

Creature Features (p162–165)

- **Addictive Saliva [-1]** Fists maneuver, or weaponless Fists attack for mental stress. Out of combat, Deceit+2 vs. Discipline to inflict “Addicted” consequence. Tag “Addicted” for free once/scene.
- **Aquatic [-1]** Doesn’t drown; ignore water-based borders.
- **Breath Weapon [-2]** Weapon:2, one zone away.
- **Claws [-1]** Weapon:2 for Fists attacks. Stacks with Strength!
 - **Venomous [-2]** Fists maneuver for “Poisoned” aspect. Each turn, free Fists vs. Endurance attack.
- **Diminutive Size [-1]** +4 to Stealth to hide. +2 to notice small details. Endurance capped at Mediocre for Stress boxes. Might is relative (-2 to -4 or worse). +1 to Athletics for dodging. Max 1 stress per attack (plus weapons).
- **Echoes of the Beast [-1]** Better senses (+1). One extra trapping. Assess beast motives.
- **Hulking Size [-2]** +1 to be hit. +2 physical stress boxes. Border 1 for normal doors. +2 Might to lift/break, +1 Athletics to cover distance. +2 Intimidation. Mediocre Stealth, no more than 1 shift
- **Living Dead [-1]** Cannot heal. Cannot die (again). +1 Intimidation on mundanes, -1 on almost every social skill but Deceit. Each physical consequence boosts above by 1.
- **Pack Instincts [-1]** +1 Alertness when near pack members. Communicate single words wordlessly. Locate pack members with Investigation. All or no pack members are surprised.
- **Spider Walk [-1]** All surfaces are vertical with handholds.
- **Supernatural Sense [-1]** Strange sense.
 - **Strange Senses [-1]** Up to three senses.
 - **Broad Senses [-2]** Up to a dozen (exclusive with Strange Senses).
- **Wings [-1]** Fly with Athletics, ignoring some borders.

Strength (p183–184)

- **Inhuman Strength [-2]** +3 to lift/break objects. Might+1 to grapple. 2-stress hit as supplemental action during grapple. When Might modifies, it always adds +1. +2 damage with muscles.
- **Supernatural Strength [-4]** +6 to lift/break objects. Might+2 to grapple. 3-stress hit as supplemental action during grapple. When Might modifies, it always adds +2. +4 damage with muscles. Casual punches kill
- **Mythic Strength [-6]** +12 to lift/break objects. Might+3 to grapple. 4-stress hit as supplemental action during grapple. When Might modifies, it always adds +3. +6 damage with muscles. Casual punches kill.

Speed (p178)

- **Inhuman Speed [-2]** +4 to initiative. +1 to Athletics, including dodging; +2 to sprint. No penalty for supplemental movement. -2 penalty for moving Stealth.
- **Supernatural Speed [-4]** Always first. +2 to Athletics; +4 to sprint. Two zones free movement. -4 penalty for moving Stealth.
- **Mythic Speed [-6]** Always first. +3 to Athletics; +6 to spring. Keep up with vehicle. Three zones free movement. No penalty for moving Stealth.

Toughness (p184–187)

- **The Catch [+?]** Only specific defense: +2 Except specific: +0. Anyone can access: +2. Rare: +1. Very rare: +0. Dracula-known: +2. Research: +1. Know you: +0.
- **Inhuman Recovery [-2]** Total recovery. Physical consequences are one level lower. Endurance never restricts from lack of rest. Skip a night of sleep. Once per scene, supplemental to clear mild physical consequence.
- **Supernatural Recovery [-4]** Consequences two levels lower. Skip a week of sleep. Twice per scene, supplemental to clear mild physical consequence.
- **Mythic Recovery [-6]** Recover all physical consequences. No sleep. Three times per scene, supplemental to clear mild physical consequence.
- **Inhuman Toughness [-2]** Armor 1. Two physical stress.
- **Supernatural Toughness [-4]** Armor 2. Four physical stress.
- **Mythic Toughness [-6]** Armor 3. Six physical stress.
- **Physical Immunity [-8]** No stress or consequences unless Catch met. **Stacked catch [+?]**

Nevernever Powers (p170–171)

- **Demesne [-1]** Auto-declarations about physical form of demesne. Discipline to place scene aspects, or as attack.
- **Spirit Form [-3]** Incorporeal, but still affected by attacks. Must be visible to see. +2 to social actions based on your appearance.
 - **Poltergeist [-2]** Manipulate solids. Conviction instead of Might. Physical combat skills work.
- **Swift Transition [-2]** Transition to the Nevernever from anywhere, not just tuned places.
 - **No Mortal Home [+1]** Discipline to avoid being pulled back to Nevernever.
- **Worldwalker [-2]** Investigation or Lore to find weak spots. Make a rift once per scene. +2 to Lore or Survival for Nevernever geography.

Shapeshifting (p174–177)

- **Beast Change [-1]** Shift to one form. Shuffle physical skills.
- **Demonic Co-Pilot [-1]** +1 to any skill aligned with form or demon agenda. Defend against your own such rolls with Discipline, or take stress.
- **Flesh Mask [-1]** As Red Court: pierced by attacks, restored in minutes. +2 to appearance on the unknowing. Can move underneath, Deceit vs. Stealth.
- **Gaseous Form [-3]** One exchange to transform. Cannot attack/block. Physical Immunity, Fly, and Insubstantial. New Catch: bottles, fans, wind.
- **Human Form [+1]** Some powers don’t work when human.
 - **Rare or Involuntary Change [+1]**
- **Human Guise [-0]** Drops when powers are used.
- **Mimic Abilities [?]** Eat power. Must lay hands on heart, brain, mojo, etc. 1 point to mimic skills or stunts.
- **Mimic Form [-2]** Requires something significant: ideally blood, hair, skin. Deceit+4 (or worse, with bad fuel).
- **Modular Abilities [?]** Overhead [-2]. Full action to change abilities. Creature Features, Minors, Speed, Strength, Toughness.
- **True Shapeshifting [-4]** Free skill shuffle. Disguise at +4.

Spellcraft (p179–183)

- **Evocation [-3]** p249
- **Thaumaturgy [-3]** p261
- **Channeling [-2]** one-element Evocation
- **Ritual [-2]** one-subject Thaumaturgy
- **Lawbreaker [-1+]** +1 to break that law. +2 if broken 3+ times, but [-1] and twist an aspect for every third breaking. +1 more if more than three laws are broken.
- **Refinement [-1]** 1 element, 2 specializations (pyramid, lore cap), 2 focus slots, or 4 item slots.
- **Sponsored Magic [?]** p287.

Faerie Magic (p166–167)

- **Glamours [-2]** Veil with Discipline or Deceit; Disguise with Discipline or Deceit. Only self, things that belong to you, or those that have a pact with you.
- **Greater Glamours [-4]** As Glamours at +2, or on a group. Create one object at a time from ectoplasm.
- **Seelie Magic [-4]** Sponsored magic. Strong vs. Winter.
- **Unseelie Magic [-4]** Sponsored magic. Strong vs. Summer.

Psychic Abilities (p172–174)

- **Cassandra's Tears [-0]** Predictions as an aspect on the world (p324). -2 to convince anyone this is real. Compellable.
- **Domination [-2]** Given a *helpless* victim, use Discipline vs. Discipline for mental attack. Create one Renfield/day.
 - **Master Dominator [-2]** +2 to psychic attacks. Enhanced Renfields have Inhuman Strength and Recovery, one-month span. Three days to create each!
 - **Possession [-3]** +2 to psychic attacks. Must take Gaseous or Spirit Form, then take control.
- **Incite Emotion [-1]** Touch, Intimidation/Deceit +2 vs. Discipline as maneuver or block.
 - **Additional Emotion [-1+]** Upgrades apply to all emotions.
 - **Range [-1]** one zone, no touch required
 - **Lasting Emotion [-1]** Attack+2 instead of Maneuver+2.
 - **Potent Emotion [-1]** Weapon 4 instead of Weapon 2. Requires Lasting Emotion.
- **Psychometry [-1]** Assess object history with touch and time: Investigation, Good or better.
- **The Sight [-1]** Lore+1 as Investigation. Free roll when touching supernatural. Open the Third Eye (p223).
- **Soulgaze [-1]** See p226.
 - **Application of the Sight [+1]** Free with the Sight.

True Faith (p187–188)

- **Bless This House [-1]** If conviction higher than base threshold, add +2 to threshold.
- **Guide My Hand [-1]** Given time to pray, pure goals, selfless actions, 1 FP to use Conviction for any skill. No attacks or maneuvers. Can show up where needed without a FP.

- **Holy Touch [-1]** Holy. Even with no Catch for Holy, bad things take 1-stress hit from touch. Compel their High Concept to hold them at bay.
- **Righteousness [-2]** Pray and 1 FP to declare a purpose. Conviction complements actions towards that purpose until achieved or abandoned. If you *must* take severe or extreme, or friend/ally/innocent is taken out/concedes, pray: Zone Attack, Conviction vs. Discipline. Holy, physical, catch-busting. One/scene only.

Vampirism (p188–190)

- **Blood Drinker [-1]** Fists or Weapons to draw blood. +1 to attack in subsequent exchanges. 1 extra stress on grappled target as free action. Once/scene, recover when killing. Discipline to control blood thirst.
- **Emotional Vampire [-1]** Touch attack (Deceit/Intimidation), may combine with Incite Emotion. Later exchanges, continue to feed at +1. Once/scene, free recovery when killing. Discipline to control emotion-thirst.
- **Feeding Dependency [+1]** Hunger stress track, Discipline based. Each scene end, resist attack with total cost of abilities used with Discipline. Success: clear Hunger. Fail: take Hunger stress or consequences. Stress blocks powers. If taken out or no powers left, taken out. If compelled otherwise, strength is half the total of affected abilities. Recover 1 point per scene feeding off-screen, or all in one scene of killing.
- **Tattoos of St. Giles [-2]** Visible warning. Bonus to others' perception equal to your Hunger. +1 Discipline when defensive. Two extra Hunger stress. +1 Intimidation for those who know them. +1 to Lore for identifying threats, +2 vs. Red Court.

Items of Power (p167–168)

- **Item of Power [?]** Discount up to 2. Unbreakable. Hard to loan (1 FP/scene).
- **Sword of the Cross [-3]** 1 FP to ignore defensive abilities and armor for a scene. Only for divine purpose. Holy. Weapon 3. +1 to Weapons. Unbreakable. Already discounted

Minor Abilities (p169–170)

- **Cloak of Shadows [-1]** No perception penalty in dark. +2 Stealth to hide in shadows.
- **Ghost Speaker [-1]** See dead without penalty. Ghosts see you at +2. Speak to the dead freely. Contacts works on the dead.
- **Mana Static [-1]** Deliberate hexing (p228). Accidental hexing is restrainable at +2.
- **Marked by Power [-1]** +1 to social skills with the magical community. Hard to conceal.
- **Wizard's Constitution [-0]** Recover eventually from anything.

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