

Supernatural Powers

Page	Category	Cost	Power	Effects & Upgrades
162	Creature Features	-1	Addictive Saliva	Narcotic Saliva
162	Creature Features	-1	Aquatic	Can't Drown; Easy Swimming
174	Shapeshifting	-1	Beast Change	Beast Form; Skill Shuffle
187	True Faith	-1	Bless This House	Bless This House
188	Vampirism	-1	Blood Drinker	Drink Blood; The Taste of Death; Blood Frenzy
162	Creature Features	-2	Breath Weapon	Breath Weapon
172	Psychic Abilities	0	Cassandra's Tears	Unbelievable Predictions
185	Toughness	*	The Catch	The Catch
181	Spellcraft	-2	Channeling	Channeling; Item Slots
162	Creature Features	-1	Claws	Natural Weapons; Venomous [-2]
169	Minor Abilities	-1	Cloak of Shadows	See in the Dark; Melt into the Shadows
170	Nevernever Powers	-1	Demesne	Home Turf
175	Shapeshifting	-1	Demonic Co-Pilot	Demon's Agenda
163	Creature Features	-1	Diminutive Size	Hard to Detect; Small is Big; Wee
172	Psychic Abilities	-2	Domination	Psychic Domination; Create Renfield; Master Dominator [-2]; Possession [-3]
163	Creature Features	-1	Echoes of the Beast	Beast Senses; Beast Trappings; Beast Friend
189	Vampirism	-1	Emotional Vampire	Feeding Touch; The Taste of Death; Feeding Frenzy
180	Spellcraft	-3	Evocation	Evocation; You Know What You Know; Specialization; Item Slots
190	Vampirism	+1	Feeding Dependency	Hunger is Stressful; Limited Reserves; Failure Recovery
175	Shapeshifting	-1	Flesh Mask	Flesh Mask; Idealized Appearance; What Lies Beneath
175	Shapeshifting	-3	Gaseous Form	Gaseous Transformation
169	Minor Abilities	-1	Ghost Speaker	See the Dead; Seen by the Dead; Speak to the Dead; Seek the Dead
166	Faerie Magic	-2	Glamours	Minor Veils; Seemings
166	Faerie Magic	-4	Greater Glamours	Veils; Seemings; True Seemings
187	True Faith	-1	Guide My Hand	Guide My Hand
188	True Faith	-1	Holy Touch	Holy Touch
164	Creature Features	-2	Hulking Size	Easy to Hit, Hard to Hurt; Everything is Small; Big is Scary; Easy to Detect
176	Shapeshifting	+1*	Human Form	Regular Joe/Regular Jane; Rare or Involuntary Change [+1]
176	Shapeshifting	0	Human Guise	Normal Appearance
172	Psychic Abilities	-1	Incite Emotion	Emotion-Touch; Additional Emotion [-1 per]; At Range [-1]; Lasting Emotion [-1]; Potent Emotion [-1]
185	Toughness	-2	Inhuman Recovery	Total Recovery; Fast Recovery; Vigorous; Shrug It Off
178	Speed	-2	Inhuman Speed	Improved Initiative; Athletic Ability; Casual Movement; Almost Too Fast To See
183	Strength	-2	Inhuman Strength	Improved Lifting; Bruising Strength; Superior Strength; Hammer Blows
185	Toughness	-2	Inhuman Toughness	Hard to Hurt; Hard to Kill
167	Items of Power	*	Item of Power	One-Time Discount [+1 or +2]; It Is What It Is; Unbreakable; Imparted Abilities
182	Spellcraft	*	Lawbreaker	Slippery Slope; Trouble Comes In Threes
164	Creature Features	-1	Living Dead	Corpse Body; Death is a Nuisance; Dude! You're Dead!

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169	Minor Abilities	-1	Mana Static	Hexing
169	Minor Abilities	-1	Marked by Power	Aegis of Respect
176	Shapeshifting	*	Mimic Abilities	Eat Power; Mimic Stunt; Mimic Skill
177	Shapeshifting	-2	Mimic Form	Take Form
177	Shapeshifting	*	Modular Abilities	Function Follows Form
186	Toughness	-6	Mythic Recovery	Total Recovery; Really Amazingly Fast Recovery; Indefatigable; Ha! You Call That a Hit?
178	Speed	-6	Mythic Speed	Super Supreme Initiative; Extra Superior Athletic Ability; Instant Movement; Like the Wind
184	Strength	-6	Mythic Strength	Supreme Lifting; Unstoppable Strength; Supreme Strength; Devastating Blows
186	Toughness	-6	Mythic Toughness	Nearly Impossible to Hurt; Nearly Impossible to Kill
165	Creature Features	-1	Pack Instincts	Pack Communication
186	Toughness	-8	Physical Immunity	Physical Immunity; Stacked Catch [+varies]
173	Psychic Abilities	-1	Psychometry	Echoes of the Past
182	Spellcraft	-1	Refinement	Refined Spellcraft
188	True Faith	-2	Righteousness	Potent Prayer; Desperate Hour
181	Spellcraft	-2	Ritual	Ritual; Item Slots
166	Faerie Magic	-4*	Seelie Magic	Summer Spellcasting
174	Psychic Abilities	-1	The Sight	Arcane Senses; Wizard's Touch; Opening the Third Eye
174	Psychic Abilities	-1	Soulgaze	Soulgaze; Application of the Sight [+1]
165	Creature Features	-1	Spider Walk	Like a Spider
170	Nevernever Powers	-3	Spirit Form	Insubstantial; Variable Manifestation; Variable Visage; Poltergeist [-2]
183	Spellcraft	*	Sponsored Magic	(Depends!)
186	Toughness	-4	Supernatural Recovery	Total Recovery; Faster Recovery; Unflinching; It's Nothing
165	Creature Features	-1	Supernatural Sense	Strange Sense; Strange Senses [-1]; Broad Senses [-2]
178	Speed	-4	Supernatural Speed	Supreme Initiative; Superior Athletic Ability; Effortless Movement; Faster Than the Eye
183	Strength	-4	Supernatural Strength	Superior Lifting; Bludgeoning Strength; Superlative Strength; Lethal Blows
186	Toughness	-4	Supernatural Toughness	Harder to Hurt; Harder to Kill
171	Nevernever Powers	-2	Swift Transition	Everywhere Is A Portal; No Mortal Home [+1]
168	Items of Power	-3	Sword of the Cross	All Creatures Are Equal Before God; Divine Purpose; Holy; It's a Sword; True Aim; Unbreakable; Discount Already Applied
190	Vampirism	-2	Tattoos of St. Giles	A Warning to Others; Biofeedback; Deeper Reserves; Supernatural Player; Fellowship Training
181	Spellcraft	-3	Thaumaturgy	Thaumaturgy; Specialization; Item Slots
177	Shapeshifting	-4	True Shapeshifting	Multi-Form; Skill Shuffle
167	Faerie Magic	-4*	Unseelie Magic	Winter Spellcasting
165	Creature Features	-1	Wings	Flight
170	Minor Abilities	0	Wizard's Constitution	Total Recovery; Long Life
171	Nevernever Powers	-2	Worldwalker	Rift Sense; Rift Maker; Strange Worlds

* This cost may vary. See the individual power description for details.