

THE REAL THING^{RPG}

the SUPERNATURAL

Chrysalis: Arcane Artifact, Corruption, Death/Rebirth, Mystical Rite, Possession

Sacrifice (choose 1, add more later)

- | | | | |
|---------------------------------------|--|--|---------------------------------|
| <input type="checkbox"/> Blood | <input type="checkbox"/> Falling to Pieces | <input type="checkbox"/> Sol Invictus | <input type="checkbox"/> Undone |
| <input type="checkbox"/> Crack Hitler | <input type="checkbox"/> Fear | <input type="checkbox"/> The Morning After | <input type="checkbox"/> Other |

■ New Beginnings

While performing a normal Move or a mundane Advanced move, you no longer mark a Discovery. When told to remove a Discovery as part of a Supernatural Advanced Move, begin removing or crossing out Discovery opportunities from the bottom right, backward through the top left. When removing a mark that originally led to gaining an Advanced Move from your Playbook, remove one of your Playbook Advanced Moves. Anytime you remove a Discovery that led to gaining an Advanced Move from your Playbook, gain a Supernatural Advanced Move instead. Additionally, your statistics are no longer capped at +3 maximum.

Supernatural Advanced Moves (choose 1, add more later)

Cone of Shame

Gain a permanent +1 to Intellect. You can exert your will to intrude into the minds of others. The target must be within line of sight, and you must concentrate intently. Roll + Intellect. On a hit, choose up to five of the following. On a 7 - 9, choose up to three of the options and mark a Stress. On a miss, choose up to three options, mark a Stress, and remove a Discovery.

- » Know the target's actual identity (as they know it themselves)
- » Learn their current motives and actions they are contemplating toward achieving them
- » Hear their surface thoughts, as related to what is happening around them
- » Feel any mental complications afflicting them
- » Determine what about them is most dangerous to you
- » Project thoughts or mild fears into their mind, which persist for the scene
- » Create a two-way telepathic communication link that lasts for the scene

Rise Above

You have the power of telekinesis and can move objects around in space. Roll + Intellect. For up to 10 minutes you gain a subset of the benefits listed below. On a hit, choose up to three of the following. On a 7 - 9, choose two of the following and mark a Stress. On a Miss, choose two of the following, mark a Stress, and remove a Discovery.

- » You can use the Fight Move using your Intellect or Awareness statistic by hitting targets with pure force or hurling small objects at them with your telekinesis. Your base damage for the attack is 1 Wound.
- » You can levitate yourself or others and control their speed (up to a fast walk) and direction. Affect a number of targets up your current Awareness + Intellect ratings. If any of the targets are resisting, you must succeed against them with an Overcome Move.
- » You can use the Overcome Move with your Intellect or Awareness statistic. If successful on that Move, you can move a single object weighing up to a few tons slowly through space.
- » You can perform fine manipulation of items and objects as far away as you can clearly see. This allows you to manipulate these objects just as if you were using your own hands. If a Move is required, use your Intellect or Awareness statistic.

Drop the Bomb

You can unleash an elemental blast on enemies within a reasonable throwing distance. Roll + Reflexes. Choose from force, fire, lightning, or a similar energy type. On a hit, cause 2 Wounds to the target and choose two positive results from the below. On a 7 - 9, cause 2 Wounds, choose one positive and one negative result from below, and mark a Stress. On a miss, the blast fails to manifest, mark a Stress, and remove a Discovery.

Positive results:

- » Cause 1 additional wound
- » Damage an object on the target
- » Push the target up to 20 feet away from you
- » Affect a 2nd target that is within 5 feet of the 1st
- » Extend the distance up to 100 yards

Negative results:

- » The blast causes you 1 wound
- » Strike another random target
- » You draw unwanted attention
- » Make a hard choice

Out from the Inside

By touching an object or creature, you can gain some sense of what has happened in its vicinity recently, or psychically powerful events from a more distant time. Roll + Awareness. On a hit, choose three of the following. On a 7 - 9, choose up to two of the following and mark a Stress. On a miss, choose up to two of the following, mark a Stress, and remove a Discovery. In all cases, the experience of the vision requires full attention and occurs in real time.

- » Get a vision of the last person to use an object or visit a place you touch
- » Get a vision of the most recent traumatic or emotionally charged event that happened to a creature or person you touch
- » Sift through the above visions/memories to view one from up to 10 years ago
- » Sense any supernatural powers that may have been active during the vision
- » Gain a vague impression of the touched object or creature's most noteworthy abilities

From Out of Nowhere

Gain a permanent +1 to Subtlety. You are nearly impossible to notice when you choose not to be. You can blend seamlessly into a crowd or meld completely into deep shadows. Roll + Subtlety. On a hit, you may gain any of the following benefits up to five times in the scene. On a 7 - 9, mark a Stress and you gain the benefits up to three times during the scene. On a miss, you gain the benefits up to three times during the scene, mark a Stress, and remove a Discovery.

- » Gain Advantage on all Moves when trying to sneak or hide
- » You vanish from the perceptions of all onlookers, who forget you were there. A successful Resist Move allows PCs to remember your presence. Gain Advantage on your first Fight and Defy Danger Moves against any target

Faster Disco

Gain a permanent +1 to Reflexes. You can perceive and interact with the world more quickly than is humanly possible, appearing as a blur when you move. You have Advantage on all Defy Danger Moves, all attempts to use Fight against you are made at Disadvantage, and you can move up to ten times farther/faster than normal. Roll + Reflexes. On a hit, gain both of the following. On a 7 - 9, choose one of the following and mark a Stress. On a miss, choose one of the following, mark a Stress, and remove a Discovery. This ability ends after taking two actions or at the discretion of the Narrator.

- » You can use Reflexes in place of Might for Fight and Overcome Obstacle Moves
- » Reduce all Wounds inflicted on you by 1

Pristina

Your body knits itself back together with astounding ease. Roll + Reflexes. On a hit, remove all Wounds and an Injury you are currently suffering. On a 7 - 9, remove all Wounds or a single Injury and mark a Stress. On a miss, remove all Wounds or a single Injury, mark a Stress, and remove a Discovery. You may only use this ability once every 8 hours.

Edge of the World

You can sense distant locations by focusing your attention on a reflective surface. By default, this scrying allows you to view only places you have experienced before or that have been described to you in detail, no further than 100 miles away, and for up to 1 hour. Roll + Awareness. On a hit, choose three of the following. On a 7 - 9, choose two of the following and mark a Stress. On a miss, choose two of the following, mark a Stress, and remove a Discovery.

- » You can extend your hearing and/or smell as well
- » You can extend your voice as well
- » Your viewing distance is unlimited
- » You can scry for up to 4 hours
- » You only need a vague sense of the place
- » You can target a specific person with whom you are familiar

Feelings

Gain a permanent +1 to Rapport. You are entralling. You can selectively gain Advantage on Persuade, Trick or Mislead, and Resist Moves against anyone in your presence. Furthermore, for anyone in your presence to actively harm you, you must first fail at a Resist Move. Roll + Rapport. On a hit, you may gain the above benefits up to five times in the scene. On a 7 - 9, mark a Stress and you gain the benefits up to three times during the scene. On a miss, you gain the benefits up to three times during the scene, mark a Stress, and remove a Discovery. In all cases, the affected parties are unaware they have been influenced.

Ghost Dance

Your body becomes translucent, inaudible, and intangible, allowing you to pass through inanimate matter and ignore physical attacks. Roll + Subtlety. On a hit, choose three of the following. On a 7 - 9, choose two of the following and mark a Stress. On a miss, choose two of the following, mark a Stress, and remove a Discovery. These effects last for up to one minute.

- » You can pass through living creatures, causing 1 wound and a chill as you do so
- » You can selectively touch and move small objects while remaining otherwise intangible
- » You can speak normally
- » You can become invisible in addition to being intangible

Helpless

You can force others to do your bidding for a short time. Roll + Intellect. On a hit, choose up to three of the following. On a 7 - 9, choose up to two of the following and mark a Stress. On a miss, choose up to two of the following, mark a Stress, and remove a Discovery. In all cases, the target will never do anything suicidal or directly self-harming.

- » Give one person a series of commands which they must obey to the best of their ability. This lasts up to 24 hours or until the commands are completed.
- » Cause a single person to forget up to 24 hours of their memories. You must have a general sense of what transpired during that time in order to remove those memories.
- » Implant a vague memory of people, places, and events lasting up to 24 hours into the mind of a person.
- » Create a trigger event or time at which affected people will begin attempting to complete commands you have given them. The trigger must occur within the 24-hour timeframe.
- » Cause any targets you have affected with this ability to forget having been affected.

Introduce Yourself

You copy the appearance and mannerisms of another person you have been able to interact with or study. You are a nearly perfect copy of that person, including their voice and their basic mannerisms. Roll + Rapport. On a hit, gain Advantage on all Trick or Mislead Moves when you attempt to fool someone about your identity. On a 7 - 9, mark a Stress and gain +2 ongoing instead. On a miss, gain +1 ongoing on the Moves, mark a Stress, and remove a Discovery. None of the person's attire or items are copied. In all cases, the ability lasts up to 24 hours.

Death Beast

You take on the form of a mundane or mythical beast. Roll + Awareness. You take the form of the creature including its modes of movement. On a hit, gain all of the following. On a 7 - 9, choose two of the following and mark a Stress. On a miss, choose two of the following, mark a Stress, and remove a Discovery. In all cases, you maintain your Stress suffered, Wounds suffered, Complications, and Injuries.

- » Gain the creature's physical characteristics (adding up to +2 to Might and/or Reflexes and up to 1 Armor).
- » Gain the creature's senses (including Awareness, if better than yours). For examples of improved senses, consult the What a Day Supernatural Move.
- » Gain the creature's Moves. For examples of creature Moves, see the Example Challenges Appendix.
- » Allow your worn and carried items to meld into your new form with you (but they cannot be used)

The Real Thing

(This Move cannot be the first taken by a supernatural character) You have become ageless. While you mentally experience time just as you always have, your body does not age. Additionally, you are immune to all physical diseases and mundane illnesses. If anything causes you to lose access to this Move, you begin aging regularly and become susceptible to illness.

What a Day

Gain a permanent +1 to Awareness. Your five senses can become preternaturally acute and powerful. Roll + Awareness. On a hit, choose up to three of the following. On a 7 - 9, choose up to two of the following and mark a Stress. On a miss, choose up to two of the following, mark a Stress, and remove a Discovery. Increased senses do not impose penalties for sensory overload. This ability lasts up to one hour.

- » You have low-light vision allowing you to see normally in dim light. You do not suffer penalties for seeing in low-light situations.
- » You have a greatly increased sense of smell, allowing you to smell more acutely and at a much greater distance. Gain Advantage on Moves used to detect and follow smells.
- » Your sense of hearing is significantly improved, allowing you to notice the slightest sounds nearby or hear louder sounds at a greater distance. Gain Advantage on Moves used to detect sounds or discern specific noises at a distance.
- » Your vision allows you to see at great distances and to spot minute details. Gain Advantage on Moves used to see small details or spot things far away.
- » Your sense of touch is very powerful, allowing you to sense movements around you and minute details on solid objects. Gain Advantage on Moves used to feel details on objects. Also, it is impossible for someone to approach you without you noticing unless they have a supernatural ability.
- » Your sense of taste allows you to identify nearly any ingredient or substance you put in your mouth. Gain Advantage on all Moves to identify ingredients or detect substances that do not belong (such as poisons).

Go Without Fear

Gain a permanent +1 to Might. You temporarily gain superhuman strength and durability. Roll + Might. On a hit, gain all of the following. On a 7 - 9, choose two of the following and mark a Stress. On a miss, choose two of the following, mark a Stress, and remove a Discovery. This ability remains active for one scene or up to 1 hour, whichever is shorter.

- » When you inflict Wounds on a target, increase the Wounds by 1
- » Reduce all Wounds inflicted on you by 1
- » Gain Advantage on uses of the Overcome Obstacle Move