

# ERASTUS

## Mercurian Vassal of Destiny

ESSENCE (10)



DISSONANCE



EXPERIENCE



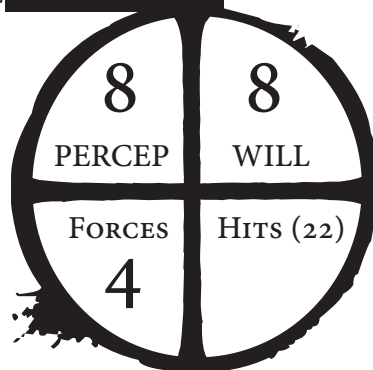
### CORPOREAL



### ETHEREAL



### CELESTIAL



### RESONANCE

Roll  $\leq 9$  to detect social life. CD:

- 1 Sense of self in relation to others.
- 2 And how others see target.
- 3 And name, background, interests.
- 4 And relationships maintained.
- 5 And importance of relationships.
- 6 And whole personal background.
- 7 See relations between CD people.

### SKILLS

Acrobatics	AGL-3	TN 1
Climbing	AGL-2	TN 2
Computers	INT-4	TN 4
Detect Lies	PER-2	TN 6
Driving	PRE-2	TN 6
Emote	PER-1	TN 7
1 Escape	AGL+1	TN 5
Fast-talk	WIL-1	TN 7
Fighting	STR-0	TN 4
Knowledge(s)	INT-4	TN 4
Large Weapons	STR-2	TN 2
6 Lying	PER+6	TN 14
Medicine	PRE-4	TN 4
Move Silently	AGL-1	TN 3
Savoir-faire	INT-4	TN 4
4 Seduction	WIL+4	TN 12
Small Weapons	PRE-1	TN 7
6 Ranged Weapons	PRE+6	TN 14
Running	STR-1	TN 3
1 Throwing	AGL+1	TN 5
Tracking	PER-2	TN 6

### ATTUNEMENTS

**Mercurian of Destiny:** Through touch, can tell target's fortune up to (your Forces) months in the future.

**Divine Destiny:** Spend 1 Essence to detect human target's Destiny and Fate.

**Second Chance:** Once a day, spend 1 Essence to reroll.

**Vassal of Destiny:** Instantly read & memorize printed words.

### SONGS

- 5 **Ethereal Attraction** 1E TN 9  
Target must roll Will & beat your CD or be attracted to something. Extra disturbance: CD.
- 5 **Ethereal Forbidding** 1E TN 9  
Target must roll Will-CD to attempt to do a specific action. +1 CD. Extra disturbance: CD.
- 1 **Celestial Forbidding** 1E TN 5  
Inflicts Bound Discord (level: Celestial Forces) for CD minutes. +1 CD. Extra disturbance: CD.

- 3 **Ethereal Form** 1E TN 7  
Near-invisibility for CD  $\times$  Ethereal Forces minutes. Others roll Perception minus your Song level to detect you. Extra disturbance: CD.
- 5 **Ethereal Machines** 2E TN 7  
Give a machine (Essence) Intelligence, ability to obey simple commands for CD minutes. Extra disturbance: CD.

- 5 **Celestial Motion** 1E TN 7  
Teleport anything in sight miles away. Up to man-sized + (Celestial Forces  $\times$  10) lbs, +1E / additional 30 lbs. Extra disturbance: CD.

- 3 **Celestial Tongues** 1E TN 7  
Send a message up to 15 words to any target you've met or know the name of.

### DISCORD

- 3 **Merciful:** Must roll  $\leq 6$  in order to attempt to take someone's life.

## RESONANCE MODIFIERS

Physical contact	+2CD
Within 1 yard	+1CD
Visible, 10+ yards away	-1CD
A/V reproduction	-1CD
Audio only	-2CD
Video/photo only	-3CD

## SONG MODIFIERS

2 rounds prep	+1
1 minute prep	+2
5 minutes prep	+3
1 hour prep	+4
Know 2 versions	+1CD
Know 3 versions	+2CD

## CELESTIAL FORM

Take celestial form	2E	TN 12
Disturbance		12
Time limit	CD+4	MIN.
Speed	48	YD./RD.
Ascend to Heart		TN 8
Take corporeal form		FREE

## CHOIRS & BANDS

Seraph	Balseraph
Cherub	Djinn
Ofanite	Calabite
Elohite	Habbalite
Malakite	—
Bright Lilim	Lilim
Kyriotate	Shedite
Mercurian	Impudite

## WEAPONS

⑥ Pistol (.44, +3)	+5CD	TN 14
Punch	-3CD	TN 4
Kick	-2CD	TN 4
Mind (Marches)	+0CD	TN 12
Soul (Celestial)	+0CD	TN 12

## RITES

Spend 2 hours in deep philosophical discussion.

Spend 4 hours teaching willing students.

Spend 6 hours studying in a library or meditating.

Attend a baptism by water.

Tutor in math or physics for 1 hour.

## NOTES



# ERASTUS

## Mercurian Vassal of Destiny

## VESSEL & ROLE

③ **Vessel:** Ricky Winthrop. Human  
① male. +10 body hits from vessel. +1 to reaction rolls when Charisma is relevant.

② **Nonprofit Worker:** Roll  $\leq$   
② (Corporeal Forces + Role level) to avoid disturbance in the line of duty. +2 to reaction rolls when Status is relevant.

## DISSONANCE CONDITIONS

**Mercurian:** Causing harm to a human being. (Demons okay!)

**Destiny:** Pushing someone toward their Fate.