

# SINS

MANIFEST  
DESTINY

FACTION PACK  
THORNS: PART 2



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*"Trees there were, old as trees can be, huge and grasping  
with hearts black as sin. Strange trees that some said walked  
in the night."*

*- Neil Gaiman*



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## NEW FACTION TRAIT

The Thorns have a diverse range of unusual abilities at their disposal. The following is an overview of the various unique Traits and abilities of this faction.

### FACTION ARIETTA

The Songs known to the Nemissaries are not the true limits of their capabilities; rather they represent the raw substance of their being, but this is not the only source of strength. These other routes so far have been barred to the Nemissaries. A few may have found the doors to such knowledge but they stand closed. The Thorns, through the Oaths, found a way for Nemissaries to access fragments of a far more ancient knowledge.

### ELEMENTAL ARIETTA

Not all Arietta derive from a Nemissary's innate being. Some can alter and control the world around the Nemissary. These are known as Elemental Arietta, as opposed to the common Corporeal Arietta that Nemissaries wield. Normally, such powers are linked to a unique series of Songs, but the Thorns, through their Oaths, are able to wield a limited selection of Elemental Arietta as if they were traditional Corporeal Arietta.

Thorns characters may purchase the Arietta in this section as a Corporeal Arietta. If they do this, it's treated for all rule purposes as a Corporeal Arietta, and the any Keywords noted in red are ignored.

### KEYWORDS

The following new Keywords are introduced with these Songs, though they apply only to Nemissaries that somehow acquire these Songs without being part of The Thorns and taking Oaths.

**Elemental:** This power is an Elemental Arietta. Learning it requires the "Shattered Seal" Nemissary Feature.

**Transient:** This Arietta can be purchased either as a Corporeal or Elemental Arietta.



### THE SEAL

As noted in the text, other Nemissaries can learn Elemental powers, and the five Arietta listed in this supplement are far from the only such abilities. As it stands, Nemissaries from the Core book lack access to such abilities but a Nemissary that has managed to break their Seal and gain access to Elemental Songs can learn the Arietta in this supplement like any other Elemental Arietta. What exactly the Seal is and how to unlock it will be covered in future Supplements.

## RANK 1 ARIETTA

### WAKE THE RIVER

Blood / Water

They say blood is thicker than water, and yet the two are truly akin. A Nemissary with this Arietta makes this far more than words, and can establish Blood Synergy through water and those in contact with it.

**Action Type:** Standard Action

**Keywords:** Shaping, Echo, **Elemental**, Transient

**Cost:** Anima based on the body of water. See under Effect.

**Use:** Touch a body of water.

**Effect:** The Nemissary must touch a body of water and may spend up to their Permanent Creed in Anima. Each point spent allows this power to affect an area of approximately a 50 metre radius in a body of water such as a lake or a pool, or 100 metres downstream in flowing water such as a river or stream.

The Nemissary is then considered to have Blood Synergy with the water affected and everything within it. This also counts if a target drinks the water or gets it on their skin. Vaporising the water and turning it to steam will disrupt the power but will affect anybody touched by the Steam exactly as if they had come into contact with the water.

This Synergy will persist after a target has touched the water for a number of minutes equal to the Nemissary's Creed. The power itself lasts as long as the Nemissary maintains contact with the water. Once they break contact, effect will linger for a number of hours equal to their Permanent Creed.

### BONES OF THE EARTH

Bone / Earth

The whispered lore of the Shards calls the forests and jungles of our world "The Bones of the Earth". With this Arietta, the Nemissary learns how to shape them as they would living bone.

**Action Type:** Permanent Effect

**Effect:** The Nemissary can count living wood and recently dead wood that has not yet begun to rot as if it were bone for the purposes of all other Arietta in the Song of Bone. If they use wood as a substitute in this way, the power gains the **Elemental** and Echo keywords. In addition, if the Nemissary is using this power on an adult tree, they may generate 1 Dark Anima to help offset that power's cost by drawing out the life force of the tree. This requires the Nemissary to take a Standard Action before the use of the power and kills the tree, reducing it to a withered husk over the following hour.



## KINSONG

Brood / Ether

The Oath binds those who take it through more than a simple consideration of consequence; its power is deeper, and a Nemissary with this Arietta can call upon that connection, both to find their kindred and to communicate wordlessly with them over great distance.

**Action Type:** Permanent Effect

**Requirements:** The character must possess the “Faction Devoted: OathKeeper” Quality

**Effect:** The Nemissary has a strong bond with all individuals who have shared their Tribe’s Ambrosia or taken an Oath with that Tribe. This bond gives them a deep understanding of such individuals. As a result, they gain +1 Automatic Success on all Social Rolls. The Nemissary may also spend 1 Anima to allow them to communicate non-verbally through this connection for the duration of 1 Scene.

The Nemissary also knows the general location of all such individuals within a number of miles equal to their Permanent Creed. They can also, as a Minor Action, spend 1 Anima to convey a short message to everyone within the area of effect. If the Nemissary wishes, they can convey their general location along with the message.

## FURY LIKE FIRE

Flesh / Fire

Fire is a transient thing; it consumes and it devours until no fuel remains. With this Arietta, a Nemissary can echo this ancient lesson, drawing forth a terrible fury but leaving themselves utterly spent. Whilst this power is in effect, the Nemissary’s skin becomes cracked and broken, an intense red light shining from within. It grants them immense physical strength and speed but enacts an awful toll upon

their bodies. Once started, this power cannot be stopped. The Nemissary must use every resource they have to grant them this deadly but dangerous power.

**Action Type:** Minor Action

**Keywords:** Elemental, Echo, Visceral

**Cost:** See below

**Use:** Self

**Effect:** To activate this power, the Nemissary must spend 1 Dark Anima. They then take 1 Light Baleful Wound. The power is then considered in effect, and the Nemissary gains a Bonus of +1 to both Body and Prowess. At the start of each subsequent Activation, the Nemissary must pay 1 Dark Anima. The bonus for this power then increases by 1, and at the end of that Activation, the Nemissary suffers a further 1 Light Baleful Wound.

The bonus from this power can raise to a maximum of 3, or the Nemissary’s Permanent Creed, whichever is higher. Regardless of the limit, the Nemissary must still spend the Anima and take the damage at each Activation. If at the start of any Activation the Nemissary is unable to pay 1 Dark Anima, they instead suffer 1 Light Baleful Wound. They may use the bonuses for the remainder of their Activation, at the end of which, the power comes to an end without inflicting any further damage.

## WINTER’S GIFT

Will / Air

Winter is a harsh time, and it’s not without reason that people fear it. The bitter cold and the scarcity of food pushes people to their limits. To a Nemissary, Winter is a reprieve and a defence. Freed from the limits of human bodies, they can often move unopposed and use all the weaknesses of flesh against their enemies. With this





Arietta, a Nemissary can shield their human allies from the worst of Winter's effects, enabling them to shrug off the cold, to go without food, and make long marches heedless of the freezing conditions.

**Action Type:** Sustained Action, 10 Minutes

**Requirements:** The character must possess the "Faction Devoted: OathKeeper" Quality

**Keywords:** **Elemental**, Echo, Transient

**Cost:** 1 Anima per Roll

**Use:** A gathering of human individuals of the Nemissary's chosen Tribe, up to a maximum of the Nemissary's Permanent Creed  $\times$  100

**Pool:** Passion/Keening (1 per 100 Individuals affected)

**Threshold:** 5 per 100 Individuals affected

**Effect:** The Nemissary using this power must lower their maximum Light Anima pool by 1 for every 100 Individuals affected. Their maximum Anima Pool returns to normal when the Nemissary chooses to end this power's effects. There is no maximum duration or time limit and the power may be maintained as long as the Nemissary is willing to keep their Light Anima pool at its reduced level.

All affected individuals double their Body for the purposes of resisting cold, endurance and general survival in a cold or freezing environment. They can go without food and water three times longer than normal. Injuries suffered as a result of cold such as Frostbite may still take effect in extreme cases but will never result in the loss of limbs or appendages if suffered whilst under this power's effects. In addition, those affected that are within a number of miles equal to the user's Permanent Creed gain a general +1 Resilience and +1 Pool to all Actions.

## FACTION META QUALITIES

The following new Qualities are unique to The Thorns faction. All of them are available to characters of that faction who meet the prerequisites.

**Name:** Bind Shard

**Requirements:** Conviction of 6 or higher, and the "Awakened", "Ward" and "Shard Keeper" Qualities.

**Effect:** Your character is capable of Binding a Shard and bringing it under your Tribe's control. This requires a ritual performed in the presence of the Shard that the character intends to bind. The character may do this alone or work with a group of other individuals which also possess this Quality.

To begin the Ritual, they must transfer a total amount of Anima equal to the Shard's Fate  $\times$  10. This Anima must be provided by the Ritual's participants and no-one else, though it need not all be provided at once. Once this is done, an Extended Action will begin. The character who initiated the Ritual must make a Conviction/Keening roll against a Difficulty equal to 3 + the Shard's Fate. Each additional participant in the Ritual reduces this Difficulty by 1.

If any roll fails, the Shard lashes out with a psychic attack, twisting and distorting the flesh of the participants. Roll the Shard's Conviction as described on page 218 of the Core Book. For each Success the Shard gains, 1 Light Baleful Wound is inflicted. This damage may be split amongst the participants in the Ritual. Once the Ritual has begun, the Shard is prevented from using its other powers. If this Ritual is attempted on a Dormant Shard, that Shard Awakens immediately.

If the group succeeds, the Shard is successfully bound and the characters involved in the Ritual can then use the Shard's abilities, directing them as they see fit.

**Name:** Ritual of Binding

**Requirements:** "Bind Shard" Meta Quality

**Effect:** This Ritual allows the character to perform the Ritual of Binding and confirm a character's Oaths, thus inducting them into the Thorns as OathBound. Performing this Ritual simply requires 1 Anima and both participants must speak and fully understand the Oaths to be taken. In the event that one participant cannot speak, the Ritual can still be successful, so long as through some means both parties comprehend the Oaths fully.

**Name:** Gift of Thorns

**Requirements:** "Bind Shard" Meta Quality

**Effect:** A character with this Quality is capable of prompting the growth of Thornglass or creating the Ambrosia used in the Thorns' rituals. To create Thornglass, the character must spend a number of points of Anima. Each point will, over the course of a week, generate 5 to 7 fragments of Thornglass, or a single larger fragment that can be used as a weapon. Alternatively, the character can spend an additional 3 Anima to have this process completed in a day, or an additional 6 Anima for the process to take only minutes.

Creating the Ambrosia simply requires a liquid to be brought into the presence of the Shard and 1 Anima spent for every 10 individuals to be affected. As with the ritual which binds the Shard itself, Anima costs for this ritual can be spread amongst other individuals which also possess this Quality.

