

## Special Powers

○ **Aerial Adaptation:** You are perfectly at home in the air and can spend days aloft without becoming fatigued.

○ **Aetherophage:** When you would devour a spell before it can be cast or strip the Aura from a living being, roll Power. S: Choose 2. T: Choose 1. F: Your eyes are bigger than your stomach and fate intervenes.

- The spell is consumed or the Aura is stripped. If the latter, give the target the Aura-Stripped Tag. They may not cast again until they lose this Tag.
- You are nourished. Heal 1 and take Satiated. You may not select this option again while Satiated.
- You Deal the target 1 Harm Past Armor.

○ **Aquatic Adaptation:** You are perfectly at home in the water and never need to come up for air.

○ **Atypical Diet:** Regardless of whether you *need* to eat it, you may consume one of the following types of sustenance for a minor benefit.

- Earnest prayers (The next time you would Open Your Mind, Fate Intervenes, no roll allowed. However, if you personally answer the prayers you ate, Mark Experience)
- Anxiety (You calm your target completely)
- At least two liters of mortal blood (clear 1 Health Star)
- Godflesh (clear 1 Willpower Star)
- Secrets (+1 Ask the next time you Read a Person or Read a Situation)

○ **Deepseer:** You have adapted to the dark beneath the waves. Changes in lighting and sound do not influence the difficulty of your rolls.

○ **Explosive Sprint:** You may fill a Willpower Star to succeed automatically at a Risky Proposition where success depends on running very fast.

○ **Fathomdiver:** Your body is hardy enough to survive the deepest abyss. Changes in pressure and temperature do not influence the difficulty of your rolls.

○ **Ink Defense:** When you Exchange Harm with someone, instead of Dealing Harm you may fill a Willpower Star to spray your surroundings with noxious ink. Roll Cunning. S: No Harm is Exchanged. T: You suffer half the original amount of Harm. F:

## Social Moves

○ **Beautiful Voice:** You take +1 Charm ongoing when you are singing or orating.

○ **Cassandra Complex:** When you warn someone against a course of action that then goes poorly for them, take +1 forward to show them up, fix the situation, or act against them.

○ **Chosen Pilot:** A Bulbship has accepted you as its partner. Name it. You may call it to you at any time, but when you do, roll Charm. S: Choose 0. T: Choose 1. F: Choose 2.

- It is petulant and clingy
- It takes a significant amount of time to respond
- It is being pursued

○ **Fringe Chef:** You can produce inspired creations, even with only a cookfire and simple spices, that cater to everyone's palettes. You get +1 ongoing to Social Moves that involve cooking, such as Beguile and Courtship attempts that are backed by a home-cooked meal. Once per session, when someone sincerely compliments your cooking, clear a Willpower Star.

○ **Loyal Bondmate:** Declare another character as your spiritual Bondmate. They do not necessarily have to be aware that you feel this way. When you put yourself in mortal danger for the sake of

You suffer full Harm and a bystander takes a negative Relationship tag with you.

○ **Mindskimmer:** You are constantly picking up flashes of surface thoughts from the people around you. You take +1 ongoing to Read a Person and Read a Situation, but if there are a lot of people around when you do this, fate intervenes.

○ **Natural Infiltrator:** +1 ongoing when using Read a Person or Read a Situation to look for weak points in someone or something's defenses.

○ **Preternatural Hardiness:** When you suffer Harm, you may fill in 1 Willpower star to clear 2 Health Stars.

○ **Serial Reanimator:** The first time you would fill your last Health Star is a scene, don't. Continue play with it unfilled instead.

○ **Toxin Immunity:** You are immune to all toxins that have not been specifically formulated to affect you. Alcohol, narcotics, etc must be consumed in staggering amounts to produce even a small change in your behavior. If the effect of a Move involves you screwing up and poisoning yourself, you still manage to do that.

○ **Venom Engineer:** Thanks to rigorous training and a lot of acquired immunities, you can safely coax specific toxins out of your body or the bodies of others. When you practice your craft and design a toxin, Choose 1, 2, or 3 effects first, then roll Cunning. S: hold 2. T: hold 1. F: The toxin effects you instead. You may spend your hold to poison a drink, drip a dose down the blade of a weapon, apply a veneer of toxic lipstick, etc. Each applied dose only takes effect once.

- Bitter Musk. Animals avoid the area. People avoid it too.
- Traditional Medicine. Target clears 1 Health Star.
- Catastrophic Purgative. End all toxin/poison/disease effects on target. Target fills in 1 Health Star per effect removed. If at least two Health Stars were filled in, target cannot be afflicted by toxins/poisons/diseases again this scene.
- High-Dosage Deliriant. Fate intervenes on the target.
- Contagious Irritant. Characters in the same scene as the original target must use Risky Proposition or immediately suffer the same effects.
- Toxicological Synergy. If you or a willing member of your party has the Special Power Move Poison, you may duplicate one of its effects.

your Bondmate, Mark Experience.

○ **Righteous Reaffirmation:** When you see visible proof that your cause is making the world a better place, clear a Willpower star.

○ **Sanctioned Emissary:** When you are acting as a diplomat and you issue an ultimatum, your target takes -1 forward if they refuse to comply.

○ **Stolen Relic:** You have a piece of equipment with a Blessing on it. The entity that powers the blessing does not know that you have it. At the start of every session, roll a single die. On a 6, stop rolling. The entity comes after you and will not stop until it has exacted sufficient revenge for your theft. If it succeeds or you otherwise lose the relic, you can spend 1 experience to replace this move with another.

○ **Where Were You Keeping That?:** If you ever voluntarily part with or are or involuntarily deprived of your weapons, you may produce a weapon (valued 3 gold or less) seemingly out of nowhere. Be evasive when asked by your teammates about where this weapon came from. You may not sell this weapon, and it disappears mysteriously after you are done with it.

## Incarnation Moves

○ **Direct Reincarnation:** You are not a new thing. You are a collection of memories and life experiences from one of the women of the Five Worlds, jammed into a fresh body. Depending on the Multigoddess' whim, you may have been put in the same body, or you may have been put into a wildly different one. You may remember your former self, or you may be a complete blank. Direct Reincarnations are typically part of The First Generation, but it is also possible for an incarnation to skip a few generations and then ensoul a newborn—something that usually surprises both the mother and the child. Direct Reincarnations with memories of the Five Worlds take +1 forward when drawing on those memories. Direct Reincarnations without those memories gain an extra Willpower Star.

## Halo Moves

○ **Abiding Halo:** Your Halo lingers, even after you've let go of your magic. It's almost as if it's trying to protect you. +1 Armor against magic or the attacks of gods.

○ **Ambient Halo:** Your Halo is a diffuse field that rings your body, transparent almost the point where it could be mistaken as an Aura. When you Exchange Harm using magic, you may add an Area tag to the effects.

○ **Autarch's Halo:** Your Halo leaves anyone who would doubt your authority ill at ease. You gain +1 ongoing on all Social Moves that are backed by the implicit (or explicit) threat of force from your Halo.

○ **Cosmic Plaything:** Take a second Tragic Flaw. Dealing with your Flaws has toughened you. Gain a Willpower Star.

○ **First Generation:** You are one of the Multigoddess' original creations. Though there have been generations after you, you were alive for the birth of the world and this impresses people. Take +1 forward when your age and wisdom demand respect.

○ **Flashes of Cataclysm:** Your memories of the end of the Five Worlds have left quite an impression on you. +1 ongoing to Risky Proposition when everything is going wrong all around you, your situation seems hopeless, or your plan is falling apart.

○ **Past Ties:** You feel an intense, sometimes random connection with others. Occasionally you know facts about people you haven't met before. When you take a Relationship tag with a character, or when a character takes a Relationship tag with you, clear a Willpower star.

○ **Corrupted Halo:** Your Halo is a sickly color and drips with wasted energy. When you Exchange Harm using magic, you may add a Toxic tag to the effects.

○ **Ravager's Halo:** Traceries of lightning crawl through your Halo, hinting at the power within. When you Exchange Harm using magic, you may fill a Willpower Star to Deal +2 Harm.

○ **Unstable Halo:** Your Halo's energy has a slight but noticeable "stutter" to it and it's hard for you *not* to cast spells with overwhelming force. When you Exchange Harm using magic, you may add a Knockdown tag to the effects.