

# Character Growth

As your character gains experience, they can learn Entanglements. Each Entanglement represents a permanent connection between your physical and hidden bodies that you have learned to create. These connections allow you to utilize abilities beyond the normal range of the human body. They can also allow you to utilize temporary and overtly supernatural powers called Cascade Events that directly channel the Cascade Effect into forces outside of the body.

## Experience Points

Each session, you will earn experience points that you can use to buy Entanglements. Every Entanglement has 3 ranks that can be purchased by spending a number of experience points equal to the rank.

## Core Entanglements

At the start, all you have access to is the 3 core Entanglements, one for each of the Hidden Metabolism, Self, Near, and Far. These Entanglements increase their related Metabolism, grant fundamental abilities that enable adventuring, and unlock access to other Entanglements related to the same Metabolism.

## Styles

Entanglements are clustered into groups called Styles. There is an Intuitive Style and an Esoteric Style for each Metabolism pairing. Each Intuitive Style represents an archetypal approach to problem solving, and each Esoteric Style represents an overtly supernatural power.

## Cascade Events

Some entanglements, particularly those in esoteric styles, grant you the ability to induce cascade events. These events create temporary supernatural effects that are either instantaneous or last for a specified duration.

Unless otherwise specified by the entanglement, inducing a cascade event is a full action that requires the Focus metabolism. If it targets you, it also requires Self. If it targets someone you touch, it also requires Near. If it targets anything else, it requires Far.

Some events only require a single point of Progress to take full effect and for others the amount of Progress created increases the strength of the event. If the event description states that the target can use a Reaction against it, the reaction uses the same metabolisms that were used to induce it. The difference between the amounts of Progress created by the event and the reaction determine how effective the event is.

Some events may specify that they require other metabolisms, other action types, are Risky challenges, or that they can only be used outside of combat.

## Self Entanglements

The Entanglements associated with the Self metabolism are grouped into the Intuitive Styles **Strong**, **Tough**, and **Confident**, and the Esoteric Styles **Gravitonertia**, **Abjuration**, or **Schizosomata**.

These styles are concerned with unarmed combat and pushing the physical mind and body beyond its usual limits.

## Core Entanglement:

### Empower

#### Rank 1

Choose two Self Styles. You can now buy Entanglements within the chosen styles.

As a free action, you can spend 1 point of Self at the start of your turn to enter the **Empowered** state. This state lasts until the start of your next turn, and you cannot enter the state again on that turn. While in this state you can spend 1 Self to add an amount of Progress equal to your rank in this Entanglement to any attack or reaction.

Many Entanglements within the Self Styles grant additional ways to enter or use the **Empowered** state.

#### Rank 2

Choose two Self Styles. You can now buy Entanglements within the chosen styles.

When you sleep for several hours, remove all Stress from each uninjured Physical Metabolism and remove enough Stress from each injured Physical Metabolism to return its maximum to 0 and remove the injury.

#### Rank 3

Choose two Self Styles. You can now buy Entanglements within the chosen styles.

When you sleep for several hours, remove all Stress, injuries, and dissociation.

## Strong Style

The Strong Style contains the Entanglements *Adrenal Strength*, *Empowered Grapple*, *Explosive Strength*, *Iron Grip*, *Lifting Capacity*, and *Unarmed Mastery*.

These Entanglements are focused on unarmed attacks, increased damage, grappling, and using the Empowered state for feats of incredible strength.

### Adrenal Strength

Whether you call it focus, rage, or adrenaline, you can temporarily tap into reserves of acute strength well beyond your normal limits.

#### Rank 1

While in the Empowered state, you can use the empowered actions **Power Attack** and **Power Lift**.

**Power Attack:** Make a normal Melee or Unarmed attack. The reaction to this attack gains the Stressful Complication.

**Power Lift:** Move an adjacent object that weighs up to double what you could normally move. If another entanglement multiplies your lifting capacity, increase the multiplier once instead of doubling it.

#### Rank 2

When using the Power Lift action, the maximum weight you can move is tripled instead of doubled. If another entanglement multiplies your lifting capacity, increase the multiplier twice instead of tripling it.

#### Rank 3

When you use the Power Attack action, the reaction to the attack gains the Risky Complication.

## Explosive Strength

By learning to deploy your increased strength instantly and with precise timing, you can greatly increase the power behind explosive movements.

#### Rank 1

You may replace the Near component of armed melee attack rolls with Self.

The distance you can jump is doubled.

#### Rank 2

The distance you can jump is tripled.

#### Rank 3

All of your melee and unarmed damage rolls deal 1 more threat than they normally would.

The distance you can jump is quadrupled.

## Iron Grip

This entanglement allows you to use weapons that would normally be too large to wield effectively.

#### Rank 1

You can wield a weapon of size 3 in your main hand.

#### Rank 2

You can wield weapons of size 3 in either hand. You cannot be disarmed against your will.

#### Rank 3

You can wield weapons of size 4 in either hand. If you are in the Empowered state, you can wield weapons with a speed cost of up to your Self score in either hand.

## Lifting Capacity

This entanglement improves your ability to lift and move objects beyond what your strength would normally allow. When

mastered, it even extends your strength into the objects you lift, preventing their own weight from crushing them.

#### **Rank 1**

Increase your lifting capacity by 300 kg.

#### **Rank 2**

Increase your lifting capacity by an additional 300 kg.

#### **Rank 3**

The amount you can lift is doubled. If another entanglement multiplies your lifting capacity, increase the multiplier once instead of doubling it.

### Unarmed Mastery

Your empty hands have become powerful weapons.

#### **Rank 1**

You gain the Trait **Unarmed Mastery**, this Trait is relevant any time you attempt to make an unarmed attack.

#### **Rank 2**

Your unarmed attacks count as blunt weapons, allowing you to choose to target Flight or Focus with them. Your bare hands qualify for anything that requires you to be holding a weapon.

#### **Rank 3**

You can add Focus as a third metabolism to the metabolism pairing used to make an unarmed attack.

## Tough Style

The Tough Style contains the Entanglements *Endurance*, *Extropy*, *Regeneration*, *Resistance*, *Stamina*,

These Entanglements are focused on unarmed defense, resisting injury, and using the Empowered state to ignore damage.

### Endurance

You can shrug off the worst injuries and damage.

#### Rank 1

You can act normally when you have an injured physical metabolism until its current maximum is below the negative value of your rank in this entanglement. For example, if you have 2 ranks you can ignore an injured metabolism with a current maximum of -2 or above.

#### Rank 2

While in the Empowered state, you can treat any weapon attack that hits you as if it were an unarmed attack, therefore you choose what Metabolisms it deals Threat to.

#### Rank 3

Any time an attack deals Stress to you, you take 1 less Stress than it normally would cause and you may spend 1 Self to enter the Empowered state immediately. If you do this, the Stress taken is reduced by 2 instead of 1.

### Extropy

You can naturally create the energy your body needs to maintain itself.

#### Rank 1

You no longer require food, water, or oxygen to remain healthy and comfortable.

#### Rank 2

When taking an amount of Stress that would normally kill you, instead you may divide the Stress between your other physical metabolisms. You can only be killed when all of your physical metabolisms are brought to a lethal level simultaneously.

#### Rank 3

When taking an amount of Stress that would normally kill you, instead you may divide the Stress between all of your other metabolisms. You can only be killed when all of your metabolisms are brought to a lethal level simultaneously.

### Regeneration

By storing clotting factors, platelets, and blood transfusions in your hidden body, you can transfuse them into your physical body to seal your wounds rapidly.

#### Rank 1

All of your physical metabolisms heal Stress by 1 point per hour until they reach a current maximum equal to your rank in this entanglement.

#### Rank 2

The healing described in rank 1 occurs each minute instead of each hour.

#### Rank 3

Whenever you enter the Empowered state, heal 1 stress on all Physical Metabolisms.

### Resistance

It is exceptionally difficult to force your body and mind into undesired states.

#### Rank 1

You cannot be tripped, knocked prone, or pinned.

### Rank 2

You cannot be forced to move or stunned.

### Rank 3

You can choose to be immune to any poison, toxin, disease, or drug.

## Stamina

You can exert yourself for much longer durations than the body is normally capable.

### Rank 1

At the start of each round, in addition to normal regeneration each metabolism regains a number of points equal to your rank in this entanglement.

### Rank 2

Your requirement for sleep to be fully rested is reduced by an hour per rank you have in this entanglement.

### Rank 3

On any challenge that has the Stressful complication due to physical exertion, you can ignore this complication. Therefore, the only limit on how long you can continue a physical activity is sleep.

## Confident Style

The Confident Style contains the Entanglements Bandwidth, Hidden Body Insulation, Rapid Healing.

These Entanglements are focused on willpower, preventing dissociation, inducing cascade events, and resisting external influence.

## Bandwidth

You have a stronger connection between your two bodies, protecting you from

dissociation and making cascade events less stressful.

### Rank 1

You can act normally when you have a dissociated hidden metabolism until its current maximum reaches the negative of its score. For example, if you have a hidden metabolism with a score of 4 you can act normally until it reaches -4.

### Rank 2

For any cascade event that is Stressful to induce, you can ignore the Stressful complication.

### Rank 3

For any effect that causes to be Strenuous or Stressful due to dissociative properties, you may ignore these complications.

## Hidden Body Insulation

You have created a buffer that protects your hidden body from harm and influence.

### Rank 1

When inside a naturally occurring cascade event you can choose whether to completely ignore its effects or to experience it normally.

In addition, your mind is protected from outside influence. You cannot be the target of any effect that reads, inhibits, detects, or influences your mind telepathically.

### Rank 2

When taking Threat from fire, electricity, Evocation Attacks, or Photonic Attacks, you may add your Focus to the metabolism pairing you use to react to the Threat.

### Rank 3

When an adjacent ally takes Threat from

fire, electricity, Evocation Attacks, or Photonic Attacks, you may add your Focus to the ally's metabolism pairing used to react to the Threat.

## Rapid Healing

Effectively healing the physical body requires abilities from multiple Styles. The Entanglements *Rapid Healing*, *Healing Field*, and *Distant Healing* all grant you the ability to induce the **Heal** cascade event and add different improvements to the event. This event can only target you or anyone you touch and the amount of Progress gained while inducing it equals the amount of Stress removed from a single physical metabolism. This healing cannot bring a metabolism's current maximum above a number equal to the sum of your total ranks in the 3 Entanglements that grant this event.

This Entanglement is focused on improving the speed and healing power of this event.

### Rank 1

You can induce the **Heal** event if you couldn't already. The amount of stress healed by this event increases by a number equal to the sum of your total ranks in the 3 Entanglements that grant this event.

### Rank 2

If you heal an injured metabolism by any amount, its current maximum is restored to 1, regardless of how much healing you do.

### Rank 3

The **Heal** cascade event can now be induced as a single normal action instead of a full action.

# Near Entanglements

The Entanglements associated with the Near metabolism are grouped into the Intuitive Styles **Smooth**, **Mobile**, and **Bright**, and the Esoteric Styles **Electromagnetism**, **Sublimation**, or **Chromodynamism**.

These styles are concerned with armed melee combat and manipulating or navigating objects and concepts.

## Core Entanglement: **Momentum**

**Rank 1:** Choose two Near Styles. You can now buy Entanglements within the chosen styles.

Any time you use an action to move, you gain a point of **Momentum**. You can spend a point of Momentum when you use a reaction in order to increase the reaction's free movement from 1 meter to 2. Many Near Styles grant additional ways to gain or use Momentum.

**Rank 2:** Choose two Near Styles. You can now buy Entanglements within the chosen styles.

During any non-combat Challenge that is not using Focus, you can take a point of Stress to Near in order to add Focus as a third Metabolism to your pairing.

**Rank 3:** Choose two Near Styles. You can now buy Entanglements within the chosen styles.

You can spend a point of Momentum when you attack or use a reaction to increase the free movement from 1 meter to 3.



## Smooth Style

The Smooth Style contains the Entanglements *Ambidexterity*, *Deft Combat*, *Melee Mastery*, *Stealth Strike*, and *Silence*.

These Entanglements are focused on armed melee attacks, consistent damage, stealth, and using Momentum to land more attacks.

### Ambidexterity

You can split your proprioceptive focus between both hands without any loss of fidelity or coordination.

#### Rank 1

When you hold a weapon in each hand, you can attack with both of them as a single full action. Both attacks must have the same target. The attacks have their normal metabolism costs, but the lighter weapon has its minimum cost reduced by 1.

#### Rank 2

Attacking with both of your hands is now a regular action.

#### Rank 3

When attacking with both of your hands, the lighter weapon has no minimum metabolism cost. Each attack can have a different target, but you can't mix melee and ranged targets.

### Deft Combat

This entanglement allows you to make the most of your enhanced finesse while in close combat.

#### Rank 1

When spending metabolism points to make an attack, you can ignore the size property of any weapon with a size lower than your rank in this style. This attack

still does the full damage of a weapon of that size.

#### Rank 2

Drawing or reloading a weapon are now both free actions. You can use Stealth Attacks on any target that has one of your allies within melee range.

#### Rank 3

In a whirlwind of motion, you can rapidly strike every adjacent target as a single action. Roll a normal attack and divide the Threat generated by it between all adjacent targets.

### Melee Mastery

You have perfected the movements of the blades and blows of close combat.

#### Rank 1

You gain the Trait **Melee Mastery**, this Trait is relevant any time you attempt to make an attack with a melee weapon.

#### Rank 2

Your melee reach while wielding a weapon now includes every space within a range of 2. If you are wielding a weapon with the Reach trait, your melee reach instead has a range of 3.

#### Rank 3

You can add Focus as a third metabolism to the metabolism pairing used to make an attack with a melee weapon.

### Silence

For now, any unfinished Entanglement just gives you a superhuman Trait the same name.

#### Rank 1

You can induce the cascade event **Silence**. This event can only target you, has a duration equal to your Far score, and affects a radius of meters equal to your rank in this style. Sound does not

cannot enter, exit, or be heard inside the affected area.

### Rank 2

Even when the *Silence* event is not active, you can always move completely silently at any time you choose to as long as you're moving at a walking pace or slower.

### Rank 3

You can still hear normally inside your own *Silence* events.

Even when the *Silence* event is not active, you can always move at any speed completely silently at any time you choose to.

## Mobile Style

The Mobile Style contains the Entanglements Evasion, Speed, Traversal

These Entanglements are focused on melee defense, movement, and using Momentum to evade harm.

### Evasion

You have a strong sense for where attacks will land and how to avoid them.

#### Rank 1

When attacked, you can add points of Momentum to the reaction as if they were part of its metabolism pairing.

Gain the trait **Evasive**. This trait is relevant any time you are reacting to a melee or unarmed attack, or any time you are using an action to move.

#### Rank 2

When reacting to an attack, if you reduce the threat dealt to 0, you gain a point of Momentum.

### Rank 3

The free movement you get when using a reaction in response to any attack increases by 1 meter.

### Speed

You can cross distances much faster than before.

#### Rank 1

Any time you use an action to move, add your rank in this Entanglement to the Progress created.

#### Rank 2

You can spend momentum to increase the distance traveled during a move action by 1 meter per point spent.

#### Rank 3

The distance you travel per point of Progress created by a move action increases by 1.

### Traversal

For now, any unfinished Entanglement just gives you a superhuman Trait the same name.

#### Rank 1

You can treat difficult terrain as normal terrain.

#### Rank 2

If you spend a point of Momentum while using an action to move, you can traverse vertical walls as if they were normal terrain. You must end the action on normal flat terrain.

#### Rank 3

You can freely pass through enemy spaces, but you cannot end an action in them.

## Bright Style

The Bright Style contains the Entanglements Analyze Cascade, Episemiotics, Healing Field.

These Entanglements are focused on understanding your surroundings and the hidden connections between things.

### Analyze Cascade

You have insight into the fundamental principles underpinning cascade effect interactions between the hidden and normal space. This knowledge allows you to discern orchid details about cascade events, artifacts, and entanglements.

#### Rank 1

You can tell if anyone you see has entanglements or is carrying objects with artifact functions.

You can spend an hour examining an artifact to identify and enumerate all of its functions and capabilities.

#### Rank 2

You know the type, intensity, exact boundaries, probable origin, and general nature of any cascade event that you are in or near for more than a minute.

When an avatar, proxy, or trans-stygian entity, is within a number of meters equal to your Near score, you become aware of its presence and position.

#### Rank 3

You can detect any objects that have been stored in hidden space by the *Sublimation* style, the *aperture()* artifact function, or any other means.

You can tell what Style someone the most ranks in if you can see them for a minute.

## Episemiotics

Your hidden body can interface with others nearby, enabling you to understand communication on an empathic level or even to steal memories from others.

#### Rank 1

You can comprehend, but not speak, read, or write, the spoken language of anyone within 9 meters of you.

#### Rank 2

You can speak, read, or write any language as fluently as anyone within 9 meters of you.

#### Rank 3

You can now induce the *Excise Memory* cascade event.

***Excise Memory.*** Touch a single target. Any single fact that this target knows (or falsely believes) becomes known to you as well. This fact must be simple enough to be articulated in a single sentence. You may take an additional point of Stress when using this event to cause the target to forget this fact after you learn it.

## Healing Field

Effectively healing the physical body requires abilities from multiple Styles. The Entanglements *Rapid Healing*, *Healing Field*, and *Distant Healing* all grant you the ability to induce the ***Heal*** cascade event and add different improvements to the event. This event can only target you or anyone you touch and the amount of Progress gained while inducing it equals the amount of Stress removed from a single physical metabolism. This healing cannot bring a metabolism's current maximum above a number equal to the sum of your total ranks in the 3 Entanglements that grant this event.

This entanglement is focused on increasing the area of effect of healing.

#### **Rank 1**

You can induce the *Heal* cascade event if you couldn't already.

The target can divide the amount healed between all physical metabolisms.

#### **Rank 2**

The target heals the full amount on all physical metabolisms.

#### **Rank 3**

Every ally adjacent to the target also heals the same amount on every physical metabolism.

## Polymath

Your hidden body is constantly accessing and archiving the knowledge of those nearby, making you a competent jack-of-all-trades.

#### **Rank 1**

You gain an additional Trait. Once a day, you can replace this trait with any knowledge or skill based trait that a person within 9 meters of you has.

#### **Rank 2**

You gain an additional Trait. Once a day, you can replace this trait with any knowledge or skill based trait that a person within 9 meters of you has.

#### **Rank 3**

You gain an additional Trait. Once a day, you can replace this trait with any knowledge or skill based trait that a person within 9 meters of you has.

# Far Entanglements

The Entanglements associated with the Far metabolism are grouped into the Intuitive Styles **Sharp**, **Quick**, and **Alert**, and the Esoteric Styles **Evocation**, **Pneumaplegia**, or **Telethesia**.

These styles are concerned with ranged combat, senses, acting over distances, and making predictions.

## Core Entanglement: **Danger Sense**

**Rank 1:** Choose two Far Styles. You can now buy Entanglements within the chosen styles.

In a reaction to a ranged attack, the first point of Far you spend produces an extra amount of Progress equal to your rank in this Entanglement.

**Rank 2:** Choose two Far Styles. You can now buy Entanglements within the chosen styles.

Any time you use a risky action to take cover or hide, when a die rolled comes up as a 6 you can skip rerolling it to select a target that can now no longer target you with attacks until you or the target move more than a meter.

**Rank 3:** Choose two Far Styles. You can now buy Entanglements within the chosen styles.

In any attack you make, when a die rolled comes up as a 6 you can skip rerolling it now in order to add 2 extra dice to the next attack you make or 2 extra Progress to the next reaction you make.

## Sharp Style

The Sharp Style contains the Entanglements *Disentangle*, *Pierce*, *Precision*, *Ranged Mastery*, and *Stealth Strike*.

These Entanglements are focused on ranged attacks, sudden bursts of damage, and making the most of critical hits.

### Disentangle

You can assault a target's connection to their hidden body directly.

#### Rank 1

You can induce the cascade event *Disentangle*. Inducing it is a Risky challenge and it can target anyone within a range equal to your Far score. The target can use a reaction and it's unaffected if the reaction ties or beats the event in Progress. Affected targets take 1 Stress to every hidden metabolism with a current value above 1.

#### Rank 2

If a Successfully affected target has no hidden metabolism scores, your *Disentangle* event immediately renders them unconscious for a number of minutes equal to the event's Progress.

#### Rank 3

If a target affected by your *Disentangle* event doesn't have any hidden metabolisms with a current maximum above 1, the target is rendered unconscious for a number of minutes equal to the event's Progress.

If an affected target is fully in hidden space, your Disentangle event forces it out of it. If it has a physical body elsewhere it returns to the body, if it has a sublimed physical body it returns to

physical space in its current location at the start of the next round, if it has no physical body it is unaffected.

### Pierce

You can make the most from the trajectory of a single attack.

#### Rank 1

The targets of your ranged attacks cannot benefit from cover.

#### Rank 2

When making a ranged attack, you may target a line starting at your space instead of a single target. You may choose how to divide the Threat generated by the attack between all targets on this line.

#### Rank 3

When targeting a line with a ranged attack, all targets on the line are dealt the full Threat of the attack.

### Ranged Mastery

You can rapidly calculate vectors to any target you perceive, and you can continue to focus on aiming despite complications.

#### Rank 1

You gain the Trait **Ranged Mastery**, this Trait is relevant any time you attempt to make an attack with a melee weapon.

#### Rank 2

For each ranged attack you make, you can choose to target it lethally for it to deal 1 extra threat as if it were a bladed weapon, or you can choose to target it as suppressing fire to target Focus as if it were a blunt weapon.

#### Rank 3

You can add Focus as a third metabolism to the metabolism pairing used to make an attack with a ranged weapon.

## Stealth Strike

When you can spare an extra split-second of focus before attacking an enemy, this entanglement allows you to intuitively sense their weak points and guide your strike towards it.

### **Rank 1**

The extra threat dealt by your Stealth Attack actions increases by 1.

### **Rank 2**

The extra threat dealt by your Stealth Attack actions increases by 1.

### **Rank 3**

The extra threat dealt by your Stealth Attack actions increases by 1. Your Stealth Attacks ignore armor.

## Quick Style

The Sharp Style contains the Entanglements Multitasking, Ranged Defense, Precognition, and Priority.

These Entanglements are focused on ranged defense, thinking fast, and manipulating the flow of initiative.

### Multitasking

By taking advantage of the conscious mutability of the hidden body, the simple brain-state mirror it keeps can be given extra cognitive resources, giving one the equivalent to a second brain and a great ability to parallelize tasks.

#### Rank 1

You can focus on multiple tasks at one time. The exact limits of this are up to the GM, but it includes making multiple skill rolls simultaneously, doing unrelated physical tasks with both hands, or even participating in combat while solving another problem.

You can mix melee and ranged targets when attacking with a weapon in each hand, even if you couldn't otherwise.

#### Rank 2

You cannot be the target of Stealth Attacks caused by being surrounded by multiple enemies.

As a full action, you can focus on all your attackers at once. After doing so, resolve a challenge as if you were reacting to an attack. Until your next turn you may use the results of this challenge to react to all attackers.

#### Rank 3

Any time you use a reaction against being attacked, you may forgo the free meter of movement and instead make a simultaneous attack as a free action. You

still must resolve this attack as a normal Challenge.

### Ranged Defense

Your tactical predictions about where ranged threats are coming from greatly protect you from harm.

#### Rank 1

When reacting to a ranged attack, after applying your *Danger Sense* bonus to the first point of Far you spend, you can apply the same bonus to a number of additional points of far equal to your rank in this entanglement.

#### Rank 2

Gain the trait **Ranged Tactics**. This trait is relevant any time you are reacting to a ranged attack and while you're determining initiative

#### Rank 3

Ranged attacks targeting you do not reroll 6s.

### Precognition

Your predictive abilities are so rapid and accurate that it seems like you can see the near future.

#### Rank 1

You can always act in a surprise round, regardless of circumstances. You cannot be the target of Stealth Attacks caused by being unaware of an enemy.

#### Rank 2

Once per round you can ask the GM what a single visible enemy's next action will be. This information is accurate unless the combat situation changes significantly before the enemy gets to act.

#### Rank 3

Outside of combat, you have a vague sense of what might happen in the next



few minutes. Once per scene, you can ask the GM for information on what is about to happen. How much information you are given is up to the GM, but the information is accurate until the circumstances change significantly.

## Priority

Your fast reactions let you take more turns at more advantageous times in combat.

### **Rank 1**

When combat starts, you may choose to have two turns instead of one. Make two separate challenges to determine the place of your two turns in the initiative order.

### **Rank 2**

When determining the initiative order of your two turns, you may determine one turn's place with a Challenge as usual and then decide when the other turn occurs after seeing everyone else's turn order.

### **Rank 3**

When determining initiative order, you may choose when both of your turns occur after seeing everyone else's turn order.

## The Alert Style

The Sharp Style contains the Entanglements Chromaception, Detect Sensorium, Distant Healing, Tactical Awareness.

These Entanglements are focused on sensing your surroundings in new ways.

### Chromaception

The “sixth sense” of chromaception is minimally present in all people, but with this entanglement you can refine it to grant you incredible situational awareness by feeling the chromodynamic wakes that physical objects impart on hidden space.

#### Rank 1

You gain reliable chromaception within a number of meters equal to your Far score. This sense can detect the rough shape and motion of everything regardless of darkness or blindness. It cannot discern texture, color, or small shapes.

#### Rank 2

You can sense the rough shape and motion of everything in range of your chromaception, regardless of blocked lines of sight.

At the start of combat, you know the precise location of all enemies in range, even if they are completely hidden. However, rapid motion frustrates this sense and enemies can still hide from you after combat begins.

#### Rank 3

You can see through walls and other obstacles within the range of your chromaception. If you take a minute to focus, you can discern smaller details this way including reading and seeing inside of objects.

## Detect Sensorium

Observation leaves an impression on the chromodynamic wakes of objects in hidden space. As your hidden boy reaches out over distances it can detect these impressions, granting you an awareness of what others perceive.

#### Rank 1

You know at all times if anyone can currently see you.

#### Rank 2

You know the presence and location of all video cameras, audio recorders, motion sensors, or similar devices within a number of meters equal to your Far score.

#### Rank 3

You can tell at all times exactly what spaces are currently being observed and their likelihood of being observed in the next round.

## Distant Healing

Effectively healing the physical body requires abilities from multiple Styles. The Entanglements *Rapid Healing*, *Healing Field*, and *Distant Healing* all grant you the ability to induce the Heal cascade event and add different improvements to the event. This event can only target you or anyone you touch and the amount of Progress gained while inducing it equals the amount of Stress removed from a single physical metabolism. This healing cannot bring a metabolism's current maximum above a number equal to the sum of your total ranks in the 3 Entanglements that grant this event.

This style in particular is focused on making the Heal cascade event heal wounds from a distance.

### Rank 1

You can induce the *Heal* cascade event if you couldn't already.

Instead of touching the target, you can target anyone with this event that is within a number of meters equal to the sum of your ranks in this style, *Healing Field*, and *Rapid Healing*.

### Rank 2

If injury or dissociation is preventing consciousness or a normal mental state, the target awakens and returns to a normal mental state even if the healing was insufficient to remove the injury or dissociation.

### Rank 3

The range you can target your Heal events within expands by a number of meters equal to your Far score.

### Rank 3

Any time an enemy gets behind your cover, you can instantly make an attack as a free action if they are within range of a ranged weapon in your hand.

## Tactical Awareness

This entanglement ensures that you are always instinctively aware of all of the details about your surroundings, even in chaotic situations.

### Rank 1

Once you know the location of an enemy in combat, it cannot hide from you again during this combat.

You can read lips and small print and hear whispers within a number of meters equal to your Far score multiplied by your rank in this entanglement.

### Rank 2

You can discern the exact current and maximum metabolism values of anyone you can see.

You have an instinctive awareness of combat situations and immediately know if an enemy has flanked or gotten behind the cover of you or an ally, even if you cannot otherwise perceive the enemy.

# Esoteric Self Styles

The esoteric Entanglements associated with the Self metabolism are contained in the Styles **Schizosomata**, **Sublimation**, or **Abjuration**. They are unlocked by the Self core entanglement **Empower**.

These styles are concerned with transforming the body, subliming the body into hidden space, and protecting the body from harm.

## Schizosomata

The Schizosomata Style contains the Entanglements *Fade*, *Mimic*, and *Shift*.

These Entanglements are focused on transforming the body, changing how it is perceived, and mimicking others.

A side benefit to this skill in manipulating the body is the ability to reconfigure your own hidden body to modify the entanglements you know. Any time you get at least an eight hour rest you can start this process by unlearning a number of entanglement ranks. These unlearned ranks are converted back into experience. You then cannot spend any new or existing experience points until the next time you get eight hours of rest. You can only unlearn a number of ranks equal to the sum of your ranks in Schizosomata.

### Fade

This entanglement allows you to temporarily become less noticeable, invisible, and even to remove yourself from the memory of others.

#### Rank 1

You can induce the *Fade Self* cascade event.

*Fade Self*. You become less noticeable for the rest of the scene. In any environment where seeing a person isn't alarming, all people that see you assume you are supposed to be there or that you are someone else's problem. You do not become invisible, people simply just feel no need to pay attention to your presence. People that know you will still recognize you and you appear clearly on video.

The amount of Progress used to induce this event determines how secure of an area you can remain unnoticed in. 1 point is effective in a public area, 2 in a private area, 4 in a restricted access area, or 6 in an area where seeing any person at all would be a cause for alarm. If you act highly unusual for the environment, take any aggressive action, or combat begins, then this effect ends.

Conversely, you can use this event to create the opposite effect, causing you to become extremely noticeable, stand out in a crowd, and become impossible to ignore.

#### Rank 2

During your *Fade Self* events, anyone that witnesses you, including those that know and recognize you, has selective memory loss of your presence if you wish them to. Those affected do not experience lost time, they just cannot recall your presence or actions during this time. If an action you take has overt lasting consequences, it will be attributed to the next most plausible source instead of you. Video cameras will still capture your actions during this time, however, your face will appear too blurry to identify.

#### Rank 3

You can induce the *Invisibility* cascade event.

*Invisibility*. You or a willing target you touch, becomes completely invisible for a

number of minutes equal to the amount of Progress used to induce this event plus your rank in this Entanglement. Any time an invisible target makes a violent motion, including attack or dodge actions, this effect immediately ends.

## Mimic

You can quickly memorize the patterns in the skills of others when you witness them and temporarily gain the ability to mimic these skills yourself by inducing the following cascade event.

### Rank 1

You can induce the *Emulate Trait* cascade event.

**Emulate Trait.** After you witness someone using a skill based trait that you do not possess, you may induce this event on your next turn. You temporarily gain the same trait for a number of minutes equal to the Progress used to induce this event.

### Rank 2

When using *Emulate Trait* you retain access to the trait permanently until you use the event again to gain another trait.

### Rank 3

You can induce the cascade event

**Emulate Event.**

**Emulate Event.** After you witness someone inducing a cascade event, you may immediately induce this event on your next turn. If you do so, you may use the event you witnessed one time within the next hour.

## Shift

While the hidden body is mutable, the physical body is typically more static. Mastery of this entanglement changes that, allowing you to physically transform yourself.

### Rank 1

You permanently become an idealized

version of yourself. You decide whether that means attractive, youthful, intimidating, or any other appearance you aspire to. Gain a Trait that describes this appearance.

### Rank 2

You can induce *Shapeshift* as a non-combat cascade event.

**Shapeshift.** Over the course of an hour you slowly and permanently transform into a person of any appearance, build, gender, or skin color. For every 10 centimeters or kilograms that your new body differs from your original body, you must use an additional point of Progress to induce this event.

### Rank 3

When using the *Shapeshift* event you may also redistribute your starting physical metabolisms. For each extra point of progress used to induce the event, you can permanently move a point from one physical metabolism score to another. The minimum score a metabolism can attain this way is 2.

## Sublimation

The Sublimation Style contains the entanglements *Deep Traversal*, *Storage* and *Sublime Combat*.

These entanglements are focused on “subliming” the body into hidden space, rendering it invisible and intangible. With them you can safely force your being into hidden space, where you will experience a parallel realm that mirrors normal space. If you have ranks in any of these entanglements you can induce the ***Sublimate Self*** non-combat cascade event.

***Sublimate Self***. This event causes you to enter hidden space. While in hidden space you cannot interact with or be sensed by anything in physical space, however the physical world casts shadows into the hidden world that impede your movement. You can pass through the shadow of any object that has moved within a number of minutes equal to the sum of your ranks in the SublimationStyle. Anything that has been stationary for longer blocks your movement.

In hidden space, your senses do not operate normally, rendering you blind and deaf. Instead you have an omnidirectional sense called chromaception that can detect the motion and position of anything within a meter of you. If you have special senses from other entanglements, such as Chromaception or Detect Sensorium, you keep these senses while sublimed.

When entering hidden space, you leave your unconscious physical body behind in the physical world. To exit the hidden space, you must return to your body and spend a minute concentrating.

## Deep Traversal

This entanglement allows you to pass through more physical objects and traverse space quickly by entering deeper reaches of hidden space.

### Rank 1

While sublimed, you can pass through anything that has moved more recently than a number of hours equal to the sum of your ranks in the Sublimation Style.

### Rank 2

While sublimed, you can pass through anything that has moved more recently than a number of days equal to the sum of your ranks in the Sublimation Style plus the amount of progress used to induce this event.

Additionally, when you are sublimed you can effortlessly cross physical space at rates up to 1000 kilometers per hour.

### Rank 3

While sublimed, you can pass through anything that has moved more recently than a number of years equal to the sum of your ranks in the Sublimation Style plus the amount of progress used to induce this event.

Additionally, when you are sublimed you can ignore gravity and travel anywhere on the planet within an hour.

## Storage

This lets you store physical objects in hidden space, rendering them invisible, weightless, and intangible, and then retrieve them later when needed.

### Rank 1

You can induce the ***Store/Retrieve Object*** cascade event. Inducing this event is a normal action instead of a full action

**Store/Retrieve Object.** When you complete the action, a single uncontested item you are touching vanishes as it moves into your stored space. At any later time, you can induce this event again to retrieve the item into the position required for immediate use, for example, a weapon would appear in your hand or a garment would appear already worn on your body.

You can maintain as many stored items as you can fit in 1 cubic meter.

### Rank 2

Inducing **Store/Retrieve Object** events is no longer Stressful and can now target up to 3 objects at once.

You can maintain as many stored items as you can fit in 2 cubic meters.

### Rank 3

Inducing **Store/Retrieve Object** events is now a free action.

You can maintain as many stored items as you can fit in 3 cubic meters.

## Sublime Combat

This entanglement allows you to bring your physical body with you when entering hidden space and improves the tactical capabilities of subliming your body.

### Rank 1

Inducing **Sublimate Self** is now a full action that can be done in combat. When using it you can choose for your physical body to vanish entirely from physical space. If you do so, you can exit hidden space as a full action in or out combat. When you exit this way, your body reappears at the new location you moved to while sublimed.

### Rank 2

You can now induce the **Blink** cascade event.

**Blink.** Teleport by entering the hidden space and instantly exiting it anywhere within a range equal to the amount of Progress used to induce the event. You cannot teleport through walls or obstacles.

### Rank 3

Using **Sublimate Self**, **Blink**, or exiting hidden space are all now normal combat actions. **Blink** events now move you double the amount of Progress used to induce them. You can **Blink** through any obstacle that your ranks in the Sublimation Style would allow you to pass through.

## Abjuration

The Abjuration Style contains the entanglements *Filter*, *Retrogradient* and *Ward*.

These Entanglements are focused on protecting yourself and others with wards and barriers that prevent forces from propagating through an area. If you have ranks anywhere in this style you can induce the *Create Ward* cascade event.

**Create Ward:** This event creates a translucent barrier. The durability, size, and duration of these barriers are all equal to the amount of Progress used to induce this event plus the sum of your ranks in the Abjuration style. Durability indicates the number of points of threat the barrier can absorb before it is destroyed, size indicates the maximum width and height in meters your barriers can be, and duration indicates the maximum number of rounds they last for if they are not destroyed or dismissed by you as a free action.

Barriers you create appear on a straight line of your choosing starting from any adjacent space. If this line crosses any occupied spaces, you choose which side of the barrier each occupier is on.

Barriers cannot be crossed by anything and provide full cover until they are destroyed, their duration expires, or you dismiss them. Any attack targeting the barrier or blocked by the barrier reduces its current durability by the amount of threat dealt. An attack that reduces durability to 0 destroys the barrier but deals no further threat to anything behind it.

Barriers block things in hidden space as well as physical objects. However, characters with a sum of ranks in the Sublimation style that exceed the current

durability of the barrier can phase through it while in hidden space.

The appearance of barriers varies with the individual creating them, and you do have a degree of control over the cosmetic appearance of each one you create. However, unless you have ranks in *Filter*, your barriers are always transparent enough not to hinder vision but still easily visible due to a faint color or luminosity.

## Filter

When using the Create Ward event you may add filtering properties to the barrier you create. These filters cannot be used to cause damage; for example, if a blocked object is inside an object that can pass, then both objects are blocked.

### Rank 1

You can choose if your barrier is opaque, translucent, or completely invisible when you create it.

When creating a barrier, you can target it to a single individual object or entity. The target is either the only thing the barrier blocks, or the only thing that the barrier allows to pass. Things that can pass through the barrier can only do so while moving at speeds slower than 1 space per round. You may add an additional target for each point of Progress you remove from that used to induce the event.

### Rank 2

When creating a barrier, you can target it to a specific class of objects, a specific type of entity, or a specific homogeneous substance. For example, you could make selections such as metallic objects, humans, or oxygen. Things allowed through the filter can pass through it at any speed. You may add an additional type of target for each point of Progress you remove from that used to induce the event.



### Rank 3

When creating your barrier you can opt to choose what it filters on a case by case basis. You are aware of anything that comes within a space of the barrier no matter where you are, and if it is about to pass through you can choose whether to allow it or block it. If it returns a second time you can change your previous choice. Creating invisible barriers with this property can allow you discreetly monitor an area or set up one way traps.

Additionally, you can create bio-filters that are capable of removing substances, such as undesirable pathogens or toxins, from a person passing through it. Anyone unaware of the nature of this bio-filter, unwilling to undergo its effects, or moving faster than 1 space per round cannot pass through it.

## Retrogradient

You can create a defensive field around yourself when attacked. Ranged attacks and other projectiles must move further through this field than other attacks, resulting in greatly reduced damage.

### Rank 1

Instead of reacting normally to an incoming attack, you can choose to induce the event *Retrogradient* as a reaction.

*Retrogradient*: Instantly project a defensive field around yourself that protects you against a single incoming attack. Reduce the Threat dealt by this attack by the amount of Progres used to induce the event. If the attack is ranged, reduce it by an additional 3 points.

### Rank 2

When inducing *Retrogradient*, the incoming attack is reduced by an additional 6 points if it is Ranged, 3

points if it is a melee weapon, and 1 point if it is unarmed.

### Rank 3

You may choose to induce Retrogradient in addition to your normal reaction, instead of in place of it.

## Ward

You can improve the duration, size, and durability of barriers created by the *Create Ward* event.

### Rank 1

The duration of your barriers is now measured in minutes instead of rounds.

You may make a barrier that is a sphere around or adjacent to you. The sphere has a radius of up to what would be the normal size of the ward.

### Rank 2

The duration of your barriers is now measured in hours instead of minutes. The size and durability of your barriers is double what it would normally be.

### Rank 3

The duration of your barriers is now measured in days instead of hours. The size and durability of your barriers is triple what it would normally be.

# Esoteric Near Styles

The esoteric Entanglements associated with the Near metabolism are contained in the Styles **Electromagnetism**, **Gravitonertia**, or **Chromodynamism**. They are unlocked by the Near core entanglement **Momentum**.

These styles are concerned with understanding and manipulating the fundamental forces that connect everything.

## Electromagnetism

The Electromagnetism Style contains the Entanglements *Modulate Waveform*, *Redirect Waveform*, and *Transmute Waveform*.

These Entanglements allow you to sense and manipulate electricity, magnetism, light and any other part of the spectrum of electromagnetism.

If you have any ranks within this style, you can induce the **Photonic Attack** cascade event as a normal action that is Risky.

**Photonic Attack.** This event blasts a target with a beam of light or an electrical discharge. This attack has a range and deals an amount of threat to Flight + Far equal to the amount of Progress used to induce it, however the maximum amount of Progress you can create is equal to the sum of your ranks within this style. This attack cannot be reacted to.

## Modulate Waveform

This entanglement grants you extremely fine control over low-intensity electromagnetic phenomena.

### Rank 1

You can convert any part of the electromagnetic spectrum that enters your eyes into visible light. This allows you to sense and interpret radio waves, x-rays, infrared, or ultraviolet light at any time.

### Rank 2

You gain the ability to induce the following **Alter Wavelength** and **Write to Retina** cascade events.

**Alter Wavelength.** You can change the wavelength of the light within a 1 meter space. This may make invisible parts of the spectrum visible to others, or hide the visible light entering this space.

**Write to Retina.** After inducing this event, you can carefully target photons onto the retinas of anyone you can see for the rest of the scene. This allows you to send people short written messages, or to show them simple unmoving illusions. These illusions may be effective at communicating or startling someone, but as soon as the target moves their head their illusory nature is revealed.

### Rank 3

Electromagnetism is the force that dominates molecular chemistry, however other Electromagnetism entanglements are too crude to influence these small processes. At this rank, you can now influence chemistry with the following non-combat cascade event.

**Manipulate Chemistry.** You can control the outputs of any ongoing non-living chemical process. This cannot be used to create elements that are not present, but it can create any compound that can be made from existing elements. It cannot create materials that would react violently with themselves, the atmosphere, or the immediate surroundings.

## Redirect Waveform

This entanglement allows you to manipulate the path electromagnetism follows.

### Rank 1

You can induce the *Redirect Waveform* non-combat cascade event.

***Redirect Waveform:*** You change the path of any electromagnetism that is less intense than the electricity in household wiring, the light of a strong residential lightbulb, or the magnetism of a 6 centimeter rare earth magnet. This enables you to short circuit any electronic device, permanently disabling it.

No effect created by this event can deal more damage than your *Photonic Attack*. The maximum distance the path can be moved, and the maximum duration in minutes it will follow the new path for, are both equal to the amount of Progress used to induce this.

### Rank 2

Your *Redirect Waveform* events can now affect any electromagnetism that is less intense than the electricity in an overhead residential power line, the light of a high-intensity spotlight, or the magnetism of an industrial electromagnet.

This also enables you to designate a number of spaces equal to your Intelligence score, any objects or entities you choose within the spaces will be invisible for the duration of this event as long as they remain in one of these spaces.

### Rank 3

Your *Redirect Waveform* events can now affect any electromagnetism that is less intense than the electricity in a

high-tension distribution line or a 1 meter beam of direct equatorial sunlight.

This also enables you to designate a number of spaces equal to your Intelligence score; light cannot propagate in these spaces. No one can see through the black darkness in these spaces and anyone inside them is blinded. If you have any ranks in *Modulate Waveform* you can still see through these spaces normally.

## Transmute Waveform

This entanglement allows you to convert the electromagnetism in a localized area from one form to another.

### Rank 1

You can induce the *Transmute Waveform* non-combat cascade event.

#### ***Redirect Waveform:***

You can convert small amounts of ambient energy from one form of electromagnetism to another. For example, you could turn the static generated by a person moving into a soft glow on their body, or you could turn a portion of ambient light into an weak electrical discharge.

No effect created by this event can deal more damage than your *Photonic Attack*. The duration of this event in minutes and the number of spaces it can affect are both equal to the amount of Progress used to induce it.

### Rank 2

Your *Transmute Waveform* events can now convert large amounts of flowing energy from one form of electromagnetism to another. For example, you could cause a power line to emit light bright enough to temporarily blind anyone that looks at it, or you could turn direct sunlight into a powerful electrical discharge.

### Rank 3

Your *Transmute Waveform* events can now create any form of electromagnetism, or cause it to dissipate into heat or friction in the affected area.

## Gravitonertia

The Gravitonertia Style contains the entanglements *Alter Mass*, *Redirect* and *Telekinesis*.

These entanglements allow you to manipulate density, mass, and motion. If you have ranks in this style you can induce the ***Kinetic Attack*** cascade event as a combat action that is Risky.

***Kinetic Attack***. Levitate a small object and throw it at a target with bullet-like force. This attack deals an amount of Threat equal to the amount of Progress used to induce it and can be reacted to by Flight + Far. This attack has a maximum range equal to the total number of ranks you have in this style. You may select multiple targets within this range, up to a number equal to the total number of ranks you have in this style, and then distribute the total threat generated by the attack between the targets as you see fit.

At the GM's discretion kinetic attacks may not be possible in some environments that do not have small, hard, unattended objects available. You may carry small objects to use as ammunition into areas too barren to provide ammunition.

### Alter Mass

You can induce the ***Alter Mass*** cascade event. This event causes an unattended non-living object of a size up to 10 centimeters per point of Progress used to change mass for the rest of the scene. The amount it changes by is determined by your ranks in this entanglement.

#### Rank 1

Your ***Alter Mass*** events can increase an object's mass up to double its original mass, or reduce it down to half of its original mass.

#### Rank 2

Your ***Alter Mass*** events can increase an object's mass up to triple its original mass, or reduce it down to a quarter of its original mass.

#### Rank 3

Your ***Alter Mass*** events can increase an object's mass up to quadruple its original mass, or reduce it down to 10% of its original mass.

### Redirect

This entanglement allows you to manipulate the motion of nearby objects and improves your kinetic attacks.

#### Rank 1

You can induce the ***Redirect Projectiles*** cascade event as a normal action.

***Redirect Projectiles***. Until your next turn, reduce the Threat dealt by all incoming projectiles by the amount of Progress used to induce this event.

#### Rank 2

You can affect someone else you touch with the ***Redirect Projectiles*** event.

Additionally, you can induce the ***Redirect Momentum*** cascade event.

***Redirect Momentum***. Change the direction of a moving object that is the size of a motorcycle or smaller by up to 45 degrees. This object must be within a range of meters equal to your total ranks within the Gravitonertia style.

#### Rank 3

If anyone under the effects of ***Redirect Projectiles*** is able to reduce the Threat dealt by an attack by more than the amount needed to reduce it to 0, they can redirect the attack into an adjacent target. This target is dealt Threat equal

to the difference between the Threat that would have been dealt to you and the amount you can reduce it by.

The *Redirect Momentum* event can now change the direction of a moving object that is the size of a truck or smaller by up to 90 degrees.

## Telekinesis

You can lift and move objects with your mind.

### Rank 1

You can induce the *Levitate Object* cascade event.

*Levitate Object:* You levitate an unattended non-living object. You can cause this object to move at a rate of 1 meter per round. You may continue levitating it for the rest of the scene, unless you take Stress from an attack or are otherwise forced to lose concentration.

At this rank, you can levitate up to 3 kilograms per point of Progress used to induce the event.

### Rank 2

You can now levitate up to 30 kilograms per point of Progress used to induce the *Levitate Object* event.

You can choose to levitate yourself instead of an object.

### Rank 3

You can levitate up to 300 kilograms per point of Entanglement you spend.

You can choose to levitate a living target within a range of meters equal to your total ranks within the Gravitonertia style. If this target is not willing, it can react with Flight + Self as if this were an attack. You must create more Progress than the reaction does to levitate the target.

## Chromodynamism

The Chromodynamism Style contains the entanglements *Condense Matter*, *Entropic Combat* and *Transmute Matter*.

These Entanglements are focused on manipulating the strong nuclear force, allowing you to selectively bind and unbind quarks in protons, effectively creating, transmuting, or destroying elements. If you have any ranks in this style, you can induce the **Entropic Attack** cascade event as a normal action.

**Entropic Attack:** You touch a target and it begins to decay and destabilize at an atomic level. Humans thus afflicted experience internal hemorrhaging, abraded flesh, and decaying bones.

The amount of Progress used to induce this event determines the duration of its effects. At the end of each round, including the current round, the target takes a point Stress to all physical metabolisms with a current maximum above 1 and then the remaining duration decreases by one. You can dismiss this effect at any moment. A target cannot be affected by more than a single entropic attack at once. Entropic attacks ignore armor, reactions, and any other protection that may reduce damage dealt.

### Condense Matter

This style allows you to induce the non-combat cascade event **Alter Material** to create solid objects out of thin air. The maximum amount of material you can affect per event is a sphere with a diameter of 10 centimeters per rank you have in the Chromodynamism style.

With this entanglement alone, you cannot control the shape of this material more

precisely than making a rough sphere and you can only create single chemical elements. For example, you could create oxygen or carbon, but not carbon dioxide. You cannot create any element that would immediately react violently with itself, the atmosphere, or its immediate surroundings.

The entanglement *Transmute Matter* also grants the **Alter Material** event. If you have ranks in both entanglements you can combine their effects into a single usage of this event, allowing you to create and shape more complex materials in any state at the same time.

#### Rank 1

Your **Alter Material** events can condense ambient gasses into any homogenous liquid or solid element.

#### Rank 2

Your **Alter Material** events can skim the virtual particles out of an absolute vacuum and condense them into any homogeneous solid, liquid, or gas. Gasses created this way immediately disperse if they are not contained in some way.

#### Rank 3

Your **Alter Material** events can be used to instantly destroy a one meter sphere of matter.

### Entropic Combat

This entanglement improves your ability to utilize **Entropic Attack** events in tactical situations.

#### Rank 1

Your **Entropic Attack** no longer requires you to touch the target and instead have a range equal to your rank in this entanglement plus 1.

Additionally, your entropic attacks deal a point of Stress to all physical

metabolisms immediately upon being applied.

### Rank 2

While under the effects of your *Entropic Attack*, any Strenuous Challenge the target attempts is involved in is also Stressful.

### Rank 3

Your *Entropic Attack* now deals damage even to metabolisms with the maximum reduced to 0, potentially causing injuries or death.

## Transmute Matter

This style allows you to induce the non-combat cascade event *Alter Material* to transform any unattended non-living material you touch. The maximum amount of material you can affect per event is a sphere with a diameter of 10 centimeters per rank you have in the Chromodynamism style.

With this entanglement alone, any material you transform with this event must remain in the same state (solid, liquid, or gas) it was originally in. You cannot create any substance that would immediately react violently with itself or the atmosphere.

The entanglement *Condense Matter* also grants the *Alter Material* event. If you have ranks in both entanglements you can combine their effects into a single usage of this event, allowing you to create and shape more complex materials in any state at the same time.

### Rank 1

Your *Alter Material* events can transform any homogeneous compound into any other homogeneous compound. For example, you could turn water into gasoline, or salt into iron. When transmuting solid objects, you can

reshape them into any shape with features no smaller than a centimeter.

### Rank 2

Your *Alter Material* events can transform any composite material into any other composite material. For example, you could turn wood into surface-hardened metal alloys. When transmuting solid objects, you can reshape them into any shape including small features and sharp edges.

### Rank 3

Your *Alter Material* events can transform any substance into any other with enough control over the shape and structure to create moving parts and functional machines. The only restriction is that you can only create objects that you know how to create by mundane means. For example, if you had the Trait Mechanic you could turn a block of wood into a functional engine complete with fuel.



# Esoteric Far Styles

The esoteric Entanglements associated with the Far metabolism are contained in the Styles *Evocation*, *Pneumoplegia*, or *Telethesia*. They are unlocked by the Near core entanglement *Danger Sense*.

These styles are concerned with long range energy attacks, manipulating space, and extra sensory perception.

## Evocation

The Evocation Style contains the Entanglements *Annihilate*, *Blast Radius*, and *Combat Evocation*.

These entanglements allow you to attack your enemies by creating a runaway cascade effect and discharging it on them in a torrent of energy. If you have ranks in any of this style, you can induce the *Evocation Attack* cascade event as a normal action.

**Evocation Attack.** Blast a target within a range of 3 plus the sum of your total ranks in the Evocation Style. This attack deals Threat equal to the amount of Progress used to create it plus the sum of your total ranks in the Evocation Style. It can be reacted to with Flight + Far.

You cannot be hurt by your own evocation attacks, but an ally can be. You can choose the cosmetic form these attacks take, but they cannot be done discreetly and are loud, overtly visible, and impossible to hide.

## Annihilate

You can selectively sublimate half of the virtual particles normally created by an *Evocation Attack* into hidden space, creating a small amount of antimatter

which annihilates on impact, increasing the damage output of *Evocation Attacks*.

### Rank 1

You can intentionally take additional Stress to your metabolism pairing when inducing an *Evocation Attack*. For each point taken, increase the Threat the attack deals by your rank in this entanglement.

### Rank 2

Inducing an *Evocation Attack* is now a Controlled Challenge, allowing you to spend more Metabolism points on empowering it.

### Rank 3

Double the amount of Progress created when using an *Evocation Attack*.

## Blast Radius

Your *Evocation Attack* events affect a larger area.

### Rank 1

Everything within a 1 meter radius of the target of your *Evocation Attack* is dealt the same amount of Threat as the target.

### Rank 2

Everything within a 3 meter radius of the target of your *Evocation Attack* is dealt the same amount of Threat as the target.

### Rank 3

Everything within a 9 meter radius of the target of your *Evocation Attack* is dealt the same amount of Threat as the target.

## Combat Evocation

You are a master of using *Evocation Attacks* in tactical situations.

### Rank 1

The range of your *Evocation Attack* doubles, and you may choose for them to ignite any flammable materials they strike.

### Rank 2

You may push or pull your targets by 1 meter when they are hit by your

*Evocation Attacks*.

### Rank 3

The range of your *Evocation Attack* increases to anything in your line of sight. Additionally, you may push or pull your targets by 3 meters when they are hit by your *Evocation Attacks*.

Additionally, if you have ranks in *Blast Radius* you can sculpt the shape of the attack to only hit the targets you choose in its affected area.

## Pneumaplegia

The Sublimation Style contains the entanglements *Chronoplegia*, *Halting Field* and *Hastening Field*.

These Entanglements allow you to create areas that have subtle but powerful hindering, stunning, and dissociative effects. These areas are hostile to the hidden body's proprioceptive capabilities, causing them to be inexplicably hard to navigate. If you have any ranks in the Pneumaplegia Style, you can induce the **Mitigation Event** cascade event.

**Mitigation Event.** Both the duration of this event measured in rounds, and the size of it measured in contiguous one square meter spaces you choose, are equal to the Progress used to create the event.

Affected spaces fill with a faint haze. Anyone that enters or stays inside the affected area experiences nothing. However, the space cannot be exited as part of the free movement of an action. It can only be exited during an action taken to move, and exiting it has the same metabolism cost as traveling a number of meters equal to the sum of your ranks within this style.

One person cannot trigger the same event more than once.

## Chronoplegia

This style allows you to create spaces where time flows at a noticeably different pace, isolating its occupants.

### Rank 1

You can induce the following cascade event.

**Isolation Event.** You create an area that isolates its occupants from the flow of

time and outside influences. The duration and size of this area is the same as your **Mitigation Event**, but it has very different effects.

Time outside of the event grinds to a halt while it continues to flow inside it. For the duration, causality cannot cross the threshold of the event or interact with anyone unaffected by it. No beings, objects, gasses, signals, objects in hidden space, or anything else can cross the boundary. Anyone inside the event can exit it, however doing so immediately ends the event completely.

### Rank 2

The duration of your **Mitigation Events**, **Hastening Events**, and **Isolation Events** is now measured in minutes instead of rounds.

### Rank 3

The duration of your **Mitigation Events**, **Hastening Events**, and **Isolation Events** is now measured in hours instead of minutes.

Additionally, any time someone enters or exits one of these events, you are immediately aware of it, rousing you from sleep or distraction if necessary, regardless of where you are.

## Halting Field

This style causes your **Mitigation Events** to stop people in their tracks, briefly trapping them inside.

### Rank 1

Anyone that enters the area affected by your **Mitigation Event** must immediately succeed at a Strenuous Challenge with a difficulty equal to the amount of Progress used to create the event, or they immediately fall prone and end any action they were taking..

### Rank 2

Anyone that enters your *Mitigation Event* must immediately end their turn inside of it.

### Rank 3

Any time someone starts a turn inside your *Mitigation Event* they lose a point from every metabolism with a current value above 0.

Additionally, when creating *Mitigation Events* or *Hastening Events* you may choose if they have their normal hazy appearance, or if they are vibrant and immediately noticeable, or if they are completely invisible.

## Hastening Field

This style allows you to create an area that boosts allies instead of hindering foes.

### Rank 1

Your *Mitigation Events*, *Hastening Events*, and *Isolation Events* are selective, you may choose who they do and do not affect.

You can also induce the following cascade event.

*Hastening Event*: You create an area that has positive effects instead of negative ones. The duration and size of this area is the same as your *Mitigation Event*. When someone exits it, they regain any combination of spent metabolism points up to an amount equal to the sum of your ranks within this the Pneumoplegia style. A person can only experience this boost once per event.

### Rank 2

Anyone that starts a turn inside your *Hastening Event* can choose to regain a spent metabolism point before or after this turn. People that remain in the area get this boost each turn.

### Rank 3

Anyone inside your *Hastening Events* can instantly move to any other space inside the event as if they were adjacent.

## Telesthesia

The Telesthesia Style contains the entanglements *Clairvoyance*, *Suggestion*, and *Telepathy*.

These Entanglements allow the diffuse bounds of the hidden body to reach out over distances to sense things and examine or influence minds. If you have any ranks in this style, you can induce the ***Silent Communication*** cascade event as a free action.

***Silent Communication***: You enable telepathic communication between a number of willing participants equal to the sum of your ranks in the Telesthesia style. These participants stay in telepathic contact with you and each other for the rest of the scene. Different participants cannot be chosen without activating the effect again. Telepathic communication occurs at the same speed and bandwidth of normal speech, but it is undetectable to outsiders and does not require a shared language.

The sum of your ranks in the Telesthesia style determines how close someone must be for you to include them in this communication.

- 1: Touch is required.
- 2: Within 3 meters, line of sight required.
- 3: Within 30 meters, line of sight required.
- 4: Within 30 meters.
- 5: Within 300 meters.
- 6: Within 3 kilometers.
- 7: Within 30 kilometers.
- 8: Within 300 kilometers.
- 9: On the same continent.
- 10: In the same hemisphere.
- 11: On the same planet.
- 12 or more: Anywhere in the solar system. Speed of light delays apply.

## Clairvoyance

You can sense what happens at distant locales regardless of any obstacles in the way.

### Rank 1

You can induce the non-combat cascade event ***Scry***.

***Scry***: For the next minute, you gain vision of a chosen location that would otherwise be hidden from you. You must have previously seen this location normally at some point, and it must be within a range of 1 kilometer per point of Progress used on the event, or the range of your ***Silent Communication*** event, whichever is greater.

### Rank 2

Your ***Scry*** event can target location within range, regardless of whether you have seen it before and you gain all senses at this location for the next hour.

### Rank 3

You can sense what occurred in the past at the location you target with a ***Scry*** event. Choose one hour period of time within a number of years equal to the Progress used on this event. You can sense what occurred at this location during the chosen time.

## Suggestion

You can attempt to temporarily exert influence over other minds.

### Rank 1

You can induce the non-combat cascade events ***Suggest*** and ***Control***.

***Suggest***: You attempt to influence the mind of a single target that you can see. The target can react to resist this event. The difference between the Progress created on the event and the reaction indicate how much influence you gain over the target.

At this rank, you can stimulate a target's brain to briefly release a single specific neurotransmitter. This will allow you to create in the target a basic emotion or vague sensation. High degrees of success over your target can make this feeling extremely intense or evoke feelings that radically differ from the target's current state.

**Control:** You seize control over simple nervous systems. At this rank, this event can only affect animals with no hidden body, meaning all invertebrates and jawless fish. For the rest of the scene, you can completely control all qualifying animals in a range of meters equal to the Progress used to induce this event.

### Rank 2

Your **Suggest** events can instill a suggestion in the target that they will have a hard time resisting. Tying the target's reaction may only allow simple suggestions that they will not put much effort into, while greatly beating the target may allow you to issue complex commands and orders that the target is irresistibly compelled to follow. The more these suggestions differ from the target's desires, the more successes you'll need to beat them by.

### Rank 3

Your Suggest events can implant false memories into the target. The more complex and implausible these memories are, the more you'll need to beat their reaction by. Just tying it may only lead to instilling them with a vague *deja vu*, while beating them by several points may allow you to rewrite a short phase of their life.

Additionally, your **Control** events can affect all non-humanoid animals.

## Telepathy

You can discern the thoughts and memories of others.

### Rank 1

At all times, you can sense the presence of any humanoid minds within a number of meters equal to the sum of your ranks in Telesthesia styles, even if they are in hidden space

Additionally, you can induce the non-combat cascade event **Read Mind**.

**Read Mind:** Choose a target you can see. The target can use a reaction to resist this. If you beat their reaction you gain some insight into their mind.

At this rank, if you beat the target's reaction, you become aware of their vague state of mind, general emotional state, and stress level for the rest of the scene.

### Rank 2

If you successfully affect a target with a **Read Mind** event, you become aware of the target's entire internal monologue for the rest of the scene.

### Rank 3

If you successfully affect a target with a **Read Mind** event, you can read some of their memories. The more you beat the target, the deeper the memories you can access. Recent memories are easy to access even on a tie, older memories require them to fail by at least 2, and a deep dark secret by at least 4.