



The Grimoire – Practical Manual of Thaumaturgy

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Accessing: OK

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A NOTE

Although named after *The Grimoire – The Manual of Practical Thaumaturgy 15th Edition 2053*, this conversion document also deals with many of the rules found in the book *Awakenings – Mew Magic in 2057*, since most of the rules in that book are applicable to an earlier period in the timeline. This also draws heavily on *Magic in the Shadows*, the *Shadowrun Third Edition* magic sourcebook.

THE WAYS

In *Shadowrun Third Edition*, there are two basic distinctions in magic use – hermetic and shamanic. *Magic in the Shadows* expanded on this with the assorted Paths. *Shadowrun Fourth Edition*, however, changes this dynamic. In it, magicians are essentially the same – characters with the Magician quality. The only real difference ins the resisting of Drain – hermetics and shamans use different attributes to resist drain. Characters can take the Mentor Spirit quality to gain a totem. Theoretically, even a hermetic can have a totem in SR4.

For the most part, I'm following the SR4 guidelines, except in having different ability scores resist Drain – all magicians use the same fundamental rules. This section will attempt to incorporate and convert the Paths as found in *Magic in the Shadows* into these d20 rules. Some paths may end up with no mechanical differences.

PATH OF THE SHAMAN

Wilderness and Urban Shamans

Some shamans choose to specialize in the types of spirits they can summon. Wilderness shamans can summon spirits of air, beasts, and water, but not the other types. Urban shamans can summon spirits of air and spirits of man, but no others. The bonus for such specialization is an extended duration. Normally, when a spirit is summoned, its term of service is until the next sunrise or sunset (whichever comes first). A specialized shaman gains essentially an extra 12 hours of service. If the sunrise would come first, the spirit serves until sunset and vice versa.

Spirits of the Elements

Spirits of the elements are essentially no different from other spirits except for appearance. The one exception is Manitou spirits. Any shaman can swap the ability to summon spirits of man for the ability to summon manitous. If the character performs this swap, then any modifiers that would apply to spirits of man instead apply to Manitou spirits.

Ancestor Shamans

Some shamans can swap the ability to summon spirits of man for the ability to summon Ancestor spirits. Modifiers that would apply for spirits of man instead apply for Ancestor spirits.

Pantheism

Characters who select the Mentor Spirit trait but choose to follow this path randomly determine which totem governs their abilities each month.

PATH OF THE MAGE

Hermetic Schools

When using a circle, lodge, or other artifact specific to the character's school, the character gains a +2 bonus to the appropriate checks. However, he takes a -2 penalty to the checks when using unapproved artifact and knowledge.

Elemental Mages

Elemental mages are hermetics with the Mentor Spirit trait that have selected on of the classic elements as their "totem". For more information on these totems, see the New Totems section.

PATH OF WUXING

Essentially, these spellcasters summon the same spirits as other spellcasters, only with different names and appearances.

PATH OF VOODOO

Selecting a patron Loa requires the Mentor Spirit trait. A hounfour is a magical lodge and follows the same rules.

Obeyifa

Only characters with a Loa Mentor Spirit can perform this. Creating one of these is the same as creating a spellcasting focus of the same Force. Summoning the spirit to be stored follows the normal rules for summoning spirits. As noted, the Force of the obeyifa must equal or exceed the Force of the spirit to be contained. The character can have a number of obeyifa containing spirits equal to his Charisma bonus.

PATHS OF THE WHEEL

Although it isn't quite the same, to gain the bonuses of a one of the Paths of the Wheel, the character must take the Mentor Spirit trait.

Path of the Bard

Advantage: +4 Caster Check and Drain Test bonus when casting control actions, control emotions, control thoughts, influence, mob control, mob mind, mob mood, and similar spells; +4 Summoning Check and Drain check bonus when summoning spirits of fire; additional +2 bonus to the checks for the above spells [within 72 hours of August 1st, during summer, when in Munster, and when within 15 ft. and line of sight of a campfire size fire].

Disadvantage: -4 Caster Check and Drain Test penalty when casting Health spells; cannot summon spirits of water; must have at least 8 ranks in a Perform skill.

Path of the Druid

Advantage: +4 Caster Check and Drain Test bonus when casting Illusion spells; +4 Summoning Check and Drain check bonus when summoning spirits of water; additional +2 bonus to the checks for Illusion spells [within 72 hours of November 2nd, during autumn, while in or on water, in Connaught].

Disadvantage: -4 Caster Check and Drain Test penalty when casting Combat spells; cannot summon spirits of fire; must have at least 8 ranks in an appropriate Knowledge skill.

Path of the Righ

Advantage: +8 Caster Check and Drain Test bonus with spellcasting; +2 bonus when dispelling; +2 bonus to all magical checks when in Meath; capable of summoning all spirits.

Disadvantage: Intelligence 22, Wisdom 22, Charisma 22; must be elven; must be accepted (unlikely).

Path of the Steward

Advantage: +4 Caster Check and Drain Test bonus when casting Health spells; +4 Summoning Check and Drain check bonus when summoning spirits of air; additional +2 bonus to the checks for Health spells [within 72 hours of May 1st, during spring, while in the air, in Leinster].

Disadvantage: -4 Caster Check and Drain Test penalty when casting Manipulation spells; cannot summon spirits of earth; must have at least 8 ranks in Bluff or Diplomacy.

Path of the Warrior

Advantage: +4 Caster Check and Drain Test bonus when casting Combat spells; +4 Summoning Check and Drain check bonus when summoning spirits of earth; additional +2 bonus to the checks for Combat spells [within 72 hours of February 2nd, during winter, in hills or mountains, in Ulster].

Disadvantage: -4 Caster Check and Drain Test penalty when casting Illusion spells; cannot summon spirits of air; must have at least 8 ranks in a Melee Weapon skill.

PATH OF THE ADEPT

The assorted paths of the Adept do not provide any modifiers, but act more as character roleplaying guidelines. The one exception here is the Magician's Way. This is represented by the following trait:

Mystic Adept

You are capable of developing as both an adept and a magician.

Cost: 750

Effect: You are able to develop adept powers and learn to cast spells.

When you select this trait, you gain an automatic Magic Rating of 1. However, you must assign this point to with Adept or Magician. You must assign any additional points of Magic Rating in the same manner. Points assigned to Adept act as normal, providing you with that number of points in Adept powers. Point assigned to Magician are the only points considered for the purposes of casting and learning spells or performing any other magician-associated checks. This quality may make a more versatile character, but you most likely will never outshine a straight Adept or Magician in those fields.

If at some point, you lose Magic Rating, you must randomly determine if the point is Adept-assigned or Magician-assigned.

PSIONICS

As noted, many magicians in the Sixth World view their use of magic as psionic manipulation. These characters follow the rules and guidelines described in *Magic in the Shadows*. As far as denizens of the Sixth World are concerned, psionics are in fact another aspect of magic. For statistics on Thought Forms, see the Spirits section below.

Note however, "magic viewed as psionics" is not true psionics. If I ever introduce actual psionics to *Shadowrun/d20 Modern*, they will follow different rules.

ENCHANTING

Collecting Materials

Finding and collecting materials requires the following skill checks – DC 20 Knowledge (arcane lore), Research, and Search. The base time to collect one unit (10 lb. for herbal materials, 20 lb. for minerals) is 10 days. For each of the skill checks that beats the DC by 5 points, reduce the time by one day (2 days if it beats the DC by 10 or more), to a minimum of 1 day.

If you have 5+ ranks in Knowledge (earth and life sciences), you gain a +2 bonus to the Search check.

If a shaman looks for the materials in a domain appropriate to his totem, he gains a +2 bonus to the Search check.

An appropriate spirit can aid in finding the materials – add the spirit's Force to the Search check. This counts as a service.

Refining Materials

Refining materials requires a shop or a kit. You can simultaneously refine a number of material units equal to your Intelligence bonus +1. Refining the materials requires a DC 15 Craft (chemical) check and 10 days. For every 5 points by which you beat the check, reduce the time by one day to a minimum of one day. Refined material weighs half as much as raw material.

Making Fetishes

One unit of refined materials is sufficient for the creation of 10 fetishes. Creating a fetish takes 24 hours and a DC 15 Craft (chemical) check. For every 5 points over the DC, reduce the time by one hour.

Making Foci

Creating foci requires a shop and a magical lodge with a rating equal to or greater than the Force of the foci. The time and Craft (chemical) DC for foci creation is based on the type of focus. As with creating radicals, the process must be constantly monitored and if interrupted, may abort.

FOCI CREATION TABLE

Foci Type	Base Time	Craft DC
Banishing	10 days	20 + Force
Binding	10 days	20 + Force
Counterspelling	30 days	20 + Force
Homunculus	60 days	25 + Force
Power	60 days	30 + Force
Spellcasting	30 days	20 + Force
Summoning	20 days	20 + Force
Sustaining	10 days	15 + Force
Weapon	60 days	20 + Force

When making a focus, using certain materials can provide bonuses.

- **Alchemical radicals** (up to 3 units) +2 per unit
- **Orichalcum** (per unit) +2
- **Virgin** materials (those you gathered yourself) +4

A successful check creates one focus. As usual, for every 5 points over the DC, reduce the time by one day. Once created, the creator must spend XP to finalize the creation. This cost is equal to 25% of the normal cost for bonding the focus. The use of additional materials reduces this cost as follows (to a minimum of 5%):

- **Alchemical radicals** -5% per unit
- **Orichalcum** -5% per unit
- **Virgin** materials -10%

Stacking Foci

When creating foci, it is possible to stack effects – for example, creating a power 3/weapon 4 focus. When creating a stacked focus, the base time is equal to the total base time. The Craft (chemical) DC is equal to the highest base DC + the total of the Force rating. Bonding costs are based on the totals required for all the involved foci types.

Making a Homunculus

A homunculus is a specially created and enchanted statue for an ally spirit to inhabit. In d20 terms, it's a modified type of golem. Creating the body for a homunculus takes time. The base time for constructing the body is based on the material of the homunculus and its size. Homunculus Creation Table 1 lists the base times and Craft (visual art) check DC. For every 5 points over the DC, reduce the base time by one day, to a minimum of 1 day. Homunculus Creation Table 2 gives the Purchase DC for the body.

HOMUNCULUS CREATION TABLE 1

Material	Base Time in days									Craft DC
	Fine	Dim	Tiny	Small	Med	Lg	Hg	Gar	Col	
Clay	1	1	2	4	6	9	12	24	48	15
Wood	1	1	2	4	6	9	12	24	48	15

HOMUNCULUS CREATION TABLE 1

Material	Base Time in days									Craft DC
	Fine	Dim	Tiny	Small	Med	Lg	Hg	Gar	Col	
Bronze	1	1	3	6	12	18	24	48	96	20
Stone	1	3	6	12	24	36	48	96	192	25
Iron	3	6	12	24	48	72	96	192	384	30

HOMUNCULUS CREATION TABLE 2

Size	Purchase DC by Material				
	Clay	Wood	Bronze	Stone	Iron
Fine	15	15	18	24	30
Diminutive	14	14	16	22	28
Tiny	12	12	14	20	26
Small	14	14	16	22	28
Medium	15	15	18	24	30
Large	18	18	21	27	33
Huge	21	21	24	30	36
Gargantuan	24	24	27	33	40
Colossal	28	28	30	37	44

Use the following to determine the physical ability scores of the homunculus. You can commission more attractive statues, but each +2 APP increases the Purchase DC by +1.

HOMUNCULUS CREATION TABLE 3

Material	Fine	Dim	Tiny	Small	Med	Large	Huge	Gar	Col
Clay									
Str	1	2	4	8	12	20	28	36	44
Dex	18	16	14	12	10	9	7	7	7
Con	1	2	4	8	12	20	28	36	44
App	10	10	10	10	10	10	10	10	10
Wood									
Str	1	2	4	8	12	20	28	36	44
Dex	18	16	14	12	10	9	7	7	7
Con	1	2	4	8	12	20	28	36	44
App	10	10	10	10	10	10	10	10	10
Bronze									
Str	2	3	5	9	13	21	29	37	45
Dex	18	16	14	12	10	9	7	7	7
Con	2	3	5	9	13	21	29	37	45
App	10	10	10	10	10	10	10	10	10
Stone									
Str	3	4	6	10	14	22	30	38	46
Dex	18	16	14	12	10	9	7	7	7
Con	3	4	6	10	14	22	30	38	46
App	10	10	10	10	10	10	10	10	10
Iron									
Str	4	5	7	11	15	23	31	39	47
Dex	18	16	14	12	10	9	7	7	7
Con	4	5	7	11	15	23	31	39	47
App	10	10	10	10	10	10	10	10	10

Since the homunculus is a construct, it receives bonus hit points based on size as normal. In addition, as objects, homunculi have hardness based on the material, and take damage as objects. The material may also impose additional restrictions. Homunculi are susceptible to massive damage, with the massive damage threshold equal to Con + Size modifier + Hardness.

- **Clay:** Hardness 2; clay homunculi are susceptible to water-based attacks (double damage). Immersion in water deals 2d6 points of damage per round.
- **Wood:** Hardness 5; wooden homunculi take double damage from fire and may catch fire as characters.
- **Bronze:** Hardness 6
- **Stone:** Hardness 8
- **Iron:** Hardness 10

Focus Addiction

When a magician uses foci too often, they begin to act as a crutch of sorts. Any combat round in which a magician uses foci with a Force total that is greater than his Magic Rating x 2, he must roll 1d20 + Magic Rating. The DC for this check is 15 + total foci Force in use. If this fails, the magician must immediately check for Magic Loss.

If the magician loses Magic Rating because of this, and then later takes a Geasa to offset the point, the Geasa must be a Talisman type tied to one of the offending foci.

Making Radicals

Creating radicals requires a shop. Creating radicals takes 28 days (12 man-hours per day), and this time cannot be reduced. Radicals weigh only 1/100 of the raw materials. To create the radicals, make a Craft (chemical) check. The DC for this check is 15 + the number of radical units desired. Success results in one unit of radicals per unit of raw materials. For every 5 points over the DC, multiply the resulting units of radicals by x1. For example, beating the DC by 5 results in 2 units of radicals per unit of raw materials.

Creating radicals requires 12 man-hours of work per day, but the process must be constantly monitored, taking all of the creator's time. If the work is interrupted, the creator must make a Craft (chemical) check against a DC equal to the number of hours the work was unattended – failure results in the abortion of the process.

Making Orichalcum

Orichalcum weighs roughly 1/3 of an ounce per unit. Creating orichalcum requires one unit of radical copper, radical silver, radical gold, and radical mercury. The process is similar to that of creating other radicals. The Craft (chemical) check DC is 30 – your Magic Rating. Success results in one unit per materials, with improvements as described above.

Making Ritual Materials

One unit of refined materials is sufficient for the creation of 2 sets of ritual materials. Creating ritual materials takes 24 hours and a DC 15 Craft (chemical) check. For every 5 points over the DC, reduce the time by one hour.

ADEPTS

New Powers

ADEPT POWERS TABLE

Power	Cost	Power	Cost
Blind fighting	0.5	Missile mastery	1
Counterstrike	0.5	Nerve strike	1
Delay damage		Quick draw	0.5
Obvious	1	Quick strike	3
Silent	2	Rooting	F x 0.25
Distance strike	2	Smashing blow	F x 0.5
Empathic sense	F x 0.5	Spell shroud	F x 0.25
Flexibility	F x 0.5	Temperature tolerance	F x 0.25
Freefall	F x 0.25	Traceless walk	F x 0.5
Iron will	F x 0.5	True sight	F x 0.25
Kinesics	F x 0.5	Voice control	F x 0.25
Magic sense	F x 0.5		

Blind Fighting: When you suffer a miss chance due to invisibility or lighting conditions, you are allowed to reroll the chance.

Counterstrike: When an opponent in your threatened area hits you with a melee attack, you may make an immediate attack against him. This counts as an attack of opportunity.

Delay Damage: This allows you to deal unarmed damage that doesn't take effect immediately. Declare before making the attack. If the target doesn't completely negate the damage, this power converts the attack into a charge that lingers in the target's aura for up to 24 hours. After a predetermined period, set by you but within 24 hours, the damage takes effect normally. The obvious form of this power requires that you make an obvious attack. The silent form allows you to make the attack by simply bumping into or touching the target in an unobtrusive manner.

Once you have activated this power, you must sustain it in the same manner as a sustained spell, complete with penalties. Anyone who assesses the target and scores a 20+ can detect the changes in the target's aura. The charge can be dispelled as if a spell. The DC for the dispelling check is 15 + your Magic Rating.

Distance Strike: This allows you to deal unarmed damage over a distance. This requires a normal attack roll. The maximum range is equal to Magic Rating x 5 ft.

Empathic Sense: You are able to pick up on the emotional state of creatures. Roll a Sense Motive check with a bonus equal to the Force of this power, and use the Assessing table to determine what you learn of the target's emotional state. Note that this is not actual Assessing, and you are not astrally active while using this power.

Flexibility: This power provides you with greater flexibility. Add the Force as a bonus to Escape Artist checks and checks to escape grapples.

Freefall: When you fall, subtract Force x 5 ft. from the distance falling before calculating damage.

Iron Will: Add Force x 2 as a bonus to all saves to resist powers and spells with the mind-affecting descriptor.

Kinesics: You have astounding control over your non-verbal communications. Add the Force x 2 as a bonus to all Charisma- and Appearance-based checks. Two adepts with this power within sight of each other can use non-verbal messages to communicate basic ideas and intentions.

Magic Sense: You can detect magic as with the spell except you do not suffer Drain. Roll 1d20 + Force in place of the Caster Check to determine the amount of information gained.

Missile Mastery: You are able to use everyday objects (pencils, paper

clips, business cards, etc) as deadly throwing weapons. You can use Slings and Thrown Weapons skill to throw these items at no penalty. Such objects typically deal 1d3 + ½ Strength bonus, with a range increment of 5 ft. With actual throwing weapons, you improve the threat range by one point.

Nerve Strike: This allows you to use your unarmed attacks to reduce the agility of the target. Declare the use of this before attacking. Make an attack roll at a -4 penalty. If successful, roll damage and apply armor and other protections as normal. If any damage gets through, the target must make a Fortitude save with a DC equal to 10 + penetrating damage. If the save fails, reduce the target's Dexterity by 1 point, plus 1 point for every 4 points by which the save failed. Lost Dexterity returns at a rate of one point per minute. Note that certain creatures may be unaffected by this ability.

Quick Draw: You can draw or sheathe a weapon or item as a free action.

Quick Strike: This power allows you to act first in a combat or surprise round. You roll initiative as normal, but in that first round, you get to react before anyone else. After that action, you follow your normal place in the initiative order. If multiple characters with this power are involved, the initiative results determine who reacts first among first.

Rooting: Activating this power is a move action. While active, you gain Force x 2 as a bonus to all attempts to move you, including bull rushes, overruns, grapples, etc.

Smashing Blow: This allows you to focus your energy in order to break through objects. The first benefit is that you are able to sunder items while unarmed. When you attack an object while unarmed, add Force x 2 to your damage for the purposes of overcoming hardness. This doesn't actually increase the damage however. You also gain this bonus if attempting to break through an astral barrier.

Spell Shroud: When someone attempts to use a detection spell against you, increase the Caster Check DC by Force x 2. This does not affect astral perception of you.

Temperature Tolerance: Add the Force x2 as a bonus to saving throws when resisting damage from cold or hot conditions.

Traceless Walk: This power provides you with several bonuses. First, all attempts to use Track against you suffer a penalty equal to the Force of the power. You can move silently, adding the Force as bonus to Move Silently checks. You do not trip ground-based motion of pressure sensors, and can walk across deep snow without sinking.

True Sight: Add the Force x 2 as a bonus to save against illusion spells.

Voice Control: You have amazing control over your voice. You can change your pitch, tone, modulation and volume at will. You can mimic the voices of others (treat as a Disguise check with a bonus equal to the Force). You can attempt to spoof voice-recognition devices. Roll 1d20 + Force opposed by 1d20 + system Rating. You can also "throw" your voice up to Force x 5 ft.

THE HIGHER MYSTERIES

INITIATION

Initiation is the term used to describe a process of expanding and exploring your magical power and abilities. In 2050, it is incredibly rare, and the knowledge, guarded quite jealously. Only characters with a Magic Rating may attempt initiation.

Initiation is measured in Grades, beginning with Grade 1. To begin initiation, you must first be aware that it is even a possibility. Initiation takes time, dedication, and XP.

Initiation takes a number of man-hours equal to (Desired Grade x 100). At the end of this period, make a Knowledge (arcane lore) or (for Adepts) a Concentration check. The DC for this check is 20 + Magic Rating + desired Grade. If successful, you may spend the required XP and apply the appropriate benefits.

The base XP cost for initiation is 100 + (desired Grade x 30), modified as follows:

- **Group initiation with ordeal:** x1.5
- **Group initiation:** x2
- **Self-initiation with ordeal:** x2.5
- **Self-initiation:** x3

Your Initiate Grade cannot exceed your Magic Rating. If your Magic Rating is reduced below your Grade, you lose that Grade and the benefits of the Grade.

Benefits of Initiation

There are three basic benefits of initiation:

- **Increased Magic potential:** With initiation, your potential for magic increases. Each Grade increases your maximum Magic Rating by +1. However, you must pay to increase your Magic Rating as normal.
- **Metamagic:** With every grade of initiation, you receive access to one metamagic ability. See below for more information on Metamagic.
- **Metaplanar access:** Successful initiation allows you to gain access to the Metaplanes. See below for more information in the Metaplanes.

Initiation Ordeals

Astral Quest

To complete an astral quest, the character must astrally travel to the metaplanes. Specifically, a shaman must travel to the metaplane of his totem, while a hermetic mage must quest on all four of the elemental planes, etc. Characters lacking the ability to astrally project cannot take an astral quest.

The rating of the astral quest is equal to (desired Grade x 2). If the character fails the quest, he may try again. He must wait a certain time before trying again however. The base time is 10 days. Make a Will save. The DC for the save is 15 + desired Grade. For every 3 points over the DC, reduce the base time by one day (minimum of one day).

A character who must quest on multiple planes but fails on a plane must only re-quest on that plane.

For more information on astral quests and the metaplanes, see Metaplanes, below.

Asceticism

This ordeal takes one week, and requires the character to permanently reduce Strength, Dexterity, and Constitution each by one point.

Deed

This requires the character to perform a deed appropriate to his totem, magical group, or moral code. The deed must be relevant to the character. As a general guideline, the deed must be worth XP equal to the XP required to advance in the Grade.

Familiar

This ordeal requires the character to summon an Ally Spirit. The XP cost for the ally must equal or exceed the XP cost for the initiation. The ally conjured for this ordeal does not reduce Magic Rating, but if the spirit is banished, goes free, or is destroyed, the character must check for immediate magic Rating loss.

Geas

The character must accept a limitation on one point of his Magic Rating. See Geasa for more information.

Meditation

The character must succeed in a trying bout of meditation. The character must make an Intelligence check against a DC equal to his Dexterity; a Wisdom check against a DC equal to Constitution; and a Charisma check against a DC equal to Strength.

Each check takes (desired Grade x 4) days. For every 5 points over the DC, reduce the time required by one day (minimum of one day).

During this tie, the character doesn't have time for other activities.

If the character has a Squatter or Street lifestyle, increases the DC of all checks by +4.

If the character is living in the woods and has at least 5 ranks in Survival, he suffers no penalty.

Oath

This ordeal is available only to characters belonging to magical groups. If the character swears multiple oaths in his career, only the first counts as an ordeal.

Thesis

The character must write a thesis on some aspect of magic. For shamans, this is actually a work of art of some kind. Mechanically, the character must succeed in a Craft (visual arts) or Craft (writing) check. The DC for the check is 30. The base time is 30 days. For every 5 points over the DC, reduce the time by one day. The thesis serves as material link for ritual sorcery, as do all extant copies. If all copies are destroyed, the character must check for Magic Rating loss with a -4 penalty.

Metamagic

When a character successfully achieves a Grade of initiation, he can learn a metamagic technique. For convenience, I'm going to disregard the rules for actually learning the technique, and assume the character gains it within one week of successful initiation.

An initiate can choose one of the following metamagic initiate powers at each grade of initiation (including the first). Unless otherwise noted, no power may be chosen more than once. Note that you probably shouldn't select a technique if you can't use the base abilities (i.e., adepts shouldn't select quickening).

Alter Signature

You are able to alter your astral signature, disguising yourself, reducing the time it remains, even impersonate another person's signature. If you choose to reduce your signature, subtract your Grade from the Force of the effect to determine how long the signature remains. To impersonate another's signature, you must have successfully assensed the target signature. When Assensing a forged or disguised signature, the normal checks will detect the signature, but a second roll at a + (Grade x 3) DC modifier is required to detect that the signature is a forgery. Altering your signature takes a number of minutes equal to your Magic Rating + Grade.

Anchoring

Anchoring is a technique for placing live spells in a focus, with the spells activating only when certain triggers occur. Using anchoring requires an anchoring focus. Creating an anchoring focus is the same as creating a Sustaining Focus, except the creator must have the Anchoring metamagic technique.

The creator can place any number of spells in an anchoring focus, as long as the total Force of the spells does not exceed the Force of the focus. The owner of the anchoring focus can trigger it or turn the spells on and off with a move action.

Triggers are variable. Anyone in contact with the anchor who performs the trigger activates the effect. This can be something as simple as saying a specific word, or performing an action.

Anchors can also be set to work from distance-based triggers. However, the creator must link an appropriate detection spell in the anchor.

When creating an anchoring focus, note the spells you are placing in the focus, along with important information, like the Force, effective Magic Rating at the time, detection spell results, etc. However, you do not make the Caster Check or Drain tests until the anchor is actually activated.

Anchors are normally used for sustained spells. Instant and permanent spells can be anchored as well, but once activated, the spell must be re-linked to the anchor.

Astrally, an anchor focus is active, even if the spell is not currently active. The anchor is considered to be dual natured, and can be used to track the creator.

An anchoring focus can also act as a ritual sorcery link.

Centering

Centering allows you to use certain mundane activities to offset the Drain caused by many magical activities and powers. Centering takes a free action during the same time as the primary action (this uses your free action for the round), and will require a DC 10 skill check (hence, your Centering technique must be something measurable with a skill check). If successful, you add your Grade x 2 as a bonus to the Drain test. If you are physically prevented from performing the Centering action, then you cannot center. Centering techniques include such activities as chanting in Latin, making arcane gestures, dancing, etc.

Cleansing

This technique allows you to clear away temporary background count (see below for more information on background count). To remove temporary background count, the physical source of the background count must be eliminated. An initiate may only affect a background count with a rating equal to or less than his initiate Grade.

To cleanse an area, the character must be perceiving astrally. Roll a Spellcraft check. The DC for this check is 15 + (background count x 2). Success reduces the background count by one point. For every 5 points over the DC, reduce the background count by an additional point. The character must then resist Drain as if casting a spell with a Force equal to the background count.

Cleansing takes a number of full-round actions equal to the background count.

Divining

This technique allows you to gain a glimpse into future happenings. Although there are many methods of divination (reading skull bumps, dowsing, astrology, etc), the mechanics are the same.

Divination takes roughly 10 minutes. Pose the question. The GM will make a secret Knowledge (arcane lore) check. The DC for this check is based on the detail of the question as follows:

- **Very vague** (what does the next month hold for me?): DC 10
- **Vague** (are my old enemies catching up to me now?): DC 15
- **General** (will I get hurt if I go on this next run?): DC 20
- **Specific** (will Mr. Johnson take a bribe from Yakashima?): DC 30
- **Very specific** (Is Mr. Johnson picking up his bribe this evening?): DC 40

The greater the check, the better the results.

An initiate can perform a number of divination tests per week equal to his Grade. Further divination tests on the same subject increase the DC by +4 per additional test.

Invoking

This technique allows you to summon particularly powerful spirits known as Great Form Spirits. The intention to summon a Great Form spirit must be declared before making the Summoning check. Summoning a Great Form spirit follows the normal rules for summoning. Once the spirit appears, make a second Summoning check. The DC for this check is 15 + (Spirit Force x 2) – Grade. If successful, the spirit assumes its Great Form. This second check causes Drain again (equal to the initial Drain).

If the check fails, the spirit remains in its normal form, becomes uncontrolled.

Masking

You can alter the appearance of your signature, allowing you to make your aura/astral signature appear as: a mundane, a different type of astral creature, or changing your apparent magical power (increasing or decreasing the apparent value of your Magic Rating by your Grade). When someone attempts to assense a masked signature, they must make a second test at a + (Grade x 2) DC to detect the true signature beneath the false one. To disguise your aura to appear as that of a spirit or other astral creature, you must be able to project astrally.

The masking technique also covers a number of Force points in active foci, sustained/quickened spells equal to your Grade.

Possessing

This technique allows you to take control of an astrally active creature's body. You must be astrally projecting to use this power.

To take control of a body, you must first engage the astral form in astral combat – the damage from this combat is not lethal, and has no effect on the target's body until you cease the possession. If you defeat the target, you can enter his body and take control for up to Grade hours. If the host is astrally active

and willing, astral combat is not required.

While in control of the host form, you are dual natured. You have full access to the host's physical abilities and innate powers, assuming you know of them. If the host is unwilling, you take a -4 penalty to all d20 rolls. You have no access to the host's skills, memories, or spells. You can cast spells while possessing another, but your astral form suffers physical Drain.

Any physical damage you suffer is taken by the host body. Mana effects target your astral form however.

While you are in possession of a body, the astral form of the host remains in the host body, enveloped by your astral form. If you are capable of masking, treat the host's astral form as a focus with a Force equal to its Magic Rating.

If you attempt to penetrate an astral barrier with the host body, your astral form is the one that is used to determine if you can pass.

If the host body is killed or knocked out, you are forced out of the body. You can also be banished, as a spirit, or engaged in astral combat.

When you leave the host body, the host suffers all the damage taken during the initial astral combat to take control of his body. If the host was willing, it must now resist Drain as if it had cast a spell with a Force equal to your Magic Rating.

The host has no memory of events that occurred while possessed.

Quickening

Quickening is a technique that allows you to force a spell to sustain itself. To quicken a spell, cast the spell and sustain it normally. While sustaining it, you must take a full-round action and spend XP equal to spell Force x 10. The spell will then sustain itself indefinitely. Spells sustained in this manner remain active and can be astrally tracked back to you, but you do not incur any sustaining penalties. As long as you can astrally perceive a spell you have quickened, you may end its existence. If someone attempts to dispel a quickened spell, the spell adds (XP spent / 10) to its effective Force (thus, making it more difficult to dispel). You are instantly aware if a spell you have quickened is dispel or beaten.

- **Tattoos:** The Yakuza use Quickening in a form of enchanted tattoos. Learning to create these tattoos is a separate Metamagic technique. Creating a Quickening tattoo requires special inks, created through Enchantment. The inks require one unit of materials per 2 spell Force. Inscribing the tattoo requires a Craft (visual arts) check with a DC equal to 15 + spell Force. This takes a number of days equal to the Force of the spell. For every 5 points over the DC, reduce the base time by one day (minimum of one day). The tattoo covers an area equal to Force² x 10 square inches.

Reflecting

Reflecting is a modified form of counterspelling. As with counterspelling, you assign a portion of your Magic Rating to reflecting. When you are subjected to a spell, you can choose to attempt a reflection. Roll 1d20 + assigned Magic Rating against the caster's Caster Check. If successful, use your roll as a Caster Check to cast the spell back at the caster. At this point, the spell is at -1 Force.

It is possible for two initiates bounce a spell back and forth in this manner. Each additional pass reduces the spell Force by one point.

Sacrificing

Sacrificing cannot be learned without training. Training is available only at the GM's discretion. This technique allows you to reduce the Drain of any magical check by drawing on the life force of another creature. The sacrifice must be sentient, within arm's reach, and you must inflict a physical wound on him. The wound must be made with a melee weapon, and blood must be drawn. The donor must be restrained or otherwise incapable of resisting. As part of the action of the spellcasting, make an attack roll. For every 5 points of damage you deal, reduce the effective Force of the spell by one point for calculating Drain. If the damage kills the sacrifice, reduce the remaining effective Force by 50% of the sacrifice's Constitution bonus. You can use this technique on yourself as well.

Shielding

When you devote Magic Rating to Counterspelling, add your Grade as a bonus to the defense provided by the Counterspelling. This extra defense has no impact on your effective Magic Rating.

Spell Enhancement

There are a number of spell enhancements available to initiates. When you take this technique, select one of the following abilities. You may use spell enhancement a number of times per day equal to your Grade. For example, if you are Grade 3 and you know Combine Spell and Delay Spell, you can use Combine Spell 3/day, or Combine Spell 2/day and Delay Spell 1/day, etc. Each technique increases the DC for the Caster Check and Drain check by the amount listed in parenthesis. In addition, apply this to the effective Force of the spell to determine if the spell inflicts Lethal Drain.

- **Chain Spell (+3):** You can select any single-target Physical spell that has a range beyond touch or personal. When you cast the spell, it affects the initial target normally. It then arcs to a number of targets not to exceed your Grade with 30 ft. of the original target. It cannot arc to the same target more than once. These secondary targets take only half damage, and a successful Reflex save negates this damage.
- **Combine Spell (+3):** This technique allows you to combine two spells. Casting spells in this manner is a full-round action. When the first spell ends, the second spell triggers, beginning at the terminus of the first spell.
- **Delay Spell (+3):** This technique allows you to cast a spell, but delay

the actual activation for a number of rounds equal to your Grade.

- **Displace Spell (+3):** This allows you to cast a spell and make it originate from a point other than your location. The spell must normally begin at your location. You can displace the spell starting point to any point with line of sight and (Grade x 5 ft.)
- **Energy Admixture (+4):** You can use this enhancement only with spells that deal energy damage. When you select this, you choose an energy type (acid, cold, electricity, fire, sonic). When you use this with an energy-damage spell, you deal half again as much damage of the chosen energy type. For example, if you select "fire" as your energy choice and use energy admixture with *acid stream*, you deal the normal *acid stream* damage, plus 50% of that in fire damage. When you use energy admixture, spell Drain is always Lethal. If the effective Force is greater than your Magic Rating, the Drain is doubled.
- **Maximize Spell (+3):** When you apply this enhancement to a spell, all of the variable factors of the spell (damage dice, random number of targets, etc) are maximized – acting at full possible capacity.
- **Mindless Effort (+3):** You can use this enhancement to sustained a Duration: Sustained spell without suffering any penalties or using any actions.
- **Multiply Spell (+5):** When you enhance a spell with this ability, the spell recasts repeatedly, using the same parameters as the original casting, until it casts a number of times equal to your Grade. The spell continues to originate from the original casting point. For example, if you are a Grade 3 initiate and you use this on *fireball*, then you cast the fireball, and it immediately casts again, and again a third time, each time going to the original destination point, with the same Force. Casting spells with Multiply Spell is a full-round action.
- **Sculpt Spell (+1):** This enhancement allows you to alter the shape of a spell. This can only be used on physical spells that affect an area (typically a radius). The new area of effect must be chosen from the following: cylinder (½ F x 5 ft. radius, 30 feet high), cone (Force x 5 ft. long), or cubes (Force in 5 ft. cubes).

Geasa

A geas is a restriction Awakened characters can take to offset the loss of magic. Essentially, when a character would lose a point of Magic Rating, he can take a geas to retain the power of that point. The character still loses the point of Magic Rating, but he functions as though he hadn't lost it – as long as he maintains the geas.

If a geas consists of a special action, one performance of that action lasts for 24 hours. Avoiding an act may also be a geas, and the geas is broken for 24 hours after performing the act.

Below are some geasa suggestions. The GM as always reserves the right to review and revise any geasa.

- **Condition:** You must specify a personal condition to do magic (using astral perception, sitting in lotus position, be unwounded, be drunk, etc). If you fail this, you lose access to the point of Magic Rating.
- **Domain:** You must select a domain in which your Magic Rating point applies. In other domains, you lose access to the point.
- **Exclusive:** This is an Adept-only geas. You cannot use powers restricted by this geas if you are using any other magical powers at the same time.
- **Fasting:** If you eat or drink anything other than water, this geas is broken for 24 hours.
- **Gesture:** This geas requires that you be able to make significant, obvious gestures to use your magic (rather like somatic components). Dancing also qualifies under this. If you are restricted in movement, you may lose access to the Magic Rating.
- **Incantation:** This geas requires you to speak, sing, or chant in a loud, clear voice to use your magic (rather like a verbal component).
- **Sacrifice:** You can take this geas only with training. Training is only available at the GM's discretion. To maintain this geas, you must kill a sentient being every 24 hours. The killing must be a melee-style killing (i.e., unarmed, natural weapons, or melee weapon).
- **Shaman's:** This geas restricts shamans to using the Magic Rating point only with spells and powers that his totem provides bonuses for.
- **Talisman:** This geas requires that you have a physical object as a channel for your magic. The talisman must have at least three distinct qualities. The talisman can be a focus or fetish. If the talisman is not a focus or fetish, you must bond the talisman with XP (25 XP).
- **Time:** You must specify a time when your magic works (ay, night, a particular season). If you perform magic any other time, the geas is broken. Shamans and others with time-based bonuses cannot take this geas.

You must accept a geas at the time of Magic Rating loss. You cannot lose a point of Magic Rating and then later decide to take a geas on that point. The maximum number of geas you can have is equal to your Wisdom bonus. If your Magic Rating is ever reduced to 0, you cannot take geasa to offset the loss and become forever mundane.

Fulfilling a Geas

As long as your geas (or geasa) is not broken, you perform as if you still possess the lost Magic Rating point. If you break your geas, you lose access to that point (or points, if you break multiple geasa). In addition, while operating under a broken geas, you take a -2 penalty to all skill checks, ability checks and saving throws that are related to performing magical activities (such as Caster Checks,

Drain checks, using killing hands in combat, etc).

Removing a Geas

There are few options for dropping geasa. If you initiate, and then spend the XP to increase your Magic Rating, you can drop a single geas. Otherwise, the only way to lose a geas is to deliberately stop obeying the restriction. If you possess multiple geasa, you must drop all of them at the same time – you cannot pick and choose. If you choose this option, you lose access to the offset points. Worse, you can never raise your Magic Rating again or initiate. This is the path of the burnout.

THE BEINGS

SPIRITS

New Spirit Powers

Divination

Type: Mana
Casting Time: Full-round action
Range: Personal
Effect: Brief divination
Duration: Instantaneous
Save: No

The effect of this power is similar to the Divination metamagic technique. Instead of Knowledge (arcane lore), roll 1d20 + (Force x 2). The spirit's answer can contain no more than Force x 2 words.

Possession

Type: Mana
Casting Time: Full-round action
Range: LoS
Target: One creature
Duration: Sustained
Save: See below

This allows the spirit to possess creatures as if using the Possession metamagic technique.

Storm

Type: Physical
Base Drain DC: 10 + spirit Force
Casting Time: Standard action
Range: LoS
Area: (Force x 75 ft.) radius
Duration: Sustained
Drain Damage: Spirit Force x 1d3 non-lethal
Save: No

The spirit can cause a storm anywhere within its line of sight. Storms can be accompanied by howling winds, lightning, rain, and so forth, or other phenomena appropriate to the spirits domain. A summoner may call upon a spirit using this power to make a storm strike. This is an attack using the raw fury and power of the storm – lightning bolts, hail rocks, falling trees, etc. Everyone and everything in the area is subject to this attack.

Using the storm strike is a full-round action that deals (Force)d10 damage to everything in the area. Targets are allowed a Reflex save for half damage. The DC for this save is 15 + Force. Low-impact armor protects against the damage at half value.

A spirit with the guard power that is equal to or greater in Force than the storm-causing spirit can add its Force to the saving throws of targets.

Each time the summoner calls on the spirit to use storm strike, he must resist Drain as if summoning the spirit again. Each use of storm strike counts as a separate service.

In an uncontrolled spirit uses storm strike, it has to resist Drain.

Ally Spirits

For general information on ally spirits, see *Magic in the Shadows*, p. 107.

Designing an Ally

- **Appearance:** First form free; additional forms cost you 10 XP each.
- **Force:** The first point of the spirit's Force comes from the Magic Rating point you give up to create the spirit. You can increase the spirit's Force during design, or with a ritual of change. The cost to increase the Force of the spirit by +1 is current Force x 50 XP.
- **Ability Scores:** Intelligence, Wisdom, and Charisma are equal to your scores at creation. Strength, Dexterity, and Constitution are all equal to Force x 3. You can increase the physical ability scores during design or later with a ritual of chance. The cost to increase physical ability scores is current ability x 5 XP per +1 increase.
- **Skills:** At the time of creation, the spirit has Knowledge (arcane lore) and Spellcraft at the same ranks as you. An ally can only have ranks in skill that you have ranks in, and its ranks cannot exceed yours. The cost for the first rank in a skill is 10 XP (40 for a Weapon skill). The cost to increase skills is current ranks x 10 XP (40 XP for Weapon skills).

- **Powers:** You can give the spirit *aid power*, *inhabiting*, *manifestation*, *telepathic link*, and *three-dimensional movement* for no cost. You can give the spirit *sense link* for 50 XP.
- **Spells:** You can give the spirit one randomly determined spell during design for no cost. Using the ritual of change to give it additional spells has the same XP cost as learning the spell would.

Ally Formula

To design the ally formula (required before conjuring the spirit), make a Knowledge (arcane lore) check. The DC for the check is the total XP cost of the ally divided by 10. The base time is 48 hours, -1 hour per 5 points over the DC. The formula must be designed in a magical lodge with a rating equal to or greater than the Force of the spirit.

Ritual of Summoning

The ritual must be performed in a magical lodge with a rating equal to or greater than the Force of the spirit. The materials have a Purchase DC of 15 + Force. The ritual takes a number of days equal to the Force of the spirit. Actually summoning the spirit follows the normal rules for conjuring spirits. For every 5 points over the DC, reduce the time required by one day.

For every day of the ritual, you must resist Drain as normal with summoning spirits.

Once the spirit is summoned, make a final Drain test. If this renders you dead or unconscious, the spirit is uncontrolled.

Regardless of success, you do not get the lost point of Magic Rating back.

Ritual of Change

Before beginning a ritual of change, you must have the XP required to pay for the changes. Otherwise, this follows the same rules as the ritual of summoning.

Losing an Ally

As long as an ally spirit's Force remains equal to or less than your Charisma bonus, it can only try to escape your control during a ritual of change, or if it is at 0 hp. If the spirit's Force exceeds your Charisma bonus, the ally may attempt freedom whenever you are rendered unconscious or dead through damage.

In either case, the contest is simple You roll 1d20 + Charisma modifier and the spirit rolls 1d20 + Force. High roll wins.

Banishing an Ally

Ally spirits are spirits and subject to banishing. If you are attempting to banish your own spirit, you may add your Charisma bonus to the check. If you banish your ally, the spirit is destroyed. If someone else banishes the spirit, it is disrupted for 28 – Force days.

If you banish your ally, you get the lost Magic Rating point back. If you attempt to banish your ally and fail, the spirit goes free and you do not regain the point. If someone else banishes your ally, you do not get the point back.

Ally Powers

Aid Power: This is a sustained, exclusive power. While the spirit is using this power, it acts as a Force-rating Power focus.

Inhabiting: This power allows the spirit to inhabit a physical body. The target must either be an animal (i.e., have the Animal type), or a specially prepared body. Once the spirit inhabits a body, it cannot leave.

While inhabiting the body, the spirit is dual natured. It cannot materialize or manifest because it is locked into the body. The spirit uses its normal mental ability scores, and adds its Force to the Strength, Dexterity, and Constitution of the form. An inhabited animal body gains immunity to age and disease.

A specially prepared body is called a homunculus. When inhabiting a homunculus, the spirit adds only one-half Force to the physical ability scores. The ally is still dual natured. This body is considered an active focus with a link to you. The only way to deactivate this focus is to destroy the body, disrupt or banish the spirit, or deactivate the body with a ritual of change.

If the spirit's host body is killed, the spirit is disrupted. You can either commission a new body and perform a 0 XP cost ritual of change to summon the spirit to the new body, or you can perform the summoning ritual again, replacing the inhabiting power with manifestation.

Manifestation: This is the same as the critter power.

Sense Link: This power allows you to perceive with the spirit's sense, no matter the physical distance between you (however, you must be on the same plane of existence). While using sense link, you own sense are completely inactive. Switching between the two is a move action.

Telepathic Link: This allows you and the spirit to mentally communicate regardless of physical distance. If the spirit is in an area with a background count, it must roll 1d20 + Force against a DC of 15 + background count to communicate. It must make this test every round in which it attempts communication.

Ally Services

Allies are typically present with the master, remaining in astral space. The master can send the ally to its native metaplane, commanding it to remain there until called (a full-round action). This does not apply if the ally is inhabiting. Ordering an ally is a move action.

- **Resist Drain:** When you cast a spell, you can have your ally spirit take the Drain in your place (if the ally is not manifested, the Drain is always lethal). The spirit makes the Drain test and suffers the results. Alternatively, you can "spend" the ally's Force to buy a bonus to your Drain check. For every point of Force you take, you gain a +2 bonus. If the spirit's Force is reduced to 0, it dies. Otherwise, it regenerates

Force at a rate of 1 point per hour. This service is agonizing for the spirit.

- **Other Services:** Ally spirits can perform the same services as other spirits.

Ancestor Spirits

Summoning an ancestor spirit requires three special fetishes appropriate to the ancestor. If you lack these fetishes, each missing fetish reduces the number of services owed by the spirit by 1.

Summoning an ancestor spirit takes a number of hours equal to the spirit's Force, divided by the number of relatives present (including the summoner). These participants need not be willing. Only a single ancestor spirit may be present at a time. Otherwise, summoning the spirit follows the normal rules for summoning spirits.

Ancestor Spirit

Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Slam (skill varies) (damage varies)

Full Attack: Slam (skill varies) (damage varies)

Space/Reach: Varies

Special Attacks: *Accident, confusion*

Special Qualities: *Divination, guard, manifestation, search*

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 4], Dex [F x 3], Con [F x 5], Int [F x 3], Wis [F x 3], Cha [F x 3], App [F x 3]

Magic Rating: [F]

Skills: Knowledge (history) (local), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge.

Occupation: -

Environment: Any

Organization: Solitary

Allegiances: Family

COMBAT

Ancestor spirits do not have a domain. Instead, their powers extend to a radius of Force x 3 miles from their place of summoning.

Blood Spirits

Summoning a blood spirit requires a number of hours equal to the Force of the spirit. At the end of the ritual, the sacrifice is made (see the Sacrificing metamagic technique). At this point, make the Summoning and Drain checks, with services gained as normal.

Using an Awakened animal in the sacrifice increases the maximum possible Force of the spirit by +1 with no attendant increase in risk for lethal Drain. If the sacrifice has a Magic Rating greater than 6, the summoner can also use the Invoking metamagic technique to summon a Great Form Blood Spirit. The spirit must remain within Force x 500 ft. of sentient beings. If a blood spirit is prevented from using its *essence drain* power, it will turn on the summoner.

A free blood spirit still loses essence, but it does so at half the normal rate.

Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Slam (skill varies) (damage varies)

Full Attack: Slam (skill varies) (damage varies)

Space/Reach: Varies

Special Attacks: *Essence drain, fear, noxious breath*

Special Qualities: *Guard, manifestation, weaknesses*

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 1], Dex [F x 5], Con [F x 4], Int [F x 3], Wis [F x 3], Cha [F x 3], App 1⁵

Magic Rating: [F x 1]

Skills: Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge.

Occupation: -

Environment: Any

Organization: Solitary

Allegiances: -

COMBAT

Weaknesses: Blood spirits suffer essence loss.

Free Spirits

To randomly determine if a spirit becomes free, roll 1d20 + Force. The DC for this check is 30 (20 if the spirit is an elemental bound for more than a few weeks or a spirit of man). If successful, the spirit goes free. If the check fails, the spirit returns to its metaplane.

Free Spirit

"Free Spirit" is a template that can be applied to any spirit other than an Ancestor Spirit or a Watcher (speculative).

Size and Type: Base creature

Hit Dice: Base creature

Massive Damage: Base creature

Speed: Base creature

Defense: Base creature

Armor: Base creature

Base Attack: Base creature

Full Attack: Base creature

Damage: Base creature

Special Attacks: A Free Spirit retains all the special attacks of the base creature and gains those described below.

Special Qualities: A Free Spirit retains all the special qualities of the base creature and gains those described below.

Saves: Base creature

Abilities: Base creature

Magic Rating: Base creature

Skills: Base creature

Feats: Base creature

Environment: Base creature

Organization: Base creature

Allegiances: Base creature

Spirit Energy

Upon becoming free, a free spirit gains a single point of *Spirit Energy*. A free spirit's Spirit Energy cannot exceed the spirit's Force. When a free spirit uses a power based on Force, add the spirit's Spirit Energy to its Force to determine the effective Force. This applies equally to ability scores. Certain situations may increase or decrease a spirit's effective Spirit Energy.

A free spirit may permanently spend Spirit Energy to gain the benefits of Action Points.

True Name

Upon becoming free, a free spirit gains a true name. Whenever a creature speaks a free spirit's true name, the spirit hears it, regardless of location, and knows where its name was spoken. If the spirit's true name is spoken three times in succession (with no more than a breath between speaking), the spirit is immediately dragged to the speaker's location.

Free spirits may only be killed or banished by those who know the spirit's true name. Otherwise, the best someone can hope for is disruption.

The only way to learn a free spirit's true name, mechanically speaking, is to discern the spirit's native metaplane (requiring a Assensing check of 21+, or studying the spirit's astral signature for 1d6 hours), and then perform an astral quest with a rating equal to the spirit's Force + Spirit Energy.

Knowing a spirit's true name provides power. This knowledge allows skilled characters to craft binding foci that effective against the free spirit (normal spirit-affecting foci are ineffective against free spirits). This knowledge allows a character to attempt to bind and banish the free spirit. Binding and banishing free spirits follows the normal rules, except the DCs are increased by the spirit's Spirit Energy. A bound free spirit never runs out of services, unlike normally spirits. However, a bound free spirit is still free willed and may act indirectly against the binder.

Free Spirits and XP

Free spirits can spend XP in the same manners as characters, using it to improve themselves. Free spirits can acquire XP in the same manner as characters, but at 1/100th the normal rate. Because of this, the more common method for a free spirit to gain XP is for character to donate part of their experience (life force, psychic being, chi, whatever metaphysical explanation you want to slap on it).

Free spirits cannot take XP from someone – an individual has to freely and willingly give the XP to the spirit. No mind control magic, charms, and the like can force this donation. Magicians (those with the quality) are the best donors for free spirits. Magicians give 1 XP and the free spirit gets 1 XP – thus, the exchange between free spirits and magicians is 1:1.

Adepts and other Awakened creatures donate XP at 2:1. In other words, for every 2 XP the character gives, the spirit gets 1 XP.

Mundanes donate at 3:1.

A character capable of summoning spirits can perform a short ritual on his

behalf or others', that improves this ration. Make a summoning check against a DC of 15 + Force + Spirit Energy. If successful, the donating target improves the ration by one. For example, if used on a Mage, the Mage now donates at 1:2, giving the spirits 2 XP per XP donated, while a mundane would donate at 2:1.

If the ritual fails, the donating character still automatically donates XP at the normal ration. If the ritual checks is a natural 1, the ratio is worsened by one point.

A free spirit can use XP to increase its Spirit Energy. This requires 10 XP x new Spirit Energy rating.

A free spirit can also use XP to raise its Force. This costs 30 XP x new Force rating. The spirit must also permanently burn a point of Spirit Energy to do this.

Free spirits may also use XP to increase and learn skills and feats, and such as characters.

Free Spirit Powers

When a spirit become free, it automatically gains 1d3 of the following powers. When a free spirit increases its Force, roll 2d6. If this roll is equal to, or greater than the spirit's current Force, it also gains a new power.

ANIMAL FORM

Type: Physical
Casting Time: Move action
Range: Personal
Target: You
Duration: See below
Save: No

Animal form is an advanced version of the *manifestation* power. While *manifestation* restricts a spirit to a single form, this power allows the spirit to take the form of any creature with the Animal type. The spirit's Strength, Dexterity, and Constitution are equal to the critter's scores plus the spirit's Spirit Energy. While in this form, the spirit gains damage reduction [Spirit Energy x 5]/magic, and energy resistance [Spirit Energy x 5]/magical energy.

Creating the form is a standard action. Maintaining the form require no effort on the part of the spirit.

ASTRAL GATEWAY

Type: Mana
Casting Time: Full-round action
Range: LoS
Target: One creature
Duration: Sustained
Save: Will negates (DC 15 + Force + Spirit Energy)

This potent power allows the spirit to bridge the gap between the physical and astral planes. This allows the permits anyone, Awakened or not, skilled or not, to astrally project, either to the Astral Plane, or the spirit's native metaplane. As long as the spirit maintains watch over the traveler's body, the traveler can remain in the astral indefinitely.

Should the spirit leave off guarding the body, the gateway closes. Characters normally capable of astral travel may be able to find their way back to their body as normal. Others die. Non-initiates abandoned on the metaplanes die. Normally, this power is used on the willing, but a free spirit can sue this power to force anyone, even mundanes into astral space, typically to engage them in astral combat.

AURA MASKING

Type: Mana
Casting Time: Free action
Range: Personal
Target: You
Duration: Constant
Save: No

This power allows the spirit to match its aura to its present physical form (animal or human). It can also allow the spirit to appear astrally as a normal spirit of its type. The power also lets the spirit mask its aura in the same manner as the Making metamagic technique, using Spirit Energy in place of grade. Spirits with this power can also attempt to pierce masked auras as normal.

DISPELLING

Type: Mana
Casting Time: Standard action
Range: LoS
Target: See below
Duration: Instantaneous
Save: See below

This power allows a spirit to dispel spells as per the normal rules. Use the spirit's Force + Spirit Energy in place of the normal skill bonuses.

HIDDEN LIFE

Type: Physical
Casting Time: See below
Range: Personal
Target: You
Duration: Constant
Save: No

This power allows the spirit to secrete its life force in a hidden place of thing. Destroying the hiding place destroys the spirit. As long as the hiding place is secure, the spirit cannot be destroyed, even if someone uses its true name against it. In addition, all of its physical forms possess the *regeneration* power. The hiding place is well protected. Places and objects have a hardness equal to

(Force + Spirit Energy) x3, and hit points equal to (Force + Spirit Energy) x 10. If the hiding place is a living creature, the creature is immune to aging, diseases and poisons. It gains the critter *regeneration* power. All of the creature's ability scores increase by an amount equal to the spirit's Force, and the spirit can exert control over the creature with no effort.

HUMAN FORM

Type: Physical
Casting Time: Move action
Range: Personal
Target: You
Duration: See below
Save: No

Human form is an advanced version of the *manifestation* power. While *manifestation* restricts a spirit to a single form, this power allows the spirit to take the form of any creature with the Humanoid type. The spirit's Strength, Dexterity, and Constitution are equal to the critter's scores plus the spirit's Spirit Energy. While in this form, the spirit gains damage reduction [Spirit Energy x 5]/magic, and energy resistance [Spirit Energy x 5]/magical energy.

Creating the form is a standard action. Maintaining the form require no effort on the part of the spirit.

PERSONAL DOMAIN

Type: Physical
Casting Time: 1 hour
Range: LoS
Area: Force x 12,000 square yards
Duration: Constant
Save: No

The spirit selects some area where its powers are greater than normal. If the spirit is particular to or native to a domain, this domain must be in an appropriate area. Within its personal domain, a free spirit's Spirit Energy is doubled. If the spirit has the possession power, it can attempt to possess anyone in its domain, willing or not, astrally active or not. It forces the victim into astral combat and takes possession if it wins.

Once selected, a spirit cannot change its personal domain, not can it have more than one personal domain active at a time. If the domain is physically alter in a severe manner or destroyed, the personal domain collapses.

POSSESSION

Type: Mana
Casting Time: Full-round action
Range: LoS
Target: One creature
Duration: Sustained
Save: See below

This allows the spirit to possess creatures as if using the Possession metamagic technique.

WEALTH

Type: Physical
Casting Time: Full-round action every 30 days
Range: LoS
Effect: See below
Duration: Instantaneous
Save: No

This power allows the spirit to create precious stones or metals. Materials created with this power assense as magical and carry the spirit's astral signature. To determine the value of the materials, roll 1d6 + Spirit Energy and multiply this by the spirit's Force. This is the retail Purchase DC of the materials.

For example, a Force 7 spirit with Spirit Energy 3 rolls 1d6+3, and gets a 6. Thus, the material has a retail Purchase DC of 42. Of course, the spirit may not be able to sell it for this much.

Great Form Spirits

Great Form Spirit is a template that can be applied to any creature with the Spirit type. Great Form Spirits always start off as conjured spirits (by an Initiate with the Invoking technique). All Great Form spirits gain the following benefits:

Size and Type: To determine the spirit's size category, add the initiate's Grade to the spirit's Force. Type remains unchanged.

Hit Dice: Base creature

Massive Damage: Base creature

Speed: Base creature

Defense: Base creature

Armor: Base creature

Base Attack: Base creature

Full Attack: Base creature

Damage: Base creature

Special Attacks: A Great Form Spirit retains all the special attacks of the base creature and gains those described below.

Special Qualities: A Great Form Spirit retains all the special qualities of the base creature and gains those described below.

Saves: Base creature

Abilities: Add the initiate's Grade to the spirit's Strength, Dexterity, and Constitution

Magic Rating: Base creature

Skills: As the base creature, but add the initiate's Grade to all skill ranks

Feats: Base creature

Occupation: Base creature

Environment: Base creature
Organization: Base creature
Allegiances: Base creature

Great Blood Spirits

Great blood spirits can use their powers in a number of simultaneous targets equal to their Force. They also gain the *engulf* power.

Engulf (Ex): The spirit can attempt to engulf a creature at least one size category smaller. This requires a grapple check. If successful, the creature is engulfed. An engulfed creature takes slam damage every round and risks drowning. While engulfed, a creature can take no physical actions other than an escape attempt. Escaping is a full-round action and the spirit and the creature roll Strength checks. If the creature wins, it escapes.

The spirit, if large enough, may be able to engulf multiple creatures. While engulfing, the spirit can still move and take actions and attacks.

Great Loa

Great Loa can possess astrally active creatures in addition to hougans and serviterus. The can possess a host body for as long as desired. While in possession of a body, the Loa has damage reduction of [Force x 5]/magic, and energy resistance of [Force x 5]/magic energy.

Great Spirits of Air

Great spirits of air can use their powers on a number of simultaneous targets equal to their Force. They also gain the *Storm* power. As a free action, they can generate and maintain winds with a strength based on Force (F 1-3 = Light; 3-6 = Moderate; 7-10 Strong; 11-15 = Severe; 16-20 = Windstorm; 21-25 = Hurricane; 26+ Tornado). The spirit must be manifested to perform this action.

Great Spirits of Beasts

Great spirits of beasts can use their powers on a number of simultaneous targets equal to their Force.

Great Spirits of Earth

Great spirits of earth can use their powers on a number of simultaneous targets equal to their Force. As a free action, they can generate earth tremors (4 or 5 Richter) that require DC 15 Balance checks every round to avoid falling prone. The spirit must be manifested to perform this action.

Great Spirits of Fire

Great spirits of fire can use their powers on a number of simultaneous targets equal to their Force. As a free action, they can ignite flammable materials. The spirit must be manifested to perform this action.

Great Spirits of Man

Great spirits of man can use their powers on a number of simultaneous targets equal to their Force.

Great Spirits of Water

Great spirits of man can use their powers on a number of simultaneous targets equal to their Force. As a free action, they can burst water manes and pipes, and direct masses of water much like a fire hose (or water cannon). The spirit must be manifested to perform this action.

Insect Spirits

Summoning an insect spirits follows the normal rules for summoning spirits. However, a summoned insect spirit, upon arriving, must first incubate in a host body. This takes a number of weeks equal to the spirit's Force. A Queen/Mother can only be summoned by an initiate with the *Invoking* metamagic technique.

During the incubation period, the host undergoes a transformation. The host body must make a Will save. The DC for this save is 15 + spirit Force. See the Insect Spirit Transformation Table below for the results of the save.

Insect shamans have a limited number of insect spirits that they can control without having a summoned Queen. The total number of spirits the shaman can control is equal to Magic Rating x 10. The spirits' total Force cannot exceed Magic Rating x 10.

If the shaman follows a solitary spirit, summoning a Mother is particularly difficult. The base time is 10 days, and for Drain purposes, increase the spirit's Force by 50%.

A mantid shaman can control only one female and a number of males equal to his Magic Rating.

INSECT SPIRIT TRANSFORMATION TABLE

Beat DC by	Effect
Fail	Host destroyed – true form spirit emerges
1 – 5	Host becomes same size insect – flesh-form emerges
6 – 8	Host acquires insectoid characteristics – flesh-form emerges
9 – 12	Host acquires single insectoid characteristic – flesh-form emerges
13+	Good merge – flesh-form with aura masking emerges; the spirit has full access to the host's memories and skill and can mimic the host

True Form Insect Spirits

True form insect spirits are full-fledged spirits and follow the normal rules for spirits. They appear as Medium size, perfect insects (Queen/Mothers are Large). True forms with wings can fly when manifested, and all true forms can climb on

walls and ceilings when manifested.

True forms suffer double damage from insecticides. True form spirits can be banished, but treat their Force as double.

Flesh-Form Insect Spirits

Flesh-form insects are dual natured and cannot be banished. Flesh-form insect spirits use a template that is applied to the host.

Queen/Mothers

Queens are particularly powerful. Typically, as soon as a Queen is summoned, she will attempt to free herself from the control of the shaman in the same manner as an ally spirit. Queen/Mothers are always summoned as true form spirits.

If a Queen breaks free, she may allow the shaman to retain his power if she feels he will be useful.

Queens have Spirit Energy in the same manner as free spirits, even though they are not free. The Queen may use her Spirit Energy to bolster the shaman's Magic in the same manner as a free Toxic Spirit does to enhance a Toxic Shaman's power. Working together, a Queen and her shaman can summon (Queen's Force + Spirit Energy + shamans' Magic Rating) in Force of insect spirits per day. In this case, a soldier spirit is worth double Force.

The maximum number of true form spirits in a hive with a Queen is equal to the Queen's Force x the shaman's Charisma modifier for soldiers and (Queen's Force x shaman's Charisma modifier) x 10 for workers.

If a Queen is banished or destroyed, the shaman loses all Magic Rating, forever becoming as burnout. He typically suffers a number of mental derangements as well. If a Queen is destroyed, all of her worker and soldier spirits are destroyed as well, unless they manage to become free spirits.

Insect Spirit Powers

ANIMAL CONTROL (INSECTS)

Type: Mana

Casting Time: Standard action

Range: LoS

Effect: Swarm

Duration: Sustained

Save: No

The spirit can summon a swarm of like insects, using them for scouting (seeing through their senses), attack, distraction, etc. Use normal Swarm stats.

AURA MASKING

Type: Mana

Casting Time: Free action

Range: Personal

Target: You

Duration: Constant

Save: No

This power allows the spirit to match its aura to its present physical form (animal or human). It can also allow the spirit to appear astrally as a normal spirit of its type. The power also lets the spirit mask its aura in the same manner as the Making metamagic technique, using either the Queen's Spirit Energy or, if no Queen is present, the shaman's grade. Spirits with this power can also attempt to pierce masked auras as normal.

COMPULSION

Type: Physical

Casting Time: Standard action

Range: Personal

Area: (Force x 5 ft.) radius

Duration: Sustained

Save: Will negates (15 + Charisma mod + Force)

The spirit can release a variety of pheromones that create overriding compulsions in creatures. All creatures in the area of effect must roll a Will save. For every 5 points by which a target fails to save, the spirit gets to dictate one of his immediate actions. The spirit can also distill the pheromones for placement in food and rink.

SHARE MINDS

Type: Mana

Casting Time: None

Range: See below

Target: See below

Duration: Constant

Save: No

All spirits under the control of a Queen/Mother with this power share a constant two-way mental bond. Any of the subjects can send the Queen a message as free action, and she can likewise send messages to her subjects. By taking a free action, the Queen can focus on one spirit and sense what he senses. This only connects the Queen to her subjects, although spirits can relay a message to the Queen to be relayed to another spirit.

SKILL

Type: Mana

Casting Time: See below

Range: See below

Target: See below

Duration: Constant

Save: No

When summoned, a worker can have any one Craft or other non-magical

skills the summoner chooses. It has ranks in the skill equal to its Force.

SUMMONING

Type: Mana

Casting Time: Full-round action

Range: LoS

Target: One spirit

Duration: Instantaneous

Save: No

Queens/Mothers use this power to summon more insect spirits to the material plane.

Insect Spirit Statistics (True Form)

The statistics provided below are for true form insect spirits. Flesh-form templates follow. Unlike most spirits, insect spirits are of a fixed size, regardless of Force.

ANT QUEEN

Large Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies plus poison)

Full Attack: Bite (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear, paralyzing touch

Special Qualities: Animal control (ants), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 9], Dex [F x 3], Con [F x 8], Int [F x 3], Wis [F x 3], Cha [F x 3], App -

Magic Rating: [F x 1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage.

Weaknesses: Ant Queens have limited vision, being able to see roughly 5 ft.

ANT SOLDIER

Medium Spirit [Incorporeal]

Hit Dice: {F x 3}

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft], climb [F x 5 ft]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies plus poison)

Full Attack: Bite (skill varies) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralyzing touch

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 7], Dex [F x 7], Con [F x 4], Int [F x 3], Wis [F x 3], Cha [F x 3], App -

Magic Rating: [F x 1]

Skills: Climb (+8 speceis), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Ant soldiers have limited vision, being able to see roughly 5 ft.

ANT WORKER

Medium Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, skill, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 5], Dex [F x 3], Con [F x 1], Int [F x 3], Wis [F x 3], Cha [F x 3], App -

Magic Rating: [F x 1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Dodge, Improved Scent, uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Weaknesses: Ant workers have limited vision, being able to see roughly 5 ft.

BEEBLE FEMALE

Medium Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 5], Dex [F x 5], Con [F x 5], Int [F x 3], Wis [F x 3], Cha [F x 3], App -

Magic Rating: [F x 1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Weaknesses: Beetle females have limited vision, being able to see roughly 5 ft.

BEEBLE MALE

Medium Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -

- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx9], Dex [Fx4], Con [Fx6], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Weaknesses: Beetle males have limited vision, being able to see roughly 5 ft.

BEETLE QUEEN

Large Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies plus poison)

Full Attack: Bite (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear, paralyzing touch

Special Qualities: Animal control (beetles), manifestation, scent, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx7], Dex [Fx5], Con [Fx5], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Beetle Queens have limited vision, being able to see roughly 5 ft.

CICADA MALE

Medium Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx6], Dex [Fx4], Con [Fx5], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Weaknesses: Cicada males have limited vision, being able to see roughly 5 ft.

CICADA MOTHER

Large Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies plus poison)

Full Attack: Bite (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear

Special Qualities: Animal control (cicadas), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx5], Dex [Fx5], Con [Fx6], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Cicada Mothers have limited vision, being able to see roughly 5 ft.

FIREFLY MALE/FEMALE

Medium Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx4], Dex [Fx4], Con [Fx3], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Weaknesses: Ant soldiers have limited vision, being able to see roughly 5 ft.

FIREFLY MOTHER

Large Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -

- **Low impact** -
- **Energy** -
- **Fire** -
- **Cold** -
- **Acid** -
- **Sonic** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies plus poison)

Full Attack: Bite (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear

Special Qualities: Animal control (fireflies), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F4], Dex [F5], Con [F4], Int [F3], Wis [F3], Cha [F3], App -

Magic Rating: [F1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Firefly Mothers have limited vision, being able to see roughly 5 ft.

FLY MALE

Medium Spirit [Incorporeal]

Hit Dice: [F3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact** -
- **Low impact** -
- **Energy** -
- **Fire** -
- **Cold** -
- **Acid** -
- **Sonic** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pestilence

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F5], Dex [F4], Con [F3], Int [F3], Wis [F3], Cha [F3], App -

Magic Rating: [F1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Weaknesses: Fly males have limited vision, being able to see roughly 5 ft.

FLY QUEEN

Large Spirit [Incorporeal]

Hit Dice: [F3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact** -
- **Low impact** -
- **Energy** -
- **Fire** -
- **Cold** -
- **Acid** -
- **Sonic** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies plus poison)

Full Attack: Bite (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear

Special Qualities: Animal control (flies), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F7], Dex [F7], Con [F7], Int [F3], Wis [F3], Cha [F3], App -

Magic Rating: [F1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Fly Queens have limited vision, being able to see roughly 5 ft.

MANTID FEMALE

Size and Type: Size remains unchanged; type changes to Spirit [Flesh-form]

Hit Dice: Base creature

Massive Damage: Base creature

Speed: Base creature, climb [F x 5 ft.]

Defense: Base creature

Armor: Base creature

Base Attack: Base creature

Full Attack: Base creature

Damage: A mantid female can deal lethal or non-lethal unarmed damage with no penalties.

Special Attacks: A Mantid Female retains all the special attacks of the base creature and gains those described below.

- **Compulsion (Su):** Insect spirit power.

- **Fear (Su):** Insect spirit power.

Special Qualities: A Mantid Female retains all the special qualities of the base creature and gains those described below.

- **Animal control (mantids) (Su):** Insect spirit power.

- **Damage reduction (Ex):** The spirit gains damage reduction equal to (Force x 2)/magic.

- **Dual nature (Ex):** The spirit is dual natured.

- **Energy resistance (Ex):** The spirit gains energy resistance equal to (Force x2)/magical energy.

- **Scent (Ex):** The spirit gains the scent ability.

- **Share minds (Ex):** Insect spirit power.

- **Summoning (Su):** Insect spirit power.

Saves: Base creature

Abilities: Improve as follows:

- Strength, Dexterity, and Constitution – add the spirit's Force to the host's scores.
- Intelligence, Wisdom, and Charisma equal the spirit's Force x 3.

Magic Rating: Spirit Force

Skills: Base creature; gains a +8 species bonus to Climb checks, gains Listen, Natural Weapons, Spot.

Feats: Base creature; gains Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: Base creature

Environment: Base creature

Organization: Solitary

Allegiances: Base creature

MANTID MALE

Medium Spirit [Incorporeal]

Hit Dice: [F3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact** -
- **Low impact** -
- **Energy** -
- **Fire** -
- **Cold** -
- **Acid** -
- **Sonic** -

Attack Data:

Attacks: Bite (skill varies) (damage varies plus poison)

Full Attack: Bite (skill varies) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F6], Dex [F8], Con [F5], Int [F3], Wis [F3], Cha [F3], App -

Magic Rating: [F1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage

(Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Mantid males have limited vision, being able to see roughly 5 ft.

MOSQUITO FEMALE

Medium Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, paralyzing touch, pestilence

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx5], Dex [Fx6], Con [Fx2], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Blood drain (Ex): A Mosquito female can drain blood from warm-blooded creatures. Typically, the creature is paralyzed. The spirit drains 1 point of Constitution per round. This is temporary damage.

Weaknesses: Mosquito females have limited vision, being able to see roughly 5 ft.

MOSQUITO MALE

Medium Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralyzing touch

Special Qualities: manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx6], Dex [Fx6], Con [Fx3], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Weaknesses: Mosquito males have limited vision, being able to see roughly 5 ft.

MOSQUITO MOTHER

Large Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] average, climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -

- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies)

Full Attack: Bite (skill varies, -1 size) (damage varies)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blood drain, compulsion, fear, paralyzing touch, pestilence

Special Qualities: Animal control (mosquitoes), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx5], Dex [Fx6], Con [Fx5], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: -

COMBAT

Blood drain (Ex): A Mosquito Mother can drain blood from warm-blooded creatures. Typically, the creature is paralyzed. The spirit drains 1d3 points of Constitution per round. This is temporary damage.

Weaknesses: Mosquito Mothers have limited vision, being able to see roughly 5 ft.

ROACH MALE

Medium Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies plus poison)

Full Attack: Bite (skill varies) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [Fx5], Dex [Fx7], Con [Fx5], Int [Fx3], Wis [Fx3], Cha [Fx3], App -

Magic Rating: [Fx1]

Skills: Climb (+8 species), Listen, natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: Mother, shaman

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Roach males have limited vision, being able to see roughly 5 ft.

ROACH MOTHER

Large Spirit [Incorporeal]

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies plus poison)

Full Attack: Bite (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear

Special Qualities: Animal control (roaches), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F_x4], Dex [F_x6], Con [F_x6], Int [F_x3], Wis [F_x3], Cha [F_x3], App -

Magic Rating: [F_x1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Nest

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Roach Mothers have limited vision, being able to see roughly 5 ft.

TERMITE QUEEN

Large Spirit [Incorporeal]

Hit Dice: [F_x3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Bite (skill varies, -1 size) (damage varies)

Full Attack: Bite (skill varies, -1 size) (damage varies)

Space/Reach: 10 ft./10 ft.

Special Attacks: Compulsion, fear, paralyzing touch

Special Qualities: Animal control (termites), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F_x9], Dex [F_x9], Con [F_x8], Int [F_x3], Wis [F_x3], Cha [F_x3], App -

Magic Rating: [F_x1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: -

COMBAT

Weaknesses: Termite Queens have limited vision, being able to see roughly 5 ft.

TERMITE SOLDIER

Medium Spirit [Incorporeal]

Hit Dice: [F_x3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies plus poison)

Full Attack: Bite (skill varies) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralyzing touch

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F_x8], Dex [F_x7], Con [F_x4], Int [F_x3], Wis [F_x3], Cha [F_x3], App -

Magic Rating: [F_x1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Termite soldiers have limited vision, being able to see

roughly 5 ft.

TERMITE WORKER

Medium Spirit [Incorporeal]

Hit Dice: [F_x3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Bite (skill varies) (damage varies)

Full Attack: Bite (skill varies) (damage varies)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F_x6], Dex [F_x3], Con [F_x1], Int [F_x3], Wis [F_x3], Cha [F_x3], App -

Magic Rating:

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Weaknesses: Termite workers have limited vision, being able to see roughly 5 ft.

WASP FEMALE

Medium Spirit [Incorporeal]

Hit Dice: [F_x3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] good, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Stinger (skill varies) (damage varies plus poison)

Full Attack: Stinger (skill varies) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralyzing touch

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F_x7], Dex [F_x7], Con [F_x4], Int [F_x3], Wis [F_x3], Cha [F_x3], App -

Magic Rating: [F_x1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Wasp females have limited vision, being able to see roughly 5 ft.

WASP MALE

Medium Spirit [Incorporeal]

Hit Dice: [F_x3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] good, climb [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -

- **Sonic:** -

Attack Data:

Attacks: Stinger (skill varies) (damage varies plus poison)

Full Attack: Stinger (skill varies) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralyzing touch

Special Qualities: Manifestation, scent, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F6], Dex [F7], Con [F3], Int [F3], Wis [F3], Cha [F3], App -

Magic Rating: [F1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: Queen, shaman

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Wasp males have limited vision, being able to see roughly 5 ft.

WASP QUEEN

Large Spirit [Incorporeal]

Hit Dice: [F3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.], fly [F x 5 ft.] good, climb [F x 5 ft.]

Defense: Varies -1 size

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 size grapple

Attacks: Stinger (skill varies, -1 size) (damage varies plus poison)

Full Attack: Stinger (skill varies, -1 size) (damage varies plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Compulsion, fear, paralyzing touch

Special Qualities: Animal control (wasps), manifestation, scent, share minds, summoning, weaknesses

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F8], Dex [F8], Con [F7], Int [F3], Wis [F3], Cha [F3], App -

Magic Rating: [F1]

Skills: Climb (+8 species), Listen, Natural Weapons, Spot.

Feats: Assensing, Dodge, Improved Scent, Uncanny Scent.

Occupation: -

Environment: Any

Organization: Hive

Allegiances: -

COMBAT

Poison (Ex): Injury, Fortitude DC (15 + Con mod + Force), Initial Damage (Force)d3 Dexterity, Secondary Damage (Force)d3 damage

Weaknesses: Wasp Queens have limited vision, being able to see roughly 5 ft.

FLESH-FORM SOLDIER TEMPLATE

Size and Type: Size remains unchanged; type changes to Spirit.

Hit Dice: Base creature

Massive Damage: Base creature

Speed: Base creature

Defense: Base creature

Armor: Base creature

Base Attack: Base creature

Full Attack: Base creature

Damage: Base creature

Special Attacks: A Flesh-Form Soldier retains all the special attacks of the base creature.

Special Qualities: A Flesh-Form Soldier retains all the special qualities of the base creature.

- **Dual nature (Ex):**

Saves: Base creature

Abilities: Improve as follows:

- Strength, Dexterity, Constitution – add the spirit's Force to the hosts' scores.
- Intelligence, Wisdom, Charisma – These equal the spirit's Force x 3.
- Appearance – If the host is a full-size insect, App is 0; if the host has several characteristics, reduce App by 6; if the host has a single characteristic, reduce App as needed.

Magic Rating: Force

Skills: As spirit

Feats: As spirit

Occupation: -

Environment: Spirit

Organization: Spirit

Allegiances: Spirit

FLESH-FORM WORKER TEMPLATE

Size and Type: Size remains unchanged; type changes to Spirit.

Hit Dice: Base creature

Massive Damage: Base creature

Speed: Base creature

Defense: Base creature

Armor: Base creature

Base Attack: Base creature

Full Attack: Base creature

Damage: Base creature

Special Attacks: A Flesh-Form Worker retains all the special attacks of the base creature.

Special Qualities: A Flesh-Form Worker retains all the special qualities of the base creature.

- **Dual nature (Ex):**
- **Weaknesses:** Flesh-Form Workers have limited eyesight, and cannot see past 20 ft.

Saves: Base creature

Abilities: Improve as follows:

- Strength, Dexterity, Constitution – these are equal to the host's -2.
- Intelligence, Wisdom, Charisma – These equal the spirit's Force x 3.
- Appearance – If the host is a full-size insect, App is 0; if the host has several characteristics, reduce App by 6; if the host has a single characteristic, reduce App as needed.

Magic Rating: Force

Skills: As spirit

Feats: As spirit

Occupation: -

Environment: Spirit

Organization: Spirit

Allegiances: Spirit

Loa

Summoning Loa spirits follows the normal rules and restrictions for summoning spirits. A houngan can have only one Patron Loa spirit bound at a time, and one additional Loa spirit bound.

Loa spirits can materialize, as astral forms, but they cannot manifest as the critter power. Otherwise, they follow normal spirit rules.

Loa spirits all have the *Possession* power. Use of this power voids any remaining services. *Possession* lasts until the task is completed or 12 hours pass – whichever occurs first. When the Loa departs, the host must resist Drain as if casting a spell with a Force equal to the Loa's Force (Force x 1d2 non-lethal).

Serviteur

Becoming a serviteur (a non-houngan Loa host-capable body) requires 100 XP.

Spirits of the Elements

Spirits of the elements are summoned following the normal rules and restrictions for summoning spirits. Statistically, use the following:

- **Gnomes** = Spirits of Earth
- **Manitous** = See below
- **Salamanders** = Spirits of Fire
- **Sylphs** = Spirits of Air
- **Undines** = Spirits of Water

Manitou (Wood)

Spirit [Incorporeal]

Hit Dice: [F5]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Slam (skill varies) (damage varies)

Full Attack: Slam (skill varies) (damage varies)

Space/Reach: Varies

Special Attacks: *Accident, confusion, engulf, fear*

Special Qualities: *Concealment, guard, magical guard, manifestation*

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str , Dex , Con , Int [F3], Wis [F3], Cha [F3], App [F3]

Magic Rating: [F]

Skills: Hide, Listen, Move Silently, Natural Weapons, Spot.

Feats: Assensing, Dodge.

Occupation: -

Environment: Special
Organization: Solitary
Allegiances: -

COMBAT

Engulf (Ex): The spirit can attempt to engulf a creature at least one size category smaller. This requires a grapple check. If successful, the creature is engulfed. An engulfed creature takes slam damage every round. While engulfed, a creature can take no physical actions other than an escape attempt. Escaping is a full-round action and the spirit and the creature roll Strength checks. If the creature wins, it escapes.

The spirit, if large enough, may be able to engulf multiple creatures. While engulfing, the spirit can still move and take actions and attacks.

Thought Form

Spirit [Incorporeal]

Hit Dice: [F x 3]

Mas: Varies

Initiative: Varies

Speed: [F x 5 ft.]

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data:

Attacks: Slam (skill varies) (damage varies)

Full Attack: Slam (skill varies) (damage varies)

Space/Reach: Varies

Special Attacks: Psychokinesis

Special Qualities: Manifestation, search

Saves: Fort [Good], Ref [Good], Will [Good]

Action Points: -

Abilities: Str [F x 1], Dex [F x 5], Con [F x 4], Int [F x 3], Wis [F x 3], Cha [F x 3], App [F x 3]

Magic Rating: [F x 1]

Skills: Listen, Natural Weapons, Spot.

Feats: Assessing, Dodge.

Occupation: -

Environment: Any

Organization: Solitary

Allegiances: -

Toxic Spirits

Toxic spirit is a template that can be applied to any Spirit of Air, Earth, Fire, Man, or Water.

Size and Type: Base creature

Hit Dice: Base creature

Massive Damage: Base creature

Speed: Base creature

Defense: Base creature

Armor: Base creature

Base Attack: Base creature

Full Attack: Base creature

Damage: Base creature

Special Attacks: A Toxic Spirit retains all the special attacks of the base creature and gains those described below.

- **Corrosive (Ex):** As a standard action, a toxic spirit can sling globs of acid. The range of this is LoS and it travels in a 5 ft. line. It deals (Force)d6 acid damage. Targets are allowed Reflex saves for half damage (DC 15 + Dexterity mod + Force).
- **Noxious breath (Ex):** Toxic spirits have the *noxious breath* critter power.

Special Qualities: A Toxic Spirit retains all the special qualities of the base creature.

- **Background count:** If an area has a background count, add the count to the toxic spirit's Force. This applies for abilities, powers, and summoning and banishing/binding checks as well.
- **Free movement (Ex):** A toxic version of a domain-bound spirit is not bound by any such domain.

Saves: Base creature

Abilities: Base creature

Magic Rating: Base creature

Skills: Base creature

Feats: Base creature

Occupation: Base creature

Environment: Base creature

Organization: Base creature

Allegiances: Base creature

Free Toxic Spirits

Free toxic spirits are able to enter symbiotic pacts with toxic shamans. The shaman gains a one-time permanent bonus to his Magic Rating that is equal to

one-half of the spirit's Spirit Energy. From this point on, any additional increase in the shaman's Magic Rating increases the spirit's Spirit Energy by a like amount. Every two points the spirit gains in Spirit Energy increases the shaman's Magic Rating by +1.

Zombies

To create a zombie, you must be a houngan. The corpse must be reasonably fresh (3 days tops in the open, longer if preserved). Ritual materials have a cost of 15 + Force, and the corpse, and you require a magical lodge (houngan) with a rating equal to or greater than the zombie's Force.

Preparing the corpse is the same as creating a focus, with a Craft (chemical) DC of 20 + Force, and a base time of 10 days.

Once the corpse is prepared, summon the spirit following the normal rules. This takes Spirit Force hours. Each "service" actually provides the zombie with 30 days of lifespan.

If the creator is rendered unconscious or killed, roll 1d20 + Force for each zombie controlled. The DC for this check is 25. If the check fails, the zombie mindlessly attacks the nearest living creature for 2d6 rounds before disintegrating. If the test is successful, the zombie becomes a Grande Zombie.

Zombies are stupid and follow orders single-mindedly, without imagination, and typically to the letter if not spirit. To give or change a zombie's order, the critter must be within the creator's line of sight.

The maximum number of zombies a houngan can control simultaneously is equal to his Charisma bonus x2 (x4 for Petro houngans).

Mechanically, zombie is a template applied to a creature.

Zombie

Size and Type: Size remains unchanged; type changes to Spirit [Undead]

Hit Dice: Unchanged

Massive Damage: A zombie is not subject to massive damage

Speed: Reduce speed to half of the base creature's

Defense: Base creature

Armor: Base creature

Base Attack: A zombie retains all the attacks of the base creature and gains a slam attack if it didn't already have one. A zombie with natural weapons retains those natural weapons.

Full Attack: A zombie retains all the attacks of the base creature and gains a slam attack if it didn't already have one. A zombie with natural weapons retains those natural weapons.

Damage: Zombies have slam attacks. If the base creature does not have this attack form, use the appropriate damage value for a humanoid of the appropriate size. Creatures that have other kinds of natural weapons retain their old damage values.

Special Attacks: A zombie retains none of the base creature's special attacks, barring cyberware that affects physical ability scores.

Special Qualities: A zombie retains none of the base creature's special qualities, barring cyberware that affects physical ability scores.

Saves: Base creature

Abilities: Modify from the base creature as follows: Add Force to Strength and Constitution, reduce Dexterity by 50 %, Intelligence and Charisma equals Force. Wisdom equals Force x 3.

Magic Rating: Force

Skills: Natural Weapons equal to Force; the zombie loses all other skills.

Feats: None.

Occupation: -

Environment: Any

Organization: Solitary

Allegiances: -

Grande Zombie

Grande Zombies are free spirits trapped in zombie bodies. The critters gain the same abilities as free spirits. As noted, they cannot gain the powers of animal form, human form, or possession.

Grande Zombies increase their Intelligence and Charisma to Force x3.

Grande Zombies have the *Essence Drain* critter power (accompanied by the consumption of 10 lb. of (meta) human flesh), and suffer *Essence Loss*, losing 1d6 points per month.

THE PLACES

THE ASTRAL PLANE

Passing through the Earth

At the Earth is solid on the Astral Plane, you can pass through it with enough time, effort, and determination. Moving through astral Earth requires a DC 15 Will save. The base time is 10 minutes per foot; for every 5 points over the DC, reduce the base time by one minute. A spirit of earth, as a service, can add its Force as a bonus to this save.

While moving through astral Earth, you cannot see. The GM will make a DC 15 Intelligence check (+2 DC per hour of moving while blind) – if this fails, you lose your way. Of course, you won't realize this until you pass through the object. As a service, a spirit of earth can guide you, insuring you do not get lost.

Astral Visibility

The material plane light level has no effect on astral visibility, making astral perception occasionally useful for operating in darkness. However, the auras on the astral can impose penalties on vision, as can travel through semi-opaque things that exist on the material. The following modifiers apply to all Search and Spot checks, and any other check based on seeing at range.

TABLE: ASTRAL VISIBILITY

Condition	Modifier
Light fog/smoke	-2
Thick fog/smoke	-4
Open flame	-4
Intense flame (blast furnace)	-6
Searching for mundane physical object	-4
Background count	- count x2
Crowded biomass (dance floor, water at less than 150 ft.)	-4
Packed biomass (thick jungle, crowded subway)	-8

Astral Security

Fooling Astral Barriers

Creatures with masking (metamagic technique) or *aura masking* (spirit power) may attempt to fool an astral barrier into thinking that they are authorized persons. This requires an opposed check. The creature rolls 1d20 + (Grade x 2) or (Spirit Energy x 2) while the barrier rolls 1d20 + Force. High roll wins. A creature that loses this contest can attempt to spoof the barrier again after 24 hours. If the creature wins, he passes, but any additional attempts to pass through require additional checks.

Wards

SPIRITS AND WARDS

As a service, a spirit can create a ward, following the normal rules. The spirit rolls 1d20 + Force against a DC of 15 + ward Force.

ALARM WARDS

Spotting an alarm ward requires a DC (20 + Force) Search or (DC 25 + Force) Spot check with astral perception. As noted, creating an alarm ward takes one-half the normal time.

POLARIZED WARDS

Detecting the "clear" side of a polarized ward requires an astral perception DC (25 + Force) Search check or (DC 30 + Force) Spot check.

FAB

Strain-III FAB requires a Search check (while using astral perception) to detect as FAB. The DC for this check is 35 – cloud Force. Strain-III FAB moves at a speed of 5 ft. per round. When Strain-III attaches to an astrally active creature, roll 1d20 + Force against a DC of 15 + victim's Magic Rating (or Force). If successful, the FAB begins feeding. For every 5 points over the DC, divide the base time in half. After this interval, the FAB deals one point of drain to the affected score (permanent) and adds the point to its sown Force.

If *cure disease* is used to neutralize Strain-III, roll 1d20 + spell Force against a DC of 15 + FAB Force. If successful, reduce the Force of the Strain-III by one point, plus one point per 5 points over the DC.

GUARDIAN VINES

Plant

Hit Dice: [Fx3]

Mas: Varies

Initiative: Varies

Speed: 0

Defense: Varies

Armor:

- **High impact:** -
- **Low impact:** -
- **Energy:** -
- **Fire:** -
- **Cold:** -
- **Acid:** -
- **Sonic:** -

Attack Data: +4 species grapple bonus

Attacks: Slam (skill varies) (damage varies)

Full Attack: Slam (skill varies) (damage varies)

Space/Reach: Varies

Special Attacks: Improved grab

Special Qualities: Dual nature

Saves: Fort [Good], Ref [Poor], Will [Good]

Action Points: -

Abilities: Str [Fx6], Dex [Fx3], Con [Fx3], Int [Fx3], Wis [Fx3], Cha [Fx3], App 0

Magic Rating: [Fx1]

Skills: Natural Weapons, Spot.

Feats: -

Environment: Any

Organization: Patch

Allegiances: -

COMBAT

Improved grab (Ex): Guardian vines may use this on both the physical and astral planes. If a guardian vine hits a creature or the same or smaller size with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents. Each successful grapple check it makes during successive rounds automatically deals slam damage. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity.

LEECH CONSTRUCTS

When these harden, they increase an object's hardness by 50%. Removing a hardened leech (or breaking its grip) requires a DC 40 Strength check.

METAPLANES

Astral Quests

The Dweller on the Threshold

Bypassing the DotT requires an ability check (or in the case of Magic Rating, 1d20 + Magic Rating). The DC for this check is 20 + Quest rating.

The Places

PLACE OF BATTLE

On this metaplane, the character must overcome a creature in combat to succeed in the quest.

PLACE OF CHARISMA

In this place, to complete the quest, the character must succeed in using Bluff, Diplomacy, or another appropriate skill. The DC for this quest is 20 + Quest rating. Failure deals (Quest rating)d4 non-lethal damage.

PLACE OF DESTINY

As noted, this is a variable quest. Typically, DCs are going to be 20 + Quest rating. Most often, this will require a 1d20 + Magic Rating test. Failure deals (Quest rating)d6 non-lethal damage.

PLACE OF FEAR

As noted, this is a variable quest. Typically, DCs are going to be 20 + Quest rating. This is often a Will (fear) save. Failure deals (Quest rating)d8 non-lethal damage.

PLACE OF KNOWLEDGE

As noted, this is a variable quest. Typically, DCs are going to be 20 + Quest rating. Failure deals (Quest rating)d4 lethal damage.

PLACE OF MAGIC

As noted, this is a variable quest. Typically, DCs are going to be 20 + Quest rating. This frequently tests Knowledge skills or Spellcraft. Failure deals (Quest rating)d8 non-lethal damage.

PLACE OF SPIRITS

Randomly determine the type of spirit encountered.

MISCELLANEOUS RULES

BACKGROUND COUNT

All the descriptive text applies; mechanically, background count imposes its rating x 2 as a penalty to all checks made to cast spells, resist drain, summon spirits, banish/bind spirits, and so forth. This penalty applies to all astral tests made in the areas as well.

Awakened, non-astrally perceiving characters can determine if they've entered an area with a background count. The GM makes a DC (30 – (background count x2)) check with 1d20 + Magic Rating. If successful, the character feels the background count and its rough level.

Power Sites

These function opposite of background count. A power site provides a bonus equal to Rating x 2 to all Caster Checks, Drain tests, and checks to summon, banish, and bind spirits and such.

Both areas of background count and power sites may be aspected – meaning they apply modifiers only to certain activities. For example, a toxic background count may act as a power site for a toxic shaman while affecting others normally.

Mana Warps

A mana warp (exceedingly high background count) has the same effects as normal background count. In addition, a mana warp reduces a character's

effective Magic Rating and spirit Force by (mana warp rating -5) x2. Astral perception in a mana warp requires a Will save to use. The DC for this save is 15 + mana warp rating.

An astrally active character (using perception or projecting) in a mana warp must resist Drain at the end of every round as if casting a spell (DC 15 + mana warp rating), damage is (mana warp rating)d3 lethal. Dual natured beings and spirits must make this Drain test as well.

Dual natured beings and spirits react violently in mana warps. Upon entering such an area, the critter must make a Will save (DC 15 + mana warp rating) or fly into a violent rage with only the goal of leaving the area. Spirits summoned into mana warps automatically attempt to break free.

MANA SURGES

Detecting a mana surge requires a character to use astral perception. A successful DC 25 Spot check detects the surge. For the effects of a mana surge, consult the table on page 87 of *Magic in the Shadows*. If the result is a Drain Change, treat "Stage Drain up 1 level" as the Drain causing lethal damage (or double lethal damage is the damage would already be lethal), and "Stage Drain down 1 level" as dealing non-lethal damage (if the damage would be lethal) or one-half the normal non-lethal damage.

WILD MAGIC

Follow the normal rules on page 87 of *Magic in the Shadows*. Optionally, roll on one of the many assorted d20 wild magic tables or the *rod of wonder* table.

NEW FEATS

Talismonger

You are able to refine certain materials for use in enchanting objects.

Prerequisites: Craft (chemical) 5 ranks, Knowledge (arcane lore) 5 ranks.

Benefit: You are able to use the Craft (chemical) skill to refine materials for use in enchanting objects. You may also use the skill for alchemy (creating radicals).

NEW EQUIPMENT

NEW MAGICAL EQUIPMENT TABLE

Object	Size	Wt.	Purchase DC	Illegal DC	Res
Biofiber	Varies	Varies	10 + Force	11 + Force	-
Nutrient solution	Varies	Varies	2	3	-
Enchanting materials	Varies	Varies	See below	See below	Lic
Enchanting services	-	-	See below	See below	-
FAB					
Strain-I					
50m ³ aerosol	T	1 lb.	23	26	Res
500m ³ aerosol	S	5 lb.	31	34	Res
Strain-II					
Aerosol	Varies	Varies	2 + Force	4 + Force	Res
Encased colony	Varies	Varies	3 + Force	5 + Force	Res
Strain-III	Varies	Varies	30 + Force	34 + Force	Mil
Foci					
Centering	T	0.25	18 + Force	19 + Force	Lic
Anchoring	T	0.25	24 + Force	25 + Force	Lic
Homunculus	Varies	Varies	Varies	Varies	Lic
Spell defense	T	0.25	21 + Force	22 + Force	Lic
Shielding	T	0.25	21 + Force	22 + Force	Lic
Magemask	S	1	12	15	Lic
Spirit summoning materials					
Ally spirit	T	1 lb.	15 + Force	17 + Force	Lic
Zombie	T	1 lb.	15 + Force	19 + Force	Ill

Biofiber: The listed Purchase DC is for one 5-ft. square (both for biofiber and the nutrient solution). Each additional square must be purchased separately.

FAB: Strain-II prices are per cubic 5-ft. square. Each square must be purchased separately.

ENCHANTING MATERIALS TABLE

Object	Purchase DC		
	Raw	Refined	Radical
Copper	10	12	15
Crystals	10	12	15
Gems			
Semi-precious	12	15	17
Precious	15	18	20

ENCHANTING MATERIALS TABLE

Object	Purchase DC		
	Raw	Refined	Radical
Gold	26	28	31
Herbals	7	10	12
Iron	7	10	12
Lead	5	8	10
Mercury	16	18	21
Orichalcum	-	33	-
Silver	14	16	18
Tin	5	8	10

ENCHANTING SERVICES TABLE

Service	Purchase DC
Enchanting	15 + ranks per day
Focus formula design	13 + ranks per day
Gathering	7 + ranks per day
Making radicals	10 + ranks per unit
Refining	7 + ranks per unit

Enchanting: In addition to the listed Purchase DC, every 30 XP required in the initial bonding increases the Purchase DC by +1.

NEW TOTEMS

ANIMAL TOTEMS

Badger

Environment: Forests.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: *berserker rage* – whenever a badger shaman is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds.

Bat

Environment: Any.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Manipulation Spells; +2 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: -4 penalty to all Caster Checks, Drain Tests, Summoning checks and similar magical checks when in direct sunlight.

Boar

Environment: Forest.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; can request one additional service from a spirit as long as it is combat-related.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion spells; *no surrender no retreat* – to retreat from a conflict, the shaman must make a DC 30 Will save.

Bull

Environment: Forests, mountains, plains.

Advantage: +4 Caster Check and Drain Test bonus for Health spells; +2 Caster Check and Drain Test bonus for Combat and Detection spells.

Disadvantage: Minimum Charisma of 16.

Cheetah

Environment: Savannah.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -2 Caster Check and Drain Test penalty for Health spells; minimum Dexterity of 16.

Cobra

Environment: Jungle.

Advantage: +4 Caster Check and Drain Test bonus for Combat and Illusion Spells; +2 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: *poor reaction* – if the shaman is surprised, he takes a -2 initiative penalty and a -2 attack roll, skill check, and ability check penalty for the encounter.

Crab

Environment: Near sea.

Advantage: +4 Summoning Check and Drain Test bonus for spirits of water; free Hit Die (d10).

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion spells; *direct action* – in order to break off from a fight, end a chase, or otherwise end a direct action, the shaman must make a DC 30 Will save.

Crocodile

Environment: Near sea.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +2 Caster Check and Drain Test bonus for Illusion spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: *berserker rage* – whenever a crocodile shaman is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds.

Dove

Environment: Forest, savannah.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +2 Caster Check and Drain Test bonus for Detection spells; +2 Summoning Check and Drain Test bonus for spirits of air

Disadvantage: *pacifist* – dove shamans cannot cast Combat spells; to intentionally deal damage to a living creature, the shaman must succeed on a DC 30 Will save.

Elk

Environment: Plains, forests, tundra.

Advantage: +2 Caster Check and Drain Test bonus for Health Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts; +2 bonus for Counterspelling.

Disadvantage: -4 Caster Check and Drain Test penalty with Combat Spells.

Fish

Environment: Water.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty for Combat Spells.

Fox

Environment: Land.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts or spirits of man (select one).

Disadvantage: -2 Caster Check and Drain Test penalty for Combat Spells; *ruthless* – to spare a fallen enemy, the shaman must succeed on a DC 20 Will save.

Gecko

Environment: Any.

Advantage: +4 Caster Check and Drain Test bonus for Illusion or Manipulation Spells (select one); +2 bonus to save versus poisons.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells.

Goose

Environment: Near water.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +4 Summoning Check and Drain Test bonus for spirits of air or spirits of water (select one).

Disadvantage: *territorial* – goose shamans are at their best in their home areas. Away from their home cities or regions, these shamans take a -4 penalty to all magical checks. If the shaman moves to a new home, it takes 28 days to readjust to the area.

Horse

Environment: Prairie.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts; Horse initiates can attempt to learn the critter power of *Movement* as a metamagic technique (self only, three times per day).

Disadvantage: -2 penalty to save versus Combat or Illusion spells (select one).

Hyena

Environment: Savannah.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +6 bonus on Banishing checks.

Disadvantage: -2 Caster Check and Drain Test penalty with Health spells; *selfish* – to perform an action that does not benefit him, the shaman must succeed on a DC 20 Will save.

Jackal

Environment: Savannah.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -4 Caster Check and Drain Test penalty with Combat Spells.

Jaguar

Environment: Jungle.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -2 Caster Check and Drain Test penalty with Health Spells.

Leopard

Environment: Forests, savannah.

Advantage: +4 Caster Check and Drain Test bonus for Combat and Health Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts at night.

Disadvantage: -4 saving throw penalty versus Illusion spells.

Lizard

Environment: Desert, forests, mountains.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts or spirits of earth (select one).

Disadvantage: *claustrophobic* – in tight quarters, the shaman takes a -4 penalty to all skill checks, attack rolls, and ability checks. If the character has no clear view of the sky, he must make a DC 20 Will save every round or fly into a berserker rage with the only thought of escaping.

Monkey

Environment: Forests.

Advantage: +4 Caster Check and Drain Test bonus for Manipulation Spells; +4 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells.

Otter

Environment: Near water.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty for Combat Spells.

Parrot

Environment: Jungle.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: *audience* – when the shaman performs magic without at least one observer to be impressed, he takes a -4 penalty to all magical checks.

Polecat

Environment: Land.

Advantage: +2 Caster Check and Drain Test bonus for Combat Spells; additional +2 bonus with Combat Spells at night; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -2 Caster Check and Drain Test penalty with Health Spells; *single-minded* – once the shaman sets upon an opponent, he cannot break off from that opponent until the target is downed, unless she succeeds on a DC 30 Will save.

Prairie Dog

Environment: Land.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +2 Caster Check and Drain Test bonus with Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -4 Caster Check and Drain Test penalty with Combat Spells; minimum Charisma of 16.

Puma

Environment: Isolated wilderness (no desert).

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of earth.

Disadvantage: -4 penalty to all magical tests in direct sunlight or in crowds (more than 6 people).

Python

Environment: Jungle.

Advantage: +4 Caster Check and Drain Test bonus for Health and Manipulation Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: *direct action* – in order to break off from a fight, end a chase, or otherwise end a direct action, the shaman must make a DC 30 Will save.

Scorpion

Environment: Desert.

Advantage: +4 Caster Check and Drain Test bonus for Combat and Illusion Spells; +8 bonus to save versus scorpion poison (both mundane and Awakened).

Disadvantage: -4 Caster Check and Drain Test penalty and -2 Summoning Check and Drain Test penalty during the day; *desert depression* – when away from the desert, the shaman takes a cumulative -2 penalty to all magical tests per day, with a maximum penalty of -12.

Spider

Environment: Hidden.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -4 penalty to all magical test when in the open, away from

immediate shelter; *methodical* – the shaman takes a -2 penalty to all skill checks, attack rolls and ability checks if the shaman doesn't have time to consider a situation and plan.

Stag

Environment: Forests.

Advantage: +4 Caster Check and Drain Test bonus for Health and Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: -2 Caster Checks and Drain Test penalty with Manipulation Spells.

Turtle

Environment: Near water.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -4 Caster Check and Drain Test penalty with Combat Spells.

Whale

Environment: Near sea.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion spells.

ELEMENTAL TOTEMS

Air

Environment: Any.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +4 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: -2 Caster Check and Drain Test penalty with Manipulation Spells; cannot summon spirits of earth.

Earth

Environment: Land.

Advantage: +4 Caster Check and Drain Test bonus for Manipulation Spells; +4 Summoning Check and Drain Test bonus for spirits of earth.

Disadvantage: -2 Caster Check and Drain Test penalty with Detection Spells; cannot summon spirits of air.

Fire

Environment: Any (non-water).

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +4 Summoning Check and Drain Test bonus for spirits of fire.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion Spells; cannot summon spirits of water.

Water

Environment: Near water.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells; cannot summon spirits of fire.

IDOLS

Adversary

Environment: Everywhere.

Advantage: +4 Caster Check and Drain Test bonus for Combat and Manipulation Spells.

Disadvantage: *berserker rage* – whenever an Adversary shaman is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds; these shamans must make a DC 40 Will save to be civil towards authority figures.

Bacchus

Environment: Land.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: *distracted* – when performing an action, the shaman must succeed on a DC 30 Will save to continue his action if he is presented with something more interesting, prettier, or relaxing. Whenever the shaman is in the presence of music, art, motion, or great beauty (App 18+), he takes a -2 penalty to Listen, Search, and Spot checks.

Creator

Environment: Urban or forests.

Advantage: +4 bonus to all enchanting tests; +2 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells; *curious* – when presented with something unusual or unique, the shaman must make a DC 15 Will save or immediately switch to astral perception in order to examine the subject for at least 3 rounds.

Dark King

Environment: Natural caves.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +4 Summoning Check and Drain Test bonus for spirits of earth and spirits man.

Disadvantage: *physical deprivation* – the shaman must take a 2 point loss to either Strength, Dexterity, or Constitution.

Dragonslayer

Environment: Land.

Advantage: +6 Caster Check and Drain Test bonus for Combat Spells; +2 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: -4 Caster Check and Drain Test penalty with Detection and Illusion Spells.

Fire-Bringer

Environment: Urban.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Manipulation Spells; +4 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion Spells.

Great Mother

Environment: Any.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts and spirits of water.

Disadvantage: -4 penalty to all magical tests when in the presence of corruption (including toxic shamans and background count of 2+).

Horned Man

Environment: Land.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +4 Summoning Check and Drain Test bonus for spirits of earth.

Disadvantage: *combative* – to refuse a fight or physical contest, the shaman must succeed on a DC 30 Will save; *lecherous* – to refuse the advances of a seducer, the shaman must make a Will save against a DC equal to the seducer's Appearance +10.

Lover

Environment: Urban.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells and Manipulation Spells that affect thoughts or emotions; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: Minimum Charisma of 20, minimum Appearance of 18.

Moon Maiden

Environment: Any.

Advantage: None.

Disadvantage: None.

Sea King

Environment: Near sea.

Advantage: +4 Caster Check and Drain Test bonus for Manipulation Spells; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells; *sea legs* – when on land, plane, or otherwise not on water, the shaman takes a -4 penalty to Dexterity.

Seductress

Environment: Urban.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells and Manipulation Spells that affect thoughts and emotions; +4 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: Minimum Charisma of 20, Minimum Appearance of 20; *vices* – whenever presented with a vice or corruption (BTLs, drugs, sex, etc), the shaman must succeed on a DC 30 Will save to avoid partaking.

Siren

Environment: Sea.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells and Manipulation Spells that affect emotions and thoughts; +4 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: Minimum Charisma 20; *poor multitasking* – when in combat with more than one opponent, the shaman takes a -2 penalty to all Caster Checks.

Sky Father

Environment: Under open sky.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Manipulation Spells; +4 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: -4 penalty to all skill checks, attack rolls and ability checks if entrapped or bound in any way.

Trickster

Environment: Anywhere.

Advantage: None.

Disadvantage: None.

Wild Huntsman

Environment: Forests, mountains, plains.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Illusion Spells; +4 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: *berserker rage* – whenever an Adversary shaman is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds.

Wise Warrior

Environment: Urban.

Advantage: +4 Caster Check and Drain Test bonus for Combat and Detection Spells; +4 saving throw bonus against direct-damage spells.

Disadvantage: -4 Caster Check and Drain Test penalty with Illusion Spells.

LOA

Agwe

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells.

Azaca

Advantage: +4 Caster Check and Drain Test bonus for Health Spells.

Disadvantage: *impulsive* – these shamans are impulsive – whenever the chance presents itself, the character must succeed on a DC 30 Will save to avoid taking an impulsive action.

Damballah

Advantage: +4 Caster Check and Drain Test bonus for Detection and Manipulation Spells.

Disadvantage: *secretive* – to reveal a piece of information that is particularly good, interesting, or simply possibly of value to someone, the shaman must make a DC 30 Will save.

Erzulie

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells and Manipulation Spells that affect thoughts and emotions.

Disadvantage: *stylish* – the shaman must maintain a lifestyle of at least Middle. When unkempt or less than stylish (très chic costs for all clothing, regardless of style, masterwork armor, etc), the shaman suffers a -2 penalty to all magical tests.

Ghede

Advantage: +4 Caster Check and Drain Test bonus for Health and Manipulation Spells.

Disadvantage: *trickster* – to resist playing a trick or prank in an inappropriate situation, the shaman must succeed on a DC 30 Will save.

Legba

Advantage: +4 Caster Check and Drain Test bonus for Detection and Manipulation Spells.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells; minimum Charisma of 16.

Obatala

Advantage: +4 Caster Check and Drain Test bonus for Detection, and Health Spells, and Manipulation Spells that affect thoughts and emotions.

Disadvantage: Cannot cast Combat Spells; *article of white* – if the shaman is not wearing a piece of white clothing, he takes a -4 penalty to all magical tests.

Ogoun

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion Spells; *honorable* – to back down from an insult to his honor or prowess, the shaman must make a DC 30 Will save.

Shango

Advantage: +4 Caster Check and Drain Test bonus for spells with the [electricity] and [fire] descriptors.

Disadvantage: *berserker rage* – whenever a Shango houngan is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds.

MYTHIC TOTEMS

Fenrir

Environment: Forests.

Advantage: +6 Caster Check and Drain Test bonus for Combat Spells; +2 Summoning Check and Drain Test bonus for spirits of beasts.

Disadvantage: *berserker rage* – whenever a Fenrir shaman is required to make a Massive Damage save, if successful, he must roll a DC 20 Will save or

fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds; *fearless* – to back down from, or flee from a confrontation, the shaman must make a DC 40 Will save.

Gargoyle

Environment: Urban.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Illusion Spells; +2 Summoning Check and Drain Test bonus for spirits of man.

Disadvantage: -2 Summoning Check and Drain Test penalty for spirits of water; *high living* – these shamans must always live in either a skyscraper or castle-like structure (typically requiring a High or Luxury Lifestyle). Such homes must feature an accessible perch, walkway or balcony near the roof.

Griffin

Environment: Mountains.

Advantage: +4 Caster Check and Drain Test bonus for Combat Spells; +2 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: *prideful* – whenever a griffin shaman is insulted or offended, he must make a DC 25 Will save to avoid flying into a frenzy and attacking the insulter.

Leviathan

Environment: Near sea.

Advantage: +2 Caster Check and Drain Test bonus for Health and Manipulation Spells; +2 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion Spells.

Pegasus

Environment: Rural under open sky.

Advantage: +4 Caster Check and Drain Test bonus for Detection and Health Spells; +2 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: *intense claustrophobia* – if a Pegasus shaman enters a building or enclosed area, he must make a DC 30 Will save. If this fails, the shaman may remain inside, but suffers a -2 penalty to all skill checks, attack rolls, and ability checks while inside. Every (Wisdom bonus) hours, the shaman must make the save again. If the save fails, the penalties worsen by 2 points. If the penalties reaches -16 (8 hours), the shaman enters a death frenzy.

If a Pegasus shaman is involuntarily confined, he automatically suffers a -2 penalty to the checks described above. This penalty increases by an additional 2 points every (Wisdom bonus) hours. When the penalties reach -16, the shaman enters a death frenzy. Additionally, the shaman must make a DC 30 Will save every (Wisdom bonus) hours of imprisonment or enter a death frenzy.

Death frenzy: During the frenzy, the shaman's only goal is to escape his confinement. He will kill or destroy anything that bars his path using the most powerful means at his disposal. During this time, the shaman gains a +4 bonus to Strength and Constitution. However, the player does not keep track of the character's damage during the frenzy – the GM tracks the damage. While in the death frenzy, the shaman will not fall once he reaches negative hit points (or even death, for that matter). He can live past death for a number of minutes equal to his Wisdom bonus. If the shaman escapes, the frenzy ends in (Wisdom bonus) minutes. During the frenzy, the shaman cannot use any permanent spells.

Phoenix

Environment: Desert, fields.

Advantage: +2 Caster Check and Drain Test bonus for Health and Illusion Spells; +2 Summoning Check and Drain Test bonus for spirits of fire; *hard to die* – a Phoenix shaman can live until his negative hit points exceed 20 + Constitution modifier. However, every time the character is reduced to more than -10 + Constitution modifier hit points, he takes a point of permanent Constitution drain.

Disadvantage: Cannot summon spirits of man; minimum Charisma of 16; must have at least 8 ranks in Perform.

Plumed Serpent

Environment: Aztlan.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +2 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: -4 penalty to all magical tests outside of Aztlan.

Thunderbird

Environment: Under open sky.

Advantage: +4 Caster Check and Drain Test bonus for Combat and Detection Spells; +2 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: -2 penalty to all magical tests if not under an open sky; *moody* – Thunderbird shamans are particularly moody. Every hour or so, roll 1d6. on a 1, the shaman suffers a severe mood swing.

Unicorn

Environment: Forests.

Advantage: +4 Caster Check and Drain Test bonus for Health and Illusion Spells; +2 Summoning Check and Drain Test bonus for spirits of beasts; gain Assensing free of cost.

Disadvantage: Double the Essence cost of all implants.

Wyrms

Environment: Mountains.

Advantage: +4 Caster Check and Drain Test bonus for Health and Manipulation Spells; +2 Summoning Check and Drain Test bonus for spirits of earth.

Disadvantage: *direct action* – in order to break off from a fight, end a chase, or otherwise end a direct action, the shaman must make a DC 30 Will save; *wyrm sleep* – these shamans must sleep at least 70 hours per week (10 hours/day).

NATURE TOTEMS

Moon

Environment: Secluded.

Advantage: +4 Caster Check and Drain Test bonus for Illusion Spells; +2 Caster Check and Drain Test bonus for Detection Spells; +2 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Check and Drain Test penalty with Combat Spells; *confrontational avoidance* – to engage in a direct confrontation (including arguments, but not negotiation), the shaman must succeed on a DC 30 Will save.

Mountain

Environment: Mountains.

Advantage: +4 Caster Check and Drain Test bonus for Manipulation Spells; +2 Summoning Check and Drain Test bonus for spirits of earth.

Disadvantage: -2 Caster Check and Drain Test penalty with Illusion Spells; *direct action* – in order to break off from a fight, end a chase, or otherwise end a direct action, the shaman must make a DC 30 Will save.

Oak

Environment: Forests.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +2 Summoning Check and Drain Test bonus for Manitou spirits (replaces spirits of man).

Disadvantage: Minimum Strength 16, Constitution 16.

Sea

Environment: Near sea.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +2 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: *even Steven* – a sea shaman cannot simply give something away. He must always receive payment that he deems suitable; *pride* – sea shamans must make a DC 25 Will save to avoid answering any kind of slight or insult.

Stream

Environment: Near river or stream.

Advantage: +4 Caster Check and Drain Test bonus for Health Spells; +2 Summoning Check and Drain Test bonus for spirits of water.

Disadvantage: -2 Caster Checks and Drain Test penalty with Combat Spells.

Sun

Environment: Under open sky.

Advantage: +2 Caster Check and Drain Test bonus for Combat, Detection and Health Spells; +4 Summoning Check and Drain Test bonus for spirits while in direct sunlight.

Disadvantage: -8 penalty to all spirit-based checks, including Drain Test at night; minimum Charisma of 16.

Wind

Environment: Under open sky.

Advantage: +4 Caster Check and Drain Test bonus for Detection Spells; +2 Summoning Check and Drain Test bonus for spirits of air.

Disadvantage: -4 penalty to all magical tests when not under the open sky.

NEW SPELLS

COMBAT SPELLS

Any ranged combat spell can be learned as a Touch range spell. Reduce the Caster Check DC and Drain DC by 2 points for this variant spells.

Flame Aura

Type: Physical [Fire]

Base Caster Check DC: 17

Base Drain DC: 19

Casting Time: Standard action

Range: LoS

Target: One creature

Duration: Sustained

Drain Damage: Force x 1d4

Saving Throw: No

Spell Resistance: Yes

This spell surrounds the subject in an aura of intense flames. This aura adds +2d6 points of fire damage to the subject's melee attacks. Anyone attacking the subject unarmed or with natural weapons takes 1d6 damage. Anyone grappling the target takes 3d6 points of damage per round. In all cases, those in contact with the subject risk catching fire.

Laser

Type: Physical [Fire, Light]

Base Caster Check DC: 14

Base Drain DC: 17

Casting Time: Standard action

Range: LoS

Effect: 5 ft. line (Spellcraft = attack roll)

Duration: Instantaneous

Drain Damage: Force x 1d4

Saving Throw: No

Spell Resistance: No

This spells deals (Force)d6 points of fire damage.

Nova

Type: Physical [Fire, Light]

Base Caster Check DC: 16

Base Drain DC: 21

Casting Time: Standard action

Range: LoS

Area: Force x 5 ft. radius

Duration: Instantaneous

Drain Damage: Force x 1d6

Saving Throw: Reflex half

Spell Resistance: No

This spell deals (Force)d6 damage to an area.

Ram

Type: Physical

Base Caster Check DC: 12

Base Drain DC: 13

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Instantaneous

Drain Damage: Force x 1d3

Saving Throw: Fortitude half

Spell Resistance: No

Each of these is a separate spell (*ram door, ram vehicle, ram computer, etc*). This spell allows you to deal (Force)d6 damage to an object. The object receives a Fortitude save for half damage.

Shattershield

Type: Mana

Base Caster Check DC: 15

Base Drain DC: 15

Casting Time: Standard action

Range: Touch

Target: One barrier

Duration: Instantaneous

Drain Damage: Force x 1d3 non-lethal

Saving Throw: See below

Spell Resistance: See below

This spell is designed to break through an astral barrier. When you cast the spell, roll (Force)d6 damage. The barrier rolls 1d20+ Force (plus creator spell defense if any) against a DC equal to your damage. If the barrier fails, it falls. Otherwise, there is no effect.

Slaughter

Type: Mana [Death]

Base Caster Check DC: 18

Base Drain DC: 21

Casting Time: Standard action

Range: LoS

Area: Force x 5 ft. radius

Duration: Instantaneous

Drain Damage: Force x 1d8 non-lethal

Saving Throw: Will negates

Spell Resistance: Yes

Each of these is a separate spell (*slaughter orcs, slaughter dogs, slaughter humans, etc*). All targets in the area must make Will saves or be immediately reduced to -2d10 hit points.

Slay

Type: Mana [Death]

Base Caster Check DC: 16

Base Drain DC: 18

Casting Time: Standard action

Range: LoS

Target: One creature

Duration: Instantaneous

Drain Damage: Force x 1d6 non-lethal

Saving Throw: Will negates

Spell Resistance: Yes

Each of these is a separate spell (slay trolls, slay squirrels, slay elves, etc). If the target fails to save, he is immediately reduced to -2d10 hit points.

Smoke Cloud

Type: Physical [Fire]

Base Caster Check DC: 16

Base Drain DC: 21

Casting Time: Standard action

Range: LoS

Area: Force x 5 ft. radius

Duration: 1d6 rounds

Drain Damage: Force x 1d6

Saving Throw: See below

Spell Resistance: No

This spell creates a thick cloud of incredibly hot smoke. All targets in the area take (Force)d6 fire damage (with a Reflex save for half). The heat of the smoke passes after the first round. For the remainder of the duration, though, the smoke provides total concealment, and those within must make Fortitude saves every round or take a -2 penalty to attack rolls, skill checks, and ability checks.

Spiritblast

Type: Mana

Base Caster Check DC: 14

Base Drain DC: 16

Casting Time: Standard action

Range: LoS

Area: Force x 5 ft. radius

Duration: Instantaneous

Drain Damage: Force x 1d4 non-lethal

Saving Throw: Will half

Spell Resistance: Yes

This spell deals (Force)d6 damage to all spirits in the area with a Will save for half damage.

Spiritbolt

Type: Mana

Base Caster Check DC: 12

Base Drain DC: 14

Casting Time: Standard action

Range: LoS

Effect: 5 ft. line (Spellcraft = attack roll)

Duration: Instantaneous

Drain Damage: Force x 1d3 non-lethal

Saving Throw: No

Spell Resistance: Yes

This spell deals (Force)d6 damage to a single spirit.

Steam

Type: Physical [Fire]

Base Caster Check DC: 14

Base Drain DC: 17

Casting Time: Standard action

Range: LoS

Effect: 5 ft. line (Spellcraft = attack roll)

Duration: Instantaneous

Drain Damage: Force x 1d4

Saving Throw: Reflex half

Spell Resistance: No

This spell deals (Force)d6 fire damage. Victims who fail to save must make Fortitude saves or take a -2 penalty to attack rolls, skill checks, and ability checks for 1d4 rounds.

Thunderbolt

Type: Physical [Concussion, Sonic]

Base Caster Check DC: 14

Base Drain DC: 17

Casting Time: Standard action

Range: LoS

Target: 5 ft. line (Spellcraft = attack roll)

Duration: Instantaneous

Drain Damage: Force x 1d4

Saving Throw: No

Spell Resistance: No

This spell deals (Force) d6 points of concussion damage. It also deafens the target for 1d4 rounds.

Thunderclap

Type: Physical [Concussion, Sonic]

Base Caster Check DC: 16

Base Drain DC: 21

Casting Time: Standard action

Range: LoS

Target: Force x 5 ft. radius

Duration: Instantaneous

Drain Damage: Force x 1d6

Saving Throw: Reflex half

Spell Resistance: No

This spell deals (Force) d6 points of concussion damage. It also deafens everyone in the area for 1d4 rounds.

Wreck

Type: Physical

Base Caster Check DC: 13

Base Drain DC: 13

Casting Time: Standard action

Range: LoS

Target: One object

Duration: Instantaneous

Drain Damage: Force x 1d4

Saving Throw: Fortitude half

Spell Resistance: No

Each of these is a separate spell (*wreck door, wreck vehicle, wreck computer, etc*). This spell deals (Force)d6 damage to an object.

DETECTION SPELLS

Analyze Magic

Type: Mana

Base Caster Check DC: 15 + target Force

Base Drain DC: Caster Check DC +2

Casting Time: Standard action

Range: Touch

Target: One effect within (Magic Rating + Force) x 5 ft.

Duration: Sustained

Drain Damage: Force x 1d2 non-lethal

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to examine a spell, spirit, or magical item as if Assensing it, using the Caster Check as the skill check.

Animal (sense)

Type: Mana

Base Caster Check DC: 15

Base Drain DC: 15

Casting Time: Standard action

Range: Touch

Effect: See below

Duration: Sustained

Drain Damage: Force x 1d2 non-lethal

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each of these is a separate spell (*animal sight, animal scent, animal hearing, etc.*) While the spell is sustained, the target can "borrow" the sense from any animal within (Magic Rating + Force) x 5 ft. This allows the subject to perceive through the animal's senses. The subject can switch from animal to animal as a move action. He cannot use the animal's sense for targeting purposes.

Astral Window

Type: Mana

Base Caster Check DC: 15

Base Drain DC: 14

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Sustained

Drain Damage: Force x 1d2 non-lethal

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the subject to see through astral barriers, which are normally opaque on the Astral Plane. The subject must be astrally active. He can see through any barrier with a Force equal to or less than the Force of the spell.

Catalog

Type: Physical

Base Caster Check DC: 15

Base Drain DC: 16

Casting Time: Full-round action

Range: Touch

Area: (Magic Rating + Force) x 5 ft. radius

Duration: Sustained

Drain Damage: Force x 1d2

Saving Throw: No

Spell Resistance: No

This spell allows the subject to compile a mental itemized list of all the non-living items in the area of effect. While the spell is sustained, the subject can write or dictate a list of these items. Once the spell ends, the subject does not retain this information. If there are items in the area that the subject would not recognize by sight, these are listed as "Unknown". The better the Caster Check, the more detailed the information.

Diagnose

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 14
Casting Time: Standard action
Range: Personal
Target: You
Duration: Instantaneous
Drain Damage: Force x 1d2 non-lethal
Saving Throw: No
Spell Resistance: No

This spell allows you to touch a creature and diagnose its health, using the standard Detection Spell information table.

Enhance Aim

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell gains a +1 bonus to his attack rolls, with an additional +1 per 5 points over the DC, (to a maximum of +Force). This bonus does not stack with that provide by smartgun-style systems.

Eyes of the Pack

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: Touch
Effect: See below
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the subject to use the visual senses of any voluntary (meta)human target with (Magic Rating + Force) x 5 ft. The subject cannot perceive astrally through these senses not use them for targeting purposes. Switching from person to person is a move action.

Night Vision

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: No
Spell Resistance: No

This spell provides the subject with low-light vision.

Translate

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: See below
Target: See below
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell sets up a minor telepathic connection between and a voluntary touched subject. Once cast, the physical distance between you and the other person is irrelevant. This allows the two of you to communicate as if using a shared language, with ranks equal to 1 + 1 per 5 points over the DC (maximum equal spell Force). The spell translates intent better than specifics, so attempts to use social skills take a -8 penalty.

HEALTH SPELLS

Any touch-range health spell can be learned as a ranged spell. These spells require a ranged touch attack. Increase the Caster Check DC and Drain DC by +2, and stage the Drain Damage up one die.

Alleviate Allergy

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: Touch

Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Fortitude negates (harmless)
Spell Resistance: No

This spell reduces the effect of an allergy. A successfully cast spell reduces the severity of the allergy by one level, plus one level per 5 points over the DC. This affects only one allergy per casting.

Awaken

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 13
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell restores consciousness to an unconscious target. The subject remains conscious for a number of minutes equal to the spell Force. At the end of this time, he falls back into unconsciousness.

Cause Allergy

Type: Physical
Base Caster Check DC: See below
Base Drain DC: Caster Check DC +1
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell allows you to cause the target to suffer from an allergy of your choice. The Caster Check DC is based on the rarity and severity of the allergy. A common allergy is DC 17, and an uncommon is DC 15. A mild allergy adds +2, moderate +4, and severe +6.

Cripple Limb

Type: Physical
Base Caster Check DC: Target Constitution
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d4
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell cripples a limb, rendering it useless for as long as the spell is sustained. The effect of a crippled limb varies with the limb. The head is not a limb. Nor is the torso.

Decrease Reflexes

Type: Physical
Base Caster Check DC: Target Dexterity
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d4 non-lethal
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell imposes penalties on the target's Reflex saves, initiative bonus, and dodge bonuses to Defense. If the spell hits the DC exactly, the penalty is -1, with an additional -1 per 4 points over the DC, with a maximum penalty equal to spell Force.

Fast

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 13
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the target to ignore feelings (and penalties for) hunger and thirst for a number of hours equal to the amount over the DC x spell Force. This does not stop people from dying of starvation or thirst – it simply alleviates their feelings for such and the penalties accumulated while starving.

Intoxication

Type: Physical
Base Caster Check DC: Target Constitution
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes the target to suffer from intoxication. If the target has implants that provide protection against ingested toxins, apply the normal bonus to the saving throw. The effects last for a number of hours equal one-half Force (round down).

Nutrition

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell provides the target with sustenance for a number of hours equal to amount over DC x spell Force.

Preserve

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: Touch
Target: Objects touched
Duration: Permanent
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This prevents inert organic matter from drying out, decaying, or putrefying. The item is preserved for a number of hours equal to the amount over the DC x spell Force.

ILLUSION SPELLS

Agony

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the victim to feel intense agony. He takes a penalty to all attack rolls, skill checks, ability checks, Reflex saves and Will saves equal to the spell Force. He can perform only a partial action every round. If the Force of the spell exceeds the victim's Wisdom, he is rendered helpless for as long as the spell is sustained.

Blindness

Type: Physical
Base Caster Check DC: 16
Base Drain DC: 18
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell impairs the target's visual senses, including low-light and darkvision. It does not affect the target's ability to perceive astrally. The target takes a penalty to all visual-based checks (including attack rolls) equal to spell Force x 2.

Camouflage

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: LoS
Target: One creature

Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the subject to alter his coloration to match his surroundings. This provides a bonus to Hide checks equal to Force x 2.

Double Image

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: See below
Spell Resistance: No

This creates a duplicate of the subject who remains next to the subject and mimics his actions. The caster has limited control over the double, in order to attempt to prevent illogical actions. Those encountering the double must make Will saves that oppose the Caster Check. If successful, the person can determine that the double is an illusion – otherwise, they react as if it were real.

Dream

Type: Mana [Mind-Affecting]
Base Caster Check DC: Target Wisdom
Base Drain DC: Caster Check DC +2
Casting Time: Full-round action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows you to craft a vivid dreamscape for the victim. The dream can be peaceful and pleasant, or a terrible nightmare. When used to create a nightmare, this spell prevents the target from resting (subtract the Force from the hours slept to determine effective sleep). For every day that the subject is attacked with this spell, that day doesn't count when determining healing. Long-term or repeated use of this spell may also cause psychological problems.

Flash

Type: Physical [Light]
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Instantaneous
Drain Damage: Force x 1d3
Saving Throw: Reflex negates
Spell Resistance: No

This spell creates a brilliant flash of light. Those in the area who fail a Reflex save suffer a vision penalty equal to the Force of the spell (double the Force for those using light-enhancement). This penalty decreases by one point per round. Flare compensation protects normally.

Foreboding

Type: Mana [Mind-Affecting]
Base Caster Check DC: Open
Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will opposes
Spell Resistance: Yes

This creates a sense of imminent danger or menace in the area. Every creature in the area must make a Will save to oppose the Caster Check if they wish to remain in the area. This check is made every round. Those who fail will flee the area immediately.

Hot Potato

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

Those in the area of effect who fail to save perceive all metal in the area as exceedingly hot. These victims are inclined to drop or remove any metal they are in contact with. If the target chooses to maintain contact with the metal, he takes Force + 1d4 non-lethal damage per round, but perceives this as burning damage

(in fact, the GM may call it as actual damage).

Mass Agony

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 19
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d4 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes everyone in the area to feel intense agony. Those who fail to save take a penalty to all attack rolls, skill checks, ability checks, Reflex saves and Will saves equal to the spell Force. They can perform only a partial action every round. If the Force of the spell exceeds a victim's Wisdom, he is rendered helpless for as long as the spell is sustained.

Mass Blindness

Type: Physical
Base Caster Check DC: 16
Base Drain DC: 20
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d4
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell impairs the target's visual senses, including low light and darkvision. It does not affect the target's ability to perceive astrally. The target takes a penalty to all visual-based checks (including attack rolls) equal to spell Force x 2.

Physical Camouflage

Type: Physical [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 18
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the subject to alter his coloration to match his surroundings. This provides a bonus to Hide checks equal to Force x 2.

Physical Double Image

Type: Physical [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: See below
Spell Resistance: No

This creates a duplicate of the subject who remains next to the subject and mimics his actions. The caster has limited control over the double, in order to attempt to prevent illogical actions. Those encountering the double must make Will saves that oppose the Caster Check. If successful, the person can determine that the double is an illusion – otherwise, they react as if it were real.

Stench

Type: Mana [Mind-Affecting]
Base Caster Check DC: Target Wisdom
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes those in the area to suffer from a horrid stench. Those who fail to save are sickened for as long as the spell is maintained and they remain in the area.

Stink

Type: Mana [Mind-Affecting]
Base Caster Check DC: Target Wisdom
Base Drain DC: Caster Check DC
Casting Time: Standard action
Range: LoS
Target: One creature

Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the victim to suffer from a horrid stench. If he fails to save, he is sickened for as long as the spell is maintained and he remains in the area.

MANIPULATION SPELLS

Alter Memory

Type: Mana [Mind-Affecting]
Base Caster Check DC: Open
Base Drain DC: Target Wisdom +2
Casting Time: Full-round action
Range: Touch
Target: Creature touched
Duration: Permanent
Drain Damage: Force x 1d4 non-lethal
Saving Throw: Will opposes
Spell Resistance: Yes

This spell allow you to alter or erase a single memory in the subject's mind. Every time the target is confronted with the falseness or absence of the memory, he is allowed another Will save to oppose your Caster Check. If successful, he regains the original memory.

Alter Temperature

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No

This allows you to alter the temperature in the area by +/- (Force x 5) degrees.

Animate

Type: Physical
Base Caster Check DC: Object hardness
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: LoS
Target: One object
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

This allows you to animate objects. For guidelines, consult *animated objects*. You cannot animate anything with more Hit Dice than the spell Force. If the object is capable of making attacks, you can command it to do so, but issuing such commands is a standard action.

Astral Armor

Type: Mana
Base Caster Check DC: 20
Base Drain DC: 23
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions only on the Astral and Metaplanes. Against astral attacks, it provides damage reduction and energy resistance equal the Force/-.

Bind

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Target: One creature or object.
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Reflex negates
Spell Resistance: No

This spell *entangles* the victim. The victim can attempt to escape, using either Escape Artist (DC 20 + Force) or a Strength check (DC 20 + Force). Either is a full-round action.

Calm Animal

Type: Mana [Mind-Affecting]
Base Caster Check DC: 15
Base Drain DC: 15
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell makes a creature with the Animal type non-aggressive for as long as it is sustained.

Catfall

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This slows a subject's fall. Subtract (Force x 5) feet. From any distance fallen before calculating damage.

Calm Pack

Type: Mana [Mind-Affecting]
Base Caster Check DC: 16
Base Drain DC: 18
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell makes all creatures in the area of effect with the Animal type non-aggressive for as long as it is sustained.

Clean (element)

Type: Physical
Base Caster Check DC: 20
Base Drain DC: 21
Casting Time: Full-round action
Range: LoS
Target: Force x 5 cubic feet
Duration: Permanent
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

These are three different spells (*clean air*, *clean earth*, *clean water*). Each removes impurities from the targeted area. The Caster Check result determines the thoroughness of the cleaning.

Compel Truth

Type: Mana [Mind-Affecting]
Base Caster Check DC: Target Wisdom
Base Drain DC: Caster Check DC +1
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d3 non-lethal
Saving Throw: Will negates
Spell Resistance: Yes

This spell compels a target to speak the truth when he speaks. The target cannot knowingly tell a lie while under the effect of the spell. He can tell a lie he believes to be true. The spell does not compel the target to speak however.

Control Fire

Type: Physical
Base Caster Check DC: 15 + damage dice
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: LoS
Area: Force x 5 cubic feet
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No

This spell allows you to manipulate mundane flames. You can cause the fire to move at a speed of Force x 5 ft. per round, assuming the area moved into has fuel. You can decrease the fire's damage dice per round by the spell Force, or increase the per-round damage by the same amount. Moving a fire is a move action. This has no effect on spirits of fire.

Create Food

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Effect: A feast
Duration: Permanent
Drain Damage: Force x 1d4
Saving Throw: No
Spell Resistance: No

This spell creates bland but nourishing food. A single casting provides enough food to feed a number of Medium size creatures equal to the spell Force. If the Caster Check is particularly high, the quality of the food may improve.

Deflect

Type: Physical [Force]
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Target: One creature or object
Duration: Sustained
Drain Damage: Force x 1d4
Saving Throw: No
Spell Resistance: No

This spell provides the target with a deflection bonus to Defense that is equal to the spell Force.

Fashion

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: Touch
Target: One set of clothing
Duration: Permanent
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This allows the caster to change the appearance of clothing (or armor with a High Impact rating maximum that is equal to or less than the Force).

Firewall

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 19
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft long, 5 ft. thick
Duration: Sustained
Drain Damage: Force x 1d4
Saving Throw: No
Spell Resistance: No

This creates a wall of fire that is 5 ft. long x the spell Force and 5 ft. thick. The wall is (Force x 0.5) feet tall. You can shape the effect crudely, forming circles and similar basic shapes as long as you do not exceed or subtract from the basic size. Anyone within 5 ft. of the wall takes 1d6 points of fire damage per round. Anyone passing through the wall takes (Force)d6 damage, with a Reflex save for half damage. The wall provides total concealment.

Fix

Type: Physical
Base Caster Check DC: 15 + Hardness
Base Drain DC: Caster Check DC +2
Casting Time: Full-round action
Range: Touch
Target: Object touched
Duration: Permanent
Drain Damage: Force x 1d4
Saving Throw: Fortitude negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell repairs objects. All of the pieces must be available. The spell either repairs (Force)d6 hit points, or restores (Force) hardness. The maximum weight of an object to be repaired is (Magic Rating x Force) x 2 lb.

Freeze Water

Type: Physical [Cold]
Base Caster Check DC: 15 (17 if heavily polluted)
Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Area: Force x 5 cubic feet.
Duration: Instantaneous
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No

This spell freezes all water in the area. Obviously, the effects of this will

vary by the water source. Pipes may burst, and a rainstorm may turn to hail.

Gecko Crawl

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the subject to cling to and crawl on walls and ceilings. His maximum movement is equal to Force x 5 ft. or base speed, whichever is less. He is attached to the surface with a Strength equal to 15 + Force. This also provides the subject with bonuses to hold onto things. The bonus is equal to the Force.

Glue

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell bonds the subject to whatever surface he is standing on. This obviously prevents movement. The subject can attempt to break free (a full-round action) by making a Strength check against a DC of 20 + Force (the effective Strength of the bond). If either the target of the surface has a hardness equal to or less than the Force, separation deals 1d6 damage to the object.

Glue Strip

Type: Physical
Base Caster Check DC: 17
Base Drain DC: 19
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell bonds all of the subjects in the area the subject to whatever surface they are standing on. This obviously prevents movement. Subjects can attempt to break free (a full-round action) by making a Strength check against a DC of 20 + Force (the effective Strength of the bond). If either the target of the surface has a hardness equal to or less than the Force, separation deals 1d6 damage to the object.

Lock

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Target: One object
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

This holds a door, portal, closure, or other similar object closed with a Strength equal to 20 + Force. This acts as a Break DC.

Makeover

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Full-round action
Range: Touch
Target: Creature touched
Duration: Permanent
Drain Damage: Force x 1d2
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell provides a complete makeover, including hair, cosmetics, and clothing. It does not affect basic appearance however. The higher the Caster Check, the better the style. This provides the subject with a +2 Appearance bonus until the effect wears off, which is as quickly as a salon makeover would wear off.

Mana Bind

Type: Mana
Base Caster Check DC: 15

Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Target: One creature or object.
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Reflex negates
Spell Resistance: No

This spell *entangles* the victim. The victim can attempt to escape, using either Escape Artist (DC 20 + Force) or a Strength check (DC 20 + Force). Either is a full-round action. As a mana spell, this functions only against living creatures.

Mana Net

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d2 non-lethal
Saving Throw: Reflex negates
Spell Resistance: No

This spell *entangles* everyone on the area. The victims can attempt to escape, using either Escape Artist (DC 20 + Force) or a Strength check (DC 20 + Force). Either is a full-round action. As a mana spell, this affects only living creatures.

Mana Static

Type: Mana
Base Caster Check DC: 15
Base Drain DC: 18
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Permanent
Drain Damage: Force x 1d6 non-lethal
Saving Throw: No
Spell Resistance: No

This spell creates a background count in the area. The count is 1, plus 1 per 5 points over the DC, to a maximum count equal to spell Force. Once the spell is made permanent, the count fades at a rate of 1 point every Force hours.

Mist

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Target: Force x 5 ft. radius
Duration: Instantaneous
Drain Damage: Force x 1d2
Saving Throw: No
Spell Resistance: No

This creates a thick obscuring fog that provides total concealment. Once created, the mist is subject to dispersal in the same manner as a smoke grenade.

Net

Type: Physical
Base Caster Check DC: 16
Base Drain DC: 19
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d2
Saving Throw: Reflex negates
Spell Resistance: No

This spell *entangles* everyone on the area. The victims can attempt to escape, using either Escape Artist (DC 20 + Force) or a Strength check (DC 20 + Force). Either is a full-round action.

Redirect

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Effect: See below
Duration: instantaneous
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No

This spell redirects the energy of a melee attack. The spell must be cast, and then an action readied to redirect a melee attack from a specific target, who must be within line of sight. This attack must occur within a number of rounds equal to the spell Force. If the attack occurs, roll 1d20 + Force against the attack roll. If successful, the energy of the attack is stolen, and you may redirect it against any target within line of sight. Redirection requires a Caster Check that

acts as an attack roll.

Reinforce

Type: Physical
Base Caster Check DC: Hardness
Base Drain DC: Caster Check DC +2
Casting Time: Standard action
Range: LoS
Target: One object
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: Fortitude negates (harmless, object)
Spell Resistance: Yes (harmless, object)
This spell reinforces a structure (no larger than Force x 5 cubic feet) by adding the spell Force to the object's hardness.

Shape Earth

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Area: Force x 5 cubic feet
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No
This allows you to move and reshape soil and rock. You can manipulate up to Force x 5 cubic feet, and move it at a speed of Force x 5 ft. per round. If you attempt to reshape the earth into particularly complex forms, a Craft (structural) check may be required.

Shape Water

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 17
Casting Time: Standard action
Range: LoS
Area: Force x 5 cubic feet
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No
This allows you to move and reshape water. You can manipulate up to Force x 5 cubic feet, and move it at a speed of Force x 5 ft. per round. If you attempt to reshape the earth into particularly complex forms, a Craft (structural) check may be required. The water loses its shape when the spell is no longer sustained.

Spell Shield

Type: Mana
Base Caster Check DC: 20
Base Drain DC: 20
Casting Time: Standard action
Range: LoS
Target: One creature
Duration: Sustained
Drain Damage: Force x 1d4 non-lethal
Saving Throw: No
Spell Resistance: No
This spell provides the subject with a bonus to save against spells that is equal to 1d6 +Force.

Spell Wall

Type: Mana
Base Caster Check DC: 20
Base Drain DC: 22
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d6 non-lethal
Saving Throw: No
Spell Resistance: No
This spell provides the subjects in the area with a bonus to save against spells that is equal to 1d6 +Force.

Sterilize

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 16
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Instantaneous
Drain Damage: Force x 1d2
Saving Throw: No
Spell Resistance: No

This spell kills bacteria and other microorganisms and destroys such material as skin flakes, stray hairs, and spilled blood. Organic material affected by this spell is not suitable as a material link for ritual sorcery. This does not affect bacteria on and in living creatures.

Apply the Force x2 as a penalty to any skill check that attempts to identify these materials (for example, DNA samples for forensics investigations).

Wind

Type: Physical
Base Caster Check DC: 15
Base Drain DC: 18
Casting Time: Standard action
Range: LoS
Area: Force x 5 ft. radius
Duration: Sustained
Drain Damage: Force x 1d3
Saving Throw: No
Spell Resistance: No

This spell creates a strong wind in the area of effect. The Force of the spell determines the maximum strength of the wind as follows:

WIND STRENGTH TABLE	
Force	Max Wind Strength
1 – 2	Light
3 – 4	Moderate
5 – 6	Strong
7 – 8	Severe
9 – 10	Windstorm
11 – 12	Hurricane
13+	Tornado

ERRATA

TRAITS

The following positive trait is missing from the core conversion document. This trait is very important for those who wish to play shamans since without it you have no totem.

Mentor Spirit

You have a mentor spirit that guides you.

Cost: 50

Effect: You have a mentor spirit, known in shamanic circles as a *Totem*. This spirit guides you in the use of magic and provides certain modifiers. This quality is available only to character with the Magician trait. Unlike the Adept or Magician traits, you can take this trait in play. However, doing so alters your character significantly. Once you select a Mentor Spirit, your ability to summon spirits becomes limited. When you summon a spirit, that spirit is restricted to a domain, which matches the totemic environment. Normal spirits cannot leave the domain. Great Form spirits are not domain-bound.

SPELLS

Stupidly, I forgot to put spell descriptors with the spells, so apply the following descriptors:

Physical Combat Spells

Acid stream: Acid
Ball lightning: Electricity
Fireball: Fire
Flamethrower: Fire
Lightning bolt: Electricity
Shatter: Sonic
Toxic wave: Acid

Detection Spells

Analyze truth: Mind-Affecting
Detect enemies: Mind-Affecting
Detect enemies – extended: Mind-Affecting
Detect individual: Mind-Affecting
Mindlink: Mind-Affecting
Mind Probe: Mind-Affecting

Illusion Spells

Chaos: Mind-Affecting
Chaotic world: Mind-Affecting
Confusion: Mind-Affecting
Entertainment: Mind-Affecting
Hush: Sonic
Improved invisibility: Mind-Affecting
Invisibility: Mind-Affecting
Mask: Mind-Affecting
Mass confusion: Mind-Affecting

Phantasm: Mind-Affecting
Physical mask: Mind-Affecting
Silence: Sonic
Stealth: Sonic
Trid entertainment: Mind-Affecting
Trid phantasm: Mind-Affecting

Manipulation Spells

Armor: Force
Control actions: Mind-Affecting
Control emotions: Mind-Affecting
Control thoughts: Mind-Affecting
Ice sheet: Cold
Ignite: Fire
Influence: Mind-Affecting
Light: Light
Mana barrier: Force
Mob control: Mind-Affecting
Mob mind: Mind-Affecting
Mob mood: Mind-Affecting
Shadow: Darkness

SPIRITS

Spirits have a Magic Rating equal to Force, not Force x 3 as listed in previous documents.