



Insubstantiality (Dice Pool)

Cost with Attacks, Defends, Robust and Useful Outside of Combat 4/8/16

Attack: Width in Shock.

Defense: Dice pool can gobble incoming attacks.

Willpower Cost: Bid 1 Willpower to activate.

Description: Your miracle renders you immaterial, allowing you to pass through objects like a ghost. While insubstantial you can see and be seen but can't hear or speak, because you're out of phase with the physical world.

Insubstantiality with Attacks: With *Defends* as well as *Attacks*, you can phase a target and then release it while inside an object (a floor, wall or ceiling), causing width in Shock damage. Without *Defends*, this attack causes width in Shock and Killing damage.

Insubstantiality with Defends: Without *Attacks*, any attack coming must beat width and height of a gobble roll or be automatically pass through you. With *Attacks* as well as *Defends*, on a successful roll your *Insubstantiality* dice pool can gobble dice from any incoming attack, letting it pass right through you.

Insubstantiality with Robust: Your miracle continues to function even if you're wounded or seriously distracted. Until you're knocked unconscious or killed, you remain insubstantial.

Insubstantiality with Useful Outside of Combat: You can drop through floors, sink into the earth, and walk on the air (at your regular speed) while insubstantial.

Flaws for Insubstantiality

Sinker (-1/2/4): When you turn insubstantial, you sink into the ground. Better jump before you use your power and turn it off when you land—if you become substantial while sunken you suffer your own *Insubstantiality* dice pool as an attack, suffering width in shock damage if you have *Defends* or width in Shock and Killing damage without it.

No Breath (-1/2/4): You can't breathe while insubstantial. After a number of rounds equal to your Body stat, you begin to asphyxiate (see the drowning rules on page 41 for details).

