

## Mortal Action Difficulties

0. Attempt to do things, but only make them worse.
1. Make yourself happy.
2. Accomplish a task; have a tangible impact on the world.
3. Do something “correctly;” impress people around you.
4. Do something effective — something that moves you closer to your goals.
5. Do something productive — something that makes your life better.
6. Do something that looks damn good — impressive, dramatic, and cool.
7. Do something really effective, moving you a lot closer to your goals.
8. Do something really productive — it will make your life a lot better.
9. Do the right thing, for some fuzzy definition of right.

## Wounds & Healing

| Miracle Level | Mundane Weapon    | Mortal          | Normal Power  | Durant        | Immortal Power           |
|---------------|-------------------|-----------------|---------------|---------------|--------------------------|
| 0             | Fist or Foot      | Pain            | Scratch       | -             | -                        |
| 0-1           | Knife or Animal   | Hurt            | Surface Wound | Scratch       | -                        |
| 2-3           | Gun or Monster    | Serious Injury  | Serious Wound | Surface Wound | -                        |
| 4-5           | Uzi or Bonfire    | Probably Kill   | Deadly Wound  | Serious Wound | Scratch                  |
| 6+            | Tank or Avalanche | Kill and Mangle | Deadly Wound  | Deadly Wound  | Surface or Serious Wound |
| 7+            | Nuclear Explosion | Overkill        | Deadly Wound  | Deadly Wound  | Deadly Wound             |

*Surface Wounds* inflict 1-5 point Bonds: 2 points for a lesser miracle, and 4 points for a greater miracle. *Serious Wounds* inflict 1 point Afflictions. *Deadly Wounds* inflict 1-5 point Afflictions.

Wounds from Broken Bonds and Afflictions: 1 Surface Wound, 2-3 Serious Wound, 4 Deadly Wound, 5 Two Deadly Wounds.

| Healing                             | Surface Wound | Serious Wound | Deadly Wound |
|-------------------------------------|---------------|---------------|--------------|
| Normal                              | 1 day         | 1 week        | 1 month      |
| Durant/Immutable/Elusive/Mysterious |               | 1 hour        | 1 day 1 week |
| Immortal/Eternal/Unfathomable       | 1 minute      | 1 hour        | 1 day        |

## Skill Penalties & Bonuses

*Cool* is a Skill Penalty. *Obstacle* is a Skill Penalty. Normal uses of Skills face no Obstacles. *Edge* is a Skill Penalty. +2 gun in a fistfight, +4 car in a footrace.

*Shine* is a Skill Bonus. *Tools* provide Skill Bonuses: +1 is good, +2 is exceptional, +3 or more is wondrous. *Willpower* builds Intentions. Mortals and Powers have 8 Willpower/day. *Intentions* don't combine with Aspect or Treasure Miracles.

## Laws of Your Nature

*Bonds*: reflexively provide Intention or Strike bonus equal to their rating. Give Will or MPs up to their rating when causing trouble. *Afflictions*: autonomously cause Miracles up to their rating +1. Their actions are protected by an Auctoritas equal to their rating. They give MPs up to their rating when they cause trouble. *Estate Properties*: give Will or MP up to their rating when attacked or honored.

## Divine Mantle, Auctoritas Magister & Strike

*Divine Mantle* lasts for a scene, or at least 4 hours. Does not need to be sustained. Use any MP up to Domain to reflexively invoke or strengthen. Provides *Miraculous Edge*. Shrug off by spending an extra MP.

*Auctoritas Magister* needs to be invoked with a Miraculous Action and sustained. Use any MP up to Persona to invoke or strengthen. Protects you and your mundane actions, or another person/group/place that you focus on.

*Strike* ignores up to its rating of Auctoritas. Use any MP to increase without limit.

Reduce effective Miracle Level of directly opposed miracles by higher of Strike or Miraculous Edge.

## Projects & Destiny

*Revelation* is worth 10 Destiny and 0-5 MP. *Failure* is worth 5 Destiny and 0-3 MP. *Victory* is worth 3 Destiny, 0-1 MP, and says, proves, or defines something about the Project. *Trivial Victory or Failure* is worth 2 Destiny.

*Change* is worth 10 Destiny and 0-5 MP. *Struggle* is worth 5 Destiny and 0-3 MP. *Futile Struggle* is worth 3 Destiny. *Denial* is worth 2 Destiny.

## Imperial Miracles

Targets of an Imperial Miracle are free to choose their own actions to satisfy the miracle. Unless those actions or happenings are attacks or face Auctoritas, they just happen. Attacks gain 3 Will or MP discount, not cumulative with other discounts. Targets must provide their own Strike to bypass Auctoritas. Completely rejecting an Imperial Miracle causes two Deadly Wounds.