

MES Universal Accord Appendix: Purified

I. GENERAL INFO AND SYSTEMS

- A. Despite their higher number of Merit creation points, a Purified can only spend 6 merit points on Chi (3 per dot to raise), raising it at creation to a maximum of three dots. Further dots must be purchased with experience.
- B. Extra skill dots received at creation may be spent on any skill and it does not cost two dots to purchase the 5th dot of a skill if using these template-based skill dots.
- C. **Resurrection:** A character may only spend one essence per day to complete the actions listed in *Immortals* pg. 100. For restoring a body, the Purified must spend 1 point of essence per Size dot they wish to restore (example: five if completely destroyed, 1 per week of decomposition, or 1 per Size if partially destroyed/dismembered). Thus, at most it takes 10 days to fully recreate and then revive a Purified's body.

II. MERITS

- A. Allies (Spirits): See Accord Universal Addendum
- B. Alternate Identity: See New Identity in Accord Universal Addendum
- C. Chi: See Increasing Chi with merit points above.
- D. Contacts (Spirits): See Accord Universal Addendum
- E. Essence Reservoir: These items must be able to be worn or carried. They do not count as magic items for purposes of RQ but are created with the 'Create Fetish' Numina.
- F. Familiar: See Familiar Appendix
- G. Library: Replace with Citadel merit, see Accord Universal Addendum
- H. Locus: Replace with Citadel merit, see Accord Universal Addendum
- I. Magic Items: Purified do not get access to Imbued Items and Relics
- J. Ritual Crypt: The essence spent to make a body appear in the ritual crypt is spent at the same rate as Resurrection above.
- K. Shadow Sanctum: Replace with Citadel merit, see Accord Universal Addendum
- L. Status (Spirits): Not Sanctioned

III. NUMINA AND SIDDHI

A. Numina

1. Purified may only take the spirit numina listed on page 110 of *Immortals* and those listed below. The below list also includes changes to those numina.
2. All numina cost at least 1 Essence and an instant action to enact unless otherwise noted.
3. All Numina mechanics default to the writeups in *Book of Spirits* unless otherwise noted.
4. **Animal Control:** This numen comes from *Mind's Eye Theater*. The draw is Presence + Animal Ken + Chi minus the target's Resolve and it lasts a scene. The cost is 1 essence per animal, and the Purified can control a maximum number of animals simultaneously equal to their Chi dots.
5. **Commune:** The character must choose whether this applies to nature/rural or urban environments on purchase. They may purchase the second option as a separate power.
6. **Craft Fetish:** This numen functions identically to the Mage rote of the same name, but is purchased as a numen and may only be used to craft fetishes per the rules found in the Accord Werewolf Addendum. The extended draw for this power is Presence + Crafts +

- Chi and it requires a number of successes equal to 5 x the dots of the fetish, with one willpower and two essence spent per dot. Each draw is an hour.
7. Elemental Immunity: This numen has a draw of Stamina + Survival + Chi and lasts one scene. Replace the mention of 'Resistance' in *Book of Spirits* to 'activation successes.' The element is chosen upon each purchase.
 8. Emotional Aura: The draw for this numen is Manipulation + Intimidation + Chi vs Resolve + Composure + Supernatural Advantage. It lasts for one scene. The Purified may choose who to effect with this numina.
 9. Ensnare: The draw for this numen is Dexterity + Athletics + Chi minus the target's Defense. It works as noted in Accord Universal addendum.
 10. Fearstruck: This numen has a draw of Presence + Intimidation + Chi vs Presence + Composure + Supernatural Advantage. It causes a Penalized Action to the target's action (not reflexive contested) for turns equal to net successes.
 11. Firestarter: This numen has a draw of Intelligence + Crafts + Chi. Note the restrictions on using this power against living targets in the writeup. They may have as many fires active as their Chi dots.
 12. Hallucinations: The draw for this numen is Wits + Subterfuge + Chi vs Wits + Composure + Supernatural Advantage. The illusion lasts for one hour or scene.
 13. Howl: The draw for this numen is Presence + Intimidation + Chi minus target's Composure. The target must flee the user for turns equal to successes.
 14. Innocuous: This numen has no draw and lasts for one scene.
 15. Manipulate Element: The draw for this numen is Wits + Crafts + Chi. The shapes last for one scene, and the numen can be purchased multiple times for multiple elements. Elements that do not retain shape can still be purchased for other effects. This numina can only be purchased for mundane materials.
 16. Stalwart: This numen has no draw, only works on the caster, and lasts for one scene. It adds supernatural Armor equal to half the user's Chi dots, rounded up.
 17. Telepathy: The draw for this numen is Intelligence + Socialize + Chi minus Resolve + Supernatural Advantage. It uses the same general rules as the Requiem discipline of the same name (see Accord Requiem Addendum).
 18. Threshold: This numen may only be taken by Purified of Chi 4+. The draw for this numen is Strength + Occult + Chi minus the Gauntlet rating of the area, but it can only be activated at a Locus (Loci are not necessarily low Gauntlet ratings). The Purified must spend essence equal to the Gauntlet's rating and 1 essence per Size of the gate beyond Size 5, to a minimum of one. The portal only lasts for turns equal to activation successes.

B. Siddhi

1. Projection:
 - a) The Purified maintains its normal Attributes and Skills in these forms, but can only interact with beings on the same plane or state of being as himself. A Purified in spirit form may not spend essence to increase attributes.
 - b) Projected passengers must be willing, and immediately return to their bodies when the power ends. They have the same rules for ephemeral bodies as Purified.
2. Warding: Temporary Wards are Reserved for the Office of NST All wards are Lasting Wards, which take 1 hour per draw to set up. Double the required successes noted.