

Aegis

Alarm call	INS + Aegis	Mark object, place or person connected to the dominion. Max Spark +1 targets.	Well known (10), Acquaintance (20), Perfect stranger (30)
Invincibility	VIG + Aegis	Immune to attack or event connected to their dominion. Must be used against each instance.	Ignore event (20)
Protection field	IQ + Aegis	Defensive bonus by using the dominion.	+2 def, +3 Health, +1/1 AR (10), +5 def, +6 Health, +3/3 AR (20), +8 Def, +10 Health, + 5/5 AR (30)

Becon

Summon	CHM + Beckon	Call the dominion to themselves.	Small amount or low intensity (10), Medium amount or intensity (20), large number or big objects from far away (30)
Banish	INS + Becon	Banish their dominion to another location.	Small amount or low intensity (10), Medium amount or intensity (20), large number or big objects from far away (30)
Illusions	IQ + Becon	Create the illusion of the dominion.	Affects one sense, up to -2 penalty, Fear 15 effects (10), affects up to two senses, up to -4 penalty or Fear 20 effects (20), 3+ senses, up to -6 penalty or Fear 25 effects (30)

Journey

Phasing	VIG + Journey	Phase through their dominion	Phase through barrier up to 10' thick (10), Phase through barrier up to 25' thick (20), Phase through a barrier up to 35' thick (30)
Swift	AGY + Journey	Uses dominion to enhance speed.	+10 to movement (10), +20 to movement and +1 action for one round(20), +30 to movement and +2 actions for one round (30)
Teleportation	IQ + Journey	Instant travel rooted in the god's dominion.	Teleporting within a 1 mile radius (10), teleporting up to 10 mile radius (20), teleporting anywhere within their city (30)

Minion

Call spirit	INS + Minion	One spirit is called. Under no obligation to comply. May resist by making an INS + Discipline task.	Call a lesser spirit (10), call an average spirit (20), call a greater spirit (30).
Enchant	CHM + Minion	Bend another's favor to their mind. Must hear and understand the god.	Ask a simple favor (10), ask for a complex task (20), ask for almost any favor, even if it goes against their nature (30)
Instill life	IQ + Minion	Creates life that revolves on the god's dominion.	Gives life to a small minion with limited intelligence (IQ 1) and BP equal to half their Minion level (10), Creates a small minion with average intelligence (IQ3) or a big minion with limited intelligence. BP equal to Minion level (20) creates a small minion with heightened intelligence (IQ 6) or a big minion with average intelligence. BP equal to Minion level x 2. (30)

Puppetry

Manipulation	AGY + Puppetry	Move stuff around with the mind. Weight equal to INS + Puppetry x 50 lbs. -2 Penalty to fine manipulation. Can also be used to attack with (Boost 6).	Affect base manipulation weight (10), affect 2x base weight (20), affect 4x base weight (30).
Marionette	POW + Puppetry	Steal momentary control of a target connected to their dominion	Control a weak-willed target (Discipline 0-3) (10), Control an average willed target (Discipline 4-7) (20), control a strong willed target (Discipline 8-10) (30)
Transfer	IQ + Puppetry	Spread or transfer aspects of their dominion from person to person	Transfer half effect to another (10), transfer full effect to another or half effect to multiple people (20), transfer full effect to multiple people (30)

Oracle

Area sense	INS + Oracle	The ability to sense their dominion within the immediate area. May have to roll Survival to single out source.	Can sense dominion within 1 mile and +2 bonus to Survival test (10), Sense within 10 miles with +4 or a simple question (20), Sense within 50 miles and +6 modifier or a complex question (30).
Read minds	CHM + Oracle	Search mind for traces of dominion	Read surface thoughts only (10), search for thoughts the target is attempting to hide (20), enter the mind to travel through and search for almost any thought/memory (30)
Temporal viewing	IQ + Oracle	Discover if their dominion has had a strong influence on the area in the past or future	Sense up to one day in the past (10), sense up to one week in the past and one day in the future (20), sense up to one month in the past and one week in the future (30)

Ruin

Blast	AGY + Ruin	Damage 1, Boost 4. Only physical domains	Target resist with dodge.
Geas	IQ + Ruin	Create a geas or a curse. Lasts one scene or up to three instances.	2L per instance (10), 4L per instance (20), 6L per instance (30)
Warrior	POW + Ruin	Improves existing combat ability. Chose Fists, Melee or Marksmanship	+2 attack and +1L damage (10), +4 attack and +2L damage (20), +8 attack and +4L damage (30)

Shaping

Fate shaping	CHM + Shaping	Place a blessing or curse on someone based on their dominion. Usually a large modifier to a single check or a lower modifier to a scene	+/- 3 to a single check (10), +/- 3 for a scene or +/- 6 for a single check (20), +/- 6 for a scene or +/- 10 for a single check. (30)
Transmutation	IQ + Shaping	The god gains the ability to affect the shape of others or items according to their domains.	Small change or 25% of body and BP equal to half shaping level (10), major change or 50% of body and BP equal to their shaping level (20), Complete change or 100% of body and BP equal to 2x Shaping (30)
Vessel	VIG + Shaping	The god can affect their own shape to match their dominion. Works the same way as Transmutation	Small change or 25% of body and BP equal to half shaping level (10), major change or 50% of body and BP equal to their shaping level (20), Complete change or 100% of body and BP equal to 2x Shaping.(30)

Combat

Initiative AGY + IQ

Actions

Light strike POW + skill Damage +1

Full strike POW + skill – 3 Damage +2

Strong strike POW + skill – 6 Damage +3

Shoot AGY + Marksmanship Damage varies

Knockback POW + Fists – 3 Damage +1. Moved back POW/feet

Pain strike AGY + Fists – 3 Damage -1. Pain check at 10 + result difference or -2 penalty for 3 rounds

Sweep AGY + Fists – 2 Damage -1. Target must make AGY + Acrobatics check to remain standing

Tackle POW + Fists Damage +1. Both end up on the ground

Throw weapon POW + Athletics Damage varies

Touch AGY + Fists +3

Reactions

Absorb attack IQ + Fortitude, -1 Stamina Ignore VIG NL damage. Does not work against lethal damage point

Catch AGY + Athletics -4 to catch things thrown with the intent to harm

Dodge AGY + Acrobatics -2 vs. Ranged

Entangle AGY + Fists +3 bonus to next Fists, Melee, Disarm, Knockback or Grapple

Parry AGY + skill -6 penalty to parry lethal attacks with Fists. If parrying Fists with a lethal weapon, a successful parry gives attacker half damage

Grappling

Grapple POW + Fists – 3 Resist with Dodge or Parry. Target suffers -2 penalty. Enables other maneuvers

Break grapple POW + Fists Opponent resist with POW + Fists

Back breaker POW + Fists – 5 Damage +3. Target on the ground, -2 penalty to all actions for 3 rounds

Meat shield POW + Fists – 3 If successful, grappled target takes damage instead of character. Opponent resists with POW + Fists

Pin POW + Fists -6 Opponent immobilized. Resist with POW + Fists

Stranglehold	POW + Fists – 5	2L each round and -4 penalty to all tests. Resist with POW + Fists
Throw	POW + Fists	Damage +1. Target on the ground

Set-up

Aiming		Use turn to aim get ½ Perception in bonus to next attack
Disarm	AGY + skill – 3	Gain weapon or knock it IQ/feet away. Resist with Parry
Draw weapon		If combined with action: 2X size in penalty to test
Feint	CHM + Deception	+2 bonus and +1 damage next action. Resist with INS + Empathy
Movement		Move half movement without penalty
Rush		Move full movement. Gives +2 bonus to Fists or Melee and +1 damage on next attack
Stand		Rise from being prone, -3 to actions

Misc. modifiers

Assault round		Declare an assault round to get +1 action, +3 to attacks, -3 to all reactions
Automatic fire		Short burst (3 bullets) +2 damage. Medium burst (15 bullets) +2 damage against up to three targets or +4 damage against a single target, -3 to hit. Long burst (40 bullets) +4 damage against up to ten targets or +8 against a single target, -6 to hit
Blind fighting		Partial blindness -6, Complete blindness -12. INS + Perception to use hearing to reduce penalty by half.
Concealment		Concealment: -2 to -4.
Cover		Cover: -2 per 25% of body covered
Co-op. attack		Time attack, -3 skill, +25% damage.
Defense round		Declare a defense round to get +3 to defenses, and two defenses without penalty. No attacks
Description bonus		Cool visuals +1 to +5
Firing into close combat		-2 per person they do not want to hit. A failed check roll 1D20, 16-20 means hitting a random person.
High ground		+2 bonus to hit
Improvised weapons		-2 penalty if item isn't designed for combat
Knockouts		Targets taking 6 damage (or half health) from one attack must make VIG + Fortitude vs 10 + total damage or be knocked unconscious.
Multiple actions		Spend 1 stamina. -3 cumulative penalty to all actions for each extra action.
Pulled strikes		After hitting roll IQ + skill to change lethal damage to non-lethal, or to halve non-lethal damage

Range	Short: no modifier Medium: - 2 penalty Long: -4 penalty and -1 damage
Reloading	Clips and magazines: No penalty Otherwise: spend full round reloading
Retreating	Opponent gets free attack at -3. Reactions work normally. May not be combined with defense round.
Targeted strike	Torso -2, Arm/Leg -4, Head or hand -6, Eye/pressure point -8

Stamina and Spark

Spending stamina (max 1)	<ul style="list-style-type: none"> • Damage: +1 bonus • Physical exertion: Spend stamina to run or swim long periods • Maneuvers: Certain combat actions requires stamina • Simultaneous actions: 1 stamina to split actions • Resist negative effect: 1 to negate effects from pain, poisons etc for one action • Skill/initiative: +3 bonus • Soak damage: ignore 1 pt. of NL damage • Regain: 2 stamina per night of rest.
Spending spark points	<ul style="list-style-type: none"> • Damage: +3 bonus • Entitlements: some are powered by spark points • Instant healing: Heal 1 lethal damage or 2 non-lethal damage. • Manifestation skills: +2 bonus • Skill associated with dominion: +4 bonus • Resist manifestation: Spend 1 spark and oppose manifestation with own skill. • Regain: 2x Spark level regardless of activity.

Manifestation modifiers

Blood	Shed own blood	+2 per point of lethal damage
Broad	Influencing something that is "sort of" connected to dominion	-6
Duration	Normal duration: Instant or 1 scene.	-2 per doubling of duration
Environment	Environment matches god's dominion	+2 bonus

Harmony bonus	Relevant supplemental manifestation skill at 5+	+2 bonus
Range	Normal range: self or touch	-2 for line of sight
Relics	Relevant relic to dominion or manifestation	+1 per level of relic
Ritual time	Normal time: 1 action	10 min (+1), 1 hour (+4), 1 day (+6), 1 week (+8), 1 month (+10)
Sacrifices	Sacrifice item appropriate to dominion	+2 to +6
Spark points	Spend spark points	+2 per point
Tangential	Similar to dominion, but not the exact dominion	-3
Territory	Within other god's territory	-2
Time/season	If relevant to dominion	+2/+4 or -2/-4