# Bloodlines

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## Table of Contents

**Bloodlines of The Bound** ..... **4**
- Talents ..... 5
- A Note on Make-up Requirements ..... 5

The Undead ..... 6
- Ancient ..... 6
- Base Bloodline Stats ..... 7
- Make-up Requirements ..... 11
- Kin Groups ..... 11
  - Zombies ..... 12
  - Banshees ..... 12
  - Ghouls ..... 12

The Shapeshifters ..... 13
- Ancient ..... 13
- Base Bloodline Stats ..... 14
- Make-up Requirements ..... 18
- Kin Groups ..... 19
  - Werewolves ..... 19
  - Werecats ..... 19
  - Werebears ..... 20
  - Wererats ..... 20
  - Wereraccoons ..... 20
  - Wereopossums ..... 20
  - Weredeer ..... 21
  - Weredogs ..... 21

The Drainers ..... 22
- Ancient ..... 22
- Base Bloodline Stats ..... 23
- Make-up Requirements ..... 27
- Kin Groups ..... 27
  - Vampires ..... 27
  - Sunchasers ..... 27
  - Mermaids (Shallows vs. Abyssal) ..... 28

The Half-Born ..... 29
- Ancient ..... 29
- Base Bloodline Stats ..... 30
- Make-up Requirements ..... 34
- Kin Groups ..... 34
  - Angel-Born ..... 34

Demon-Born....34
Dragon-Born.... 35
The Elementalists.... 36
Ancient....36
Base Bloodline Stats....37
Make-up Requirements....42
Kin Groups....42
Water....42
Air....42
Fire....42
Earth.... 42
The Fae.... 44
Ancient....44
Base Bloodline Stats....45
Make-up Requirements....49
Kin Groups....49
Court Fae....49
Spring....49
Summer....50
Fall.... 50
Winter....51
Wild Fae....51
The Wrights....52
Ancient....52
Base Bloodline Stats....52
Make-up Requirements....56
Kin Groups....57
Witches.... 57
Wizards.... 57
Druids....57

# Bloodlines of The Bound

There's The Bound and then there's the Unbound. Shortly before The Fall Lady Death blessed the Bloodlines of The Bound with access to magic and immortality. However, all blessings come with a cost, and as The Bound became closer to Lady Death, they became less able to create new life. For this reason, while The Bound were able to survive The Fall and the turmoil that came after, they are much more rare than the Unbound that many of them must feed upon. All magical sentient humanoids - regardless of Bloodline - call themselves The Bound.

Each Bloodline has an Ancient. The Ancients were the original seven who were first blessed by Lady Death. These blessings were passed on to their families of blood or marriage, who are referred to as "the Old Ones." However, immortality is not the same as invulnerability, and as time has gone on many of the Old Ones and even some of the Ancients have perished.

Through the blessings of Lady Death, each of the Bloodlines are conditionally immortal and un-aging after reaching maturity - typically between 20 and 40, but it depends on the person. They cannot die (or stay dead) by anything other than a death of the body. A death of the body must come from either a mundane (non-magical) traumatic injury that surpasses the ability of their Vitality to regenerate (see the Vitality and Death sections of the core rulebook for more details) or some form of magical damage or ailment. The Bound cannot die from age or non-magical sickness. However - injury, murder, accident, magical maladies, etc. can result in their deaths.

Each Bloodline has a Major and Minor Bane that induces a varying amount of weakness within them. Major Banes deal 2x Vitality damage to the Bloodlines. Minor Banes can impede their ability to function or perform magic normally. Some Bloodlines may have multiple possible Minor Banes.

Bloodlines also may suffer from Curses, such as the Need to Feed or Iron Sickness. Curses are roleplay or rules requirements that all members of a Bloodline share.

Additionally, each Bloodline has certain Gifts and Talents. Gifts are effectively the opposite of Curses. They provide mechanical benefits to each member of The Bound based on their Bloodline. Talents are skills that members of a Bloodline may find easier (or possible) to learn based on their heritage. Effectively, their Bloodline is what enables them to learn the skill at hand.

**Not all Bloodlines are good at the same things**. Bloodlines that tend to have higher Vitality and Strength tend to have lower Mind and Willpower. If you were to put the Bloodlines in order along the Strength vs. Willpower and Vitality vs. Mind axis, you'd probably come up with something about like this: the Undead, the Shapeshifters, the Drainers, the Half-Born, the Elementalists, the Fae, and the Wrights.

## Talents

Characters can choose to spend XP on Talents instead of on Skills. Some Talents may overlap with Skills available to any member of The Bound, but will be easier to learn for certain Bloodlines. Talents come in three levels. All characters can acquire Talents from Level 1 of their Bloodline. However, in order to acquire Talents from Level 2, a character must first have acquired at least three Talents from Level 1. In order to acquire Talents from Level 3 of their Bloodline, they must first acquire at least two Talents from Level 2. This means that once a character “unlocks” a level by learning the minimum number of Talents from the prior level, they can learn as many Talents at the new level as they have the XP for.

Level 1 Talents are able to be self taught as long as they have the free XP for it. After spending 15 minutes roleplaying figuring out the talent they are able to add it to their character sheet. Level 2 and 3 talents require a teacher to learn. Using the research mechanic it is possible to develop new talents but doing such is a long process.

Please note that if a character learns a Talent that impacts their past or future XP expenditure that they should reach out to confluxlarp@gmail.com separately to ensure that their character sheet is updated appropriately.

## A Note on Make-up Requirements

It is relatively easy in this game to get access to what is called glamor magic. If you’re ever not feeling your make-up, you can always track down a way to get a glamor to pass as human. There are some negatives to glamoring, but it is always an option.

We want this game to be as immersive as possible, and there are very few costuming requirements. You can go all out in full regency dress, or you can show up in jeans and a t-shirt. Both are technically in-genre. However, we **deeply want to encourage players** to go all-out in physically representing the Bloodlines of their characters. With that in mind, we encourage you to use make-up and prosthetics that will work for you in all kinds of weather.

All that being said - if it’s above 85 degrees fahrenheit out, we’re on summer make-up rules. What ‘summer make-up rules’ means is that we’re just going to ask you to do your best within reason on your make-up. Do your best to make it clear what character you’re playing. If you can stand it, wear your prosthetics. But if your face paint melts, then it melts. Don’t bother with your arms and torso. It’s alright - sometimes the air is soup and life is hard.

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## The Undead

The Undead are the soldiers and fighters of The Bound. They're the strongest and toughest, capable of physical feats that the rest of The Bound can only dream of or achieve with the assistance of magic. The cost of this is that they can't **create** new magics on their own. Undead can use magical items, but they cannot create them or perform spells of any kind. However, the Undead are excellent fighters and decent physical crafters. They have enhanced senses and the capacity to hone their bodies into fighting machines.

Undead have double the Need to Feed curse and are often thought of as the most dangerous and ravenous of the Bloodlines. Undead **can** sate their Hunger with Ambrosia. Unfortunately if they choose to go this route, they will continue to look undead and will find both their physical and emotional sensations deadened.

The Undead culture is shaped by the fact that Undead cannot have children and can only spread through the Need to Feed. Undead say that they are only born through violence, and that their parent is their murderer. However, they do take caring for fledgling members very seriously because being undead is…a hard way to live. Controlling the Hunger for the Undead takes time, practice and guidance. Because of the amount of time they spend learning to control their Hunger, the Undead are masters of emotional control and consider self-mastery a top priority.

### Ancient

The Ancient of the Undead is Linus. Linus founded the Sons of Linus, an organization that's dedicated itself to - among other things - ensuring that fledgeling members of the Undead are found and cared for until they can survive on their own without being a danger.

Linus is believed to be alive but is often reclusive. The word is that Linus only shows up every 50 years or so for the Meeting of the Ancients, or because something big is about to happen and he's been called in to lead The Sons of Linus personally. The last time that happened, he was forced to kill another of the Ancients.

Linus is reported to have curly salt-and-pepper hair and dresses in mostly black. He always carries two swords - one with a pitch black blade, and one with a bone-white blade. He looks like a walking corpse, because it's well-known that he stopped feeding on the Unbound over 500 years ago. Rumors about how he managed to sustain himself before the advent of Ambrosia have always been a point of contention.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 6 | 10 | 40 | 200 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 10 | 50 | 2 | 5 |

| Gifts | Description |
|---|---|
| **The Running Dead** | Undead have the skill to move at full speed, attack and defend during their bleed out counter. They cannot use active skills while in bleed out. Once they hit bleed out, if they take their entire Vitality damage again they will immediately hit Dead status. For example, if an Undead has a Vitality of 30 and then takes 30 Vitality damage, they will be at bleed out at 0 Vitality. If they then take an additional 30 damage, they would immediately enter Dead status and would be at -30 Vitality (this is the only circumstance under which a character can have less than than 0 Vitality). Once they hit the inverse of their Vitality, they will be at Dead status. Furthermore, the Undead must be healed back to full from the negative Vitality. In the circumstance described previously, if the Undead character were to be Lifed before a Reaper collected them, they would still be in Bleed Out until a healer healed the -30 Vitality back to at least 0 Vitality, whereupon they would be Stable. |
| **Enhanced Senses** | Many of the best skills in the game require magically enhanced senses in order to be a possibility. Your enhanced senses mean that you can see, hear, smell, feel and taste better than anyone human ever could. |
| **Martial Skill** | Your self-control and strength combine to make you fighting machines. Skills related to Combat cost 2 XP less to a minimum of 1 XP. |
| **Tough Skin** | Your hide is literally thick. You reduce all incoming damage by 1. If someone swings a 10 - you take a 9. |

| Curses | Description |
|---|---|
| **Double the Need to Feed** | Each event, a member of this bloodline must either obtain two vials of Ambrosia or will kill two members of The Unbound (i.e. two regular humans) in between this event and next event. You cannot choose not to kill between events if you do not use Ambrosia. If you do not use Ambrosia, you will black out and kill the first Unbound you interact with. Note: for your first event as a character with Need to Feed, you choose whether you come in having fed via murder or via Ambrosia - just make sure you tell staff! |
| **The Hunger** | Whenever a member of this Bloodline interacts with a member of the Unbound, they experience The Hunger. While it won't force a member of the Bound to kill a member of the Unbound, it is uncomfortable to experience. Any time you're around Unbound, you should roleplay as though you're starving and they smell like food – whatever that means for your character. Imagine being hungry all the time, no matter how much you ate… |
| **Partial Immunity to Ambrosia** | The Undead can slake their Need to Feed with Ambrosia so that they do not black out and kill random Unbound for sustenance. However, Ambrosia doesn't fully quiet The Hunger. Additionally, if Undead use Ambrosia rather than feeding, they cannot retain a human appearance. Instead of looking human, they will appear as they truly are: undead. They will look like corpses animated by magic. |
| **Unable to do Active Magic** | The Undead cannot perform active magic because all of the magic in their bodies is going towards keeping their bodies going. While the Undead can use magic items (i.e. an enchanted sword, a vial of healing tonic, a Runestone, etc...), they cannot create anything magic. They cannot take Skills from the Spellcasting, Ritualism, Enchantment or Alchemical skill trees. |

| Major Banes | Description |
|---|---|
| **Uranium** | Take 2X damage from any Damage with a Damage Type of Uranium. So, you would take, “15, Pierce, Uranium” as 30 damage to your Vitality. |

| Minor Banes | Description |
|---|---|
| **Running Water** | You are slowed in running water, so you cannot move faster than a walking pace. Additionally, you cannot swim. You can only sink to the bottom and walk. Finally, you take an additional 2 damage from attacks in running water. 'Running water' includes any body of water large enough or swiftly moving enough to have currents. So a lake large enough to have waves would count, but a duck pond or small retention pond would not. Additionally, the Undead must be physically touching the water to suffer the effects. And yes - the rain counts as running water. |

| Talents | Description | Level | Cost (XP) |
|---|---|---|---|
| **Play Dead (5 Mind to activate)** | The Undead have the skill to pretend to be dead. It won't fool a Reaper, but it will fool other members of The Bound, the Unbound, and Magical creatures. The skill "The Nose Knows" counters this skill. When activating this skill the user will pull their Dead rag to represent their spirit leaving their body. Anything that would interact with their body or belongings may do so. When a Reaper approaches them the player will state "Clarify Play Dead". Any effect or item that targets the spirit would retort with "No Effect." | 1 | 2 |
| **The Nose Knows (5 Mind to activate)** | Requires Enhanced Senses to learn. By spending 5 Mind, a character can use their enhanced sense of smell to tell what member of The Bound another character is, even if they are glamored or hidden. Additionally, while they cannot tell exactly where in a room someone might be, they can tell whether or not there is another person or entity in a room. Characters with this skill may sometimes get additional descriptions for mods, as is appropriate. In order to use this skill a character may approach another character and after a brief roleplay declare "The Nose Knows, clarify what bloodline are you?". Unless the character has a way to defend against this, they will have to share what bloodline they are. While this should be a quick OOP exchange, a character can suspect that a skill was used. When using this on a mod a player may declare "Marshal, The Nose Knows" after spending 5 Mind to receive a description. | 1 | 2 |

| | | | |
|---|---|---|---|
| **Undead Wail (5 Mind to activate)** | Once per combat, a character with this skill may loudly scream, growl, cry and/or wail and then call the following tagline, “5-foot radius, 10 Unavoidable Pierce.” They are at the center of the effect and also take the damage. | 1 | 2 |
| **Resist Stun (5 Mind to activate)** | Character may declare “Resist Stun” when targeted by a tagline that contains the stun effect. This allows the character to avoid taking that tagline. | 1 | 5 |
| **Resist Agony (5 Mind to activate)** | Character may declare “Resist Agony” when targeted by a tagline that contains the Agony effect. This allows the character to avoid taking that tagline. | 1 | 5 |
| **Self-Heal (latent skill)** | For every 20 minutes of rest where the character does not take any damage or use any active Skills, they may regain 5 Vitality. | 1 | 5 |
| **Built like a Brick (latent skill)** | This character only needs to spend .5 of an XP per point of Vitality to Gain Vitality between 51 - 70. | 1 | 2 |
| **Greater Martial Talent (latent skill)** | Melee Combat & Defensive skills cost 2 x the skill level less Mind to activate. For example any level 2 Melee combat skill would cost 4 less Mind to activate. | 1 | 2 |
| **Banshee Cry (10 Mind to activate, requires Undead Wail)** | Once per combat, a character with this skill may loudly scream, growl, cry and/or wail and then call the following tagline, “5-foot radius, 20 unavoidable pierce.” They are at the center of the effect and also take the damage. | 2 | 5 |
| **Repair Limb (10 Mind to activate)** | Once per 12 hours, the character may re-attach or automatically fix their own severed or disabled limb without any magical assistance. | 2 | 5 |
| **Mind over Matter (10 Mind to activate)** | Once activated, the character is functionally immune to Stun and Agony effects for a single combat or 10 minutes, whichever is longer. User would state "Immune" when hit with one of these effects. | 2 | 5 |
| **Crunchy Extremities (2 Mind to activate)** | This character can choose to take Sever, Disable or any other effect that would crush their limb instead as 10 Body. Character should state "Taken as Damage." | 2 | 7 |
| **Thick AF (latent skill)** | This character only needs to spend 1 XP per point of Vitality to gain Vitality between 71 - 100. | 2 | 5 |
| **Lesser Tinker Talent (latent skill)** | The Crafting skill cost 2 Mind less to activate, to a minimum of 1 Mind. | 2 | 5 |

| | | | |
|---|---|---|---|
| **Undead Shriek (20 Mind or 1 Willpower to activate, requires Banshee Cry)** | Once per combat, a character with this skill may loudly scream, growl, cry and/or wail and then call the following tagline, “20-foot radius, 30 unavoidable pierce, 5 second stun, knockdown.” They are at the center of the effect and also take the damage. However, they do not take the Stun or the Knockdown effects. | 3 | 10 |
| **The Dead Rise (20 Mind or 1 Willpower to activate)** | Once per event, the character may fully heal their vitality and fix all limbs from Bleed Out. | 3 | 10 |
| **Live for the Damage (latent skill)** | This character only needs to spend .5 of an XP per point of Vitality to Gain Vitality between 101 - 200. | 3 | 10 |
| **Greater Generalist Talent (latent skill)** | General Skills cost 2 times the skill level less Mind to activate, to a minimum of 1 Mind. For example a Level 2 General non-magical skill would cost 4 less Mind to activate. | 3 | 10 |
| **Born to Die (20 Mind or 1 Willpower to activate)** | Once per game, while in Bleed Out, an Undead who has activated this talent can use all their Active Skills. When activating the skill, the Undead should chant, “I am Dead, and I was Born to Die.” Even if they go beyond their total negative Vitality, they will not enter Dead status until the end of their bleed out. However, if they do go beyond their total negative Vitality while this skill has been activated, once they enter Dead status they cannot be Lifed. They must roll against a Reaper. | 3 | 10 |

## Make-up Requirements

If an Undead is using Ambrosia to sate their Need to Feed, then they should look…well, undead. Depending on their Kin Group, players should use a combination of make-up and/or prosthetics to make it clear that their characters are not human.

If they are not using Ambrosia to sate their need to feed and are instead murdering and consuming the Unbound, then members of the Undead Bloodline look…completely normal. They look just like humans, although some members of the Bound can easily tell the difference.

## Kin Groups

Kin Groups of the Undead Bloodline are Zombies, Banshees, and Ghouls.

## Zombies

Zombies are among the most common and widespread of the Undead. When they choose to subsist on Ambrosia rather than killing, they appear to literally be walking corpses. Commonly, zombies feel drawn to feed on the brains of their victims because in doing so they are able to reawaken feelings and memories of their own, which are otherwise usually deadened.

When Zombies feed on the Unbound, they appear to be human, though members of The Bound with appropriate skills can still tell the difference. However, when they use Ambrosia they truly look like the walking dead. They will sport the wounds that they suffered when they were originally attacked. The site where they were first bitten never heals, even in their human form. Additionally, some of them have rotting flesh, exposed bones and/or milky white eyes.

## Banshees

Banshees are a less common form of Undead that are typically found throughout Western Europe. Banshees tend to feel drawn towards music, which they say helps them to feel more alive. Like all Undead, if they choose to kill rather than live on Ambrosia, they will appear to be entirely human. However, even in their more human forms they tend to have black or dark brown hair, as their hair darkens after being turned.

When a Banshee chooses to satiate their Need to Feed using Ambrosia, they tend to turn corpse-pale or ashy, and appear unnaturally thin and waifish. Banshee cheekbones look like they could cut glass. Additionally, their extremities (i.e. their hands and feet) tend to turn black as if from frostbite, and their fingernails become long and claw-like. Banshees also frequently leak a black, viscous substance from their eyes, nose, mouth and ears. Their eyes will sometimes become white like corpse eyes.

## Ghouls

Ghouls are a less common form of Undead found worldwide but are more common in areas with large graveyards. In the United States, they're particularly common in Louisiana due to the preponderance of above-ground graves. Ghouls are drawn towards graveyards because they reportedly feel comforted by the presence of the truly dead. Like all Undead, if they choose to kill rather than live on Ambrosia, they will appear to be entirely human. However, even in their human form, Ghouls sometimes have large, pointed teeth.

When a Ghoul chooses to satiate their Need to Feed using Ambrosia, their muscles swell to show their unnatural strength, and this splits their skin such that you can see the exposed muscles underneath. Though not painful, these permanent wounds do continue to bleed. Ghouls have long, pointed teeth and claw-tipped hands that are often streaked with red and black up to the elbow. Ghouls will sometimes have red eyes that reflect like a cat’s in the right lighting.

## The Shapeshifters

Perhaps the most famous of the Shapeshifters are the Werewolf Kin Group. However, Shapeshifters may actually be able to take on the form of any vertebrate. The most common Shapeshifters tend to be large carnivores like werewolves, werelions, and werecougars. Almost all Shapeshifters have a mammalian form, though there are some very uncommon Shapeshifters that have reptile or bird forms. Except for the most powerful (and we're talking legends here), Shapeshifters only take on the form of one animal in their lives.

Shifters who are born will begin shifting around the onset of puberty, and their animal form seems to be personality-based. For this reason, animal forms do run in families, but aren't always a given. There's been more than one werewolf family who has found out that their youngest is a weretiger. Shifters who develop their abilities through surviving a bite from another shifter will inherit the form of whatever shifter bit them. In shifter communities, it's assumed that if you bite someone and they survive, you or your family will take responsibility for introducing them to Bound society and teaching them to control their shapeshifting.

Shifters **must** transform during the full moon, but can transform during other times as well. They have three forms: their full-animal form, their half-animal/half-human form, and their human form. During the full moon, they must take either their half- or full-animal forms. When they are in their human form, they are virtually indistinguishable from the Unbound. For this reason, many shifters will intentionally integrate themselves in Unbound society so that they can acquire Unbound goods and money for their communities. They do have issues holding down traditional Unbound jobs, as they must spend several days every month in a distinctly animalistic form.

Shifters are among the strongest of The Bound, especially in their shifted forms. While they can do magic, they often find that it does not come as easily to them as more physical skills. Their greatest strengths are physical, as their animal halves give them preternatural abilities.

### Ancient

The Ancient of the Shifters is Lila. Lila is rumored to be a Panwere: a shapeshifter powerful enough to take on multiple animal forms. However, she has historically presented herself as a werelion. Lila has typically been a fairly active Ancient, and often traveled among different shifter communities. She's known to be a party animal (pun intended) with an easily triggered temper. Despite this, she's well regarded by the Shifters, who refer to her as their "Mother."

Lila is known to have been particularly close with Siobhan - the Ancient of the Fae - who died in 1872. After Siobhan's death, Lila went on a bender that lasted a solid decade, leaving a wake of destruction in the Unbound community that The Bound struggled to hide. Multiple other Ancients worked together to find her and mitigate the worst of her grief-fueled rage. Since that time, Lila

has been more reserved and more absent, often sequestering herself alone for months or even years at a time.

In July 2025 while at a gathering with other ancients at a Conflux Lila was killed by Hunters from the Bleeding Wolf Clan. This was orchestrated by their leader who had taken on the name Lion Killer after their family had been killed by Lila. The Bound of Atlanta later in December took revenge against the Bleeding Wolf Clan by killing Lion Killer.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 5 | 9 | 36 | 175 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 15 | 75 | 3 | 6 |

| Gifts | Description |
|---|---|
| **Child of the Wild** | Shapeshifters have a connection with nature that allows them to survive easier in the wild (including the Fae Wilds). They can almost always retrace their steps and they can tell whether or not wild creatures are aggressive. Shapeshifters automatically get the skills **Fae Wilds & Magical Creatures,Material Plane & Natural Creatures** and **L1 Tracking** for no additional XP expenditure. |
| **Enhanced Senses** | Many of the best skills in the game require magically enhanced senses in order to be a possibility. Your enhanced senses mean that you can see, hear, smell, feel and taste better than anyone human ever could. |
| **Natural Strength** | When in their shifted form (i.e. half- or full-animal), Shapeshifters become stronger and more resilient. When in half-animal form, they gain 10 Vitality to their base Vitality. When in full-animal form, they gain 10 Vitality and 1 additional strength to their base (this does not stack with the half-animal form). However, the change must be obvious and physically represented. Changing forms takes a minimum of 5 minutes. While changing forms, Shapeshifters cannot attack, defend or activate any other Skills. Shapeshifters cannot change forms in bleed out. |

| | |
|---|---|
| **Of Tooth and Claw** | In full animal form, shifters have claws and teeth to fight with. This should be phys-repped by claw/fist boffers. Claws cannot be broken by item-breaking Skills. The base Vitality damage for shifter claws is 3 (i.e. with no modifiers at all at a starting strength of 5, they would call “8, Claw, normal” when fighting with their claws). |

| Curses | Description |
|---|---|
| **Need to Feed** | Each event, a member of this bloodline must either obtain one vial of Ambrosia or will kill one Unbound (i.e. a regular human) in between this event and next event. You cannot choose not to kill between events if you do not use Ambrosia. If you do not use Ambrosia, you will black out and kill the first Unbound you interact with. Note: for your first event as a character with Need to Feed, you choose whether you come in having fed via murder or via Ambrosia - just make sure you tell staff! |
| **Bound to the Moon** | During any event with a full moon, you cannot take human form (even during the day). A full moon is defined as an event that overlaps by at least one day with the three-day period where the moon appears full each month. Additionally, if you travel to another plane for a mod (such as the Fae Wilds, the Demonic plane, or a Plane of Dream), that plane may be experiencing a full moon. If this is the case, the Marshal will let you know and while on that mod, you will experience the effects of a full moon. You must be in half-animal or full-animal form. You do get the bonuses associated with these forms during this time. |
| **Animals Can’t Read** | You have difficulty picking up magical skills. Any Skill related to Magic & Spells costs 1 extra XP to learn. Additionally, activating Skills related to Magic & Spells costs an additional 2 Mind (this does not apply to activating enchanted items). |
| **Ain’t Got No Hand** | In full-animal form, shifters cannot wear mundane armor (i.e. armor that has not been enchanted for them) or use any items that require hands to manipulate. This includes things like guns, melee weapons, wands, staves, etc. You don’t have to drop all your shit on the ground when you shift to full animal form, but you can’t use it because you ain’t got no (human) hands (even if you’re a weregorilla, we're still holding you to this - don’t be cheeky). |

| Major Banes | Description |
|---|---|
| **Silver** | Take 2X damage from any Damage with a Damage Type of Silver. |

| | |
|---|---|
| | So, you would take, “15, Pierce, Silver” as 30 damage to your Vitality. |

| Minor Banes | Description |
|---|---|
| **Wolfsbane** | Regardless of how it is ingested, Wolfsbane is an allergen and an irritant to shifters. They immediately take 5 Vitality damage from coming into contact with Wolfsbane. If they were in a shifted form when coming into contact with the Wolfsbane, it immediately shifts them back to human form. Additionally, they cannot shift to another form for an hour after coming into contact with Wolfsbane and lose any bonuses they had gained from being in animal or half-animal form. |
| **The New Moon** | During any event that takes place on a new moon, a Shapeshifter’s maximum Vitality is automatically reduced by 20%. A new moon is defined as an event that overlaps by at least one day with the three-day period where the moon does not appear in the night sky. Additionally, if you travel to another plane for a mod (such as the Fae Wilds, the Demonic plane, or a Plane of Dream), that plane may be experiencing a new moon. If this is the case, the Marshal will let you know and while on that mod, you will experience the effects of a new moon. |

| Talents | Description | Level | Cost (XP) |
|---|---|---|---|

| | | | |
|---|---|---|---|
| **Vibe Check (5 Mind to activate)** | This Character is able to use their enhanced senses to tell if someone's vibes are off. They can sense when someone is trying to deceive them or intends to harm them. In the case of deception, they can't necessarily tell what the exact lie is, but they can certainly tell that someone is full of shit. To use this skill, the character should roleplay with the target for at least one minute. After one minute, they can announce, "Vibe Check - are you attempting to deceive me or harm me?" The target must then truthfully respond with one of the following:<br>"No"<br>"Yes - I am attempting to deceive you."<br>"Yes - I intend you harm."<br>This exchange is considered Out of Play. Only the player who used the Vibe Check skill knows whether the target passed or failed the vibe check, and the target does not necessarily know that they have been vibe checked. | 1 | 2 |
| **Quick Change (5 Mind to activate)** | Skill to change forms in 30 seconds, can use mask to represent change | 1 | 2 |
| **Built like a Brick (latent skill)** | This character only needs to spend .5 of an XP per point of Vitality to gain Vitality between 51 - 70. | 1 | 2 |
| **Claws Out (5 Mind to activate)** | Once per 12 hours, this character can choose to use their claws even in human or half-animal form without fully shifting to full-animal form. Once activated, they will be able to fight with their claws for 10 minutes or one combat - whichever is longer. While using this skill, the character cannot use any items that require hands to manipulate. | 1 | 2 |
| **Iron Stomach (latent skill)** | This character can consume even very questionable things. As long as whatever it is does not contain Wolfsbane, any toxin created from a level 1 spell or alchemy is ignored. Character should state "Immune" when used. | 1 | 2 |
| **Cute (latent skill)** | Look, animals are cute and shifters know better than anyone how well Big Eyes™ work. Shifters can buy social Skills at half cost (minimum 1 XP). | 1 | 2 |
| **Dodge Death (10 Mind to activate)** | Skill to change forms in bleed out. The Shifter would instantly gain the 10 Vitality, meaning that they would no longer be in bleed out. | 2 | 5 |

| | | | |
|---|---|---|---|
| **Thick AF (latent skill)** | This character only needs to spend 1 XP per point of Vitality to gain Vitality between 71 - 100. | 2 | 5 |
| **Tooth and Claw (latent skill)** | Shifters can use the Bite/Pierce tagline instead of Claw/Slashing depending on if they have Move like Water. | 2 | 7 |
| **And His Name is John Cena (10 Mind to activate)** | Shifters with this skill can spend 10 Mind to activate stealth while standing still and not in direct light. Once this skill has been activated, the shifter can reactivate stealth without additional Mind expenditure whenever they are standing still so long as they are not within direct light for up to one hour. If the shifter moves or uses any active Skills, the stealth breaks. Additionally, any items or Skills that break stealth also impact this skill. Once a shifter's stealth from this talent has been broken from an outside source, they must expend the Mind again to activate the skill. | 2 | 5 |
| **Friend Shaped (5 Mind to activate)** | Skill to handle and train animals that aren't actively hostile to you. Additional expenditures of Mind and appropriate roleplay may enable characters with this skill to distract or de-escalate animals that are hostile, depending on the situation. | 2 | 5 |
| **Carrion Eater (latent skill, requires Iron Stomach)** | This character has experience eating things not generally considered safe. As long as whatever it is does not contain Wolfsbane, any toxin created from a level 2 spell or alchemy is ignored. | 2 | 5 |
| **[Animal] King (latent skill)** | Skill to talk to and exert some control over mundane animals of the same genus as themselves. So for example, a Cat King whose animal form was a house cat could speak to and have control over other house cats, small wild cats but could not speak to or control big cats (such as tigers or lions). | 3 | 10 |
| **Dextrous Claws (1 Willpower)** | This trait requires that the character has also taken the **Claws Out** trait previously. By using a Willpower to activate this skill rather than **Claws Out**, the character can extend the amount of time they can use their claws to an hour. This talent also always use of this talent and Claws out at will rather than only once every 12 hours. Furthermore, they can use items that require hands while their claws are out (even if in animal form). | 3 | 10 |

| | | | |
|---|---|---|---|
| **Stealthy Hunter (1 Willpower or 20 Mind, requires And His Name Is John Cena)** | When a shifter activates this skill, they are able to drop in and out of stealth at will for up to an hour. They are able to move while in stealth. Activating another skill would cause their stealth to drop for five minutes. If their stealth is dropped due to an outside force, they cannot reactivate it for five minutes and must break line of sight with whoever or whatever caused their stealth to drop. | 3 | 10 |

## Make-up Requirements

Shifters can take up to three forms: human (where they appear indistinguishable from the Unbound), half-animal, and full-animal. During the full moon, they must be in either half- or full-animal form. They cannot take human form. While at a Conflux or in Bound-only communities, most shifters will take the opportunity to be in their half- or full-animal form, as they say that these forms feel more natural to them. Shifters only ever transform into natural-looking animals, so the pattern and coloration of their half-animal and animal forms should follow that of the real animal they shift into (i.e. no blue or rainbow wolves).

In half-animal form, shifters have some human and some animal traits. Shifters must display **at least two animal traits** in this form. Most commonly, these are ears and a tail. However, some shifters will have ears and fangs, a tail and claws, or some other combination. Ultimately, the exact two animal features that they have will depend on the shifter.

In full-animal form, shifters do not look human whatsoever. They appear to be fully animalistic. Some shifters will grow or shrink size in this form. There are two ways that players can represent being in their full animal form:

1. Players can choose to completely cover their exposed skin using make-up, clothing and/or prosthetics and wear a **purple headband** to indicate that they have fully shifted.
2. Players can wear **a purple headband and tabard** to indicate that they have fully shifted and must carry a phys-rep (such as a stuffed animal) to show what they “look like” in their animal form. Ideally, this stuffed animal will have the same markings as their sifted form would have (i.e. same color, etc…). They must keep this phys-rep on them at all times while in this form. If using this option, players must take any damage or effects that hit either their physical body or the phys-rep they are using to represent themselves.

All shifters share personality traits with their animal halves. The personality traits that they share do depend from person to person. However, shifters tend to group themselves into same-animal groups, especially so for social species.

## Kin Groups

There are many Kin Groups for shifters. The most common in the continental United States are Werewolves, Werecats and Werebears. (If you want to play a different type of animal shifter, please see the Submitting a New Kin Group for Approval section of the main rule book.)

### Werewolves

Werewolves are among the most common of the shifter Kin Groups, and not without reason. Werewolves all tend to be friendly extroverts who are deeply loyal to their families - both chosen and by blood. There are almost no 'lone wolves' as werewolves cannot stand to be packless. Werewolves are also almost all polyamorous. Werewolves form extended packs and will often take over neighborhoods or trailer parks so that they can all live and raise families in close proximity to one another. The sheer amount of social energy that werewolves have can be both impressive and exhausting.

### Werecats

Werecats are also fairly common both worldwide and in the United States. Like mundane felines, werecats come in two basic forms: Big Cats and Small Cats. Big Cats include shifters whose animal forms are things like jaguars, mountain lions, lions and tigers. Small Cats have animal forms like bobcats, ocelots, cheetahs and even house cats. In the States, the most common cat shifters tend to have animal forms in-line with the natural fauna. For example, shifter mountain lions and bobcats are more common than tigers or lions.

Cat shifters tend to be much more aloof than their werewolf brethren. Some cat shifters will form colonies or prides, but this seems to depend on the natural behaviors of their animal counterparts. Even cat shifters that hail from more communal cultures take time to warm up to strangers, and often do not react well to sudden changes. Furthermore, they are incredibly prideful and stubborn. However, once someone has made it into the good graces of a cat shifter, they'll find that they have a friend for life…whether they want one or not.

### Werebears

Werebears are rarer than Werecats or Werewolves, but do have a reasonably sized population in the United States. Werebears are usually solitary in nature, although they're not necessarily mean or incapable of sustaining relationships. Werebears are usually chill and laid back, right up until you piss them off. Grizzly shifters in particular have a tendency to react to provocation with violent aggression. Black Bear shifters just have an unfortunate habit of eating food that doesn't belong to them, and then feeling bad about it when you call them on it. Unlike their natural counterparts, werebears don't go into hibernation in the winter. However, they do tend to slow down in colder months and can often be found taking naps. Do not wake up a sleeping bear shifter. Do. Not. They'll wake up when they want to.

## Wererats

Wererats are among the smallest species of Shapeshifters. Much like their natural counterparts, they tend to be curious, intelligent and very social, but prone to anxiety. They can be aggressive towards outsiders, and usually are suspicious of newcomers. Each group has a territory and generally is led by a dominant. Like werewolves, they will usually have multiple mates. Wererats are as good at getting into trouble as they are at scurrying out of it.

## Wereraccoons

Wereraccoons were a species originally native to North America, who have more recently begun spreading into Europe. They tend to be nocturnal and typically prefer spending a lot of time in cluster groups of the same sex. Wereraccoons have a reputation for being too clever for their own good, having a very loose definition of personal property, and an insatiable sense of curiosity. They are very adaptable and often dextrous, able to pay attention to fine details.

## Wereopossums

Wereopossums tend to be shy, wary of others, and will play dead when threatened. They are usually solitary, although sometimes established family groups will live together. They are mostly nocturnal and nomadic, although they'll stay in one place as long as they feel they are safe. For all their shyness, wereopossums are typically very chill and easy to accommodate - as long as you don’t make sudden movements. They will eat damn near anything even vaguely edible. They are common in the southern, south eastern, and north eastern parts of the United States.

## Weredeer

Weredeer native to the Appalachian mountains in the United States likely influenced the “Not Deer” myths common to the region. Weredeer are extremely social shifters and are usually found hanging out in groups of other shifters or Bound. Weredeer tend to feel incredibly vulnerable when alone. If Weredeer feel like a place has become unsafe or lacks resources to sustain them, they will quickly migrate to a new territory. They are very cautious and attentive, and are the first to bolt when danger is near. This instinct along with their social nature causes news to spread fast amongst weredeer, and sometimes gets blown out of proportion in the process.

Weredeer are also hierarchical, and have yearly events where a few of them fight amongst each other to vie for dominance in their social groups. They are also almost always polyamorous with dominant members often having more partners than others.

## Weredogs

Weredogs are largely similar to werewolves, and are often described as "like werewolves but stupider". They tend to be friendlier, more outgoing, goofy and generally just more ‘chill’ than their werewolf counterparts. They are known for being very trusting and loyal, and prefer smaller tight knit families over larger packs. They will do anything to protect those they consider part of their family unit.

Some weredogs chose to live nearly full-time in their shifted shapes and enjoy the comfort of being cared for. If they live among the Unbound, they tend to either move from family-to-family or live on the streets as strays to avoid suspicion.

Among the Bound, weredog breeds tend to be hereditary. It is unusual to get a were-chihuahua from a family of were-corgis. If an Unbound is bitten by a weredog and survives, they will inherit the breed of the weredog that bit them.

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## The Drainers

The most well-known of the Drainers is the Vampire. However, this group also contains other Kin Groups such as Mermaids and Sun Chasers. Drainers all share certain key characteristics, but what sets them apart from other Bloodlines is that their Gifts and Curses are only active during half of the day. Depending on their Kin Group, they will either have access to their Gifts during the day and will be limited by their Curses at night or vice versa.

Drainers are fairly strong and have good Vitality, but have more magical potential than Shapeshifters and Undead. In particular, Drainers have a talent for magics that impact the mind and have historically used these abilities both to hunt and evade detection from Hunters.

Drainers can be either born or turned. In Drainer culture, children who are born to a coven are typically communally raised. People who are given The Gift later in life are called 'fledglings' for their first decade as one of The Bound, and are expected to remain with the coven that turned them as they adjust to their new normal. Historically, there has been a power-divide in Drainer culture with those who are born into covens having a higher social status than those who were turned. However, this kind of strict hierarchy has eroded over time and is now regarded by most Drainers as 'old fashioned.'

However, Drainer culture is still hierarchical. Drainers form covens where one person will be elected as the leader of the coven. Every decade, the coven will reconvene to elect a new leader. Drainer covens will have rules and standards for their members, though they don't try to enforce these standards on other Bloodlines or members of other covens. Most covens have very specific rules about whether or not members are allowed to hunt, where they are allowed to hunt, and how often a coven member can attempt to give one of the Unbound The Gift of a bite. Drainers who elect not to join covens are nomadic and often move from city to city to escape the more rigid coven lifestyle.

### Ancient

The Ancient of the Drainers was known as Vlad Dracula, though this was not his original name. His exploits are somewhat legendary, as he eschewed the typical social contract of The Bound in an attempt to build his own empire. Using a combination of mind magic and a sizable coven-turned-army, he took the place of the real Vlad Dracula at some point in his exile during the 1450s. Once this identity was assumed, he worked to take control of Wallachia and Transylvania. At first, his machinations were subtle enough that the remainder of The Bound community was content to ignore them.

However, at some point between Vlad Dracula's second and third rule, Vlad contracted The Madness from the Fae Wilds. The circumstances under which he contracted this magical ailment and why his supporters failed to cure him before the effects became irreversible is a

topic of some debate. In any case, The Madness caused Vlad to become progressively more aggressive and destructive, leading him to make risky decisions that both put his followers in harm's way and threatened to expose all of The Bound to the Unbound.

To protect both The Bound and Unbound, Linus personally led a group of the Sons of Linus to kill Vlad Dracula and any of his supporters that stood in their way. Reportedly, Linus delivered the death blow to his long-time friend himself and absconded with the body after ensuring that Vlad Dracula would not return. No one is sure where Vlad Dracula's remains are located, and no one has been stupid enough in the last several centuries to ask Linus about it to his face.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 4 | 8 | 30 | 150 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 20 | 100 | 3 | 6 |

| Gifts | Description |
|---|---|
| **In the Mind's Eye** | Drainers have a talent for M**ental** magics. Activating any kind of Mental magic costs 1 Mind less than what is listed, to a minimum of 1 Mind. If the Drainer is capable of casting a type of Mental magic that requires Willpower to activate, they can instead choose to use 20 Mind instead of 1 Willpower to activate the spell. Additional reductions to Mind cannot be stacked when reducing a Willpower to 20 Mind. |
| **Very Charismatic** | Once per day, a Drainer can spend 5 Mind and touch-cast the "Friendship" tagline on a living target (either sentient or non-sentient, including the Undead). This effect will last for 1 hour. While under the influence of this effect, the target will believe that the Drainer is a friend and will act according to their nature. To cast this effect, the Drainer should either ask permission for physical roleplay for should use a fist boffer to touch the target, and then call, "Friendship, one hour." |

| Curses | Description |
|---|---|
| **Half the Day Gone** | During one half of the day/night cycle, Drainers are physically weakened. Their max Vitality is reduced by 25%. So for instance, if a Vampire (who is of course nocturnal) has 100 Vitality at night, during the day they would have only 75 Vitality (100 - (100 x .25) = 75). They can avoid this curse by taking precautionary measures (see Make-Up Requirements). |
| **Invitation Needed** | Drainers have trouble entering another person's home unless they are specifically invited inside. If they enter without an inviation they immediately take 50% of their max vitality as damage. If their invitation is rescinded, they will immediately take 50% of their max Vitality as damage. This damage cannot be healed until they leave the home. Please note that businesses and communal spaces do not count as homes. |
| **Need to Feed** | Each event, a member of this bloodline must either obtain one vial of Ambrosia or will kill one Unbound (i.e. a regular human) in between this event and next event. You cannot choose not to kill between events if you do not use Ambrosia. If you do not use Ambrosia, you will black out and kill the first Unbound you interact with. Note: for your first event as a character with Need to Feed, you choose whether you come in having fed via murder or via Ambrosia - just make sure you tell staff! |

| Major Banes | Description |
|---|---|
| **Wood** | Take 2X damage from any Damage with a Damage Type of Wood. So, you would take, "15, Pierce, Wood" as 30 damage to your Vitality. |

| Minor Banes | Description |
|---|---|
| **Garlic** | Regardless of how they come into contact with it, garlic is an allergen and an irritant to Drainers. They immediately take 5 Vitality damage from coming into contact with garlic. Additionally, they cannot perform |

| | |
|---|---|
| | any Mind magic for an hour after coming into contact. |

| Talents | Description | Level | Cost |
|---|---|---|---|
| **Built like a Brick (2 XP, latent skill)** | This character only needs to spend .5 of an XP per point of Vitality to gain Vitality between 51 - 70. | 1 | 2 |
| **Blood in the Cut (2 XP, 2 Mind to activate)** | They can spend 2 Mind to do 15 Magic damage to their enemies. The Damage Type of the tagline is Blood. This is a packet delivered skill. This Talent counts as Spellcasting, Destruction for the purpose of Skills, Items, etc. | 1 | 2 |
| **Fear Me (2 XP, 2 Mind to activate)** | Enables the character to call, "5-foot Radius, Magic,60 second Fear". For 60 seconds after being cast, anyone who took the effect cannot attack the caster and will attempt to avoid being within 5 feet of the caster. This Talent counts as spellcasting, Mental for the purpose of Skills, Items, etc. | 1 | 2 |
| **Piercing Strike (2 XP, 2 Mind to activate)** | Drainers may spend 2 Mind to add or replace the damage source on their next melee strike with "Pierce". | 1 | 2 |
| **Great Big Teeth (2 XP, 2 Mind to activate)** | Enables Drainers to grow their fangs and turn their hands into talon-like claws. Can only be used once per 12 hours. Once activated, they will be able to fight with their claws for 10 minutes or one combat - whichever is longer. While using this skill, the character cannot use any items that require hands to manipulate. | 1 | 2 |
| **Enhanced Senses (3 XP, latent skill)** | Your enhanced senses mean that you can see, hear, smell, feel and taste better than anyone human ever could. | 1 | 3 |
| **Burn the Blood (7 XP, latent skill)** | Drainers with this skill can sacrifice Vitality for Mind at a 2:1 ratio. The Vitality sacrificed in this way cannot be healed for 1 hour. Mind gained in this way can only be used on Combat Skills or Mental Magic. | 2 | 7 |
| **Moveable Feast (5 XP, 5 Mind to activate)** | Drainers can spend 5 Mind to either throw a packet at a target or touch-cast a target using a fist boffer to call the Tagline, “Magic Sap 10 Vitality, 10 Second Agony.” This Talent counts as | 2 | 5 |

| | | | |
|---|---|---|---|
| | Spellcasting, Destruction for the purpose of Skills, Items, etc. | | |
| **Feast for the Eyes (5 XP, 5 Mind to activate, requires Moveable Feast)** | Drainers can spend 5 Mind to either throw a packet at a target or touch-cast a target using a fist boffer to call the Tagline, “Magic Sap 10 Mind, 10 Second Agony.” This Talent can not have its mind cost reduced or number of uses increased | 2 | 5 |
| **Forget Me (5 XP, 5 Mind to activate)** | Requires touch casting on a sentient target to activate. When touch casting, the Drainer should call the tagline, "Magic, Forget, 1 hour." This spell causes the target to forget the last hour of their lived experiences. This Talent counts as Spellcasting, Mental for the purposes of Skills, items, etc. | 2 | 5 |
| **No Fear (5 XP, 3 Mind to activate)** | Allows a drainer to spend 3 Mind to resist the fear effect. (New characters can not start with this talent due to it being a recetly developed talent) | 2 | 5 |
| **Rain of Blood (5 XP, 5 Mind to activate, requires Blood in the Cut)** | Enables caster to call “10-foot radius, 10, Blood, Magic.” The caster is not immune from this damage. This Talent counts as Spellcasting, Destruction for the purpose of Skills, Items, etc. | 2 | 5 |
| **Repeat After Me (10 XP, 1 Willpower to activate, requires Forget Me)** | Requires touch casting on a sentient target to activate. When touch casting, the Drainer should call the tagline, “Magic, Implant Memory.” The Drainer may then provide the target with a description of a falsified memory that is 14 words or less. The target will accept that this description is true and can use any mental gymnastics needed to accept this fact. This Talent counts as Spellcasting, Mental for the pupose of Skills, Items, etc. | 3 | 10 |
| **Will That I (10 XP, 1 Willpower to activate)** | Once per event, Drainers can spend 1 Willpower to either throw a packet at a target or touch-cast a target using a fist boffer to call the Tagline, “Sap 2 Willpower, 10 Second Agony.” | 3 | 10 |

## Make-up Requirements

Drainers have a great degree of variation between Kin Groups. Though they do not appear as inhuman as some other Bloodlines, they cannot pass as one of the Unbound without using glamor magic. Drainers who are diurnal will usually sparkle softly in the sunlight and glow dimly

at night. Drainers who are nocturnal typically appear very pale or ashy, even if they have melanated skin tones. Nocturnal Drainers will cover up their skin using cloth, sunscreen and/or parasols during the day to avoid burning. Diurnal Drainers must 'charge' themselves using blacklights at night at least once an hour to keep their energy levels up.

## Kin Groups

Drainer Kin Groups include Vampires, Sun Chasers, Shallows Mermaids, and Abyssal Mermaids.

### Vampires

Vampires are the most well-known of the Drainers. They are nocturnal by nature, though with proper precautions they can be up and about during the day. Many Vampires will choose to live in milder climates so that they can more comfortably cover their skin throughout the year. Since the publication of *Dracula* in 1897 and the proliferation of Vampire myths in popular media, Vampires keep the locations of their covens a closely-guarded secret. Like the myths suggest, Vampires who choose to hunt feed on their victims by draining their blood.

Vampires have pale or ashy skin and fangs. Some have pointed ears and long, claw-like nails. In order to avoid taking damage and other ill effects during the daylight hours, Vampires must cover at least 70% of their exposed skin, wear sunscreen (most tend towards caking it on at high SPF), and sunglasses. Most will also wear some kind of hat or visor. Many carry around parasols to block out the sun. Unfortunately for Vampires, cloud cover does not diminish the sun's effects as the UV radiation does penetrate the clouds.

### Sunchasers

Sunchasers are a less well known but fairly well-established Drainer Kin Group. Sunchasers are diurnal, and so get benefits during the day and negatives at night. For this reason, historically Sunchasers have either congregated in covens around the equator or have formed small covens of 5-10 individuals who live a migratory lifestyle, constantly moving to maximize daylight. In the US, many Sunchasers choose to live in coastal areas and have adopted the "surfer bro" culture. Despite this laissez faire attitude, Sunchasers who feed on the Unbound do so in a particularly brutal manner: by cracking open their victim's bones to eat the marrow.

Sunchasers have fangs like Vampires. However, they tend to have bronzed, glowing complexions - literally. They sparkle when in direct sunlight. During the day, they will often try to have as much skin showing as possible to directly absorb sunlight, though they do keep it street legal when outside of their covens. At night, in order to avoid the worst of any ill effects, Sunchasers must regularly (once per hour for a minimum of 1 minute) charge themselves with a blacklight. This hit of extra UV light is enough to keep them going. When a Sunchaser is charged, they will literally glow in the dark. They have patterns on their faces, necks, chests and arms. These glow in the dark patterns are often invisible during the day, but become obvious at night.

## Mermaids (Shallows vs. Abyssal)

Though Mermaids are well-known in myths, the fact that they are part of the same Bloodline as Vampires is something that the Unbound have somehow never put together. Shallows Mermaids are diurnal, whereas Abyssal Mermaids are nocturnal. Though both types of Mermaids are able to breathe underwater and can come on land at will (their tails will automatically transform into legs once out of the water), Shallows Mermaids tend to have many more interactions with the Unbound. Abyssal Mermaids usually only come on land once or twice a month to hunt or to attend a Conflux to acquire Ambrosia. Some Shallows Mermaids choose to live on land in coastal towns, whereas almost all Abyssal Mermaids live in villages hidden deep in the oceans.

Regardless of their variety, all types of Mermaids have some scales across their cheeks, arms, hands, and/or legs while on land. Additionally, all Mermaids will have gills on their necks. Some may have oddly shaped ears or webbed hands even on land, though this depends on the Mermaid. Shallows Mermaids tend towards bright neon colors, whereas Abyssal Mermaids often have darker and more muted tones. Like Sunchasers, Shallows Mermaids must charge themselves with a blacklight (once an hour for a minimum of five minutes) at night if they want to avoid any penalties, and will have some glowing patterns in their scales. Like Vampires, Abyssal Mermaids must cover most of their exposed skin and use sunscreen, hats and parasols to avoid being damaged while the sun is up.

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# The Half-Born

The Half-Born are the only members of The Bound who can trace their heritage to planes beyond the Material and Fae Wilds. At some point in each of the Half-Born's family tree, they are descended from either an Angel, a Demon or a Dragon. Angels, Demons and Dragons are entities from the Angelic, Demonic and Draconic planes. They exist slightly outside of our capacity for comprehension. Each of the Half-Born will take after one such entity physically, and will have a metaphysical tie to their ancestor. Despite the fact that there is a great deal of intermarriage between the various Half-Born Kin Groups, each individual Half-Born will only have the metaphysical tie with one ancestor. It is not entirely uncommon for an Angel-Born and a Demon-Born to have a surprise Dragon-Born child.

The degree to which the metaphysical ancestors will meddle in the affairs of their descendants varies wildly. It's not uncommon to find that an Angel, Demon or Dragon will have 'favorites' among their great-great(etc...) grandchildren. The most common method of contact between the metaphysical ancestors and their descendants is through dreams.

Half-Born have balanced magical and physical potential, making them particularly excellent battle mages. While they will never be as physically strong as some of the Bloodlines with the Need to Feed and they can't match the Fae and Wrights when it comes to some of the more complex magics, Half-Born have a talent for the kinds of quick and dirty magic often required in combat.

Half-Born culture is shaped in part by the fact that unless they glamor, they cannot pass for Unbound. Additionally, their strong ties to their extra-planar ancestors make them unwilling to hide their natural forms for long periods of time. Half-Born tend to be even more removed from Unbound culture than other Bloodlines, and often grow up in remote areas away from cities and prying eyes. Most Half-Born revere their metaphysical ancestors, but will also try to avoid notice since Angels, Demons and Dragons are extraplanar beings with unique senses of love, duty and morality.

## Ancient

The Ancient of the Half-Born was named Adeya. Adeya was reportedly one of the most beautiful and deadly of the Ancients. She was a fierce battle mage, and had a specialty in both fire and healing. The few remaining paintings of her show a tall, muscular woman with iridescent scales, golden eyes, twisted silver horns and burgundy bat-like wings. The exact circumstances of her probable death remain unknown. However, she was last seen entering the Fae Wilds with a small group of trusted Half-Born in the year 1977.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 3 | 7 | 25 | 125 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 25 | 125 | 3 | 7 |

| Gifts | Description |
|---|---|
| **Battle Mage** | Half-Born are especially gifted at Spell Casting. They are able to learn Spell Casting and Specilization Format (Spell Casting) for 1 XP less than what is listed, to a minimum of 1 XP. Furthermore, they can activate Spell Casting spells that require Mind for 2 Mind less than what is listed, to a minimum of 1 Mind. |
| **Extra-Planar Origins** | The Half-Born can spend 5 Mind to ignore any negative effects caused by being on the Angelic, Demonic or Draconic planes. These planes are not particularly hospitable to The Bound for long durations, but due to their ancestry the Half-Born have an easier time on this plane than other bloodlines. |

| Curses | Description |
|---|---|
| **Metaphysical Bond** | Each Half-Born is metaphysically bound to an Angel, Demon or Dragon ancestor. This ancestor has a great deal of control over their progeny. While their ancestors cannot literally force one of the Half-Born to do things, they can enact consequences. Whatever their ancestor says becomes true for the Half-Born. So if - as an example - one of the Half-Born refused their ancestor's request, their ancestor could say something like, "Until you complete this task, your touch will kill anyone that you love." And until that task was complete, if the Half-Born were to touch anyone that they loved, that person would immediately die (i.e. skip bleed out and go to Death status). |

| Major Banes | Description |
|---|---|
| **Earth** | Take 2X damage from any Damage with a Damage Type of Earth. So, you would take, “15, Pierce, Earth” as 30 damage to your Vitality. |

| Minor Banes | Description |
|---|---|
| **Mint** | Regardless of how they come into contact with it, mint is an allergen and an irritant to Half-Born. They immediately take 5 Vitality damage from coming into contact with Mint. Additionally, they cannot perform any Spell Casting for an hour after coming into contact with mint. |

| Talents | Description | Level | Cost (XP) |
|---|---|---|---|
| **Photographic Memory (latent skill)** | You’re able to memorize one extra L1 spell with the L1 Spell Casting skill. | 1 | 3 |
| **Energetic Expulsion (2 Mind to activate)** | Half-Born can innately throw magical energy from their hands. They can spend 2 Mind to do 15 Magic damage to their enemies. The Damage Type of the tagline is determined by which kin group the Half-Born belongs to. Demon-Born will call “Unholy,” Angel-Born will call “Holy,” and Dragon-Born will call “Draconic.” To phys-rep this, players should throw a spell packet at their enemies and call, “15, [damage type], Magic.” So, if a Dragon-Born was to use this skill, they would call, “15, Draconic, Magic.” each time they activated the Talent. This Talent counts as Spellcasting, Destruction for the purpose of Skills, Items, etc. | 1 | 2 |

| | | | |
|---|---|---|---|
| **Child of Another Plane (2 Mind to activate)** | Half-Born are more closely connected to other planes than other Bound. By spending 2 Mind points, in the Fae Wilds or the Angelic, Demonic or Draconic planes they can retrace their steps to avoid getting lost, can follow even vague directions to find where they're going, and they can tell whether or not wild creatures of those planes are aggressive. Half-Born with this skill automatically have **Lore: Angelic, Draconic and Demonic planes.** | 1 | 2 |
| **Enhanced Senses (latent skill)** | Many of the best skills in the game require magically enhanced senses in order to be a possibility. Your enhanced senses mean that you can see, hear, smell, feel and taste better than anyone human ever could. | 1 | 3 |
| **Icarus Leap (2 Mind to activate)** | Allows the user to throw a packet and then go out of play to move to where the packet landed. The user must have wings in order to learn this talent. | 1 | 3 |
| **Eidetic Memory (latent skill, requires Photographic Memory)** | You're able to memorize one extra L2 spell with the L2 Spell Casting skill. | 2 | 5 |
| **Energetic Cantrip (5 Mind to activate, requires Energetic Expulsion)** | This skill allows them to do 10 Magic damage to their enemies 3 times in 15 seconds. The Damage Type of the tagline is determined by which kin group the Half-Born belongs to. Demon-Born will call "Unholy," Angel-Born will call "Holy," and Dragon-Born will call "Draconic." To phys-rep this, players should throw a spell packet at their enemies and call, "10, [damage type], Magic," each time they throw the spell packet. So, if a Dragon-Born were to use this skill, they would call, "10, Draconic, Magic" three times in 15 seconds for each time they triggered the skill. This Talent counts as Spellcasting, Destruction for the purpose of Skills, Items, etc. | 2 | 5 |
| **Damage Enhancement (5 Mind to activate)** | Upon activating this skill, the half born can add or exchange the Damage Type of **any attack** to "Holy," "Unholy," or "Draconic" depending on their kin-group for one combat or 10 minutes, whichever is longer. Demon-born will call "Unholy," Angel-born | 2 | 7 |

| | | | |
|---|---|---|---|
| | will call “Holy,” and Dragon-born will call “Draconic.” | | |
| **Burn at Both Ends (latent skill)** | When using this skill, the half-born can choose to substitute Mind into Vitality or Vitality into Mind at a 2:1 ratio. So for instance, if a Half-Born needs to use 5 Mind to activate a skill but does not have enough Mind remaining in their Mind pool, they can Spend 10 Vitality in place of 5 Mind and then activate the skill. Half-Born can only use Mind acquired in this way for spell casting or combat skills. Additionally, Vitality that is burned for Mind **cannot be regained through any means** for one hour. | 2 | 5 |
| **Daedalus Leap 2 (5 Mind to activate, Requires Icarus Leap)** | Spend 5 Mind in response to taking an applicable tagline to call, "Avoid" and then throw a packet to go out of play to where the packet landed. Requires Icarus Leap to learn. Can only be used once per combat. | 2 | 7 |
| **Total Recall (latent skill, requires Eidetic Memory)** | You’re able to memorize one extra L3 spell with the L3 Spell Casting skill. | 3 | 10 |
| **Planar Connections (latent skill)** | Half-born with this skill can call Holy, Unholy or Draconic damage types at will with any applicable attack. With this skill, no matter what kin group the Half-Born belongs to, they can use any of the three damage types with applicable attacks. | 3 | 10 |
| **Hermes Leap (20 Mind or 1 Willpower to activate, Requires Daedalus Leap)** | Spend 20 Mind or 1 Willpower in response to taking an applicable tagline to call, "Dodge" and then throw a packet to go out of play to where the packet landed. Requires Daedalus Leap to learn. Can only be used once per combat. | 3 | 10 |
| **Energetic Explosion (20 Mind or 1 Willpower, requires Energetic Cantrip)** | Enables the Half-born to call “10-foot Radius, 20, [Damage Type], 10-foot knockback.” This Talent counts as Spellcasting, Destruction for the purpose of Skills, Items, etc. | 3 | 10 |

## Make-up Requirements

Half-Born are among some of the least human-looking and most easily recognizable of The Bound. Each Half-Born will have at least three obvious non-human characteristics. These characteristics may include: wings, tails, talons for hands or feet, horns, a glowing halo, eyes of an inhuman color, too many eyes, scales on their face, neck and hands, feathers that grow from their skin, and/or an inhuman skin or hair color. It should be immediately obvious from looking at any Half-Born which plane they can trace their metaphysical heritage back to.

**Note:** When choosing to create a new Half-Born character, please ensure you submit a short description of your metaphysical ancestor's name and appearance. Alternatively, staff can assign you an existing NPC to be your metaphysical ancestor.

## Kin Groups

Half-Born Kin Groups include Angel-Born, Demon-Born, and Dragon-Born.

### Angel-Born

Angel-Born tend to be rule-followers by nature and get uncomfortable breaking social taboos. They have a reputation for following through on their promises even without contracts. However, there's nothing forcing them to follow these standards outside of their own conscience and a desire not to piss off their metaphysical ancestors.

Like all Half-Born, Angel-Born will have a minimum of three non-human characteristics. Typically, they tend towards fluffy white angel wings, glowing halos, and golden eyes. However, their heritage has been known to express itself in interesting ways.

### Demon-Born

Demon-Born have a penchant for being class clowns, tricksters and troublemakers. While they're not usually explicitly evil, they do often seem to have an innate disrespect of authority and a love of small chaos. They usually know when not to push things too far, but they do love pushing. Demon-Born know to be suspicious of requests that they get from their metaphysical ancestors, as Demons are known to be wily.

Demon-Born always have at least three non-human characteristics. They tend towards small, dark-colored horns, red skin and eyes, bat-like wings and talons.

## Dragon-Born

Dragon-Born tend to be calm introverts who - for the most part - just want to exist in peace. They have a ‘live and let live’ attitude. Dragon-Born often become somewhat obsessive about a particular field of study or interest and will devote immense amounts of time to this hobby.

Dragon-Born always have at least three non-human characteristics. They tend towards large or intricate horns, blue, green and/or purple scales on their faces, necks, arms and hands, bat-like wings, and lizard-like tails.

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## The Elementalists

The Elementalists are a relatively rare Bloodline for The Bound due to their inhuman appearance and relative frailty. They have a long history of non-violence and have a strong preference for Restoration magics over Destruction magics. They are naturally talented alchemists and enchanters, sometimes capable of using pieces of their own bodies to replace missing components.

Unlike other members of The Bound, Elementalists are born into an innately magical and almost spirit-like form. Their parents must bind the infant Elementalist to a prepared vessel within 5 hours of their birth because this spirit-like form cannot survive in the material plane otherwise. This vessel becomes the Elementalist's body. As they grow, the Elementalist's parents will add to their body so that it grows with them. Eventually, the Elementalist will learn to care for their body's own needs and will take over the steps needed to add and change their form. This is a rite of passage in Elementalist culture, and what signifies adulthood.

Because of the nature of their birth, Elementalists have a somewhat detached view of gender and sexual orientation. If they feel any connection to a gender at all, they will typically choose one and shape their form to comply as part of their first self-directed binding. Regardless of their chosen gender, in order to reproduce Elementalists must 'carry' their offspring within themselves - though this will look absolutely nothing like a traditional pregnancy. They can have offspring with other members of The Bound, but those children will always be Elementalists. Other members of The Bound cannot carry Elementalist children to term.

Each Elementalist is aligned with one of the four elements based on their temperament and the composition of their bodies: Earth, Fire, Air or Water. Their strengths and weaknesses are tied to their aligned elements.

### Ancient

The Ancient of the Elementalists is named Yōgan. Yōgan is a recluse who reportedly spends most of their time laboring over their forge somewhere in the mountains of Hokkaidō, attempting to perfect the enchanted objects they create. Yōgan's form has shifted several times over the centuries, as they have changed themselves to their whims. Usually, Yōgan is aligned with either Earth or Fire and looks like they are made from volcanic rock with cracks of magma running through their flesh. The Ancients of other Bloodlines will tell their descendants to approach Yōgan with caution, as they have a truly volcanic temper when disrespected.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 2 | 6 | 20 | 100 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 30 | 150 | 4 | 8 |

| Gifts | Description |
|---|---|
| **Birth Right** | Elementalists take half damage from damage that has the same type as them. So for example, an Elementalist that is aligned with Fire would take ½ damage from fire. If they were hit with the “10, Fire, Pierce” tagline, they would only take 5 Vitality damage. |
| **Kinship** | Elementalists are deeply tied to their own element. After 10 seconds of observation, they can call “kinship” to see limited context for an element of their own kind (e.g., how long a candle has been burning/been out, when it last rained, where air is coming from, what lies beneath the earth where they stand). When an elementalist uses this skill on an object, the Marshal will take them aside to provide a brief description of what that object has recently ‘experienced’. |
| **Affinity for Combat** | Different Kin Groups are skilled in different combat skills. Air Elementalists receive Parry for 0 XP, Fire Elementalists receive the Disable skill for 0 XP, Water elementalists receive Knockdown for 0 XP and Earth Elementalists receive Take it On the Chin for 0 XP. |
| **Imbuing Body** | When crafting a Magical Quality item Elementalists can add one of the following to any item they crafted: Resist Destroy once per event, Gains +1 Weapon Damage, Gains +5 armor points. |

| Curses | Description |
|---|---|
| **Fragile Connection** | Elementalists’ bodies are not really their bodies, and they don’t have a strong connection to them. If an Elementalist dies and wants to use a Runestone to resurrect rather than resurrecting at the site of their bodies, they must spend 1 Willpower to do so. |

| Major Banes | Description |
|---|---|
| **Opposing Element** | Elementals are true to their nature. An elemental will always be at a disadvantage against the element it is naturally opposed to. Elementalists will take 2X damage from a damage that has the type of their opposing element. |

| Element | Opposing Element |
|---|---|
| Water | Fire |
| Air | Earth |

| Minor Banes | Description |
|---|---|
| **Explosives** | Explosive damage types disrupt the connection between Elementalists and their bodies. If an Elementalist takes explosive damage, they will not be able to activate any Skills for an hour afterwards. |

| Talents | Description | Level | Cost (XP) |
|---|---|---|---|
| **L1 Specialization Alchemy (latent skill)** | Requires at least L1 Alchemy. Taking a specialization at this level enables the practitioner to cast Level 1 Magic of this format for 2 fewer Mind than listed, to a minimum of 1 Mind. Elementalists can have a Format Specialization in both Alchemy and Enchantment. | 1 | 3 |
| **L1 Specialization Enchantment (latent skill)** | Requires at least L1 Enchantment. Taking a specialization at this level enables the practitioner to cast Level 1 Magic of this format for 2 fewer Mind than listed, to a minimum of 1 Mind. Elementalists can have a Format Specialization in both Alchemy and Enchantment. | 1 | 3 |

| | | | |
|---|---|---|---|
| **Elemental Blast (2 Mind to activate)** | Elementalists can innately throw magical energy from their hands. They can spend 2 Mind to do 15 magic damage to their enemies. The Damage Type of the tagline is determined by which Kin Group the Elementalist belongs to. To phys-rep this, players should throw a spell packet at their enemies and call, “15, [Damage Type], Magic.” So, if an Earth Elementalist were to use this skill, they would call, “15, Earth, Magic,” each time they triggered the skill. This talent counts as Spellcasting and Destruction for the purpose of Items, Skills, talents etc | 1 | 2 |
| **MacGyver’s Got Nothing (5 Mind to activate)** | When creating an item with the Crafting Skill, the Elementalist can expend 5 Mind to swap out a missing component for a component of the same or lower tier. For instance, if an item’s instructions call for one Lesser Crystal but the Elementalist only has one True Copper, they can activate this skill to use the True Copper in place of the Lesser Crystal. The Elementalist can only do this once per item. | 1 | 2 |
| **Skimming the Recipe (5 Mind to activate)** | When creating an alchemy, the Elementalist can expend 5 Mind to swap out a missing component for a component of a similar type. For instance, if an item’s instructions call for one Yarrowsroot but the Elementalist only has one Wolfsbane, the Elementalist can swap out the Yarrowroot for the Wolfsbane. They can only do this once per alchemy. | 1 | 2 |
| **Elemental Application (5 Mind to activate)** | Elementalists can spend 5 Mind to apply their elemental type as well as +2 damage to any melee damage for 10 minutes or one combat, whichever is longer. | 1 | 2 |
| **Armor Patch (5 Mind to Activate)** | Elementalists can spend 5 mind and 10 seconds of Roleplay to give 10 Points of Armor to a Target that lasts for 1 hour. This armor stacks with other armor sources | 1 | 2 |
| **A Brilliant Mind (latent skill)** | This character only needs to spend .5 of an XP per point of Mind to Gain Mind between 51 - 70. | 1 | 2 |

| | | | |
|---|---|---|---|
| **Greater Tinker Talent (latent skill)** | Creating items costs item level 2X less Mind than listed. So for example, to create a level 2 item that usually takes 20 Mind, it costs 16 Mind instead. | 2 | 5 |
| **L2 Specialization Alchemy (latent skill)** | Elementalists can have a Format Specialization in both Alchemy and Enchantment. Taking a specialization at this level enables the practitioner to cast Level 2 magic of this format for 4 fewer Mind than listed, to a minimum of 1 Mind. | 2 | 7 |
| **L2 Specialization Enchantment (latent skill)** | Elementalists can have a Format Specialization in both Alchemy and Enchantment. Taking a specialization at this level enables the practitioner to cast Level 2 magic of this format for 4 fewer Mind than listed, to a minimum of 1 Mind. | 2 | 7 |
| **Repair from Blood (Activate with 10 Vitality)** | The Elementalist can spend 10 Vitality to immediately repair any broken item. Armor repaired in this way is restored to full Armor Points. This Vitality cannot be healed for one hour. | 2 | 5 |
| **Specialization in Restoration (latent skill)** | Specializaces in the Restoration Type. With this skill, the character can cast any magic of this type for 2 fewer Mind than what is listed, to a minimum of 1 Mind. This specialization may be required to cast some high-level magics. Additionally, having this specialization means that the character is aware of the history and details of this type of magic, and may be able to recognize the effects of this type of magic. | 2 | 7 |
| **Elemental Resistance (5 Mind to activate)** | Activating this skill allows the Elementalist to respond “Resist” to damage with a Damage Type of their element for 10 minutes or a combat which ever is longer. For instance, a Fire Elementalist would be able to spend 5 Mind to ignore any damage with a type of Fire. This skill can be activated in response to taking damage. | 2 | 5 |

| | | | |
|---|---|---|---|
| **Level 3 Specialization Alchemy (latent skill)** | Elementalists can have a Format Specialization in both Alchemy and Enchantment. Taking a specialization at this level enables the practitioner to cast Level 3 Magic of this format for 6 fewer Mind than listed, to a minimum of 1 Mind. Additionally, practitioners with this specialization can spend 20 Mind to cast Magic of this format in lieu of spending a Willpower. | 3 | 12 |
| **Level 3 Specialization Enchantment (latent skill)** | Elementalists can have a Format Specialization in both Alchemy and Enchantment. Taking a specialization at this level enables the practitioner to cast Level 3 Magic of this format for 6 fewer Mind than listed, to a minimum of 1 Mind. Additionally, practitioners with this specialization can spend 20 Mind to cast Magic of this format in lieu of spending a Willpower. | 3 | 12 |
| **Of My Flesh and Will (Activate with 20 Vitality)** | The Elementalist can immediately repair any destroyed item by Spending 20 Vitality. This Vitality cannot be healed for at least one hour. | 3 | 10 |
| **Gift of Creation (Latent Skill)** | Elementalists with this talent can bypass creation times for Crafting, Alchemy, and Enchanting. They can also create items with these skills without using a crafting bench, alchemy table and/or enchanting bench. If they have the skill, the components and the talent - they can create items on the fly. | 3 | 12 |
| **Elemental Synergy (latent skill)** | Enables the Elementalist to take on an additional element. They will have all of the benefits and negatives associated with this element. They cannot take on an element that is opposed to their current element. For instance, a Fire Elementalist can take on Earth or Air, but cannot take on Water. | 3 | 12 |
| **Forged of the Self (20 Mind or 1 Willpower to activate)** | Skill to Spend 15 Vitality in lieu of any component when creating an item. Vitality lost in this way cannot be regained for one hour. | 3 | 10 |

## Make-up Requirements

Elementalists have a lot of variety in terms of how their bodies appear. Because their bodies are something that they actively build, they get to look pretty much however they want. However, they do often struggle to pass for humans because their bodies will never look like normal human flesh. Some Elementalists end up looking like ball-jointed dolls, whereas others end up looking almost robotic. All Elementalists will have a bipedal humanoid layout overall, and their elemental type is typically fairly obvious based on the composition of their bodies. There are four Kin Groups among the Elementalists, though arguably these are simply categories based on how Elementalists build themselves.

## Kin Groups

Elementalist Kin Groups include Water, Air, Fire, and Earth.

### Water

Water Elementalists build their bodies from materials that contain a lot of liquid. Their skin and hair - if they have any - will often appear wet and slicked down. They will include tubes that enable them to shift the liquid that comprises their bodies around to facilitate movement. The magic that they use to build their bodies will sometimes freeze the water into ice to help them maintain stability, and so they will appear frozen and frost-bitten. Their eyes will often be some shade of blue.

### Air

Air Elementalists build their bodies out of light materials that are capable of holding gas. Air Elementalists consider lightning within their purview, and so will also include materials that are very conductive in their bodies. You can sometimes see the lightning arcing from one place to another within them. Their hair often stands up on end, and their skin has swirling patterns in white or pastel colors. Their eyes are often very pale or white.

### Fire

Fire Elementalists build their bodies out of materials that are combustible. Fire Elementalists are actually constantly smoldering, but the magic holding their bodies together keeps the fire and heat from spreading beyond them. Fire Elementalists have cracks through their bodies where the light and heat from their smoldering interior leaks through. They often appear burned around these cracks, and may be smudged with soot and ash. Some Fire Elementalists will have fire instead of hair, and they often have orange or red eyes.

### Earth

Earth Elementalists create their bodies out of heavy materials such as rocks, crystals and metal. They sometimes end up looking like robots. Other times, they will look as if they are made of

rock with precious gemstones growing from their bodies. Earth Elementalists will sometimes intentionally grow plants from their bodies as decorations, including instead of attempting to replicate human-looking hair. Earth Elementalists typically have green or brown eyes, though some are known to intentionally build eyes the color of their favorite gemstone.

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# The Fae

The Fae are among some of the most removed from the Unbound by virtue of the fact that the byproducts of industrialization are poisonous to them. They are a deeply magical Bloodline that is intrinsically connected to nature. While all of the Fae share a base cultural heritage, Fae culture is dependent on which of the five overarching Kin Groups they fall into. The complex cultural and political interplay among the Fae Kin Groups is something that only those born into it can ever truly hope to understand.

Most of the Fae live part or most of the time in the Fae Cities in the Fae Wilds. While these cities accept Bound visitors, only Fae are able to live there full time. The cities and the Fae who live in them follow the seasons, and refer to themselves as the “Court Fae.” Each of the Fae cities is led by one of the Fae Queens or Kings:

- Winter (Unseelie) - Mab, Queen of Winter
- Spring (Seelie) - Oberon, King of Spring
- Summer (Seelie) - Titania, Queen of Summer
- Fall (Unseelie) - Nocturn, King of Fall

Fae who grow up on the material plane call themselves Wild Fae. Growing up outside of the Fae Cities is a hard road, but the Wild Fae prioritize their freedom above everything else. Though they don’t have a leader in the way of the cities, they refer to an entity known as The President of the Wilds or Auroran as a kind of beloved mascot.

## Ancient

The Ancient of the Fae was a woman named Siobhan. Siobhan gave birth to her four oldest children - the Queens and Kings of the Fae cities - before The Fall. Her fifth child - Auroran - was born several hundred years after The Fall. Siobhan was a tall, beautiful, lithe woman with pointed ears, white hair, purple eyes and luminous skin. She was one of the most powerful seers to ever live and reportedly foresaw The Fall before it came to pass. However, her legendary abilities in Divination came at a high price. She often was unable to tell the past from the present or the myriad of tangled futures she could perceive.

Tragically, Siobhan died in 1872 from Iron Poisoning before Ambrosia was developed to treat the illness. Siobhan’s death drove her children to work together to create the Fae Cities, which were instrumental in keeping the Fae alive long enough to discover Ambrosia and save themselves from an otherwise certain extinction.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 2 | 6 | 15 | 75 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 35 | 175 | 4 | 9 |

| Gifts | Description |
|---|---|
| **Master of Illusions** | Fae are naturally gifted at Illusion Magic. All Fae have a Specialization in Illusion. Note that in order to cast Illusion magic, they must still meet any other requirements for the magic they are attempting to cast. |
| **Simple Step** | So long as a Fae has seen and touched a location before, once per event they may travel between two locations on the same plane by passing behind a Ash, Oak, Birch, or Yew. |
| **Gift for Glamor** | All Fae can cast a simple glamor at a cost of 2 Mind to appear human. Activating any Skills will break the glamor. |

| Curses | Description |
|---|---|
| **Iron Poisoning** | Fae who travel to or live in the material plane are stricken with Iron Poisoning. This disease causes the Fae to slowly wither away and if left untreated will eventually kill them. Each event, a Fae must consume at least 1 dose of Ambrosia. If they fail to do so by the end of the event, they will begin the next event with 20% less than their total max Vitality. They will not be able to heal this lost Vitality until they consume a dose of Ambrosia. They will continue to lose 20% of their max Vitality every event until they are at 0 Vitality, at which point they would need someone to inject them with Ambrosia and heal them to return to full Vitality. |

| | |
|---|---|
| **Literal Truth** | The Fae cannot lie outright. Lying hurts them. If one of the Fae lies, they will immediately enter Bleed Out. They can use sarcasm, and they do an excellent job of using partial and half truths to mislead when they want to do so. |

| Major Banes | Description |
|---|---|
| **Iron** | The Fae are allergic to Iron. Take 2X damage from any Damage with a Damage Type of Iron. So, you would take, “15, Pierce, Iron” as 30 damage to your Vitality. |

| Minor Banes | Description |
|---|---|
| **Green Screen Vision** | The Fae have difficulty discerning the details of green objects. If someone is wearing all green clothing or hides behind a green cloak, the Fae will not be able to tell who or what they are. They may know that something is there, but they wouldn't be able to tell whether it was a person or an inanimate object. For the most part, they just assume anything green is a plant of some kind. |

| Talents | Description | Level | Cost (XP) |
|---|---|---|---|
| **L1 Specialization Enchantment (latent skill)** | Requires at least L1 Enchantment. Taking a specialization at this level enables the practitioner to cast Level 1 Magic of this format for 2 fewer Mind than listed, to a minimum of 1 Mind. Fae can have a Format Specialization in both Ritualism and Enchantment. | 1 | 3 |
| **L1 Specialization Ritualism (latent skill)** | Requires at least L1 Ritualism. Taking a specialization at this level enables the practitioner to cast Level 1 Magic of this format for 2 fewer Mind than listed, to a minimum of 1 Mind. Fae can have a Format Specialization in both Ritualism and Enchantment. | 1 | 3 |
| **Unseen Breath (5 Mind to activate)** | For as long as the player is holding their breath, their character is invisible. They can move while invisible. However, taking a breath or using any active skill breaks the invisibility. | 1 | 2 |
| **Parlor Trick (5 Mind to activate)** | You can cause the lights to flicker and/or create a phantom noise from a location no more than 50 feet from you. You must be able to currently see the area that you are impacting. This effect will last 5 minutes, or until the | 1 | 2 |

| | | | |
|---|---|---|---|
| | character decides to end it. To activate this signal to the marshal "Clarify, Parlor trick, *description of action*" | | |
| **Feels Like Home (5 Mind to activate)** | The Fae are used to the Fae Wilds. Even if they are lost, they can find their way to the nearest Fae Circle or the Fae City closest to them. This skill enables the Fae to create a kind of magic compass leading them to a Fae Circle or Fae City while in the Fae Wilds. | 1 | 2 |
| **Finder of Ways (latent skill)** | Once per Conflux event, this character may use Finder of Ways to find a safe shortcut through the Fae Wilds between where they currently are on the Material Plane and where they want to go on the Material Plane. There must plausibly be another existing Fae Circle at their desired destination (eg - not the middle of a Hunter stronghold), but the skill can be used to get close to (within a mile) of a desired location that would not plausibly have an existing Fae Circle. They must know more or less physically where the desired destination is on the Material Plane, but do not need to have been there before. | 1 | 3 |
| **A Brilliant Mind (latent skill)** | This character only needs to spend .5 of an XP per point of Mind to gain Mind between 51 - 70. | 1 | 2 |
| **Fae Touched (10 Mind to Activate)** | This character can spend 10 Mind to enable any one mundane object that they are currently physically in contact with to function while in the Fae Wilds for up to one hour. The item must stay with in 5' of the fae to contiune to function. | 2 | 7 |
| **L2 Specialization Enchantment (latent skill)** | Fae can have a Format Specialization in both Ritualism and Enchantment. Requires L2 Enchantment. Taking a specialization at this level enables the practitioner to cast Level 2 magic of this format for 4 fewer Mind than listed, to a minimum of 1 Mind. | 2 | 7 |
| **L2 Specialization Ritualism (latent skill)** | Fae can have a Format Specialization in both Ritualism and Enchantment. Requires L2 Ritualism. Taking a specialization at this level enables the practitioner to cast Level 2 magic of this format for 4 fewer Mind than listed, to a minimum of 1 Mind. | 2 | 7 |
| **Greater Social Talent (latent skill)** | Social skills cost level 2X less Mind to activate. So for example a level 1 social skill would cost 2 less Mind to activate. | 2 | 7 |
| **Move My Mind (10 Mind to activate)** | Activating this skill enables a character to move any object within 20 feet of them that weighs 10 lbs or less no more than 20 feet. Using this talent only enables the user to move an object within their 20-foot radius. They cannot move an object more than 20 feet way from themselves. | 2 | 5 |

| | | | |
|---|---|---|---|
| **Quick Study (latent skill)** | This character only needs to spend 1 XP per point of Mind to gain Mind between 71 - 100. | 2 | 5 |
| **L3 Specialization Enchantment (latent skill)** | Fae can have a Format Specialization in both Ritualism and Enchantment. Requires L3 Enchantment. Taking a specialization at this level enables the practitioner to cast Level 3 magic of this format for 6 fewer Mind than listed, to a minimum of 1 Mind. Additionally, practitioners with this specialization can spend 20 Mind to cast magic of this format in lieu of spending a Willpower. | 3 | 12 |
| **L3 Specialization Ritualism (latent skill)** | Fae can have a Format Specialization in both Ritualism and Enchantment. Requires L3 Ritualism. Taking a specialization at this level enables the practitioner to cast Level 3 magic of this format for 6 fewer Mind than listed, to a minimum of 1 Mind. Additionally, practitioners with this specialization can spend 20 Mind to cast magic of this format in lieu of spending a Willpower. | 3 | 12 |
| **So Shall It Be (1 Willpower to Activate)** | Once per day, a Fae with this Talent can spend a Willpower to create an illusion of any magical or mundane object that they have been able to previously observe. This illusion will endure for one hour. While the illusion endures, it will have all of the in-play mechanics of the original object. For example, if the Fae using this Talent created the illusion of an enchanted sword, the illusion would be able to do the same damage & would act as if it had the same enchantments as the original. | 3 | 12 |
| **Siobhan's Blessing (latent skill)** | At least once per event, the character with Siobhan's Blessing will get a plot-relevant vision of the past, present or future. Please note that unless the character **also** has the **Observation** skill that they may not be able to tell whether this vision is of the past, present or future. Additionally, once per event the character can call "Siobhan's Blessing" and ask a Marshal a yes or no question related to a mod, which the Marshal must answer truthfully. If a character with Siobhan's Blessing also has a specialization in Divination, they may receive more powerful or clearer premonitions. People with Siobhan's Blessing often feel like they are experiencing their lives out of order, or do not feel particularly tied to the present. The blessing is powerful, but it comes at a cost. If you take this talent, please ensure to roleplay it appropriately. | 3 | 12 |

## Make-up Requirements

Within each of the Kin Groups, the Fae have a myriad of possible forms. There's the beautiful Sidhe who inspired Tolkien's elves, Red Caps who dip their hats in the blood of their enemies, Kelpies who drown the unsuspecting in deep waters, winged nymphs, selkies, orcs, dryads, satyrs, and more. All types of Fae can be present in any of the Kin Groups, though some are much more common in some courts than others. All Fae must have a bipedal, humanoid size and shape, though none can pass for the Unbound without glamor. Beyond that, the forms they take are variable. Some of the most common forms are listed below within the Kin Groups that they most commonly reside within.

*Note: When you are building a Fae character, only your Bloodline and Kin Group will show on your character card. Please let staff know what Fae archetype you'll be bringing into play so that we can make sure your costuming won't be confused for another Bloodline.*

## Kin Groups

There are functionally five Fae Kin Groups. The Court Fae are divided into Unseelie - which include the Winter and Fall Courts - and the Seelie - which include the Spring and Summer Courts. The Wild Fae are the fifth Kin Group. The Fae consider their calendar to start in the Winter with Mab, who is the oldest of the siblings. Then, the calendar progresses through Spring, Summer, and Fall, following the order of the siblings' births.

Each of the Courts tends to get along well enough with the Courts that surround them. For instance, Winter Fae get along just fine with Spring and Fall Fae. However, there is a rivalry among the siblings of the opposite courts, which has made its way into the interactions of the Fae. The Winter and Summer Courts find themselves at odds, as do the Spring and Fall Courts. The Wild Fae seem to be of the quiet opinion that the entire sibling rivalry thing is vaguely ridiculous, and want nothing to do with it. The rivalries between the Courts are less on the lines of opposing nations on the verge of war, and more like a heated rivalry between sports teams. Granted, given that we're talking about innately magical beings, the resulting bar fights can be rather spectacular.

### Court Fae

Court Fae tend to dress in colors that align with the season of their heritage. While they will adjust their clothing for whatever season it is on the material plane, it's typically obvious what Court they belong to. The most common of the Court Fae are the Sidhe, who look mostly human but for their long pointed ears.

#### *Spring*

Spring Court Fae tend to dress in pastels; light blue, lilac, pinks and yellows are most common. Their Court's symbol is an apple blossom, and they will usually work this into their clothing or

jewelry in some way. Often Spring Court Fae will decorate their hair with flowers. Spring Court Fae tends to be a lively bunch who focus on growth and renewal. They love novelty and resist order and tedium. Still, most are mild-mannered people who have a great love for partying.

Some of the most common Spring Court Fae outside of the Sidhe include:

- Winged Nymphs - typically have butterfly or dragonfly wings protruding from their backs and who have short, pointed ears.
- Dryads - have flowers and vines growing on their hair and bodies. Will sometimes have patches of bark and/or moss on their skin.

### *Summer*

Summer Court Fae tends to dress in bold and bright hues. They tend towards fuschia, turquoise, and neon colors. Their Court's symbol is a golden sun, and they will often work it into their clothes or jewelry. The Summer Court Fae will often decorate their hair and clothes with growing green vines and living plants with lustrous leaves. Summer Court Fae are somewhat less exuberant than the Spring Court, but still have a growth mindset. They live in abundance…of nearly everything. Unlike their more mild-mannered Spring counterparts, Fae of the Summer Court can shift rapidly from happy and excited to stormy and rageful.

Some of the most common Summer Court Fae outside of the Sidhe include:

- Selkies - appear as humans with short, pointed ears and large dark eyes. They will always have their seal coat on their person, as they must use it to return to the sea.
    - When shifted they take on all of the traits of the animal they shifted into.
    - When Selkies shift into their seal form Players can choose to completely cover their exposed skin using make-up, clothing and/or prosthetics and wear a **purple headband** to indicate that they have fully shifted.
    - Players can wear **a purple headband and tabard** to indicate that they have fully shifted and must carry a phys-rep (such as a stuffed animal) to show what they "look like" in their animal form. Ideally, this stuffed animal will have the same markings as their sifted form would have (i.e. same color, etc…). They must keep this phys-rep on them at all times while in this form. If using this option, players must take any damage or effects that hit either their physical body or the phys-rep they are using to represent themselves.
- Satyrs - appear human from the waist up with the exception of goat horns that curl from their brows. They have goat legs.

### *Fall*

Fall Court Fae tend to dress in the colors of falling leaves - golds, oranges, and burgundy. Their Court's symbol is a crow, and many of them will include crow feathers in their clothes and jewelry. Fall Court Fae are more serious than their Spring and Summer relatives, and focus on harvesting, hunting, and preserving. They are typically mild-mannered, but when something does bother them, they are liable to have an explosive temper. There is a streak of

mischievousness that runs through the Fall Court, and pranks (usually harmless ones) are common.

Some of the most common Fall Court Fae outside of the Sidhe include:

- Orcs - Orcs are typically dark green or gray with long tusks protruding from their lower jaws. They love hunting, and often dress in the leather and furs from their various kills.
- Goblins - Typically light green with large, pointed ears and black claw-like nails. Goblins are more mischievous by nature and like to form tight-knit chosen families.

### *Winter*

Winter Court Fae tend to dress in colors that are reminiscent of a cold night - blacks, royal purple, dark blues, stark whites. Their Court's symbol is a snowflake, and they often incorporate it into their clothes and jewelry. Winter Court Fae are the most serious of the Fae, and their focus is on survival because they know what it is to do without. Winter Court Fae are usually very reserved and often display very little emotion at all, either positive or negative. When their icy facade does crack, it becomes clear that their feelings run deep and true. If one of the Winter Court commits to an act, they will always follow through.

Some of the most common Winter Court Fae outside of the Sidhe include:

- Red Caps - Usually, Red Caps appear like one of the Sidhe, except that they have pointed teeth and will always be wearing a red hat over their hair. Red Caps always have fresh blood dripping from their hair. Red Caps are the enforcers of the Winter Court, and they're well-known for being willing and able to jump to violence on a hair trigger.
- Kelpies - When in water, Kelpies can take the form of a dark blue horse with seaweed for their mane and tail. While on land Kelpies retain their dark blue skin, which is speckled with white and gray. They will most often have green or green-brown hair, which will match the color of their seaweed mane in horse form.

## Wild Fae

Wild Fae runs the gamut in terms of dress, style and variety. Because they choose to live outside of the relative safety of the Fae Cities, Wild Fae are a rough and rugged breed. They often choose clothing for its practicality over anything else. They are adventurous by nature and it shows in the ways that they equip themselves. Some Wild Fae will wear the Symbol of the Seasons - which is a symbol that includes each of the other four Court's symbols - as a way to indicate their allegiance to the balance of nature over all things.

Wild Fae can be of any type, but it is very rare for one of the Sidhe to be a Wild. Usually, this only happens if a Sidhe has been banished from one of the Fae cities.

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# The Wrights

Wrights are the most magically gifted of The Bound, and have the easiest time passing as one of the Unbound. Wrights can pick up almost any magical skill with ease and are able to accomplish feats of the mind that are beyond any other Bloodline. However, Wrights are also the physically weakest and most vulnerable of the Bloodlines. Though they are hardier than the average Unbound, they cannot get much stronger than the strongest of the Unbound. Because of this weakness, they struggle to pick up combat abilities.

Wright culture is fundamentally shaped by the fact that they are so easily able to pass as the Unbound. Wrights often act as the touchpoints between The Bound and Unbound societies, providing resources and cover for Bloodlines that cannot pass as normal mortals. They have tight-knit family groups that look out for one another, as they are the physically weakest of The Bound. Wrights are taught from childhood that they have a responsibility to look out for other members of The Bound community and to help them avoid exposure to the Unbound.

## Ancient

The Ancient of the Wrights is commonly known as The Baba Yaga, though there is some contention over whether this is a title or her actual name. The Baba Yaga is a fairly active Ancient, and will check-in on various Wright communities across the globe on what appears to be a 10-year cycle. She's regarded as helpful…for a price. The Baba Yaga will help those who help her, and themselves. She does not suffer fools.

The Baba Yaga has short shock-red hair. She has a tendency to dress in reds and blacks, and usually eschews armor in favor of comfort. Her constant companion is her Familiar: an impressively rotund black cat named Pavel.

## Base Bloodline Stats

| Strength | | Vitality | |
|---|---|---|---|
| Min | Max | Min | Max |
| 1 | 5 | 10 | 50 |
| Mind | | Willpower | |
| Min | Max | Min | Max |
| 40 | 200 | 5 | 10 |

| Gifts | Description |
|---|---|
| **Magical Skill** | Skills related to Magic & Spells cost 2 XP less to a minimum of 1 XP. |
| **Ritual Savant** | Wrights can take any two magical format specializations at each level. They can also take up to four magical type specializations. Wrights may choose one L1 Format specialization and one magical type specialization for 0 XP cost at the time of character creation. |
| **Alchemical Macgyver** | When creating an alchemy, the Wright can expend 5 Mind to swap out a missing component for a component of the same or lower tier. For instance, if an item's instructions call for one mint but the Wright only has one lemon balm, the Wright can swap out the mint for the lemon balm. They can only do this once per alchemy. |
| **Enchanting Mind** | For **Enchantments**, Wrights can enchant lower-level objects with higher-tier enchantments. For a Level 1 item, a Wright can add a level 2 enchantment to the item . For a Level 2 item, a Wright can add a level 3. For a Level 3 item, the Wright can add one additional enchantment slot to the item for a total of 10. Adding an additional enchantment still requires whatever Mind and component expenditures required by the Enchantment Item. See the Enchantment section for more details on how Enchanting works. |

| Curses | Description |
|---|---|
| **Weakest Link** | Wrights are the physically weakest of the Bloodlines. They struggle to learn advanced martial skills. Wrights cannot take any Level 2 or Level 3 Combat Skills. |
| **Emotional Support Needs** | Wrights have so much magical potential that they often have difficulty controlling it on their own. Until a Wright has soul-bonded to a Familiar, they will take 2 Vitality damage any time they perform magic. |
| **Reference Material** | Wrights are incredibly good at magic, but find it difficult to keep all their spells straight. They can only memorize two spells from rank 1 spellcasting. instead of 3. Get a book nerd. |
| **Thin Blood** | Wrights are easy to kill. Their Bleed Out count is only 1 minute long. |

| Major Banes | Description |
|---|---|
| **Lead** | Take 2X damage from any Damage with a Damage Type of Lead. So, you would take, “15, Pierce, Lead” as 30 damage to your Vitality. |

| Minor Banes | Description |
|---|---|
| **Salt** | You cannot cross a doorway or enter a building through a window if there is an unbroken line of salt across the entrance to the door or the windowsill. Additionally, if you get shot with salt-rounds or if someone throws salt at you (this is represented with a white packet - we’re not out here literally throwing salt at people), your skill to do magic is disrupted for 1 minute. |

| Talents | Description | Level | Cost (XP) |
|---|---|---|---|
| **A Brilliant Mind (latent skill)** | This character only needs to spend .5 of an XP per point of Mind to gain Mind between 51 - 70. | 1 | 3 |
| **Lesser Tinker Talent (latent skill)** | The Crafting skill cost 2 Mind less to activate, to a minimum of 1 Mind. | 1 | 3 |
| **Lesser Social Talent (latent skill)** | Skills related to Social cost 2 Mind less to activate, to a minimum of 1 Mind. | 1 | 3 |
| **Natural Teacher (latent skill)** | Wrights with this talent can learn or teach any skill or talent in one minute. | 1 | 3 |
| **Good Boy (2 Mind to activate)** | Once bound to a familiar, a Wright may spend 2 Mind to have their familiar fetch them an item the creature could reasonably carry from elsewhere on site. Wrights with this skill can allow their familiars to travel up to two miles away from them while using this skill. | 1 | 2 |

| | | | |
|---|---|---|---|
| **MacGyver's Got Nothing (5 Mind to activate)** | When creating an item with the Crafting Skill, the Wright can expend 5 Mind to swap out a missing component for a component of the same or lower tier. For instance, if an item's instructions call for one Lesser Crystal but the Wright only has one True Copper, they can activate this skill to use the True Copper in place of the Lesser Crystal. The Wright can only do this once per item. | 1 | 2 |
| **Quick Study (latent skill)** | This character only needs to spend 1 XP per point of Mind to gain Mind between 71 - 100. | 2 | 7 |
| **Natural Researcher(latent skill)** | Wrights are great researchers and are able to add +1 to any Research roll they make. | 2 | 7 |
| **Many Hands Make Light Work (latent skill)** | A ritual spell casting time can be cut in half as long as the Ritualist includes an additional participant in casting the ritual. | 2 | 7 |
| **Alchemical Lore (latent skill)** | Wrights have a better sense for magical and alchemical ingredients. You can easily identify all alchemical ingredients, even rare ones. And you know their worth. Wrights with this skill spend 2 less mind when creating Alchemies. | 2 | 7 |
| **Know Where to Go (10 Mind to activate)** | Wrights with this skill can choose to resurrect at any location that they have physically been to within the past 24 hours, even if they do not have a runestone. | 2 | 5 |
| **All My Interests Are Special Interests (latent skill)** | This character only needs to spend .5 XP per point of Mind to gain Mind between 101 - 200 | 3 | 10 |
| **Brewed of the Self (20 Mind or 1 Willpower to activate)** | Skill to Spend 15 Vitality in lieu of any component when making an alchemy. Vitality lost in this way cannot be regained for one hour. | 3 | 10 |

| | | | |
|---|---|---|---|
| **Siobhan's Blessing (latent skill)** | At least once per event, the character with Siobhan's Blessing will get a plot-relevant vision of the past, present or future. Please note that unless the character **also** has the **Observation** skill that they may not be able to tell whether this vision is of the past, present or future. Additionally, once per event the character can call "Siobhan's Blessing" and ask a Marshal a yes or no question related to a mod, which the Marshal must answer truthfully. If a character with Siobhan's Blessing also has a specialization in Divination, they may receive more powerful or clearer premonitions. People with Siobhan's Blessing often feel like they are experiencing their lives out of order, or do not feel particularly tied to the present. The blessing is powerful, but it comes at a cost. If you take this talent, please ensure to roleplay it appropriately. | 3 | 12 |
| **Run from the Reaper (1 Willpower to activate)** | Upon death, the Wright can choose to activate this skill to run from the Reaper after dying. Note that this must be phys-repped by the player actually running from the Reaper. If a friend is able to perform a Life spell on their body within 30 minutes of activating this skill, the Wright will not have to roll a die or lose a die type to resurrect. However, if the Wright's soul is caught by the Reaper or if their friend is not able to Life their body, the Wright will have to roll against the Reaper twice. | 3 | 10 |

## Make-up Requirements

Wrights appear to be the most like the Unbound of all the Bloodlines. They also tend to age further than other Bloodlines before their immortality kicks in. Some Wrights will look 20 for hundreds of years, others will hit their early 70s before they stop aging further.

Typically, each Wright will only have a single feature that distinguishes them from the Unbound. Usually it's a piece of their hair, their eyes or their nails being an unnatural color. Some Wrights are born with peculiar looking birthmarks in obvious places. These birthmarks tend to look like tattoos in the shape of some animal or plant.

## Kin Groups

The different Wright Kin Groups include Witches, Wizards and Druids. The differences among the Wright Kin Groups mostly come down to the styles with which they do magic. All Wrights have the same proclivity for the Magical arts, but the ways that the various Wright cultures will approach the same spells differ.

### Witches

Contrary to popular belief, witches can be of any gender. Witches approach practicing magic as if it is an art form. They're well-known for adding their own flair to alchemical recipes and rituals, with sometimes mixed results. Nevertheless, their magic is usually particularly beautiful to observe. They are well-known to be powerful generalists, and try to think about magic holistically.

Witches will usually have at least one streak of an unnatural color in their hair. Sometimes, their hair color will be entirely unnatural. Their eye color may match their hair color, but this appears to be a trait that only shows up in some families.

### Wizards

Wizards can be of any gender. Wizards approach practicing magic from a scientific mindset. They will try to replicate the same spells in the same way every time, following their formulas to the letter. They are rigorous, take copious notes, and will usually hone in on a specialty that they are particularly interested in. They are known to be excellent researchers, and often try to develop new forms of magic in whatever their specialty ends up being.

Wizards always have unnaturally colored fingernails and toenails. The colors of their nail beds will sometimes match their eye color, but similarly to witches this trait only appears in some families.

### Druids

Druids are Wrights that focus on the connections between the natural magic found in the Fae Wilds and the magic that they practice in their spells. Druids tend to keep track of which magical components can be found where and focus on gathering those components in sustainable ways. They feel a connection to nature, and think of practicing magic as an extension of themselves.

Druids are born with birthmarks that tend to be easily recognizable shapes, typically those of animals. These birthmarks tend to be on their necks, hands, or wrists. Some Druids have been unlucky enough to have been born with the mark on their faces. In Druid culture, the shape of the animal you're born with is assumed to say something about your personality, but there's some contention over whether this superstition is true. Druids typically cannot feel pain in the

area of the mark, which is something Wright Hunters have exploited to tell the difference between Druids and Unbound with druidic tattoos.