside. If he holds it back for too long, his internal volcano erupts and his power lashes out in catastrophic fashion.

At Magnitude •, if the character doesn't use the entangled Variation often enough, it sometimes explodes out of him and causes harm to him, his allies, innocent bystanders, and anything else unfortunate enough to be close by. The player can accept a Beat to make his power erupt in a way that hurts someone his character doesn't want to hurt or causes significant setbacks. If the Variation is Directed, the Storyteller may offer a Beat to direct the Variation for a single turn on which the Remade does not do so (or to select its target and effect at random). Once activated, the character can deactivate an entangled Variation as an instant action.

At Magnitude ••, as Magnitude •, and all the Variations entangled with the Scar are considered Overt. In addition, choose one:

- **Insistent:** The Storyteller may activate one of the entangled Variations up to once per chapter. The Deviant's player may refuse this activation with a successful Scar Resistance roll. If this roll succeeds, the Storyteller may make another activation attempt in a later scene but may not attempt to trigger this Scar again during the current scene. Each consecutive successful roll to resist activation imposes a -1 penalty on future rolls to resist involuntary activation.
- **Volcanic:** Once activated, entangled Variations are difficult to bring back under control, requiring a successful Scar Resistance roll to deactivate it prior to the end of the scene. This roll is allowed once every several minutes (one per turn, in action scenes) and enjoys a bonus equal to the number of consecutive, failed Scar Resistance rolls that preceded it this scene.

At Magnitude •••, choose one:

- **Compounded:** The Remade suffers both Magnitude •• effects.
- **Uncontrollable:** The Broken must have chosen Insistent as his Magnitude •• effect. The transformed can only voluntarily activate a combined Variation once per chapter, and this limit cannot be exceeded by means of Adaptations. The Storyteller may attempt to activate an entangled Variation involuntarily up to once per scene. The Scar Resistance rolls to refuse this activation enjoy a bonus equal to the number of times an entangled Variation has been successfully activated during the current chapter.
- **Destructive:** The Broken must have chosen Volcanic as his Magnitude •• effect, and at least one entangled Variation must be Directed. The Storyteller may direct an entangled, Directed Variation on any turn on which the Remade does not do so (or randomly determine its target and effect). The Deviant may only deactivate a Directed Variation linked to this Scar by succeeding on a Scar Resistance roll with a bonus equal to the number of times the Storyteller has directed the Variation since it was activated, and a penalty equal to the number of times the player directed it since it was activated.

At Magnitude ••••, at least one entangled Variation must be Directed. The Deviant suffers from all three Magnitude ••• effects.

Character Design: Power Build-Up

If you add the Indelible Mark or Short Circuit Deviation (p. XX) to the Power Build-Up Scar, your character will pay a personal price or suffer an unpleasant side-effect each time her Variations activate of their own volition.

Persistent Scars

Persistent Scars never stop plaguing the Deviant, whether she's using her powers or not. A player may only combine them with Persistent Variations, except when a Deviation says otherwise.

Addictive Variation (• to •••••)

Keywords: Mental, Physical; Subtle; Toggled

The Deviant's Variation acts as, or literally is, an addictive drug. She experiences a unique high whenever she uses it, and withdrawal whenever she goes too long without doing so.

At Magnitude •, the character suffers when she doesn't use the Variation often enough. The player can accept a Beat to activate the power just to get a fix at an inopportune moment, or labor under withdrawal symptoms that hinder her.

At Magnitude ••, the character suffers the Persistent Addicted Condition (p. XX) regarding the Variation, which reasserts itself at the beginning of each chapter after it resolves. If she doesn't activate the Variation for at least a scene once per chapter, she gains the Deprived Condition (p. XX).

At Magnitude •••, as Magnitude ••, and choose one:

- **Disorienting:** Whenever the Variation is active, the character suffers the Intoxicated Condition (p. XX); during action scenes, this becomes the Drugged Tilt (p. XX).
- **Lingering:** The Deprived Condition resulting from this Scar is Persistent; the character earns a Beat whenever she uses the Variation at an inconvenient time just to get a fix or when her withdrawal symptoms cause problems, and it only resolves when she goes at least a story without toggling the Variation on at all or heals a medium or major Instability.

At Magnitude ••••, as Magnitude •••, and choose one:

- **Compounded:** Both Magnitude ••• effects apply.
- **Severe:** The Deprived Condition's effects worsen, inflicting a -2 to the relevant rolls instead of -1, and also affect derived traits.

At Magnitude •••••, as Magnitude ••••, but the Remade suffers from all Magnitude ••• and •••• effects.

Alternate Persona (• to •••••)

Keywords: Mental, Social; Overt; Repeatable

The Deviant sometimes becomes someone else. She prefers different aesthetics and fashions, different foods and activities — she may even join different organizations and have different mannerisms. The player should decide when she acquires this Scar what the Alternate Persona is like, and how they differ from the character herself. The change should be drastic enough that it's clearly noticeable to observers, although her physical appearance and traits (Touchstones,

Attributes, Skills, etc.) do not change. Each personality remembers what the other persona does while the Variation is active, but only vaguely or as dreams.

If developing this Scar multiple times, each one is tied to a different alternate persona.

At Magnitude •, the persona's basic goals are little different from the Remade's normal one, and the player determines when it takes (and relinquishes) control. Upon transforming, the Storyteller may assign a new Aspiration appropriate for the alternate persona. The player may accept a Beat to do something while portraying the new persona that sabotages the primary one, or for a relationship from whichever persona isn't currently dominant to cause complications.

At Magnitude ••, as the Magnitude • effect. In addition, once per chapter, at a time of the Storyteller's choosing, the alternate persona takes control until the end of the scene. The Deviant's player may make a Scar Resistance roll to resist this during the current scene, although this means the Storyteller can invoke it again in a later scene.

At Magnitude •••, as the Magnitude •• effect, but the Broken's player cannot deny this transformation.

Deviations

- **Forgetful Persona (-1 Magnitude):** The alternate persona doesn't remember anything that occurs while it is not dominant.
- **Blackouts (+1 Magnitude):** The primary personality doesn't remember anything the alternate persona does while it is dominant.
- **Cross-Purposes (+1 Magnitude):** The persona reallocates the character's Touchstones; they either treat all Loyalty Touchstones as Conviction ones, treat all Conviction Touchstones as Loyalty ones, or swap all Touchstones to the opposite track.
- **Bestial (+1-4 Magnitude):** When the Alternate Persona comes out, the Deviant loses touch with her humanity. Sapient thought eludes her, and her higher brain functions erode. At best, this causes stronger fight-or-flight instincts; at worst, it turns the Remade into a mindless beast.

At +1, the persona suffers the Insane Tilt (p. XX) whenever they participate in violent conflict. They can't take more than a few seconds to discuss or consider their next action at any time.

At +2, the persona suffers the Bestial Condition (p. XX) instead, which either resolves as normal or fades without granting a Beat at the end of the scene, whichever comes first. They can't build plans as equipment (p. XX) or plan ahead for a scene beyond the current one.

+3 functions as +2, but the Condition doesn't fade at the end of the scene, afflicting *both* personas until the Broken resolves it normally; and the alternate persona can't spend Willpower when taking actions that use Mental Skills.

+4 functions as +3, but the alternate persona can no longer tell friend from foe; the slightest provocation prompts a senseless rampage or sends them fleeing uncontrollably from their own Loyalty Touchstones.

Character Design: Alternate Persona

Make Alternate Persona the secondary Scar for an Involuntary Stimulus of "when the character sleeps" using the Indelible Mark Deviation (p. XX) to portray a

somnambulant Deviant who lives a whole other life while sleepwalking. You could even include the Nightmares Deviation (p. XX) to ensure this kind of sleep isn't restful.

Amnesia (• to •••••)

Keywords: Mental; Subtle

Important events in the Remade's history fade from his memory. Perhaps his Divergence wiped them from his mind, or his abilities take over so much of his consciousness that they push relationships and identity out. Inevitably, the missing moments come back to haunt him now when he least expects it.

At Magnitude •, scattered bits of the character's past slip from his mind. He suffers the Persistent Amnesia Condition (p. XX).

At Magnitude ••, as Magnitude •, and the character can't remember one key event from his pre-Divergence life at all. The player may work with the Storyteller to decide what it is, or let the Storyteller create one in secret to reveal over the course of the story. Rolls to remember details of events or facts he learned before his Divergence suffer a -2.

At Magnitude •••, as Magnitude ••, but the character forgets several key events instead, and the penalty increases to -4.

At Magnitude ••••, as Magnitude •••, but the character forgets a large contiguous chunk of his life instead — at least several years. Revelations about his past inflict the Shaken or Guilty Condition when they come up, chosen by the Storyteller.

At Magnitude •••••, the character is a blank slate, and remembers nothing at all from before his Divergence. Revelations about his past force a Faltering roll for one of his Touchstones, chosen by the Storyteller, as shameful secrets and dark intrigues he doesn't remember affect his current relationships.

Bane (• to •••••)

Keywords: Physical; Subtle; Repeatable

Something that should be harmless is anathema to the Broken, or something already harmful (such as fire) is especially so for him. It could be a kind of substance or object, like ivory or mirrors; energy, like bright light or the sound of sirens; or entity, like children or ghosts. Exposure to his bane hurts and weakens him. It may be a side effect of the combined Variation, a deliberate weakness his Progenitor baked into her, or a reaction to some aspect of his Divergence that was so traumatic it causes physical pain to experience anything similar.

At Magnitude •, the character's reaction to the bane resembles an allergic response. He might suffer a rash, migraine, or eye irritation. You take a Beat whenever the bane complicates a scene or when you capitulate to the demands of someone who inflicts it upon you (or threatens to do so).

At Magnitude ••, as Magnitude •, and while the character touches the bane (or is otherwise directly exposed, such as clearly hearing an aural bane), he can't heal damage by any means. He takes a point of bashing damage every minute of direct exposure (per turn, in action scenes). If

the bane ordinarily causes damage, upgrade the type of damage it deals (bashing to lethal to aggravated).

At Magnitude ••, as Magnitude •, but the damage is lethal, instead. A bane that is ordinarily harmful inflicts one additional point of damage.

At Magnitude •••, as Magnitude ••, but the damage is aggravated, instead. A bane that is ordinarily harmful inflicts twice its usual damage.

Deviations

- **Rare (-1 Magnitude):** The bane is very specific, such as a rare substance or a form of radiation or supernatural energy not typically found outside of controlled settings.
- **Common (+1 Magnitude):** As Rare and exclusive with it, the bane is instead commonplace — such as temperatures above freezing or wood.
- **Draining (+1 Magnitude):** Exposure to the bane reduces the Magnitude of all entangled Variations by 1 per minute/turn until the end of the scene.
- **Paralyzing (+1 Magnitude):** Exposure to the bane inflicts the Insensate or Stunned Tilt, as the player decides when choosing this Scar.

Conspicuous Appearance (• to ••••)

Keywords: Physical, Social; Overt

The transformed stands out in a crowd. He leaves a clear trail of gossip and reports for conspiracies to follow, and flying under the radar is difficult. His monstrous or eerily inhuman appearance may frighten or revolt others.

Any Overt Variation or Scar is noticeable; this Scar is for characters whose permanent appearances are particularly grotesque or attention-grabbing. Conspiracy rolls for surveillance against the Deviant enjoy a bonus equal to half the Magnitude of Conspicuous Appearance (rounded up).

At Magnitude •, the character's features are uncommon, but forgettable. He may have heterochromatic eyes, a sixth finger on each hand, or an unsettling grace; part of his body may appear alien, gross, or terrifying. These features are easily concealable and have no mechanical effects, but whenever they complicate his social interactions, you take a Beat.

At Magnitude ••, as Magnitude •, but the character's features are notably strange and incite people to talk about him, and they're harder to conceal. He may have an odd skin color, like blue or green, or his eyes might glow. The oddity might be too extensive or bulky to hide, or his mannerisms or entire appearance might fall into the uncanny valley. In any scene in which the character could attract unwanted attention, the player must roll Wits + Subterfuge, contested by any observer's Wits + Composure, to conceal his appearance from them. His Social rolls against any Baseline character who notices his appearance lose the 10-again quality; in Social maneuvering (p. XX), worsen their impression of him by one level.

At Magnitude •••, as Magnitude ••, but the change is barely concealable, inflicting a -3 to all rolls to disguise or hide the character's appearance. He suffers a Persistent version of the Notoriety Condition (p. XX) among *all* characters, not just Baselines; it grants a Beat whenever his appearance ruins his reputation or causes complications, and resolves only when he makes a

concerted effort to change a community's opinion of him for the better. It reasserts itself whenever he interacts with a new group or community after it resolves.

At Magnitude •••, as Magnitude ••, but the character's features are wholly unconcealable and fantastical enough to make headlines, or he's clearly part human, part something terrible. He may have enormous wings or monstrous limbs and horns, float a few inches off the ground, or leave contrails or fire wherever he goes. Observers automatically notice his appearance. Choose one of the following when he acquires the Scar:

- **Terrible:** All Social rolls he makes against Baselines use a chance die. The exception is Intimidation rolls, which enjoy a +2 bonus. In Social maneuvering, any Baseline's impression of him is always hostile.
- **Monstrous:** He suffers the Persistent Hunted Condition (p. XX), which reasserts itself at the beginning of the next story each time it resolves. The hunters pursuing the Remade are not part of the Web of Pain. Rather, they are people or supernatural creatures that regard him as a dangerous threat that must be neutralized.

At Magnitude ••••, the character looks completely inhuman, suffering both Magnitude •••• effects.

Dependency (• to ••••)

Keywords: Physical; Subtle; Repeatable

The Deviant is dependent on a particular kind of fuel, food, or medication. Without it, her body's natural processes gradually cease. Satisfying the dependency might be as simple as pumping ordinary gasoline into the engine that powers her heart, or as precarious as needing an injection of a serum that only her Progenitor knows how to make.

By default, the Broken needs something moderately difficult to acquire or consume, requiring rolls of some kind, which always suffer a penalty equal to (4 - half Stamina, rounded up). It could be a kind of animal meat local stores don't sell, requiring her to hunt and kill it herself; a common but awkward substance like gasoline, requiring a Crafts roll to hook a gas pump up to her body properly, or an illegal drug requiring illicit dealings to acquire; or something that requires a Resolve + Stamina roll to keep down, like blood, pure capsaicin, or chemicals not meant for drinking. The player can only try once per scene.

Each instance of this Scar pertains to a different dependency.

At Magnitude •, the player may accept a Beat for the character to run out of the substance or end up in a place where she can't access it; for someone to steal her reserves; or for something to ruin her supply, forcing her to embark on a dangerous mission to get more or letting the consequences of missing a dose hinder her or her allies.

At Magnitude ••, if the Remade has not consumed a dose of the substance since the beginning of the current chapter, she suffers deprivation symptoms until she does so. Choose one symptom when developing this Scar:

- **Fatigued:** The character suffers the Fatigued Condition (p. XX), which cannot be resolved until she both sleeps and resumes the regimen.
- **III:** The character does not heal naturally, cannot be healed supernaturally, and suffers a point of bashing damage each day.

- **Sluggish:** The Broken suffers a -3 penalty to Initiative and Speed, and a -2 penalty to Physical actions.
- **Submissive:** The Deviant suffers the Broken Condition. In action scenes, this is instead the Beaten Down Tilt.

At Magnitude ••, choose two symptoms, instead.

At Magnitude •••, choose three symptoms, instead.

At Magnitude ••••, the Remade suffers all four deprivation symptoms.

Deviations

- **Common (-1 Magnitude):** What the Deviant needs is instead commonplace and easy to consume, like aspirin, cat food, or just five times the daily calories a Baseline human would require.
- **Rare (+1 Magnitude):** As Common and exclusive with it. The Remade instead needs something unique or hard to come by, like human flesh or a magical substance only found in one place, or something that requires highly specialized and expensive equipment to get into her body. Rolls to do so are always contested, representing some kind of opposition to obtaining what she needs.

Fragility (• to •••••)

Keywords: Physical; Subtle

The Variation takes a toll on the Deviant's body. It might sap his strength, transform his bones to glass, or bleed him dry. Even if the problem is internal, it always shows — perhaps he becomes deathly pale or unnaturally gaunt, or his skin literally turns to porcelain.

At Magnitude •, the character is unnaturally vulnerable to harm. The player may accept a Beat for the character to become distracted by pain or temporarily incapacitated at an inopportune moment, causing complications.

At Magnitude ••, the first time in a scene the character's wound penalty increases, he suffers the Stunned Tilt (p. XX) for one turn.

At Magnitude •••, as Magnitude ••, but the character suffers the Tilt *every* time his wound penalty increases.

At Magnitude ••••, as Magnitude •••, but the character suffers the Immobilized Tilt (p. XX) instead, and it lasts (6 - Stamina) turns.

At Magnitude •••••, as Magnitude ••••, and at the end of any scene in which the character took damage, he suffers the Disabled Condition (p. XX), which doesn't resolve until *all* of his damage is completely healed.

Deviations

- **Weakened (+1-4 Magnitude):** For each +1 Magnitude, subtract one box from the character's Health track, to a minimum of one box.

Frozen Heart (• to •••••)

Keywords: Social; Subtle

The Remade has more trouble than most expressing herself and letting other people in. A wall of mechanical programming, deadened empathy, or even literal ice locks away her feelings.

At Magnitude •, the character stumbles in situations where emotional vulnerability would help, or turns away support when she needs it most. The player can accept a Beat for the character to do something dangerous alone or make a sacrifice to avoid opening up to someone.

At Magnitude ••, the character's actions with untrained Social Skills take a -3 instead of the usual -1. Reduce her maximum ratings in Empathy, Expression, and Persuasion by half this Scar's Magnitude (rounded up).

At Magnitude •••, as Magnitude ••, and the character gains the Stoic Condition (p. XX). It reasserts itself at the beginning of the next chapter each time it resolves.

At Magnitude ••••, as Magnitude •••, but the player may no longer choose to fail an appropriate roll or resistance to resolve the Stoic Condition — it must happen on its own. Also, when the character acquires this Scar, choose either Loyalty or Conviction Touchstones; whenever she would regain Willpower and heal Instability by upholding that type of Touchstone, she must choose one benefit or the other instead of gaining both.

At Magnitude •••••, as Magnitude ••••, but its effects apply to *both* types of Touchstones.

Genetic Disorder (• to •••••)

Keywords: Physical; Subtle

The Deviant's genes are defective, causing symptoms of a mysterious illness ordinary doctors can't properly diagnose or treat.

At Magnitude •, the character occasionally succumbs to bouts of fatigue and symptoms that hinder him. The player may accept a Beat for the character to suffer harm or a setback due to his illness.

At Magnitude ••, during action scenes, the character suffers the moderate Sick Tilt (p. XX). In non-action scenes, the Deviant suffers a penalty to equal to half the Magnitude of Genetic Disorder (rounded up) on actions that require physical strength or stamina.

At Magnitude •••, as Magnitude ••, and the character suffers the Fatigued Condition (p. XX) after staying awake for six hours instead of 24.

At Magnitude ••••, as Magnitude •••, but the character's Sick Tilt is grave instead.

At Magnitude •••••, as Magnitude ••••, and the character suffers a point of lethal damage from the disease each day unless his player succeeds on a Scar Resistance roll. Supernatural or specialized medical treatment from someone who has studied the Remade's condition and has access to the same kinds of methods employed in his Divergence can grant an equipment bonus on this roll.

Glitch (• to •••••)

Keywords: Mental; Subtle

The Broken's train of thought experiences hiccups — moments of static, abrupt flashbacks, another being's thoughts intruding on hers, or just gaps during which her mind blanks. She hears voices, sees things that aren't there, and feels phantom sensations on her skin. When the Scar is at its worst, she completely loses time or invents companions and foes who don't exist.

Whenever she suffers a mental or emotional Condition, her glitches should incorporate its influence.

At Magnitude •, the character gets distracted at crucial moments and takes action based on nonexistent stimuli. The player can accept a Beat for the character to automatically fail at an important action or other goal due to these glitches.

At Magnitude ••, whenever the character spends a point of Willpower, she can't spend more within the current scene until the player chooses to automatically fail a roll first.

At Magnitude •••, as Magnitude ••, and whenever she spends Willpower, the character suffers the Insane Tilt (p. XX) in an action scene or the Distracted Condition (p. XX) in other scenes. The Distracted Condition imposed by this Scar resolves when the character heals any Instability or chooses to fail an important action due to the Scar.

At Magnitude ••••, as Magnitude •••, but the Distracted Condition doesn't resolve until the character regains all Willpower.

At Magnitude •••••, as Magnitude ••••, and the character also suffers the Persistent Madness Condition (p. XX), which cannot be resolved except by suppressing the Scar.

Hemophilia (• to •••••)

Keywords: Physical; Subtle

The Deviant's blood is hungry to flow, pooling up inside him and pumping out of his veins any chance it gets. Injuries are particularly lethal, and even minor blows can cause internal bleeding.

At Magnitude •, the character has trouble stopping his wounds from bleeding, and getting injured is a serious concern. The player may accept a Beat for the character to suffer harm or a setback due to his condition.

At Magnitude ••, whenever the character takes bashing damage in a Health box that causes wound penalties, his leftmost point of bashing damage upgrades to lethal.

At Magnitude •••, as Magnitude ••, and whenever the character takes lethal or aggravated damage in a Health box that causes wound penalties, he takes another point of lethal damage automatically at the end of each subsequent turn. First aid or other medical attention halts the automatic damage, but if the character takes additional lethal or aggravated damage afterward, the Scar's effects kick in again.

At Magnitude ••••, as Magnitude •••, and at the end of any scene in which the character takes any damage, he suffers the Fatigued Condition (p. XX).

At Magnitude •••••, as Magnitude ••••, but the effects apply when the character takes the appropriate type of damage in *any* box, not just ones that cause wound penalties.

Deviations

- **Sickly (+1-4 Magnitude):** For each +1 Magnitude, subtract one box from the character's Health track, to a minimum of one box.

Lying Eyes (• to •••••)

Keywords: Social; Subtle

The Deviant has trouble convincing others she's sincere even when she's being completely truthful. Something about the way she speaks or carries herself engenders mistrust, regardless of her actual intent. Many transformed with this Scar throw up their hands and become habitual liars to bury their frustration, but some refuse, choosing instead to let their actions speak for them.

At Magnitude •, trying to tell the truth or convince someone to trust her backfires on the character in ways ranging from inconvenient to disastrous. The player may accept a Beat for the character to come across as shady or deceitful when she's trying to be honest and benign, automatically dramatically failing a Social action without rolling.

At Magnitude ••, the character suffers the Notoriety Condition (p. XX) whenever she interacts with strangers or people who have met her for the first time within the current scene. It resolves when she wins a given person's trust through rolled actions or deeds, but applies again next time she meets someone new.

At Magnitude •••, as Magnitude ••, and reduce all first impressions the character makes on any stranger by one level; every failure on a Social roll dealing with people she just met is a dramatic one.

At Magnitude ••••, as Magnitude •••, but the Magnitude •• effects apply whenever she interacts with *anyone* other than close friends and those whose trust she actively earns.

At Magnitude •••••, as Magnitude ••••, but strangers and people who have just met the character automatically have hostile first impressions of her, and she can only improve them by appealing to their Vices or using leverage until she definitively earns their trust.

Maintenance (• to ••••)

Keywords: Mental, Physical; Subtle

The part of the Remade's body or mind that provides the Variation breaks down without regular care. He may require medical attention, mechanical upkeep, emotional centering, or psychic cleansing.

At Magnitude •, the Variation stops working at inopportune moments, requiring a few minutes of maintenance to function again. The player may accept a Beat for the Variation to cut out when it would cause significant setbacks for the character or his allies.

At Magnitude ••, at the end of each story, the player takes a Build Equipment action (p. XX) to perform a "repair," using a roll appropriate to the type of maintenance he needs. Literally repairing a bionic arm uses Dexterity + Crafts, performing spot surgery uses Dexterity + Medicine, meditation uses Composure + Wits, and so on. The effective difference between the current and desired "equipment bonus" for purposes of the repair roll is equal to Maintenance's Magnitude. The Fragile and Volatile Conditions (p. XX) apply to the entangled Variations, when applicable. Resolving Fragile means the Variation stops functioning for the rest of the scene; resolving Volatile means the Variation keeps working but inflicts a minor Instability on the character in addition to the usual dramatic failure effects. The player can make Variation repair rolls as jury rigging actions if he wants to do it more quickly.

In some cases, another character can take the Maintenance action instead — for instance, to perform mechanical repairs, surgery, or therapy. Variations and other supernatural effects that repair or heal in the appropriate way can substitute for the usual Maintenance action.

At Magnitude ••, as Magnitude •, but the player must roll at the end of each chapter instead. Resolving Fragile also inflicts a level of lethal damage; resolving Volatile inflicts a medium Instability instead.

At Magnitude •••, as Magnitude ••, but the player must roll at the end of each scene instead. Resolving Fragile inflicts a level of aggravated damage instead; resolving Volatile inflicts a major Instability instead.

Misfortune (• to ••••)

Keywords: Social; Subtle

The Broken is supremely unlucky, subject to some cosmic curse or quirk of fate. At best, this misfortune is a nagging inconvenience for her; at worst, it puts her loved ones in danger as well and defines her by the maelstrom of catastrophes that follow in her wake.

At Magnitude •, little things make the character's life more frustrating anytime luck is a factor. Traffic lights turn red just as she approaches, she always draws the short straw and performs poorly in games of chance, and any uninformed guess she makes is wrong. The player may accept a Beat for the character to automatically fail at any significant action random factors could influence, or for some other misfortune to befall her in the current scene.

At Magnitude ••, at the beginning of each chapter, *and* whenever the character spends Willpower, the Storyteller marks down a point of active Misfortune. Once per scene, they may cash this Misfortune in to do one of the following: subtract three dice from the player's pool; add three dice to an opposing Storyteller character's pool; turn a normal failure the player rolls into a dramatic one; have an opponent win a tied contested roll; force the player to roll one action twice and take the worse result; or experience some other notable, if temporary, setback. All unused Misfortune vanishes at the end of the chapter.

At Magnitude •••, as Magnitude ••, but the Storyteller can spend the Remade's Misfortune to affect her, any of her Loyalty Touchstones, or any member of her cohort. They may do so once per character per scene, but only once per action. If another player's character would suffer harm or significant inconvenience from a Misfortune, that player receives the Beat, and any player can accept a Beat for their character to automatically fail at any significant action random factors could influence, once per scene per player. If multiple members of the cohort possess this Scar at Magnitude 3+, their per-chapter limits stack, although the once-per-action limit still applies.

At Magnitude ••••, as Magnitude •••, and whenever a threat has access to any of the character's allies or Loyalty Touchstones, that person is first in line for danger. Whenever the player makes a roll for her character to aid or protect one of these people, directly or indirectly, she rolls it twice and chooses the worse result whether the Storyteller spends Misfortune or not. Additionally, the Storyteller gains Misfortune anytime *any* of the cohort's members spends Willpower.

At Magnitude •••••, as Magnitude ••••, and the Storyteller may now spend as many Misfortune on a single action as they like, stacking effects where it makes sense, or imposing serious, long-lasting setbacks. Per-scene limits still apply; dice bonuses and penalties from Misfortune can't exceed -5 on any given roll.

Missing Limb (• to ••••)

Keywords: Physical; Overt

The Variation removes one or more of the Remade's limbs, or renders them unusable somehow. Perhaps he has a machine gun where his arm should be, or a sacred flame bestowed upon him the power to control fire but burned his legs beyond saving in the process.

At Magnitude •, the character is missing one or more limbs, but it only impairs him in dramatic moments the player chooses. He may accept a Beat to suffer a major setback due to the character's lack.

At Magnitude ••, the character is missing one limb, which the player chooses when he acquires this Scar. He permanently suffers either the Arm or Leg Wrack Tilt (p. XX) for the appropriate limb in action scenes.

At Magnitude •••, as Magnitude ••, but the character is missing two limbs; he permanently suffers the Arm or Leg Wrack Tilt for both of the appropriate limbs, or both Tilts for one each, in action scenes.

At Magnitude ••••, as Magnitude •••, but the character is missing all four limbs. He permanently suffers both the Arm and Leg Wrack Tilts for both limbs in action scenes, and the Persistent Disabled Condition (p. XX).

Murderous Urge (• to •••••)

Keywords: Mental; Subtle

The vengeance that lives in the Deviant's heart spills over into action more often than it should. No matter how diligently she disciplines herself or how often she promises to stay her hand next time, it never gets any easier to resist the need for blood.

At Magnitude •, the character often reacts more violently than a situation calls for. The player can accept a Beat for the character to employ disproportionate or inappropriate violence, when it would cause problems for her or her allies. At Magnitude 1, physical intimidation or fist-fighting suffices.

At Magnitude ••, the character escalates veiled threats to blatant ones, blatant threats to violence, and violence to deadly force. Anytime an opportunity to do so arises, the player must make a successful Scar Resistance roll to stop herself from escalating. Friendly sparring doesn't prompt this roll, but anything else is fair game. Each consecutive failed roll to resist further violence grants a +1 bonus on future such Scar Resistance rolls.

At Magnitude •••, as Magnitude ••, but if the player fails the Scar Resistance roll or chooses to forgo it, the character continues trying to deal lethal damage even if she achieves her original intent in the scene. She doesn't stop until she kills someone, or until she's forcibly prevented from causing harm for (6 - Scar Resistance) turns.

At Magnitude ••••, as Magnitude •••, but a single kill doesn't sate the character's bloodlust. Once her original victim is dead, she must succeed at this Scar's roll again or find another target, although she won't harm her Loyalty Touchstones or members of her cohort. To the Broken in this state, "foe" is a relative term; she targets a waitress who got her order wrong or a stranger who cut her off on the highway if no real enemies are nearby, and nothing stops her from provoking people into pissing her off.

At Magnitude •••••, as Magnitude ••••, but *anyone* is fair game for the character's violent urges, including Loyalty Touchstones and cohort members. Upon dramatically failing the roll to resist

the urge, the player may not roll again to prevent the character from killing one victim after another; the rampage lasts until the scene ends or something forcibly prevents her from continuing for (6 - Scar Resistance) turns.

Native Environment (• to •••••)

Keywords: Physical; Subtle

The transformed is only at home in a particular environment, such as in the water, in temperatures below freezing, or in the forest. The longer he languishes outside his native environment, the more it hurts him.

At Magnitude •, the character treats any non-native environment as a level 1 extreme environment (p. XX). Environments especially opposed to the character's native one count as one level higher; for instance, if his native environment is temperatures below freezing, a roaring fireplace filling a room with heat would be harder to deal with. The player may accept a Beat for the character to suffer hardships due to a non-native environment, or to be unexpectedly removed from his native one at an inopportune moment.

At Magnitude ••, as Magnitude •, and if the character spends more than a scene outside his native environment, he suffers from an appropriate Tilt until he returns to it. For instance, if his native environment is temperatures below freezing, he might suffer the Extreme Heat Tilt outdoors in springtime.

At Magnitude •••, as Magnitude ••, but non-native environments become level 2 instead, and the character always suffers an appropriate Tilt outside his native environment even if he hasn't spent a whole scene there.

At Magnitude ••••, as Magnitude •••, but non-native environments become level 3 instead, and the character's native environment narrows in scope or becomes more extreme. Using the examples above, he now needs salt water, sub-zero temperatures, or a forest with a specific kind of vegetation.

At Magnitude •••••, as Magnitude ••••, but non-native environments become level 4 instead.

Paranoia (• to •••••)

Keywords: Mental, Social; Subtle

All Deviants feel hunted, but this Scar ramps up the Remade's paranoia to unhealthy levels. She reacts with suspicion to anything that defies her expectations, and trusts no one at all other than her Loyalty Touchstones.

At Magnitude •, the character reacts with unwarranted suspicion to anything out of the ordinary, and constantly believes she's being watched or manipulated. The player may accept a Beat for this mistrust to cause significant setbacks.

At Magnitude ••, as Magnitude •, and whenever someone acts in a way that contradicts the character's idea of how they normally behave based on her personal experience, or something happens that falls outside her normal routine, her payer rolls Scar Resistance. If this roll fails, the Remade suffers a -2 to perception-based rolls, Social actions, and any dice pools to draw on Social Merits such as Allies or Contacts until the end of the scene. The anomaly needn't be violent or harmful; if the character's normal routine includes fighting and mayhem, an act of unexpected generosity or kindness could spark her Paranoia.

At Magnitude •••, as Magnitude ••, and while the penalties apply, the Storyteller makes all rolls to contest the Remade's Social and perception-based actions against any Storyteller character she doesn't implicitly trust in secret, and gives the player misinformation when she fails. The character gains the Spooked Condition whenever the effects kick in; this Condition doesn't fade at the end of the scene, requiring normal resolution.

At Magnitude ••••, as Magnitude •••, and whenever Paranoia kicks in, the Broken treats a relevant character of the Storyteller's choice as a temporary Conviction Touchstone that is not associated with a dot of Conviction. Any Storyteller character is eligible except the Deviant's Loyalty Touchstones. The Scar's effects don't fade at the end of the scene, instead only ending when the temporary Conviction Touchstone achieves exceptional success on an action to persuade the transformed they're trustworthy, or otherwise makes a grand and convincing gesture to that effect. The Spooked Condition must resolve as normal.

At Magnitude •••••, as Magnitude ••••, and while Paranoia's effects are in play, all of the character's Loyalty Touchstones become Conviction ones as well.

Phobia (• to ••••)

Keywords: Mental; Subtle; Repeatable

The Remade is irrationally afraid of something that played a role in his Divergence or in the development of the combined Variation. A character who spent weeks in a small tank during his Divergence might suffer claustrophobia, while one who gained a Variation by accidentally merging with a spider might suffer arachnophobia.

By default, this phobia is one that is likely to come into play no more often than once per chapter — like a fear of snakes, heights, or deep water.

Each instance of Phobia pertains to a fear of something different.

At Magnitude •, the character's Phobia may drive him to abandon plans, act irrationally, or put his cohort in danger. The player can accept a Beat for the fear's source to appear unexpectedly in a scene and cause complications.

At Magnitude ••, whenever the character encounters the Phobia's source, he can't willingly approach it without his player succeeding on a Scar Resistance roll. If he does confront it, willingly or not, he suffers a penalty equal to (6 - Scar Resistance) to all actions until the source is no longer present. He may attempt to face this fear up to once every few minutes (once per turn, in action scenes), and each successive Scar Resistance roll enjoys a bonus equal to the number of previous failed rolls to do so.

At Magnitude •••, instead, whenever the character encounters the Phobia's source, he suffers the Frightened Condition (p. XX). In action scenes, if he can't escape the source, he suffers the Insensate Tilt (p. XX). He must spend a Willpower point to try to resist any attempt to use his Phobia as a threat against him, and suffers a penalty equal to (6 - Scar Resistance) to do so.

Deviations

- **Rare (-1 Magnitude):** The Broken fears an exotic creature or object or an unlikely situation, such as vampires, horseshoes, or being buried alive. It is unusual for him to encounter the object of his fear more than once per story.

- **Common (+1 Magnitude):** The Remade fears something commonplace, such as a fear of the dark, open spaces, or birds. It is common for him to encounter the object of his fear more than once per chapter.

Relentless Variation (• to •••••)

Keywords: Any; Subtle; Repeatable; Toggled

The Variation entangled with the Scar is always active, and the Remade can't toggle it off. At best, she must take measures to bring it under control. At worst, she *can't*.

This Scar cannot be entangled with any Directed Variations. The entangled Variations behave as though they and the Scar are both Persistent and Perpetual (granting a +5 bonus to Clash of Wills rolls involving them). In addition, choose one:

- **Inescapable:** Choose another Persistent Scar (the secondary Scar). All Variations combined with this Scar also suffer the secondary Scar. The Deviant cannot suppress the entangled Variations at all — not even temporarily.
- **Suppressible:** Choose a Controlled Scar (the secondary Scar). The Broken can temporarily suppress an entangled Variation by “activating” it, which requires a successful Scar Resistance roll and carries the consequences of the secondary Scar. Tribulation costs Willpower, for example, and Perilous Variation inflicts damage, but in doing so, they suppress the Variation for the duration of its normal activation (typically a scene).

In either case, if all the entangled Variations are Subtle, the Magnitude of this Scar is equal to that of the secondary Scar. If at least one of the entangled Variations is Overt, the Magnitude of this Scar is one greater than that of the secondary Scar.

Relentless Variation and Power Failure

When using the Suppressible option, Power Failure is a special case, reflecting as it does some countermeasure or suppression device the Broken uses to tamp down her unruly Variations — such as a special article of clothing, continual exposure to a radio signal, or regular injections of a stabilizing serum. While this is their main purpose within the story, an enemy *could* deploy them to disable the transformed's Variations, or the Deviant might find herself in an environment where the countermeasures are in place and she can't remove them in order to use her Variations. Thus, the combination of Power Failure and Relentless Variation is a double-edged sword.

For that reason, Power Failure is always treated as a Magnitude •• Scar when it is Relentless Variation's secondary Scar, and the Common and Rare Deviations are not allowed. However, the countermeasure can be as easy to bring into play (or as rare and difficult to apply) as the player wishes. The player similarly decides the following at the time he purchases this Scar:

Off: Does application of the countermeasure neutralize the Variation immediately, or does it take time to do so? If gradual, does the Variation lose Magnitude every interval of time (measured in turns in action scenes, minutes in other scenes), or does it switch off on a delay?

On: Does removal of the countermeasure cause the Variation to manifest at full strength immediately, or does it take time to do so? If gradual, does the Variation

gain Magnitude every interval of time (turns in action scenes, minutes in other scenes), or does it switch on after the delay?

Minimum: Once the countermeasure is removed, can it be reapplied right away, or is it impossible to do so for a period of time (measured in turns in action scenes, minutes in other scenes) or until the end of the scene?

Sensory Deprivation (• to ••••)

Keywords: Physical; Subtle; Repeatable

The Deviant loses the use of one his five natural senses. He may show no outward signs, or his eyes may fall out of his skull or disappear entirely.

Each instance of Sensory Deprivation affects a different sense. This means a player can acquire this Scar up to five separate times, at different Magnitudes.

At Magnitude •, the character can't taste anything. The Storyteller should impose situational modifiers and other minor effects when appropriate; for instance, the character doesn't notice poison in his tea, but he also never needs to roll Stamina to eat something that tastes vile.

At Magnitude ••, as Magnitude •, but the character can't smell anything, instead. He doesn't notice smoke from a nearby fire or toxic gas in the air, but never needs to worry about vomiting in a room full of decaying corpses.

At Magnitude •••, the character can't hear. He suffers the Persistent Deaf Condition (p. XX), which becomes the Deafened Tilt (p. XX) for both ears during action scenes.

At Magnitude ••••, the character can't see. He suffers the Persistent Blind Condition (p. XX), which becomes the Blinded Tilt (p. XX) for both eyes during action scenes.

At Magnitude •••••, the character suffers an almost complete physical numbness; he can feel only the most intense sensations and has trouble moving. The character suffers the Disabled Condition (p. XX), and the player's base pool for all Physical actions and perception rolls that rely on touch sensitivity is a chance die. However, wound penalties don't affect his dice pools until they reach -5.

Silence (• to •••)

Keywords: Social; Subtle

The transformed can't effectively communicate through speech. She might lose her voice, her tongue, or even her entire mouth. A mystical curse might prevent her from speaking, or she might speak in glossolalia or an untranslatable alien language.

At Magnitude •, the character has trouble making herself heard or understood when she speaks. The player can accept a Beat for her limited powers of speech to cause complications.

At Magnitude ••, as Magnitude •, and the character can barely communicate orally. Reduce her maximum ratings in Persuasion, Socialize, and Subterfuge by this Scar's Magnitude. Anytime she suffers the Immobilized Tilt (p. XX) or otherwise can't express herself via body language or writing, she also suffers a -2 penalty on all relevant Social rolls.

At Magnitude •••, as Magnitude ••, and the character can't speak at all, although she can still communicate in writing or through sign language. In situations where she can't use body

language or write to express herself, she can't perform Social actions with the above three Skills at all.

Sluggish Metabolism (•• to •••)

Keywords: Physical; Subtle

The Remade's natural processes slow down, making it harder for him to recover from injury and illness.

At Magnitude ••, the character's wounds heal at half their usual rate. For instance, a point of bashing damage takes 30 minutes to heal rather than 15, while a point of lethal takes four days rather than two. Add one to the Toxicity of any poison he suffers. Rolls to avoid damage from diseases take a -2 penalty.

At Magnitude •••, as Magnitude ••, and any moderate Sick or Poisoned Tilt he suffers is grave instead (p. XX).

Subliminal Conditioning (• to •••••)

Keywords: Mental, Social; Subtle

The Broken doesn't always have control over her own actions, whether it's because another entity takes up residence inside her mind and plays tug of war with her free will, or because she was once programmed to follow certain protocols that occasionally reassert themselves.

At Magnitude •, the character is conditioned to respond to a specific stimulus, such as a particular song or the secret sign of the conspiracy that changed her, in a predetermined way. The response is a single, noteworthy action, such as replying with a particular phrase or making a call to a phone number she subconsciously memorized. The player may accept a Beat to succumb to this compulsion when it would create complications.

At Magnitude ••, as Magnitude •, but the compulsion lasts a number of minutes (or turns in action scenes) equal to (6 - Scar Resistance) and requires more meaningful action or prohibits a certain kind of action. This control isn't direct, and she has some flexibility in how she interprets the conditioning, but those who know what it is can manipulate her into situations where she has little choice in how to respond. If a compulsion would force the Remade to Falter, her player may make a Scar Resistance roll to resist it until the end of the scene or until exposed to the stimulus again.

At Magnitude •••, as Magnitude ••, and someone who exploits the conditioning can issue direct commands the character must obey until the compulsion ends. She can bend the spirit of these commands if the wording allows wiggle room, but must adhere to the letter. She can't be commanded to do anything that would take her longer than the compulsion's duration to carry out, although if she possesses inhuman speed or other capabilities that enable her to do things others couldn't in that time, those actions are fair game. Any Scar Resistance to avoid Faltering only allows her to resist the compulsion for a single action/turn, rerolling on successive turns until the duration elapses.

At Magnitude ••••, as Magnitude •••, but the compulsion lasts until the end of the scene or for several hours. The Remade may attempt to suppress this compulsion for minutes/turns equal to Scar Resistance with a successful Scar Resistance roll. This roll is allowed once every (6 - Scar

Resistance) minutes/turns and enjoys a bonus equal to the number of consecutive failed Scar Resistance roll that preceded it.

Deviations

- **Rare (-1 Magnitude):** The stimulus is very specific or requires special equipment to deploy — such as a genetically engineered perfume or a passphrase broadcast on a particular radio frequency.
- **Common (+1 Magnitude):** The stimulus is a common one that could easily occur by accident, such as the presence of fire or the sight of a popular coffee shop logo.
- **Complex (+1 Magnitude):** The Broken has been conditioned to respond to a variety of different stimuli in varying ways. The Storyteller may choose one or more additional secret stimuli that may or may not be discoverable, deploying these not more often than once per chapter.

Suppression (••• to •••••)

Keywords: Any; Subtle; Repeatable

The Variation suppresses some fundamental aspect of the Deviant's natural ability, whether it makes him slower on the uptake, less savvy, weaker, or more bumbling.

Each instance of Suppression reduces a different Attribute.

At Magnitude •••, choose one Attribute when the character acquires this Scar. Reduce his effective rating in that Attribute by one. This affects derived traits as well. Match the Scar's Attribute category to the suppressed Attribute. The player can't take this Scar if it would reduce an Attribute to 0, and he can never raise its effective rating above 3.

At Magnitude ••••, as Magnitude •••, but reduce the chosen Attribute by two effective dots, instead, and the maximum rating is 2.

At Magnitude •••••, as Magnitude ••••, but the reduction is instead three dots, with a maximum rating of 1.

Thin Skin (•• to ••••)

Keywords: Physical; Subtle

The Remade's skin is paper-thin, and she bruises easily. Wounds and physical trauma have noticeably dramatic effects.

At Magnitude ••, the character starts suffering wound penalties one box further to the left than usual when that box fills with damage. For each additional dot of Magnitude, the first box that causes wound penalties is one further to the left. These penalties start at -1, as usual, and increase by one per box from left to right, but can't exceed -5.

Standard Deviations

While many Deviations are Scar-specific, as noted above, some can apply to any Scar that fits the Deviation's prerequisites. Where a Scar's effects are based on its Magnitude, use its base Magnitude before applying any Standard Deviations.

Disfiguring Scar

Scar Type: Any

+1 Magnitude: This Deviation must be applied to a Subtle Scar that is entangled with only Subtle Variations. A normally innocuous Scar is glaringly obvious to observers. The Scar, all its Variations, or both are Overt, instead — as decided by the player when he applies this Deviation.

Indelible Mark

Scar Type: Involuntary

+1-4 Magnitude: In addition to being Involuntary, all Variations combined with the Scar this Deviation modifies (the primary Scar) carry an additional Persistent Scar (the secondary Scar) chosen when the character acquires the primary one. Increase the primary Scar's Magnitude by the Magnitude of the secondary one. If the character possesses multiple Scars with this Deviation, choose a different secondary Scar for each one. The secondary Scar only manifests when any of the combined Variations is active.

Either the primary or secondary Scar must be Magnitude •• or higher (before applying any Standard Deviations) in order to benefit from this Deviation.

- **Continual (+1 Magnitude):** The secondary Scar instead manifests continually, as though it were combined with a Persistent Variation.

Identifier

Scar Type: Any

+1 Magnitude: Using the entangled Variations leaves behind evidence that investigators or conspirators can find later. A power fueled by nuclear fission might create an obviously irradiated area; an attack power might incidentally wither all plants nearby; or a psychic power's backlash might kill all small animals in the vicinity. All rolls to investigate, find, or track the character achieve exceptional success on three successes instead of five if she's used the Variation within the last chapter. This includes conspiracy surveillance actions (p. XX). Only one Scar can have this Deviation.

+2 Magnitude: The Deviation instead applies to *all* the Remade's Variations.

Nightmares

Scar Type: Persistent

+1 Magnitude: The Scar and its lingering effects on the character's psyche are so disturbing that every moment she spends asleep is a moment of torment. She either doesn't dream at all, causing disorientation and hallucinations upon waking, or she dreams in pitch black and blood red — unnatural, brutal nightmares that shred her mind and offer no insight. She never truly rests, and doesn't recover Willpower when she sleeps.

Only one Scar can have this Deviation.

Rebellious Variation

Scar Type: Involuntary

+1 Magnitude: At least one of the entangled Variations must be Directed or have Directed effects accessible to the Deviant. Once per scene, when the player's Scar Finesse roll to direct an effect of an entangled Variation results in a failure, the Storyteller may choose (or randomly

select) an alternate target and effect for the Variation, treating it as a minimally successful use of the effect. The Broken's player takes a Beat.

Short Circuit

Scar Type: Involuntary

+1-4 Magnitude: In addition to being Involuntary, all Variations combined with the Scar this Deviation modifies (the primary Scar) carry an additional Controlled Scar (the secondary Scar) chosen when the character acquires the primary one. The secondary Scar only applies when the Variation activates involuntarily. Increase the primary Scar's Magnitude by (the Magnitude of the secondary one - 1), to a maximum of Magnitude 5.

Either the primary or secondary Scar must be Magnitude •• or higher (before applying any Standard Deviations) in order to benefit from this Deviation.

In cases where the secondary Scar has variable results based on the number of successes the player achieved on the activation roll, make a Scar Finesse roll.

Wild Variation

Scar Type: Any

+1 Magnitude: The Remade lacks nuance or restraint with the entangled Variations, all of which must have the Tiered keyword and must be at least Magnitude ••. Entangled Variations become Discrete, allowing the Broken to wield them only at their maximum potency or to access only a single effect. This Scar should not be permitted for effects that allow access to all effects of a lower Magnitude, such as Flight.

Choosing Scars

Like Variations, Scars are highly flexible and modular, allowing for a massive array of combinations and character concepts. Certain combinations of Variations, Scars, and Deviations might render the Scars' intended drawbacks ineffective or make the game less fun for other players — the book can't take every possible permutation into account. In cases like this, always err on the side of staying true to the spirit and themes of the game, and choose another combination or bend the rules as-written to make the pairing viable as a fun and dramatic Scar that complicates the Deviant's life and, at higher Magnitudes, can be deadly or otherwise ruinous. The Storyteller is the final arbiter of these decisions and may disallow disruptive or nonsensical combinations of Variations, Scars, and Deviations where needed.

[FORMAT AS A QUICK REFERENCE PAGE WITH A SERIES OF TABLES A BIT LIKE THE ONES FOR CONDITIONS AND TILTS ON CHRONICLES OF DARKNESS P. 287.]

Variation Quick Reference

Universal Variations

[TABLE]

Variation Name (Magnitude Range)	Summary	Keywords
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Aquatic (• to •••) Underwater movement and survival. Subtle; Perpetual, Tiered

Bioluminescence (• to •••••) Generate light. Overt; Tiered, Toggled

Boneless (• to •••••) Contort, squeeze, or stretch body, or transform into liquid or gas. Overt; Tiered Toggled

Brachiation (• to •••) Climbing and jumping. Overt; Reflexive, Tiered, Toggled

Camouflage (• to •••••) Hiding or turning invisible. Subtle; Tiered, Toggled

Carapace (• to •••••) Armored hide. Subtle; Discrete, Perpetual

Electrokinesis (• to •••••) Control electricity. Overt; Directed, Tiered, Toggled

Enhanced Speed (• to •••••) Fast movement. Overt; Reflexive, Tiered, Toggled

Environmental Adaptation (• to •••••) Environmental resistance. Subtle; Discrete, Perpetual, Reflexive

Face Thief (• to •••••) Disguises Deviant as someone else. Overt; Tiered, Toggled

Flight (• to •••••) Aerial movement. Overt; Reflexive, Tiered, Toggled

Gigantic (• to •••••) Deviant's Size increases. Overt; Tiered, Toggled

Healing Touch (• to •••••) Heal others' injuries. Overt; Tiered, Toggled

Holographic Projection (• to •••••) Create illusions. Overt; Directed, Tiered, Toggled

Hyper-Competence (• to •••) Mastery of a Skill. Subtle; Discrete, Perpetual, Reflexive

Immunity (• to •••) Invulnerabilities. Subtle; Discrete, Perpetual, Reflexive

[Descriptor] [Skill] Lash (• to •••••) Special attack. Overt; Discrete, Toggled

Miniaturization (• to •••••) Deviant shrinks. Overt; Discrete, Toggled

Out of Phase (• to •••••) Pass through solid objects. Overt; Tiered, Toggled

Pyrokinesis (• to •••••) Control fire. Overt; Directed, Tiered, Toggled

Shadow Selves (• to •••••) Create decoys. Overt; Tiered, Toggled

Shadows of the Past (• to •••••) View the past. Subtle; Tiered, Toggled

Specialized Sense (• to •••) Improved senses. Subtle; Discrete, Perpetual, Reflexive

Storm-Caller (•• to •••••) Create Extreme Environments and Environmental Tilts. Overt; Tiered, Toggled

Superhuman [Attribute] (• to •••••) Improved Attribute. Subtle; Perpetual, Reflexive

Telekinesis (• to •••••) Move objects without touching them. Overt; Directed, Tiered, Toggled

Translocation (• to •••••) Teleportation. Overt; Tiered, Toggled

[END TABLE]

Cephalist Variations

[TABLE]

Variation Name (Magnitude Range)	Summary	Keywords
Astral Travel (• to •••••)	Dream powers and astral projection.	Subtle; Tiered, Toggled
Body Snatcher (• to •••••)	Sense riding and possession.	Subtle; Directed, Tiered, Toggled
Creeping Dread (• to •••••)	Create fear.	Subtle; Tiered, Toggled
Memory Theft (• to •••••)	Steal and erase memories.	Subtle; Directed, Tiered, Toggled
Telepathy (• to •••••)	Mind-to-mind communication.	Subtle; Directed, Tiered, Toggled

[END TABLE]

Chimeric Variations

[TABLE]

Variation Name (Magnitude Range)	Summary	Keywords
Animal Transformation (•• to •••••)	Change into an animal.	Overt; Discrete, Toggled
Hybrid Form (•• to •••••)	Activate multiple Variations simultaneously.	Overt; Discrete, Toggled
Mimicry (• to •••••)	Hide Scars.	Subtle; Tiered, Toggled
Pheromones (• to •••••)	Blend in socially.	Subtle; Directed, Tiered
Predator's Cunning (• to •••••)	Situational awareness.	Subtle; Perpetual, Reflexive, Tiered

[END TABLE]

Coactive Variations

[TABLE]

Variation Name (Magnitude Range)	Summary	Keywords
Blessing (• to •••••)	Manipulate luck.	Subtle; Reflexive, Tiered, Toggled
Fate's Agent (• to •••••)	Resistance to supernatural influence.	Subtle; Perpetual, Reflexive, Tiered
Onomantic Influence (• to •••••)	Name-based influence.	Subtle; Reflexive, Tiered, Toggled
Otherworldly Connection (• to •••••)	Influence over a parallel world.	Subtle; Perpetual, Tiered
Precognition (• to •••••)	Prophetic powers.	Subtle; Reflexive, Tiered, Toggled

[END TABLE]

Invasive Variations

[TABLE]

Variation Name (Magnitude Range)	Summary	Keywords
Computer-Aided Processing (• to •••••)	Floating Merit and Attribute dots.	Subtle; Reflexive, Tiered, Toggled

Hidden Compartments (• to •••••)	Conjure useful tools and equipment. Subtle; Tiered, Toggled
Integrate Technology (• to •••••)	Merge with tools and objects. Overt; Tiered, Toggled
Omnicompetence (• to •••••)	Floating Skill dots. Subtle; Discrete, Perpetual, Reflexive
Sensor Array (• to •••••)	Floating specialized senses. Subtle; Discrete, Perpetual, Tiered

[END TABLE]

Mutant Variations

[TABLE]

Variation Name (Magnitude Range)	Summary	Keywords
Anomalous Biology (• to •••••)	Fewer bodily needs.	Subtle; Perpetual, Tiered
Deadly Ichor (• to •••••)	Counterattack.	Overt; Discrete, Reflexive, Toggled
Inhuman Digestion (• to •••••)	Matter-eating and power theft.	Overt; Tiered, Toggled
Rapid Healing (• to •••••)	Heal self.	Subtle; Discrete, Perpetual
Sacred Flesh (• to •••••)	Bestow a Variation on others.	Subtle; Discrete, Toggled

[END TABLE]

Scar Quick Reference

Controlled Scars

[TABLE]

Scar Name (Magnitude Range)	Summary	Keywords
Concentration (• to •••••)	Distractions cause Variation to deactivate.	Mental; Subtle; Repeatable
Cooldown (• to •••••)	Variation becomes more difficult to control each time the Deviant directs it.	Any; Subtle; Directed, Repeatable
Depletion (• to •••••)	Variation runs out of fuel and must be recharged.	Any; Subtle; Repeatable
Deterioration (• to •••••)	Variation causes limbs, eyes, or ears to lose functionality.	Physical; Overt; Repeatable
Fluctuating Variation (•••)	Variation Magnitude changes while active.	Any; Subtle; Repeatable
Perilous Variation (• to •••••)	Variation inflicts damage on the Deviant.	Physical; Overt; Repeatable
Persistent Drawback (• to •••••)	Variation causes a Persistent Scar while activated.	Any; Subtle; Repeatable
Power Failure (• to •••••)	Variation stops working under certain circumstances.	Any; Subtle; Repeatable

Preparation (• to •••••)	Variation takes longer to activate.	Any; Subtle; Repeatable
Tabula Rasa (• to •••••) Mental; Subtle	Deviant forgets events that happened while Variation is active.	
Tribulation (••• to ••••)	Variation costs Willpower to activate.	Mental; Subtle; Repeatable
Unstable Variation (•• to •••••) Repeatable	Activating Variation causes Instability.	Any; Subtle;

[END TABLE]

Involuntary Scars

[TABLE]

Scar Name (Magnitude Range)	Summary	Keywords
Involuntary Stimulus (• to •••••) Any; Subtle; Repeatable	Certain circumstances cause Variation to activate on its own.	
Power Build-Up (• to •••••) Any; Subtle; Repeatable	Variation erupts like a volcano, activating on its own periodically.	

[END TABLE]

Persistent Scars

[TABLE]

Scar Name (Magnitude Range)	Summary	Keywords
Addictive Variation (• to •••••) Mental, Physical; Subtle; Toggled	Variation has drug-like qualities, including addictiveness.	
Alternate Persona (• to •••••) Mental, Social; Overt; Repeatable	Another personality periodically takes control of the Deviant's body.	
Amnesia (• to •••••)	Deviant has forgotten parts of his past.	Mental; Subtle
Bane (• to •••••) Physical; Subtle	Contact with something harmless causes the Remade injury.	
Conspicuous Appearance (• to •••••)	Deviant has notable or horrible appearance.	Physical, Social; Overt
Dependency (• to •••••) Physical; Subtle; Repeatable	Broken requires special food or fuel to remain fully functional.	
Fragility (• to •••••) Physical; Subtle	Deviant has a low pain tolerance, suffering Tilts when injured.	
Frozen Heart (• to •••••)	Remade is emotionally distant.	Social; Subtle
Genetic Disorder (• to •••••)	Deviant is chronically ill and easily fatigued.	Physical; Subtle
Glitch (• to •••••)	Broken suffers distracting hallucinations.	Mental; Subtle
Hemophilia (• to •••••)	Deviant bleeds readily, worsening injuries.	Physical; Subtle

Lying Eyes (• to •••••)	Remade inspires distrust in everyone she meets,	Social; Subtle
Maintenance (• to •••••)	Variation requires regular upkeep or it stops working.	Mental, Physical; Subtle
Misfortune (• to •••••)	Deviant is plagued with bad luck.	Any; Subtle
Missing Limb (• to •••••)	Broken is missing one or more limbs.	Physical; Overt
Murderous Urge (• to •••••)	Deviant has uncontrollable violent urges.	Mental; Subtle
Native Environment (• to •••••)	Remade is highly vulnerable to certain environments.	Physical; Subtle
Paranoia (• to •••••)	Deviant distrusts others.	Mental, Social; Subtle
Phobia (• to •••••)	Broken has an irrational fear.	Mental; Subtle; Repeatable
Relentless Variation (• to •••••)	Variation is always active except when Deviant temporarily deactivates it (if ever).	Any; Subtle; Repeatable, Toggled
Sensory Deprivation (• to •••••)	Remade is lacking one of his senses.	Physical; Subtle; Repeatable
Silence (• to •••••)	Deviant has difficulty communicating verbally.	Social; Subtle
Sluggish Metabolism (•• to •••)	Broken heals more slowly.	Physical; Subtle
Subliminal Conditioning (• to •••••)	Certain stimuli cause Deviant to take a predetermined action.	Mental, Social; Subtle
Suppression (••• to •••••)	Remade has a reduced Attribute.	Any; Subtle; Repeatable
Thin Skin (• to •••••)	Deviant suffers increased wound penalties.	Physical; Subtle

[END TABLE]

Standard Deviations

[TABLE]

Deviation Name (Magnitude Range)	Summary	Scar Type
Disfiguring Scar (+1 Magnitude)	Subtle Scar and Variations become Overt.	Any
Indelible Mark (+1-4 Magnitude)	Involuntary Scar also has a Persistent Scar when Variation is active.	Involuntary
Identifier (+1 Magnitude)	Variation leaves behind evidence of use that make it easier for conspiracies to find the Broken.	Any
Nightmares (+1 Magnitude)	Deviant suffers nightmares that prevent restful sleep.	Any
Short Circuit (+1-4 Magnitude)	Involuntary Variation also has a Controlled Scar when Variation is activated involuntarily.	Involuntary
Wild Variation (+1 Magnitude)	Tiered Variation only functions at highest effect, becoming Discrete.	Any

[END TABLE]