

Mundane Intention Levels	Aspect Miracle Levels	Treasure Miracle Levels
0 Attempt something, but only make things worse	0 Mundane action as if with 3 Will	0 Your Anchor has no overhead and can communicate with you
1 Make yourself happy (only)	1 Mundane action as if with 4 Will	1 + you can possess it instead of acting
2 Accomplish a task, having a tangible impact	2 Mundane action as if with 5 Will	2 + you can do so while still acting, using it as a tool (1 Edge)
3 Do something "correctly," impressing people	3 + flawless grace, execution, and timing ("instantly," "just in time," etc.)	3 + you can claim a wondrous Anchor or unleash its abilities (c. 3 Edge)
4 Do something effective, moving toward your goals	4 + incredible force	4 + a nearby mundane or wondrous Anchor comes to you or is available
5 Do something productive, enhancing your life	5 + superhuman precision and control	+ a mundane or wondrous Anchor can act on your behalf
6 Do something damn impressive, dramatic, and cool	6 + unlimited power and speed	5 + you can enhance a mundane Anchor (as if it had Aspect 3)
7 Do something <u>really</u> effective, moving you much closer to your goals	7 + unreasonable, metaphorical effects (local and short-term only)	+ you weaponize a wondrous Anchor (level 3 miracles, 4 if aiding you)
8 Do something <u>really</u> productive, making your life a whole lot better	8 + unreasonable, metaphorical effects (any scope and duration)	6 + you can declare that the Anchor achieves some cool, difficult goal
9 Do the right thing.	9 + you master it as a mundane "trick" for the rest of the story	+ you can claim a miraculous Anchor or invoke its abilities
		7 + any Anchor can come to you or be available no matter your location
		+ a miraculous Anchor can act on your behalf
		8 + combine power with a miraculous Anchor's for awesome joint effects
		9 + your miraculous Anchor can invoke an Imperial miracle

WILL

Bonds aid these if there is conflict.

Auctoritas	Miraculous Edge	Strike	An Abridged List of Noble Rites
Stops <u>all</u> miracles that lack Strike. Afflictions automatically have it. To get it yourself, spend MPPs (any) up to your Persona. Requires an action and must be sustained.	Reduces the level of miracles that conflict with yours. To get it, spend MPPs (any) up to your Domain to invoke your <u>Divine Mantle</u> . Lasts about four hours.	Acts as Miraculous Edge and bypasses Auctoritas of its level or less. To get it, invoke a Bond (free) and/or spend MPPs (any) with no limit. Lasts for one miracle.	<u>Gift of Tongues</u> : You speak every language that ever existed <u>Guising</u> : Adapt yourself to the primary environment (fit in) <u>Nettle Rite</u> : Get MPPs when you break someone's Bond or Affliction <u>Rite of the Last Trump</u> : Turn 3 MPPs into 1 MPP of any type <u>Servant's Rite</u> : Feed a mortal Anchor blood to make him Elusive-like

Wounds						Healing			
Attack Would . . .	Miracle	Weapon	Normal Noble	Tough Noble*	Very Tough Noble†	Noble	Surface	Serious	Deadly
Inflict pain on a human	0	Fist or foot	Annoyance	None	None	Normal	1 day	1 week	1 month
Hurt a human	0-1	Knife or animal claw	Surface Wound	Annoyance	None	Tough	1 hour	1 day	1 week
Seriously injure a human	2-3	Gun or monster claw	Serious Wound	Surface Wound	None	Very	1 minute	1 hour	1 day
Probably Kill a human	4-5	Fire or automatic weapons	Deadly Wound	Serious Wound	Annoyance	Almost Instantly			
Kill and terribly mangle a human	6+	Tank shell, avalanche	Deadly Wound	Deadly Wound	Surface or Serious Wound	Miracles move rate one or two steps down. Remove minor, fastest-healing wounds first.			
Massive overkill	7+	Nuclear explosion	Deadly Wound	Deadly Wound	Deadly Wound				
* Noble has Durant (damage), Elusive (transform or enthrall), or Immutable (overwhelm, drain, or run out of resources)			<u>Annoyance</u> : Cosmetic effects only (bruises, scrapes, glammers, etc.)			Word of Command: Takes longer of "end of the story" or "a month and a day" to heal.			
† Noble has Immortal (any attack) or Eternal (overwhelm, drain, or run out of resources)			<u>Surface Wound</u> : Normal health level (if available) + a 2- to 4-point Bond						
			<u>Serious Wound</u> : Tough health level (or lower) + a 1-point Affliction						
			<u>Deadly Wound</u> : Divine health level (or lower) + a 2- to 4-point Affliction						