

## Aspect Miracles

- 0 **Peak Performance.** Mortal competence = Passion/Skill + 3. Ignore exhaustion, drunkenness, agony, etc.
- 1 **Enhanced Performance.** Mortal competence = Passion/Skill + 4. Equivalent to a professional mortal in peak form.
- 2 **Pulp Heroism.** Mortal competence = Passion/Skill + 5. Equivalent to an *amazing* mortal in peak form.
- 3 **Inhuman Perfection.** Flawless grace, execution, and timing. Beyond mortal scale, with an unnaturally dramatic flair.
- 4 **Divine Force.** Incredible mental and physical force: strong as a bear! ears of a bat! eyes of a hawk! mind of a really clever thing!
- 5 **Legendary Mastery.** Superhuman precision and control of mind and body. Lightness of body. Parallel thinking. Perfect emotional control. Memory editing.
- 6 **Unstoppable Power.** Unlimited power and speed within external constraints. Casual invincibility — can potentially outrace a laser.
- 7 **Fairy Tale Feat.** Local and short-term unreasonable, metaphorical feats. Eating an elephant, surfing on sound waves, blowing down a house.
- 8 **World-Shaking Skill.** Any unreasonable, metaphorical feat. Shooting the sun, pocketing a mountain, talking across the world.
- 9 **Mastered Technique.** Use a level 8 Aspect Miracle as a mundane action with 4 Auctoritas for the rest of the story.

## Persona Miracles

- 0 **The Sight.** Mundane world fades, things that have deep connections to your Estate snap into focus. Free Strike equal to Persona.
- 1 **Blessing or Curse.** Give or take a small portion of the nature of your Estate from someone or something, but they remain mostly as they were.
- 2 **Lesser Incarnation.** Incarnate yourself in something from your Estate. You live *with* the instance of your Estate, you don't take over. Lingering effect.
- 3 **Lesser Emulation.** Apply one of your Estate Properties on yourself as a temporary Affliction for as long as sustained.
- 4 **Lesser Enchantment.** Add Properties or substance of your Estate to someone or something, without taking away from the original.
- 5 **Lesser Sacrifice, Greater Incarnation.** Remove Properties or substance of your Estate from someone or something. Spread your consciousness across your Estate.
- 6 **Lesser Binding, Greater Emulation.** Change how someone or something relates to your Estate. Take on Properties of your Estate on an epic scale.
- 7 **Greater Enchantment.** Add Properties or substance of your Estate to someone or something on an epic scale, without taking away from the original.
- 8 **Greater Sacrifice.** Remove Properties or substance of your Estate from someone or something on an epic scale.
- 9 **Greater Binding.** Change how large portions of the world relate to your Estate, seriously damn or empower someone. Level 4 Auctoritas protects the new destiny.

## Domain Miracles

- 0 **Estate Driven Divination.** Know when large parts or the whole of your Estate is in danger. Includes free Strike equal to Domain.
- 1 **Ghost Miracles.** Invoke the substance of your Estate but not its dharma. Cannot really change anything, or even exist firmly in it.
- 2 **Conversation and Lesser Divination.** Invoke subtle but real effects as mundane actions. Mundane information about your Estate.
- 3 **Lesser Preservation.** Protecting and strengthening your Estate. Stuff *lasts longer*, becomes *more potent*, and is *harder to get rid of*.
- 4 **Lesser Creation, Summoning, or Animation.** Will your Estate to *be*, to *come to you*, or to *act*.
- 5 **Lesser Destruction, Greater Divination.** Destroying or banishing parts of your Estate. Learning what your Estate knows about other things, scrying the future.
- 6 **Lesser Motion, Greater Preservation.** Adding new effects and qualities to your Estate, control over its dharma. Unlimited miracles of protection and strengthening.
- 7 **Greater Creation, Summoning, or Animation.** Will your Estate to *be*, to *come to you*, or to *act* on an unlimited scale.
- 8 **Greater Destruction.** Destroying or banishing parts of your Estate on an unlimited scale.
- 9 **Greater Motion.** Unlimited changes to your estate, unlimited control over its dharma, circumventing its usual Properties.

## Treasure Miracles

- 0 **Claiming an Anchor.** Anchors have no overhead, add +3 miraculous Will to Skills or Passions. You can communicate with your Anchors with free Strike equal to Treasure.
- 1 **Possession.** Use your Anchors as alternate bodies, completely displacing their regular identity for the duration.
- 2 **Guidance.** Take part in your Anchor's senses. Provides 1 Edge and adds +1 to value of a Tool.
- 3 **Unleashing Wonders.** Claim and active Wondrous Anchors, wielded using Aspect or mundane actions.
- 4 **Getting Some Help.** Your Anchors act on your behalf a little beyond their normal abilities, and your local Anchors are easily available.
- 5 **Weaponizing Anchors.** Wonders can operate on Miracles, metaphors, and abstractions; normal Anchors gain the equivalent of Aspect 3 timing and good fortune.
- 6 **Weaving Destiny, Unleashing Miracles.** Declare the outcome the Anchor brings about – eventually. Claim and activate Miraculous Anchors.
- 7 **Getting Miraculous Help.** Your Miraculous Anchors act on your behalf. You can access your Anchors from anywhere.
- 8 **Communion.** Combine the powers of a Miraculous Anchor with your own for greater effect.
- 9 **Imperial Miracles.** Your Miraculous Anchors can invoke Imperial Miracles. These flow from the nature of the Anchor, but remain predictable and under your control.