

# Magical Creature

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You are an animal that some people, or maybe a lot of people, consider a pet. Maybe a cat, dog, rabbit or a more exotic animal like a bear, elephant or alligator. However, what makes you different from a normal animal is that you have gained a small amount of magical power. A wizard could have experimented on you, and in doing so unlocked the potential within you, or you could have met the wrong end of a creature from the Nevernever and survived with more than you began with. What matters, though, is that you now have the power and the intelligence to go with it, allowing you to manifest magic in a small, but powerful manner.

## Unique Conditions

### **Magical Well (sticky)**

Mark a box of this condition as dictated in **Manifestation** below. This represents your well of power, how much you can use before you must rest and recover. When you have filled all of the boxes, you cannot tap into your magic at all, even for the basic form of Manifestation until you recover at least one box. You can recover one box after resting. The GM can rule that you recover between two scenes assuming enough time has passed. You can recover all of your boxes after resting for a significant amount of time, or if you do not mark any boxes of Magical Well for a whole session.

### **Unnatural Beast (Special)**

This condition is always marked as long as you have empty **Magical Well** boxes. You are an animal that people normally would ignore, or at least be cautious with, however, the mark of power that you have been given is present with you at all times. They may be glowing marks that pulse as you use your manifestation of power, or runes etched into your flesh that will only disappear when your magical reserves are depleted. They are fairly obvious to notice and immediately mark your magical gift to anyone in the know, or at least make people confused or concerned if they are not in the know.

## Core Stunts

### **Manifestation**

You are able to use and channel magic in a very specific way, determined by how you gained your power. If you met a fae creature and gained your power from them, maybe you can channel some power from Summer, Winter or the Wyldfae. If you were the experiment of a wizard or witch, maybe you are able to channel a portion of the magic they can/they imbued in you. However you manifest your power, you use the same **Magical Well**. This power should be very focused, similar to a Focused Practitioner's

Talent (pg. 137) if not even more focused than that. Choose one Approach and Action that is tied to this **Manifestation**. When you declare that you are going to use this stunt, choose a level of power to invoke:

1. You simply gain the benefit of Supernatural Scale (pg. 182). You do not mark a box of **Magical Well** to use this level of **Manifestation**.
2. You can gain a bonus to your **Manifestation** based on how many boxes of **Magical Well** you mark. You gain the benefits of Scale, as with the previous level, however, you also gain an additional +1 to the roll per box you mark.
3. You may mark boxes of **Magical Well** for other effects with GM approval.

## Additional Stunts

### **Hidden Power**

Once per session, you can unmark **Unnatural Beast** for a whole scene.

### **New Trick**

You can choose an additional Action to use your **Manifestation** with (the Approach stays the same).

### **Keep Pushing Forward**

Once per session, when you have filled all of your **Magical Well** boxes, you can use your **Manifestation** at its base level (level 1). This does not go against your recovery of **Magical Well**.

### **Extra Reserves**

You can take this stunt multiple times. Each time you take this stunt, you can add a box to your **Magical Well** condition.

# Denarian Touched

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All it took was a single touch. That's it. Now you have the shade of a Fallen Angel in your head. It tempts you to fully bring it into you. It knows what to say to make you think about picking it up and bringing the rest of the shade's self into you. But you have resisted. Even if it has only been for a day, you have managed to resist longer than almost anyone who has been in the same position. However, it is only time before you give in, and the Denarian is patient. Eternally patient.

Create your character based on a mortal mantle of your choice (excluding any from the Scions and Emissaries section), then add the below Conditions and Stunts which operate at a Supernatural Scale (pg. 182).

## Unique Conditions

### **Temptation (lasting)**

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Mark a box from using your other stunts as directed. This marks how close you are to picking up the Denarius for good. As long as you have an empty box, you are good to go, and won't pick it up. But once you fill in that last box, your GM, at any time, can compel you to take up the **Coin Holder** Mantle (usually at the next major milestone). You can also freely mark all empty boxes, symboling you taking up the coin, or having it sent to you. Boxes can be emptied with enough time or forceful distance from the Denarius Shade.

### **Marked By The Fallen**

[X]

You have a mark somewhere on your body of the Denarian's sigil, marking that you have the shade of the Denarian inside of you. This can be relatively hidden, possibly only shown by injury or other skin markings. This condition is always marked. The only way it can be unmarked is if the shade of the Denarian is permanently removed. As soon as this condition is unmarked, you immediately lose this mantle, but keep your mortal mantle, possibly to be replaced by another mantle per GM approval.

## Core Stunts

Along with the core stunts from your mortal mantle, you also gain the following core stunt:

### **Fallen Assistance**

You have the shade of a Denarian in your head, able to communicate, sense what you sense, and give you their seemingly limitless knowledge. Once per session (or more based on GM approval), you can gain assistance from the shade. This assistance can come in the form of a piece of knowledge, creating illusions, and giving their opinions on what is currently going on. This should be relatively minor to medium, nothing major. Each time this is used, mark a box of **Temptation**.

### **Additional Stunts**

#### **Hellfire**

Your magical power is being enhanced by a mystical power called Hellfire which gives you great power. You must have access to some kind of spellcasting ability, such as the **Evocation** stunt from **Magical Practitioner**. When you use the spellcasting stunt, you can mark one box from **Temptation** to add +2 to the roll.

#### **Fallen Defense**

The Denarian Shade helps protect you, either by allowing you to ignore the damage you take or moving your body to avoid the attack altogether. Mark a box from **Temptation** to soak two shifts of damage.

#### **Eidetic Memory**

Once per session, you can call upon your Denarian to give you information that you have seen, heard, or otherwise sensed, even if you did not realize you sensed it. The GM acts as the Denarian, giving you the information, and it should be information that is pertinent to the game session. This marks two boxes of **Temptation**.

# Coin Holder

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No matter how long you resisted, how many temptations ruined, it has amounted to nothing. The Denarian has convinced you to fully take up the coin. Somewhere on your body is the coin which the Denarian is trapped in. Some hid it in their skin a few layers deep, others swallowed it. No matter how you do it, it is physically connected to you, and you are no longer the only one in the driver's seat of your mind. Yet the power, the knowledge, and the expertise of the Fallen is not something to scoff at either.

If you gained this mantle from the **Denarian Touched** mantle, keep your mortal mantle, but replace **Denarian Touched** with this mantle. If you are creating a character with this mantle, build your character based on a mortal mantle (excluding Scions and Emissaries per GM approval), then add this mantle onto it. This mantle operates on an Otherworldly scale.

## Unique Conditions

### **Host of the Fallen**

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This condition is always marked. The only way to remove this condition is to willingly remove the Fallen's coin and forsake it forever. It must be of your own will, no matter what convinces you to do it. If it is forced from you, you can always call it back to its rightful place on (or in) your body. If you unmark this condition, then you immediately lose this mantle, possibly adding a new one per GM approval.

This condition gives you +3 to any Defense roll, however, it comes at a price:

- 1) This boost to defense does not work against any creature/creature's attack that has Faith tied to it (Knights of the Cross while **On a Mission From God**, magic with **Soulfire**, etc per GM approval).
- 2) While this mantle assumes that you and your Denarian work together, this condition gives the GM power to (assuming you both agree) have the Denarian take control for an action. If this becomes a problem for the group, then this price can be removed, and the condition brought down a bit. This is to reflect the power that the Denarian can have over its host.

## Core Stunts

### **Physical Manifestation**

This stunt is different as the effect of it changes depending on the Denarian that the character is holding. Most Denarians can shapeshift into a form more fitting of their nature (such as Immariel's bug form with Tessa). But Nicodemus does not, as far as we

know, change his form. Instead, Anduriel manifests as a shadow that can act independently of its host. So, you will need to work with your GM to nail down exactly what this **Physical Manifestation** is. Below are some guidelines you should follow:

- 1) As the name of the stunt implies, this should be some sort of manifestation that affects the physical world in some way.
- 2) It should be localized to the host or the host's immediate surroundings. If you want a stunt that allows the Denarian to act independently, then it should be a separate stunt. (Look at Nicodemus's **Living Shadow** and **Endless Shadow** stunts as reference)
- 3) It should allow the benefit of scale while used.

### **Additional Stunts**

#### **Hellfire**

All of the Fallen can tap into a well of power called Hellfire, and they can give you that power to use as well to boost your magic. If you do not already have the ability to cast Evocations, you gain this ability. Also, you can, once per scene, tap into this power to gain the benefit of scale (or +2 if you already gain the benefit of scale).

#### **Fallen Knowledge**

The Fallen have millennia of knowledge at their disposal, as they were around when Time was born. When rolling to gain or remember knowledge, you gain +2.

# Foo Dog

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Born and raised in a temple in Tibet, you have the blood of a celestial dog in you. You are a guardian, loyal to your master and willing to put yourself in danger to protect them from any supernatural being that may attack.

## Unique Conditions

**Foo Energy**

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