


CHAPTER 3

CIRCUMSCRIBED

IN RULE



The rules for building The Gifted and Etherials follow the character creation rules in the *Wild Talents* rulebook. There are, however, some significant differences. This section explains how The Gifted of *This Favored Land* differ from the Talents in *Wild Talents*.

THE POINT TOTAL

By default, Gifted characters in *This Favored Land* are built on a Point Total of between 150 and 200 Points. At least 100 Points must be spent on Skills and Stats. Etherials are built on 50 to 100 Points. Gifted NPCs can be built with a higher or lower Point Total.

The GM can set the campaign at a higher Point Total if desired. In general, Etherials are built on 50 to 100 fewer Points than Gifted characters.

Archetype: Gifted (10 Points)

Source: Paranormal

Permission: Super

Intrinsics: No Willpower No Way, Obsessed

Notes: The Obsessed Intrinsic applies only to those who receive their Gifts from Etherials.

Description: Although the source of The Gift is unknown, and The Gift can take on many different forms, it has certain characteristics that are common for all Gifted

characters. It comes from a single paranormal source. It requires Base Will and Willpower to work. It manifests within living beings, but not within inanimate objects. See page 41 for more rules for The Gift.

Archetype: Ethereal (25 Points)

Source: Paranormal, Driven

Permission: Super

Intrinsics: Custom Stats, Insubstantial, No Willpower No Way, Transference

Description: Etherials are the physical manifestation of The Gift outside of a human body. They normally consist entirely of Base Will and Willpower. They lack Loyalties and Passions. They lack Stats and Skills. They cannot be harmed by conventional means.

What Etherials have instead of ordinary Stats and Skills is Drive. Drive is the motivation for an Ethereal's action. It is the reason for where they are and what they do. They act and react in accordance with their Drive. Drive gives the Ethereal purpose and power.

Victorian ghost stories are filled with descriptions of ghosts making floorboards squeak, moving objects, opening doors, and speaking with the living. All of these abilities are available through the Ethereal's Drive. They can move grass as they move, speak to the living, or even stack chairs on tables. Through Drive and Willpower, the Ethereal affects the world. Even if it has no Coordination Stat, through Drive it can move. If it has no Body Stat, through Drive it can still affect the living world.

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From a mechanical standpoint, Drive consists of a phrase or sentence equal in word length to the Ethereal's Base Will. A simple drive could be "Go home," or "avenge my death." A more complicated Drive could be, "Protect the men of Company F."

An Ethereal's Drive allows it to temporarily manifest a Stat or Skill that it lacks. As long as it is acting according to its Drive, the Ethereal may manifest a nominal dice pool equal to the Ethereal's Base Will in normal dice. This costs the Ethereal one point of Willpower per combat round.

An Ethereal driven to find a lost letter on a battlefield might gain the Sense Stat and the Perception Skill, but only for the purpose of finding the letter.

An Ethereal driven to unravel a tricky mathematics problem might gain the Mind Stat and the Knowledge (Mathematics) Skill. Though the Ethereal is clearly intelligent and can communicate with humans, its conversations completely revolve around the mathematics problem it is trying to solve.

A more long-term effect on the living world requires a permanent Stat or Skill, or a Miracle such as Telekinesis or Telepathy. All an Ethereal's Stats, Skills and Miracles must be tied directly to the Ethereal's Drive.

A ghostly rider left to charge Fleetwood Hill near

Brandy Station for the rest of its existence does not need to temporarily manifest the Ride Skill, as its spectral mount is just a manifestation of the entity's Willpower and not a real animal at all. It might be better represented with a Miracle such as Flight or Unconventional Movement.

An Ethereal does not need a Stat in order to have a related Skill. If there is no Stat, roll only the Ethereal's Skill dice.

If an Ethereal doesn't have a Mind Stat, a character with Telepathy can still "read" Ethereal's Drive on a successful Telepathy roll.

Ethereals can gain and expend Willpower the same way as Gifted humans. If the Ethereal's Willpower drops to zero, it must automatically convert one point of Base Will to 10 points of Willpower.

An Ethereal is "killed" (dispelled) the moment its Base Will drops to zero.

The visual effect of dispelling an Ethereal is up to the GM. It may be something as simple as the Ethereal fading away or drifting skyward, never to be seen again. If the event that dispels the Ethereal is traumatic, the Ethereal may dissolve with a banshee-like scream or a burst of light.