

Contacts

Contacts are people who are inclined to go out of their way to help you—old comrades, patrons, those indebted to you, newly met co-religionists or just friends. A contact's reach and power are measured in potencies. Whatever their potency, they can perform their usual job effectively—potency reflects their usefulness to the Nephilim who know them. A contact could be higher than the entry level for their type (you could know a POT 12 taxi driver for example.)

Tasks use multiples of potency or overcome rolls depending on the task at hand. In some cases it is simply your charisma that determines how far someone will go for you.

Modifiers to Tasks	POT	
Outside their area	-8	(guns from a gardener)
exactly their thing	+8	(drugs from a dealer)
A little odd	-4	(asking a biker to do a tarot reading)
Close to their realm	+4	(getting a student to look for odd books from the library)

How many contacts do you have?

Each character starts with a pool of contact potencies to assign to their contacts. When they wish to 'activate' a contact (before or during play) some of that pool of potencies is used up 'buying' the new contact. The pool is determined at the start of the character's career, and is not re-calculated as time passes. The sort of contacts you can get at any given time is affected by your simularum, and how long you've been incarnated.

Starting Contact Pool: Solar Ka+Charisma+Number of Past Lives.

As a rule of thumb, no contact may have a POT higher than your INT or Solar Ka, whichever is higher. A character who wants lots of contacts can develop a contact skill, gaining 1 contact potency per 5% of skill.

Modifiers to Contact Cost		
Outside your own culture/tribe	+2-4	(Government contact for someone from alternative culture)
Unusual reach	+2	(They project their power through the internet)
Unusual influence	+3	(FBI agents who works on X Files)
Attached to you with a relationship	-3	(your S.O., your patriarch or patron)

At the beginning of play a character may choose a single contact for half the normal cost.

Contacts acquired through play or plot development do not, of course, reduce your contact pool.

Remember, your best contacts are your fellow player characters. These are the people you know best, and the people you can rely on through thick and thin.

Examples of Contacts:

	Cultures & Groups					
Potency	Nephilim, Tribal, Secret Society	Alternative, Entertainment	Underworld, Borderline activities	Upper Class, Government	Normal Middle Class Life	Rural
1-4	Carnival fortune-teller, phone psychic, regular customer at an occult bookstore. A tiny impish little critter of your element, sympathetic human.	Homeless, students, die hard fan.	Small time dealer, taxi driver.	Rentacop, janitor in mayors office.	Service worker, pizza guy, homemaker.	Migrant worker, hermit.
5-8	Occult author or book seller, Shriner, human magician, young nephilim of the same tribe, a creature of your element, priest, denizen of a subtle world.	Artist, biker, gypsie poetesses.	Gangster, fence, operator of an illegal business.	Solider, policeman, government bureacrate.	Medical resident, working people	Small farmer, estate gardener, regular hunter, gun show guy.
9-12	Another nephilim, successful human magican, psychic, card reader, secret society made member.	Actor, author.	Thief, mafia made man, button man.	Police officer, department head in the civil service, FBI Agent, military NCO.	Academic, editor, librarian, owner of a small business, snow-bird retiree.	Urban transplamt, large farmer, environmental activist.
13-16	Initiate of your own tribe, being from Yetzirath or Briaah, secret society lieutenant, human magical circle.	Brilliant inventor, antiquarian, screen writer.	Professional gambler, gang boss, spy, terrorist.	Poweful Lawyer, local judge, commisionar of police, industrialist, politician, mayor, military officer.	Airline pilot, athlete, publisher, doctor.	Specialized animal trainer, big game hunter.
17-19	Cult leader, being from Atziluth.	Successful musician, movie director, clan chief, TV broadcaster.	Criminal mastermind mafia boss.	Governer, big judge, congressman, general, bishop.		Large landowner, militia leader.
20+	Inner circle nephilim.	Reconizable face, rimpoche.	Boss in the medillin cartel, super spy, god father.	Cabinet minister, nobility, CEO, pentagon official, cardinal.		