THE BASICS

There are two basic types of magic available in the Buffyverse – *Sorcery* and *Thaumaturgy*. Other variations are possible, but it mostly comes down to these two forms.

Sorcery is the magic of television, comic books, and *Dungeons and Dragons*. It is the fireball, the lightning bolt, the sudden wind gust. It is the quick and dirty blasty magic so often used in battle.

Thaumaturgy, on the other hand, is the magic of old stories and legends, the rituals that took time to perform and complete, but laid waste to many a foe.

As a rough guideline, if the spell takes more than 1 Turn to cast, it's Thaumaturgy. One Turn or less is Sorcery.

Sorcery and Thaumaturgy have the same basic mechanism for use: *Willpower + Occultism + xxx + modifiers [Power Level]*. The only real difference here is if using Sorcery, you add your Sorcery Quality levels to the test, while if using Thaumaturgy, you add your Thaumaturgy Quality levels to the test. When using Sorcery, this is a *Spellcasting Test*, with Thaumaturgy, it is a *Ritual Casting Test*.

SORCERY

When you cast a spell using Sorcery, you roll as Spellcasting test:

- Willpower + Sorcery + modifiers [Power Level]

The *Power Level* of the spell is determined by adding together all of the applicable values.

The following rules apply when casting a spell with Sorcery:

- **Success**: Successfully casting a spell requires you to generate enough Hits on the Spellcasting test to equal or exceed the Power Level of the spell.
- **Failure**: If you score Hits, but not enough to equal or exceed the spell's Power Level, you are subject to *Backlash* or *Fallout* (your choice).
- **Critical Failure**: If you critically Glitch on the Spellcasting test, *half* (round down) of the energy is released as *Fallout*, while the other half is taken as *Backlash*.
- **Overcasting**: When using Sorcery, you are limited to a safe number of Hits equal to your Magic rating. Excess Hits are ignored unless you choose to *Overcast*.
- **Taxing**: Using Sorcery is taxing. Whenever you cast a spell with Sorcery, you automatically take one box of Mental Damage.
- **Targeting**: If the spell has to be aimed at a target (like a lightning bolt or something), you attack with Agility + Wild Card (Spell Targeting). Additional Hits increase damage as with other attacks (stacking with Spellcasting Hits).
- **Interruption**: If you are damaged while casting a spell, make a Spellcasting [Power Level] test with a penalty equal to the damage taken. If successful, the Spellcasting continues normally. If it fails, the spell energy is released as *Fallout*.
- **Range**: When using Sorcery, you are limited to a range of line of sight. Sight through cameras or television and the like does not count.
- **Duration**: Typically, Sorcery lasts only for an instant, up to a Turn. You can *Feed Power* to increase the duration but this is wasteful compared to Thaumaturgy.

Backlash: If you choose to take Backlash, determine the number of Hits required to make the spell successful. Apply those Hits. At the same time, you take damage. This damage is equal to the number of Hits missing. Make a Body [missing Hits] test. If successful, the damage is Stun. If it fails, the damage is Physical.

Fallout: If you choose to release the energy as Fallout, your immediate environment will suffer random effects determined by the Power Level of the spell.

Feed Power: Sometimes, you need a Sorcery spell to last longer than normal. In these situations, you must take an action to feed power into the spell. Make a Spellcasting test with all of the same modifiers as the original test, and the same Threshold. Each Hit extends the duration by one Turn. This can only be used with Sorcery spells lasting longer than Instantaneous.

Overcast: When you choose to apply the Hits that exceed your Magic rating, you take damage. Make a Body [excess Hits] test. If successful, the damage is Stun. If it fails, the damage is Physical.

1. **Determine Desired Effect**: Determine the basic idea of what you want to accomplish with the spell.
2. **Determine Power Level**: Determine the spell Power Level by adding the applicable modifiers. See *Spell Creation*.
3. **Make Spellcasting Test**: Roll the Spellcasting test to determine your success or failure.

ROTE SPELLS

The Sorcery rules presented above are primarily for on-the-fly effects. Over time, however, a wizard uses a particular spell often enough that it settles into mental "muscle memory," and its use becomes reflexive. When this happens, the spell is considered to be a **rote spell**. Your wizard may know a number of Sorcery rotes equal to his Occultism skill. So, a wizard with Occultism 4 knows up to four Sorcery rotes.

A rote spell is defined as one specific application of Sorcery in a single element, such as a fire attack, a particular air maneuver, or a spirit block. It always manifests in exactly the same way each time, has the same power level, places the exact same aspect, etc. Any change

in the parameters of the spell disqualifies it from being a rote.

The big benefit of knowing a rote spell is that you don't have to make a Spellcasting Test to control it. It's assumed that you can control the spell energy at a Power Level equal to your Magic score, allowing you to act as if you'd rolled the minimum number of Hits required to make the effect work. You still need to target the spell normally, however. Focus items add their bonuses automatically if they are tied in to the rote, but there's a caveat: if the wizard does the rote with the focus item, then that item is a requirement for the rote *every time* he wants to use it.

Aspect invocations and other such trickery may be used after the fact; just as if you had rolled the minimum number of Hits required and then wanted to invoke something.

The downside to rotes is that since you are not actually rolling the Spellcasting test, you are scoring only the minimum effect and not benefitting from additional Hits.

Limited Freeform Spells

In some settings, there are limits to using freeform Sorcery. In these settings, most Sorcery consists of learned Rote Spells. In such cases, being able to use freeform Sorcery typically requires at least 8 levels in Sorcery, and at least 6 levels in Occultism. Arkham Knights is such a setting.

MUNDANE EFFECTS

Sometimes, you might want to produce an effect that doesn't really do anything but add color to a scene. The most common example of this is a light spell, which very seldom does anything but provide the fact that there is light to see by and then fades neatly into the background.

Minor effects like these are usually assumed to be within the scope of Sorcery maneuvers; however, they rarely require a roll or cause any Mental Damage, especially when incorporating a focus like the wizard's pentacle or staff. You might consider them "pre-school magic" – what wizard apprentices would learn as their very first spells. Any minor effect like this can be cast without a roll and will last for a scene for free. At most, a Drama Point might be required if the minor effect counters a scene aspect that might be inconvenient. Obviously, these cannot be used to deal damage or other combat-valued effects.

REPURPOSING SPELL ENERGY

Sometimes, you might commit energy to a spell, only to discover that circumstances warrant a different effect than the one you originally chose. This happens most often with blocks – you put up a shield of some sort that you're maintaining, only to find out that what you really need to do is attack or maneuver. It's true that you could simply cast another spell, but there are times when a wizard needs to economize his resources – like when a demon is about to eat his face.

In those circumstances, you have an option – you can reuse the spell energy from an effect you currently have active, spending the Power Levels on another spell without having to roll another Spellcasting test. This is subject to some limitations:

- The spell must have been maintained from a previous turn into the current one.
- The spell must not have been used already for its original function in the current turn.
- You must be able to describe how the energy could plausibly be redirected.

Presuming these things are the case, you can use the current Power Level of the spell to act as a different kind of spell. If the new kind of spell requires a roll for targeting (like with an attack or maneuver), you may roll said test. Otherwise, you use the Hits generated by the original test and such.

This immediately cancels out the previous effect, as the spell energy can no longer be used for that purpose.

THAUMATURGY

When you cast a spell using Thaumaturgy, you roll as a Ritual Casting test;

- Willpower + Occultism + Thaumaturgy + modifiers [Power Level] (extended 1 Turn)

The *Power Level* of the spell is determined by adding together all of the applicable values.

The following rules apply when casting a spell with Thaumaturgy:

- **Success**: Successfully casting a spell requires you to generate enough Hits on the Ritual Casting tests to equal or exceed the Power Level of the spell.
- **Critical Failure**: If you critically Glitch on the Ritual Casting test, *half* (round down) of the energy (in successful Hits so far) is released as *Fallout*, while the other half is taken as *Backlash*. Additionally, if you critically Glitch on a Ritual Casting, there is always a chance that the spell energy will manifest in strange an unusual ways.
- **Overcasting**: When using Thaumaturgy, you are limited to a safe number of Hits per Turn equal to your Magic rating (minimum of 1 for those with Magic 0). Excess Hits are ignored unless you choose to *Overcast*.
- **Targeting**: If the spell has to be aimed at a target (like a lightning bolt or something), you attack with Agility + Wild Card (Spell Targeting). Additional Hits increase damage as with other attacks (stacking with Ritual Casting Hits).
- **Interruption**: If you are damaged while casting a spell, make a Ritual Casting [Power Level] test with a penalty equal to the damage taken. If successful, the Ritual Casting continues normally. If it fails, the spell energy is released as *Fallout*.
- **Help**: Thaumaturgy, unlike Sorcery, can benefit from multiple persons participating. These individuals can provide *Aid* in a number of ways.

1. **Determine Desired Effect**: Determine what you wish to accomplish with the ritual, or determine the pre-designed ritual to be used. See *What You Can Do With It*.
2. **Determine Power Level**: Determine the Power Level by adding together all of the applicable modifiers.
3. **Determine Deficit**: Compare the spell's Power Level to your Occultism rating. If the Power Level is equal to or less than your Occultism, you're good to go. If it is higher, you must make up the difference, or *Deficit*.
4. **Make Ritual Casting Test**: Roll the Ritual Casting tests until you score enough Hits or screw up bad.

DEFICIT

The difference between your Occultism and the Power Level is a deficit. This represents the need for more materials, research, and general preparation. There are a few ways you can attempt to make up this deficit:

- **Invoke aspects:** Every aspect you can invoke (costing a Drama Point) to narrate a part of preparation adds +2 toward the deficit.
- **Make declarations:** You can declare a mini-scene relevant to preparation, where you use a skill and create a temporary aspect to tag (again, at the cost of a DP). When successful, this is worth +2 toward the deficit. If the effort fails, the spell isn't automatically a bust, but no forward progress is made, either.
- **Accept or inflict consequences:** For every consequence you are willing to take or inflict on others (*Blood Magic*) for the sake of preparation, add the value of the consequence toward the deficit: so, a mild consequence would add +2.
- **Skip a scene** – For every scene you can participate in during a session and choose to skip in favor of preparing the spell, you can add +1 toward the deficit.

Aid

There are a couple of main ways that people can help with a spell – they can aid preparation efforts, and they can contribute power to the casting itself. Many wizards (especially cult leaders) have a group of lackeys they keep around specifically to ease the burden of larger workings.

Technically, anyone who wants to use their skills and abilities to help a wizard with preparation can do so – carrying out an obscure bit of research, seeking out a component, even sacrificing themselves (or being sacrificed) for the sake of making the spell possible. Assuming he has the appropriate skills, a surrogate can accomplish any of the categories of preparation except for Skip Scenes – simply add the mods he garners to the preparation deficit.

During the casting, an individual can directly contribute controlled power to the spell by making the same Ritual Casting rolls. His Hits apply to the spell's total Hits.

The danger here is that if any participating caster critically Glitches a Ritual Casting roll during the process, the spell energies are released as described above. The participants can determine how to divide backlash among them if they wish.

Finally, those without overt spellcasting gifts can contribute in yet another way besides preparation – they can absorb backlash in place of the caster to keep the spell going during the casting. Instead of taking the harm to himself, the caster can direct it to a surrogate, who would then take the full brunt of the damage.

Invoke Aspects

An easy way to ease Thaumaturgy is to invoke aspects and describe the invocations as being tied to a part of the preparation process. This gives you +2 toward the deficit for every aspect invoked. The wizard takes advantage of special connections and resources he has available.

For example, an aspect such as Friend of the Summer Fae might get invoked to say the wizard calls in a favor for some arcane consultation, while an aspect like Black Market Ties might be used to have a rare ritual component smuggled in. If you have enough Drama Points and are willing to spend them to make up the entire deficit with invocation, then you can move straight to casting with a solid montage that gives a sense of what work your wizard did to prepare.

These aspects may come from any relevant source: personal aspects the wizard already has, temporary aspects that are in place, or even previously taken consequences that the wizard might be able to use in a clever way.

Make Declarations

As part of preparation, you can use your skills to declare you have access to some resource or advantage that will help you cast the spell. This generally works like a normal declaration. You describe what kind of advantage or resource you're trying to garner, the GM sets a difficulty, and you roll the appropriate skill.

If the roll is successful, put a temporary aspect on the spell. You can tag that temporary aspect to subtract from the deficit, again at the rate of +2 for every aspect. As above, this provides a montage of events that the wizard goes through, but they're covered quickly by skill rolls. This isn't as fast as just invoking, but it still allows some parts of preparation to clip by at a decent rate and not bog down play.

There are several ways you can use your skills in this fashion. Besides the stand-bys of Knowledge and Occultism, many other skills can be extremely useful for spell preparation. Perhaps the most important of these are Influence – a useful way to acquire (or coerce) information and aid from NPCs; you call upon these skills when making all those bargains mentioned above.

Accept or Inflict Consequences

Perhaps the most potent contribution that a wizard can make to a spell comes from sacrifice. A wizard who wants a particular spell to happen badly enough, who is extremely passionate and devoted to it, will sacrifice the utmost energy to see it through, even to the point of adding his own life energy to the spell. A wizard who doesn't practice restraint can end up with serious emotional trauma and health issues, but the immense return is often considered to be worth the trouble. This sacrifice often takes other forms, as well. The power of oaths can be a very powerful thing to contribute to a working, especially if the deal is for the wizard's soul.

Of course, truly desperate or sociopathic wizards go beyond just self-sacrifice, harnessing the power that comes from the physical and emotional sacrifice of others. The torture or murder of another sentient being is perhaps one of the most heinous acts that a wizard can commit in the pursuit of magic, even (or especially) if the victim surrenders to it willingly. As with self-sacrifice, this doesn't necessarily have to take a direct form. The Oath taken can power a spell just as surely as the Oath given.

In game terms, inflicting a consequence on a person or entity, or taking one yourself, contributes the value of the consequence to the preparation deficit. This does not have to be direct injury, as stated above; any consequence will work for this, as long as you can justify the steps taken to inflict the consequence as contributing to the spell's preparation. This sacrifice essentially represents that the wizard is willing to go to greater extremes. He enters that territory where, in order to get what he wants, he's willing to enter a conflict with someone, put his

own emotions and health on the line, or complicate his life and the lives of others.

Actually committing murder, performing *Blood Magic*, on a sentient being as part of a spell grants the wizard an amount equal to the creature's (Logic + Intuition + Charisma + Willpower + Essence) that applies towards the deficit. Even sacrificing a non-sentient (chickens, goats, dogs, etc) provides an amount equal to the victim's Essence (assuming animal sacrifice is thematically appropriate for the spell).

Skip Scenes

There is one final method of getting Power Levels, included for completeness' sake and for the rare time a group might find it useful. Most people aren't going to want to do this for obvious reasons, but the option remains for those who want something like this.

The most straightforward and simultaneously most boring method is a simple tradeoff. During the game session, at any time there's a scene that the wizard's player could and wants to participate in, he can choose not to participate and instead describe something else he's doing (hitting the books, practicing ritual movements).

For giving up a scene, you earn a +1 modifier toward the spell deficit, using the assumption that any spell can be cast given enough time and research. You may do this as many times per session as you wish. If you really feel like sitting around the living room while everyone else runs around and does interesting stuff the whole night, you may rack up +4 or +5 points toward the spell.

The benefit of this is that no additional roll is required to gain the modifiers. It's assumed that the invested time allows the wizard to do everything he needs. The drawbacks should be fairly obvious. It's pretty boring to do it this way, the return isn't all that great and you're giving up the chance to play in scenes. An immensely complex spell might require multiple sessions' worth of scenes to prepare this way, while you twiddle your thumbs. Not very fun.

WHAT YOU CAN DO WITH IT

Thaumaturgy carries an extremely broad range of effects under its banner: summoning and binding supernatural entities like spirits or demons, divination and detection, wards, curses, temporary and permanent enchantments on people and things. . . the list is potentially endless.

Fortunately, most of what Thaumaturgy does can be broken down into some basic principles that make different spells relatively easy to parse out in game terms – namely, how to determine the complexity of the spell.

Thaumaturgy can:

- Allow interaction with the supernatural
- Create lasting changes in people and things
- Provide inaccessible knowledge
- Shape magical energies into physical forms
- Solve improbable or impossible problems

Allow Interaction with the Supernatural

Thaumaturgy is the main way that a mortal wizard makes contact and interacts with supernatural beings (short of getting jumped in an alleyway). Wizards routinely consult with demons and spirits and sometimes bind them to service with magic.

Likewise, Thaumaturgy allows the wizard to affect supernatural beings in ways he couldn't otherwise, such as forcing demons or spirits out of an area or person (i.e., exorcism), coercing them to calm or rage, or simply restricting their access to an area or keeping them bound in a summoning circle.

Create Lasting Changes. . .

Many effects in Thaumaturgy are transformative – they force a change of state in a person, entity, or object. This includes curses (which change a victim's fortunes for the worse) and mental binding (which makes a victim into the wizard's thrall). There are more subtle examples as well, such as planting a suggestion in a target's mind, making a subject ill, and so on. At its most extreme, Thaumaturgy used this way can permanently cripple or kill victims, leave them insane or brain-dead, or utterly change their form from one thing to another (turning a human being into an animal).

Provide Inaccessible Knowledge

Sort of a subset of the first principle, Thaumaturgy allows a wizard to learn things in circumstances where he normally could not. Scrying and remote viewing are classic clichés of the wizard, but there are several other applications as well. Seeing into the future, object reading (i.e., psychometry), telepathic sensing, and others can provide the wizard with a potentially intimate glance into the hearts and minds of others or into the details of a mysterious event.

Shape Magical Energies. . .

Like Sorcery, Thaumaturgy ultimately directs and releases magical energy, but in a more structured way. It can be used for some of the same basic effects as Sorcery, but the results are more elaborate and lasting. For example, while a wizard might hastily raise a kinetic shield in the middle of a fight using Sorcery, Thaumaturgy allows him to set up a ward – a lasting barrier that blocks magical and physical intrusion to his home, office, or anything else of value. A wizard could use Sorcery to produce a magical trap with, say, a burst of fire magic waiting to explode at the first sign of disturbance, but only Thaumaturgy will allow the energies to remain contained until triggering.

Solve Improbable/Impossible Problems

The most general effect of Thaumaturgy allows the wizard to do something that he wouldn't normally be able to do. In that sense, a ritual spell is a normal action on steroids. The wizard tries to accomplish something basic, but safely ignores any limitations that might thwart a normal person from trying to accomplish the same thing by mundane means. Prohibitions of time, distance, and personal effort mean absolutely nothing to the wizard armed with the appropriate ritual.

In game terms, this type of spell is equivalent to a normal action when determining Power Level (typically skill test Threshold). If a spell

effect doesn't seem to fall easily into one of the other categories, go with this one.

RESEARCHING /CREATING MAGIC

These rules apply more in settings that have limited freeform magic.

RESEARCHING MAGIC

If the spell exists, the magician must find it. Research is mostly done "behind the scenes" and can be resolved with a couple of rolls . . . unless of course discovering the spell is part of the adventure. To find and learn a spell entails three die rolls, one for research time, one for discovery, and one to comprehend the spell.

When researching a spell, the first step is determining if the spell can be found or is even available in the resources being used. Make a Logic + Occultism [Power Level] test (this may be modified by the rarity of the spell; Occult Library bonuses apply). If successful, the spell is available in the current materials. Otherwise, the breadth of materials must be expanded.

Next, make a Logic + Occultism [2] test to determine the time required. The base time is Power Level * 1 hour, -30 minutes per Hit. Multiple researchers can make this test, combining all of the applicable Hits to reduce the time. Occult Library bonuses typically apply to this test.

Finally, a test must be made to determine if the spell is comprehended. Make a Logic + Occultims [Power Level] test (Extended; 1 hour) test. If any roll is critically Glitched, you cannot learn that spell right now. You can try again when you increase your Occultism (but since you already have the materials, you only have to make the comprehension test).

CREATING NEW MAGIC

Sometimes, you just can't find the spell you want. In these cases, you may opt to try and create the spell formula on your own. When you opt to create a new spell, determine the effects you wish the spell to produce, just as if casting a freeform spell. This helps set your Thresholds.

To create a new spell, you must have an Occult Library or regular access to such a library. Additionally, you must have some kind of workshop area available.

Once you have determined the Power Level of the spell, it's time to start rolling. Creating a spell requires you to make a Logic + Occultism + Thaumaturgy [Power Level] test (Extended; 1 day).

If you critically Glitch any of these rolls, you take Physical damage equal to the Power Level and your workshop and materials are destroyed. In this case, you cannot attempt to devise that spell again until you increase your Occultism.

If successful, congratulations, you have a brand new spell formula for your use.

SPONSORED MAGIC/PACTS

Most people are not sorcerers; they lack the spark of magic that requires. Anyone with the skill and knowledge can attempt Thaumaturgy, but this is a time-consuming path that requires discipline and is not suited to those who want power and want it now. Sometimes, that impatience leads to pacts with. . . otherworldly forces for instant power.

Such power, however, always comes with a price.

When someone enters into such a pact, there is an arrangement of Boons and Debts made. The Patron grants certain abilities in return for certain obligations. This is essentially a point-for-point exchange; subject to negotiation. Below are some of the more common Patrons and the typical Boons and Debts they offer.

COMMON PATRONS

Elemental Forces

These are the ideas of the elements; abstract representations of Air, Earth, Fire, and Water.

Common Boons: Magic (elemental), Power, Speed of Sorcery (appropriate rituals).

Special Boons: *Elemental Resistance* (One-half effect from; Air – all gasses (2 points), Earth – all metals and minerals (3 points), Fire – all fire and heat (3 points), Water – all liquids including acids and poison (2 points))

Common Debts: Gift of Goods (Air – aromatic substances, Earth – precious stones and metals, Fire – burning things, Water – expensive liquids)

Fae, Seelie Court

The Seelie Court, often thought of as "the good faeries" represents the Summer aspect of the Fae. They are not "good", but are focused on life, warmth, and growth (remember, ebola is alive and grows also). They also exist to balance the scales against the Unseelie Court.

Common Boons: Immortality, Invocation, Life Touch, Magic, Speed of Sorcery (healing and life-based rituals), Spirit Speech, Vigor.

Special Boons:

Common Debts: Conditional, Gift of Child, Oath of Duty, Oath of Servitude.

Fae, Unseelie Court

The Unseelie Court are the "bad" faeries, representing Winter. They represent decay, the unrelenting winter and entropy. They exost to balance the scales against the Seelie Court.

Common Boons: Immortality, Invocation, Magic, Speed of Sorcery (cold and entropy-based rituals), Spirit Speech, Vigor.

Special Boons:

Common Debts: Conditional, Gift of Child, Oath of Duty, Oath of Servitude.

Loa (Houdoo/Voodoo)

Loa, Ayida-Wedo
Ayida-Wedo is the serpent goddess of wisdom, and the consort of Damballah. Those who worship her can gain help in the practice of magic, and her advice is not to be despised. She manifests herself as a glowing serpent, or a beautiful woman.

Common Boons: Magic, Power, Prophecy, Spirit Speech.
Special Boons: n/a
Common Debts: Beholden, Gift of Life (small animals), Oath of Duty

Loa, Baron Samedi
The good Baron is one of the Voodoo Death Gods, often depicted wearing a top hat and white make-up, and given to shouting obscenities and laughing insanely. A jester as well as a god of the afterlife, the Baron is loved by few and feared by most.

Common Boons: Necromancy, Power, Spirit Speech, Vigor.
Special Boons: n/a
Common Debts: Conditional (nighttime), Gift of Life, Oath of Servitude.

Loa, Damballah
The male serpent god of Voodoo, Damballah embodies wisdom, love and luck. He is represented as a glowing serpent, a living river, or a wise man with a serpentine tongue.

Common Boons: Life Touch, Magic, Power, Spirit Speech.
Special Boons: Good Luck
Common Debts: Beholden, Gift of Life (animals), Oath of Duty.

Loa, Erzuli
Erzuli is a multifaceted deity, representing womankind in its most sensual and brutal aspects. She is a deity of love, and the goddess of scorned women seeking revenge. Passion, both carnal and spiritual, is her domain. She often manifests as a beautiful mulatto woman, appearing either in a state of lust, or anger and madness.

Common Boons: Life Touch, Magic, Vigor.
Special Boons: n/a
Common Debts: Oath of Servitude.

Loa, Legba
Also known as Eleggua, this god of crossroads, magic and justice is one of the leading deities of the Voodoo pantheon. Legba appears as an aging man with surprising strength. As the god of gates and passageways, he also monitors the spirit world, and to have his favor is to be able to travel through the realms of reality.

Legba does not bless anybody who is not Honorable, or anybody who behaves in an unlawful and criminal manner.

Common Boons: Magic, Power, Prophecy, Spirit Speech, Vigor.
Special Boons: Good Luck
Common Debts: Beholden, Conditional (Only against Enemies of Justice), Oath of Duty (Fight Injustice and Supernatural Predators, usually worth 2-3 points)

Loa, Oggun
This god or war and strength is quick to anger, rash and impulsive. He is often depicted as a bloodied warrior, armed with a sword, machete or other cutting implement – bladed weapons of all kinds are considered sacred to this deity.

Oggun does not accept weaklings or pacifists in his ranks. His protégés must have a minimum Strength of 3 and at least 2 ranks in Getting Medieval.

Common Boons: Immortality, Vigor.
Special Boons: Combat-oriented Qualities.
Common Debts: Beholden, Gift of Life (animals).

Loa, Shango
Shango is the Voodoo god of fire, and also the patron deity of fire and firearms. This fiery god is quick to anger and violence, and often revels in wanton destruction. He often appears as an axe-wielding warrior, surrounded by a flaming aura.

Common Boons: Magic (fire-based), Power, Vigor.
Special Boons: n/a
Common Debts: Beholden, Gift of Life (animals), Oath of Duty (never avoid a fight 2-3 points).

Mad Gods
The "Mad Gods" or *Old Ones*, are utterly alien entities who have desires and needs that no sane, mortal mind can ever hope to understand (and had best pray it never comes close).

Common Boons: Immortality, Magic (Tainted), Vigor.
Special Boons: Taint Powers.
Common Debts: Beholden, Gift of Life, Oath of Servitude.

Nature Spirits
Nature spirits usually demand respect and reverence, and those who are blessed by them must try to protect Nature from the depredations of mankind. Animal spirits tend to favor characters whose behavior or traits reflect those of the spirit – a Bear spirit is more likely to forge a bond with a large, hulking character, while a Rat spirit will be more receptive to the entreaties of a city-wise, cunning person.

Common Boons: Power, Vigor, Spirit Speech
Special Boons: Summon Animal Spirits
Common Debts: Conditional, Oath of Duty (protect nature)

Old Gods

The Old Gods are the gods man worshipped before the rise of Christ – the Greek Pantheon, The Sumerian Pantheon, the gods of the Vikings, etc. Future supplements may expand this category.
Common Boons: Varies (any)
Special Boons: Varies
Common Debts: Varies (any)

Seraphim

God doesn't enter into pacts; when such pacts are asked for and granted, it is in fact, the Seraphim who grant and manage the Pacts.
Common Boons: Immortality, Life Touch, Prophecy, Vigor.
Special Boons: *Soulfire (4 points)* (spells are treated as "Holy" for creatures vulnerable to holy effects, plus spells deal +2 damage to all supernatural beings).
Common Debts: Oath of Duty (foils plans of the infernals and demons), Oath of Servitude.

Site of Power

Some sites of power have, for whatever reasons, developed an intellect or personality of some kind, and through the proper techniques, can grant power in return for favors. Such sites are typically no larger than a small island or a few city blocks.
Common Boons: Immortality, Life Touch, Magic, Power, Vigor.
Special Boons: *Intellectus (4 points)* (Someone attuned to the place will know his way around instantly and easily (any navigation difficulties would be treated as Easy). Further, he may use his Intuition + Occultism skill to sort out useful information from his intimate, natural knowledge of the place, perceiving anything that happens anywhere within the bounds of that geography. This doesn't extend more than a hair's breadth away from that place, however. It's not vision or any normal sense; it's just knowledge of what the place itself can perceive – two clawed feet just stepped onto the road ahead; there are 247 birds in the trees on this island; and so on).
Common Debts: Conditional (only in location 4 pts), Gift of Life, Oath of Servitude.

Spirits of the Dead/Ancestors

Ancestor spirits are revered in numerous cultures; in some traditions, they can even grant some measure of power to the living. These spirits typically enter into agreements only with living descendents and believers.
Common Boons: Power, Spirit Speech, Vigor.
Special Boons: n/a
Common Debts: Beholden, Gift of Life, Oath of Duty, Oath of Servitude.

"The Devil"/Satan/Lucifer

No one can for sure whether or not this entity is in fact, Lucifer/The Devil/Satan, but he very much acts as though he is, and seems to relish that status. He acts pretty much as you would expect him to act.
Common Boons: Immortality, Wealth.
Special Boons: Practically anything is within its power.
Common Debts: Beholden, Gift of Child, Gift of the Soul, Invocation, Oath of Servitude.

The Fallen

These represent the Fallen Angels who now serve only to tempt and damn mankind.
Common Boons: Immortality, Invocation, Life Touch, Magic, Power, Vigor.
Special Boons: *Hellfire (4 points)* (spells that deal direct damage are +4 hellfire damage – this ignores normal fire protections and resistances).
Common Debts: Oath of Duty (to damn as many people as possible), Oath of Servitude.

BOONS

Immortality (varies)

This misnamed Boon confers near eternal youth, and may also grant supernatural resistance to injury and incredible recovery powers. It does not shield the character from all harm. The cost of the Boon varies with the number abilities attached to it, as listed below..
- *Immorality* **(1 pt)**: The character stops aging.
- **Hard to Kill (1 pt/level)**: As per the Quality.
- **Regeneration (varies)**: As per the Quality.

Invocation (1 point)

This Boon allows you to invoke an Aspect once per roll free of Drama Point cost. The Patron covers the Drama Point cost for you. In return, each covered Dram Point allows the Patron to issue a compel against you for which you DO NOT receive a Drama Point. As usual, you can spend a Drama Point to ignore the compel, and if you do so, the Patron will not attempt that specific compel against you again.

You keep track of the number of compels you owe the Patron. You have no idea when or to what end the Patron will issue an owed compel.

Life Touch (5 pts)

This Boon allows the character to heal damage, remove consequences, remove poisons and cure diseases with a touch.

No test is required to use this ability but it isn't instant. Each Turn, you can channel an amount of energy equal to your Essence. One point of Essence will heal 2 points of Stun damage, 1 point of Physical damage, 0.5 points of Mental damage, or apply toward reducing the value/strength of a Consequence, Poison/Toxin or Disease in the victim's body.

For example, if you have Essence 4 and are trying to cure a Strength 8 disease, it will take you 2 Turns to do so.

Magic (varies)

This Boon is the knowledge of and ability to use magic. The Patron provides you with levels in Sorcery and/or Thaumaturgy, as well as spell knowledge.

Each level of Sorcery costs 2 points, as does each level of Thaumaturgy. Each rote spell costs 1 point, and each ritual costs 1 point.

Necromancy (xxx)

This Boon is the direct power to contact and control the dead and the undead.

Power (2 pts/Level)

This Boon is a gift of raw power that replenishes itself at set times. For 2 points per level, you gain a pool of 5 points. These 5 points can be spent on the fly to adopt different Qualities and abilities (if not duration is listed, assume 5 minutes). Once spent, the points are gone until they replenish, which is typically at the next Noon Day or Midnight (depending on the Patron).

Prophecy (1 point)

This is essentially the same as the *Psychic Visions* Quality.

Speed of Sorcery (1 pt/2 Levels)

This allows you to use certain Thaumaturgy rituals with the speed of Sorcery. In order to hit the Threshold of many Thaumaturgy rituals in a single action, you gain a bonus to Ritual Casting checks – this bonus applies only towards casting the spell, and is ignored for determination of effects from extra Hits. You gain this bonus only with certain types of magic, not with all Thaumaturgy spells. This costs 1 point per +1 bonus.

For example, you have a +10 Speed of Sorcery bonus to Fire Rituals. You are attempting to cast a Power Level 15 fire ritual with a total of 9 dice (which means, at best 9 Hits). You score 6 Hits, which is not enough for the spell, so your +10 bonus applies, bringing you up to the Power Level of 15 – successfully casting the ritual in a single action. This bonus would not apply if you were trying to perform a healing ritual.

Spirit Speech (3 points)

This is essentially the same as the *Spirit Medium* Quality, except that you can see and talk to all spirits, not just the spirits of the dead.

Vigor (Varies)

This Boon allows you to boost your physical Attributes (Strength, Agility, Body, Reaction) for a brief period. When you activate it, you gain the purchased bonuses to those Attributes for one minute. You can activate it more than once per day, but each additional activation reduces the available bonuses by one point.

The value of this Boon is equal to the total bonus you receive. For example, if your Boon grants you +6 Strength, +2 Agility, +4 Body, and +2 Reaction, the value of the Boon is (6+2+4+2) 14 points.

Wealth (Varies)

Wealth is one of the most common Boons ever asked for and granted. It functions exactly as the *Wealth* Quality.

Other Boons

This is clearly only a handful of the countless Boons some entities will grant. For more ideas, simply go over the available Qualities and any available powers, or ask the GM if you cannot find what you are looking for. Values are typically equal to the Quality.

DEBTS

Nothing is free when it comes to Sponsored/Pact Magic. For your total value in Boons, you receive and equal value in Debts. You do not get to select the Debts, but you can attempt to negotiate with some entities (i.e., the GM) over the specific Boons and Debts. Note that some entities DO NOT negotiate.

Beholden (Varies)

This is the same as the Drawback, *Beholden*.

Conditional (Varies)

These Debts apply directly to all Boons granted by the Patron, restricting their use to situations where the Patron considers them appropriate.

- **Limited Portion of the Day (2 or 4 pts):** The Boon works only at night, or during the day, for example. Cost: - 2 points. Something more limiting (1 hour a day, one day a week, during the Full Moon, and so on) is worth -4 points.

- **Only Works Against Enemies of the Patron (1 pt):** The Boon can only used against people, entities or institutions that the Patron hates.
- **Only Works in the Service of the Patron (2 pts):** The Boons can only be used to further the ends of the Patron. The GM is the final judge as to whether a given course of action is deemed acceptable.

Gift of Child (5 points)

The Patron demands that you offer over your first-born child. This is typically only offered to the currently childless. Lest you think "well, I just won't have any kids", typically, if this is not fulfilled within one year, ALL Boons granted are immediately revoked, and further punishment maybe headed your way.

Gift of Goods (Varies)

The Patron demands the offering up or sacrifice of material goods in its name. Food, money, precious metals, even drugs, alcohol and tobacco can be used as gifts. The gifts must be sacrificed (destroyed) in an offering to the entity. Apparently, some beings can actually make use of gifts sacrificed to them in this manner. If a week goes by without the proper offerings being made, the character loses her Boons unless the Patron is somehow convinced to give the character some time to make amends. Cost: -1 point for every $100 or so that must be offered to the entity every week.

Gift of Life (Varies)

The Patron demands the periodic ritual sacrifice of living creatures. Such sacrifices are performed at frequencies based on the Patron, but at least once per month. To determine the value of this Debt, first establish whether animal or sapient sacrifices are required. Then determine the amount of Essence required in each period (typically either per month or per week).

	Week	Month
Animal	Essence*1	Essence *0.5
Sapient	Essence*2	Essence*1

So if the Patron demands 1 Essence per week in sacrifice (say, for example, a chicken), it's worth 1 point. If the Patron demands 10 sapient Essence per week, it's worth 20 points (Remember, infant sapients produce double Essence at death).

Gift of the Soul (4 points)

This is the classic deal – your soul in return for some reward (fabulous wealth, great fame, a donut, etc). This is worth a whopping 4 points (Why only 4 points? Because you're just going try to roll up a new character anyway). This takes effect as soon as you die – maybe the paramedics or E.R. docs try to revive you, and maybe they're successful, but your soul is GONE to wherever now. Note however, that you might think you're just going to roll up a new character upon expiration, but things don't' always go the way you want, now do they?

Oath of Duty (Varies)

The Spirit Patron demands that the character work in furtherance of the spirit's goals. The entity's enemies become the character's enemies, and they must pursue the same goals. A deity dedicated to Justice will require that the beneficiary punish the guilty and protect the innocent. A demon, on the other hand, will demand that the character works towards the corruption of the innocent and the destruction of all ideals and hope. Note that even if this Debt is not acquired, the character is always expected to act in ways favorable to his Patron. Cost: -1 point (for a duty that takes at least ten hours a week for perform) to -4 points (a highly dangerous duty that consumes most of the character's time).

Oath of Servitude (Varies)

Similar to the Oath of Duty, this Debt implies that the character will be given orders that must be obeyed without question. The communication may come directly (if the character has the Spirit Speech Boon) or indirectly (in the form of dreams, visions, getting tomorrow's paper delivered every morning, talking animals, and so on). If the character does not obey the orders, she loses her Boons, and is further punished in some way. The frequency of those orders determines the price. Cost: -1 point (once a month), - 2 points (once a week), or -4 points (once a day).

Other Debts

This is clearly only a handful of the countless Debts some entities will extract. For more ideas, simply go over the available Drawbacks, or ask the GM if you cannot find what you are looking for. Values are typically equal to the Drawback.

TRUE NAMES

SPELL CREATION

BASE STATISTICS

Area (burst/radius) (Varies)

- *Standard (+0) Up to 1 creature or object, or a 5-ft. square.*
- **Small Radius** (+1) The area of effect has a 10-ft. radius. The shape of the area must be simple and contiguous, such as a filled circle, a hollow ring, a cross, or an S-shape, but you cannot choose a more complicated shape. Thus, you cannot choose to target four random squares with enemies but avoid those with allies.
- **Bigger Radius** (+2) The area of effect has a 30-ft. radius.
- **Even Bigger Radius** (+3) The area of effect has a 100-ft. radius.
- **Local** (+4) The spell's area of effect is an 800-ft. radius.
- **Vast** (+5) The spell's area of effect is a 1-mile radius.
- **More Vast** (+6) The spell's area of effect is a 10-mile radius.
- **Vaster** (+7) The spell's area of effect is a 50-mile radius.
- **Regional** (+8) The spell's area of effect is a 100-mile radius.
- **World** (+10) The spell's area is an entire world, approximately a 4,000-miles radius.
- **Lunar** (+12) The spell's area of effect is a radius of about 250,000 miles.
- **AU** (+15) The spell's area of effect is a radius of roughly 1 AU or 93,000,000 miles.
- **Light Year** (+18) The spell's area of effect is a radius of one light year, or 6 trillion miles.
- **Parsec** (+21) The spell's area of effect is a radius of one parsec (3.2 ly/19 trillion miles). Each additional +3 PL increases this by an order of magnitude (10, 100, 1000, etc).

Casting Time (Varies)

- **Endurance Test** (-5) Extended (4 hours).
- **Very Long** (-4) Extended (1 hour).
- **Long** (-3) Extended (30 minutes).
- **Kinda Long** (-2) Extended (10 minutes).
- **Moderate** (-1) Extended (1 minute).
- *Standard (+0) The casting time is either one action (Sorcery) or Extended (1 Turn) (Thaumaturgy).*
- **Instant** (+1) The spell may be as a single action by anyone, even those lacking Innate Magic or Sorcery levels.

Duration (Varies)

- *Standard (+0) The duration is instantaneous/1 turn (Sorcery) or Hits * 1 turn (Thaumaturgy).*
- **Short** (+1) The duration is 1 minute per Hit.
- **Medium** (+2) The duration is 30 minutes per Hit.
- **Long** (+3) The duration is one hour per Hit.
- **Longer** (+4) The duration is 1 day per Hit.
- **Even Longer** (+5) The duration is 1 week per Hit.
- **Permanent** (+6) The duration is permanent unless dispelled or cancelled.
- **Real Permanence** (+10) The duration is actually permanent. The effect cannot be dispelled or cancelled.

Range (Varies)

- **Touch** (-2) You must be in physical contact with the target.
- **Very Short** (-1) The spell has a range of 20 ft.
- *Short (+0) The spell has a range of 50 ft.*
- **Moderate** (+1) The spell has a range of 100 ft.
- **Medium** (+2) The spell has a range of 300 ft.
- **Long** (+3) The spell has a range of 1,000 ft. (Maximum for Sorcery)
- **Even Longer** (+4) The spell has a range of 5 miles.
- **Pretty Damn Far** (+5) The spell has a range of 100 miles.
- **World** (+6) The spell has a range that reaches anywhere in the world and into high orbit. You can only target somewhere that you can see, though live television feeds or remote viewing qualifies.
- **Lunar** (+9) The range is roughly the distance from the Earth to the Moon, or about 250,000 miles.
- **AU** (+12) The range of the spell is approximately 1 AU, or 93,000,000 miles.
- **Light Year** (+15) The range is roughly one light year, or 6 trillion miles.
- **Parsec** (+18) The range is approximately one parsec (3.2 light years), or 19 trillion miles. Each additional +3 PL increases the range in parsecs by an order of magnitude (10, 100, 1000, etc).

Affecting Targets

When you cast your spell, choose a creature, object, or point-in-space within range. This is the center of the area of effect. If you choose a creature or object, the spell is anchored to it, and the area of effect moves wherever it moves. If you choose a point in space, the area of effect is static and unmoving. Also, instead of a 5-ft. area, you may choose for the spell to simply affect one creature or object. Thus, if your friend and an enemy are grappling and in the same square, you could target a spell to affect only the enemy, instead of a 5-ft. area.

Special Targeting

You can choose to charge the spell into an object that is within range and the first creature or object it touches becomes the anchor of the spell. If you charge an object this way, you can then cast more spells without causing the charged spell to end. Remember, though, that the duration is running as soon as you cast the spell, so if no one touches the charged object, the spell is wasted. One example of this is charging arrows with Attack spells so they explode when they hit.

ENHANCEMENTS

Affects Objects (+1) This allows a spell that normally affects only living creatures to affect objects as well. Primarily used with Heal to repair items.

Affects Objects Only (-1) This spell can only affect objects.

Area (alternate) (Varies): The area of effect is not a radius/hemisephere.
- **Cloud** (equal to Area) Determine the AoE radius normally, and then reduce by 50%. The spell manifests as a cloud (sphere) that lingers for 1 round (subject to wind conditions), and affects anything entering the area. For example, with this, instead of a fireball, you would create a fire cloud.
- **Cone** (-1) This reshapes the area of effect into a cone that has a length equal to 25% of the area of effect.
- **Cylinder** (+1) This reshapes the AoE into a cylinder with one-half the normal radius, but the cylinder extends to a height equal to the normal radius.
- **Line** (+1) This is applied to single-target spells (typically direct attack spells). Instead of targeting a single creature, the reshapes the spell into a line that is 5-ft. wide. This makes it so the caster doesn't roll to attack; instead, everything in the line has to make Reaction tests to reduce the damage (then normal tests).

Complex Requirements (Varies) The spell requires very unusual circumstances in order to be cast. If the casters themselves have special requirements, such as one or more having at least Sorcery Level 3 or being a vampire, another –1 Power Level is applied. Each individual limit adds the listed Power Level modifier. Thus, a spell with rare ingredients that requires eight participants and may only be cast on a particular date once a year enjoys a –8 Power Level modifier.
- **Unique** (-5) The spell only manifests once every few years, decades, centuries, or even just once—period. Alternatively, the spell requires a one-of-a-kind ingredient; once used, the spell may never be cast anew.
- **Highly Restricted** (-4) The spell may can only be cast under very specific conditions. This limit prevents casting the spell more than once or twice a year.
- **Very Restricted** (-3) These limiting conditions disallow the spell more than once a month or more. It might be available in very limited circumstances, such as in a vacuum or in one specific town. Alternatively, it could require ten or more casters. Finally, the spell could require ingredients that, although not unique, are not far from it. Few exist on any given continent. They cost at least $1,000 if they can be purchased at all.
- **Restricted** (-2) The spell is usable only in limited conditions, such as underwater or in subterranean chambers. Or it may require rare materials – perchance a human sacrifice, a rare magical artifact, the body part of a specific demon, and so on. Rare ingredients should cost at least $500 if they can be purchased. Alternatively, three to nine participants are required for the casting.
- **Unusual** (-1) The spell may only be cast under certain conditions, such as outdoors at night or whilst the sky is overcast. Alternatively, it requires the use of some unusual, but not difficult to find, items such as wool of bat, eye of newt, and the like. These items are not normally found in the pantry, but are not particularly difficult to obtain. Alternatively, the spell requires two participants.
- **Common** (-0) The spell has the most minor of restrictions, such as being only usable outdoors or during the day. Also, a common restriction disallows the spell, no matter how high the casting roll, if the character serves a higher power that would not approve of, or favor, that use of the invocation (in the Director's discretion).

Contagious (+1) In addition to the normal effect of the spell, this causes the target to act as a "carrier" of sorts for the spell, so that anything coming into contact with him is subject to the spell effect as well.

Contingency (Varies). When you cast the spell, you choose all the spell's effects, but the spell's duration doesn't begin until a certain trigger you set occurs. The trigger must be clear, and must be something a typical human could notice. Note that the trigger condition must be something that takes place within 30 ft. of the spell's area, and the GM may disallow inappropriate triggers. An Illusion spell that sounds an alarm if anyone enters the area of effect is fair, but an Attack spell that fires at the third creature without ice resistance to talk in the area of effect is too complicated. You can only have one triggered spell waiting at any given time; if you cast another triggered spell before the first triggers, the earlier one has no effect.
- **Contingency, Short** (+1). If the trigger doesn't occur for 10 minutes, the spell dissipates.
- **Contingency, Medium** (+2). As above, except the spell can lie in wait for up to one hour.
- **Contingency, Long** (+3). As above, except one day.
- **Contingency, Week** (+4). As above, except seven days.
- **Contingency, Month** (+5). As above, except thirty days.
- **Contingency, Year** (+6). As above, except one year.
- **Contingency, Decade** (+7) As above, except 10 years.
- **Contingency, Century** (+8) As above, except 100 years.

Creates Item (-1) Some spells create an item through which the spell is delivered. This item can be lost, stolen or destroyed.

Dimensional (+3) This allows the spell to punch through to another dimension to affect targets in a spot corresponding to your position. You may need some way to see into the other dimension to target the spell in a precise manner.

Discerning (+1) With this enhancement, the spell only affects creatures or objects of your choice in the area of effect. You can choose a maximum number of targets equal to your Occultism level. Alternately, you can choose up to one 5-ft. square per Occultism level to be unaffected by the spell. Also, you can choose to have the spell anchor individually to each creature in the area of effect. This way, creatures in the area of effect when the spell is cast are affected, and remain affected even if they leave the area of effect. However, if creatures enter the area of effect after the spell is cast, they are not affected. Thus, the area of effect only really matters when the spell is first cast.

Easily Dispelled (-3) The spell effect can be easily dispelled (such as simply speaking certain words).

Easy to Break (Varies) If the spell allows a new test every round to break free, apply a -1 PL. If the new test has a cumulative +1 bonus, reduce the PL by -2.

Feedback (-4) You suffer damage when a manifestation of your effect is damaged. This flaw only applies to effects with physical (or apparently physical) manifestations, such as Conjuring, Illusion, or Summoning, for example. If your spell's manifestation is damaged, make a Power Level [damage] test against the same damage (as per a Damage Resistance test).

Homing (+2) This allows a directly target spell a second change to attack (make the attack test again) without counting as one of the caster's actions.

Inaccurate (-1) Attack/targeting rolls with this spell suffer a -2 penalty.

Incurable (+2) Typically applied to direct damage spells, this renders that damage immune to restoration via magic (i.e. Heal will not restore this damage).

Indirect (Varies) A ranged effect with this modifier can originate from a point other than the user, ignoring cover between the user and the target, such as walls and other intervening barriers, so long as they do not provide cover between the effect's origin point and the target. An Indirect effect normally originates from a fixed point directed away from you.

- **Indirect 1** (+1) The effect originates from a fixed point away from you.
- **Indirect 2** (+2) The effect can come from any point away from you or a fixed point in a fixed direction (not away from you).
- **Indirect 3** (+3) The effect can come from any point in a fixed direction (not away from you) or a fixed point in any direction.
- **Indirect 4** (+4) The effect can originate from any point and aim in any direction, including *towards* you (hitting a target in front of you from behind, for example).

Insidious (+1) This modifier is similar to the Subtle modifier, except Insidious makes the *result* of an effect harder to detect rather than the effect itself. For example, a target suffering from Insidious Damage isn't even aware he's been damaged. Someone affected by an Insidious Weaken feels fine until some deficiency makes it obvious that he's weaker, and so forth. A target of an Insidious effect may remain unaware of the danger until it's too late! An Insidious effect is detectable either by an applicable skill [6] test (usually Notice, although skills like Doctor, Knowledge, or Occultism may apply in some cases) or a particular unusual sense, such as an Insidious magical effect noticeable by Detect Magic or Magical Awareness. Note that Insidious does not make the effect itself harder to notice; apply the Subtle modifier for that. So it is possible for an active Insidious effect to be noticeable, so the target can perceive the use of the effect, but not its results: the effect appears "harmless" or doesn't seem to "do anything" since the target cannot detect the results.

Limited Target Selection (-1) This limits the spell to affecting a specific subset of creature, such as vampires, a specific demon breed, redheads, etc.

Limited Target Selection, Very (-2) This limits the target of the spell even more, typically into the area of specific named items and beings.

Link (-2) If you have a sample of the target's DNA or item closely associated with the target, reduce the Power Level by -2.

Penetrating (+1) Typically applied to direct damage spells, each +1 Power Level of this allows the attack to ignore 1 point of armor or energy protection.

Predetermined Condition (-2) Applied to permanent duration spells, this causes the spell to last until an easy to accomplish (not necessarily easy to determine) condition is fulfilled.

Reaction (+4) Applicable only to Sorcery spells, this allows you to cast the spell as a free action, no more than once per turn.

Requires Visual Contact (-2) This spell requires the caster to have visual contact with the target. Not applicable to Standard duration spell effects or Sorcery effects. If the target moves out of visual contact, the spell doesn't end, but the caster cannot use the spell while out of contact.

Resistance (-1) If the spell allows the target a roll to negate the effect, reduce the Power Level by -1. This does not apply to direct damage spell effects.

Reversible (+1) You can remove conditions caused by a Reversible effect at will as a free action, so long as the subject is within the effect's range. For example, removing the damage conditions caused by a Damage effect. Normally, you have no control over the results of such effects.

Ricochet (+1) You can ricochet or bounce an attack effect with this modifier off of a solid surface to change its direction. This allows you to attack around corners, overcome cover, and possibly make a surprise attack against an opponent. It does *not* allow you to affect multiple targets. The "bounce" has no effect apart from changing the attack's direction. You must be able to define a clear path for your attack, which must follow a straight line between each ricochet. Each +1 PL in Ricochet allows you to bounce the attack once before it hits. Ricochet may grant a bonus to hit due to surprise, at the GM's discretion.

Secondary Effect (+1) An instant duration effect with this modifier affects the target once immediately (when the effect is used) and then once again on the following round, at the end of the attacker's turn. The target gets the normal resistance check against the secondary effect. Secondary Effects don't stack, so if you attack a target with your Secondary Effect on the round after a successful hit, it doesn't affect the target twice; it simply delays the second effect for another round. You can attack the target with a different effect, however. So, for example, if you hit a target with a Secondary Damage Effect then, on the following round, hit with an Affliction, the target suffers both the Affliction and the Secondary Damage.

Size Limitation (varies) The spell can only affect objects off certain sizes or smaller: Small (-1), Tiny (-2), Diminutive (-3), Fine (-4).

Subtle (+1 or +2) Subtle effects are not as noticeable. A subtle effect may be used to catch a target unaware and may in some cases qualify for a surprise attack. 1 PL makes an effect difficult to notice; an Intuition + Notice [5] test is required, or the effect is noticeable only to certain exotic senses (at the GM's discretion). +2 PL makes the effect completely undetectable.

Tiring (-2) Casting this spell makes you Fatigued.

Tiring, Very (-3) Casting this spell makes you Exhausted.

ELEMENTS

One of the ways in which magical effects are defined is by elements, basic aspects of reality that have different affinities for certain types of effects. These associations are based on tradition and folk belief rather than on science, and exist mainly to help wizards focus their effects more clearly. If a wizard can think of a blast as "fire" rather than "the ramifications of thermonuclear force," he's more likely to pull it off successfully.

The most common elemental system comes from medieval Europe: the "Classical" one, consisting of fire, air, earth, and water (modern wizards also include "spirit"). When a wizard casts a spell, he chooses one of these elements to be the basis of the effect. Many Asian systems replace one of the Classic Elements with Wood.

Air

Air is the element of motion and freedom, and most of its key effects are motion-based: powerful gales to knock over foes or throw objects around, the movement of objects to the wizard's hand, or shields of swirling air currents that push harm away.

On the nastier end, it's possible to make pockets of vacuum to suffocate or implode targets. It also can affect the quality of air around the wizard – keeping smoke clouds localized, purifying the air in a room, or even calling up fog to conceal an escape. Movement can involve fine manipulation, which is why air magic is often called upon to pick locks and pull apart devices. Also, air is the primary medium for the transfer of sound, allowing for the creation of distractions by throwing loud sounds around, or creating "bubbles" where sound doesn't travel for the purposes of privacy or stealth.

Maneuvers that rely on movement, like pushing and pulling stuff around, are the strong suit of air magic.

Earth

Earth is the element of stability, gravity, and grounding. Ultimately, everything rests on the earth, and its practitioners take advantage of this fact by calling up protective walls of stone, shaking the ground underfoot, and keeping themselves stable regardless of the surrounding circumstances. Earth is also the element that governs magnetism; earth mages often use this to their advantage, strengthening or dampening magnetic fields to achieve various effects.

Earth's strong points are in doing damage to – or reinforcing – ordered structures like buildings.

Fire

Fire is the element of consumption and destruction, and it is the first resort of those who wish to deal massive carnage to their foes. Besides the classic image of the fireball-throwing wizard, this element allows for a more subtle range of effects, allowing a wizard to apply or remove heat from an object or area and to melt small objects like locks or other barriers.

Water

Water is the element of entropy and change. Its chief power is changing the state of things, as water tends to do: eroding, dissolving, disrupting, decaying, dispersing, disintegrating.

While many people wouldn't consider water to be a very damaging element, you have to think about the kind of insidious damage water does: dissolving stone, rusting metal, warping wood – even pummeling or slicing if it's a high-pressure jet of water. It can also flood, suffocate, assist in chemical reactions, and so on. Water is often lethal to many different kinds of machines, shorting them out or causing them to jam (like firearms). Plenty of dangerous substances – battery acid, quicksand, drain cleanser – have liquid properties that a water spell might manipulate (perhaps with a little extra difficulty for using something unusual).

Wizards tend to use water maneuvers to break down matter in various ways.

Spirit

Spirit is the element of the soul, the purest expression of will. In a way, it's the most basic of the elements – the translation of the wizard's raw desire into energy – and its presence tends to transcend different traditions of magic, being a core element in every one. Spirit effects tend to manifest as raw kinetic force and light, allowing the wizard to create or snuff light in an area, summon shields of force, strike a foe with raw kinetic power, and even bend the energies around people and objects to make them appear invisible.

A special kind of Defend called a *veil* is the special province of spirit magic. Unlike a normal Defend, the power invested in a veil serves as the difficulty for using skills or other magic to detect anything that's concealed by the veil. Beyond that, spirit maneuvers tend to be oriented around light, but kinetic strikes can also knock enemies off-balance and create physical havoc.

Depending on a wizard's temperament, he often tends to be good at the "blunt, direct" side of spirit spells (force effects) or good at the "sensitive, subtle" side (veils and other soft effects). This is really true of *any* element, but it's particularly strongly expressed in the case of spirit – the element most closely tied to thought.

OTHER EFFECTS

The sections below provide many guidelines for spell creation, but they are not all-inclusive. Magic can provide countless effects. If an effect duplicates a Quality or Drawback, assume that the base Power Level (assuming the effect isn't provided below) is equal to the value of the Quality or Drawback.

AFFLICTION

Afflictions are similar to attacks in that they negatively affect living targets, but they do so through means other than direct damage. **Comment [CAF3]:** Need stun and all that shit

Ability Damage (+4). Affected creatures take damage equal to net Hits to the ability score of your choice. The damage heals at the normal rate. Ability damage spells are typically instantaneous. If the Duration is longer than this, divide the damage evenly over the duration.

Attack Resistance (+2) This is used to reduce a target's armor or energy resistance (selected during casting). Each Hit reduces the protective value by 1 for the duration.

Blindness/Deafness (Varies). You blind (+2) or deafen (+1) affected creatures for the spell's duration.

Curse (varies) You curse the target creature. This essentially applies the Accursed drawback to the target. The base Power Level is the value of the Drawback /2.

Disease (Varies). You infect affected creatures with a disease of your choice. The Power Level equals the Strength of the disease.

Exhaustion (+2). You exhaust affected creatures.

Fatigue (+1). You fatigue affected creatures.

Paralysis (+4). You paralyze affected creatures for the spell's duration.

Stun (+2) You stun the target for the duration.

ALTER

Alter primarily covers physical changes to a target – changing appearance, or even species. Alter normally affects only willing targets.

Cosmetic Changes (+1 or more) If you choose this enhancement, you can change the shape and appearance of a creature. Changing mild features like ethnicity or hair color costs +1 PL. Changing build or sex costs +2 PL. Any greater changes cost +3 PL, though it can only change one size category smaller or larger. Also, regardless of its new shape, the creature does not gain any new abilities. The creature's speed might decrease by assuming a less mobile form, but it cannot gain new movement abilities. Wings don't let it fly, gills don't let it breathe water, and extra limbs don't grant it extra attacks. Damage Condition monitors remain unchanged. If you want to grant the creature any special abilities, use Creature Form. If you use this spell to create a disguise, the transformed creature gets bonus to the applicable skill tests equal to the net Hits.

Creature Form (Varies) If you turn something into a creature and have it actually possess the abilities of that creature, you must choose this enhancement. To determine the Power Level of this enhancement, use 10% of the associated Quality cost (rounded up). The creature retains its mind, but gains the physical abilities scores, natural armor, attack forms, and extraordinary abilities of the new form. Spell-like and supernatural abilities cannot be granted this way. The target uses the new form's Physical and Stun Condition Monitors, with existing damage carried over proportionally.

Inanimate Form (+6) Use this enhancement to turn a creature into an inanimate object, such as a tree, part of a rock wall, wind, or even a corpse. You can choose whether the creature retains its consciousness in this form. If so, it can vaguely sense its immediate surroundings, is aware if it is being damaged, and can take purely mental actions, but has no ability to move itself. Otherwise, the creature can take no actions, and when the spell ends the creature has no recollection of the time it was inanimate. The new form cannot be more than one size category larger or smaller than the original. If the inanimate form is damaged, such as by hacking at a tree, appropriate damage is dealt to the creature when the spell ends. However, if the inanimate form disperses naturally, such as if you turn a creature to dust, when the spell ends the creature reforms, whole, at the greatest concentration of the dispersed substance.

Force Change (+2) If you do not choose this enhancement, the transformation can only affect unattended objects or willing creatures. If you do choose this enhancement, the target gains a Body [Hits] test to resist the change.

Mind of the Beast (+4) If force changed, the target also gains the mind of the target creature, assuming it is of lesser intellect.

ATTACK

The most basic of effects, this is a single-target direct damage effect, typically with a form of energy. Each level of power applied grants Damage 1 (Stun). If you want to deal Physical damage, increase the Power Level by +1. Some energy attacks can deal only Physical damage (like fire). In addition to this base damage, the spell deals +1 damage per net Hit as with other attacks. When using a basic attack spell like this, you can attempt to strike multiple targets with one spell. Divide the Power Levels applied to damage between the targets (minimum of 1 each). Divide any applicable Spell Targeting dice between the targets as well. When used in this manner, net Hits on the Spellcasting test do not increase damage, but net Hits on the Spell Targeting roll do as normal.

CHARM

Charm spells allow you to alter or even usurp an individual's mind, bending him to your will. *All* Charm effects allow the target to resist. The victim rolls Willpower, and subtracts his Hits from your Hits. A charmed subject can spend a Drama Point to ignore the effect of the spell for one Turn.

Command (Varies). Command forces creatures to obey your commands. Language commands allow creatures to distort your intent, since they are only required to obey the letter of your command, not its spirit. Telepathic commands impress your will directly upon a creature, so it must obey the spirit of your command, even if the creature does not understand your language.

The nature of the magic does not allow you to simply command a creature, "Obey me." You must give the creature specific commands, though the more powerful the spell the more complex they can be. If you wish to control all of the creature's actions, you must use the Telepathic Domination enhancement. However, the command, "Never resist my spells," is a valid way to get a creature to follow repeated commands.

Creatures affected by commands realize they are not acting of their own free will. If a command would force a creature to actively harm a close ally or physically endanger itself, the creature is allowed a new test to break free, though if you simply command a creature to protect you and it chooses to be aggressive against its allies, it does not receive a new save. If a command would force a creature to almost certainly kill itself, the creature breaks free of the command.

The effects listed below assume language-based commands. If it is a *telepathic-based command*, increase the Power Level by +1.

- **Command, Simple** (+1). The target must be able to hear and understand you. You give the target a one- or two-word command, which it obeys. Once it completes the commanded task, the spell ends for it.
- **Command, Standard** (+2). As above, except that the command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, you must still give the target the command, so you might need to rush if the

target is threatening you.

- **Command, Complex** (+3). As above, except that the command can be as long or complex as you want. The more complex the command, often the more easily the target can distort its intention, but the main limiting factor is how much time you can spend giving the command.
- **Telepathic Domination** (+4). For the spell's duration, you may command the creature whenever you want, with any level of complexity. The spell does not end once the creature fulfills the command. You can give the creature a new command of any level of complexity once per round as an action, as long as the creature is within the spell's range.

Emotion (Varies). This simply alters the emotional state of affected creatures, replacing their current emotional state if it is contradictory. Creatures affected by emotion-changing magic do not realize their emotional state is unusual during the spell's duration. If a creature succeeds on a test against a Strong emotion effect, he instead suffers the effect of the related Moderate emotion. If he succeeds on a test against a Moderate emotion, he suffers a Weak emotion. And if he resists a Weak emotion, he suffers no effect.

- **Emotion, Weak** (+1) Affected creatures are affected by one of the following emotions.
    - o **Anger**. Affected creatures have their attitude toward shifted two degrees more hostile. Attitudes range from helpful to friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the target of your choice.
    - o **Bravery**: Brave creatures gain a +1 morale bonus to attack rolls. The spell also acts as a Calm spell against fear effects only.
    - o **Calm**. Affected creatures ignore magical weak emotion effects for the spell's duration. Moderate emotion effects are reduced to weak, and strong emotion effects are reduced to moderate.
    - o **Confusion**
    - o **Dazed**
    - o **Happiness**. Affected creatures have their attitude toward shifted two degrees more friendly. Attitudes range from helpful to friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the creature of your choice (this creature need not be within range of the spell). Multiple applications do not stack.
    - o **Shaken**
- **Emotion, Moderate** (+2) Affected creatures are affected by one of the following emotions.
    - o **Calmer**. Affected creatures ignore magical weak and moderate emotion effects for the spell's duration. Strong emotion effects are reduced to weak.
    - o **Courageous**. Courageous creatures gain a +1 morale bonus to attack tests, melee damage, and saves to resist Charm effects. The spell also acts as a Calmer spell against fear effects only.
    - o **Frightened**
    - o **Laughing**: The creature is filled with great humor, and cannot take any aggressive action. Alternately, you can shift a creature's attitude four steps more friendly.
    - o **Rage**: The creature acts as if in a berserker rage, gaining a +2 morale bonus to Strength and Body, and a −2 penalty to Reaction.
    - o **Stunned**
- **Emotion, Strong** (+3) Affected creatures are affected by one of the following emotions.
    - o **Calmest**. Affected creatures ignore magical emotion effects for the spell's duration.
    - o **Frenzy**: Greater than a rage, the creature gains a +4 morale bonus to Strength and Body, and suffers a −4 penalty to Reaction. During the frenzy, the character can take no rational actions, and simply attacks directly against the nearest enemy. If there are no enemies to fight, the frenzied creature starts attacking friends.
    - o **Helpless**
    - o **Heroic**: Heroic creatures gain a +2 morale bonus to attack and skill tests, and to melee damage. The spell also acts as a strong Calm against fear effects only.
    - o **Love**: Affected creatures fall aggressively in love with another creature of your choice, wanting nothing more than to be with that creature and act in whatever way they believe best displays their love.
    - o **Panicked**

	Weak	Moderate	Strong
Anger	Anger	Rage	Frenzy
Calm	Calm	Calmer	Calmest
Confusion	Confusion	n/a	n/a
Courage	Bravery	Courageous	Heroic
Daze	Dazed	Stunned	Helpless
Fear	Shaken	Frightened	Panicked
Happiness	Happiness	Laughing	Love

Forget (Varies). Affected creatures forget recent events. You can have the creatures forget some events but not others; they do not realize that they're missing memories until something prompts them to try to remember, though if you include a standard or complex command you can tell them to remember something else instead. When the spell ends, they regain their memories.

- **Standard** (+1). You can affect up to one minute worth of memory.
- **Short** (+2). As Forget, except you can affect up to 10 minutes worth of memory.
- **Medium** (+3). As Forget, except you can affect up to an hour worth of memory.
- **Long** (+4). As Forget, except you can affect up to a day worth of memory.
- **Very Long** (+5) As Forget, except you can affect up to 7 days worth of memory.
- **Really Long** (+6) As Forget, except you can affect up to 30 days worth of memory.
- **Damn** (+7) As Forget, except you can affect up to one year of memory.

- **Complete** (+8). As Forget, except you can affect up to all of the creatures' memories.

Mind Read (+2). By concentrating, you can deeply read the mind of the creature. Each round, you can either search for specific information (e.g., the name of a spy, the location of hidden treasure, the gate password) or simply browse for interesting information. Browsing for general information normally garners nothing very urgent or secretive unless the creature was recently thinking about it, but gives you a broader sense of the creature's mind. You can only browse one creature at a time, but if there are multiple creatures in the area, you can look for specific information in all of them at once.

Mind Scan (+1). By concentrating, you can "overhear" the thoughts of the target creature. If there are multiple creatures in the area, you can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give you the ability to understand the creature's language, but you can comprehend emotions and simple desires like fear or hunger regardless of language.

Rewrite (varies) This enables you to rewrite different amounts of a creature's memory.
- **Standard** (+1). You can affect up to one minute worth of memory.
- **Short** (+2). As Rewrite, except you can affect up to 10 minutes worth of memory.
- **Medium** (+3). As Rewrite, except you can affect up to an hour worth of memory.
- **Long** (+4). As Rewrite, except you can affect up to a day worth of memory.
- **Very Long** (+5) As Rewrite, except you can affect up to 7 days worth of memory.
- **Really Long** (+6) As Rewrite, except you can affect up to 30 days worth of memory.
- **Damn** (+7) As Rewrite, except you can affect up to one year of memory.
- **Complete** (+8). As Rewrite, except you can affect up to all of the creatures' memories.

CONJURING

Conjuration is the art of creating objects of seeming substance out of nothing. When it comes down to it, though, this is a shell game. None of the things that conjuration creates are actually real; they're made of ectoplasm, and once the energy that's telling that ectoplasm to be something leaches out, it dissolves – first into goo, then into nothing at all.

Here, the Power Level of the conjuration is a matter of detail and scale (both quantity and size), as well as the believability of the creation. Detail primarily addresses the intricacy of function (i.e., moving parts). Not that ectoplasmic explosives and bullets will not combust.

You can create multiples of an item when casting the spell (say a bunch of bullets). For every 10 of the item, add the size-based PL to itself.

Item Size	PL	Examples
Fine	1	Quarter, gold ring, house key, handgun bullet
Diminutive	2	Disposable camera, roll of duct tape, flashlight, arrow
Tiny	3	Night vision goggles, handgun, laptop computer
Small	4	Guitar, assault rifle, television set
Medium	5	Bicycle, flamethrower, entertainment center
Large	6	Car, storage shed, brick wall
Huge	8	Armored truck, swimming pool, skateboard ramp
Gargantuan	10	Tank, bank vault, cement mixing truck
Colossal +	12	Skyscraper, house, aircraft carrier

Complexity	PL	Examples
Very Low	-2	Knife, club, gold ring, arrow
Low	-1	Pistol, rifle, Bicycle, bullet
Moderate	-0	Machine gun
High	+1	Car, computer, life form
Very High	+2	Super computer
Severe	+3	Satellite
Extreme	+4	

In terms of believability, if the wizard wants to pass the conjured object off as real, he must commit more Power Levels to the spell – basic conjured objects have a so-so believability (Threshold 2 to realize something is wrong). If you want to increase the Threshold for perception tests to realize the conjured item is false, increase the Power Level by the amount. For example, if you conjure a frog but want observers to make an Intuition + Notice [5] test to realize the false nature, you must add +3 Power Levels.

Often, ectoplasm is used to create a body for a summoned spirit to inhabit so it can physically interact with the world. Usually this ectoplasm is generated by the summoned creature, not the summoner, but in some cases a body must be constructed deliberately in advance.

Now, it is possible to conjure real, genuine items – real frogs, a real gun, a running car, etc. Doing so increases the Power Level of the spell by +6 (if the conjured creature has a Quality value, apply 10% of the value to the +6 also) and requires a Duration of Real Permanence. In most cases, if a wizard wants a real item that he can't just go out and buy, he will find a ritual that allows him to take the item from elsewhere.

Either way, conjuration cannot be used to create magic items; that is *Enchanting*.

COUNTERSPELL

If you are in the presence of a magical effect, you can attempt to nullify it with Sorcery. Though this is Sorcery in use, you can attempt to counterspell Thaumaturgic spells as well. Make an Occultism test (your choice of +Logic or +Intuition). Typically, the Threshold for this test is

based on the caster's Sorcery or Thaumaturgy (or Occultism if those are not applicable). If successful, you can determine the Power Level of the target spell. If it fails, you just have to guess. Make a Spellcasting [target spell Power Level] test. Each Hit reduces the effective Power Level of the spell. If reduced to 0, the spell effect ends immediately. Otherwise, it remains reduced by that amount for the Turn. You can attempt to keep the spell suppressed every Turn, but each attempt is against the full PL of the spell. Unlike other spells, counterspelling does not have a Power Level. You are still limited to safe Hits equaling your Magic however.

DEFEND

Defend effects serve primarily to protect by reducing damage. This also covers veil effects, protecting you from perception. Defend can also work to prevent the use of magic in an area, and to reinforce other defenses.

Antimagic (varies). The area becomes suffused with antimagic. The Power Level equals the Threshold you wish to impose on the area of effect. Casting a spell in the area requires the caster to make a Magic + (Sorcery or Thaumaturgy) [Power Level] test. If this fails, he cannot cast that spell. If an active magical effect enters an antimagic area, it makes the same test or is suppressed until no longer in the antimagic area.

Armor (varies) This surrounds you with a field of force that protects against attack by proving an Armor (ballistic and impact) value equal to (Power Level + net Hits) /2. Unlike normal Impact armor, this provides the full value against energy attacks.

Binding, Mental (varies) This locks down the area of effect, creating a belief in the minds of those inside that they cannot leave the area. The Power Level is the Willpower Threshold you want those inside to test against to leave the area +2. Leaving the area requires a Willpower [Threshold] test.

Binding, Physical (varies) This locks down the area of effect, preventing those inside from leaving the area. The Power Level equals the Strength test Threshold you want creatures to beat to exit. Those within may use ranged attacks and abilities to strike at those outside the area. Forcing your way out of the binding requires a Strength [Threshold] test.

Defense, Active (+1) The target gains a bonus to active defense checks equal to the Hits.

Gas Barrier (+1) This prevents the passage of things like air and gases.

Mental Resistance (+2) This provides the recipient with protection against Mental Damage equal to the Power Level + net Hits.

Shield (varies) This protects you from frontal attacks by creating a curtain or shield of energy that provides Armor (ballistic and impact) value equal to the Power Level + net Hits. However, if an attack breaches the shield, the spell ends. Unlike normal Impact armor, this provides the full value against energy attacks.

Spell Resistance (+4). This provides the recipient with bonus dice to resist magical effects equal to the Hits. .

Veil (varies) This is a special type of defense. When using a veil, you are not defending against an attack so much as against *perception*. To create a veil, determine the Threshold you want others to have to beat to perceive you. This is your base Power Level. This is a Spirit-based effect, and so does not apply to technology, but it does apply to all non-mystical senses. To apply to mystical senses as well, increase the Power Level by +3 (this +3 does not apply to the effective perception Threshold however). The Threshold for a veil stacks with any from mundane stealth used while protected by the spell. In other words, if you roll 4 Hits on an Agility + Crime test to hide, and are protected by a 4-point veil, the total perception Threshold is 8.

DIVINATION

Divination can take several forms, all basically falling under the general header of "gathering information." One of the most common examples is a tracking spell, but there are several other forms that fall within the scope of divination: direct scrying, forecasting and prophecy, telepathy and psychometry, and various other kinds of sensory magic.

Knowledge (+1). For the duration, the subject gains a bonus to Knowledge checks equal to the Hits on the test.

Locate (+1). Choose some type of object or substance, such as water, gold, magic, or evil, or a broad group of creatures, like humans or cats. For the spell's duration you can concentrate for (10 Turns – net Hits) to determine the direction to the nearest significant quantity of that substance (what counts as "significant" depends on the substance), within the area of effect. If there are several different things of the chosen type within the area, you are aware of roughly how many there are, and can concentrate on each one by one to determine its location. Once you are aware of specific items that are close, you can choose to ignore them and sense only further away items. To locate a specific object or creature, increase the Power Level by +1.

Perception (+1). For the duration, the subject gains a bonus to Notice checks equal to the Hits.

Precognition (+1). You get a random flash of insight into the future of a creature or object within range, seeing vaguely anything important that will happen in the next (Hits *5 minutes). If you ask a specific question of whether a specific event will occur, you learn about how likely that event was to happen. An additional +1 PL extends the time to Hits * hours, days, months, years, centuries.

Psychometry (+1) You are able to see the past of an object, person, or space. You psychometric vision normally extends up to (Hits * 20 minutes) into the past. Each additional +1 PL extends the time frame (hours, days, months, years, centuries).

Reading (+1). This allows you to see and examine a creature's aura, as per *Assensing*.

Remote Viewing (varies). You concentrate on a creature or location, and can see and hear what is going on there. You see an approximately 20-ft. radius around the target. The Power Level of this enhancement depends on how far away the target is (use the Range Enhancement Power Level), and how familiar you are with it. If you have a specially-prepared object to focus your remote viewing (like a crystal ball), you can have the remote viewing be projected through that object, allowing others to see and hear what you do.

Target Familiarity	Power Level
Within sight	+0
Familiar	+1
Firsthand knowledge	+2
Second hand knowledge	+3
None (hunch, rumor, vague description)	+4

Things become more complicated when you actively monitor the target in some way. If the target is behind a threshold or any other

kind of supernatural protection, you have to overcome that. Second, many beings have a natural defense against being "read" or seen against their will – basically a defense roll, just like targets get if you take a swing at them in a fight. This commonly defaults to Willpower, depending on the context of the scrying.

- **Cinematic Clairvoyance**: At the game master's option, a successful remote viewing is not limited to a 20-ft. radius around the target, but instead it gives you a full line of sight view of something significant going on around the target. So if the target is marching toward ancient ruins in the desert, you might see across the target's shoulder to spot the ruins in the distance. Also, you might not get a vision of what is currently going on, but rather something in the near past or future that is significant to the adventure's plot.

ENCHANTING

Enchanting spells create magical items of various kinds. Of special note are Enchanted Items, Focus Items, and Potions.

Enchanted Special Items

Enchanted items are intended to hold a single, pre-generated effect that is stored until released, after which the energy in the item must be recharged. The construction process is very similar to the process for creating a focus item, except that the wizard also imbues the item with minute amounts of spell energy as he goes through the attunement process, gradually shaping it to hold the energy it's designed for.

Making an enchanted item requires one enchanted item slot, which can be acquired by trading in a focus item slot for two enchanted item slots. When you create an enchanted item, you must specify the effect that the item performs. Nearly any effect within the range of Thaumaturgy or sorcery is allowed (though Sorcery tends to be easier because the amount of power involved is usually comparatively small), subject to two limitations: the effect has a Power Level no greater than your Occultism, and it may only be used once per scene. After it's used, the item requires time to recharge by some means that you determine; this is assumed to take long enough to reach into the next scene.

You may increase the number of uses per scene by one by reducing the base strength of the item by one. So if you have Occultism 3, you could create an enchanted item with a Power Level of 3 that you can use once per scene, or an item with a Power Level of 1 that you can use three times per scene. When doing this, the base strength of the item may not go below 1.

The Power Level of an enchanted item may be reduced by one to make it usable by someone other than the caster, such as a magically armored coat that anyone can wear. It's possible that using an enchanted item will require some kind of skill roll, particularly if it needs to be targeted in some way; discuss this with the GM and follow whatever course seems logical. Defensive items (ones that provide armor or a block, for example) often consume a use at the time of defense and don't require a separate action to activate. If an enchanted item runs out of uses in a session, if wielded by a practitioner, he may make additional uses anyway by taking one point of mental damage per use.

Additionally, you can increase the Power Level of an item by +1 by limiting it to uses per session instead of per scene.

Subsequent enchanted item slots allow you to:

- Create a new enchanted item with a new effect
- Add +1 to the Power Level of the default effect on an existing enchanted item
- Add +2 to the uses per session for an existing enchanted item

Regardless, an item's Power Level after all bonuses are totaled should never exceed two times the crafter's Occultism rating – at least not without a very good rationale and a ton of baggage.

Focus Items

Focus items are very straightforward. They enhance a wizard's spellcasting in a particular fashion by providing a bonus to one part of the spellcasting effort. Typically hand-crafted by the wizard, focus items are bound to the particular magic they're intended to work with through a monotonous process of ritual attunement, where the wizard sits with the item in a casting circle or similar ritual space and visualizes its use for hours on end. After a period of weeks or months, the item is ready.

A single focus item slot grants a +1 bonus. For Sorcery focuses, this bonus may be applied to the wizard's effective Magic rating, Spellcasting roll, or Targeting rolls.

For Thaumaturgy focuses, this bonus may be applied to the wizard's effective Occultism for preparation deficit or to the wizard's Ritual Casting tests. The type of bonus must be determined and locked down at the time the item is created.

In addition, you must specify which type of Sorcery or Thaumaturgy is enhanced by the item's bonus. A Sorcery focus is specified to work with a particular kind of element (e.g., fire, spirit). A Thaumaturgy focus is specified by any of the spell types listed in this section, whether by function (e.g., Affliction, Conjuring, Veils, Wards, etc.).

Subsequent focus item slots allow you to create new focus items. Alternatively, one or more slots may be spent to add greater capacity to an existing focus item.

The total number of slots a focus item uses is equal to the number of elements or types multiplied by the total of the bonuses. So an item that offered +1 Magic and +1 Spellcasting to fire and earth spells would take up 4 slots. All bonuses of an item always apply to all of the types on the item: you can't have +2 for necromancy and +1 for wards in the same focus item, because the +2 complexity should apply to both necromancy and wards. This makes for narrow, potent focus items (one element or type with a large bonus) and broad, less potent focus items (many elements or types with a small bonus). Broad, potent focus items are very rare. As a result, most wizards tend to have many small bonus items for specific jobs, like a craftsman's toolbox.

The one restriction on the bonuses provided is that they may not total to a number greater than your Occultism. So if your Occultism is 3, you can have an Sorcery focus item that provides +3 to Magic, Spellcasting, or Targeting, or a focus item that provides +1 to three of those, or +2 to one and +1 to another, but you can't construct one that provides bonuses totaling 4 or more. The number of elements or types is not restricted, so long as you have enough slots to accommodate them.

If you are willing to lock the item down to only ever being useful for one specific spell – such as an established Sorcery rote or a divination spell that always looks for the same thing – then you get a single free "slot upgrade" to add an extra +1 bonus. You can't benefit from the same type of bonus from two or more items at the same time – so if you had two items, one with a +2 Spellcasting bonus and

another with a +1 Spellcasting bonus, the total effect is a +2 to Spellcasting.

Potions

Potions are created through a fairly complex process that involves combining ingredients into some sort of base liquid and using it as the focus of a thaumaturgical ritual to put power into the potion. Many wizards have workspaces that they use for this purpose, complete with shelves full of odd ingredients from diamond dust to eye of newt. The ingredients that go into a potion metaphorically signify its effects. In addition to the base liquid, each potion requires one ingredient for each of the five senses (touch, taste, smell, sight, and sound), one ingredient for the mind, and one for the heart. These ingredients don't have to be consumable; the magic that creates the potion makes a potable substance.

Potions are very similar to enchanted items in terms of function (and, in fact, even use enchanted item slots to make), but are both more limited and more flexible. To be able to make a potion, you must commit an existing open enchanted item slot to be a potion slot.

When you're outfitting your wizard, consider leaving some enchanted item slots unallocated so you can create potions as you need them. At the beginning of each session, you may declare what potions you have on hand to fill those slots, or otherwise leave them open. If you have an open slot and a successful Occultism roll or a Drama Point to spend, you may later declare that you coincidentally have an appropriate potion.

A given potion can only be used once, period, but it doesn't face a surcharge for being usable by someone else.

The effect strength of a potion, like enchanted items, is equal to the wizard's Occultism. Multiple slots devoted to potions allow the wizard to either:

- Have multiple potions at one time; or,
- Add +1 to the strength of any potion

Unlike a normal enchanted item, the effect strength of the potion may be boosted on the fly or at the time it is created with the invocation of aspects. Each invocation allows the potion's strength to be increased by +2. You may choose to take a compel in order to get this bonus for free, but that means the GM can introduce that compel at any time later without giving you the opportunity to refuse – you've already agreed to it by taking the additional strength for the potion. In general, only one such "pay-it-forward" compel should be allowed at a time.

Hidden Power

Power is hard to squirrel away without it being noticed. This is particularly true where items are concerned, both in terms of their physical and supernatural dimensions. First, the physical.

Focus Item Slots	Enchanted Item Slots	No smaller than...
1-2	1-4	Ring (ear or finger)
3-4	5-8	Fist or rod
5-6	9-12	Basketball or staff

Use this chart as a guideline, counting up the number of slots spent on a single item. And so on. The size of an item will play into how hard it is to physically detect. Fortunately, even when a magic item is physically obvious, it's not always obvious what it's *for*. A beat cop might not look at a staff as much more than a funky walking-stick, even though such a thing is as lethal as a machine-gun in the hands of the right wizard.

That's where the supernatural dimension comes in. Those who are in the know (generally, those with actual occult training) can use their Lore skill to pick up on the presence of an item of magical potency, getting a +1 to the roll for every two enchantment slots or one focus slot spent in the item's construction. A staff composed of 4 focus item slots provides a whopping +4 bonus to that roll—so while it might look like a funky walking-stick, a trained pro will recognize right away that it's an object of absolutely lethal potency. This isn't the same as knowing what the staff *does*, mind you – it only identifies it as an item of supernatural power.

Few supernatural types take kindly to someone walking into their establishment while loaded down with big, nasty enchanted and focus items – the same as anyone wouldn't react well to someone showing up toting two assault rifles and a bandolier of grenades. This is why many wizards go for multiple small items, rather than a single, multi-functional whopper of a thing (this also helps spread out the risk of loss).

Other Items

ENHANCEMENT

Enhancements deal with directly boosting a target's Attributes.

For Power Level 1, you can select a single Attribute and boost it (for the duration) by an amount equal to the net Hits. If you want a higher fixed-value boost, that value becomes the Power Level (net Hits do NOT apply in this case).

HEALING

Healing effects are kind of what you'd expect – they help individuals to recover from damage and consequences. Different settings will have different limitations on the efficacy of magical healing. In *Greyhawk*, full-on magical healing is available, at least to divine casters. In *Buffy*, however, magical healing is far more limited.

The *basic healing* effect is a Power Level 1 healing boost. A successfully cast spell provides the recipient with a bonus to his healing test equal to the net Hits.

Cure Ability Damage (+1). The spell cures ability damage equal to net Hits.

Cure Ability Penalty (+1). If there are any magical or mundane effects reducing one of the subject's ability scores, the effect is dispelled. This does not cure ability damage, but it can sober a drunk person without giving them a hangover. This can also be used to negate penalties from nausea, fatigue, exhaustion, etc.

Cure Blindness/Deafness (Varies). The spell cures subject's blindness (+2 PL) or deafness (+1 PL).

Cure Disease (Varies). The spell cures all diseases afflicting the subject. The Power Level equals the total disease strength (minimum of 1).

Cure Paralysis (+4). The spell cures any physical paralysis afflicting the subject.

Enhance Body (+1). Affected creatures gain an enhancement bonus to Body equal to net Hits.

Heal Damage (varies). The spell heals damage (Stun) equal to the Power Level + net Hits. Increase the total spell Power Level by +1 to heal Physical damage.

Heal Mental Damage (varies) This spell heals Mental Damage equal to one-half the Power Level + net Hits.

Negate Poison (Varies). The spell neutralizes poison in the area. The Power Level equals the strength of the poisons being negated. If an area effect spell with venomous creatures in it, said creatures get a Body [Power Level + net Hits] test; if successful, they retain their poison stores. Otherwise, their poison stores are negated, and must be replenished.

Regenerate, Lesser (+1). The spell regenerates lost body parts no larger than a finger or eye.

Regenerate, Moderate (+3). The spell regenerates lost body parts no larger than a hand or foot. This is proportional to the creature being healed, and can heal a giant as easily as a halfling.

Regenerate, Greater (+4). The spell regenerates lost body parts as large as a missing limb.

Remove Consequence (varies) The spell removes Physical and Stun consequences. The Power Level equal the value of the consequence. This cannot remove Extreme Consequences.

Resurrect (Varies). The remains of the creature to be revived must be within range. Incomplete bodies must be repaired first, or else the creature will return to life missing potentially key body parts. This spell cannot restore to life creatures that died of old age, and any diseases or poisons the creature had may still be active and need to be cured separately. If the creature died in the past 10 minutes, it still has the same access to magical powers (such as uses of spell-like abilities) as it did before dying. If the creature died more than 10 minutes ago, it must rest to regain its powers. In many settings this effect may simply be unavailable.

- **Resurrection, Lesser** (+3). The spell restores to life a creature that has died in the past ten minutes.
- **Resurrection, Moderate** (+6). The spell restores to life a creature that has died in the past day.
- **Resurrection, Greater** (+9). The spell restores to life a creature that has died in the past year.
- **Resurrection, Epic** (+12). The spell restores to life a creature that has died, regardless of how long it has been dead, as long as it did not die of old age.

Stabilize (+1). Affected creatures that are dying stabilize, but remain unconscious

ILLUSIONS

Illusion spells deceive the senses or minds of others. Illusions have no real effect, but they can mislead creatures and cause them to take dangerous courses of action.

Senses and Complexity of Illusions

Simple illusions are straightforward and easy to see through if anyone checks. Standard illusions are more detailed, enough to fool a casual observer. Complex illusions are as good as real, though they still only follow directions you set in advance, being unintelligent themselves. A reactive illusion is a complex illusion that will react as if you were constantly directing it, obeying your directions and responding believably to any situation.

Recognizing Illusions

Illusions are inherently easy to identify as "fake". The base test for recognizing an illusion is Intuition + Notice [2]. You can add Power Levels directly to this Threshold. This is in addition to the Power Levels listed below.

Visual

A simple visual illusion can make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Simple visual illusions can move only slightly, and then in a very obvious pattern. A simple illusion can conceal an object with a bland image, so you could hide a scar, or make an elaborate rug turn a single color.

A standard visual illusion can create a bookshelf with a lot of books that look generally the same, make a ghostly glowing word appear in the air, create a convincing demon warrior (though if you made several demon warriors, they'd all look alike), or make you look like another humanoid creature. If you use a standard illusion to conceal something, you can at best make it blend and blur.

A complex visual illusion can be anything you want, though any actions the illusion takes must follow a pattern or program set when you cast the spell.

Auditory

Simple auditory illusions consist of a single repetitive sound no louder than a heated conversation of four people. A standard auditory illusion can be as loud as a lion's roar or a yelling crowd, and can be slightly articulate – a simple song, a conversation with two speakers, or the

sounds of a swordfight, including footfalls, cries of pain, and the occasional yell. A complex auditory illusion can be anything you want, as loud as a dragon's roar or a volcanic eruption.

Tactile and Olfactory

These will seldom come up on their own, but subtle use of these illusions can easily confuse and mislead people. A simple tactile illusion could make clothes itch, while a standard tactile illusion could make blood trickling from a wound feel like worms crawling out of your flesh. A simple olfactory illusion might be strong, but it could not hide scents from creatures with Supernatural Senses: Enhanced Senses (smell) ability. Standard illusions of this sort grant a -2 penalty to checks of creatures searching for secret doors (tactile) or tracking or locating creatures by smell (olfactory). Complex illusions grant a −5 penalty.

Glamers (Physical Illusions) (Varies). Glamers are illusions that anyone can see, hear, taste or touch. Glamers can be recorded by technology. A glamer can be no larger than the area of effect of the spell. The power of glamers is measured by sense (how many senses are affected) and complexity (how detailed the glamer is). Even if a glamer is recognized as false, it remains perceived.

Phantasm (Mental Illusions) (Varies). Phantasms are like glamers, except that they are only perceived by those you target with the spell. A character who realizes a phantasm is false is unaffected by it and no longer perceives it. A phantasm is just as complex as a glamer of the same level, but phantasms are not limited by the area of effect of the spell. A glamer with a 20-ft. radius could be of a huge creature which everyone could see. A phantasm with a 20-ft. radius would affect everyone in the area, and could make them see anything, even a giant monster devouring the moon. However, no one outside the area of effect would experience the phantasm.

Intensify (+1) If a creature succeeds in recognizing a Phantasm as false, it recognizes it as an illusion, but still perceives the illusion. Thus a phantasm of a building burning around a creature will remain to confuse the character, forcing him to rely on his memory to navigate the area.

	Simple	Standard	Complex	Reactive
Visual or auditory	+1	+2	+3	+5
Visual and auditory	+1	+3	+4	+6
Tactile or olfactory	+1	+2	+3	+5
Tactile and olfactory	+1	+2	+4	+6
Visual, auditory, tactile, and olfactory	+2	+4	+6	+7
All senses and auras	+3	+4	+7	+9

MANEUVER

You can use Sorcery to emulate combat and skill maneuvers that take one Turn or less to execute. For example, you could cast a spell designed to toss an opponent into a wall (as per Wall Smash). When casting this type of spell, find the most important Attribute used to perform the task (for Wall Smash that would be Strength, required to lift and move the target). Determine the Attribute level you want to use – this is your base Power Level. If the maneuver has a negative modifier, apply one-half (round down) the number to the Power Level. The Spellcasting test acts as the attack or skill test.

For example, you want to wall smash a vampire 20 feet away. You estimate a minimum Strength of 4 to perform the maneuver. Wall Smash has no negative modifier, so your Power Level is 4. You have Willpower 4 + Occultism 5 + Sorcery 3 for a total of 12 dice. You score 9 Hits, so the vampire has to resist with Strength + Acrobatics [9]. Wall smash deals (Strength) Stun damage, so you will deal 4 + net Hits (over the vampire's resistance test).

MOVEMENT

Movement magic covers a wide spectrum of effects, ranging from simply boosting a creature's running speed to telekinesis to teleportation and dimensional travel. Note that movement magic that boosts a creature's physical ability does NOT provide him with physical reinforcements, so if you boost a target's running speed, he may end up with Physical Consequences (like *Torn Muscles*).

Astral Projection (+1) The target can project astrally under the normal rules.

Dream Travel (+2) This allows the caster to enter the dreams of the target.

Flight (+1). Affected creatures can fly at their base speed with average maneuverability. If you want a greater fly speed, you have to apply an Increased Speed spell effect as well.

Flight, Improved Maneuverability (+1). Improve affected creatures' flight maneuverability by one class, from clumsy to poor to average to good to perfect.

Increased Speed (varies). You increase a target's speed (one spell per movement mode). The Power Level is the speed multiplier you want to apply.

Incorporeality (+4). Any number of times during the spell's duration, affected creatures are able to turn incorporeal or corporeal as a normal action.

Levitation (+1) Allows vertical movement only at a rate of roughly (Hits * 10 ft.) per Turn. Normal encumbrance limits apply.

Mobility (+1). This provides a bonus to Acrobatics skill tests equal to net Hits.

Telekinesis (+1). For the duration of the spell you can concentrate as an action to direct a telekinetic force. This force can lift, move, and manipulate objects, as well as perform various combat tricks such as trips, disarms, slam-tackles, and grapples. It can even attack with objects it carries, though it cannot attack on its own. You cannot move objects or use objects to perform combat tricks or attack beyond the range of the spell. When Telekinesis is used to manipulate objects and perform skills, the net Hits of the spell determines its lifting capacity (Strength), and it manipulates objects with your skill modifiers, though you take a −1 penalty to such skill checks for every 10 ft. of distance. To direct the spell you must concentrate as a standard action. You can move the spell and any objects it carries up to 30 ft. per round while concentrating. If you cease concentration the spell will continue to hold its current burden, and will either stay still, or maintain the

same position relative to you, moving as fast as 30 ft. per round to keep up. You can concentrate on multiple items at once, though generally you must move them as a group. A creature targeted by this effect makes an opposed grapple check to avoid being moved by the spell.

Teleport (Varies). Once during the spell as a move action, affected creatures can teleport (travel instantaneously) to another place. Alternately, you can simply teleport willing creatures with you, so that everyone ends up in the same place. The distance you can travel is determined by the spell's Power Level. If you teleport to somewhere out of your line of sight, you must make a Logic [see below] test. If you fail, you end up off course by 1-100% of the distance traveled. If you glitch, you end up in an area that is visually or thematically similar to where you intended to go. If you critically glitch, the spell gets "scrambled," and you take 1 box of Physical damage. Make another check to try to redirect yourself, and if you keep on critically glitching, you keep on taking damage. Likewise, if you knowingly teleport into a solid object, keep making Logic tests until you do not glitch. If you increase the Power Level by +2, you don't have to make this check; if the location does not exist, you instead simply end up someplace else within range, usually somewhere thematically similar.

- **Very Familiar**: 2
- **Studied Carefully**: 3
- **Seen Casually**: 4
- **Viewed Once**: 5
- **Description**: 6
- **False Destination or Out of Range**: 8

Teleport, Dimensional (+8). Allows you to teleport into other dimensions.

Time Distortion (Varies)
- **Time Dilation (more time)** (+3) This alters the effective flow of time for those in the area of effect. At the base +3 Power Level, for those in the area of effect, 5 turns pass for every turn outside the time dilation. At +6 Power Level, the ratio is 5 minutes per turn, then 5 hours per turn (+9), 5 days (+12), 5 months (+15), 5 years (+18), 5 centuries (+21), etc.
- **Time Dilation (less time)** (+3) This alters the effective flow of time for those in the area of effect. At the base +3 Power Level, for those in the area of effect, 1 turn passes for every 5 turns outside the time dilation. At +6 Power Level, the ratio is 1 turn = 5 minutes, then 5 hours (+9), 5 days (+12), 5 months (+15), 5 years (+18), 5 centuries (+21), etc.
- **Time Loop** (+2) This creates a time loop – a repeating sliver of time. Those within will realize that time is repeating itself. This ALWAYS has a condition that ends the time loop. At the base +2 Power Level, this will loop one turn of time until the condition is met. Each additional +2 Power Levels increases the time looped as follows: 1 minute (+2), 1 hour (+4), 1 day (+6), 1 week (+8), 1 month (+10), 1 year (+12), 10 years (+14), 100 years (+16), 1000 years (+18), etc.
- **Time Pocket** (+3) The area of effect and everything inside it gain extra time, equal to the spell's duration. The outside world stands still while the area of effect speeds along. Anything leaving the area of effect loses the effect of this extra time, and returns to the normal flow of time just slightly outside the area. Spell effects created during this time pocket do not continue after this spell ends, so it is useful for resting and healing, but not for actual offense or defense.

Time Travel (Varies) This allows you to travel in time. The Power Level is based on the amount of time traveled, and whether it is travel into the future or into the past. See below.

Time	Past	Future
1-10 turns	1	1
1-60 minutes	2	3
1-24 hours	3	5
1-7 days	4	7
1.1-4 weeks	5	9
1.1-12 months	6	11
1.1-10 years	7	13
11-100 years	8	15
+ additional century	1	2

Wall-Crawling (+1) Enables the recipient to cling to surfaces like an insect. Movement speed is normal, and normal encumbrance levels apply.

SUMMONING/BINDING/BANISHING

Summoning creatures and spirits deviates a bit form the normal rules for Thaumaturgy. You can summon spirits, elementals, ghosts, and even corporeal creatures. At the same time, you can attempt to bind said creatures, and if necessary, attempt to banish them back to whence they came.

Ritual Circle: In all cases, you are best served by having a ritual circle prepared. A ritual circle is essentially an inverse *Ward* (see below). The base Power Level for the ritual circle is the Ward Strength -1 (minimum 1). Unlike a normal Ward, you do apply area of effect to the ritual circle. Creating a ritual circle follows the normal rules for Thaumaturgy. If you have a fixed location from which you plan to perform your summoning, you can create the physical circle using durable materials (heck, bolt it into your floor even) but you must cast the ritual spell each time to "power up" the circle. Note however, that a ritual circle is NOT required, but without one, you are summoning up a creature with nothing to contain it or stop it from eating your face off. Have fun. Even in a ritual circle, the summoned being may attempt to break out, or assault you in different ways (often resulting in Mental Damage).

Summoning

You can attempt to summon "entities" (spirits, elementals, demons, etc.) from Otherrealms for a variety of purposes, most often, however, for information or binding.

You can attempt to summon *Spontaneous Entities* (base Spirits and Elementals). To summon a spontaneous entity, you must first determine the entity's Force. Then you make your Spellcasting/Ritual Casting test with that Force as the base Power Level. These entities exist

primarily as free-floating etheric energy and have no independent existence when not summoned, therefore they receive no resistance rolls. If you have no intention of binding such a spirit, there isn't much cause for summoning one. Adjust the power level for other factors as normal. See Binding below.

You can also attempt to summon *Outer Entities* (demons, devils, and other creatures form the Outer Realms). Summoning one of these beings is not as easy as summoning a spontaneous entity. These beings can and often do resist the summoning (though many will come along willingly just to see what you want). The base Summons Power Level for this ritual is the target's Willpower (which you may have to do a lot of research to even guess at). If you have no idea what the target's Willpower is, then your best bet is to assign a high Power Level and hope it's enough.

Make the Spellcasting/Ritual Casting test against your selected Power Level (remember to include modifiers as normal). If the entity chooses to respond willingly, then the spell works. If the entity resists the summoning, it is allowed a resistance test of Willpower + Occultism [Summons Power Level]. Whoever scores more Hits wins. If you win, the entity appears nearby (hopefully in a well-prepared ritual circle!). The reaction of the entity will vary based on its nature.

You can attempt to summon *Earthly Entities* (ghosts, known spirits native to Earth, etc) as well. This follows the rules of Known Entities, except the target doesn't necessarily appear instantly. It appears at whatever speed it is able to reach the summoning location at. It forced to come, it arrives as fast as possible, otherwise, it arrives when it feels like it.

You can attempt to summon *Corporeal Creatures* as well (individual named beings in the same realm as you). This follows the rules for Earthly Entities.

Once you have an entity summoned, you must interact with it following the normal rules (negotiate, threaten, bribe, etc.)

Binding

When you summon an entity, you have the option to try and bind it to your will in addition to just calling it forth. Attempting to bind an entity increases the total Power Level of the spell by +4. When you bind an entity in this manner, in addition to the Spellcasting/Ritual Casting tests, you must engage the creature in a battle of wills. Each of you rolls Willpower. You gain a bonus equal to the amount by which you beat the entity in the Spellcasting/Ritual Casting test (note an entity always knows if you intend to bond it when you cast the summoning spell, and it will ALWAYS resist if you intend to bind). If the entity wins this contest, it remains summoned, but unbound, and probably pissed. If you win this contest, the entity owes you a number of services equal to your net Hits.

If you are binding a Spontaneous Entity, it will not attempt to subvert your commands. Other entities will act appropriately to their nature.

You can also attempt to bind a Spontaneous, Outer, and Earthly entities that you did NOT summon (for example, hey, there's a fire elemental attacking the 7-11, you could try to bind it right there on the spot). You must make a Spellcasting/Ritual Casting test with a Power Level equal to the Power Level originally used to summon the being (if summoned) or its Willpower (if "free") +4. Again, engage in the battle of wills. If the entity was summoned, subtract your net Willpower Hits from the Services the creature owes the original summoner. If you come out on top, you are owed services equaling the remainder. If you simply negate the services (equal amount), the entity is freed (and will act accordingly). If the entity is "free", you gain services equal to one-half your net Willpower Hits (round down).

For example, you come across a fire elemental attacking the local 7-11. It was summoned by a jackass who didn't like his hot dog. The summoner scored 4 services from the elemental. You make a quick ritual circle, and cast your Ritual against the original Power Level 5+4. You score 9 Hits, exactly the number you needed, allowing you the chance to usurp control. Now you roll your 6 Willpower against the elemental's 3 Willpower. You score 4 Hits and the elemental scores 0 hits, giving you 4 net Hits. The elemental owed 4 services, so you simply manage to negate the summoner's control. The fire elemental chooses to discorporate, returning to the Aether. If you had rolled 6 Hits, the fire elemental would remain and owe you 2 services.

Banishing

Banishing is the attempt to send an entity back to where it came from. Banishing can be attempted on Spontaneous, Outer, and Earthly Entities, but not on Corporeal Creatures. The most famous banishing ritual is the Exorcism Rites of the Catholic Church, but almost every religion has rituals for banishing certain entities.

Banishing follows different rules, as it is pretty much a direct contest of willpower and knowledge between the banisher and the subject.

When attempting to banish a creature, you roll Willpower + Occultism. The target opposes with Willpower + Occultism (or Willpower *2). The loser takes Mental Damage equal to the winner's net Hits. For example, you roll a total of 9 dice against the demon's 6 dice. You score 5 Hits, it scores 3 Hits, so it takes (5-3) 2 boxes of Mental Damage. If the target entity was summoned, it gains the number of services it owes as a bonus to its tests.

Because of the back and forth nature of this conflict, it can take longer than most rituals. The rolls need not be consecutive – you can take breaks and such when performing a banishment (assuming your circumstances allow such).

Ultimately, you are trying to reduce the target to 0 Mental Damage, for a *Taken Out* result, in which case, the entity will return to its home.

Some entities like to possess living beings. Occasionally, they will possess animals, but they prefer sapient creatures. When an entity is in possession of a creature, it is harder to banish. If possessing an animal, the entity gains +2 Mental Damage boxes versus the banishment. If possessing a sapient being, it gains Mental Damage boxes equal to 10 – possessed's Willpower (average people provide +7 to +8 boxes). Additionally, it can cause the possessed victim's body to suffer Physical Consequences when it suffers Mental Damage. For example, if you hit the entity for 7 boxes of Mental Damage, it can force the host body to take a Severe Physical Consequence, reducing the mental damage by 6 points.

Depending on the creature being banished, a number of Aspects may be involved for tagging and invoking.

Using Help: As with other Thaumaturgy, you can have helpers aid you directly when performing a banishing. Every person performing the ritual with you makes a Willpower + Occultism test (each Turn) with a Threshold equal to one-half the target's Willpower. If successful, you gain a bonus that Turn equal to the net Hits that person scored, but that participant takes Mental Damage equal to his net Hits.

Note that in some settings, banishing creatures may require special rituals specific to each creature in order to even engage a banishing attempt.

VEILS

Veils are spirit effects that bend attention, light, and energy away from prying eyes. They typically require ongoing concentration to remain in place. Sorcery veils also tend to be fairly personal in scale – covering the caster himself and maybe a few of his allies.

However, it is possible to use Thaumaturgy to set up a long-term veil, concealing something for days without ongoing concentration. Large coven meetings, if they occur in public places, usually have a large-scale thaumaturgic veil covering the entire venue to keep normal mortals from getting too curious about the proceedings.

The Power Level of a large veil is equal to whatever Threshold the wizard wants others to beat in order to detect whatever's behind the veil; as usual, more is better. As with Sorcery, this is a Defend action with a base Power Level equal to its Threshold.

Veils often block detection in both directions. Perceiving things outside a veil while you are within it faces a similar block, at half the veil's strength. Increase the Power Level of a veil by +2 in order to create a veil that doesn't impede looking *out* at all.

In addition, bigger veils mean a higher Power Level (see Area of Effect for mods). Thaumaturgical veils are not usually mobile and are constrained by thresholds and other barriers that scatter magical energies.

WARDS

A ward is basically a very potent version of a Defend using Thaumaturgy instead of Sorcery. It's intended to protect an area – usually a home or sanctum – from physical or magical intrusion. Most wizards need stronger protection against occupational hazards such as hostile demons, malicious magic, and hungry monsters.

A ward's basic function is reflecting energies back onto their source. Someone who collides with a ward at a brisk walk might experience something equivalent to a hard shove, while someone running full tilt into a ward would most certainly get knocked to the ground. Magical force gets the same treatment – a powerful spell cast on a good ward usually ends up being very bad for the intruder.

In addition to this basic function, wards can be rigged to contain other magic that gets triggered when the ward encounters significant force. The most common of these is a magical "landmine," where a large Sorcery effect (such as a fire burst) is encased in a sigil behind the ward. The ward releases its energy when the containment provided by the ward is breached. Other effects are possible, though; the enchantment known as a wardflame can be attached to a ward as an early detection system, showing the wizard when something is coming his way by causing nearby candles to burn bright blue (or some other light-show).

The base Power Level of a ward is directly related to its desired strength, so you should aim for this to be pretty high as this represents the ward's capacity for reflecting attacks.

When something hits the ward, compare the Power Levels. If the ward prevails, hit the attacker with an effect of the appropriate type for equal Power Level. So if someone rolls a 4 damage attack against a ward, he has to try to avoid a 4 damage attack from the rebounding force. If someone hits it with a Power Level 6 spell, he has to dodge a Power Level 6 spell.

If the attack surpasses the block strength of the ward, then the ward is breached; apply whatever Hits get through to the target just like bypassing a block. Alternatively, the attacker may apply those Hits directly toward getting rid of the ward itself; each Hits will reduce the value of the ward by -1 until it's gone. While a ward is technically still around at 0 strength, most lack the energy to hold themselves together at that point; a ward needs to be reduced to –4 to be completely nullified.

By default, a ward lasts until the next sunrise unless you add Power Levels to make it last longer. In addition, any spells you wish to include as part of the ward construct add their Power Levels directly onto the ward. It must all be cast as one spell. If you want a layered defense, you'll have to spend a bit of time setting it up.

Wards don't have a "scale" concern, the way that veils do, and they cannot move. They are almost always tied to a particular place's natural thresholds – think of them as a super-boosted immune system – so they are limited by the size of that threshold. Without a threshold they can only be set up to cover a small area at most – usually a point of transition such as a doorway or intersection.

Warning systems, such as a wardflame, add +2 to the Power Level of the ward and set off an alarm of some sort when someone is actively testing the ward's defense. Tying a symbolic link to some item you carry increases the Power Level by another +2, but may warn you of intrusions even when far from home (though the message may get delayed or blocked by intervening thresholds).

Landmines – nasty, damaging spells that are triggered on a breach – add Power Levels equal to the Power Level of the Sorcery spell stored within the ward. At this time, roll a targeting test for the Sorcery effect; it will use this result in the future.

Thaumaturgic spells might be done as landmines as well – simply add their Power Level to the base Power Level of the ward. Specialized practitioners focused on wards are able to embed other effects in their wards – such as wardflames or landmines – even if they cannot create those spell effects independent of a ward.

Conditions: Wards (and possibly veils) normally manifest broad effects that target everything. To make a ward or veil more selective, you can add simple conditions to the spell, increasing its Power Level by +1 for each simple condition added. Make no mistake – a ward spell can't "think" for itself, but it can be taught to recognize something incorporated into its symbolic links. You might establish a condition that allows someone to pass through unaffected so long as he's wearing one of five amulets; you might add a drop of your blood to the ritual components to ensure that you can pass through. Regardless, conditions must be based on something observable, without any element of decision-making: wearing an amulet, living beings, people who say "open sesame," that sort of thing. These aren't detection systems – though a divination spell could be combined with a ward to create a more actively discerning ward.

With all of this, the ability to produce a relevant symbolic link is key for each condition. A vial of Vengeance Demon blood could be used to create a ward that only repels those creatures (or create a veil that masks one's presence from their kind alone). Without it, such selectivity just couldn't be achieved.

Winging It: These rules are pretty intricate, giving you a lot of options for how you can set up wards and defenses. But it's a pretty safe bet that any ward-capable spellcaster worth his salt will have his base of operations protected by at least a basic ward.

If it hasn't been explicitly declared otherwise, assume a wizard's ward strength to be equal to the greater of his Occultism or Thaumaturgy. In fact, that's a reasonable assumption for any kind of "preset" magical effect if the GM or player needs to establish one in the course of play.

So if the PCs are breaking into an NPC wizard's sanctum, and the NPC wizard has Occultism 5, you can safely assume that the fire trap he has set up is a Power Level 5 spell. Tick a couple of Drama Points off that NPC, invoke a couple of aspects (say, Meticulous and Paranoid), and now it's a Power Level 9 spell.

And so on.

QUALITIES/DRAWBACKS

QUALITIES

Magical Philosophy

+4 or +6 points

Prerequisite: Sorcery and/or Thaumaturgy

Magic is not learned absent trappings. It is part and parcel of the myths and philosophies of the world in which the magician lives. A magical philosophy represents the academic or metaphysical training, learning, or grounding a magician receives. Philosophies of magic represent various approaches based on differing systems of belief, practice, or effect. Some are tied to faith in various Gods, spirits, or one God. Others are divorced from religion and more mundane, even scientific. Still others are concerned with inner spiritual development.

Each Magical Philosophy Quality is different and distinct, although at times overlapping. Taking philosophy into consideration, the magician should be able to cast certain spells easier, although others may be denied to him for the same reason. A magician may learn a second, or subsequent, Magical Philosophy at the cost of 6 points.

Magical Philosophy: Alchemy

+4 or +6 points

Prerequisite: Sorcery, Thaumaturgy

Alchemists are masters of creating potions. Additionally, they are able to create the equivalent of spell "Molotov cocktails". Alchemists have a number of potion slots (see above) equal to their Occultism rating. When creating a potion, the Alchemist gains a +1 bonus to the strength of the elixir.

Spell Molotov cocktails require the Alchemist to generate the spell like normal, except it takes one minute per Power Level, requires appropriate ingredients, and remains viable until the next sunset or sunrise. This allows him to keep a number of liquid spells on hand that may be thrown (Strength * 30 ft.; treat as grenade/splash weapon).

- +1 Logic
- +2 Science

Magical Philosophy: Animism

+4 or +6 points

Prerequisite: Sorcery, Thaumaturgy

You believe magic is granted by spirits – of nature, of animals, or even of the dead. This tradition is loosely based on Native American faiths, but the same mechanics cover pantheist religions, such as Ancient Greek and Ancient Roman, or modern urban ideas of magic, in which pretty much anything is possible. This is commonly possessed by spellcasters using some form of related Sponsored/Pact Magic.

Once per day, you can act with the benefits of an applicable common Sponsored Magic for one minute.

Magical Philosophy: Cabbala

+4 or +6 points

Prerequisite: Sorcery, Thaumaturgy

Cabbalists study the Torah and the bible to learn magical words and phrases, deciphering the 72 various names of God and their proper pronunciations. Cabbalist spells are particularly potent when used against Hellspawn, ghosts, and the undead. Against these targets, the sorcerer can roll Logic + Languages [3] as a part of the Spellcasting/Ritual Casting roll (this increases the casting time to one full turn minimum). Each Hit on this test provides a bonus die to the Spellcasting test.

- +1 Logic
- +2 Languages

Magical Philosophy: Diabolism

+4 or +6 points

Prerequisite: Thaumaturgy

Diabolists follow one of the rare pure evil philosophies. They are demon or evil spirit worshippers and devotees to dark magics that destroy mind, body, and soul. Many of their spells require spilling blood, living sacrifices, or torture as an intrinsic part. Diabolists do not necessarily follow the Christian "Devil"; some may adhere to ancient evil beings. Personal gain and suffering for others are almost always the diabolist's goals. They usually enter pacts or deals with the evil entities they serve, ofttimes relinquishing their own, or others, souls in the process (as per Sponsored/Pact Magic).

When using Blood Magic, you gain an additional +2 towards the deficit.

Diabolists often have the Beholden drawback.

- +1 Body
- +2 Influence

Magical Philosophy: Divination

+4 or +6 points

Prerequisite: Thaumaturgy

Diviners read the future by consulting tarot cards, tea leaves, or a person's palm, cranium, or astrological chart. Diviners are quite adept at discerning future events. The diviner can attempt to tell a fortune for someone (never for themselves though) through whatever means they use. Make an Intuition + Occultism test. One Hit provides a glimpse into the subject's near future; 2 Hits into the intermediate future, and 3 Hits into long-term future.

A diviner is also useful to other spellcasters. By using his diving methods, he can determine the best time for another spellcaster to cast a particular spell. This requires an Intuition + Occultism [4] test. If successful, and the spell is cast in the appropriate time, the spellcaster gains a +2 Spellcasting bonus.

- +1 Intuition
- +2 Knowledge

Magical Philosophy: Dreamtime

+4 or +6 points

Prerequisite: Sorcery or Thaumaturgy

You believe you have taken a spiritual journey and returned with celestial powers, as in the magical tradition of the Aborigines and Bushmen. For more information on Dreamtime and The Dreaming, look it up.

Dreamtime Sorcerers are able to astrally project (as per the SR4 rules). Additionally, the sorcerer can take willing subjects with him when using astral projection. This requires him to make a Willpower + Occultism [number of passengers] test. The most he can take equals his Magic rating.

Magical Philosophy: Elementalism

+4 or +6 points

Prerequisite: Sorcery, Thaumaturgy

Elementalists envision all things comprised the four or five classical elements: Air, Fire, Earth, Water, and either Spirit or Wood. By invoking these elemental energies (or summoning elemental spirits to do his bidding), the elementalist performs particularly potent. Elementalists gain a +1 Spellcasting/Ritual Casting bonus on elemental-based spells (GM's discretion). Additionally, elementals will "pull their punches" when attacking an elementalist, intentionally withholding 1 Hit from all attacks.

- +1 Body
- +2 Science

Magical Philosophy: Feng Shui

+4 or +6 points

Prerequisite: Thaumaturgy

Feng Shui practitioners alter and channel their magic by altering their environment – moving furniture, setting up and aligning mirrors and other changes that redirect the flow of Chi in the area. If given one minute to prepare an area, the character can make an Intuition + Notice test to redirect the local Chi. If successful, his next spell cast in that area gains a bonus equal to the Hits. All Feng Shui rituals must have the casting area prepared in this manner.

If attempting to realign Chi in a place of power, the Threshold is the Rating of the area. However, if successful, the character increases the effective rating of the area by the net Hits. This lasts for 1d6 hours.

Magical Philosophy: Gnostic

+4 or +6 points

Prerequisite: Sorcery, Thaumaturgy

Gnosis means "to know" and gnostics seek to know or understand the universe through magic. Gnostics gain a +1 Spellcasting/Ritual Casting bonus when using divination magic, overcoming illusions and falsehoods, when attacking magical barriers and wards, and when counterspelling.

- +1 Willpower
- +2 Science

Magical Philosophy: Nature

+4 or +6 points

Prerequisite: Thaumaturgy

Nature followers use various herbs and plants to brew potions of any spell that affects, or is centered about, the person drinking the potion. This requires a Spellcasting roll followed by an Logic + Knowledge roll; each must garner Hits equal to the Power Level of the spell being imbued, and expends a number of minutes equal to the Power Level of the original spell. The potion must be drunk (using one action) to be activated and becomes inert after 24 hours if not consumed. The magician may only possess at one time a number of potions equal to his Occult rating. Naturalists may gather various herbs and minerals which provide a +2 bonus to both the Spellcasting/Ritual Casting and imbuing rolls.

To cut and harvest the appropriate plants for one potion, a Logic + Science roll is required. This expends three hours, minus 20 minutes per Hit to a minimum of one-half hour. The materials must be used within seven days or they lose their potency.

- +1 Body

- +2 Knowledge

Magical Philosophy: Necromancy
+4 or +6 points
Prerequisite: Thaumaturgy

Necromancers summon and compel the dead: skeletons, wights, and zombies. Even vampires can be created, although it is the rare magician who may veritably command one. This is a rare philosophy, usually perceived as evil. Although "good" necromancers are certainly plausible, the corrupting nature of death magic tends to wear down even the most virtuous magician.

Magical Philosophy: Runic
+4 or +6 points
Prerequisite: Sorcery

Runic magicians specialize in the magic of runes, etchings, and symbols. A known spell may be etched onto a stable, relatively non-fragile surface such as a small stone, piece of wood, or even a wall or tree (glass, parchment, or cloth is insufficient).

The engraver conducts a Spellcasting roll followed by an Agility + Art roll; each must garner Hits equal to the Power Level of the spell being etched. The process takes five minutes per Power Level of the spell being engraved. This spell may be primed to activate at a specific time, when a particular creature, species, gets within 10 feet of the rune, or when a specific set of parameters occurs (such as a door opening or a key phrase being spoken). A largish rune (three-foot diameter or greater) on a non-mobile surface may also double the duration of a non-instantaneous spell, or enhance a spell's effects by two Hits. The rune disappears once used. If the rune is marred or destroyed, and the destroyer makes a Logic + Occultism [Power Level] roll, the spell's power dissipates harmlessly. If not, the destroyer, if within 30 feet, takes (Power Level *3) of the spell in mystical feedback damage (Stun; no armor reduction).

The magician may only have a number of runic items equal to his Occultism rating.
- +1 Agility
- +2 Art

Magical Philosophy: Solomonic
+4 or +6 points
Prerequisite: Thaumaturgy

These castes are able to bind demons, ghosts, and other spirits to objects through the various seals of King Solomon. When performing ritual summoning/binding magic, during the preparation stage (and this cannot be skipped even if the PL is equal to or lower than Occultism, assuming the caster wants this benefit), the caster must prepare a special binding container. Make an Agility + Art [2] (Extended; 1 hour) test as well as a Willpower + Art test. The object can contain a creature with a Willpower equal to or less than the Hits on the Willpower + Art test. Containers such as boxes, urns, jars, bottles, rings, or amulets are appropriate as long as the seal can be inscribed on the object in some spot.

The caster then attempts to bind or banish the creature as normal. If successful, the creature becomes trapped in the prepared container.

When dealing with a creature bound in this manner, the caster gains bonus services owed equal to his Willpower.

Magical Philosophy: Theomancy
+4 or +6 points
Prerequisite: Thaumaturgy

Theomancers are priests or those in service of some deity or higher power. They may perform any of the following benedictions via a Willpower + Wild Card (Faith) [Variable] test (+2 bonus if the subject is a member of the faith in good standing). These benedictions may only be bestowed on one in the service of the caster's faith, or who is not considered a heretic, an unbeliever, or evil or acting in an evil manner.
- +1 Willpower
- +2 Wild Card (Faith)

Power Level	Effect
1	Prayer (reduces Hits on a magical attack by -2; impose -2 penalty to next mundane attack against him)
2	Prayer (Provides +3 bonus to subject's next Spellcasting test)
2	Blessing (+2 bonus to one die roll made within 5 minutes * Hits)
3	Sanctification (provides an item with holy energy for 5 minutes * Hits; this allows it to affect creatures as if "Holy" or if the target is incorporeal)

Sorcery
+2 points per level

Some people have the spark of magic. They can use the dark arts more easily than normal students of the occult. Your character's Sorcery level is added to Spellcasting rolls. It is also used for other witchcraft powers, like sensing the presence of magic. Don't get cocky though; Sorcery is no magic bullet against the unpredictability and dangers of magic use. Reach for the spells too often and something potentially very nasty is going to come your way. You've been warned.

In addition, with your first level in Sorcery, you gain 2 free Focus Item slots (remember, one Focus Item slot can be traded in for 2 Enchanted Item slots). With each additional level in Sorcery, you gain +1 Focus Item Slot.

Specialization

+2 points

Prerequisites: Sorcery or Thaumaturgy

You have specialized in a particular type of Spellcasting. With Sorcery, this is usually a specialization in one specific Element (fire seems to be popular). With Thaumaturgy, specialization tends to be in one type of magic (summoning, conjuring, wards, veils, etc) or a specific Theme (see below).

When you specialize, you gain either a +2 bonus to the Spellcasting/Ritual Casting test, or a +2 bonus to Magic for limiting purposes (not an increase to your Magic rating). You cannot take both bonus for a single type, but you can take different specializations for different aspects (i.e., you can have Specialization: Fire Sorcery (Casting Test) and Specialization: Water Sorcery (Magic), but not Specialization: Fire Sorcery (Casting Test and Specialization: Fire Sorcery (Magic)).

Thematic Thaumaturgy Specialization: This is a specialization in a theme of magic. As normal, you must select either the Casting bonus or the Magic bonus, but the effects to which it applies are broader (yet more limited).

Thematic Specialization: Biomancy

Biomancy is a term used for those who work magics upon the body. Shapeshifting is an extreme application of this art, whether in part or in full, but it's hardly the only application.

Healing magics fall under this specialization. The main problem with healing magic is that it can't do much more than modern science can – and it requires just as much real, mundane knowledge of biology as a surgeon to wield well. Still, biomancy can be used to lessen pain, provide first aid type treatment and other forms of physical therapy, and examine the physical conditions of someone's body (that's a biomantic divination, right there) including nifty Star Trek style tricks like "scanning for life-forms."

The main advantage of healing magic in the game is in providing justification to begin the healing process without any other effort. Use the value of the consequence (which you can stack together for multiple consequences) as the spell Power Level. Remember, the recovery time can't be shortened with these kinds of magics – the target still has to go through the healing naturally.

Biomancy can also be used for short-term supercharging. Look to the early part of "*Transportation and Worldwalking*" for some possible applications (e.g., boosted running speed, etc.). Biomantic rituals, items, and potions can be used to boost strength, speed, perception, and other functions of biology – provided that the body being boosted can withstand the stresses of such an effort. Just because muscles have been supercharged to lift a small car doesn't mean they're built to withstand the damage that would do; inflicting consequences on the beneficiary to boost spell effectiveness is not uncommon (Torn Muscle Tissue, etc.).

Thematic Specialization: Diabolism

Diabolism refers to spellcraft involving a demonic component. This is usually very bad news, but a specialization in demonic thaumaturgy can also be used to effectively *combat* the influences of demons – locating demons, purging the possessed, constructing wards that are especially potent against demons, binding and banishing demons that have gotten loose. But it's just as easy to cross the line and start using demons for your needs. Demons can be consulted for information via divination (though this invariably produces hazy, vague results – demons would rather be summoned), or by summoning them and entering negotiation for the particulars. They can be bound into service and sent out as infernal attack dogs.

While information gathering is something of a grey practice, summoning a demon and putting it into service to kill is a clear-cut case of black magic (there's a straight line of connection between the intent to kill and the summoning of the demon).

Thematic Specialization: Ectomancy

Ectomancy is the practice of spellcraft involving (generally non-demonic) spirits, focused especially upon ghosts. Conceptually, ectomancy has much in common with diabolism and necromancy, but it mostly stays within the grey zone in between.

Ectomancers tend to get *noticed* by ghosts and often find themselves haunted by those who are looking for a way to speak to the living. Many ectomancers develop a natural ability to see – or at least acutely sense – the presence of ghosts

In application, ectomancy can access all of the functions of thaumaturgy as applied to (or by) ghosts and spirits. Ghosts can be summoned and bound into service, sent away or used to kill via disruption, used as a ritual component to enchant items or divine information, and so on. Ectomantic spells can be constructed that specifically target ghosts as well, whether it's a ward against spirits or a scrying attempt to divine their presence. Some ectomancers may even be able to access a skill from a ghost's skillset, in an act somewhat like voluntary possession; here, the skill acquired is limited by the level of skill the ghost possesses, and the value of the skill rating is added to the Power Level for the binding spell.

Thematic Specialization: Entropomancy

Entropomancy goes by a variety of names – *malocchio, maladicto, katadesmoi* – and in all cases it amounts to essentially the same thing: the refined art of inflicting curses on targets, driving their lives toward greater disarray (and at its extreme, death). So long as the magic follows the principle of "things fall apart," entropomancy has an affinity for it.

This sort of magic doesn't have to kill its target – it can just make things *suck* for them. At its weakest, the curses inflicted by a *malocchio* are transitory: maneuver-equivalent, inflicting temporary aspects ranging from Bad Luck to Two Left Feet to Comes Off Like A Jerk. It's entirely possible to play a low-level entropomancer in this way, focused not on death but on mischief.

The problem, of course, is that magic is tied closely to what you believe you are, what you believe you're capable of doing. Entropomancers face regular temptation to make the next curse a little worse, because they already believe in their hearts that they're the sort of people that make sure other folks *have a bad day*. Sure, you could hit someone with a curse that makes him stumble at just the wrong moment. . . but why not have him stumble in front of a car?

Eventually, cursing tends to become more vicious and direct; giving someone a heart attack is entirely possible and – while it takes a lot of energy to do it – can be done in such a way as to be nearly undetectable as foul play. The classic is the full-on entropy curse that gives entropomancy its name. This is a dark seething invisible force that follows the victim around and encourages the environment to kill him a *lot* – falling power-lines, cars full of bees, frozen turkeys plummeting from an empty sky. It's not a very precise or very quick way to do it, but dire entropy curses do tend to get the job done, often as bizarrely as circumstances will allow.

Thematic Specialization: Necromancy

Ah, necromancy. The art of death magic barely needs an introduction; reaching beyond the borders of life is bad news, no matter if it's reanimating a dead body as a zombie, calling back a departed soul moments after death, or engaging in human sacrifice to harness the power of death.

Zombies and the like are a case of summoning and binding an animating spirit – usually a really *stupid* one that just knows how to follow instructions – into the flesh of a dead man, then convincing that flesh to get up and start walking again (this typically requires the inclusion of something to stand in for a heartbeat, like a drum or a bitchin' set of subwoofers and the latest gangsta rap on loop). Where the flesh is weak, ectoplasm suffices, conjured in sufficient quantities to give the body the musculature it needs to move.

The dark grey area here – deepest, darkest grey – involves the manipulation of ghosts (usually by doing something unspeakable with their physical remains as part of the spell) and the reanimation of dead creatures that never had a soul in the first place (say, a dinosaur).

Thematic Specialization: Photomancy

Photomancy is the art of manipulating light and imagery with magic. The most obvious application here is with veils, but disguise and illusion are also along for the ride. Focused light can also produce heat-based effects; on the evocation side, photomancy tends to manifest as a manipulation of fire.

Disguises and illusions created by photomancy operate much like veils, save that they're oriented on fooling someone rather than simply hiding from them. This is a block action against visual detection of the disguise, though if an illusion or disguised individual behaves in a way obviously out of character, the block isn't going to be much help.

Less obvious applications of photomancy include bending light away from an area (a maneuver, to place a Shadowed aspect on a location, for example) and divinations that seek out a particular image and/or cause something you're seeking to glow.

Focused practitioners that use photomancy exclusively seem to have no aptitude for manipulating ectoplasm – meaning their illusions never have any physical substance to back them up unless they're wrapped around an actual physical object. More broadly talented wizards often incorporate a little bit of ectoplasm into their photomantic efforts, creating illusions that can actually interact with the environment.

Thematic Specialization: Psychomancy

Practitioners that read and manipulate minds are called psychomancers (or sometimes neuromancers).

There are some grey areas that can be explored, mostly safely. Psychomancy might be used to draw the thoughts out of the brain of a dead man – no living person nor active mind is violated in such a case, and the borders of life are not crossed. Empathically reading the emotional state of someone isn't a violation of his thoughts so much as an application of psychomancy to boost your ability to perceive such information (done as a divination).

And then there's the dangerous area of wielding psychomancy against *yourself* – supercharging your brain for an all-nighter or to improve your reaction time, digging into your own memories to pull out information you didn't realize was there, removing your ability to feel fear, and so on. But synapses and minds are fragile – when you can plug right into your brain's pleasure-center and press the big red MORE button, or accidentally destroy your ability to feel inhibition, it's not long before you're indistinguishable from a meth-head. Just because you're doing it to yourself doesn't make the act any less violent. See the "supercharging" discussions about transportation and biomancy for guidelines on the dangers of this.

Some alternative forms of psychomancy specialize in a particular range of thought – phobomancy focuses entirely on fear, for example. These variants are encountered almost as often as psychomancy itself.

Thaumaturgy

+2 points per level

Prerequisites: Equal or greater levels of Occultism

Some people are unusually adept at performing magical rituals. They can use the dark arts more easily than normal students of the occult. Your character's Thaumaturgy level is added to Thaumaturgy Casting rolls. In addition, with your first level in Thaumaturgy, you gain 2 free Focus Item slots (remember, one Focus Item slot can be traded in for 2 Enchanted Item slots). With each additional level in Thaumaturgy, you gain +1 Focus Item Slot.

DRAWBACKS

SPELLS

Power Level:
Casting Time:
Duration:
Range:
Target/AoE:
Requirements:
Build:

BUFFY THE VAMPIRE SLAYER CORE RULEBOOK

Amy's "Rat-ification" Spell

Power Level: 10
Casting Time: Standard (+0)
Duration: Permanent (+6)
Range: Very Short (-1)
Target/AoE: One human (+0)
Requirements: Standard
Build: Alter (Creature Form) [+1]. Alter (Force Change) [+2], Alter (Mind of the Beast) [+4]; Limited Target Selection (Human) [-1],. Resistance (Body) [-1]
Effect: The victim is transformed into a rat, with normal rat intelligence, instincts. And behavior i.e., care only about finding food, mating with other rats, and hiding from cats and exterminators). The spell remains in effect until reversed or dispelled. This effect only works on humans (including Slayers, as Buffy found to her chagrin), not on vampires, demons and assorted non-humans.

Bloodstone Vengeance Spell

Power Level: 7
Casting Time: Kinda Long (-2)
Duration: Long (+3)
Range: Even Longer (+4)
Target/AoE: One creature (+0)
Requirements: A personal effect of the victim, a lengthy ritual.
Build: Affliction (Ability Damage – Body) [+4]; Link [-2]
Effect: This spell eventually kills the victim, draining her of -1 Body every hour. When Body is reduced below zero, the victim dies. At first, the victim appears to have had a bit too much joy juice to drink (as in a gallon or two too much). Then her immune system shuts down, and she becomes weak and feverish. If the spell is reversed before death, the victim returns to normal in a matter of seconds.

Lightning Bolt (Sorcery)

Power Level: 8
Casting Time: Standard (+0)
Duration: Standard (+0)
Range: Long (+3)
Target/AoE: Standard (+0)
Requirements: Access to the book of Darkest Magick.
Build: Attack (Lightning 6 Physical) [+7]; Complex Requirements (restricted – Book) [-2]
Shoots a bolt of lightning at the target for base 6 P electrical damage.

Revoke Invitation (Thaumaturgy)

Power Level: 27

Casting Time: Moderate (-1)
Duration: Real Permanence (+10)
Range: Touch (-2)
Target/AoE: Bigger Radius/One private residence (+2)
Requirements: Moss herbs (burned during the ritual), some holy water, crosses, and a Latin incantation rescinding the invitation.
Build: Very Limited Target Selection [-2], Ward [+20], Ward (Condition – Specific Vampire) [+1]; Easily Dispelled [-3]
Effect: Say, for one odd reason or another, you invite a vampire into your home. This can lead to no end of trouble. In those cases, this spell fixes your mistake and prevents that particular bloodsucker from darkening (or at least moving beyond) your doorstep again. Once successfully cast, the vamp is again incapable of entering your dwelling. Of course, another invite undoes the whole thing, and you are back at mistake one.

Spell of Blindness (Thaumaturgy)

Power Level: 9
Casting Time: Kinda Long (-2)
Duration: Permanent (+6)
Range: Pretty Damn Far (+5)
Target/AoE: One creature (+0)
Requirements: A doll with some personal effect of the victim attached to it, and a lengthy ritual.
Build: Affliction (Blindness) [+2]; Link [-2]
Effect: The victim is blinded until the spell is reversed or dispelled. Neat way to get back at people you don't like, or want to put out of commission for some reason (it can be a really, really weak reason, depending on who you are).

Thespia's Demon Detection (Thaumaturgy)

Power Level: 3
Casting Time: Moderate (-1)
Duration: Standard (+0)
Range: Touch (-2)
Target/AoE: More Vast (+6)
Requirements: Four crystals and some string to define a square representing the area to be searched, two casters, some sand blown into the square.
Build: Locate (demons) [+1]; Complex Requirements (Unusual – Two Casters) [-1]
Effect: The sand will turn different colors, indicating different species of demons in the area. The spell can locate all demons in an area as large as a small town or several city blocks. Unfortunately, the spell has a very short duration, so the caster knows where the demons are at the moment the spell is cast, not where they will be later on.

THE MAGIC BOX

NEW SPELLS

Banish Guardian Spirit

Summon/Bind Guardian Spirit