

## Infection

Type: P • Action: Auto • Range: Touch • Duration: Permanent

The Infection power allows a critter with Essence Drain to infect any suitable creature it has drained to 0 Essence with the strain of the HMMHV virus it is carrying. To see if a victim is infected, make an Opposed Test, rolling the critter's Magic + Charisma against the victim's Body + Willpower. If the critter wins, the victim is infected. The victim enters into a state of near-death, as the infection initiates physical, mental, and spiritual transformation. Within 24 hours the newly created critter revives at 1 Essence and must immediately drain Essence from another being.

Player characters transformed through the Infection power automatically become NPCs upon their "death" and are controlled by the gamemaster from that point forward.

## Influence

Type: M • Action: Complex • Range: LOS • Duration: Instant

The Influence power allows a being to insinuate suggestions into a target's mind, predisposing that person to some form of action, reaction, or emotion. Make an Opposed Test between the being's Magic + Charisma and the target's Willpower. If successful, the target will carry out the suggestion. If confronted with the wrongness of the suggestion, the subject can make a Willpower Test to overcome it as described under *Mental Manipulations*, p. 202.

## Innate Spell

Type: A • Action: Complex • Range: per spell • Duration: per spell

A creature with the Innate Spell power has the instinctive ability to cast one spell. The critter must possess the Spellcasting skill in order to use the power effectively. Innate Spells cast by a critter are the same as those cast by magicians, and magicians can use Counterspelling against them as normal.

## Materialization

Type: P • Action: Complex • Range: Self • Duration: Sustained

Certain astral critters are capable of projecting themselves into the material world, thus allowing them to interact with physical beings. When materialized, critters may affect physical targets. Additionally, materialized critters gain Immunity to Normal Weapons.

## Mimicry

Type: P • Action: Simple • Range: LOS • Duration: Sustained

The Mimicry power allows a creature to imitate a wide variety of sounds, including speech and the hunting calls of other creatures. The Perception Test threshold to determine that the sound is false equals the hits scored by the critter with a Charisma + Magic Test.

## Mist Form

Type: P • Action: Complex • Range: Self • Duration: Sustained

The being can use the Mist Form power to magically transform its body into mist. The mist has a Movement rate of 5 meters per Combat Turn and can pass through any crack or crevice that is not airtight. Systems that are proof against

gases, bacteria, or viral infiltration will stop a being in mist form. While in mist form, the being has Immunity to Normal Weapons but is vulnerable to strong winds, which may push/disrupt the mist and disorient the being. If the being is exposed to a substance to which it is allergic, it is immediately forced back into its normal form. Shifting in or out of mist form requires a Complex Action.

## Movement

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The critter may increase or decrease the subject's movement rate within the terrain it controls. Multiply or divide the target's movement rate by the critter's Magic.

## Mystic Armor

Type: M • Action: Auto • Range: Self • Duration: Always

Critters with Mystic Armor have natural protection from astral attacks. Apply the critter's Mystic Armor rating against any astral attacks that strike it. Some critters may also have hardened Mystic Armor (if they also have the Hardened Armor power).

## Natural Weapon

Type: P • Action: Complex • Range: Touch • Duration: Instant

The critter possesses some natural form of weaponry capable of inflicting Physical damage, such as claws, sharp teeth, or a stinger. The description of this power describes the nature of the attack, as well as its Damage Value and Armor Penetration modifiers where applicable. Natural weapons may be either melee weapons or ranged weapons, and critters follow the standard rules of combat when using them. Critters use the Unarmed Combat skill to attack with natural melee weapons, and the Exotic Ranged attack skill to attack with natural ranged weapons.

Critters without a Natural Weapon may still make an unarmed attack. As with regular characters, the Damage Value is  $(STR \div 2)S$ .

## Noxious Breath

Type: P • Action: Complex • Range: special • Duration: Instant

The critter can project a nauseating stench to incapacitate victims. Treat it as an inhalation vector toxin attack (Speed: Immediate, Power: critter's Magic, Effect: Stun damage, nausea; see p. 245). Armor does not help resist this damage, but respiratory protection will (see the Toxin Protection table, p. 245). This blast of breath extends in a cone out to (Body) meters, and can catch up to two targets who are within one meter of each other.

## Paralyzing Howl

Type: P • Action: Complex • Range: Special • Duration: Special

This power affects everyone (friend or foe) able to hear it. The creature makes an Opposed Test using its Magic + Charisma against the target's Willpower. Apply a dice pool modifier against the critter equal to the rating if any sound dampening devices or hits scored by Hush/Silence spells. If the critter wins, each net hit reduces the target's Reaction