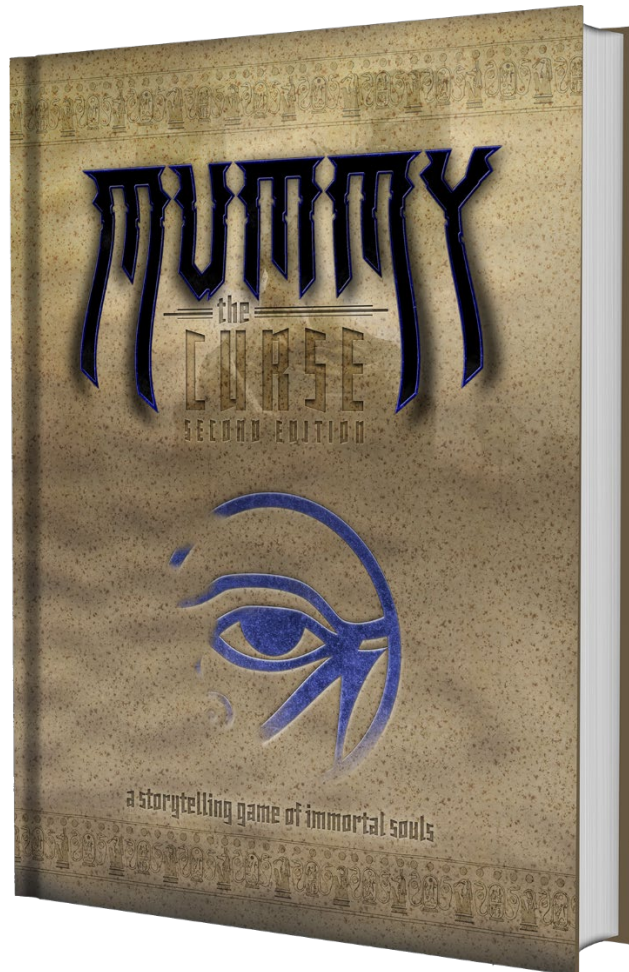




Kickstarter Manuscript Preview Bonus - Appendix



Appendix: Conditions and Tilts

Conditions

The list below provides some Conditions that can apply to characters throughout your chronicles.

[THE FOLLOWING ARE ALL CONDITIONS]

Accelerated Descent

Duat hungers for your character's Sekhem, leeching it away faster than usual. She suffers from a +3 bonus on Descent rolls.

Possible Source: Failing the Trials of Duat.

Resolution: Gain a point of Sekhem.

Accursed Knowledge

Your character traded sanity for power, clouding her soul and alienating those around her. When she gains this condition, specify a Closed Sorcerous Rite she does not know. She suffers a –1 penalty to all rolls and must open an extra door during social maneuvering, but may shed this Condition to perform that Rite.

Possible Sources: Bargaining with fiends; researching obscure lore.

Resolution: Use the Condition for its benefits.

Addicted (Persistent)

Your character is addicted to something, whether it's drugs, gambling, or other destructive behaviors. She needs to indulge her addiction regularly to keep it under control, and it takes over her life. Choose a specific addiction upon taking this Condition; characters can take this Condition multiple times for different addictions. Being unable to feed the addiction results in the Deprived Condition.

Possible Sources: Alcoholism, substance abuse.

Resolution: Gain or lose a dot of Integrity, or achieve exceptional success on a breaking point; for mummies, gain or lose a dot of Memory.

Beat: Your character chooses to get a fix rather than fulfill an obligation, or causes significant complications for her motley by indulging her addiction.

Alternative Current (Timeless)

Your character is caught in an alternative time current that moves along a path significantly divergent from the main flows. Your character can assert the absolute certainty of his nature on the inhabitants of this weaker facsimile, spending a Pillar point to inflict the Sybaris Condition on a susceptible individual as if she had failed her resistance attempt. This Condition fades without a Beat if the mummy leaves the altered time flow.

Possible Sources: Achieving exceptional success on a 'Feeling the Flow' test while in a parallel time stream.

Resolution: The character completes his Descent and returns to Duat.

Beat: The character completes his Descent at time's mandated pace without taking advantage of this Condition.

Amnesia (Persistent)

Entire portions of your character's past have been forgotten, resulting in lost time and causing difficulty whenever those memories would be relevant.

Mummies immediately suffer a Memory Gap upon receiving this Condition. All Memory breaking points suffer a -2 penalty while this Condition persists.

Resolution: Uncovering the truth, restoring the lost memories. Gaining a dot of Memory.

Beat: Problems arising from the forgotten periods return to threaten the character.

Apprehensive

The loss of someone or something seems imminent, and your character is terrified. The character loses the 10-Again effect on rolls unrelated to protecting the subject, and they suffer a -1 penalty to all actions when believing the subject is actively endangered. Anyone plausibly threatening to wrest the subject from the character may apply the Leveraged Condition.

Example Skills: Intimidation, Subterfuge

Resolution: Ensure the safety of the subject, by any means necessary.

Auspicious Descent

The Sekhem suffusing your character's sahu is particularly tenacious. For purposes of Descent intervals, your Sekhem is considered one lower than its rating, facing no further scheduled Descent rolls at Sekhem 1.

Possible Sources: Performing exceptionally well during the Trials of Duat

Resolution: Returning to henet or violating their Judge's laws.

Avarice

Enough is never enough. Your character's lust for worldly power and material wealth knows no bounds. Composure rolls to resist temptation suffer a -2 penalty, and anyone offering opportunities for material advancement gains an exceptional success on three successes for Social rolls influencing the character.

Example Skills: Persuasion, Subterfuge

Resolution: Resist an opportunity for significant material gain or give generously to the needy, suffering large financial loss without hope of reward.

Awestruck (Persistent)

Your character sees before her a glorious and terrifying figure, and something in her brain kicks her to kneel and grovel. She suffers a -2 penalty to attack rolls against the source of the Condition. She also suffers a -3 penalty to contested rolls against social actions from the source of the Condition, and a -3 penalty to her Composure and Resolve against actions and powers that the source of the Condition uses on her.

Possible Sources: Compulsion from supernatural powers.

Resolution: The source of the Condition leaves your character's presence.

Beat: Your character takes an action that serves the demands of the Condition's source.

Berserk

Your character has had a spark of berserk rage lit within her. The fury inside demands that she lash out, and the descending red mist makes it hard to tell friend from foe. Each turn, she must succeed at a Resolve + Composure roll or attack the nearest target with whatever weapons she has to hand. Even if she succeeds, she suffers a -3 penalty on all actions other than attacking the nearest target.

Possible Sources: A relic's curse.

Resolution: The character becomes unconscious. There are no targets left to attack.

Blessed Minions

Tales of your character's journeys through Duat inspire her cultists. At the beginning of a Cult Action Task, you may shed this condition to count three successes as an exceptional success for that Task.

Possible Source: Succeeding at the Trials of Duat.

Resolution: Use the Condition for its benefits.

Blind (Persistent)

Your character cannot see. Any rolls requiring sight may only use a chance die. If she could reasonably substitute another sense, make the roll at -3 instead. In an action scene, she suffers the drawbacks of the Blinded Tilt (p. XX). This Condition may be temporary, but if that's the result of a combat effect, the Blindness Tilt would apply instead.

Resolution: Your character regains her sight.

Beat: Your character encounters a limitation or difficulty that inconveniences her.

Broken (Persistent)

Whatever your character did or saw, something inside him snapped. He can barely muster up the will to do his job anymore, and anything more emotionally intense than a raised voice makes him flinch and back down. Apply a -2 to all Social rolls and rolls involving Resolve, and a -5 to all use of the Intimidation Skill.

Resolution: Regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point; for mummies, regain a dot of Memory or lose another dot of Memory.

Beat: Your character backs down from a confrontation or you fail a roll due to this Condition.

Charmed (Persistent)

You've been charmed by a mummy's supernatural force of personality. You don't want to believe that anything he says is a lie, and you can't read his true intentions. The mummy's Manipulation rolls against you gain the rote quality, and any Wits + Empathy or Subterfuge rolls you make to detect his lies or uncover his true motives suffer a penalty equal to one-half his Sekhem, rounded up. Using supernatural means to detect his lies become a Clash of Wills.

You want to do things for the mummy, to make him happy. If he asks, you'll do favors for him like he was one of your best friends— giving him a place to crash, lending him your car keys, or revealing secrets that you really shouldn't. You don't feel tricked or ripped off unless you resolve the Condition. It expires normally (without resolving) after one hour per dot of the mummy's Sekhem.

Possible Sources: Certain Utterances.

Resolution: The mummy attempts to seriously harm you or someone close to you, you make a significant financial or physical sacrifice for him.

Beat: You divulge a secret or perform a favor for the mummy.

Confused

Your character cannot think straight, either because of some mental power or good old-fashioned cranial trauma. You take a –2 die penalty on all Intelligence and Wits rolls.

Resolution: Take half an hour to focus and clear your mind, or take any amount of lethal damage.

Connected (Persistent)

Your character has made inroads with a specified group. While she has this Condition, she gets a +2 to all rolls relating to that group. Alternately, she can shed this Condition to gain a one-time automatic exceptional success on the next roll to influence or otherwise take advantage of the group. Once Connected is resolved, the character is considered to have burned her bridges and is no longer an accepted member. The character may be able to regain Connected with the specified group per Storyteller approval.

Example Skills: Politics, Socialize

Resolution: The character loses her membership or otherwise loses her standing with the group.

Beat: The character is asked to perform a favor for the group that inconveniences her.

Crown (Persistent)

A Judge anoints your character as their benbenet, the sacred capstone channeling the Judge's will in mortal lands. The benbenet receives the following benefits:

- The Judge's presence fills the benbenet, rendering her immune to Sybaris, Possession, and mental manipulations.
- Improve her first impression when social maneuvering against mortals by two steps.
- She gains Vengeful or Judgmental as an additional Vice.
- She gains 15 dots to freely allocate to her Attributes; these dots may raise her Attributes above 5.
- She gains the tier 1 powers of two Utterances, which she activates by spending Willpower points. Treat the benbenet as having all Pillars at 5 when using these Utterances.
- She gains additional Dread Powers or capabilities as per the specific manifestation crowning her.

Possible Source: A Judge bestows their crown upon the character.

Resolution: Choose to transgress against the Judge's dictums and renounce the power bestowed upon you; have the crown forcefully taken from you by occultists.

Beat: Bring harm to someone close to you by demanding your whims be obeyed.

Cursed (Persistent)

A mystical curse afflicts your character. Misfortune plagues whichever aspect of the victim's life the curse targets, such as athletic endeavors or their familial relationships. Failures in the accursed area become dramatic failures. Spending 1 Willpower negates this effect for one action.

Possible Sources: Supernatural curses

Resolution: Removing the source of the curse.

Beat: The first time the curse manifests in the scene.

Damaged Pillar

Your character's soul is damaged, denying use of one of their Pillars. Associated Affinities do not function, and the character can have no points in the Pillar. Resolving the Condition restores no Pillar points, but allows them to be regained normally.

Possible Sources: The Trials of Duat

Resolution: Engaging in the Pillar restoration method of the associated decree.

Dead Dreamer (Persistent)

Your character is preoccupied with horrifying and prophetic dreams of dust and death, rendering them unable to focus on a new situation. These dreams guide you towards a specific task, unveiling aspects of your future. Thrice per chapter, you may gain the rote quality on a single mundane roll chosen before you roll the dice or reroll a single mundane action after you see the result of the roll, keeping the best result. However, any action spent not pursuing the task increases the target number by 1.

Each time you take the rote quality on an action or reroll offered by these dreams, you may ask the Storyteller one question about the future, which must be answered truthfully.

Possible Sources: Dreams of Dead Gods, Unease Sybaris.

Resolution: The character succeeds or definitively fails at Fate's commandment, or becomes unable to fulfill it and thus an invalid target for this Condition. A subject can suffer this Condition from multiple mummies; pity the poor, mad dreamer.

Beat: The character fails to fulfill another obligation due to pursuing her prophetic dream.

Delusional (Persistent)

Your character believes something that isn't actually true — maybe he thinks that someone is poisoning his food, that he is still in Irem, or that something lives in the shadows of his apartment. He doesn't actually hallucinate images that reinforce his delusion; he may believe that he's covered in spiders, but just looking at himself is enough to clarify matters. Germs, on the other hand...

He can't truly repress his belief, but spending a point of Willpower lets him come up with an explanation (albeit one that sounds psychotic when he explains it to someone else) as to why his delusion does not apply to a specific situation.

Resolution: The character completely disproves his delusion, or gains a new Touchstone.

Beat: The character adheres to his paranoid belief despite evidence to the contrary.

Déjà Vu (Timeless)

Your character momentarily feels extreme familiarity with location and events unfolding around her, as if it had all happened before. Although she may not realize it, currents of the different versions of that moment are all flowing through one another, connecting her to the potential outcomes. As part of an action the player may choose to resolve this Condition and gain 8-again on her dice roll.

Possible Sources: Achieving an exceptional success in the presence of unusual time currents.

Resolution: Use the Condition for its benefit.

Beat: The character dramatically fails the roll despite this benefit.

Deprived

Your character suffers from an addiction. Because your character is without it, she's unable to focus and contain herself. Remove one die from her Stamina, Resolve, and Composure dice pools. This does not influence derived traits; it simply influences dice pools that use these Attributes.

Possible Sources: Failing to feed an addiction.

Resolution: Your character indulges her addiction.

Devouring Urge

Your character survives the Trials of Duat, but not without exposure to the whispers of Ammut's seductive oblivion. Even now your character hears her voice urging him to tear everything to the ground. He suffers a -2 penalty to all Mental rolls.

Possible Source: Fail the Trials of Duat.

Resolution: Drain a Vessel of Sekhem.

Disabled (Persistent)

Your character has limited or no ability to walk. Her Speed trait is effectively 1. She must rely on a wheelchair or other device to travel. A manual wheelchair's Speed is equal to your character's Strength and requires use of her hands. Electric wheelchairs have a Speed of 3 and allow the free use of the character's hands. An injury can cause this Condition temporarily, in which case it is resolved when the injury heals and the character regains mobility.

Resolution: Mundane or supernatural means cure the character's disability.

Beat: Your character's limited mobility inconveniences your character and makes her slow to respond.

Disembodied

Your character's body no longer shelters their soul. The mummy exists in Neter-Khertet, functioning similarly to a ghost with an effective Rank equal to their defining Pillar. The mummy's Power equals the current rating of their Ab + defining Pillar, Finesse their Ba + Ren, and Resistance their Ka + Sheut. Disembodied mortals use their Intelligence, Wits, and Resolve for Power, Finesse, and Resistance respectively. The mummy may use Utterances normally, but must spend a point of Willpower to affect the material world with them, which is only possible in the presence of their Anchors. The mummy's remains, their tomb, cultists invested with their Pillars, and guild relics all serve as Anchors. Mummies are unaffected by Essence Bleed and lack Numina.

Possible Sources: Entering a death cycle, the Jackal's Shade Affinity.

Resolution: Returning to the body.

Disinterred

Your character's tomb is no longer secure. Perhaps the sacred geometry was disrupted, or the central relic purloined. Regardless of the cause, the mummy is unable to utilize any of their tomb's benefits.

Possible Sources: Destruction of the mummy's tomb, or theft of its central relic.

Resolution: Repair your tomb, or establish a new one.

Disoriented

Your character cannot get her bearings and dealing with simple tasks is daunting. The character is at a -2 penalty to any Physical action. She can defend herself normally, but her disorientation prevents her from making ranged attacks at all.

Resolution: The character finds something to help her orient herself to her surroundings, such as a familiar landmark or a friend. If a supernatural power caused this Condition, then it resolves when the power ends.

Distracted

Constant confusion and distractions buffet your character from all sides. She cannot take extended actions, and suffers a -2 die penalty to all rolls involving perception, concentration, and precision.

Possible Sources: Being in a highly confusing environment.

Resolution: Leaving the environment.

Dormant Sovereign (Persistent)

The Arisen watching over your character's cult has suffered greatly in Duat, and now they are having trouble arising again. The mummy does not awaken if their remains are disturbed, and attempts to rouse the mummy ritually suffer a -3 penalty.

Possible Sources: The mummy performing poorly during the Trials of Duat

Resolution: Awakenning the mummy, or pledging allegiance to a different one.

Beat: Losing the mummy's remains, or suffering a loss because the mummy could not be awakened.

Driven

Your character knows they are destined for greatness. When spending Willpower to enhance a roll, the character retains the Willpower point on an exceptional success. When using their final Willpower point to enhance a roll, the character may find a new reserve of inner strength, resolving this Condition to fully replenish their Willpower.

Possible Sources: The Trials of Duat

Resolution: Use the Condition for its benefit.

Echoes of Descent

Your character's mind reverberates with echoes of secrets long forgotten or yet unlearned, buoying their memory against the tides of amnesia, granting a bonus die on Memory breaking points.

A mummy focusing on these echoes gleans wisdom from future experiences. The Deathless may resolve this Condition at any time, selecting one of the following benefits:

- Your character gains a dot of an Attribute or two dots of a Skill for a chapter, limited by the cap imposed by their current Sekhem.
- The Arisen benefits from a Soul Affinity they don't currently possess for a number of scenes equal to the associated Pillar's rating, which doesn't count against their maximum total.

- The mummy gains access to an Utterance currently unknown for the remainder of the scene.

The benefits of this Condition end immediately when the duration lapses or when the Arisen loses a dot of Memory. Arisen with Memory 8 or higher double the duration.

Possible Sources: The Trials of Duat. At the Storyteller's discretion, this Condition may occur when the mummy gains a dot of Memory or is exposed to unusual temporal phenomena.

Resolution: Use the Condition for its benefit. Losing a dot of Memory removes the Condition without a Beat.

Eddy (Timeless)

Your character is caught in a time eddy, swirling slower than the main time currents, though most creatures within have no awareness that time passes more slowly for them. Your character can divorce himself from the slower time by spending 1 Pillar point, after which he appears to move faster than everything around him. For the remainder of the scene, the character can apply Defense against ranged attacks, may add his Defining Pillar to his Speed and Initiative characteristics, as well as to Resistance Attributes (such as Defense) where superior speed would help avoid harm. This Condition fades without a Beat if the mummy leaves the altered time flow.

Possible Sources: Achieving exceptional success on a 'Feeling the Flow' test while in a time eddy.

Resolution: The character completes his Descent and returns to Duat.

Beat: The character completes his Descent at time's mandated pace without taking advantage of this Condition.

Effortless Effort

Your character's cult turns minor successes into significant advantages. When rolling to complete a task, you may shed this Condition to generate an extra point of Effort.

Possible Source: Achieving an exceptional success on a Cult Action Task.

Resolution: Use the Condition for its benefits.

Emanation (Persistent)

A Judge makes their presence known in the area, punishing all who transgress against its will. Any character in the area of an emanation are subject to the following effects:

- Mortals suffer a -2 penalty on Integrity checks.
- Mortals suffer a Breaking Point when committing the sin the Judge causing the emanation presides over.
- Mummies suffer a +2 bonus to Descent rolls.
- Mummies suffer a -2 penalty when attempting to activate or draw Sekhem out of a relic or vestige.
- All characters are subject to additional effects as per the specific manifestation emanating through the region.

Possible Source: A Judge crowned a benbenet to exert their will over the region.

Beat: Fail an Integrity check or succeed at a Decent roll.

Resolution: Kill or remove the Crown Condition from the Judge's benbenet.

Embarrassing Secret

Your character has a secret that could come back to haunt him. If this secret gets out, he could be ostracized or maybe even arrested. If the secret gets out, this Condition becomes the Notoriety Condition (below).

Resolution: The secret gets out.

Enervated (Persistent)

The character is in the second stage of soul loss. Her instinctive efforts to shore up her Willpower by giving into her urges have failed, her Integrity has gone and her Willpower is now fading. In addition to the effects of Soulless, she can no longer regain Willpower through her Virtue, only her Vice. Indulging herself brings diminishing returns — whenever she does so, her permanent Willpower drops by one dot before she regains Willpower points to the new maximum.

Possible Sources: Soul loss.

Resolution: The character regains her soul.

Beat: Lose a dot of permanent Willpower.

False Memories

The way you remember things doesn't match up with how they happened. You might remember a son who didn't exist, your alcoholic father abusing you despite being raised an orphan, or never getting married. You believe your memories to be true no matter what; even conclusive proof has a hard time getting through to you.

Possible Sources: Failing the Trials of Duat, losing Memory.

Resolution: Face proof that your memory is false and succeed at the breaking point.

Beat: Your character trusts someone or takes a risky action based on his faked memories alone.

Far-Reaching

Your character's cult makes inroads with politicians, business owners, and community leaders. You may shed this Condition to benefit from a +3 bonus on a Reach roll.

Possible Source: Achieving an exceptional success on a Cult Action Task.

Resolution: Use the Condition for its benefits.

Fatigued

Your character is utterly exhausted. Every six hours, you must make a Resolve + Stamina roll to avoid passing out. Even if successful, you suffer a cumulative -1 penalty to all dice pools, including rolls to stay awake. Long periods of strenuous activity, such as fighting, increase the penalty to -2 or -3. Ordinary humans pass out automatically once they've been awake for a number of days without sleep equal to the lower of their Resolve or Stamina. Once a character passes out, they remain asleep for 8 hours plus 1 for each six hour period they remained awake. Attempting to rouse them suffer a penalty equal to that suffered by the character before passing out.

Possible Source: Staying awake for 24 hours, being dosed with a sedative or anesthetic.

Resolution: Sleeping, as described above.

Flagged

Whether it is a cultist ringing a bell or laser detector, something alerts the tomb guardians your character is somewhere she shouldn't be. Your character suffers a -3 penalty to any rolls to hide from, evade, or deceive security personnel.

Possible Source: A Dramatic Failure within a tomb.

Resolution: Disable the alarm system, evade detection, or convince security you have clearance.

Forgotten Skill (Persistent)

Your character's decaying memory diminishes one of your Skills. The Skill functionally has no dots, and rolls involving the Skill suffer the untrained penalty. The character may resolve this Condition to upgrade a failed roll to a single success, or a success to an exceptional success. This Condition fades without a Beat upon falling to henet.

Possible Sources: Beginning a new Descent.

Resolution: Use the Condition for its benefit.

Beat: Suffering a dramatic failure with the affected Skill.

Frightened

Something's scared you to the point where you lose rational thought. Maybe you've just looked down at a hundred-story drop, or seen a tarantula the size of your fist crawling up your leg. Whatever the case, you need to leave right now. Your only priority is getting the fuck away from the thing that's frightened you — the hell with your stuff, your friends, and your allies. If someone tries to stop you from escaping, you'll fight your way past them. You can't approach the source of your fear or act against it — and if the only way out involves going near the source of your fear, you'll collapse on the ground in terror. Supernatural creatures prone to loss of control must roll to avoid doing so. This Condition lasts until the end of the scene; suppressing its effects for a turn costs a point of Willpower.

Resolution: The character escapes from the source of his fear.

Fugue (Persistent)

Something terrible happened. Rather than deal with it or let it break her, your character's mind shuts it out. She is prone to blackouts and lost time. Whenever circumstances become too similar to the situation that led to her gaining this Condition, roll Resolve + Composure. If you fail the roll, the Storyteller controls your character for the next scene; your character, left to her own devices, seeks to avoid the conflict and get away from the area.

Resolution: Regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point; for mummies, regain a dot of Memory or lose another dot of Memory.

Beat: Your character enters a fugue state as described above.

Geometric Alignment

Your character auspiciously redirects Sekhem toward her tomb. When an attack damages your tomb, you make shed this condition instead of losing a point of Geometry, Perils, or Endowment.

Possible Source: Succeeding at the Trials of Duat; manipulating the flow of Sekhem in your tomb's vicinity.

Resolution: Use the Condition for its benefits.

Going Westward

Eternal life does not mean eternal health. Given the right circumstances — or the wrong sorcerer's anger — even immortal bodies can break down. Your character's body is failing and she suffers a –3 penalty to all Physical rolls, along with a –1 penalty to all other rolls.

Possible Source: The source of your character's immortality becomes corrupted.

Resolution: Sacrifice an innocent life or consume Sekhem from a mummy to renew your immortality

Graceful Descent

Sekhem flows through your character's sahu, staving off the Descent. When making a Descent roll, you may shed this tilt to benefit from a –3 penalty to the roll.

Possible Source: Succeeding at the Trials of Duat.

Resolution: Use the Condition for its benefits.

Guilty

Your character is experiencing deep-seated feelings of guilt and remorse. This Condition is commonly the result of a successful Breaking Point roll for mortals (p. XX). While the character is under the effects of this Condition, he receives a –2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls.

Resolution: The character confesses his crimes and makes restitution for whatever he did.

Haphazard Cultists

Coordination within your character's cult is all but impossible, preventing them from achieving their potential. Reduce the cult's Task limit by 1.

Possible Source: Suffering a dramatic failure on a Cult Action Task.

Resolution: Banish or punish the cult's upper echelons for their incompetence.

Heresy (Persistent)

A contradictory, potentially blasphemous belief spreads in the cult. The cult gains a temporary Doctrine describing their specific heresy. When the cult indulges in the heresy and uses it to gain a Cult Beat, the Storyteller notes it. All cult action tasks become contested actions with a dice pool of (Attribute + Dominance) versus (the number of Cult Beats generated from the heretical Doctrine). If the Heresy wins, it receives Effort instead of the cult action. If the Heresy has more Effort than the cult action after all tasks are resolved, the Storyteller replaces one of the cult's Doctrines with the Heresy.

Possible Sources: The cult's Fidelity track fills with aggravated damage. The Shaken Faith condition worsens. The cult experiences a supernatural epiphany without the characters present.

Resolution: The cult falls into mutiny. The heretical faction of the cult is destroyed. The heresy is adopted as a new Doctrine.

Beat: The cult advances the heretical Doctrine.

Identity Crisis

Your character's memories and identity have been addled, leaving them uncertain who they truly are. Rolls for Integrity or Memory breaking points suffer a -2 penalty. Any time the

character acts on their Balance, Burden, Virtue, or Vice, they must succeed at a Resolve roll to recover Willpower. Failure on this roll inflicts a -1 penalty on all actions until the character successfully regains Willpower.

Possible Sources: Fiendish influence, complications due to Memory Bleed.

Resolution: Achieving an exceptional success, or gaining a dot of Integrity or Memory.

Informed

Your character has a breadth of research information based on the topic she investigated. When you make a roll relating to the topic, you may choose to resolve this Condition. If you resolve it and the roll fails, consider it to have a single success. If it succeeds, consider it an exceptional success.

The roll that benefits from the Informed Condition can be any relevant Skill roll. For example, a character with Informed (Werewolves) might gain its benefits when using researched information to build a silver bear trap with the Crafts Skill. Combat rolls cannot benefit from this Condition.

Example Skills: Academics, Investigation, Occult, Science

Resolution: Your character uses her research to gain information; you resolve the Condition as described above.

Inspired

Your character is deeply inspired. When your character takes an action pertaining to that inspiration, you may resolve this Condition. An exceptional success on that roll requires only three successes instead of five, and you gain a point of Willpower.

Example Skills: Crafts, Expression

Resolution: You spend inspiration to spur yourself to greater success, resolving the Condition as described above.

Intoxicated

Your character is drunk, drugged, or otherwise dulled to the world around her. While she's probably not hallucinating, her inhibitions and reactions are lower than they should be. Your character suffers a -2 penalty to Dexterity and Wits dice pools. Characters using Social Maneuvering against her face two fewer Doors than usual.

Possible Sources: Heavy drinking or drug use.

Resolution: You sleep it off or face a breaking point.

Iron Grasp

Not even the most heinous actions give your cult pause when they enact your will. You may shed this Condition to benefit from a +3 bonus on a Grasp roll.

Possible Source: Achieving an exceptional success on a Cult Action Task.

Resolution: Use the Condition for its benefits.

Isolated

Your character's cultists do not appreciate others meddling in their business, even when an allied cult tries to help them. Outsiders cannot assist your cult during Cult Actions.

Possible Source: Suffering a dramatic failure on a Cult Action Task.

Resolution: Suffer 2 lethal Fidelity damage to purge this xenophobia.

Leveraged

Another character has blackmailed, tricked, convinced, or otherwise leveraged yours into doing what they wish. You may have the Leveraged Condition multiple times for different characters. Any time the specified character requests something of yours, resolve this Condition if your character does as requested without rolling to resist.

Example Skills: Empathy, Persuasion, Subterfuge

Resolution: Your character may either resolve the Condition by complying with a request as above, or if you apply the Leveraged Condition to the specified character.

Lost

Your character has no idea where she is, or how to reach her target. She cannot make any headway toward her goal without first navigating and finding out where she is. This requires a successful Wits + Streetwise action (in the city) or Wits + Survival action (in the wilderness).

Resolution: Abandoning the goal, successfully navigating.

Luminous Pillars

Your character's soul has been fortified through the trials it has endured, their Pillars blazing with vitality. Attempts to locate the mummy through supernatural means gain a one die bonus. The character may resolve this Condition in place of a losing a Pillar dot, or at any time to completely restore all Pillars.

Possible Sources: The Trials of Duat

Resolution: Use the Condition for its benefit.

Madness (Persistent)

Your character saw or did something that jarred her loose from reality. This isn't a mental illness born of brain chemistry — that, at least, might be treatable. This madness is the product of supernatural tampering or witnessing something that humanity was never meant to comprehend. The Storyteller has a pool of dice equal to 10 – (character's Integrity or Memory). Once per chapter, the Storyteller can apply those dice as a negative modifier to any Mental or Social roll made for the character.

Resolution: Regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point; for mummies, regain a dot of Memory or lose another dot of Memory.

Beat: You fail a roll because of this Condition.

Megalomaniacal

Your character seeks to emulate the Judge's example to make up for their failures before them in Duat, blinding him to danger his actions expose others to. Your character automatically fails any actions using the Empathy Skill and gains Selfish as an additional Burden.

Possible Source: Failing the trials of Duat.

Resolution: Place your cult in harm's way and have them take aggravated Fidelity damage as a result.

Memory Bleed (Persistent)

Your character's soul is fusing with another, and their memories and identity are not entirely their own. A cultist senses the eldritch presence of an eternal horror inexorably rising within, slowly subsuming their soul into itself. A mummy scrambles to find purchase in the world, anchoring themselves within the memories of their cultist. The two personalities slowly meld into one. The primary personality is the character the player chooses.

- Your character knows some things, but not all, known to the other personality, at the Storyteller's discretion. Recalling specific memories from the other personality requires a Memory roll for mummies or an Intelligence roll for mortals.
- Due to conflicting identities, rolls for Integrity or Memory breaking points suffer a -2 penalty.
- Whether disoriented by whirlwind visions of a strange new world or haunted by a sense of impending doom from an ancient soul arising within, your character regains no Willpower from rest.
- Your character does not suffer the untrained penalty for any Skill possessed by the secondary personality, unless they also suffer from the Forgotten Skill Condition.
- Your character gains an additional short-term Aspiration and an additional long-term Aspiration from the secondary personality.
- Your character gains an additional Balance and Burden or Virtue and Vice related to the secondary personality.
- Affinities immediately function normally. Each Utterance requires a Willpower point the first time it is used after receiving this Condition.
- On any dramatic failure, the character suffers the Identity Crisis Condition in addition to any other effects.

Possible Sources: Melding of souls.

Resolution: Gain a dot of Memory, or return to henet. Upon resolution, the personalities fuse into an amalgam of the two, with the player deciding relative dominance.

Beat: The character acts in a manner consistent with the secondary personality rather than their own, to their detriment.

Mirage (Timeless)

Your character is experiencing a mirage, where events in the present resonate with similarities in the past and future, interposing their own sensory impressions over the experience of the moment. The character can choose to focus on the mirage to gain better insight into herself, her own actions and the events unfolding around her. She takes an instant action to resolve this Condition and can use the equivalent of the Common Sense merit (p. XX) that achieved an exceptional success. She must ask the questions of the Storyteller within this scene. This Condition fades without a Beat if the mummy leaves the altered time flow.

Possible Sources: Achieving exceptional success on a 'Feeling the Flow' test while in a time mirage.

Resolution: Use the Condition for its benefit or complete the Descent and return to Duat.

Beat: The character completes her Descent without taking advantage of this Condition.

Mismanaged

Your character's cult is inefficient due to a stifling bureaucracy, uninspiring leaders, or a general malaise among the cultists. All the cultists' attempts to generate Effort suffer a -2 penalty.

Possible Source: Suffering a dramatic failure on a Cult Action Task.

Resolution: Achieve a success when generating Effort.

Mute

Your character cannot speak. Any communication must be done through writing, gestures, or hand signs. Illness, injury, or supernatural powers can inflict this Condition on a temporary basis.

Resolution: The character regains her voice through mundane or supernatural means.

Beat: Your character suffers a limitation or communication difficulty that heightens immediate danger.

Notoriety

Whether or not your character actually did something heinous in the past, the wrong people think he did and now he's ostracized by the general public. Suffer a -2 on any Social rolls against those who know of his notoriety. If using Social maneuvering (p. XX), the character must open one extra Door if his target knows of his notoriety.

Example Skills: Socialize, Subterfuge

Resolution: The story is debunked or the character's name is cleared.

Obsession (Persistent)

Something's on your character's mind and she just can't shake it. She gains the 9-again quality on all rolls related to pursuing her obsession. On rolls that are unrelated to her obsession, she loses the 10-again quality. Obsession can be a temporary Condition per Storyteller approval.

Resolution: The character sheds or purges her fixation.

Ominous (Persistent)

Bizarre phenomena and strange omens haunt your character's steps. Your character seems to be a harbinger of doom, drawing blame for the slightest misfortunes. Your character gains the 9-Again effect on Intimidation rolls, but suffers a -2 penalty on other Social rolls.

Possible Sources: Supernatural curses

Resolution: Remove the curse or overcome its source.

Beat: The character is shunned or attacked because of this Condition.

Precipitous Descent

Your character's life is fleeting, their Sekhem barely clinging to their sahu. For purposes of Descent intervals and Descent rolls, your Sekhem is considered one higher than its rating.

Possible Sources: The Trials of Duat

Resolution: Returning to henet. Cannibalizing a relic, which provides no Sekhem.

Relentless (Persistent)

Your character's foe cannot escape the mummy's wrath. Your character always knows in which direction her target resides, although not their distance. Your character suffers the effects of the Obsession Condition towards finding and eliminating their target. While doing so, the character benefits from 2 Armor effective against all damage sources except fire.

Possible Sources: Supernatural curses. Some relics trigger this Condition in a mummy when stolen from their tomb.

Resolution: Slaying the target. If this Condition results from a cursed relic stolen from a mummy's tomb, it doesn't resolve until the item is reclaimed, instead shifting the target to the next person who came in contact with the relic when one is slain.

Beat: The character fails their other duties while pursuing their target.

Repression

Memory can be a heavy burden. The Arisen's service to the Judges is so much easier if they ignore the past and their sense of self. Your character automatically fails any rolls involving the Academics Skill.

Possible Source: Failing the trials of Duat.

Resolution: Take an action so self-destructive it causes your character to lose Memory.

Rip (Timeless)

Your character is caught in a time rip, dragging along faster than other flows. Though your character must mostly follow along at time's dictated pace, he can somewhat divorce himself from the faster time flow when his actions must be protracted yet precise. When undertaking extended actions, your character gains exceptional success on three successes instead of five. He may also take an additional roll past his maximum if required, at a cost of 1 Pillar point per roll. This Condition fades without a Beat if the mummy leaves the altered time flow.

Possible Sources: Achieving exceptional success on a 'Feeling the Flow' test while in a time rip.

Resolution: The character completes his Descent and returns to Duat.

Beat: The character completes his Descent at time's mandated pace without taking advantage of this Condition.

Shaken

Something has severely frightened your character. Any time your character is taking an action where that fear might hinder her, you may opt to fail the roll and resolve this Condition.

Example Skills: Brawl, Firearms, Intimidation, Weaponry

Resolution: The character gives into her fear and fails a roll as described above.

Shaken Faith (Persistent)

The cult is troubled, and questions everything it believes in. Whenever cult members fulfill the cult's Virtue, they only regain a single point of Willpower. At the start of each chapter, the Storyteller rolls (10 – Dominance) and keeps any successes. When she accumulates 10 successes, replace this condition with the Heresy condition. If another action inflicts this condition a second (or subsequent) time, immediately replace it with the Heresy condition.

Possible Sources: The cult learns that one of its leaders violated a Doctrine. The cult's Fidelity track is filled with bashing damage.

Resolution: The cult gains a dot of Dominance. The problem worsens, and the cult gains the Heresy Condition.

Soulless (Persistent)

The character is in the first stage of soul loss. Without a soul, she can't attempt abjuration, warding, or binding. She is also more susceptible to possession — any dice pools to resist being taken over by another entity are at a –2 die penalty. The effects on Integrity and Willpower, though, are more severe. For as long as she has this Condition, she does not regain Willpower through surrender or rest, and her use of Virtue and Vice is reversed — she may regain one Willpower point per scene by fulfilling her Virtue without having to risk herself, and regains full Willpower once per chapter by fulfilling her Vice in a way that poses a threat to herself. Regaining Willpower through Vice, though, is now a breaking point with a –5 die penalty unless the character has reached Integrity 1.

Possible Sources: Soul loss.

Resolution: The character regains her soul.

Beat: The character loses Integrity because she indulged her Vice.

Spooked

Your character has seen something supernatural — not overt enough to terrify her, but unmistakably otherworldly. How your character responds to this is up to you, but it captivates her and dominates her focus.

Resolution: Resolve this Condition when your character's fear and fascination causes her to do something that hinders the group or complicates things (she goes off alone to investigate a strange noise, stays up all night researching, runs away instead of holding her ground, etc.).

Steadfast

Your character is confident and resolved. When you've failed a roll, you may choose to resolve this Condition to instead treat the action as if you'd rolled a single success. If the roll is a chance die, you may choose to resolve this Condition and roll a single regular die instead.

Resolution: Your character's confidence carries him through and the worst is avoided; the Condition is resolved as described above.=

Swooned

Your character is attracted to someone and is vulnerable where they are concerned. He may have the proverbial “butterflies in his stomach” or just be constantly aware of the object of his affection. A character may have multiple instances of this Condition, reflecting affection for multiple characters. He suffers a –2 to any rolls that would adversely affect the specified character, who also gains +2 on any Social rolls against him. If the specified character is attempting Social maneuvering on the Swooned character, the impression level is considered one higher (maximum of perfect; see p. XX).

Example Skills: Persuasion, Subterfuge

Resolution: Your character does something for his love interest that puts him in danger, or he opts to fail a roll to resist a Social action by the specified character.

Sybaris (Stage One — Unease)

The mummy's presence fills the victim with existential dread, which investigating the occult alleviates. The mummy reduces the number of Doors she has to open in Social Maneuvering against the victim by one, but suffers a –2 penalty to avoid the victim's attention.

Possible Source: Exposure to Sybaris triggers (pp. XX)

Resolution: Stay away from the mummy who caused this Condition for at least a week; join the mummy's cult; interpret a Sybaritic Omen.

Beat: Once a session, the player of the mummy who inflicted this condition can take a Beat by choosing one of the following:

- The victim gains the Informed Condition with regards to the mummy.
- The victim gains the Obsession condition with regards to one of the mummy's relics.
- The victim gains the Dead Dreamer Condition.
- The victim identifies a member of the mummy's cult.

Sybaris (Stage Two — Terror)

Fear consumes the victim, who perceives the mummy as a walking nightmare. When attempting to intimidate or terrify the victim, the mummy achieves an exceptional success on three successes but suffers a -3 penalty to all other Social rolls against the victim.

Possible Source: Upgrading from Unease Sybaris, exposure to the Malignant

Resolution: Stay away from the mummy who caused this Condition for at least two weeks; join the mummy's cult; interpret a Sybaritic Omen.

Beat: Once a session, the player of the mummy who inflicted this condition can take a Beat by choosing one of the following:

- The victim flees in terror from the mummy, and their sudden panic causes others in the scene to do the same. Any attempt to prevent this flight results in the victim becoming violent.
- The victim attacks the mummy at an inconvenient moment.
- The victim draws negative attention to the mummy's cult.
- The victim steals one of the mummy's vessels.

Sybaris (Stage Three — Desecration)

The victim perceives the mummy as a dark god, so blood-soaked and terrible they are unable to respond to the mummy except with immediate flight or violence. This reduces the mummy to a chance die all Social rolls against the victim.

Possible Source: Upgrading from Terror Sybaris.

Resolution: Stay away from the mummy who caused this Condition for at least a month; join the mummy's cult; interpret a Sybaritic Omen.

Beat: Once a session, the player of the mummy who inflicted this condition can take a Beat by choosing one of the following:

- A fiend from Duat possesses the victim.
- Any scene the victim is in gains the Unhallowed Ground tilt.
- The victim aims to thwart the mummy's cult. He'll stop at nothing to investigate the cult's current goals and do everything he can to sabotage them.
- The victim steals one of the mummy's vessels with the intent of destroying it.

Thrall (Persistent)

The character has fully succumbed to the effects of soullessness. She may not spend Willpower points for any reason, may not use her Defense in combat, may not spend Experiences, and suffers all the effects of the Broken Condition (pg. XX) as well. The player should only continue playing a character with this Condition if there's a chance of regaining the soul.

Possible Sources: Soul loss.

Resolution: The character regains her soul.

Beat: The character is victimized as a result of her Condition.

Wanton

Your character wants for the sake of wanting. He's distracted with temptations of excess and indulgence. Any Composure or Resolve rolls to resist temptation suffer a -2 die penalty. As well, the character that brought forth this Condition achieves exceptional success on three successes instead of five when making any rolls to tempt your character.

Resolution: Indulge in something that constitutes a breaking point.

Whirlpool (Timeless)

Your character is caught in a time whirlpool, spinning a recursive loop that always returns to the potential where it started. Though your character must 'reset' with events as dictated by the whirlpool's individual parameters, he can somewhat divorce himself and take advantage of his timeless nature. By spending 1 Sekhem, the character can 'set' the outcome of an action or challenge within the loop. Thereafter, each time this event occurs in the loop it must meet the outcome dictated by the mummy. The Arisen can withdraw this direction without cost but doesn't regain the Sekhem. The character can set as many events as she wishes as long as she can spend Sekhem to sustain them. This Condition fades without a Beat if the mummy leaves the altered time flow.

Possible Sources: Achieving exceptional success on a 'Feeling the Flow' test while in a time whirlpool.

Resolution: The character completes his Descent and returns to Duat.

Beat: The character completes his Descent without taking advantage of this Condition.

Zealous

Your character's cult takes joy in their work and achieves more than less dedicated cults. At the beginning of a Cult Action, you may shed this condition to generate a number of Tasks for that Action equal to Complexity + 1. Your character's cultists benefit from a +1 bonus when rolling to generate Effort for those Tasks.

Possible Source: Achieving an exceptional success on a Cult Action Task.

Resolution: Use the Condition for its benefits.

Tilts

Tilt Factors are qualities that modify a Tilt, allowing for altered or added effects to apply. A character suffering the Deadly Swarm Tilt takes lethal instead of bashing damage, while the Venomous Swarm Tilt inflicts bashing damage as well as the Poison Tilt. Under some circumstances, multiple Factors may apply, so a swarm with the Harmless and Ravenous Factors will consume massive amounts of vegetation but leave people and animals distracted but completely unharmed.

[THE FOLLOWING ARE ALL TILTS]

Amkhat's Curse

Environmental

Description: When returning to Twilight, Amkhata unleashing a torrent of occult energy that solidifies ghosts and turns the unwary into ephemera.

Effect: All ghosts in the affected area gain the Materialized Condition. Dramatic failures in this area drag characters (including mortals and mummies) into Twilight.

Causing the Tilt: An Abara emerges from Twilight; an Amkhat returns to Twilight.

Ending the Tilt: The tilt lasts for one hour per Rank of the Amkhat creating this Tilt.

Arm Wrack

Personal

Description: The character's arm is painfully (and debilitatingly) injured.

Effect: The affected character drops whatever they're holding in that arm and can't use it to attack opponents. If this effect spreads to both limbs, roll only a chance die on any rolls that require manual dexterity, and take -3 to all other Physical actions.

Causing the Tilt: Supernatural power or targeted blow (-2).

Ending the Tilt: Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it has healed.

Avalanche

Environmental

Description: A rockslide, mud slide, or veritable wall of snow or similar material is careening down a mountainside or other incline toward you.

Effect: Each turn your character is within the avalanche's reach, he takes a point of lethal damage from the force. Unless he also succeeds in a Dexterity + Athletics roll, he's also moved along by the wave of material, at the avalanche's Speed. This may have its own detrimental effects — if you get swept off a cliff, for instance, you have a lot more to worry about than some rocks rolling down a mountain at you.

Causing the Tilt: A loud noise in a snowy pass might break enough snow loose, or selecting the right boulders on a rocky slope may do the trick.

Ending the Tilt: Avalanches continue until they run out of momentum or material.

Beaten Down

Personal

Description: The character has had the fight knocked out of him.

Effect: The character cannot take active part in the fight without extra effort. The player must spend a point of Willpower each time he wants the character to take a violent action in the fight. He can still run, Dodge, and apply Defense.

Causing the Tilt: The character suffers bashing damage in excess of his Stamina or any amount of lethal damage.

Ending the Tilt: The character surrenders and gives the aggressor what he wants. At this point, the character regains a point of Willpower and takes a Beat, but can take no further action in the fight.

Blinded

Personal

Description: The character's eyes are damaged or removed.

Effect: The character suffers a -3 penalty to any rolls that rely on vision. Increase to -5 and loss of all Defense if both eyes are affected.

Causing the Tilt: The normal way to inflict the Tilt is to deal damage to the target's eyes, a specified attack with a -5 penalty (see Specified Targets, p. XX). An attacker can inflict temporary blindness by slashing at her opponent's brow, throwing sand into his eyes, or kicking up dirt. This requires an attack roll of Dexterity + Athletics with a -3 penalty. (Defense applies.) If the attack succeeds, the target is Blinded for the next turn.

Ending the Tilt: Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it is healed.

Blizzard

Environmental

Description: Heavy snowfall carpets the ground and is whipped up by howling winds into a barrage of whirling white.

Effect: Rolls to see things close to the character's person suffer a -1 penalty. Each additional 10 yards/meters inflicts an additional -1 penalty (cumulative) on all visual Perception rolls. This penalty also applies to ranged attacks.

Every four inches of snow applies a -1 penalty to appropriate Physical rolls, including combat rolls.

Causing the Tilt: For the most part, the weather is out of the characters' control.

Ending the Tilt: Without supernatural powers, characters can't end a blizzard. Proper equipment (such as goggles and snow boots) can add +1 to +3 to a roll, offsetting some of the penalties.

Charnel Ground

Environmental

Description: Bloody gods demand bloody offerings, so hearts fill with murder and knives cut a bit deeper.

Effect: All sources of damage deal an extra point of damage.

Causing the Tilt: Triggering a Peril within a tomb; a fiend lingering in the area.

Ending the Tilt: The tilt generally lasts one scene.

Collapsing Ceiling

Environmental

Description: The roof caves in, filling the area with falling wreckage. This tilt can represent any scene with fast moving objects, such as busy street pedestrians are trying to cross or boulders chasing tomb robbers.

Effect: Half each character's Speed as falling debris gets in everyone's way. Characters take between one and three points of lethal damage per turn, which a successful Dexterity + Athletics roll downgrades to bashing damage and an exceptional success negates entirely.

Causing the Tilt: Structural damage to a building; triggering a Peril in a mummy's tomb.

Ending the Tilt: Most ceilings don't contain enough material to collapse for more than a few turns, but large buildings and underground structures can collapse for a scene. The tilt ends when the ceiling disintegrates or stabilizes.

Concealed Pit

Environmental

Description: False floors hiding pits to contain intruders fill this area. This tilt can also represent an area where the floor cannot bear weight, such as deep snow or a collapsing building.

Effect: Failures in this area inflict one point of bashing damage and halves the character's speed on their next turn as they climb out of the pit. Dramatic failures inflict one point of lethal damage along with the Leg Wrack Tilt.

Factor (Deep): Deep pits increase the damage done to two points of bashing damage on a failure and reduces the character's speed to zero on their next turn as they climb out of the pit.

Factor (Oubliette): The pit is specially constructed to keep its victims from escaping. Victims are unable to leave the pit without specialized equipment or the help of someone outside the oubliette.

Factor (Spiked): Concealed spiked pits increase the damage done to one point of lethal damage on a failure and one point of aggravated damage on a dramatic failure.

Causing the Tilt: Triggering a Peril within a tomb.

Ending the Tilt: The pits built into this area are permanent. The only leaving the area ends this tilt.

Dark Waters

Environmental

Description: Crocodiles guarded the moats of Irem, but away from the Nile, the Dead and the Lifeless take their place.

Effect: Amkhata and ghosts touching this water gain the Materialized Condition.

Factor (Fiendish): Duat Fiends gain the Materialized Condition instead.

Factor (Obverse): Characters touching these waters are pulled into Twilight.

Factor (Spiritual): Spirits gain the Materialized Condition instead.

Causing the Tilt: Triggering a Peril within a tomb.

Ending the Tilt: The tilt generally lasts one scene.

Deafened

Personal

Description: The character can't hear.

Effect: If the character is deaf in one ear, he suffers a -3 penalty to hearing-based Perception rolls. A character struck deaf in both ears only gets a chance die on such rolls, and suffers a -2 penalty to all combat-related dice rolls.

Causing the Tilt: A particularly loud noise within 10 feet of the character may cause temporary hearing loss, as though the character were deaf in both ears. Alternatively, a targeted attack on the ear — at a -4 penalty — can deafen a character.

Ending the Tilt: Deafness caused by loud noises fades after (10 - the victim's Stamina + Resolve) turns. Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it is healed.

Drugged

Personal

Description: The character's mind is addled by mind-altering substances.

Effect: A generic narcotic can be represented with one set of modifiers; the character suffers a -2 modifier to Speed (and static Defense, if used) and a -3 penalty to all rolls in combat. The character ignores wound penalties.

Causing the Tilt: If the character has chosen to take drugs, he suffers their effects. To administer drugs to another character is a Dexterity + Weaponry attack, suffering a -1 modifier for the improvised weapon.

Ending the Tilt: A generic narcotic lasts for (10 - the victim's Stamina + Resolve) hours. Medical help halves this time.

Earthquake

Environmental

Description: Everything shudders and shakes, and rents tear the ground wide open.

Effect: When the earthquake's actually occurring, all Dexterity-based dice pools (and Defense) suffer a -1 to -5 penalty. Characters take between 1 and 3 points of lethal damage per turn of the earthquake's duration. A reflexive Stamina + Athletics roll downgrades that damage to bashing — or cancels it on an exceptional success.

Causing the Tilt: Without tremendous supernatural power, it's almost impossible to cause an earthquake. A powerful explosion could create the same effect.

Ending the Tilt: Earthquakes are quick events. It's very rare for one to last more than a minute (20 turns).

Extreme Cold

Environmental (sometimes Personal)

Description: Bone-chilling winds bite through the character, or trudging through knee-deep snow takes all of the sensation from his limbs.

Effect: When the temperature is below freezing, characters can't heal bashing damage. Supernatural beings and characters who heal faster than normal halve their normal healing rate. For every hour that a character is affected, he accrues a -1 penalty to all rolls. When that penalty hits -5, he instead suffers a point of lethal damage per hour.

Causing the Tilt: A frozen environment, a walk-in freezer, etc.

Ending the Tilt: Find a source of warmth or warm clothing. A character who has hypothermia requires medical attention.

Extreme Heat

Environmental (sometimes Personal)

Description: The character might be stumbling through the desert with the sun beating down on him, or running through the steam tunnels surrounding an old boiler room. This Tilt can also be the result of a debilitating fever.

Effect: Characters can't heal bashing damage. Supernatural beings and characters who heal faster than normal instead halve their normal healing rate. For every hour that a character is continuously affected by this Tilt, he accrues a -1 penalty to all rolls. When that penalty hits -5, he instead suffers a point of lethal damage per hour.

Causing the Tilt: This Tilt is usually caused by environmental factors — being out at noon in the desert, or spending too long in a sauna or forge.

Ending the Tilt: Get out of the heat. In a desert or similar environment, finding shade is paramount.

Flooded

Environmental

Description: Some liquid has risen enough to impede the character's progress.

Effect: Each foot of liquid inflicts a -2 penalty to all Physical dice pools. If the water goes up over her head, the character has to swim (Dexterity + Athletics). Alternatively, she can try to hold her breath (Stamina + Composure).

Causing the Tilt: Normally, this Tilt is the result of heavy rain, sudden snowmelt, or a broken water main.

Ending the Tilt: Characters can escape flooding by getting to high ground, which is enough to mitigate this Tilt.

Hallowed Ground

Environmental

Description: This is holy ground, upon which magic becomes more potent.

Effect: Achieving three successes on activation rolls for supernatural merits, powers, and rituals counts as an exceptional success.

Causing the Tilt: Affinities, purification rituals

Ending the Tilt: The tilt generally lasts for one scene. Sanctified areas are always under the effects of this tilt.

Heavy Rain

Environmental

Description: Torrential rain lashes down in knives.

Effect: Heavy rains cause a Perception penalty of -3 dice to Perception rolls.

Causing the Tilt: Short of a supernatural power or a fleet of cloud-seeding aircraft, Heavy Rain is the result of natural weather patterns.

Ending the Tilt: The best way out of the rain is to get indoors.

Heavy Winds

Environmental

Description: Howling winds buffet the characters.

Effect: Loud winds impose a -3 penalty to aural Perception rolls. Grade the wind from one to five; one is tropical-storm level (around 40 MPH), three is hurricane level (around 80 MPH), and five is tornado level (150+ MPH). A penalty equal to the wind's grade applies to Physical dice rolls. Characters suffer bashing damage equal to grade each turn, though the damage may be avoided with a reflexive Dexterity + Athletics roll.

Causing the Tilt: Tornadoes, hurricanes, and wind shears, whether natural or supernatural, are all sources of this Tilt.

Ending the Tilt: Finding shelter against the winds.

Ice

Environmental

Description: The ground's covered in a layer of ice that sends wheels spinning and people's feet flying out from under them.

Effect: Divide the character's Speed in half. All Physical rolls (and Defense) suffer a -2 penalty. Attempting to move at full Speed increases the Physical penalty to -4. Any dramatic failure on a Physical roll inflicts the Knocked Down Tilt. When driving halve Acceleration, and take a -5 penalty to Drive rolls.

Causing the Tilt: This Tilt applies to any surface that's slick and slippery, including a spill of industrial lubricant or just a well-polished wooden or linoleum floor.

Ending the Tilt: "Get off the ice" is good advice, but that can take work. Characters can use heat or fire to melt ice, or throw down copious quantities of salt or grit to increase traction.

Immobilized

Personal

Description: Something holds the character fast, preventing him from moving.

Effect: The character can't do anything. He can't apply Defense against incoming attacks, and can't take combat-related actions. If someone's holding him down, he can spend a point of Willpower to deliver a head butt or similar attack.

Causing the Tilt: The usual way to inflict this Tilt is through the Restrain grappling move.

Ending the Tilt: An Immobilized target can break free by escaping from a grapple or snapping whatever binds her. If held by an item, the character must make a Strength + Athletics roll penalized by the item's Durability. Take a -2 penalty for restrained limbs; increase to -4 if hogtied. A success breaks free. Each roll, successful or not, deals a point of bashing damage.

Inferno

Environmental

Description: The area is on fire. Anything flammable is either already burning or will start burning soon.

Effect: All characters suffer a -2 penalty to all rolls due to smoke and pain from the fire. After two turns, any character that breathes suffers 2B per turn due to smoke inhalation. After three turns, the character suffers 1L per turn from burns. If the character catches fire, he suffers 4L per turn until he dies.

Causing the Tilt: A meteor from the dawn of time will do the trick.

Ending the Tilt: All fires burn out eventually, though fire suppression methods help. Most meteorites have an extremely cold core, and atmospheric entry doesn't change that, so their heat tends to dissipate rapidly.

Insane

Personal

Description: The character suffers from a panic attack, sudden imbalance, or a full-on psychotic break.

Effect: The character gains a +1 bonus to all combat rolls, but takes actions after everyone else. A character suffering from this Tilt cannot spend Willpower in combat, and suffers a -3 penalty to all Social rolls.

Causing the Tilt: Any character with an appropriate Condition may acquire the Insane Tilt. The Storyteller can call for a Resolve + Composure roll to resist a general anxiety that gnaws at the character's mind.

Ending the Tilt: The specific effects of this Tilt don't normally last beyond the end of the scene. To end earlier, roll Resolve + Composure as an instant action, contested by a dice pool of (10 - her Willpower). Take no other actions this turn, and don't apply Defense to attacks.

Insensate

Personal

Description: The character shuts down, either due to extreme fear or sudden pleasure.

Effect: The character can't take any actions until the Tilt is resolved. He can apply Defense to incoming attacks, and if he takes any damage from an attack, the Tilt ends.

Causing the Tilt: Several supernatural powers can leave their victim in a trance-like state of heightened emotion. A hallucinogenic drug might have similar effects; administering such a drug is a Dexterity + Weaponry attack, which suffers a -1 modifier.

Ending the Tilt: The Tilt wears off at the end of the scene. The victim can spend a point of Willpower before then to act normally for one turn. A successful attack will also end the Tilt. If a character has been knocked insensible by drugs, then when this Tilt ends it is replaced with the Drugged Tilt.

Knocked Down

Personal

Description: Something knocks the character to the floor.

Effect: The character is knocked off her feet. If she hasn't already acted this turn, she loses her action. Once she's on the ground, a character is considered prone. The character can still apply Defense against incoming attacks, and can attempt to attack from the ground at a -2 penalty.

Causing the Tilt: A melee weapon (damage modifier +2 or greater), or a firearm (damage modifier of +3 or greater) can knock a character down. A close combat attack with a targeted attack against the legs (-2 modifier) can knock someone down. If successful, the target is knocked down, but takes only half damage.

Ending the Tilt: Standing up takes an action. A character who hasn't yet acted can make a Dexterity + Athletics roll, minus weapon modifier. If successful, she avoids the effects of this Tilt.

Leg Wrack

Personal

Description: Pain or numbness in the leg

Effect: If their leg is broken, sprained, or dislocated, halve the character's Speed and suffer a -2 penalty on Physical rolls that require movement (and Defense). If both legs are wracked, the character falls over — taking the Knocked Down Tilt. Speed is reduced to 1; moving precludes other actions. Physical rolls that require movement are reduced to a chance die.

Causing the Tilt: A character can have their leg knocked out by a targeted blow to the leg (-2 penalty) that deals more damage than their Stamina.

Ending the Tilt: If the Tilt is inflicted as a result of an attack, mark an X under the leftmost Health box affected by that attack. The Tilt ends when that damage that caused it has healed.

Lifebane

Environmental

Description: By devious trickery or foolish design the tomb's Lifeweb incorporates a Bane relic, corroding the wills of those entering the area.

Effect: While in this area, characters must spend an extra point of Willpower to gain its benefits. Additionally, all characters entering the corrupted Lifeweb suffer the Bane Relic's curse.

Causing the Tilt: Fixing a Bane Relic into the Lifeweb.

Ending the Tilt: Mystically disentangle the Bane Relic from the Lifeweb. On its own, removing the relic from the tomb does not end this tilt.

Poisoned

Personal

Description: Poison is tearing the character apart from the inside.

Effect: A poison is either "moderate" or "grave." A moderate poison causes 1 point of bashing damage per turn. A grave poison deals 1 point of lethal damage per turn.

Causing the Tilt: Ingesting a poison inflicts this Tilt. Injecting an opponent with a poison counts as a Dexterity + Weaponry attack, and suffers a -1 modifier.

Ending the Tilt: Immediate medical attention. Roll Stamina + Resolve as a reflexive action each turn. If the character intends to act, the roll suffers a -3 penalty. Success counteracts the damage for one turn.

Powerful Current

Environmental

Description: The water flowing through this area is strong enough to drag the unwary to their deaths.

Effect: Divide the Character's Speed by four. All Physical rolls (and Defense) suffer a -3 penalty. Characters take two points of bashing damage each turn as they swallow water into

their lungs. Characters can make a reflexive Strength + Athletics roll to avoid damage and to move at half Speed.

Causing the Tilt: This Tilt exists anywhere there is fast moving water, such as a sudden flood, a raging river, or a powerful tidal current.

Ending the Tilt: Arisen can use obscure Utterances to change a river's course or part the seas, but most characters cannot end this Tilt by any means short of exiting the water.

Sandstorm

Environmental

Description: The wind picks up the area's sand or dust, flinging it through the air and cloying everything.

Effect: Sandstorms make it hard to see anything beyond one's immediate surroundings. Rolls to see things within five yards of the character suffer a –1 penalty. Each additional five yards inflicts an additional cumulative –1 penalty. The blowing sand also imposes a –3 penalty on all Physical rolls while out in the storm — including Drive rolls. Living characters take one bashing damage each turn as the sand scours their lungs.

Causing the Tilt: Environmental factors, such as being unprotected in a windy desert or trapped outside in a dust bowl, create this tilt.

Ending the Tilt: The best way to avoid sandstorms is to move indoors.

Scything Blades

Environmental

Description: Falling swords and spinning blades strike from behind cobwebs to separate heads from shoulders. This tilt can other hazards filling an area, such as shrapnel from an artillery barrage or superheated steam vents in a volcano.

Effect: Dodging and avoiding the blades whirling around halves all character's speed. Any Failures rolled while amid the blades inflicts one lethal damage, while any Dramatic Failures rolled inflict one aggravated damage.

Causing the Tilt: Triggering a Peril within a tomb.

Ending the Tilt: Disable or destroy the mechanism controlling the blades.

Sick

Personal

Description: The character suffers from nausea, fever, or related symptoms.

Effect: A sickness is either "moderate" or "grave." A moderate sickness causes a –1 penalty to all actions during combat. That penalty increases by 1 every two turns. A grave sickness inflicts the same dice penalties as a mild sickness, plus 1 point of bashing damage per turn.

Causing the Tilt: Exposure to disease either from living sources or sample.

Ending the Tilt: Penalties fade at a rate of one point per turn once the character has a chance to rest. Any damage remains until the character can heal.

Skincrawler

Personal

Description: A beetle, scorpion, spider, or other small vermin works its way under your character's skin and eats him from the inside out.

Effect: The vermin burrows through the character's innards, inflicting 1 lethal damage each turn.

Causing the Tilt: Interact with trapped treasure.

Ending the Tilt: Dig the vermin out from under your skin by inflicting one Aggravated Damage to yourself.

Stunned

Personal

Description: The character is dazed and unable to think straight.

Effect: The character loses her next action, and halves her Defense until she can next act.

Causing the Tilt: A character can be stunned by any attack that does at least as much damage as their Size in a single hit. Some weapons have a "stun" special ability. These double the weapon modifier only for the purposes of working out whether the attacker inflicts the Stunned Tilt. Attacks against the target's head count the character's Size as 1 lower.

Ending the Tilt: The effects of this Tilt last one turn. The character can end the Tilt during their own action by reflexively spending a point of Willpower, a but -3 modifier applies to any actions they take that turn.

Swarm

Environmental

Description: Your character is mobbed by small animals, such as insects, rodents, or scorpions.

Effect: Swarms, composed of animals of Size 1, are measured by their radius in yards. When attacking, swarms inflict one bashing damage each turn to all targets within their radius. Swarms increase this damage by one each time they condense down to half their radius, allowing an eight-yard swarm to inflict two bashing at four yards or three bashing at two yards.

Armor is ineffective against the swarm unless covering the full body, and that only provides half its rating.

Swarms also distract targets, inflicting a -2 penalty to all actions within their radius.

Factor (Breeding): The swarm grows at a supernatural rate. Whenever it inflicts a total of damage equal to its original size, it increases its radius by one yard, resetting the counter to zero before the swarm grows again. The swarm can grow to a maximum of double its original size.

Factor (Deadly): The swarm inflicts lethal damage.

Factor (Harmless): The swarm inflicts no damage, but other effects still apply.

Factor (Liminal): The swarm acts as a threshold between one realm or state of being and another, such as between the physical world and Neter-Khertet. Within the swarm, beings on either side may freely interact. Upon leaving the swarm, characters must succeed at a Resolve roll to control where they emerge.

Factor (Obscuring): The swarm inflicts an additional -2 penalty on Perception rolls.

Factor (Persistent): The swarm loses only one yard of radius for each point of damage suffered.

Factor (Ravenous): The swarm is gigantic, its functional size multiplied by ten for the area covered. The Tilt only inflicts one bashing every five turns on a target, and the swarm cannot increase this by condensing. All vegetation in the radius is devastated.

Factor (Venomous): The swarm also inflicts the Poisoned Tilt.

Causing the Tilt: Naturally occurring when disturbing a nest of stinging insects, or resulting from certain traps or supernatural powers.

Ending the Tilt: Only area-affecting attacks, such as a flame, can affect the swarm. Regular attacks are ineffective. Each point of damage inflicted by a valid attack halves the swarm's size, with the remainder of the swarm dispersing once reduced below a one-yard radius.

Time Loop

Environmental

Description: Your character is trapped in a whirlpool of repeating time, often lasting between a scene and a few days, although longer ones are possible. Each whirlpool has one or more places where a character may slip back into the dominant time stream, and a sequence of altered events capable of resolving the loop entirely.

Effect: The whirlpool resets itself at the end of each iteration, and dying within the loop results in the character awakening at the beginning of the next iteration. With each iteration, the character begins at the same location and in the same physical condition they were in at the beginning of the first iteration they experienced.

The character clearly remembers each iteration, barring other memory difficulties. When performing actions attempted during previous iterations, the character gains the 9-again effect. Spending a point of Willpower on such actions grants the rote quality. Residents of the loop don't receive this benefit.

Causing the Tilt: Rarely occurring naturally, but usually due to mystical occurrences.

Ending the Tilt: Escaping or resolving the time loop.

Unhallowed Ground

Environmental

Description: All who walk this cursed land feel its foul luck infecting their magic.

Effect: All failures on activation rolls for supernatural merits, powers, and rituals become dramatic failures instead. These automatic dramatic failures do not generate beats.

Causing the Tilt: Desecration Sybaris, fiends lingering in the mortal world

Ending the Tilt: The tilt lasts for one scene. Cursed areas are always under the effects of this tilt.