

# Powers

## Bloodline

### Cousin

25pts You have undergone the ritual of bonding and have a shadow weapon. Shadow weaponry only exists in the gap between the universal time-frame, and the perceptive time-frame of the individual.

### Father/Mother

50pts Includes the power of **Time Sense**. Includes the powers of a **Cousin**. You may also attend Parliament.

### Godfather/Godmother

75pts Includes the powers of a **Father/Mother**. May invest character points in personal timeloops. May time travel using your shadow. Now outside of time, you no longer age.

## Talents

### Time Sense

15pts Absolute time sense (always know what time it is, exactly). Can accurately predict the time of any mechanical process (including orbits of planets or the spinning of galaxies). Able to sense disturbances in time including creatures that have been unnaturally aged. Able to sense alternate timelines, including loops and other anomalies. Also includes a high level of defense against time based weapons and effects.

### Witch

5pts Able to perform some rituals at lower rank. Able to drop a shadow weapon and bond with another. May get occasional glimpses of the future. Prerequisites: Psyche must be higher than (H)

## Skills

### Sorcery

15pts Magic in the forms of rituals. Unlike Amber, with sorcery spells that are prepared beforehand and are hung to be activated later, Faction rituals are short, but must be prepared each time. Psyche is of primary importance for this power, but endurance may come into play if you start to have many spells hung, and warfare is required to actually hit your target with certain spells. Prerequisites: Witch or a Faction rank higher than Cousin.

### **Spirit Sorcery**

+5 pts You have learned to incorporate the power of the Spirits into your sorcery, making it somewhat more reliable at the expense of longer casting time. Prerequisites: You must have sorcery.

### **Biothaumaturgy**

20 pts Similar to Amber Conjuration or Advanced Shapshift. The creation or manipulation of living things through their biodata. Any living material may be manipulated or tagged. Creatures and machines can be manufactured from the users blood, flesh or bones. Prerequisites: A Faction rank higher than Father/Mother

### **High compelling**

+5 pts This is something you buy on top of Biothaumaturgy and it basically lets you have limited mind control. You can conjure emotions“ into people and put compulsions on them. Psyche is very important for this power.” Prerequisites: You must already have Biothaumaturgy to purchase High Compelling, though this in NOT considered an advanced power and is therefore NOT barred to starting characters.

### **Tattoo Mastery**

20 pts Similar to Amber Trump Mastery. The ability to inscribe and use Time-active, memetically-engineered tattoos. The tattoos consist of sybolically inscribed time manipulative mathematics and formulas coded into the skin. A secret art of the Blood Coteries. It does not affect Biodata, but does time **Time Sense** to character. It also nullifies the physical effects of time-based weaponry (including shadow weapons).

### **Memeodermic compelling**

+5 pts This is something you buy on top of Tattoo Mastery and it basically lets you have limited physical control. You can see and communicate through the tattoo into people and put compulsions on them. Psyche is very important for this power. Note- unlike High compelling, this is a physical control. Physical pain and death can also be inflicted on the subject. Prerequisites: You must already have Tattoo Mastery to purchase Memeodermic compelling, though this in NOT considered an advanced power and is therefore NOT barred to starting characters.

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