

Nobilis Rules Reference (or the GM's Cheat Sheet)

Aspect

Level 1: High Level Human

- Running through a forest in perfect silence.
- Catching arrows.
- Computing cube roots in one's head.
- Remembering being born.
- Very sharp senses

Level 2: World Record Performance and Guising

- Running soundlessly through a forest with a thorn in one's foot.
- Exactly measuring distances by eye.
- Remembering anything you've ever heard.

Level 3: Improbable Feats

- Out computing a Pentium
- Posing for a magazine without needing retouching.
- Shattering rocks with a blow.
- Inventing new martial arts styles with a certainty of success.

Level 4: Very Improbable Feats

- Analysing complex mortal situations precisely.
- Throwing a motorcycle or small car.
- Running on the heads of a crowd.
- Tracking someone by scent.

Level 5: Impossible for Humans

- Catching bullets.
- Archery at 300 meters.

Level 6: Universally Improbable

- Crushing granite to powder.
- Running at Mach 3.
- Writing a thick novel overnight.
- Memorizing everything ever written.
- Defeating an army in single combat, one by one.
- Reconciling quantum mechanics and general relativity.

Level 7: Impossible for Anyone (Local Effects)

- Taking down a blimp with a thrown hatpin.
- Taking down a blimp with a thrown courthouse.
- Swallowing elephants.
- Shouting loud enough to kill.

Level 8: Impossible for Anyone (Non-Local Effects)

- Jumping between continents.
- Shooting down the sun.
- Drinking a large lake.
- Swallowing cities.

Level 9: Fabled

- Intimidating all the males in a crowd aged 12-20, selectively.
- Writing a song that is truly irresistibly catchy.
- Hiding a mountain in your shirt.

Domain (a Power's Estate) and Realm (a Power's Chancel)

- **Divination:** Know anything that your estate knows.
- **Preservation:** Strengthen your Estate.
- **Creation:** Create something from your Estate.
- **Destruction:** Damage, destroy or hide an aspect of their Estate.
- **Change:** Change the nature of something from your Estate.

Level 1: Ghost Miracles

- (Music) Make an instrument sound better.
- (Forests) Make a 'ghost clearing' for more comfortable sleep.
- (Storms) Make a day seem gloomier.
- (Night) Decorate a bedroom with little glowing 'stars'.
- (Emotion) Make someone calm sound angry.
- (Roads) Make a trail that doesn't go anywhere important.
- (Books) Fill a shelf with boring textbooks.

Level 2: Lesser Divinations

- (Music) Know how to play any requested song
- (Forests) Know where a trail ends; know where to find herbs or water.
- (Storms) Know when a storm will hit a given city.
- (Night) Estimate time until nightfall; know somebody's dreams.
- (Emotion) Experience true empathy.
- (Roads) Know directions to anywhere.
- (Books) Read a closed book.

Level 3: Lesser Preservations

- (Music) Make a song that sticks in the listener's memory.
- (Forests) Ward a tree, making it resistant to weapons.
- (Storms) Make it rain for days.
- (Night) Keep night animals awake into day; prolong the night.
- (Emotion) Make someone stay happy for a long time.
- (Roads) Make a road seem much longer.
- (Books) Make a manuscript that returns to the editor if rejected.

Nobilis Rules Reference (or the GM's Cheat Sheet) (cont.)

Level 4: Lesser Creations

- (Music) Make bewitchingly beautiful music.
- (Forests) Grow plants quickly from the naked Earth.
- (Storms) Spawn a lightning storm or a drizzle.
- (Night) Sink an area into darkness.
- (Emotion) Cause someone to feel angry or sad.
- (Roads) Create a new road, straight to one's destination.
- (Books) Create a how-to book for any domestic task.

Level 5: Lesser Destructions

- (Music) Make silent but affecting music.
- (Forests) Shatter a tree or a few trees; make a tree invisible.
- (Storms) Clear away rain clouds; make a storm's raindrops dry.
- (Night) Make the sun rise early; make the local night less dark.
- (Emotion) Cause someone to stop feeling angry or happy.
- (Roads) Make someone lost.
- (Books) Make a book incomprehensible (even with the same words).

Level 5: Major Divinations

- (Music) Tell the future in extemporaneous song.
- (Forests) Find the mystical "heart" of a forest; talk to the plants.
- (Storms) Stry in a bowl of rainwater.
- (Night) Know all that happens under the cloak of night.
- (Emotion) Know the root of every emotion felt during a scene.
- (Roads) Know about any interesting travels or travellers.
- (Books) Open a book at random, read a paragraph ... it's relevant.

Level 6: Lesser Changes

- (Music) Make living music, which reproduces by being heard.
- (Forests) Reshape trees into treelike playground equipment.
- (Storms) Make raindrops sing; make it hail blueberries.
- (Night) Make starlight as bright as moonlight for a night.
- (Emotion) Make someone feel brand-new emotions.
- (Roads) Redirect a road, so it leads somewhere new.
- (Books) Change the genre of the books that a given author writes.

Level 6: Major Preservations

- (Music) Burn music into someone's mind, so they never forget a note.
- (Forests) Steal a forest against entrance by any enemy.
- (Storms) Make an ongoing storm perpetual, raging.

- (Night) Make it stay dark even when night ends and the sun is up.
- (Emotion) Make someone happy forever and ever.
- (Roads) Make the road someone is on endless.
- (Books) Make an author eternally famous.

Level 7: Major Creations

- (Music) Deafen mortals for miles with loud music.
- (Forests) Grow a forest from a seed.
- (Storms) Create a hurricane, tornado or monsoon.
- (Night) Cast darkness over the Earth.
- (Emotion) Add a new emotion to the normal human emotional vocabulary.
- (Roads) Make a one-mile road from Australia to America.
- (Books) Create libraries, masterpieces, and books of secret lore.

Level 8: Major Destructions

- (Music) Destroy a song forever – no one will ever recreate it.
- (Forests) Shatter a forest.
- (Storms) Calm the sky above the entire ocean.
- (Night) Make night as bright as day, until the Power says otherwise.
- (Emotion) Remove a person's capacity to feel (an) emotion.
- (Roads) Make it impossible to get to or form a location by *any* road.
- (Books) Destroy a written language.

Level 9: Major Changes

- (Music) Give a song the ability to make any mortal listener weep.
- (Forests) Fill a forest with blue gnomes.
- (Storms) Make it rain every third day in a given Chancel.
- (Night) Fill the night with rainbows.
- (Emotion) Fill a crowd of Christmas shoppers with a murderous rage.
- (Roads) Make the roads of a small country twist like serpents.
- (Books) Rewrite all the books into Esperanto.

Spirit

- Number of Anchors = Spirit Level +1
- Auctoritas = Spirit Level
- Performing Nobilis Rituals