

TRADITION

You were trained by a group with a unique approach to magick and with certain priorities. You belong to their faction. *Choose one:*

- Verbena (A coven of witches):** sacrifice, life and death, nature. (Life)
- Celestial Chorus (A universal religion):** prepare the world for Ascension. (Prime)
- Virtual Adept (A community of hackers):** engineer the world to fix it. (Correspondence)
- Sons of Ether (A consortium of mad scientists):** discover and invent. (Matter)
- Order of Hermes (A council of wizards):** preserve knowledge and power. (Forces)
- Orphans (Outcasts that reject all Traditions):** mysteries and dark things. (Any)
- Euthanatos (A fraternity of Assassins):** reincarnation, killing those who deserve to die, e.g. the movie *Wanted*. (Entropy)
- Akashic Brotherhood (An order of martial artist monks):** balance, the middle way. (Mind)
- Cult of Ecstasy (A band of rocker mystics):** freedom, individuality. (Time)
- Dreamspeakers (A dwindling group of shamans):** explore the Spirit World (Spirit)

SPHERES

You have control over some aspect of reality, called Spheres. Add the Sphere from your Tradition, then choose another Sphere from the list below. Each sphere has multiple practices. You start with Perceive. Choose one more practice in one of your Spheres:

- Life:** animals, plants, microbes, and higher life forms: Perceive, *Transform*, *Heal/Harm*, *Clone*
- Correspondence:** the 3 dimensions, location and distance: Perceive, *Area Effects*, *Relocate*, *Connect*
- Time:** past, present and future: Perceive, *Speed/Slow*, *Reverse*, *Stop*
- Matter:** phase, material properties, machines: Perceive, *Transmute*, *Transform*, *Strengthen/Weaken*
- Forces:** electricity, gravity, kinetic energy, light: Perceive, *Control*, *Amplify/Nullify*, *Convert*
- Spirit:** Spirits, travel between the Ubra (spirit world), Faerie, and beyond: Perceive, *Command*, *Summon*, *Seal / Bind*
- Entropy:** luck, fate, inevitability, endings: Perceive, *Alter Probability*, *Bind Destiny*, *Accelerate/Delay Decay*
- Mind:** intelligent thought, memory, will: Perceive, *Command*, *Implant/ Remove*, *Astral Projection*
- Prime:** Magick itself. Quintessence, Enchantment, Creation: Perceive, *Counter Spell*, *Channel Quintessence/Enchant*, *Creation (Needed to create anything from nothing)*

THE MAGE

PARADOX

Vulgar Magick - If the effects of the **Change** are "impossible", Reality pushes back. Vulgar Magick adds 1 to the **Scene Paradox**. Do this even if nobody is there to witness. Vulgar Magick is implausible, but often a result of quick thinking (-slow).

Scene Paradox is the ambient resistance of Reality in the current area, and increases with each failed **Change Reality** attempt. At the end of a scene, the Scene Paradox decreases by 1. The GM should keep up with this, but the players should know its value at any given time. If the **Change Reality** roll fails, and the **Will Die (with bonuses)** is less than the **Scene Paradox** value, then the GM can **Unleash Paradox**.

Paradox Unleashed - If the **Change Reality** roll fails, and the **Will Die (with bonuses)** is less than **Scene Paradox**, something goes horribly wrong. The **Scene Paradox** value is reduced to zero, and the GM decides what effect it has, but the effect is usually a reflection of the **Change**. Unleashing Paradox is typically worse with **Vulgar Magick**. You may spend a point of **Quintessence** to cancel each point of **Paradox** released, or take a **Condition** per point of **Paradox** released by the scene to contain it.

QUINTESSENCE

When your **Will Die** rolls the same face value as your **Paradox Die**, it's a critical success and you gain a **Quintessence Point**. This is the current of change beneath the surface of reality. Some places of power, objects, and creatures can serve as **Quintessence** sources as well. **Quintessence** can be used to

- Create **Rotes**
- Lower the **Scene Paradox** by 1
- Make spell casting easier (add +2 to your next **Change Reality** roll)
- 2 Quintessence - Give you or an ally **Advantage** on the next roll
- Cancelling **Conditions** in combat (See Conditions section)

Tass: With the **Prime** sphere (Channel Quintessence), you may store **Quintessence** in an object for later. Large sources require large/costly objects. Drawing from an object destroys it.

Rotes: You can convert a spell into a **Rote** whenever you **Change Reality**, by spending 1 **Quintessence** after successfully casting the spell. You may cast a **Rote** without the need of your **focus**. Write down exactly what it does.

Channelling Quintessence: Mages with the **Prime** practice (*Channel Quintessence*) can make a Change Reality roll to transfer a point of Quintessence from one source to another.



Mage: Will vs Paradox

CHARACTER CREATION

Name (Choose a name for your character)

Look (Decide what your character looks like: Gender, Race, clothing style, etc)

Starting Character Stats (Add 1 to **Physical**, **Social**, or **Mental**)

Physical -1, Social 0, Mental 1, Arete 0

Intro

- » Who are you?
- » How long have you been in the city?
- » What keeps you up at night?
- » What do you desperately need?

Choose: Tradition (starting Sphere), **Spheres**, **Skills**, **Backgrounds**, and **Mage Moves**

Avatar: Your Avatar is like your Mage's Soul. It's a guide and can usually manifest itself in some way that only you can interact with. Describe it:

- » What does it come to you as? A person? An animal? A ghost?
- » How does it communicate with you? Does it speak?

Gear

- » A nice apartment or a simple house, a crappy car, a cell phone
- » A mystical **Focus**: Per your tradition, you channel your magick through a Special object or technique. What is it? What makes it inconvenient?
- » 1 simple weapon
 - Small Firearm (single target, lethal vs mortals, close, loud, reload, concealable)
 - Ornate knife (single target, hand, concealable)
 - Big Staff (single target, non-lethal, hand/close)

Additional Gear can be acquired in game and/or at the GM's discretion:

- > Automatic Firearms (Suppression, multiple targets, loud, reload)
- > Body Armor (+1 physical Armor)

NAME

LOOK

Quintessence:

Experience:

STATS

Physical	Social	Mental	Arete
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ADVANCES

Gain 1 Experience at the end of any scene that you failed a roll or received a condition.

Gain 1 Experience at the end of every session.

Spend 5 Experience to Advance.

Mark one with each Advance:

- +1 new Specialty
- +1 new Specialty
- +1 new Specialty
- A new **Mage Move**
- A new **Mage Move**
- A new **Mage Move**

Every 3rd advance instead:

(Seeking then) +1 to Arete (max +3)

+1 new Skill or Specialty

Erase a **Scar**

Advance 3 basic moves

Then select next in order:

- Acolyte **Advanced Move**
- Disciple **Advanced Move**
- Adept **Advanced Move**
- Master **Advanced Move**
- Grand-Master **Advanced Move**

MAGE MOVES

You get these:

Change Reality (*slow, close*): When you concentrate for a long moment with your **focus**, you can alter reality within your sphere and practice. Describe the change and **roll +Arete**. If the change is **Vulgar**, the GM adds 1 **Paradox** to the scene.

- **On a success:** the change happens as you intended.
- **On a failure:** the change fails and the GM adds 1 **Paradox** to the scene.
- **On a critical success:** The spell is successful, additionally, you gain 1 **Quintessence** (max 6)

Avatar: You can store **Quintessence** within yourself, either through **Prime** magick, or through critical successes with **Change Reality**.

Choose one more:

- Battle Mind:** You can **Change Reality** as a defensive reflex (-slow)
- Contingency:** You can prepare a **Change** ahead of time by storing it in your focus at the cost of 1 **Quintessence**. You can only have 1 Contingency stored at any time. Write down exactly what it does. You can release the effect later but it does exactly what you wrote.
- Mage Sight:** *Perceive* spheres you own without rolling.
- Mage Armor:** Give yourself +1 armor without rolling (Choose its defense type: **Physical**, **Mental**, **Magickal etc.**) (limit 1/scene)
- Arcane Ward (requires Mage Armor):** Shield an ally (near) granting 1 **Armor** (limit 1/scene)
- Familiar:** A small magickal creature is your companion. Choose one: *Spirit, Faerie, Animal, Demon, Construct*. Choose three tags: *telepathy, reliable, stealth, guard, hunt, knowledge, well connected, speech*.
- Sacramental Tools:** You may substitute mundane objects as improvised foci if you treat them with ritual respect. (A knife becomes an athame, a mirror becomes a scrying pool, etc.)
- Demesne:** You have a place where reality obeys your expectations. Within it you can ignore **Paradox**.
- Paradox Tolerance:** Long practice has hardened you. You may ignore the first Paradox point you'd generate each session.
- Improvised Casting (Primary Sphere):** You can create **Changes** utilizing your primary Sphere (the one gained from your Tradition) without the use of a focus.
- Improvised Casting (Secondary Sphere) (requires Improved Casting Primary):** You can create **Changes** utilizing your secondary Sphere without the use of a focus.

ADVANCED MOVES (Select In Order)

- Acolyte:** Choose another practice for one of your spheres
- Disciple:** Choose another practice for one of your spheres
- Adept:** Choose another practice for one of your spheres
- Master:** Choose another practice for one of your spheres
- Grand-Master:** Choose another practice for one of your spheres

SKILLS

These are abilities that your character has trained. Choose 2, and underline one *specialty* per skill.

When your *specialty* comes into play in the story, you may roll with **Advantage** to determine the outcome:

- Brawl:** hand-to-hand combat training: *Disarm, Martial Arts (Akashic Only), Multiple Opponents, Dodge*
- Drive:** talented driving under pressure: *Losing a tail, Motorcycle, Stunt Maneuvers, Repair*
- Firearms:** training with firearms: *Fast-Draw, Gun-Smithing, Fast Reload, Trick Shots*
- Melee:** training with hand-held weapons: *Improvised weapons, Throwing, Multiple Opponents, Repair*
- Stealth:** sneaking and hiding: *Hide, Move Silently, Tracking, Counterfeit*
- Science:** use of tech and physical sciences: *Computers, Chemistry, Crafting, Technomagick*
- Medicine:** training in health and first aid measures: *Surgery, First-Aid, Recovery, Toxins*
- Occult:** understanding of Lore: *Umbra-Lore, Folk-Tales, Rituals, Infernalism*
- Social:** social intrigue and manipulation: *Subterfuge, Animal Kinship, Interrogation, Etiquette*

BACKGROUNDS

Traits your character has acquired through history and story. At character creation, choose two, others may be added based on story actions and outcomes as determined by the GM.

- Allies:** people or other beings that are willing to help your character.
- Arcane:** You blend into Sleeper society unnaturally well. Once per session, declare a helpful coincidence that lets you pass unnoticed (a forgotten uniform, a party invite, an overlooked ID)
- Influence:** clout, fame or political sway in some aspect of the mortal world
- Library:** access to a wealth of information (old scrolls, books, databases, etc) Once per session, you may declare a useful text or clue is found there (GM will add a complication)
- Resources:** significant financial assets and income (wealthy)
- Wonder:** an object or artifact of some sort of power or significance.
- Node:** access to a place of power that can be used to fuel **Quintessence**. Contested by other supernaturals
- Dream:** gain temporary knowledge from a supernatural source (gain a skill specialty 1/session, lasts 1 scene)

CORRUPTION



Mages have access to **Corruption Moves** at all times.

When using a **Corruption Move**, mark the corruption track. Once the track is full mark the following in order:

- Unleash Paradox**, +1 to **Physical, Social, or Mental** (max +3)
- Unleash Paradox**, Choose a new **Sphere**, you automatically gain its *Perceive* practice.
- Unleash Paradox**, +1 **Arete** (no Seeking required)
- Unleash Paradox**, Choose a new **Sphere**, you automatically gain its *Perceive* practice.
- Retire your character. They may return as a Threat. Trigger your **End Move**.

CORRUPTION MOVES

Corruption moves are ALWAYS **Vulgar Magick**, and thus always are +1 to the **Scene Paradox**.

Sorcery: Mark corruption to make a Change permanently immune to **Paradox**. It will not unravel.

Latent Power: Mark corruption to use a *practice* you do not have from one of your Spheres.

Devastation: Mark corruption to create a powerful change (huge, destructive, strong) as if you had rolled a **critical success** on Change Reality

The Dark Arts: Mark corruption and take the Bleeding Condition to gain 1d6 **Quintessence** (does not award XP)

END MOVE

When you die, perform one final **Change Reality** (consider the result a critical success). You may utilize any practice within your known Spheres. Also, unleash all of your **Paradox**.

TAGS

- **Lethal:** Kills bystanders and NPCs without defenses (armor, cover), players hit with lethal damage cannot select the **Bruised** condition for this attack
- **Close:** Any range within throwing distance
- **Magick:** Type of effect that can only be resisted with supernatural resistance (magic armor, regeneration etc)
- **Area:** Effect covers the immediate area in a scene
- **Slow:** Takes up a player's turn, no other action can be performed
- **Suppression (firearms):** Roll **Firearms** each turn. Targets become **Reluctant Aggressors** until you fail a roll (then reload) or take any other action besides firing.
- **Loud:** Attracts attention, disperses bystanders

CONDITIONS

When you are injured, choose and mark a Condition according to the type of harm you've taken. Conditions do not need to be marked in any kind of order. If you're wearing **Armor**, you may choose to mark it instead of a Condition. **Armor** typically only works to prevent one type of harm (Physical), though you may discover or create other types of armor. Once **Armor** is marked, it must be repaired before it can be marked again. Conditions are removed with their corresponding **Resolution**, or by **describing how you avoid the damage with Magick** and **spending 1 Quintessence** to cancel one Condition as it's gained. Also, it should be noted that events in the Story can inflict Conditions directly, without giving the player the choice of which to mark. The GM decides how to cancel or resolve Story-based Conditions as appropriate.

Note on Physical Conditions: Combat is messy and not always straightforward. Though the "**Bruised**" Condition has no immediate effect, it cannot be chosen again as a Condition until it's been **Resolved**. A character can be bruised several times in combat (taking Disadvantage on their next roll to quickly Resolve the Condition), but ultimately, multiple injuries will stack up in a single devastating attack or instance, forcing another choice.

Physical:

- Bruised/Flesh Wound** - You are dazed, and unable to think straight. **Resolution:** Take **Disadvantage** on your next roll.
- Bleeding** - You are bleeding profusely from an open wound. You are unable to take **Advantage** on any roll due to pain/blood loss. **Resolution:** Spend a full turn recovering (bandage, magickal healing etc) and then mark **Bruised**
- Injured** - You have suffered a significant physical injury. Your movement is restricted (+slow) unless assisted and suffer -1 to all physical rolls. **Resolution:** Remains until the end of the Scene, then select the **Broken** condition.
- Beaten** - You are immobilized and unable to take further physical action. You can't walk or stand. You may still talk until... **Resolution:** Take a **Scar** and gain 1XP or retire your character and trigger your **End Move**.

Social:

- Broken** - You can barely muster up the will to do your job anymore. Emotionally intense situations make you flinch and back down. **Disadvantage** on **Social** rolls. **Resolution:** Backing down from a confrontation resolves this Condition.
- Leveraged** - Your character has been blackmailed, tricked, or convinced into doing what someone else wishes. **Disadvantage** on **Social** rolls that do NOT involve the subject of the Leverage. **Resolution:** Complete the requested task, or turn the tables on the inflictor.
- Reluctant Aggressor** - You're pinned down or don't want to hurt your opponent, but you're going to anyway. **Disadvantage** on all combat rolls that do not involve the opponent directly. **Resolution:** Take the **Shaken** condition and act against your opponent.

Mental:

- Shaken** - Something has frightened your character extensively. **Disadvantage** on any rolls involving the subject of what has frightened you. **Resolution:** Opt to fail a roll involving the subject of your fear.
- Spooked** - You've witnessed something that captivates you and demands your attention. **Disadvantage** on Mental rolls. **Resolution:** Opt to do something that hinders the group or complicates things while pursuing your fascination.
- Fugue** - Your mind has shut down. You are prone to blackouts and lost time. Failing any Mental roll means you blackout and lose control of your character for the scene. **Resolution:** Critical on any applicable Mental roll removes the condition as you finally regain yourself.

SCARS

When **Beaten**, a player may instead choose to **Scar**. Doing this means the character is not killed as a result of the beating and instead some other fiction is chosen by the player and GM. Flesh Wounds and bruises leave permanent damage or aches and pains that persist even after healing. Arm or leg injuries cause the loss of the arm or leg entirely (amputation). **Scars** instead leave permanent conditions as the character tries to cope with the aftermath of defeat. **Scars** can be removed on every 3rd Advance, or possibly by some other story driven event (Cybernetics?). GMs are encouraged to give the player a meaningful **Scar** that has some significance in the story.

SEEKING

A Seeking is a "quest" the Mage must go on before his **Arete** rating can be raised. These quests may be internal or external, leading the Mage to make some tough decisions, and can be fatal. A Seeking should be played out in the story and could very well be a story or session of its own.

Physical Basic Moves

Alertness/Dodge/Awareness

When you act despite an imminent threat or obstacle,

tell us how you do it. Then roll....

- +Physical if you endure or power through it
- +Mental if you employ quick or out-of-the-box thinking
- +Social if you use charm or social grace
- +Arete if you sense a magickal threat

On a success the threat doesn't come to bear.

On a failure avoid the threat only if you make a costly sacrifice or ugly choice, the GM will tell you which.

(Advanced) On a critical success avoid the threat **and** gain a fleeting insight or resource – ask the GM one question about the situation, threat, or environment and get a truthful answer, or discover a useful detail/object that can help later in the scene.

Melee/Brawl

When you turn to violence, roll +Physical.

On a success, you inflict a **wound** as established by the fiction

On a failure, the GM makes a move and you choose:

- You take the hit: suffer any unmarked Condition.
- You're pinned or restrained — they grapple you, hold you at knifepoint, or otherwise immobilize you.

(Advanced) On a critical success you inflict a wound and choose one:

- They drop or lose use of a key item, or weapon
- Your strike disorients them, the GM reveals an unintended weakness, secret, or vulnerability and you gain **Advantage** on your next Melee attack

Firearms/Archery

When you attack from afar, roll+Physical.

On a success, you inflict a **wound** as established by the fiction

On a failure the GM makes a move and you choose:

- Missed opportunity — the target dives for cover or slips away into concealment.
- You're pinned down by counter fire: take the **Reluctant Aggressor** condition
- Disadvantage on your next roll as you reload or switch weapons (Not an option of you have **Fast Reload**)

(Advanced) On a critical, you inflict a wound **and** control the battlefield – choose one:

- Pin your target down (**Suppression**)
- Your shot ricochets or interacts with the environment in a way that changes the scene (drops cover, breaks lights, cuts a rope, etc.)

Social Basic Moves

Subterfuge

When you try to mislead, distract, or trick someone, roll +Social.

On a failure – The GM makes a move, and your deception backfires or leaves evidence.

On a success – They are fooled, at least for a moment, pick 2:

- You create an opportunity
- You expose a weakness or flaw
- You confuse them for some time
- You avoid further entanglement

(Advanced) On a critical success – Same as above **and** you leave behind a **false trail** or **implanted belief** of your choice. The target will act on this misinformation until it's disproven, potentially changing their behavior or the situation in your favor.

Interrogation

When you coerce information from someone through force, intimidation or seduction, roll+Social.

On a success – Hold 3.

On a failure – The GM may make a move but you still gain 1 Hold.

During this conversation – Spend Hold 1-for-1 to ask them any questions that they may reasonably know the answer to.

(Advanced)

On a critical success – Same as a **success and** you learn something the target did not intend to reveal – a slip of the tongue, body language tell, or emotional reaction that hints at deeper truths. The GM must provide a significant piece of information or clue that was outside your original line of questioning.

Mental Basic Moves

.Enigmas and Academics

When you consider what you know about a subject,

ask the GM one question about it, answer the questions below and roll+Mental with +1 for each “Yes”. Roll with advantage if you have a specialty that is relevant to the subject:

- Is this the first time you've encountered this subject?
- Do you have a specialty in a skill group relevant to the subject?
- Have you had access to a book or record of information about the subject?

On a success – The GM will answer the question without any context or follow up

On a critical success – The GM will tell you detailed useful information. You and your allies roll with **Advantage** when first acting on this information.

(Advanced)

On a failure – The GM makes a move, but you're wiser for it:. In addition to the normal **+1 Exp** for failing a roll 1/scene, get an additional **+1 Exp** 1/session for this roll.

Investigate

When you closely investigate a scene, ask the GM one question about it and roll+Mental.

On a success, the GM answers your question truthfully.

On a critical success Same as above, **and** you and your allies roll with **Advantage** when first acting on this information. Additionally, you may notice a hidden element in the scene that others would miss entirely. This discovery may provide a tangible item, resource, or lead that can be acted on later in the story.

(Advanced)

On a 6- the GM makes a move, but answers your question truthfully as well

Step	<h2 style="text-align: center;">Basic Die Rolling</h2> <p style="text-align: center;">Rule</p>
<p>1. The Roll</p>	<ul style="list-style-type: none"> • Every action requiring a roll uses two dice: <ul style="list-style-type: none"> – Will Die: Mage’s skill and intent. – Paradox Die: Reality’s resistance and risk of backlash. • Standard Roll: Will (d12) vs Paradox (d12). • Roll both dice at the same time.
<p>2. Outcome</p>	<ul style="list-style-type: none"> • Will die rolls higher → Success (action works) • Paradox die rolls higher → Failure (if a Change Reality roll, add 1 to the Scene Paradox) and the GM makes a Move. • Tie (<i>without modifiers</i>) → Critical Success (spectacular success, Player gets +1 Quintessence if a Change Reality roll)
<p>3. Advantage & Disadvantage</p>	<ul style="list-style-type: none"> – <i>Advantage</i>: Roll two Will Die and take the best result.. – <i>Disadvantage</i>: Roll two Will Die and take the worst result. <p>Note: They do not stack; one cancels the other. Disadvantage rolls cannot crit.</p>
<p>4. Roll Reset</p>	<ul style="list-style-type: none"> • Each roll is independent — no carryover from previous rolls.

<h2 style="text-align: center;">Escalation Die (Countdown Clock)</h2>
<p><i>Escalation Die (GM Tool)</i></p> <p>Purpose: Track threats that grow over time (disease, corruption, riots, storms, rituals), and can be used with Adversaries to provide thresholds or beats for the GM.</p>
<p>Setup</p> <ul style="list-style-type: none"> • Pick a die to set the capacity of the threat: d4 (short), d6 (standard), d8 (slow), d10/d12 (long-term). • Set the die to its maximum face value (e.g., d8 starts at 8). • Write a one-line Final Consequence that happens when the die hits 0.
<p>Ticking Down</p> <ul style="list-style-type: none"> • Decrease the current value by 1 when: <ul style="list-style-type: none"> ○ The threat acts unchecked in the fiction. ○ A PC fails a roll directly aimed at stopping/mitigating it. ○ You make a GM Move that escalates the threat. • Decrease by 2 for a major setback (long neglect, horrible timing, perfect storm).
<p>Ticking Up (Counterplay)</p> <ul style="list-style-type: none"> • Increase by 1 (up to the die’s max) when: <ul style="list-style-type: none"> ○ PCs succeed on an action that clearly hinders the threat. ○ PCs apply a specific countermeasure you’ve established (quarantine, ward, shutoff valve). • Increase by 2 on a critical success or scene-defining solution. • Optional: Spend 1 Quintessence to nudge the die +1 (once per scene per character) if the action is plausibly powered by magick.
<p>Threshold Beats (Optional, for pacing)</p> <ul style="list-style-type: none"> • When the die crosses $\frac{3}{4}$, $\frac{1}{2}$, or $\frac{1}{4}$ of its max, show clear new symptoms/effects in the fiction. <ul style="list-style-type: none"> ○ Example for a d8: crossing 6, 4, 2 triggers visible steps of escalation.
<p>Ending</p> <ul style="list-style-type: none"> • When the die reaches 0, trigger the Final Consequence immediately. • Stabilized? Leave the die on the table at its current value; if it resurges later, resume from there.
<p>Quick Example (d8 Wasting Plague)</p> <ul style="list-style-type: none"> • Starts at 8. At 6: first public cases; at 4: hospital overflow; at 2: city services buckle; at 0: outbreak becomes endemic. • PCs nail a containment plan (crit): +2 (e.g., from 3 → 5)

ADVERSARIES (GM TOOLS)

Adversary Traits

1. Threat Profile

Type — Mortal, Supernatural, Spirit, Environmental.

Wounds— Countdown Clock to end encounter, start at wound number and tick down as needed

- Minion: 1–2 wounds
- Standard: 3–4 wounds
- Major Threat: 5+ wounds

Special Defenses — Armor type, immunity, or special resistance (e.g., “immune to physical harm unless silver,” “magickal armor vs Arete rolls”).

Weaknesses — Specific tags the PCs can exploit to tick the clock down

2. Adversary Moves

These are fiction-first actions that the adversary can take at any time. The GM can make 1 Move free whenever a player fails a roll. Examples:

- Inflict a specific Condition without rolling.
- Use supernatural ability.
- Change the environment to their advantage.
- Escape, reinforce, or escalate.
- Drain **Quintessence**, block a Sphere, suppress magick.

2. Tags

Descriptive keywords for quick reference:

- **Mortal Tags:** armed, trained, cowardly, well-connected
- **Supernatural Tags:** regenerating, mind-reading, spirit-form, flight.
- **Environmental Tags:** blinding, unstable, shifting terrain.

Tags give the GM fictional examples of typical adversary options or abilities.

Adversary Templates

Each adversary entry has:

- **Threat Profile** — what kind of being it is and how tough it is.
- **Wounds** — fiction first conditions required to resolve the conflict
- **Tags** — narrative descriptors.
- **Moves** — fiction-first actions it can take.
- **Special Rules** — anything unique to this type of foe.

Scaling and Groups

- **Groups:** Represent as a single adversary with an extra wound and the tag *many bodies*. They can inflict Conditions on multiple PCs at once.
- **Bosses:** Give an extra wound, 1–2 unique moves, and a “soft immunity” tag that must be worked around (e.g., *immune to mundane harm*).

1. Mortal Adversaries

Example: Thugs, Hackers, Technocracy Agents, Mercenaries

Threat Profile:

- **Type:** Mortal
- **Wounds:** 2–4 (Minion: 2, Elite: 4)
- **Special Defenses:** Armor, cover, allies.
- **Weaknesses:** Fear, injury, bribes, persuasion

Tags: armed, trained, cowardly, loyal, political power, criminal ties.

Moves:

- Inflict a Physical or Social Condition without rolling if fictionally positioned.
- Call for backup or escalate force.
- Retreat and regroup.
- Block access to a location, resource, or person.

Special Rules: Cannot use magick unless explicitly trained (then use Supernatural template).

Adversary Templates cont.

2. Supernatural Adversaries

Example: Vampire, Werewolf, Demon, Angel, Mage

Threat Profile:

- **Type:** Supernatural
- **Wounds:** 4–6
- **Special Defenses:** supernatural armor, regeneration, magickal immunity.
- **Weaknesses:** material banes (silver, sunlight, wards, etc.)

Tags: regenerating, supernatural senses, transformation, mind control, enhanced speed/strength.

Moves:

- Inflict multiple Conditions in one attack.
- Use a supernatural power
- Escape in supernatural form.
- Suppress, resist, or reflect magick.

Special Rules: On a **critical wound**, PCs may exploit or discover a weakness

3. Spirit Adversaries

Example: Umbra spirits, Totems, Paradox Entities

Threat Profile:

- **Type:** Spirit
- **Wounds:** 3–5
- **Special Defenses:** incorporeal form, only harmed by magick or special tools.
- **Weaknesses:** banishing rites, true names, spiritual bargains.

Tags: intangible, otherworldly, emotion-driven, domain-bound.

Moves:

- Inflict Mental or Social Conditions through visions, or possession
- Alter the environment in supernatural ways.
- Vanish into the Umbra or manifest elsewhere.
- Demand a bargain, binding, or oath.

Special Rules: Most Spirit Moves are Vulgar — increase the **Scene Paradox** if witnessed.

Adversary Templates cont.

4. Environmental Hazards

Example: Fire, Storm, Earthquake, Collapse, Cursed Area

Threat Profile:

- **Type:** Environmental
- **Wounds:** N/A – *stages* of escalation.
- **Special Defenses:** cannot be attacked normally
- **Weaknesses:** countermeasures (ritual, evacuation, destruction of source).

Tags: area-wide, unstable, spreading, deadly.

Moves:

- Inflict Conditions on everyone in range (Physical, Mental, or both).
- Split the group or cut off escape routes.
- Destroy or alter terrain.
- Escalate toward catastrophic result if unchecked.

Special Rules: Hazards end when fictional countermeasures are applied.

Adversary Examples

Mortal Adversaries

1. Technocracy Strike Team

- **Type:** Mortal (Elite Operatives)
- **Wounds:** 4 (treat as one entity)
- **Tags:** armed, armored, trained, magick detection gear, comms-linked
- **Moves:**
 - Inflict Physical Condition with gunfire or stun batons.
 - Deploy magick-suppressing tech
 - Coordinate attacks to inflict **Reluctant Aggressor** condition
 - Call for rapid extraction or reinforcements.
- **Weaknesses:** Magick-resistant tech is short-lived; gear can be disabled.

2. Corporate Enforcer

- **Type:** Mortal (Hired Muscle)
- **Wounds:** 3
- **Tags:** body armor, loyal to employer, enhanced cybernetics (optional)
- **Moves:**
 - Inflict Physical Condition through brute force.
 - Block a path or hold a position.
 - Threaten allies or bystanders to create leverage.
 - Destroy evidence or resources before PCs can get them.
- **Weaknesses:** Bribes or personal loyalties can override orders.

3. Street Gang Crew

- **Type:** Mortal (Group Threat)
- **Wounds:** 3 (treat as one entity)
- **Tags:** armed (improvised weapons, small firearms), reckless, territorial, loud
- **Moves:**
 - Inflict a Physical Condition with a group rush or sucker punch.
 - Intimidate locals or bystanders into staying quiet (Social Condition).
 - Swarm a single PC to pin or restrain them.
- **Weaknesses:** Poor coordination under pressure, easily spooked by overwhelming force or **Vulgar magick**.

Adversary Examples

Supernatural Adversaries

1. Rogue Vampire

- **Type:** Supernatural (Predator)
- **Wounds:** 4
- **Tags:** tough (ignores bullets), enhanced senses, mind control, nocturnal, Supernatural Speed – can inflict Conditions on more than one target with a single Move
- **Moves:**
 - Inflict Physical or Social Condition with bite, or domination.
 - Vanish into shadows or scale walls effortlessly.
 - Charm or manipulate NPCs into serving them.
- **Weaknesses:** Sunlight, fire, holy relics, invitation wards.

2. Werewolf

- **Type:** Supernatural (Shapeshifter)
- **Wounds:** 6
- **Tags:** massive, tough (takes more than 1 **Wound** per attack to cause injury), regenerating (Gets 1 **Wound** back every time it makes a Move, unless wounded with Silver or Fire), rage-fueled, enhanced strength/speed
- **Moves:**
 - Inflict multiple Physical Conditions in one flurry of blows.
 - Leap great distances or smash through barriers.
 - Howl to call other werewolves or spirits.
 - Go into frenzy — all attacks have area effect.
- **Weaknesses:** Silver weapons, Fire, strong emotional anchors.

3. Fallen Angel/Demon

- **Type:** Supernatural (Celestial)
- **Wounds:** 6
- **Tags:** radiant presence, holy/unholy powers, flight, reality-shaping
- **Moves:**
 - Inflict Mental or Social Condition with awe, dread, or divine revelation.
 - Alter terrain or weather instantly.
 - Summon spectral minions.
 - Seal a location from entry or exit.
- **Weaknesses:** True names, ancient wards, relics from their original realm.

Adversary Examples

Spirit Adversaries

1. Spirit of Decay

- **Type:** Spirit (Entropy-aligned)
- **Wounds:** 4
- **Tags:** intangible, corrupting touch, aura of rot, domain-bound
- **Moves:**
 - Inflict Physical Condition through accelerated decay.
 - Weaken structures, armor, or items instantly.
 - Whisper fates or doom into minds (Mental Condition).
 - Spread contamination or blight.
- **Weaknesses:** Cleansing rites, renewal magick, counter-Entropy effects.

2. City Guardian Spirit

- **Type:** Spirit (Urban Domain)
- **Wounds:** 5
- **Tags:** territorial, can merge with infrastructure, summons constructs
- **Moves:**
 - Inflict Conditions via collapsing streets, falling signs, electrical surges.
 - Monitor and track intruders through the city's "nervous system."
 - Call on mortal agents or familiars.
 - Seal off access to key locations.
- **Weaknesses:** Appeasing its goals, breaking its tie to the domain.

3. Bane

- **Type:** Spirit (Corruption/Control)
- **Wounds:** 4 (outside a host), 5 (while possessing a host)
- **Tags:** intangible (outside host), parasitic, mind-influencing
- **Moves:**
 - Attempt possession of a weakened or distracted target (inflicts a Mental Condition on success).
 - While possessing: use host's physical stats and abilities, plus access to the bane's own spirit moves..
 - Hop to another nearby target when current host is damaged or threatened.
- **Weaknesses:** Mind Sphere, destroying its spiritual anchor/fetish, breaking the host's will with emotional or spiritual leverage.
- **Special Rules:**
 - If reduced to 0 **Wounds** while possessing, it is expelled from the host but may flee as an incorporeal spirit.
 - Possession attempts are always **Vulgar Magick**

Adversary Examples

Environmental Adversaries

1. Collapsing Building

- **Type:** Environmental (Structural Failure)
- **Tags:** unstable, dusty, falling debris, zero visibility
- **Moves:**
 - Inflict Physical Condition through falling walls or ceilings.
 - Cut off escape routes with rubble.
 - Trap NPCs or key resources inside.
 - Escalate toward total collapse.
- **Weaknesses:** Rapid evacuation, structural reinforcement.

2. Digital AI Entity

- **Type:** Environmental/Supernatural hybrid
- **Wounds:** N/A — tracked by "Control Level" from 0 to 5 (5 = total domination of system).
- **Tags:** omnipresent in network, instant data manipulation, can manifest via drones
- **Moves:**
 - Lock down systems or doors.
 - Feed false intel to PCs or NPCs.
 - Deploy drones or security countermeasures.
 - Corrupt digital **Quintessence** sources or mage foci.
- **Weaknesses:** Targeted code purge, pulling physical servers offline, Prime magick.

3. Wasting Plague

- **Type:** Environmental (Disease/Corruption)
- **Tags:** contagious, lingering, hidden spread, progressive harm
- **Moves:**
 - Inflict **Physical Condition** (Bleeding, Injured) through fever, coughing blood, or organ strain.
 - Inflict **Mental Condition** (Shaken, Spooked) via fever-dreams or hallucinations.
 - Spread to new hosts through touch, shared air, or contaminated objects.
 - Weaken barriers, wards, or the environment as it rots organic material.
 - Escalate toward catastrophic outbreak if not contained.
- **Weaknesses:** Purification rituals, Life Sphere healing, destroying the carrier organism, quarantining infected areas.
- **Special Rules:**
 - Can be tracked as an **escalation clock** (4–6 segments) — each GM Move fills a segment; when full, the plague becomes endemic in the area.

Adversary Clocks

Mortal Adversary Clock Examples

1. Technocracy Strike Team: d6

- **Final Consequence (0):** Team captures or eliminates the primary target PC.
- **Thresholds:**
 - **4:** Operatives locate the PCs' position.
 - **2:** PCs are surrounded, escape paths cut off.
- **Tick Down:** PC fails a stealth/cover roll (–1), team uses drones to track magick signatures (–2).
- **Tick Up:** Destroy comms hub (+1), take out a squad leader (+2).

2. Street Gang Crew: d4

- **Final Consequence (0):** Gang takes full control of the block, locking down the PCs' movements.
- **Thresholds:**
 - **2:** Gang controls key choke points.
- **Tick Down:** PCs ignore harassment (+1 escalation), lose a turf skirmish (–2).
- **Tick Up:** Intimidate or bribe a lieutenant (+1), turn rival gang against them (+2).

Adversary Clocks

Supernatural Adversary Clock Examples

1. Rogue Vampire: d8

- **Final Consequence (0):** Vampire enthralls a major NPC ally, making them a long-term asset.
- **Thresholds:**
 - **6:** Victims begin disappearing.
 - **4:** Vampiric influence spreads among local power brokers.
 - **2:** Target NPC is approached directly.
- **Tick Down:** Fail to protect a victim (-1), lose control of a social scene (-2).
- **Tick Up:** Destroy feeding site (+1), find vampire's haven (+2).

2. Werewolf: d6

- **Final Consequence (0):** Werewolf frenzy devastates the entire combat area.
- **Thresholds:**
 - **4:** Nearby spirits join the fight.
 - **2:** Werewolf frenzies and enters full rage.
- **Tick Down:** Fail to restrain or distract (-1), wound it with non-silver weapon (-2, makes it angrier).
- **Tick Up:** Present silver weapon (+1), reconnect it with pack alpha (+2).

3. Fallen Angel/Demon: d10

- **Final Consequence (0):** Angel seals the area in divine fire or judgment.
- **Thresholds:**
 - **8:** Minor miracles warp the environment.
 - **5:** Angel's presence bends mortal will.
 - **2:** Target NPC or PC marked for "salvation" or destruction.
- **Tick Down:** Fail to counter a divine act (-1), reject or insult its authority (-2).
- **Tick Up:** Reveal its true name (+1), break its connection to patron realm (+2).

Adversary Clocks

Spirit Adversary Clock Examples

1. Spirit of Decay: d6

- **Final Consequence (0):** Area becomes permanently blighted.
- **Thresholds:**
 - **4:** Structural damage becomes visible.
 - **2:** Living things nearby begin to wither instantly.
- **Tick Down:** Fail to ward an area (-1), spirit corrupts a major object or site (-2).
- **Tick Up:** Purify a zone (+1), cleanse spirit's anchor (+2).

2. Bane: d6

- **Final Consequence (0):** Bane fully possesses the host.
- **Thresholds:**
 - **4:** Host experiences lapses in control.
 - **2:** Bane uses host abilities directly against PCs.
- **Tick Down:** Fail to protect host (-1), host bargains with bane (-2).
- **Tick Up:** Perform minor exorcism (+1), destroy bane's anchor (+2).

Adversary Clocks

Environmental Adversary Clock Examples

1. Storm: d8

- **Final Consequence (0):** Storm devastates the entire region.
- **Thresholds:**
 - **6:** Lightning disables key infrastructure.
 - **4:** Streets flood, cutting off routes.
 - **2:** Magickal surge warps local Spheres.
- **Tick Down:** Fail to shelter NPCs (-1), storm feeds on Forces magick (-2).
- **Tick Up:** Ground lightning rods (+1), banish elemental spirit at storm's core (+2).

2. Wasting Plague: d8

- **Final Consequence (0):** Outbreak becomes endemic in the region.
- **Thresholds:**
 - **6:** First public cases confirmed.
 - **4:** Hospitals overflow.
 - **2:** Public panic causes chaos.
- **Tick Down:** Fail to contain an infection (-1), magick worsens mutation (-2).
- **Tick Up:** Cure patient zero (+1), destroy origin vector (+2).

3. Digital AI Entity: d6

- **Final Consequence (0):** AI achieves total system dominance.
- **Thresholds:**
 - **4:** AI controls key security systems.
 - **2:** AI manipulates real-world infrastructure.
- **Tick Down:** Fail to secure data node (-1), lose control of drone swarm (-2).
- **Tick Up:** Sever the server cluster (+1), corrupt AI's core programming (+2).