**Rules 6: Mortal Hunters Power Base – True Faith or Magic**

Mortals draw their supernatural powers from one of two possible sources: Faith and Magic. When creating your character, you will select **one** of these, and notate it on your character sheet under the category of Demeanor. (Just change the word “Demeanor” to “Power” on the sheet.) Once selected, it cannot be changed except during gameplay – and even then it will likely not be your character’s choice. Some of the special powers of these sources are activated by spending Mana Points. On your character sheet replace “Blood Points” with Mana Points. Mana Points, once used, normally return at the rate of 1 point per hour.

Faith

True Faith is a power held by the truly devout. With True Faith, for example, a brandished cross can have an effect on a [vampire](https://whitewolf.fandom.com/wiki/Vampire_%28cWOD%29), [fallen](https://whitewolf.fandom.com/wiki/Fallen_%28DTF%29), [mage](https://whitewolf.fandom.com/wiki/Mage_%28cWOD%29), [werewolf](https://whitewolf.fandom.com/wiki/Werewolf_%28cWOD%29), [wraith](https://whitewolf.fandom.com/wiki/Wraith) or [changeling](https://whitewolf.fandom.com/wiki/Changeling_%28cWOD%29) instead of being merely an empty symbol of the creed. Faith can come from many different beliefs, such as Christianity, Islam, or Judaism, and even virtuous pagans can resist the lure of darkness if their faith is true.

This characteristic is not necessarily increased through experience. Certainly, it may arise as a result of a person’s experience, but it is more vital than that, more a measure of conviction and strength of mind. Nor is it necessarily something that comes from outside the individual, from some [God](https://whitewolf.fandom.com/wiki/God_%28cWOD%29) or [angel](https://whitewolf.fandom.com/wiki/Angel_%28DTF%29). Whether or not their beliefs are correct, these people believe so unwaveringly that their own conviction protects them. Other beings might develop True Faith based on forces that hold a special relation to the believer. Powers relating to True Faith are found in the **Rules 7 Handout**.

For each dot your character has in True Faith you gain 4 Mana Points. Mana points spent to fuel certain powers replenish at the rate of 1 Mana point per hour after the most recent use.

Magic

One does not need to be [Awakened](https://whitewolf.fandom.com/wiki/Awakened_%28MTAs%29) (or [Enlightened](https://whitewolf.fandom.com/wiki/Enlightened_Science)) to use sorcery. Any mortal with sufficient [traits](https://whitewolf.fandom.com/wiki/Trait) can become a sorcerer and use the linear paths of hedge magic. As a result, sorcery is the most common form of magic among humans in the World of Darkness. During the [Dark Medieval](https://whitewolf.fandom.com/wiki/Dark_Medieval), a similar linear technique separate from the [Pillars](https://whitewolf.fandom.com/wiki/Pillar_%28MTAs%29) of High Magic known as [Incantations](https://whitewolf.fandom.com/wiki/Sorcery_%28WOD%29) existed. Sorcery is not an innate ability and has to be learned. As such, it is always a deliberate choice, instead of an accident. Individuals that have taken up the study of sorcery describe themselves driven by something they refer to as the *Yearning*. This yearning manifests as a hunger for occult secrets and hidden knowledge that every sorcerer shares.

There are a wide variety of magical abilities available to any character with this Power. See **Rules 8 Handout** for complete list, including skills needed to cast the spells.

For each dot your character has in Magic you gain 4 Mana Points. Mana points spent to fuel spells and rituals replenish at the rate of 1 Mana point per hour after the most recent use.