

# Wraith Arcanoi



This is a complete list of the Arcanoi available to your wraith character. Each Arcanos is listed with the commonly known arts first; additional arts are usually taught only to trusted Guildwraiths.

Two Arcanoi – Fascinate and Serendipity – are only available to Risen, and can only be learned and improved with experience once your character has become a Risen.

## Guilds

Most Arcanoi have are associated with a Guild; if your character is exceptionally skilled in an Arcanos, she *may* have been a guild member. Some Guilds (those associated with Flux, Intimation, and Mnemosynis) have an unusual stigma associated with them. Two Arcanoi (Fascination and Serendipity) are unique to the Risen and have no Guilds.

## Levels of Power

In a similar way to the higher levels of vampiric Disciplines, each Arcanos has multiple powers that can be learned at each level. If your character is particularly skilled at a particular Arcanos, she may have been taught one of these additional powers by agencies in the Underworld. These powers can be “rediscovered” with experience points during the Chronicle.

Each Arcanos has one or more basic powers associated with it. These minor powers are known to any wraith who has even one dot in the Arcanos; it is even possible for a wraith to purchase the basic levels of an Arcanos with experience points.

## The Shroud and Maelstroms

In some cases, the difficulty of using an Arcanos is equal to the Shroud, a barrier between life and death. The Shroud is usually 9, but can drop to 8 or 7 on special locations or at certain times. The rating of a Fetter (from one to five) also reduces the difficulty of affecting that Fetter through the Shroud. Haunts (which are also rated from one to five) weaken the local Shroud and are like universal Fetters for Arcanos use. Regardless of the rating of a Fetter or Haunt, the local Shroud can never be reduced below 4.

Occasionally difficulties are expressed as the Intensity rating of a Maelstrom. This is always a number between 1 and 5.

## Shadows and Arcanoi

Some Arcanoi give the wraith points of temporary Angst when they are used. If the Shadow becomes dominant, an Arcanos that normally gives a wraith Angst reduces it instead, and Arcanos that normally cost Willpower actually increase Willpower. Regardless of whether the Psyche or the Shadow is dominant, Arcanoi must be fueled by Pathos.

## Abbreviations

A = Angst    C = Corpus    P = Pathos    WP = Willpower

## Argos (Harbingers)

Rating	Name	Roll	Difficulty	Cost
x	<i>Tempestpeek</i>	Perception + Argos	6	None
	Allows you to peek into the Tempest, to see what's waiting there			
x	<i>T. Threshold</i>	Strength + Argos	7	None
	<i>Tempest Threshold</i> opens a Nihil into the Tempest, which you can enter.			
x	<i>Orienteering</i>	Perception + Argos	8	None
	Navigates through the Tempest – 1-3 successes: standard time; 4 successes: ½ standard time; 5 successes: ¼ standard time			
x	<i>Track</i>	Perception + Argos	6	None
	Tracks a wraith through the Tempest (resisted with Dexterity + Argos, difficulty 6)			
•	<i>Enshroud</i>	Dexterity + Argos	7	None
	Makes wraith invisible for one turn per success; can't use other Arcanoi.			
••	<i>Phantom Wings</i>	Stamina + Argos	6	None
	Lets wraith fly at running speed for one turn per success.			
••	<i>Return</i>	Dexterity + Argos	7	None
	Wraith returns to a specific location (Stygia or a Necropolis) quickly and safely.			
••	<i>Storm Robes</i>	Strength + Argos	Maelst. +4	2 P
	You create a robe of shadows to protect you from Maelstrom winds			
•••	<i>Flicker</i>	Dexterity + Argos	6	1 P
	Reduces travel time over short distances by one turn per success.			
••••	<i>Jump</i>	Stamina + Argos	8 minus Fetter	3 P
	Lets the wraith travel quickly to one of her Fetters.			
••••	<i>Tempest Run</i>	Stamina + Argos	8	1 P, 1 WP
	You "ride" Maelstrom winds to cover one hour's travel per success. Failure indicates that the Maelstrom immediately overwhelms you.			
••••	<i>Travel</i>	Intelligence + Argos	8	4 P
	You fade between two locations 100 yards distant/success, and gain +4 to your initiative due to surprise. You must be familiar with your destination.			
•••••	<i>Oubliette</i>	Strength + Argos	WP	3 P
	Sends target wraith into Tempest. May be opposed by WP.			
•••••	<i>Maelstrom Bridge</i>	Strength + Argos	Shroud +4	Shroud P, 2A
	Allows the Maelstrom to manifest in Skinlands for 1 turn/success. Mortals suffer damage as if exposed to Maelstrom Intensity equal to successes – 3. Permanently lowers Shroud by 4 (minimum 4).			



## Castigate (Pardoners)

Rating	Name	Roll	Difficulty	Cost
x	<i>Bulwark</i>	Stamina + Castigate	Maelstr + 3	1 P/level
	Protects the wraith and those she touches against a Maelstrom.			
x	<i>Soulsight</i>	Perception + Castigate	8	None
	Determines the strength of another wraith's Shadow			
•	<i>Coax</i>	Charisma + Castigate	6	Gain 1 A
	Add or subtract one Shadow Die per two successes for a given task.			
•	<i>Attunement</i>	Perception + Castigate	subj. WP	1 P
	Reduces difficulty of Castigating subject's Shadow by -1 for one week/success. Botch prevents <i>Attunement</i> until further study is done, and gives you 2 A.			
••	<i>Dark Secrets</i>	Perception + Castigate	subj. WP	1 P
	Ask one question about the target per success; may be opposed by Angst.			
••	<i>Bolster</i>	Charisma + Castigate	6	Gain 1 A
	Modify number of Shadow Dice offered to resist answering questions when interrogated (add or subtract one die per success). If more than 5 shadow dice are used, gain one additional <i>permanent</i> Angst.			
••	<i>Confession</i>	Charisma + Castigate	WP + 1	Gain 2 A
	Reduces opponent's temporary Willpower by one per success. Resisted with Willpower roll (difficulty + your WP + 1). Extended action lasts until target's temporary Willpower is reduced to 1 (after which she answers all questions truthfully) or you botch.			
••	<i>Faustian Rapport</i>	Manipulation + Castigate	perm Angst	2 P, gain 1 A
	Gain insight into target's Shadow; lowers difficulty of next Purify roll by 1 per success. Botches give you 1 A per "1" rolled.			
••	<i>Mask Castigation</i>	Perception + Castigate	varies	1 P, gain 1 A
	Wraith looks behind target's mask or Moliated form. One success detects Moliation, three detects true visage, five successes detects identity and profession. Botch gives 1 A per "1" rolled, due to looking deeply into subject's psyche.			
••	<i>Moment. Lucid.</i>	Strength + Castigate	9	3 P, 2 WP
	<i>Momentary Lucidity</i> causes target Spectre's Psyche to attempt Catharsis without spending Composure, even if normally unable to do so.			
•••	<i>Purify</i>	Charisma + Castigate	perm. Angst	Gain 1 A per "1"
	Subject loses 1 temporary Angst and 1 Corpus level per success.			
•••	<i>Storm Quell</i>	Charisma + Castigate	7	2 P, gain 1 A
	Forces your Shadow to offer Shadow Dice or allows you to use one of its Thorn once per success. Botch attracts and enrages nearby Spectres.			
•••	<i>Transfer Angst</i>	Wits + Castigate	8	varies
	Prevents your Shadow from using Angst gained from Purify for 12 hours (you gain 1 A), or transfers Angst into a storage unit (no cost).			
••••	<i>Casting Out</i>	Charisma + Castigate	7	None
	Drives Spectres from area for 1 turn per success; may be resisted with Angst.			

## Castigate continued...

Rating	Name	Roll	Difficulty	Cost
••••	<i>Mass Chastise</i>	Charisma + Castigate	7	2 WP, 1 P/success You can include one additional wraith per success in a <i>Purify</i> attempt.
••••	<i>Purity Bulwark</i>	Stamina + Castigate	9	4 P, gain 1 A Protects an area from Maelstroms and Spectres, reducing Maelstrom Intensity and Spectral Dice Pools by 1 per success. Lasts 1 scene per success.
••••	<i>Shadow Screen</i>	Manipulation + Meditation	6	2 P, gain 2 A Blocks thoughts or memories gained during Castigation from Shadow, making them dim and half-recalled. Shadow cannot use these thoughts. Botch gives 1 A per "1" rolled and allows Shadow to attempt Catharsis. If Psyche must remember details of memories, may be reversed at double normal cost.
•••••	<i>Defiance</i>	Charisma + Castigate	Angst/A + 3	None Prevents a Shadow from controlling its wraith; reduces Angst by one point per success. Gives 1 A for each "1" rolled.
•••••	<i>Shadow Summons</i>	Charisma + Castigate	perm. Angst	5P, 2WP, gain 2A Calls Shadow out of a willing wraith and into physical form for one turn per success. Wraith falls into Slumber; difficulty of Castigation rolls is reduced by -1 per success. Damage done to Shadow also affects wraith, but may be soaked separately. Botch separates Psyche from Shadow, Psyche rolls Passions each hour (difficulty 6) or vanishes forever unless physically reunited.
•••••	<i>Shadow Wrack</i>	Charisma + Castigate	subj. Being	4P, 1 WP, gain 1A Spectre gains 1 temporary Composure and loses 1 temporary Angst per success. The Spectre is Redeemed when it gains 10 Permanent Composure. Botch throws you into Harrowing with your strongest Passion as the target.



## Embody (Proctors)

Rating	Name	Roll	Difficulty	Cost
x	<i>Ghostly Touch</i>	Strength + Embody	Shroud	None
	Produces a touch (strength of a keystroke) in the material world.			
x	<i>Maintain Form</i>	Stamina + Embody	7	1 P + 1 P/success
	Adds successes to those already gained for Embody power being used.			
•	<i>Whispers</i>	Manipulation + Embody	Shroud	1 P
	Lets one short sentence be heard in material world per success.			
••	<i>Phantom</i>	Charisma + Embody	Shroud	1 P
	Makes wraith appear as a translucent figure for one turn per success.			
•••	<i>Statue</i>	Stamina + Embody	Shroud	1 P
	Makes wraith appear solid (but motionless) for one scene or touch per success.			
•••	<i>Shadow Presence</i>	Stamina + Embody	Shroud	1 P
	Makes wraith appear as a two-dimensional shadow in the Skinlands. Allows one turn of activity per success.			
••••	<i>Life-in-Death</i>	Manipulation + Embody	Shroud	2 P
	Makes wraith appear as idealised version of self for one scene per success.			
••••	<i>Corpse</i>	Manipulation + Embody	Shroud	None
	Makes wraith appear as cold corpse for one scene per success; may substitute Appearance with Manipulation rating.			
•••••	<i>Materialise</i>	Manipulation + Embody	Shroud	3 P + 1 WP
	Makes wraith appear as nearly human for one breath (or hour of attuned to viewer) per success.			
•••••	<i>Slip Lethan Bonds</i>	Intelligence + Embody	Shroud	3 P + 1 WP
	By meditating for five minutes, makes wraith appear as human for one scene per success by “forgetting” death. Shadow cannot act in this time. When you make a Passion or Dark Passion roll, you immediately gain 1 A and return to Shadowlands. You gain 1 additional Angst per success on Passion roll.			



## Fascinate (Risen only)

<b>Rating</b>	<b>Name</b>	<b>Roll</b>	<b>Difficulty</b>	<b>Cost</b>
x	<i>Déjà Vu</i>	Charisma + Fascinate	subj. WP	None
	Make a person remember having seen her before, even if untrue.			
x	<i>Tuning In</i>	Fascinate + Performance	subj. WP	None
	Whistle or hum a tune that is implanted in subject's head for 1 hour/success			
•	<i>Distraction</i>	Manipulation + Fascinate	subj. WP	None
	Target suddenly remembers something else of importance. A person can only be Distracted once per scene.			
••	<i>Remembrance</i>	Manipulation + Fascinate	subj. WP	1 P
	Target remembers a simple thought, phrase, object, or errand.			
•••	<i>Charge of Duty</i>	Charisma + Expression	subj. WP	None
	Gives subject a simple, one-concept sentence that is relevant and in tune with the subject's Nature. Subconscious urges become conscious and compulsive.			
••••	<i>Driving Urge</i>	Fascinate + Intimidation	subj. WP	1P, 1WP, gain 1A
	Implant a simple, repetitive duty or obsessive behaviour in a mortal. The obsession cannot put the mortal in harm's way or cause harm to anyone close to the target.			
•••••	<i>Target Lock</i>	Manipulation + Fascinate	subj. WP	1P, 1WP, gain 2A
	Subject fixates one on item or person to the point of mania. More successes allow more complex and powerful obsessions.			

## Fatalism (Oracles)

Rating	Name	Roll	Difficulty	Cost
x	<i>Kismet</i>	Perception + Fatalism	6	None
	Allows you to tell whom Fate deems “important” in a room.			
x	<i>Scrying</i>	Perception + Fatalism	10 – Fatalism	(6 – Enigmas) P
	Grants you random visions of what the future holds.			
•	<i>Fatal Vision</i>	Perception + Fatalism	subj. WP	None
	Tells about how subject died (or will die, if in near future); adds 1 die/success to later Interpretation.			
•	<i>Distant Visions</i>	Perception + Fatalism	7	1 P
	You see instances occurring right now in distant locations.			
•	<i>Sensing the Strands</i>	Perception + Fatalism	8	None
	You sense who touched an object recently and what it was used for.			
••	<i>Danger Sense</i>	Perception + Fatalism	6 or varies	None
	Warns wraith of impending danger (1 turn warning/success)			
••	<i>A Quick Read</i>	Perception + Fatalism	7	None
	Gives premonitions about the former owner of a relic touched.			
••	<i>Malocchio</i>	Manipulation + Fatalism	7	1 WP, gain 1 A
	Causes bad luck (the “Evil Eye”) to target; if undeserving, gain 1 additional Angst. At least two successes are needed; removed by spending 1 WP or if another wraith rolls Manipulation + Fatalism vs. difficulty 8.			
•••	<i>Interpretation</i>	Manipulation + Fatalism	subj. WP	2 P
	Gives one cryptic answer per success about subject’s past or future			
•••	<i>Pulling Strings</i>	Perception + Fatalism	8	2 P, gain 1 A
	Ask one question about upcoming events and plan accordingly; two successes required. Botch means that wraith cannot deviate from next major action.			
••••	<i>Lachesis’ Measure</i>	Perception + Fatalism	6	2 P
	Gives information about current and future situation.			
••••	<i>Fated Course</i>	Charisma + Fatalism	6	2 P
	You learn one useful piece of information about the direction you are travelling per success (the way to a Byway, what creatures wait near the Byway, etc).			
••••	<i>Presage</i>	Wits + Fatalism	8	2 P
	You anticipate your opponent, gaining +1 die per success to Dodge next attack.			
••••	<i>Tangles</i>	Manipulation + Fatalism	7	2 P 2 WP gain 2 A
	Target is affected by bad luck every time he pursues one of his Passions.			
•••••	<i>Luck</i>	Wits + Fatalism	6	1 WP
	Lets player ignore one “1” rolled per each success; roll for this at start of story.			
•••••	<i>Ensnare</i>	Manipulation + Fatalism	9	3 P 2 WP gain 3 A
	Victim loses control of own destiny, and is wrapped up in destiny of others. All difficulties to regain Pathos are increased by 1, and Fetter ratings decreased by 1.			

## Inhabit (Artificers)

Rating	Name	Roll	Difficulty	Cost
x	<i>Sense Gremlin</i>	Perception + Inhabit	6	None
	Determines whether there is a wraith inhabiting a machine now (or with three successes, in the near past).			
•	<i>Surge</i>	Wits + Inhabit	Shroud	None
	Temporarily cuts power to one electronic device per success. May damage sensitive electronics.			
•	<i>Bind</i>	Strength + Inhabit	Shroud	None
	Cause a machine to suddenly seize up. Requires one attempt/success to restart it. The emotion invested in swearing, thumping or kicking causes one attempt to count as three.			
•	<i>Command Line</i>	Wits + Inhabit	6	1 P
	Wraith gives computer simple commands directly. Cannot reformat disks or delete files (Willpower roll vs. difficulty 6 or lose 1 C). Botches give 1 A.			
•	<i>Lightning's Bite</i>	Stamina + Inhabit	Shroud	None
	Causes a metal object to give a small painful shock if touched (once per success).			
••	<i>Ride Electrons</i>	Intelligence + Inhabit	Shroud	2 P + 1 P/passenger
	Lets wraith transport herself and other wraiths through computer network.			
••	<i>Flawsight</i>	Perception + Inhabit	Shroud	1 P
	Reveals one flaw in target object per success, in order of imminence.			
••	<i>Reconstruction</i>	Perception + Inhabit	6 or varies	1 P
	Wraith using <i>Ride the Electrom Highway</i> can detect deleted data and restore it.			
••	<i>Reliquary</i>	Strength + Inhabit	8	2 P/success
	Protects an object from breaking, one incident per 2 P invested. You may invest 2 P per success or dot of Inhabit, whichever is lower.			
•••	<i>Gremlinise</i>	Dexterity + Inhabit	Shroud	3 P + 1 P/effect
	Controls a machine; attunement is required for major effects.			
•••	<i>Sympathy</i>	Dexterity + Inhabit	Shroud	3 P, 1 WP
	Wraith controls multiple simple machines that serve the same function (maximum number equal to Intelligence). Difficulty and Pathos costs increases by +1 per additional machine. Botch gives 1 A and causes machines to malfunction.			
•••	<i>Wipe Me</i>	Strength + Inhabit	Shroud	None
	Creates strong, localised magnetic field for 5 minutes per success, erasing data.			
••••	<i>Claim</i>	Strength + Inhabit	Shroud	2 P
	Lets wraith inhabit an object for one scene; one success needed for small objects, five for house-sized objects.			
••••	<i>Creeping Rot</i>	Stamina + Inhabit	Shroud	2P, 1WP, gain 1 A
	Induces self-perpetuating decay in device; spreads to others within 10 feet.			
••••	<i>Hi, Mom!</i>	Wits + Inhabit	7	2 P, 2 WP
	Projects wraith's image and voice through computer or television monitor and speakers for 15 minutes. Botch causes device to explode and gives 2 A.			

## Inhabit continued...

Rating	Name	Roll	Difficulty	Cost
••••	<i>Shadow Weapon</i>	Wits + Inhabit	Shadow's Angst	# P, gain 1 A
	Forces your Shadow into a hand-held weapon for one turn per success. Weapon causes +# dice of aggravated damage.			
•••••	<i>Empower</i>	Wits + Inhabit	Shroud	varies
	Invests one of a wraith's Arcanos arts into an item.			
•••••	<i>H&amp;V Control</i>	Wits + Inhabit	10 – Expression	3P, 2WP, gain 1 A
	<i>Horizontal &amp; Vertical Control</i> allows wraith to create any desired images and sounds on television or computer. May pay additional 1P, 1 WP to control all monitors in a small area. Botching similar to <i>Hi, Mom!</i>			
•••••	<i>Impress</i>	Intelligence + Inhabit	6	2 P
	Extracts personality and memories of target and transfers them into an object (such as a book). Object must be attuned to wraith (see <i>Claim</i> ). If target is unwilling, roll against difficulty 8 and gain 1 permanent Angst.			
•••••	<i>Kinesis</i>	Dexterity + Inhabit	Shroud	4P 1WP, gain 2 A
	Alters temperature of object by 30° C per success for 1 minute/success. Affects one pound per WP spent. Botch reverses effect, gives additional 2 A.			
•••••	<i>Ludd's Grip</i>	Strength + Inhabit	Shroud	3P, 1WP, gain 1+ A
	Causes a machine to break down or even tear itself apart catastrophically.			



## Flux (Alchemists – banished)

Rating	Name	Roll	Difficulty	Cost
x	<i>Grave Mold</i>	Strength + Flux	Shroud	None
	Cause spontaneous growth of lichen and mildew in the Skinlands			
x	<i>Sense Fluxion</i>	Perception + Flux	6	None
	Sense when others have used Flux on an object in the Skinlands			
•	<i>Rot</i>	Strength + Flux	Shroud	1 P
	Age a small, nonliving item. Larger items require more successes.			
••	<i>Strengthen</i>	Dexterity + Flux	7	None
	Make an item resistant to decay and damage; each success increases the difficulty to damage the item by 1 (maximum number of successes equal to Stamina).			
•••	<i>Decay</i>	Stamina + Flux	Shroud	2 P
	Decay and damage manmade objects. Each success increases the volume of matter affected.			
••••	<i>Puppet Theatre</i>	Wits + Flux	4 + 1/item	1 P
	Animate several small objects at one time, equal to Wits plus number of successes. May spend Willpower to reduce difficulty by 1 per point.			
•••••	<i>Automaton</i>	Stamina + Flux	Shroud	3P, 2WP, gain 2A
	Assemble a body from manmade objects, with same Physical Attributes as wraith (+1 dot per success beyond the first); or create a cyclone from man-made objects that inflicts lethal damage equal to wraith's Strength. Lasts for one scene.			

## Intimation (Solicitors – banished)

Rating	Name	Roll	Difficulty	Cost
x	<i>Self-Intimation</i>	Manipulation + Intimation	7	None
	Allows you to make a resisted roll against Intimation used against you.			
x	<i>Twinge</i>	Perception + Intimation	7	None
	Discover the desires that are currently topmost in the target's mind			
•	<i>The Gleaming</i>	Manipulation + Intimation	7	1 P
	Make an object seem more desirable; those near object must make a Willpower roll (diff. 7) or feel a desire to possess it. Lasts 5 minutes per success.			
••	<i>Quash</i>	Manipulation + Intimation	subj. WP	2 P
	Crudely removes a desire from the subject; complex or deeply-rooted desires require more successes. Can also reduce Passions by 1 dot/3 successes.			
•••	<i>Deep Desiring</i>	Perception + Intimation	8	2 P
	Map the wants and needs of the subject in detail.			
••••	<i>The Craving</i>	Manipulation + Intimation	subj. WP	4 P or 2 P + 2 WP
	Crudely implants a complex desire for something; target may become obsessively focused on desire to the exclusion of all else. You gain 1 A for every 2 successes.			
•••••	<i>Cupitatis</i>	As The Craving or Quash	subj. WP	4P, 2WP, gain 3A
	Subtly duplicates the effects of The Craving or Quash, so that the effects of the Arcanos are not obvious to detection.			

## Keening (Chanteurs)

Rating	Name	Roll	Difficulty	Cost
x	<i>Perfect Pitch</i>	Perception + Keening	6	None
	Senses when someone else uses Keening to influence or manipulate emotions. Can be resisted by Sotto Voce.			
x	<i>Sotto Voce</i>	Manipulation + Keening	6	None
	Conceals Keening in normal speech or song; resists Perfect Pitch.			
•	<i>Dirge</i>	Charisma	8	1 P
	Provokes “dark” feelings for one turn per success (wraiths); longer for mortals			
••	<i>Ballad</i>	Manipulation + Keening	8	2 P
	Provokes “light” feelings for one turn per success (wraiths); longer for mortals			
••	<i>Distraction</i>	Manipulation + Keening	7	1 P
	High-pitched hum or whistle prevents a barghest tracking for 1 turn per success.			
•••	<i>Muse</i>	Manipulation + Keening	subj. WP	3 P
	Makes subject believe that an idea is his own; minimum difficulty is 7.			
••••	<i>Crescendo</i>	Stamina + Keening	8	2 P + 1 P/success
	Harms those who hear the wraith’s voice; 1 Corpus per success to wraiths, 1 health level per 2 successes to other listeners.			
••••	<i>Brendan’s Lay</i>	Charisma + Keening	Maelstrom +4	3 P 1 WP
	Song protects a 15-foot-radius from Maelstroms, Spectral attacks, or the Tempest for one scene per success.			
••••	<i>Spectre Song</i>	Manipulation + Keening	7 to 9	2 P
	Horrible, nerve-grating shriek makes wraith appear to be a Spectre for one scene.			
•••••	<i>Requiem</i>	Strength + Keening	7	3 P + 1 P/success
	Paralyses subject for one turn/success (resisted by Willpower), and may inflict mental harm.			
•••••	<i>Songs of Living</i>	Charisma + Keening	8	4 P 2 WP
	Emotion-laden song causes Shadow-eaten 1 aggravated damage and gains 1 temporary Composure per success. On 3+ successes, all Psyches in area may attempt Catharsis to regain control.			



## Lifeweb (Monitors)

Rating	Name	Roll	Difficulty	Cost
x	<i>Locate Fetter</i>	Perception or Int + Lifeweb	6	None
	With Perception, scans the area around a given Fetter; with Intelligence, detects range and direction to Fetter.			
•	<i>Sense Strand</i>	Perception + Lifeweb	8	None
	Determines relationship between a wraith and her Fetters, or whether something is a Fetter.			
•	<i>Lifeline</i>	Manipulation + Lifeweb	7	1 P
	While you focus on wraith, it gains 1 die per success to resist Maelstrom winds. You know when the wraith is pulled into Tempest and can use <i>Locate Fetter</i> to discern location, direction, and well-being. You may focus on multiple Lifelines.			
••	<i>Web Presence</i>	Charisma + Lifeweb	8	1 P/turn
	Allows wraith to affect the area surrounding a Fetter without being there.			
••	<i>Fetter Sentry</i>	Stamina + Lifeweb	8	3 P, 1 P/2 days
	You suffer all damage directed at a Fetter (this is never aggravated). You gain 1 additional soak dice against this damage per success after 1st (max Fetter rating)			
•••	<i>Splice Strand</i>	Manipulation + Lifeweb	7	1 P + 1 P/day
	Makes something that the wraith touches into a temporary Fetter (one dot).			
•••	<i>Early Warning</i>	Manipulation + Lifeweb	8	None
	Wraith senses when mortal is about to die. Target must be touched by wraith; lasts one month per success. Can be extended with roll against difficulty 6.			
••••	<i>Sever Strand</i>	Strength + Lifeweb	owner's WP	2 P + 1 W
	Severs target's connection to a Fetter (requires WP or <i>Splice Strand</i> to repair).			
•••••	<i>Soul Pact</i>	Charisma + Lifeweb	subj. WP	9 P
	Makes a willing mortal into a Fetter (rating 1).			
•••••	<i>Torsion</i>	Manipulation + Lifeweb	10 – subj. Fetter	3 P
	You pull at Fetters of a Spectre, causing paralysis for 1 turn per success. You must touch the Spectre for this art to function.			



## Moliate (Masquers)

Rating	Name	Roll	Difficulty	Cost
x	<i>Shapesense</i>	Perception + Moliate	special	None
	Detects whether and how another wraith has been Moliated; difficulty equals original shaper's Dexterity + Moliate dice pool.			
x	<i>Glow</i>	Charisma + Moliate	7	1 P
	Causes target to glow with given colour and intensity for one scene per success.			
x	<i>Return of Visage</i>	Manipulation + Moliate	6 to 10	1 P
	Returns target wraith to original state; difficulty depends on degree of change.			
•	<i>Imitate</i>	Dexterity + Moliate	4 to 8	1 P
	Molds target's face to match another's; diff. 5 if wraith can see the face, 8 if not, but 4 if wraith possesses a skinmask.			
•	<i>Lizard Tail</i>	Stamina + Moliate	7	1 P
	Detach a limb or even head with few ill-effects (lose 1 C until reattached).			
•	<i>Skinmold</i>	Dexterity + Moliate	6	None
	Change the texture of plasm with your touch (difficulty 9 to undo <i>Calcify</i> ).			
••	<i>Sculpt</i>	Manipulation + Moliate	7	1 P
	Changes subject's shape (cannot alter abilities); subject loses 1 Corpus Level.			
••	<i>Calcify</i>	Strength + Moliate	subj. Stamina +4	1 P
	Hardens subject's plasm; five successes gives four additional soak dice, but transforms subject into immobile "statue." Gain 1 A if used on unwilling subject.			
••	<i>Desperation's Lash</i>	Wits + Moliate	8	1 P, 1 WP
	Limb inflicts Strength + 3 damage, but becomes too soft after one strike.			
•••	<i>Martialry</i>	Intelligence/Strength + Moliate	Stamina +3	3P + 1P/success
	Molds your body into weapons (does 1 die of damage per success) or armour (1 additional soak per success; +1 difficulty to Dexterity rolls per success after first).			
•••	<i>Chorus of Throats</i>	Manipulation + Moliate	8	2 P
	Creates additional throats and mouths on subject (one per success), reducing Keening difficulties by one per mouth (minimum difficulty 4).			
•••	<i>Embed</i>	Stamina + Moliate	Strength + 2	None
	Embeds a harmful object in your body (one per success). Some objects may allow you to inflict +1 die and/or aggravated damage when brawling. Failure causes Strength +2 Corpus Levels of damage (if you botch, this is aggravated).			
•••	<i>Volley</i>	Dexterity + Moliate	7	2 P
	Fling projectile from own Corpus (2 dice damage per Corpus Level spent).			
••••	<i>Rend</i>	Strength + Moliate	subj. Stamina +3	1 P, gain 1 A
	Does aggravated damage to subject (1 die/success, plus 1 die/Pathos spent).			
••••	<i>Chrysalis</i>	Dexterity + Moliate	8	3 P
	Conceals Martialry-shaped form beneath skinlike façade (opposes <i>Shapesense</i> ).			
••••	<i>Girding</i>	Intelligence + Moliate	subj. Stamina +3	3P + 1P/success
	Grafts weapons or armour on other wraiths as though using <i>Martialry</i> .			

## Moliate continued...

Rating	Name	Roll	Difficulty	Cost
•••••	<i>Bodyshape</i>	Wits + Moliate	varies	1 P + 1 P/scene
	Transforms wraith's whole body and appearance for one scene per success; difficulty depends on form assumed.			
•••••	<i>Cripple</i>	Intelligence + Moliate	subj. WP/Sta +4	3 P, gain 1 A
	Weaken, scar or lobotomise subject (reduce one Attribute by 1 dot/2 successes).			
•••••	<i>Kiln</i>	Strength + Moliate	9	4 P
	"Fires" plasm so that it cannot be Moliated until reversed by another use of <i>Kiln</i> . Gain 3 A if the subject is unwilling.			
•••••	<i>Maelstrom Visage</i>	Manipulation + Moliate	9	3P 1WP, gain 1A
	Your Corpus is protected from Maelstroms for one scene per success. You gain metallic appearance, and gain 1 A for each "1" rolled for this art.			
•••••	<i>Soothe</i>	Manipulation + Moliate	8	4 P
	Deadens all sensations of pain in subject. Five successes causes soulforged wraith to feel only pleasant haze, or a week of painlessness in free-willed wraith. Cannot be used on unwilling subject.			



## Mnemosynis (Mnemoi – banished)

Rating	Name	Roll	Difficulty	Cost
x	<i>Rewind</i>	Perception + Mnemosynis	subj. WP	None
	You see the last minute of subject's perceptions through their eyes.			
x	<i>Sense Intellect</i>	Perception + Mnemosynis	6	None
	You detect the presence of other conscious minds within ten feet per success.			
•	<i>In Memoriam</i>	Perception + Mnemosynis	subj. WP	None
	You experience a specific memory of the target from within the last year (or last five years of you spend 1 WP). The memory must be specified precisely.			
•	<i>Erasure</i>	Wits + Mnemosynis	5	1 P
	You wipe a memory from your own mind. Erasing memories of a Passion or fetter are against difficulty 8, cost 1 WP, and gain 1 A. Spending 1 permanent Willpower point prevents the memory from <i>ever</i> being restored.			
••	<i>Mnemotechnics</i>	Charisma + Mnemosynis	subj. WP	2 P, 1 WP
	Subject experiences a moment from her past as though she were there, with a duration one minute per success. If painful memories are healed, target loses 1 A per minute (you gain half this number in Pathos). If used malevolently, the target and you gain 1 A per two minutes.			
••	<i>Swipe</i>	Willpower vs. Willpower	6	1 P, gain 1 A
	Temporarily erases a single memory belonging to another wraith. Lasts one turn per success; spend 1 WP for 1 hour/success, or 2 WP for 1 day/success.			
•••	<i>Mindspeak</i>	Perception + Mnemosynis	6	None
	Communicate mentally with subjects within line of sight. Each success allows one simple phrase and response. You can communicate with multiple people for 1 P per additional person.			
•••	<i>Soulkeeper</i>	Intelligence + Mnemosynis	5 or 8	1 P, 1 WP
	Duplicates another's memories and stores them in your subconscious. Up to one year's worth of memories may be duplicated at once. If target is unwilling, roll against difficulty 8 and gain 1 A.			
••••	<i>Casting the Scene</i>	Manipulation + Mnemosynis	subj. WP	3 P, 1 WP
	Everyone within 10 ft. recalls a specific moment through the target's eyes from within the last year. Each five years of range beyond the first costs 1 WP. For each minute of memory replayed, you gain 1 A.			
••••	<i>Tabula Rasa</i>	Wits + Mnemosynis	5	1 P
	Allows wraith to use Erasure on other targets.			
•••••	<i>Onslaught</i>	Manipulation + Mnemosynis	varies	4 A
	Amplify and transfer a memory from one person to you. You make a resisted Manipulation + Mnemosynis roll against the subject's Willpower (difficulty is the intensity of the memory, +1 per WP you spend). The winner inflicts 1 Health level/Corpus of lethal damage per success.			
•••••	<i>Memorycrafting</i>	Wits + Mnemosynis	8	2 P, 1 WP
	Allows wraith to create memories from sheer fantasy, implanting them in a target with other Mnemosynis arts if desired.			

## Outrage (Spooks)

Rating	Name	Roll	Difficulty	Cost
x	<i>Leap of Rage</i>	Dexterity + Outrage	6	None
	Improves leaps and jumps (+1 success per success rolled).			
•	<i>Ping</i>	Strength + Outrage	Shroud	1 P
	Moves a very small object just a little bit (a brush, push, lift, etc.).			
•	<i>Affect Speed</i>	Dexterity + Outrage	7	1 P
	Alters speed of small objects, or rate of spread of liquids. Two successes doubles the speed, or halves it; three triples the speed, etc.			
•	<i>Afterimage</i>	Manipulation + Outrage	subj. WP	1 P 1 C
	Creates a hallucination on an object or place that can be seen with Deathsight.			
•	<i>Breath of the Grave</i>	Charisma + Outrage	Shroud	1 P
	You create a sudden, icy breeze that spooks mortals below Willpower 8.			
••	<i>Wraithgrasp</i>	Strength + Outrage	Shroud	2 P
	Lifts heavier objects with a feat of Strength; objects can only be lifted.			
••	<i>Rap</i>	Strength + Outrage	Shroud	1 P
	You cause one loud rap, or know over one small object, per success.			
••	<i>Recoil/Follow</i>	Strength + Outrage	Shroud	2 P
	Reflects the force of an object back onto its source, or doubles its range and force.			
••	<i>Wrench in Gears</i>	Strength + Outrage	Shroud	2 P 1 WP gain 1 A
	Hinders flow of something through simple mechanism (eg, plumbing, elevators).			
•••	<i>Stonehand Punch</i>	Strength + Outrage	Shroud	2 P
	Physically strikes the target (one Health Level or Corpus Level per success).			
•••	<i>Irresistible Force</i>	Strength + Outrage	Shroud	2 P 2 C
	Makes an object seem impossible to move or too heavy to lift.			
•••	<i>Relic Wrap</i>	Strength + Outrage	Shroud	1 P, 2 C
	Wraith can use relic when reaching through the Shroud. Lasts one turn/success.			
••••	<i>Death's Touch</i>	Dexterity/Strength + Outrage	8	3 P.
	Lets wraith manipulate objects for one minute per success, or start fires.			
••••	<i>Shroudshield</i>	Stamina + Outrage	Shroud + 2	3 P, 2 C
	Wraith intercepts projectile, deflecting force of blow. Each success removes one success from attacker's roll (maximum difficulty 9). Botch costs 2 C and gives 3 A.			
••••	<i>Bilocation</i>	Dexterity + Outrage	Shroud + 1	3 P, 2 C
	Wraith's physical actions affect Skinlands and Shadowlands simultaneously. Successes indicate maximum number of successes rolled in Skinlands.			
•••••	<i>Obliviate</i>	Strength + Outrage	Shroud	3 P, gain 1 A
	Does one level aggravated damage per success, sending destroyed objects to Oblivion; difficulty = Stamina + 3 when used against other characters.			
•••••	<i>Centre of Gravity</i>	Strength + Outrage	Shroud + 1	4 P, gain 2 A
	Alters centre of gravity in small area to wraith (2 WP) or any other point (2 C).			

## Outrage continued...

Rating	Name	Roll	Difficulty	Cost
•••••	<i>Corsican Synd.</i>	Manipulation + Outrage	subj. WP +2	4 P 3 C
	Target takes one Corpus Level of damage per two successes when wraith attacks a Fetter of the target. Lasts until target falls into a Harrowing.			
•••••	<i>Furious Spiral</i>	Strength + Outrage	Shroud	5P 1WP, gain 1 A
	Creates small objects to fly around in a telekinetic vortex; lasts 1 scene/success.			



## Pandemonium (Haunters)

Rating	Name	Roll	Difficulty	Cost
x	<i>Sense Chaos</i>	Perception + Pandemonium	7	None
	Determines whether a particular event has been caused by Pandemonium or whether an object or mortal has been touched by a wraith's Shadow or a Spectre.			
x	<i>Mouth of Madness</i>	Intelligence + Pandemonium	6	None
	Pandemonium effects manifest from wraith's Corpus or clothing.			
•	<i>Weirdness</i>	Charisma + Pandemonium	Shroud	1 P
	Causes something strange to happen to one individual at a time (a cold breeze, minor hallucination, <i>jamais vu</i> or <i>déjà vu</i> , etc). Three successes add 1 to difficulty of victim's next action; five or more successes cause her to lose her next action.			
•	<i>Scripture</i>	Intelligence + Pandemonium	Shroud	1 P, 1 C
	Wraith communicates through the Shroud with written words on any surface.			
•	<i>Wild Bloom</i>	Intelligence + Pandemonium	Shroud	1 P, 1 C
	A patch of dull flowers and faded grass grows on any surface, either wilting in seconds or blooming into grotesque shapes. Lasts one minute per success.			
••	<i>Befuddlement</i>	Intelligence + Pandemonium	subj. WP	1 P
	Confuses target for one turn per success; target must make Intelligence roll (diff. 8) each turn to think clearly.			
••	<i>Bite Me</i>	Intelligence + Pandemonium	Shroud	1 P, 2 C, gain 1 A
	Wraith creates realistic food in Skinlands. Food tastes horrible, lowering victim's Stamina by one dot per two successes if ingested.			
••	<i>Fooled You</i>	Manipulation + Pandemonium	Shroud	1 P
	Distorts apparent location of a small object by up to two feet in any direction.			
••	<i>Haunting</i>	Charisma + Pandemonium	Shroud	2 P
	Cause one strange supernatural phenomenon per success (blue lights; rattling and thumping; sound of wind on a still night; distant, incomprehensible voices, etc). Cannot be directly harmful. Invokes the Fog in mortals; may lower Shroud.			
•••	<i>Dark Ether</i>	Intelligence + Pandemonium	Shroud	2 P
	Affects weather or light in a small area; five successes can do one level of Bashing damage to those in the area. Gain 1 A if used to attack.			
•••	<i>Wyldfire</i>	Charisma + Pandemonium	8	3 P, 1 WP
	Your Corpus burns with multicoloured flames, and your physical blows cause aggravated damage to the Shadow-eaten. Lasts one turn per success.			
•••	<i>Stretch Reality</i>	Manipulation + Pandemonium	Shroud	1 P + 1 P/3 turns
	Alter's target's spatial perceptions in a chaotic, uncontrolled fashion.			
••••	<i>Foul Humour</i>	Intelligence + Pandemonium	Shroud	1P 1 WP, gain 1 A
	Causes a rain or vermin, stream of blood, or other bizarre effect; damaging effects do 1 die of Bashing damage per 2 successes.			
••••	<i>Form of Chaos</i>	Intelligence + Pandemonium	Shroud	2P + 3 C, gain 1A
	Shapes noxious substances or vermin into hideous parodies of the human form, which are as strong as wraith and independent. Spectacular successes may grant some special effect (such as venom or caustic slime).			

## Pandemonium continued...

Rating	Name	Roll	Difficulty	Cost
••••	<i>Stigmata</i>	Manipulation + Pandemonium	Shroud	1 P, gain 2 A
	Creates a bleeding wound on the target (multiple wounds in one turn require wraith to split Dice Pool). Three or more successes inflicts 1 Health Level Lethal damage due to psychosomatic pain and costs wraith 1 Pathos.			
•••••	<i>Tempus Fugit</i>	Intelligence + Pandemonium	Shroud	4P 1WP or 2P 1WP
	Distorts the flow of time or space, speeding up/slowing down actions or altering distances for one scene. Can only be attempted once per scene.			
•••••	<i>Death's Caul</i>	Manipulation + Pandemonium	Shroud	2 P, 2 C
	Covers mortal's face with a suffocating Caul of plasm. Successes indicate strength of the Caul. Target must make an extended Strength roll (difficulty 6) and gain successes equal to the Caul's strength to tear it free. If the target fails a Strength roll, he must start from the beginning. Mortal remains conscious for a number of turns equal to Stamina, then takes one Health Level of Lethal damage every 30 seconds until dead.			



## Phantasm (Sandmen)

Rating	Name	Roll	Difficulty	Cost
x	<i>Sleepsense</i>	Perception + Phantasm	6	None
	Determine subject's sleep state, or observe and experience subject's dream for one turn per success.			
•	<i>Elysia</i>	Dexterity + Phantasm	6 to 8	1 P
	Harmlessly removes sleeping mortal's soul for one turn/success; REM sleep = difficulty 6; transitional sleep = difficulty 7, deep sleep = difficulty 8.			
•	<i>Cognizance</i>	Wits + Phantasm	7 or WP	None or 1 P
	Defends wraith against Phantasm; each success takes away one success from opponent. If defending another, wraith spends 1 P to allow target to defend with Intelligence + Subterfuge roll (difficulty as above – 1 per success on Cognizance).			
•	<i>Conclave</i>	Perception + Phantasm	7	None
	Wraith's mind travels to predetermined dream location to meet with other wraiths.			
•	<i>Lingua</i>	Intelligence + Phantasm	5 to 8	1 P
	Wraith communicates simple messages and ideas across language barriers.			
••	<i>Lucidity</i>	Manipulation + Phantasm	varies	2 P
	Changes a mortal's dream; difficulty depends on extent of the change.			
••	<i>Inspire</i>	Charisma + Phantasm	7	1 P
	Inclines a mortal to express herself artistically, reflecting Fetters, Passions, or Shadow of wraith. +1 difficulty to inspire unwilling or untalented mortal.			
•••	<i>Dreams of Sleep</i>	Charisma + Phantasm	subj. WP	1 P
	Makes other wraiths fall asleep and dream; roll needed only if subject unwilling (may be opposed by Intelligence + Subterfuge difficulty 6).			
•••	<i>Mending</i>	Charisma + Phantasm	varies	2 P/success
	Heals one Health Level of Bashing damage per success. Target must be a sleeping or unconscious mortal. Difficulty equals number of Health levels lost + levels wraith is trying to heal. Botching gives wraith 1 A per "1" rolled.			
••••	<i>Agon</i>	Strength + Phantasm	8	3 P, gain 1 A
	Rips sleeping mortal's soul from body for 1 scene/success; does 1 Health Level/success to subject; may be opposed by Wits + Subterfuge (difficulty 8).			
••••	<i>Incubus</i>	Stamina + Phantasm	7	Gain 1 A per P
	Wraith drains 1 P per success from sleeping mortal. Mortal cannot be drained more than once per week.			
••••	<i>Dream Canvas</i>	Charisma + Phantasm	# of dreams	3 P (see below)
	You merge multiple dreams into one. Active dreamers require an additional 1 P per turn; passive dreamers require 1 P per turn for every 10.			
•••••	<i>Phantasmagoria</i>	Charisma + Phantasm	6	3 P + 1 P/turn
	Creates illusions using wraith's Pathos and Corpus for 1 turn per success.			

## Phantasm continued...

Rating	Name	Roll	Difficulty	Cost
•••••	<i>Dream Cloak</i>	Charisma + Phantasm	8	4 P, 1 WP, 3 C
	Cloak yourself in a scintillating, fascinating fabric of dreamstuff. Each success adds one to the difficulty of attacks made against you, and lowers opponents' Initiative ratings by 1. Absorbs 1 damage per success, and allows you to soak aggravated damage. Lasts one scene per success.			
•••••	<i>Oneirataxia</i>	Manipulation + Phantasm	8 or WP	2 P
	Mortal cannot dream for one night per success, losing one dot from all mental and Social Attributes for every three nights (minimum one dot each). May be resisted with Wits + Meditation (difficulty 8). After at least six dreamless nights, mortal goes insane (gain 1 A).			
•••••	<i>Supplant</i>	Dexterity + Phantasm	6	3 P, gain 2 A
	Wraith places mortal soul (see <i>Elysia</i> or <i>Agon</i> ) into a different body (resisted with Intelligence + Awareness). Target body may not be occupied by a soul. If target body dies, soul becomes a wraith Fettered to that body. Botching destroys the soul, and grants 1 A per "1" rolled.			



## Puppetry (Puppeteers)

Rating	Name	Roll	Difficulty	Cost
x	<i>Detect Possession</i>	Perception + Puppetry	7 or 9	None
	Detects current possession of a mortal (difficulty 7, resisted by possessor's Appearance + Subterfuge, difficulty 7).			
•	<i>Skinride</i>	Dexterity + Puppetry	subj. WP	1 P
	Lets wraith passively enter mortal's body; must be used before other arts can be.			
•	<i>Analyse</i>	Perception + Puppetry	Shroud	1 P
	Wraith assesses host's general health (may diagnose illnesses with Medicine 2).			
•	<i>Skinride Animal</i>	Dexterity + Empathy	Shroud	None
	Lets wraith <i>Skinride</i> a warm-blooded animal or pack of small animals.			
••	<i>Sudden Movement</i>	Strength + Puppetry	subj. WP	1 P
	Take brief control of mortal's arm or leg. If target resists (Willpower roll against wraith's Strength + Puppetry), gain 1 Angst.			
••	<i>Alter Vital Signs</i>	Manipulation + Medicine	subj. WP	2 P, gain 2 A
	Modify subject's heart rate, respiration, or blood pressure. Five successes allows wraith to place host in a state near suspended animation. Wraith must spend 1 WP if subject is not a consort.			
••	<i>Control Creature</i>	Manipulation + Puppetry	Shroud	1 P per scene
	Allows wraith to control attuned animal completely for one scene per success.			
•••	<i>Master's Voice</i>	Intelligence + Puppetry	subj. WP	1 P
	Wraith speaks through mortal for one breath per success; voice is a combination of mortal's voice and wraith's voice.			
•••	<i>Healing</i>	Stamina + Medicine	Shroud	2 P per success
	Wraith heals one Health level/success of mortal host. Wraith gains 1 A per Health Level lost prior to healing. Mortal cannot be healed more than once per week.			
•••	<i>Obliterate Animal</i>	Strength + Puppetry	Shroud	2 P 1 WP, gain 1A
	Lets wraith permanently control animal that has been controlled five times; successes must equal host's Health Levels. Body decays after two weeks.			
••••	<i>Rein in the Mind</i>	Manipulation + Puppetry	subj. WP	4 P, gain 1 A
	Wraith controls attuned mortal completely for one scene per success; minimum difficulty is local Shroud.			
••••	<i>Anesthesia</i>	Charisma + Puppetry	Shroud	3 P
	Wraith has complete control over mortal in trance, asleep, or in coma. Mortal may resist with Willpower roll. Lasts one scene/success, or until mortal wakes up.			
••••	<i>Faint</i>	Stamina + Puppetry	varies	3 p, gain 3 A
	Target mortal falls unconscious for one turn per success. If the target becomes Wounded, it must make a Stamina roll (difficulty 6) to regain consciousness. Difficulty of <i>Faint</i> is equal to 9 (if target has been possessed previously), 10 (if target has never been possessed), or target's WP, whichever is higher.			

## Puppetry continued...

Rating	Name	Roll	Difficulty	Cost
••••	<i>Manipulate Herd</i>	Manipulation + Empathy	Shroud	3 P
	Wraith controls one large animal or ten small animals per success. Animals must be same species as an animal that the wraith is skinriding and has Attuned by using <i>Control Creature</i> ten times.			
•••••	<i>Obliterate Soul</i>	Strength + Puppetry	subj. WP	5 P + 1 WP, gain 1 A
	Lets wraith permanently control mortal (but body decays after one week); successes must equal host's WP.			
•••••	<i>Marionette</i>	Manipulation + Puppetry	subj. WP	5 P + 1 WP, gain 2 A
	Lets wraith control attuned target completely, using target's own Abilities and supernatural powers. Lasts one scene per success; supernatural targets may spend 1 WP to oppose with a Willpower roll against difficulty 7.			
•••••	<i>Shadow Possess</i>	Charisma + Puppetry	varies	4 P, gain 3 A
	Transforms an animal into a Conduit for the Shadow of a wraith about to become a Risen. Difficulty equals Shroud or target's Angst, whichever is higher. The animal must be a Fetter of the target wraith, who may attempt to skinride it to transform it into a Conduit. Lasts one turn per success.			



## Serendipity (Risen only)

Rating	Name	Roll	Difficulty	Cost
x	<i>Key Player</i>	None	N/A	None
	You instinctively know if you are in the presence of someone who is important to you in some capacity, although you may not know who or why.			
x	<i>Right Place, Right Time</i>	None	N/A	None
	You often find yourself in the rough vicinity of where you need to be in order to further your goals.			
•	<i>Fortuitous Wandering</i>	Serendipity + Awareness	*	None
	Get a general idea of where to go to pursue one random Passion (difficulty = 9 minus rating of Passion).			
••	<i>Flashback</i>	Serendipity + Awareness	*	1 P
	See images of an important scene that occurred in or near one of your Fetters (difficulty = 9 minus rating of Fetter). You must be in contact with the Fetter.			
•••	<i>Face in the Crowd</i>	Serendipity + Empathy	varies	2 P
	Tell whether someone you speak to is connected to a Passion or Fetter. Multiple successes may give you some idea of which Passion or Fetter the target is connected to, or how important that connection is.			
••••	<i>Fortuitous Meeting</i>	Manip. + Serendipity	7	1 P, 1 WP
	Coincidentally meet someone you have met before, if possible. The number of successes determines how quickly you find the subject.			
•••••	<i>Coincidental Gathering</i>	Manip. + Serendipity	7	1 P + 1 WP/target
	Multiple targets coincidentally gather together, if possible. You have the option of choosing whether you will be present at the meeting.			

## Usury (Usurers)

Rating	Name	Roll	Difficulty	Cost
x	<i>Assessment</i>	Perception + Usury	6	None
	Senses the amount of life (Corpus/Health levels) in an individual or area.			
•	<i>Transfer</i>	Manipulation + Usury	varies	None
	Transfers your Pathos to target wraith (difficulty = subj. Pathos) or steals from target wraith (difficulty = subj. WP); target wraith must be touched.			
••	<i>Early Withdrawal</i>	Manipulation + Usury	subj. WP	None
	Moves target's Health or Corpus levels to you (1 level per success); target must be touched.			
•••	<i>Charitable Trust</i>	Stamina + Usury	special	1 P
	Moves your corpus levels to target (up to 1 per success); target must be touched. Difficulty equals current Health or Corpus of target.			
••••	<i>Exchange Rate</i>	Intelligence + Usury	6	None
	Convert your Corpus to Pathos (up to 1 point per success)			
••••	<i>Danegeld</i>	Manipulation + Usury	Being + 3	3 P
	Spectre may not hinder or attack wraith for one turn per success.			
•••••	<i>Investment</i>	Intelligence + Usury	7	1 WP
	"Invests" up to a set amount of Pathos or Corpus into a relic for later use			
•••••	<i>Composure Wellspr.</i>	Manipulation + Usury	8	1 WP
	Requires several hours to carry out. For each success rolled, target Spectre gains 1 temporary Composure, and you spend 1 P and gain 1 A. Target Spectre with 10 temporary Composure is temporarily Redeemed. Each day target loses bonus Composure at the rate of 3 points times number of days since last <i>Composure Wellspring</i> treatment.			
•••••	<i>Lien</i>	Charisma + Usury	Pathos + 3	Gain 2 A
	You invest Pathos in a target (who must be touched), who must immediately pay an equal amount of Pathos (or Angst, if Shadow-eaten). Each point not paid causes one die of damage each turn. Lasts one turn per success.			
•••••	<i>Sustenance</i>	Manipulation + Usury	WP	Gain 1 A
	Wraith gains one Corpus per success from attuned target, who loses equal amount of Corpus. Wraith may be attuned to a number of targets equal to Willpower.			

